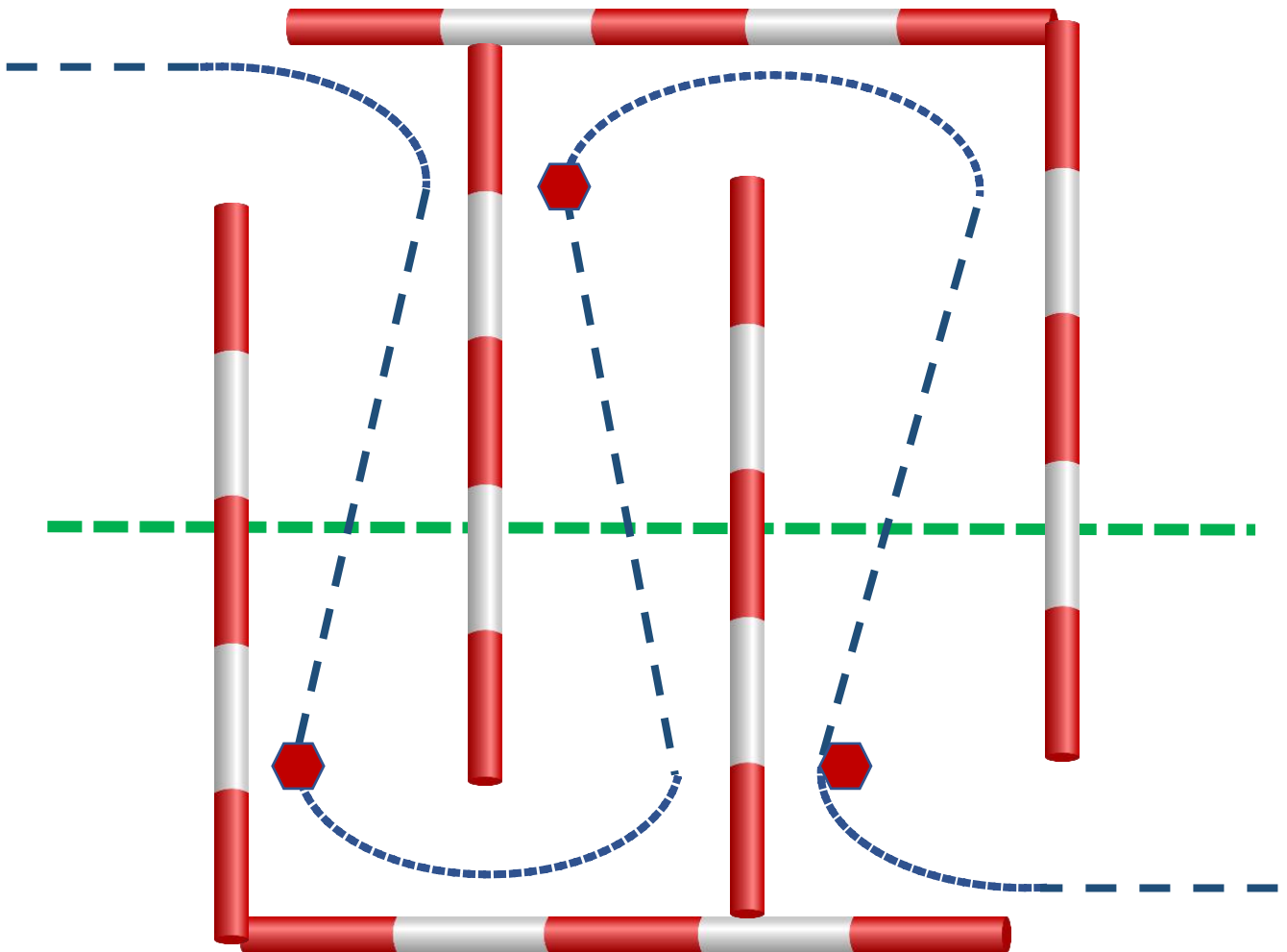
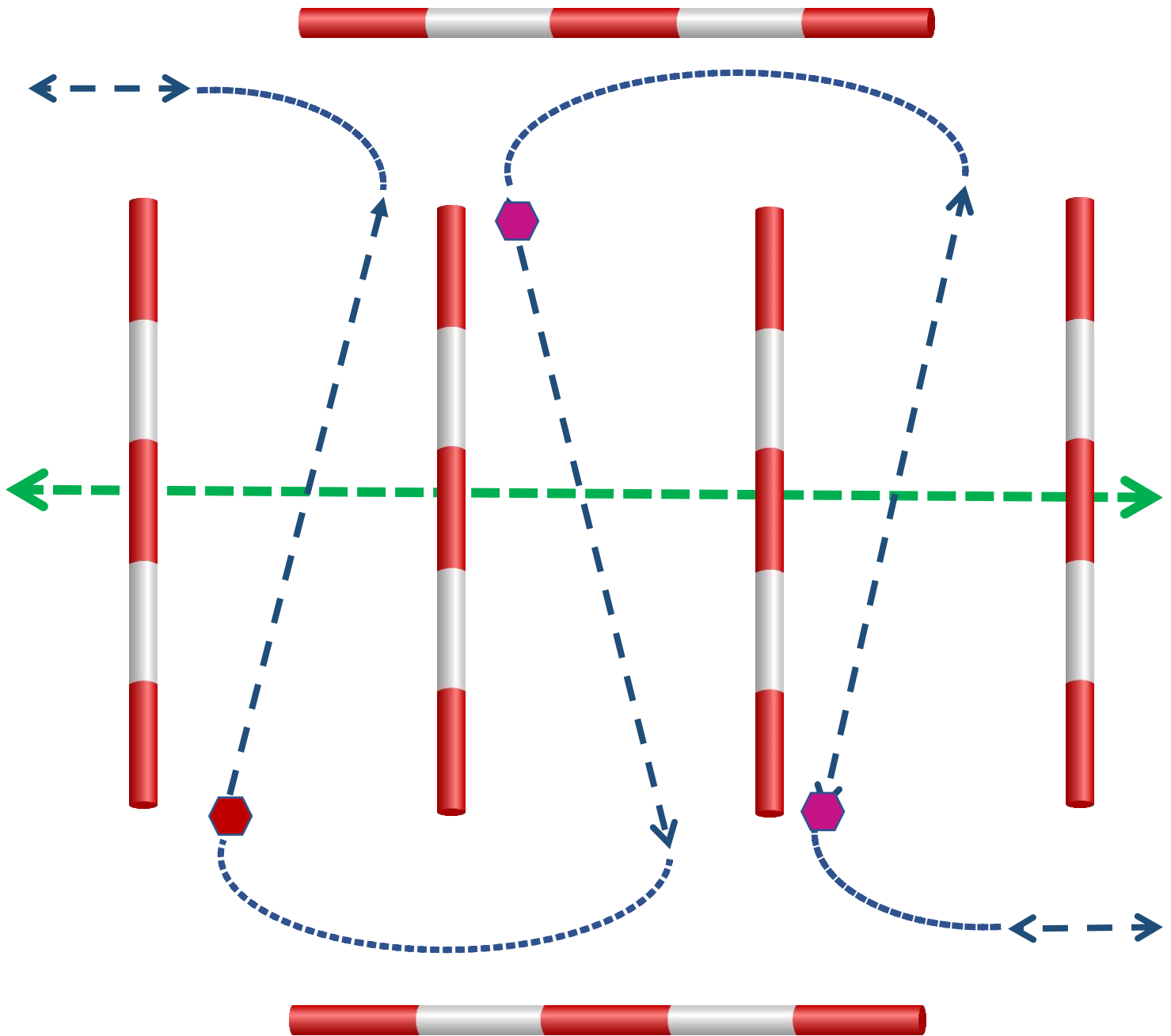


Classic Labyrinth



 STOP

Open Labyrinth



 STOP