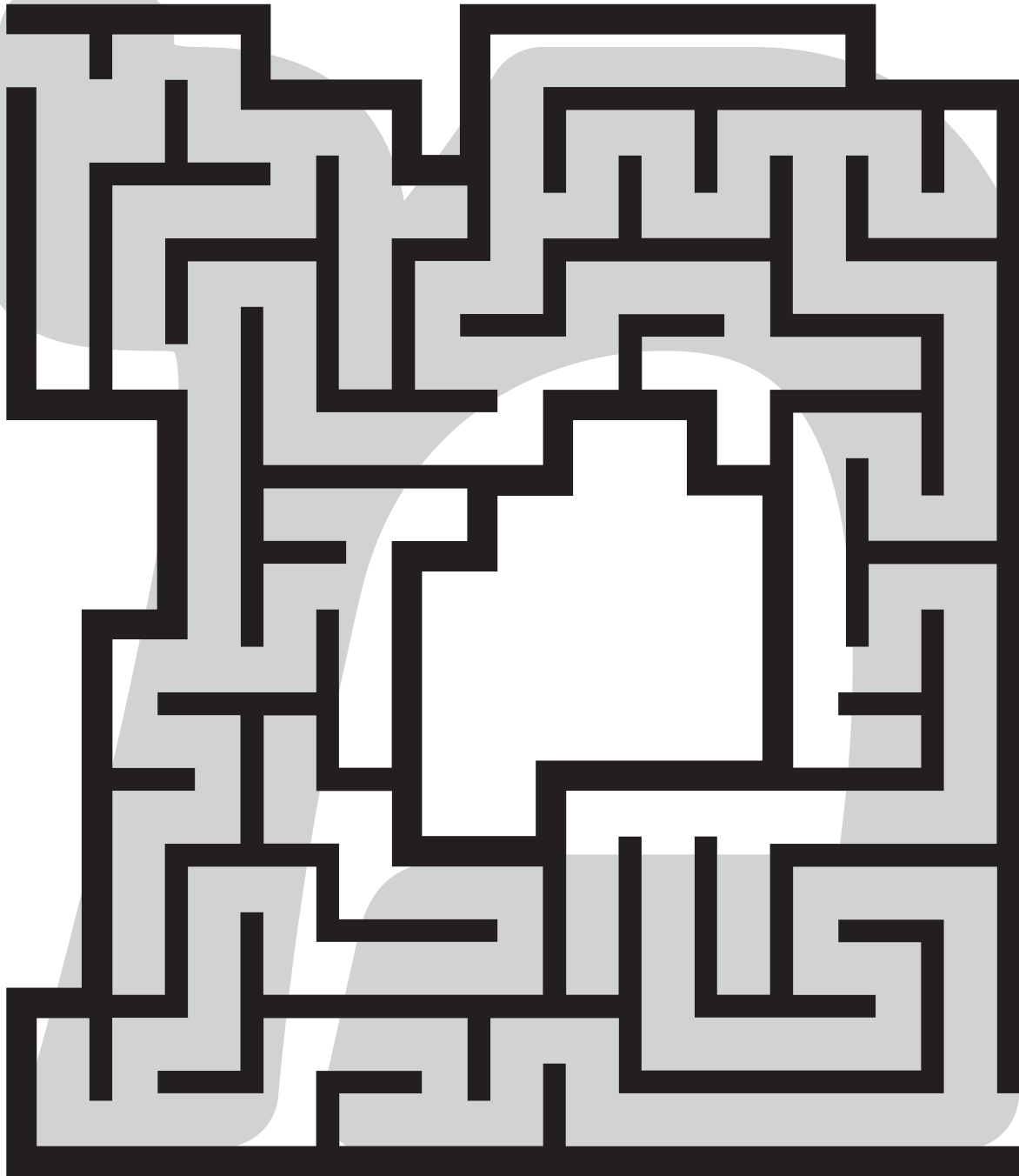


# Mem Maze



**START**  
→



**END**  
→

