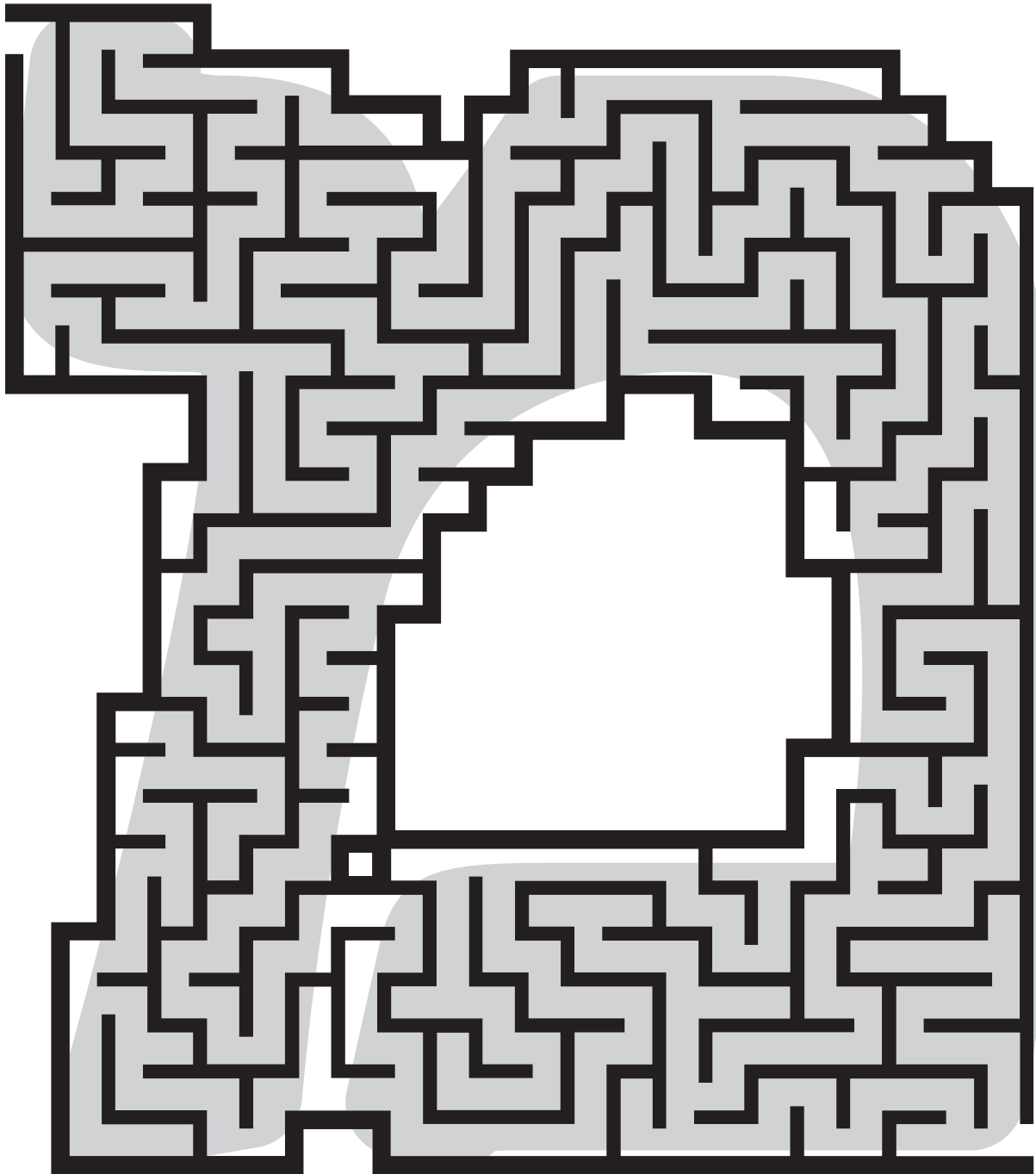


# Mem Maze

LEVEL  
**2**

**START**  
→



**END**  
→

