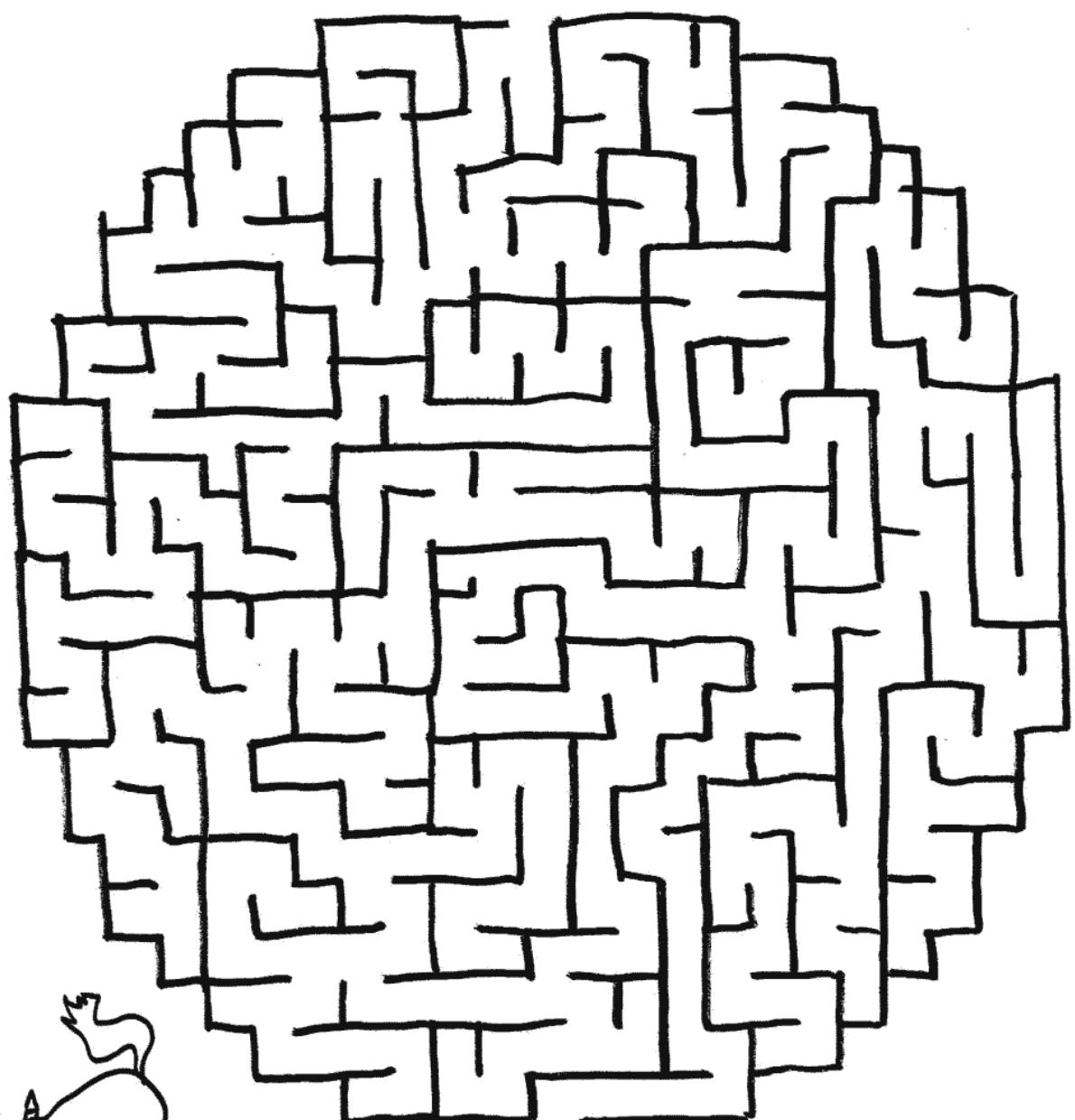
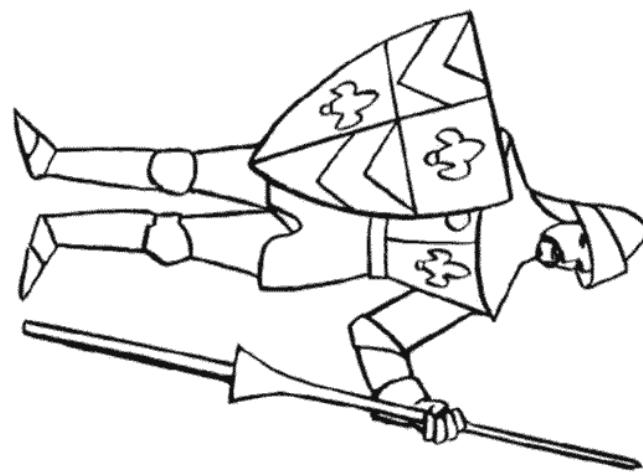
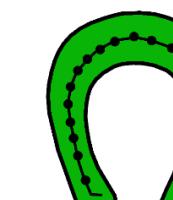
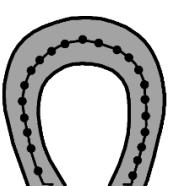
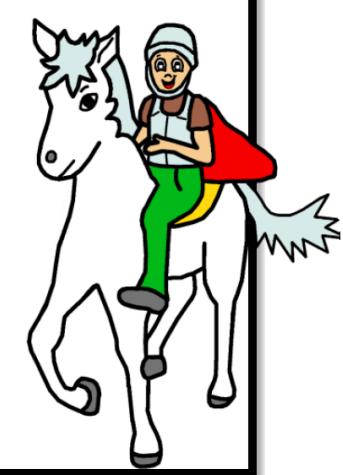
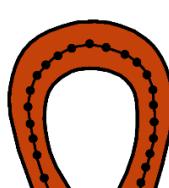
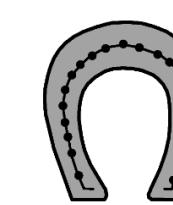
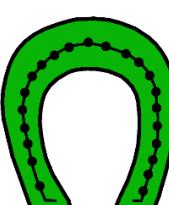
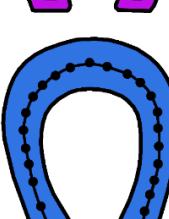
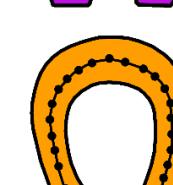
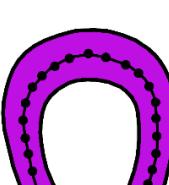
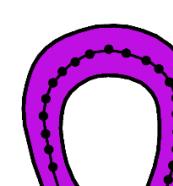
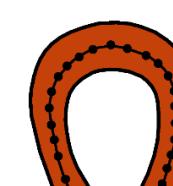
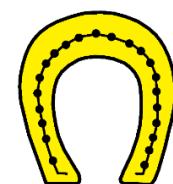
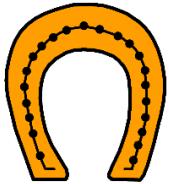
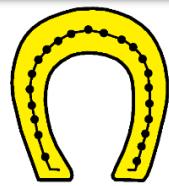


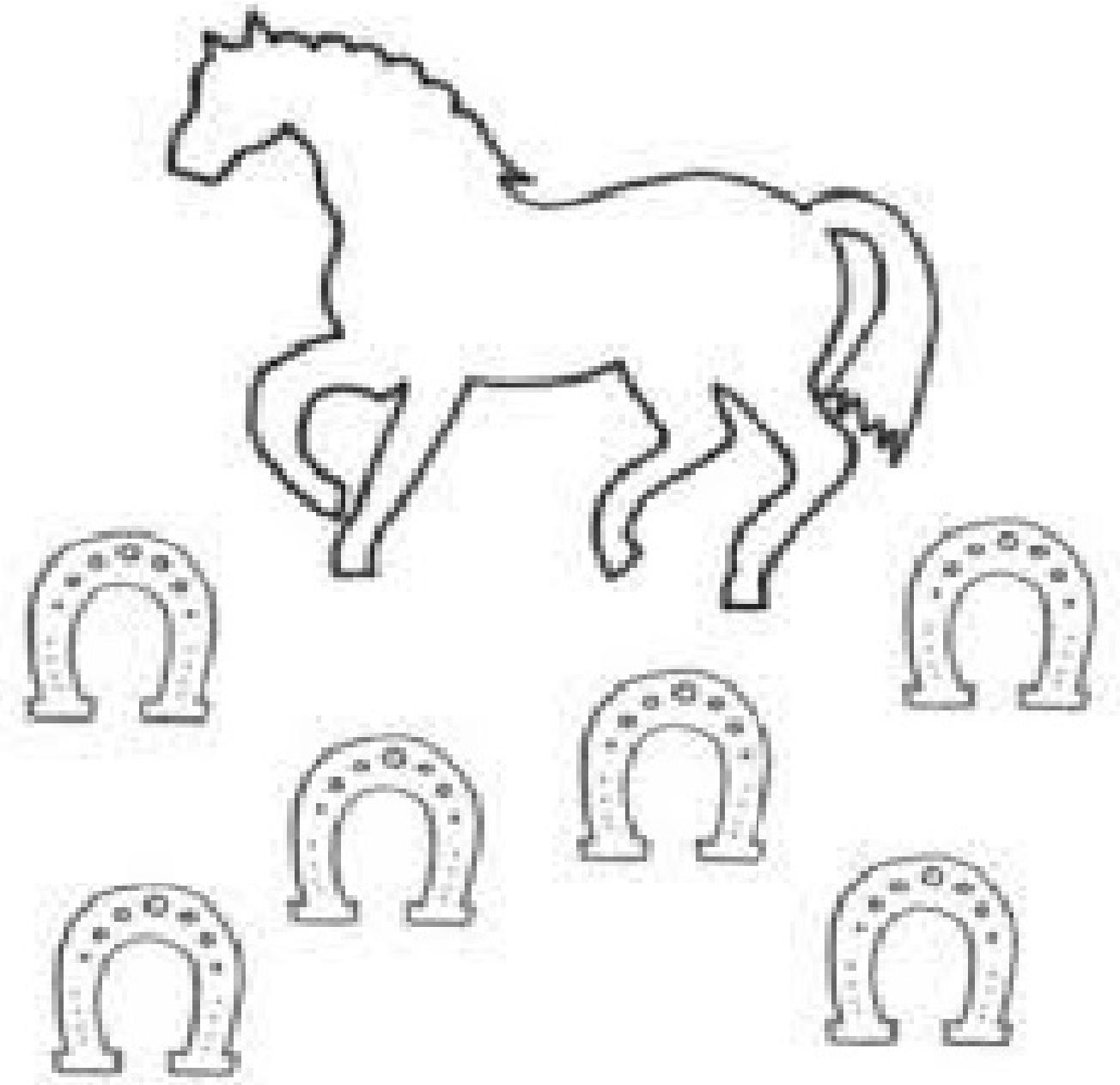
SVATÉMU MARTINOVU UTEKL JEHO KŮŇ, NAJDEŠ MU
CESTU?





Vezmi si pastelku ve stejné barvě jako je podkovička a spoj podkovičku s její stejně barevnou kamarádkou.





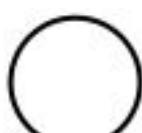
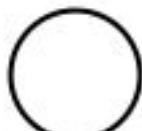
Kudy, kudy cestička pro bílého koníčka?

Pomoz během hry najít cestu do Zdele a nahnat ji domou. Polod má být vše možné, zahraniční vachová městys, lesní výjimky a hranice. Pamat, žež cesta je dál!





Martin na bílém koni



Přijede-li Martin
na bílém koni,
metelice za metelici
se honí.

