

Look. Tracks.

Maze 3 — The Old Tracks



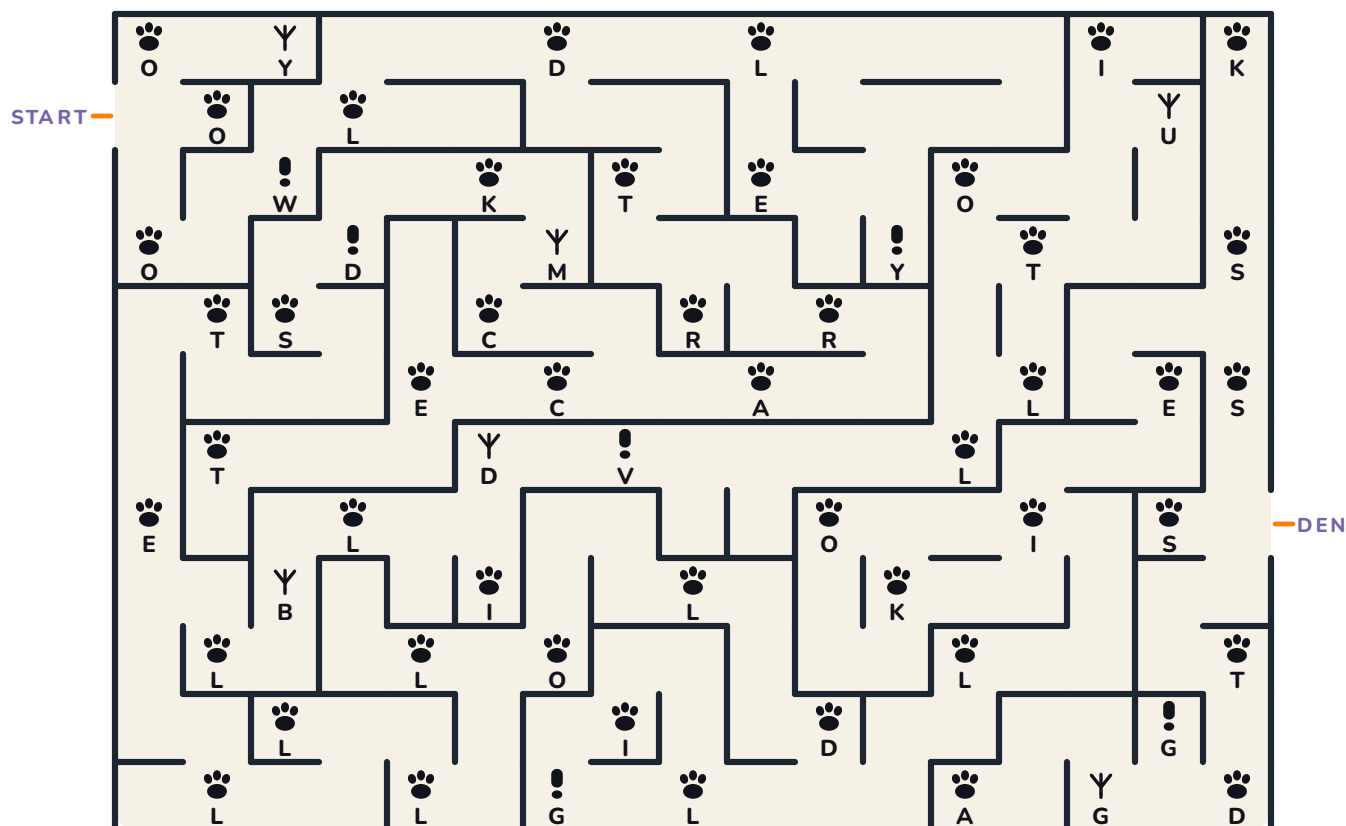
Can you help Link and Hud track the **varmint** through the mesa?

1. **DRAW A LINE** through the maze to the den.
2. Study the tracks you encounter and **WRITE DOWN THE LETTERS** for any that belong to the varmint.
3. Don't be fooled or distracted! Varmints **AREN'T THE ONLY ONES** leaving tracks.

 **The varmint.** Take the letter.

 A bird. Skip it.

 Your own boot. Skip it.



BONUS — THE TRAPPER'S RULE

Make it through? Write the varmint's letters below, in the order you found them.
