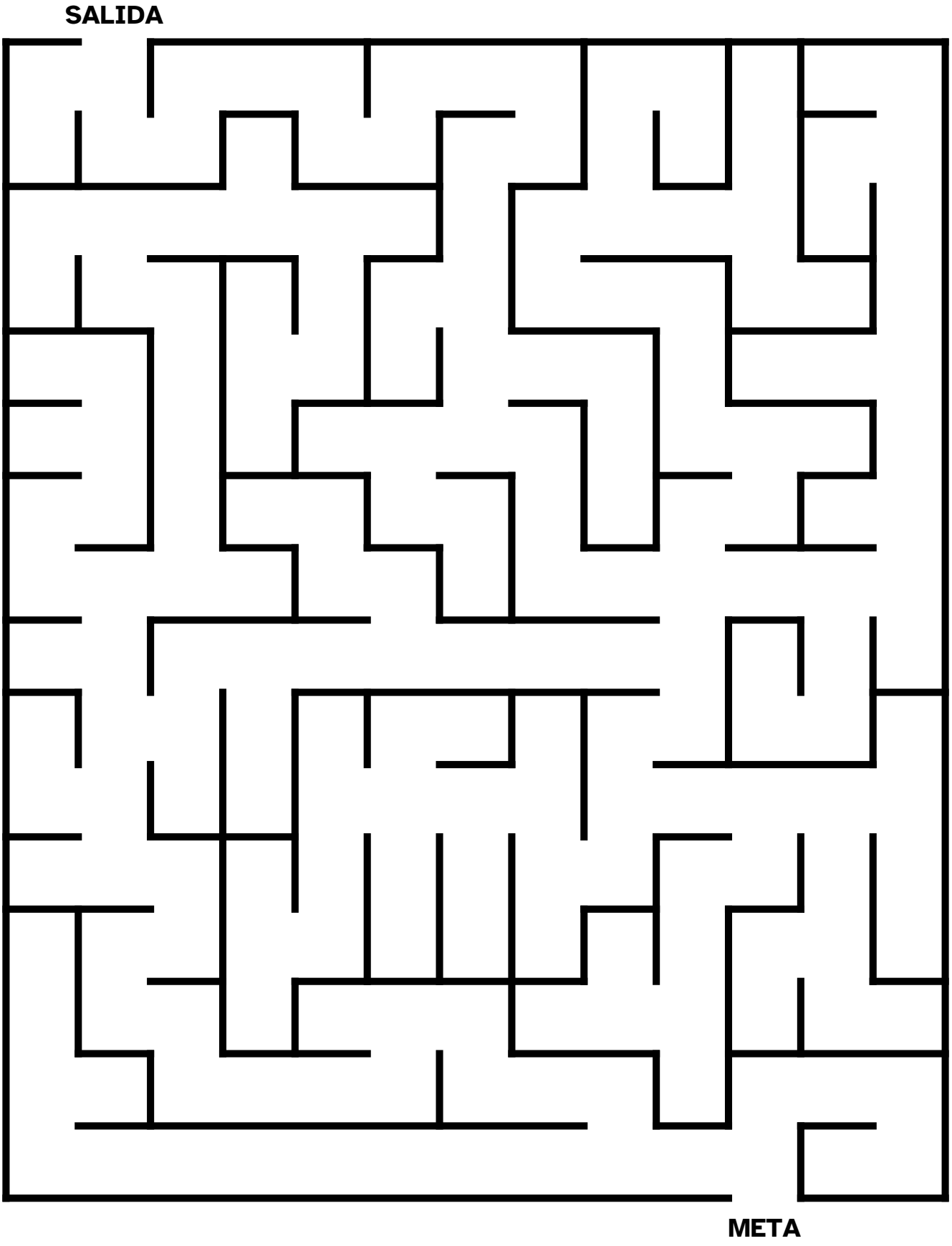
Cómo resolver un laberinto

- Empieza en el hueco marcado SALIDA, en la parte superior del laberinto.
- Dibuja una línea por los caminos abiertos hasta el hueco marcado META, en la parte inferior.
- No se pueden cruzar las paredes. Si llegas a un callejón sin salida, vuelve atrás y prueba otro camino.
- Cada laberinto tiene exactamente un camino de la salida a la meta.
- Las soluciones están al final del libro.

Laberinto 1

Edad 6–8

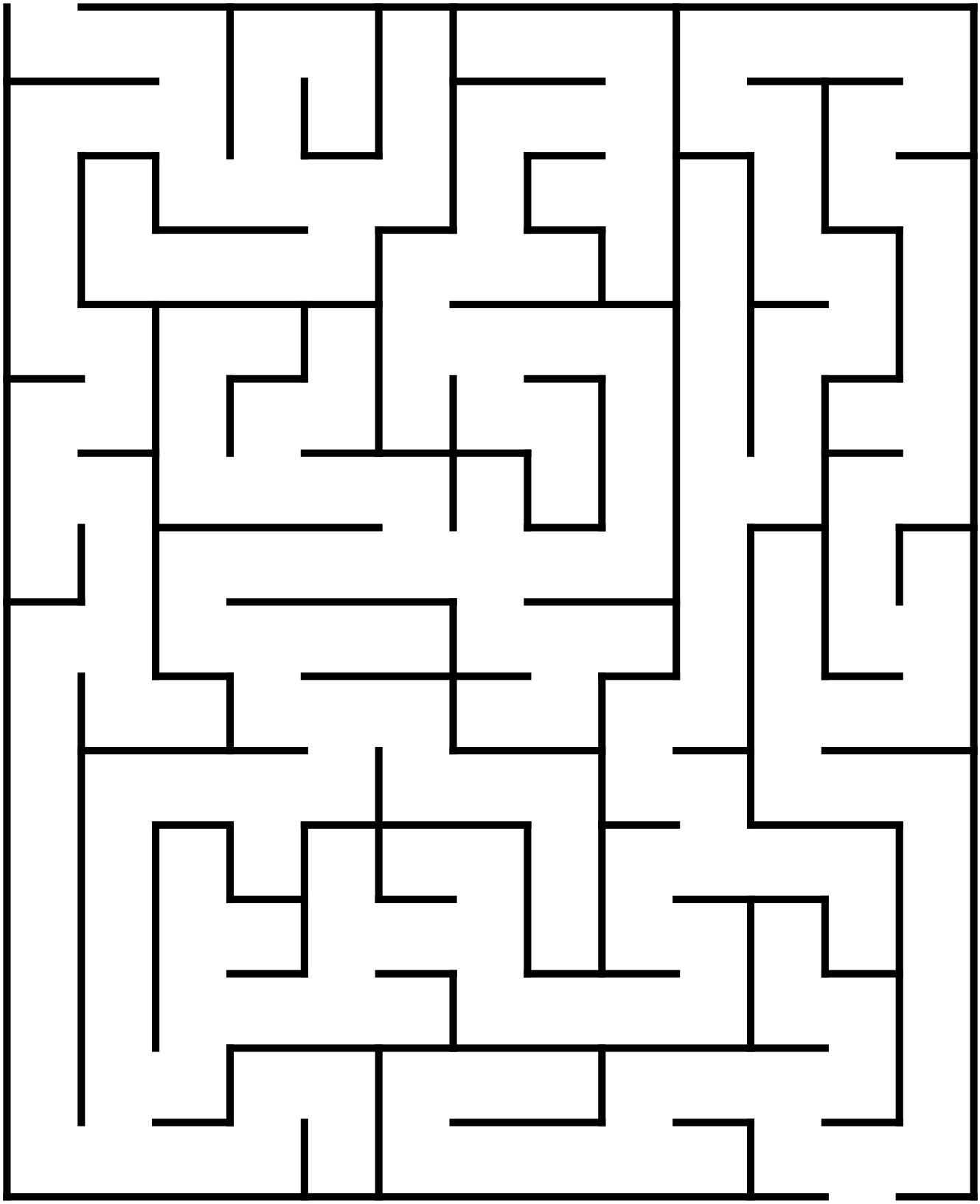


Sample from cleargrid-puzzles.pages.dev

Laberinto 2

Edad 6–8

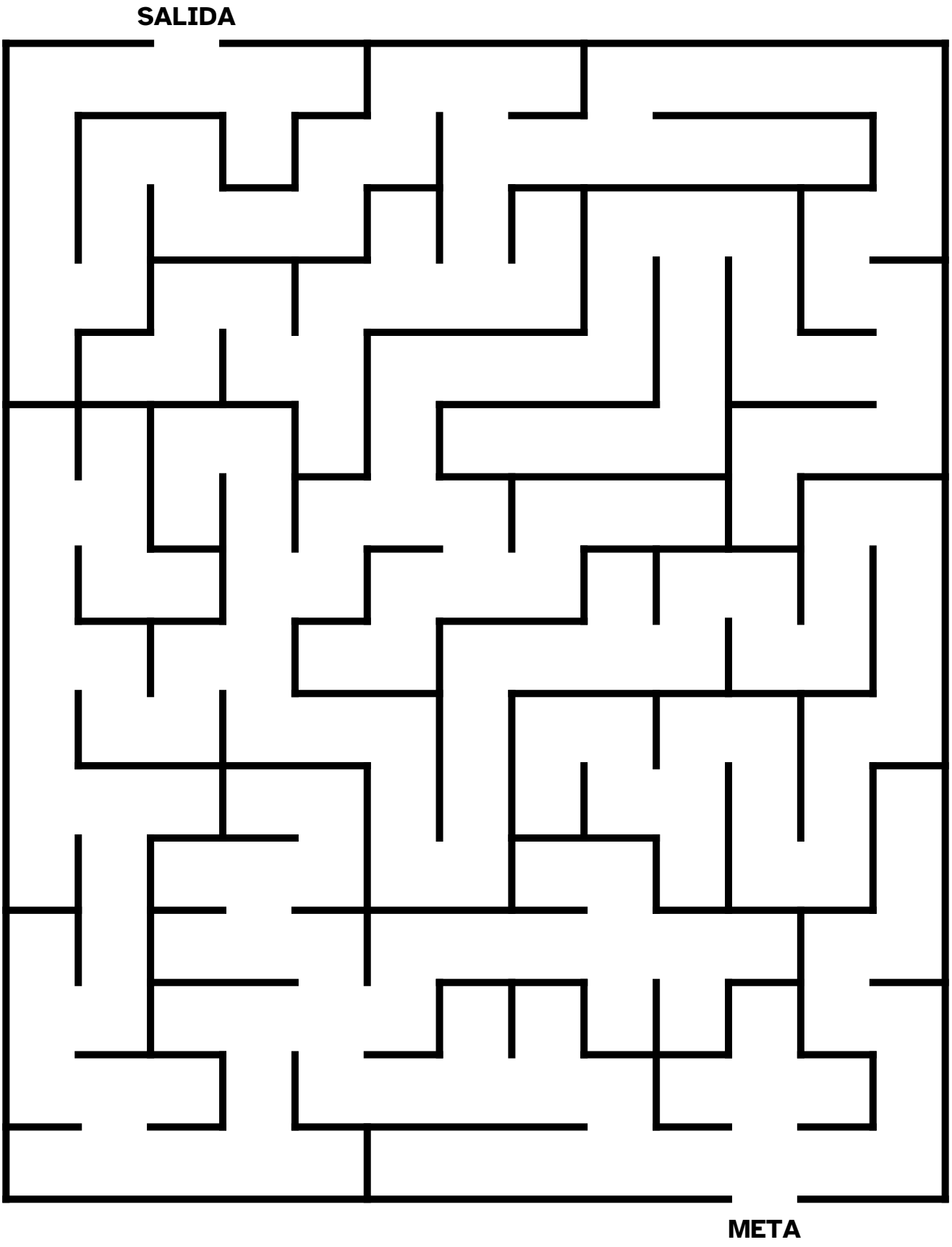
SALIDA



META

Laberinto 3

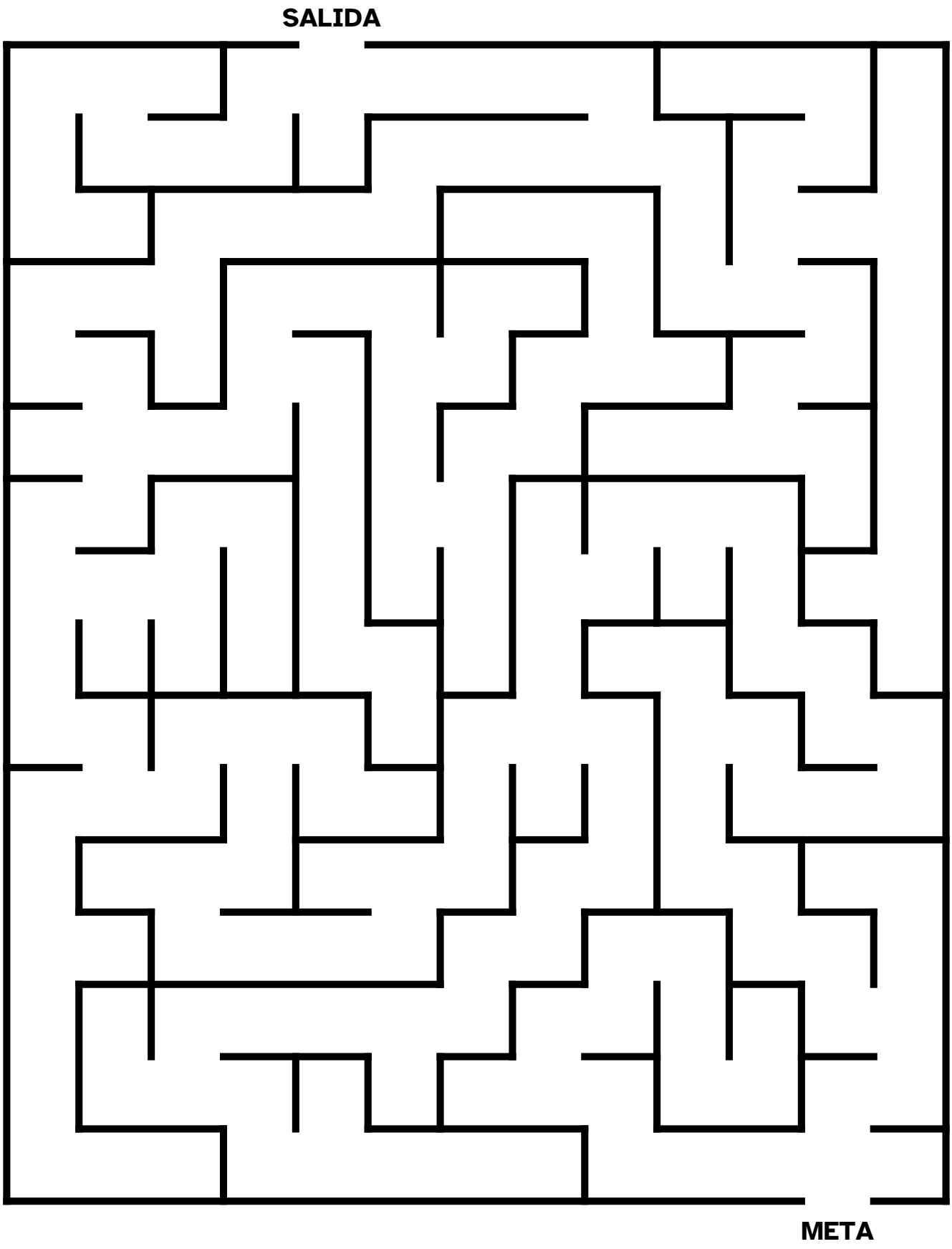
Edad 6–8



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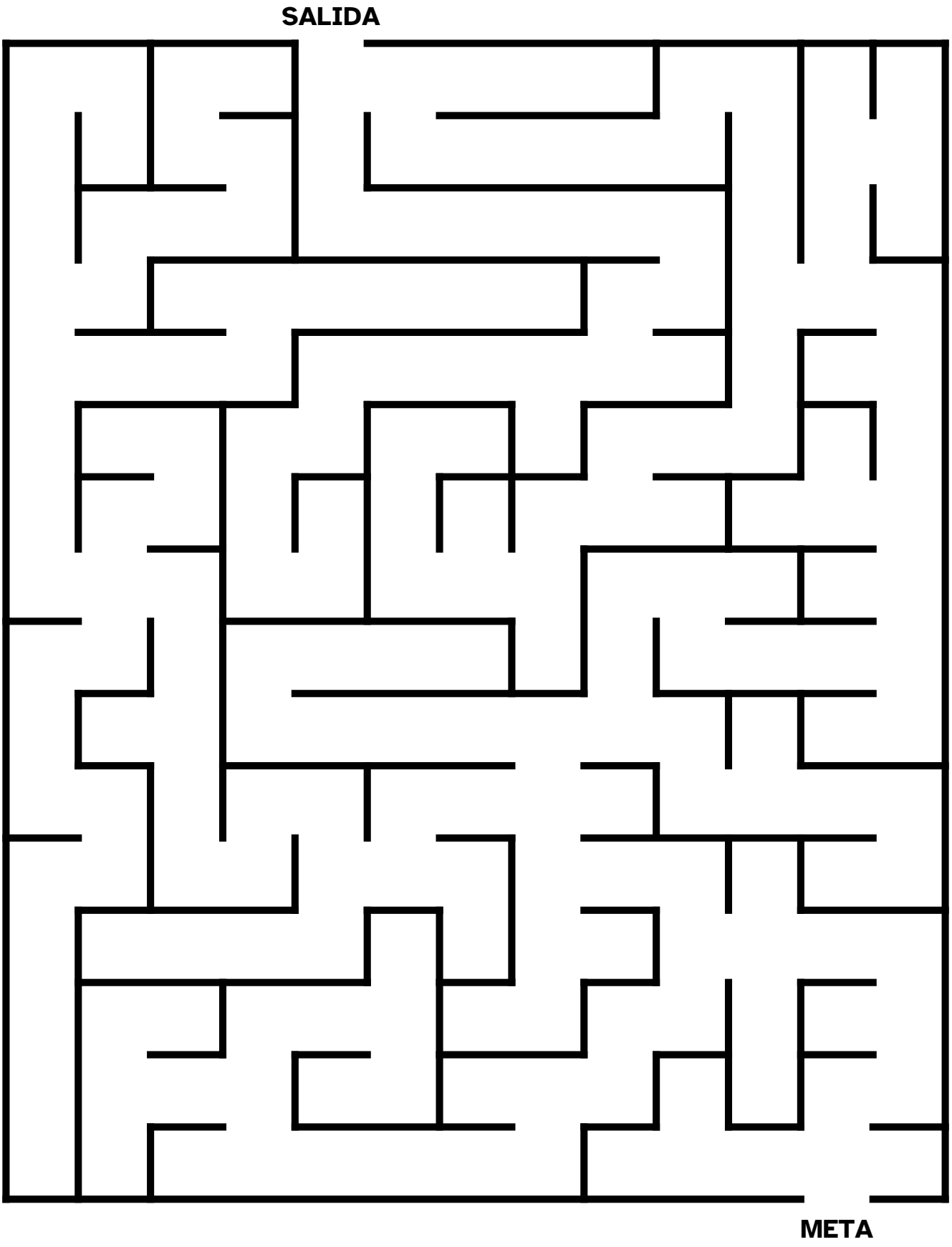
Laberinto 4

Edad 6–8



Laberinto 5

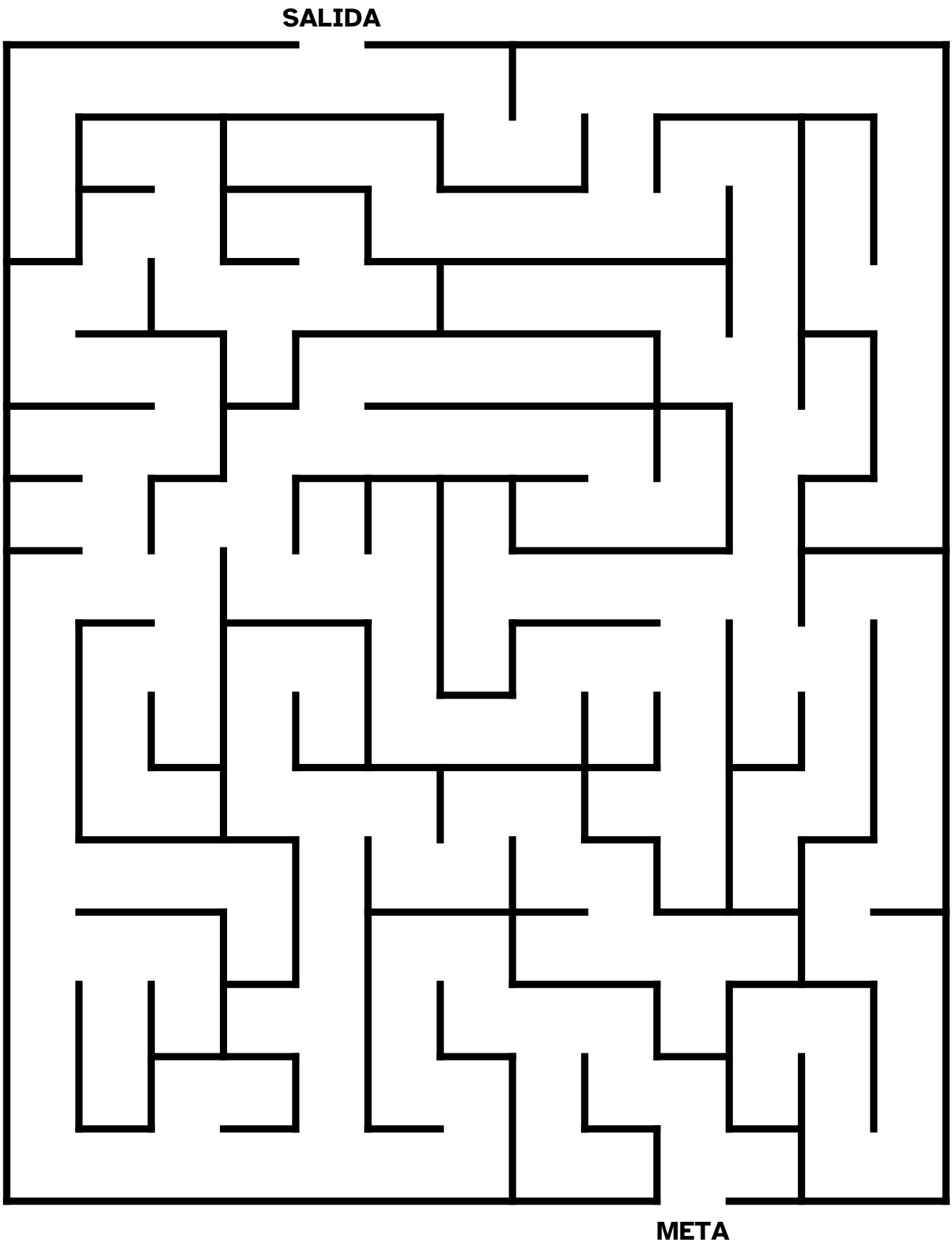
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Sample from cleargrid-puzzles.pages.dev

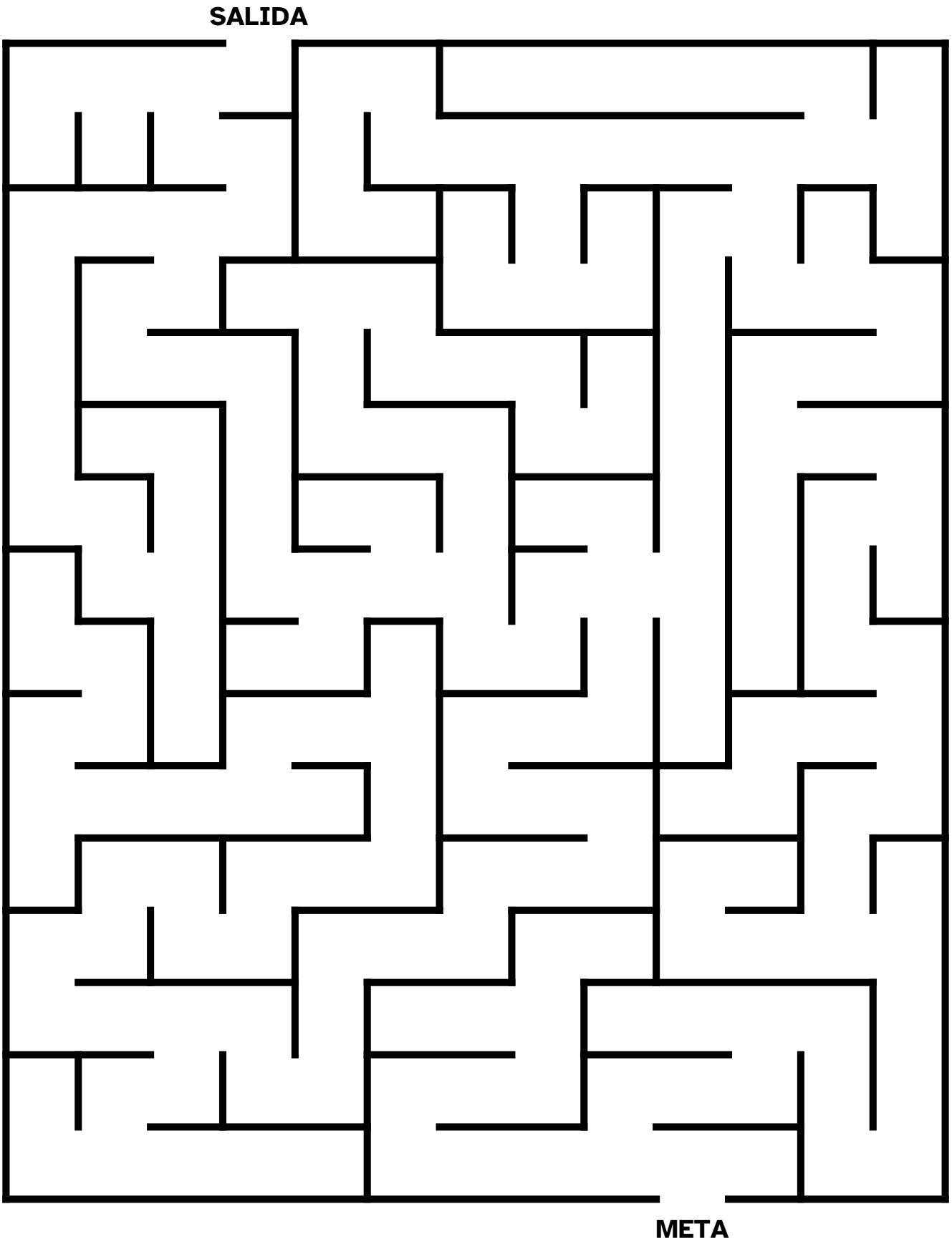
Laberinto 6

Edad 6–8



Laberinto 7

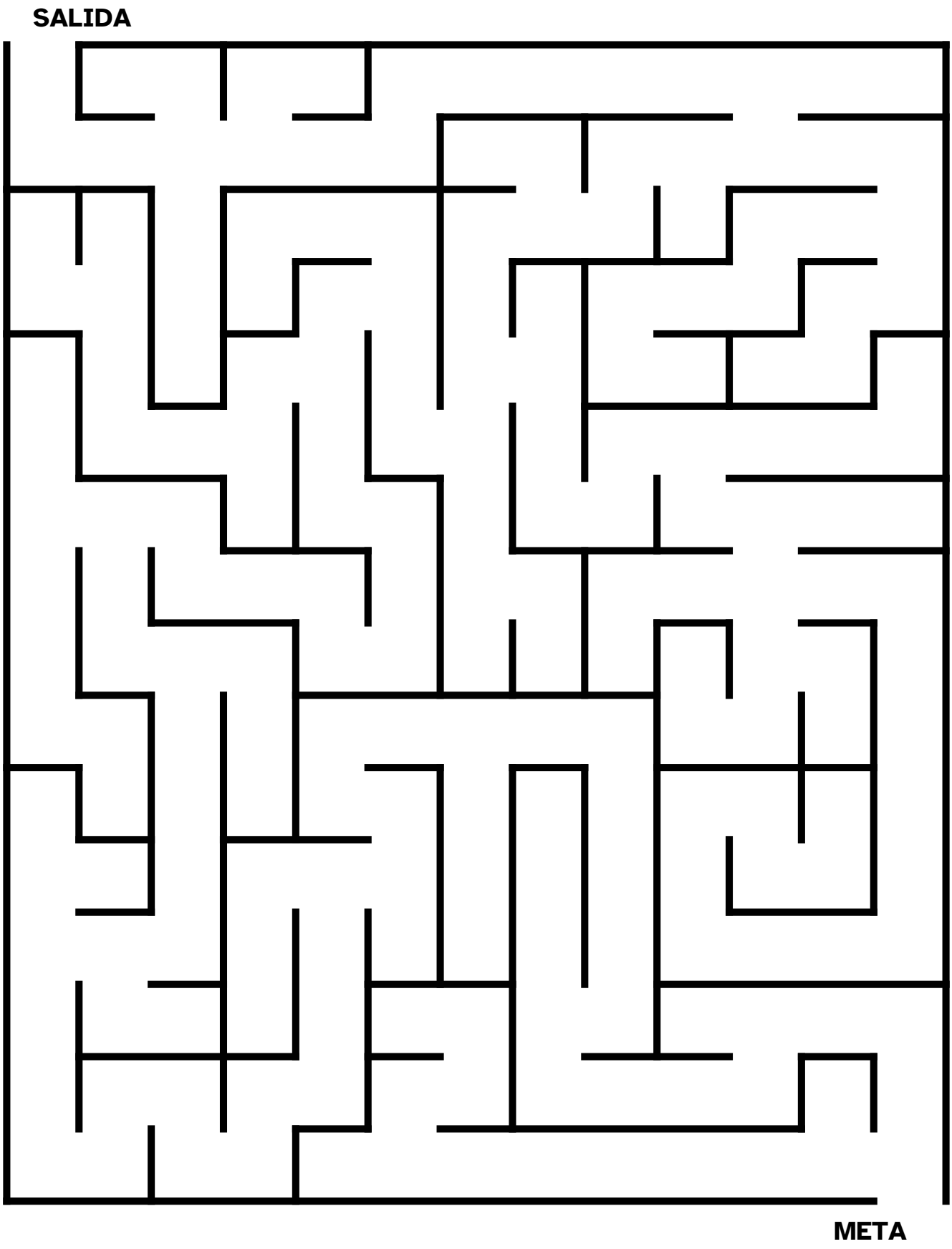
Edad 6–8



Sample from cleargrid-puzzles.pages.dev

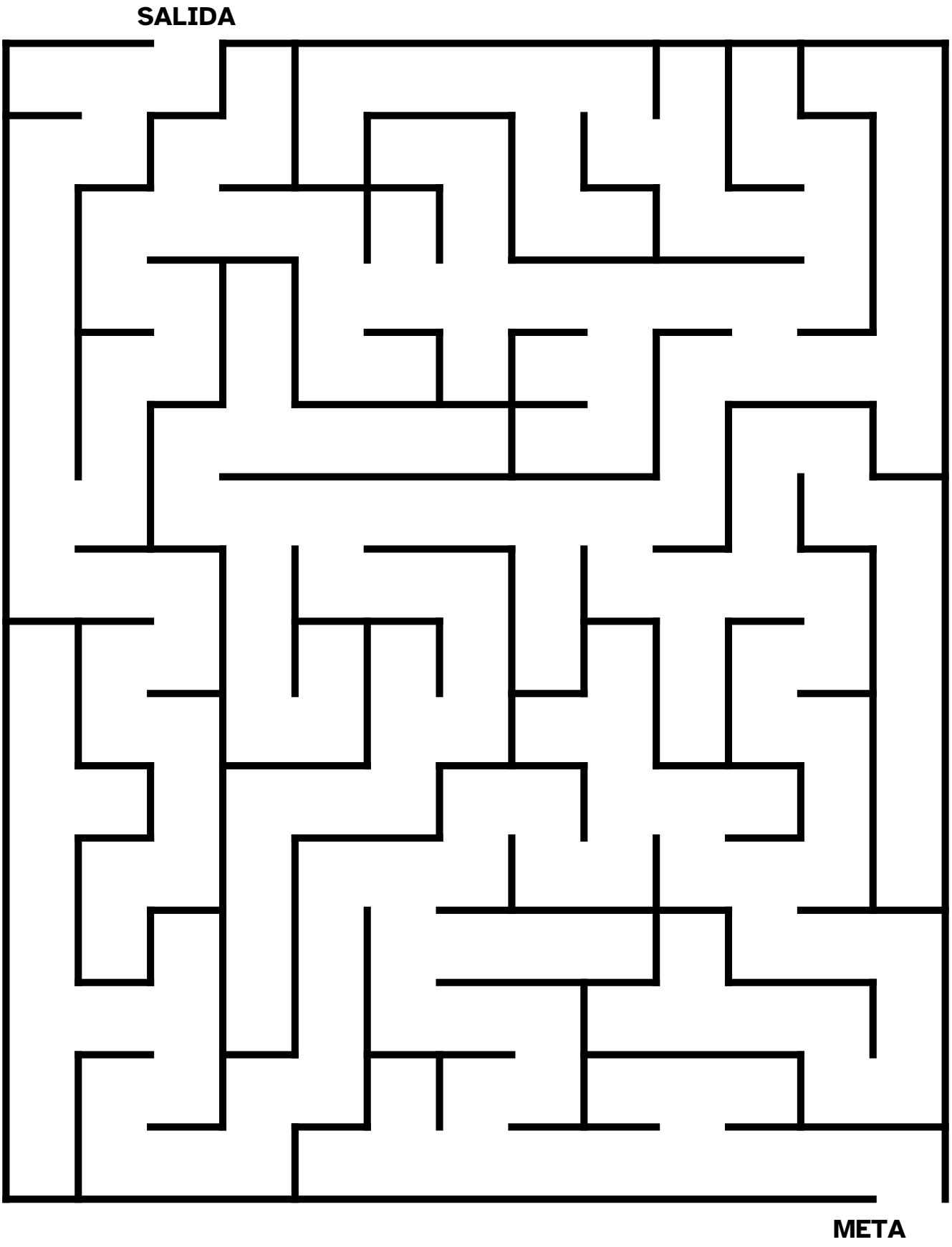
Laberinto 8

Edad 6–8



Laberinto 9

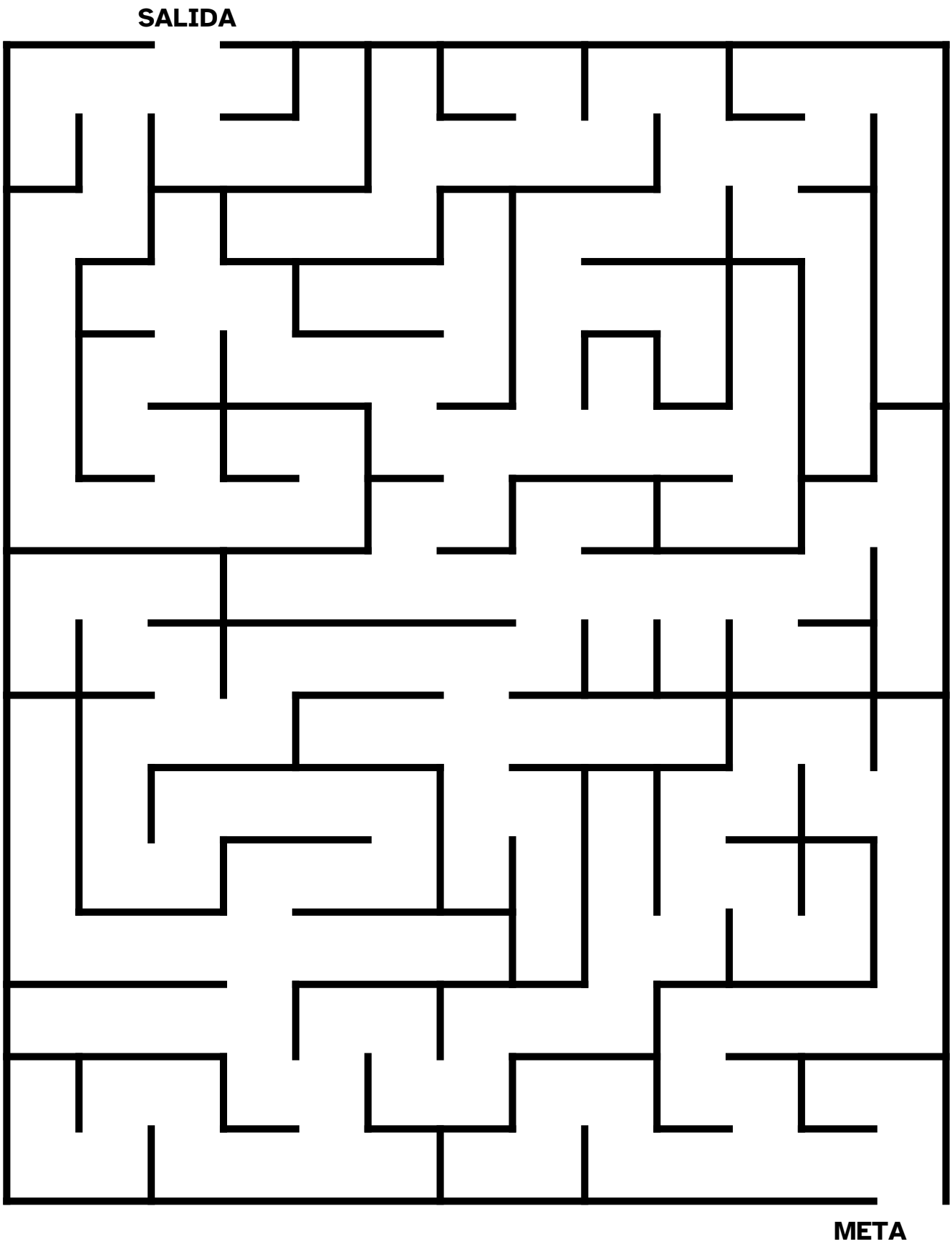
Edad 6–8



Sample from cleargrid-puzzles.pages.dev

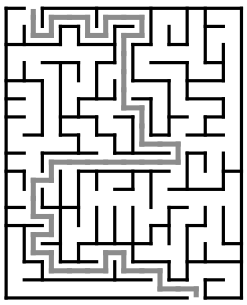
Laberinto 10

Edad 6–8

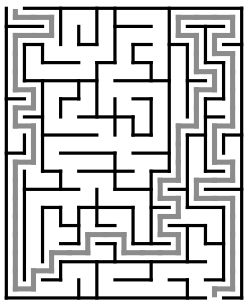


Soluciones

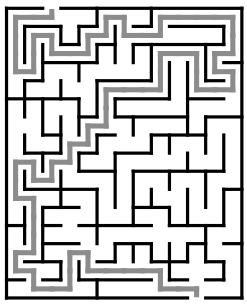
Laberinto 1



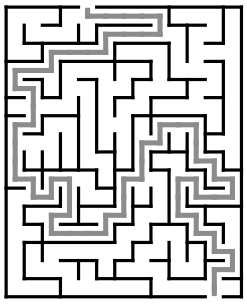
Laberinto 2



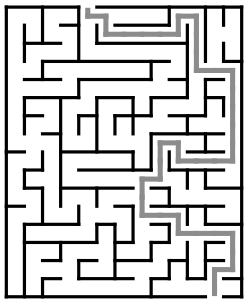
Laberinto 3



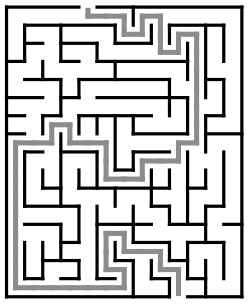
Laberinto 4



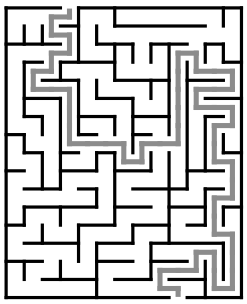
Laberinto 5



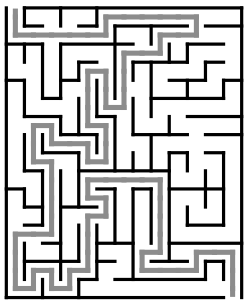
Laberinto 6



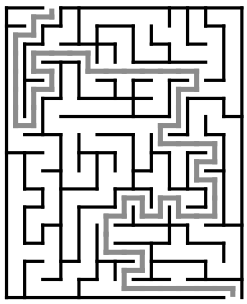
Laberinto 7



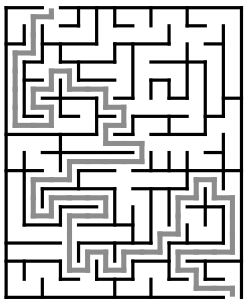
Laberinto 8



Laberinto 9



Laberinto 10



Make your own: cleargrid-puzzles.pages.dev/laberintos-para-imprimir/