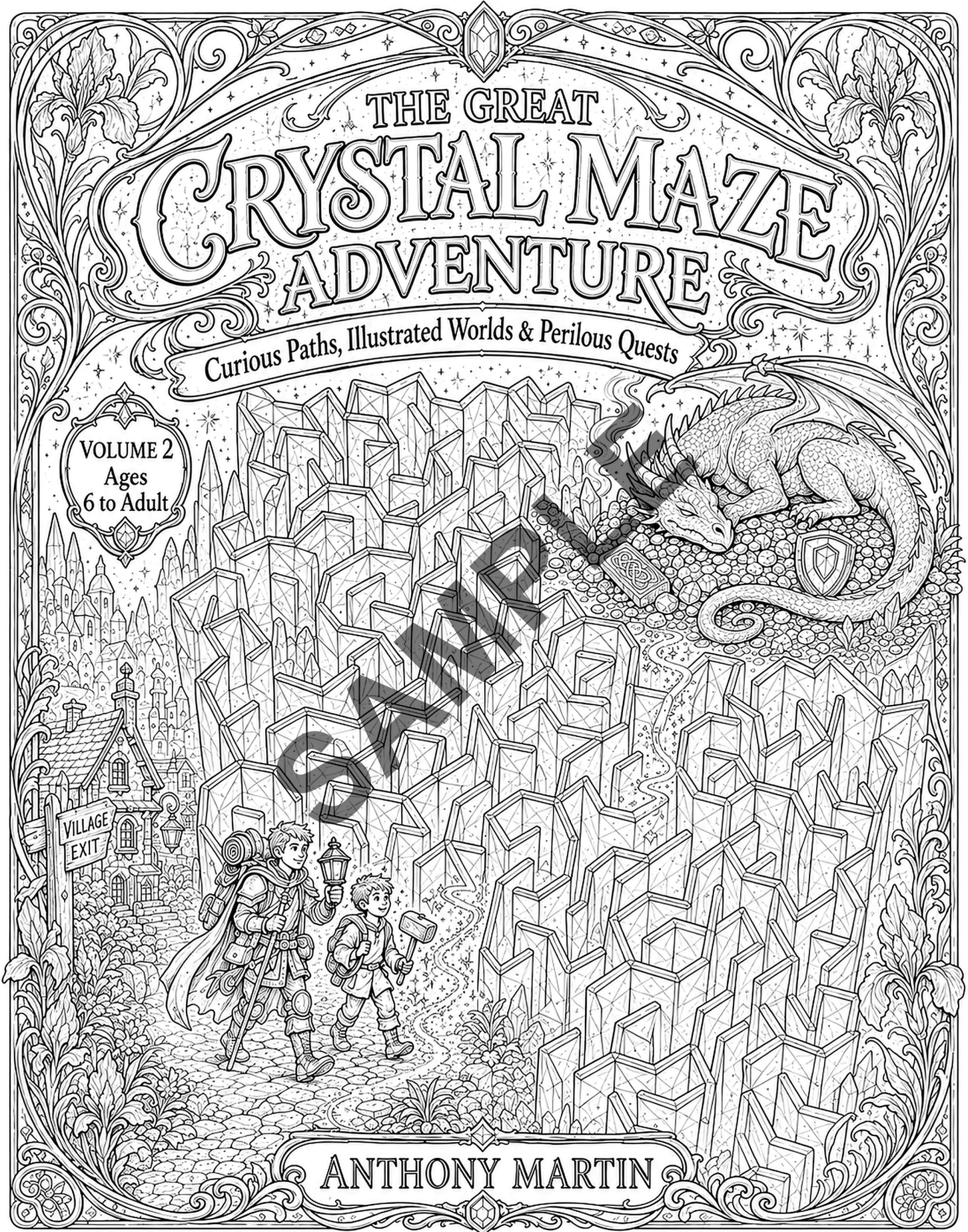


THE GREAT CRYSTAL MAZE ADVENTURE

Curious Paths, Illustrated Worlds & Perilous Quests

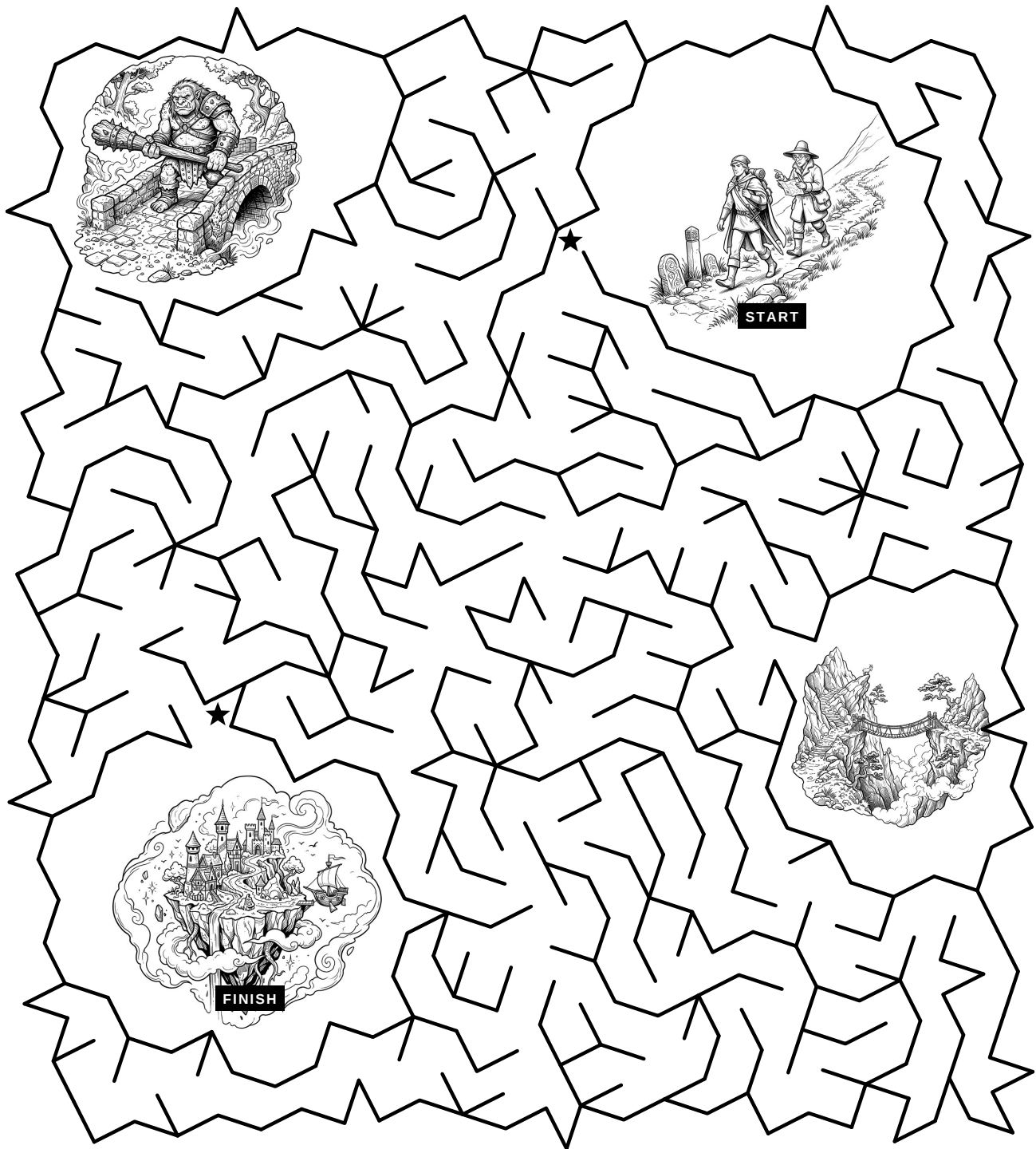
VOLUME 2
Ages
6 to Adult

ANTHONY MARTIN



MAZE 1

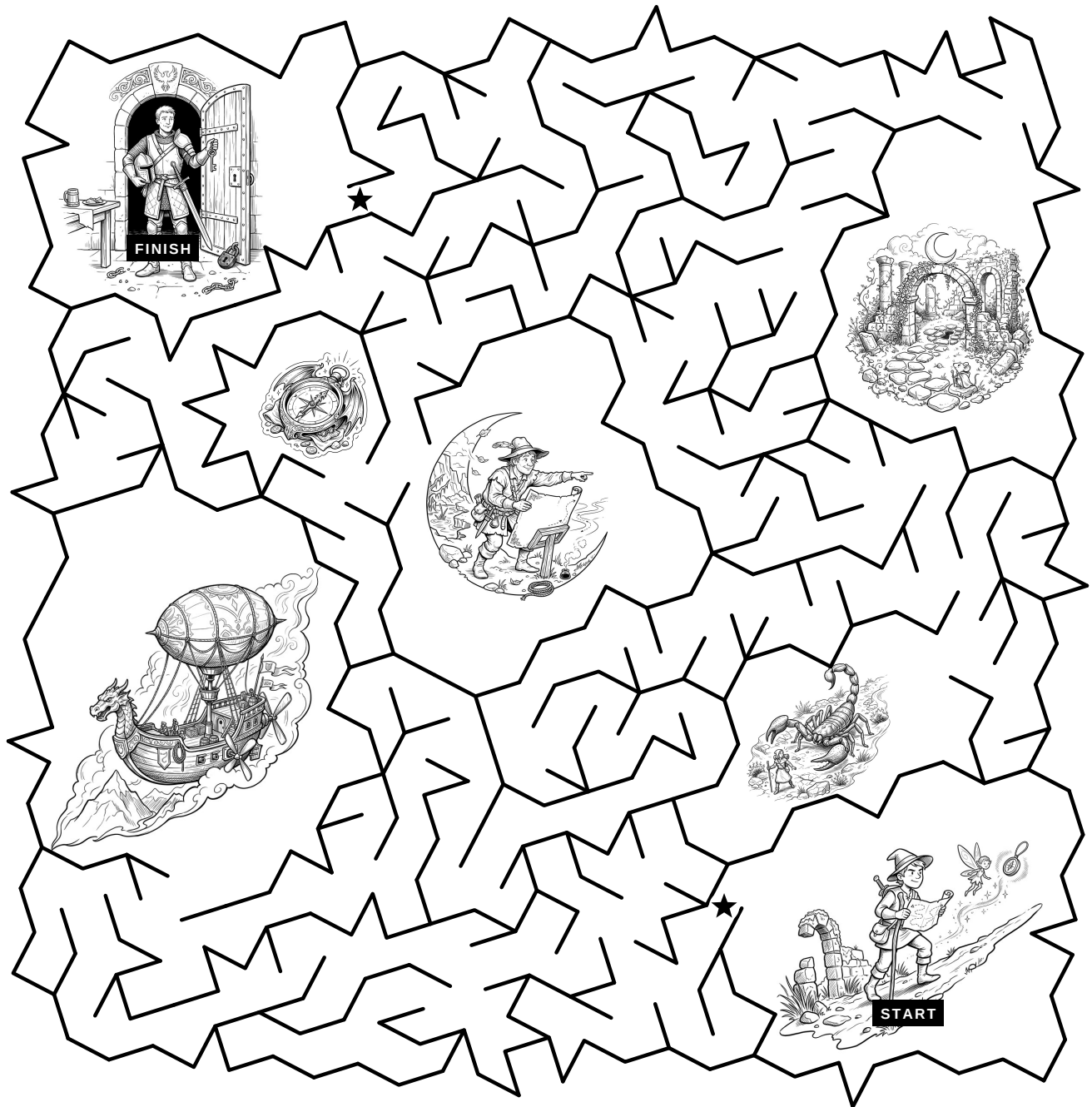
Floating Island Beyond Stone Peaks



Effort compounds when applause is absent.

MAZE 2

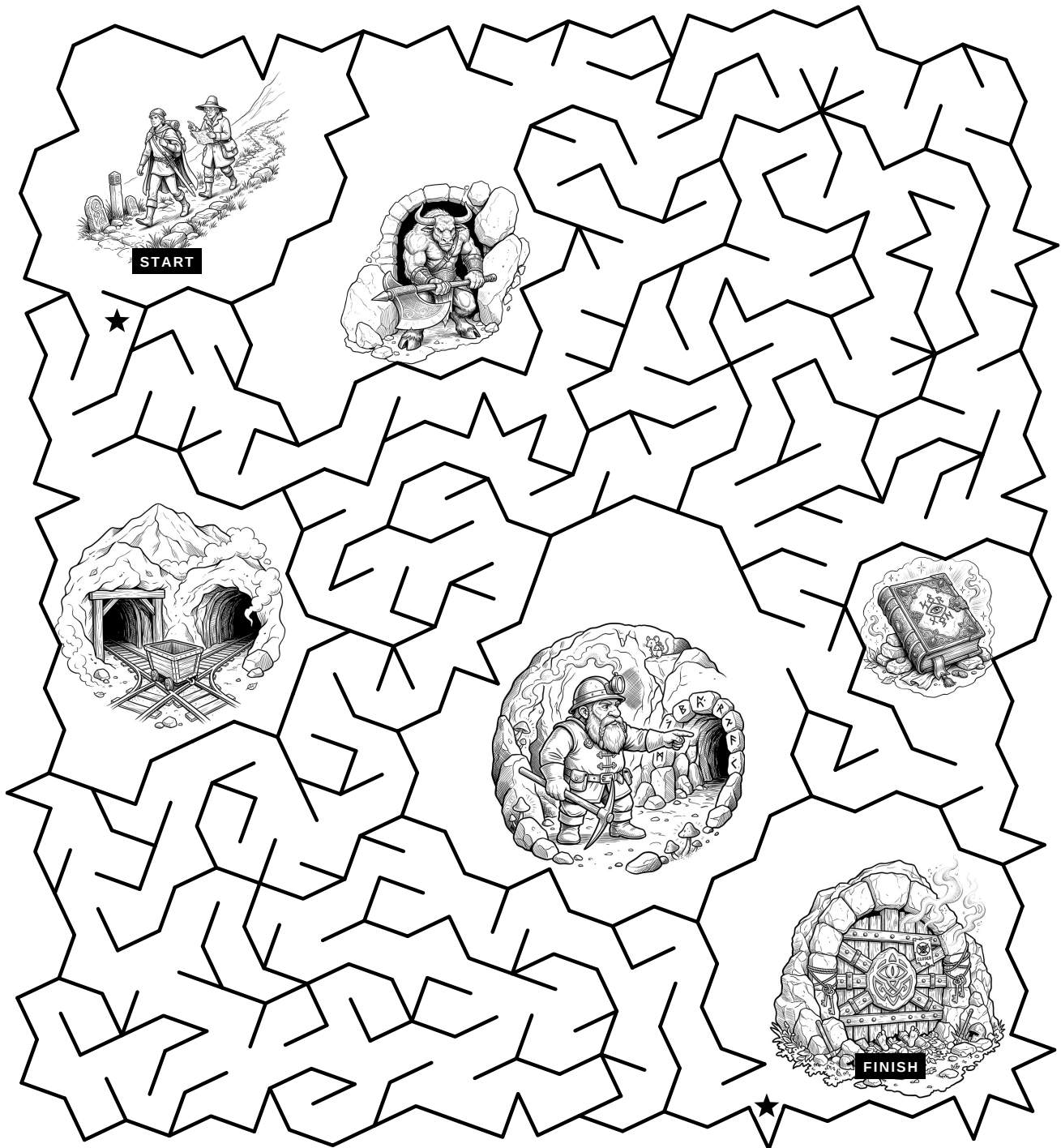
Captured Knight in Old Lore



A determined heart makes time an ally.

MAZE 3

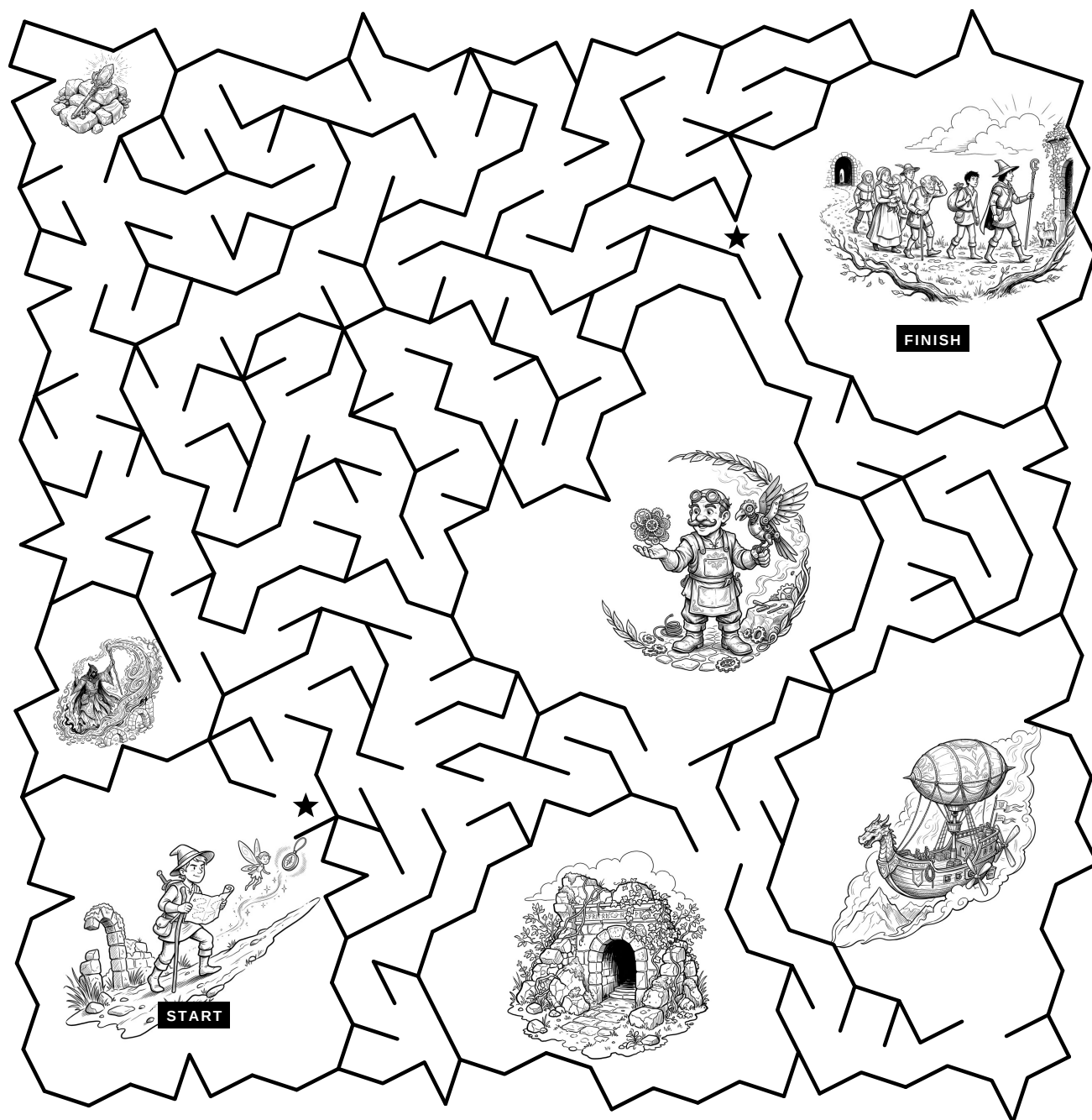
The Buried Quest for Sealed Monster Nest



The first step makes the horizon real.

MAZE 4

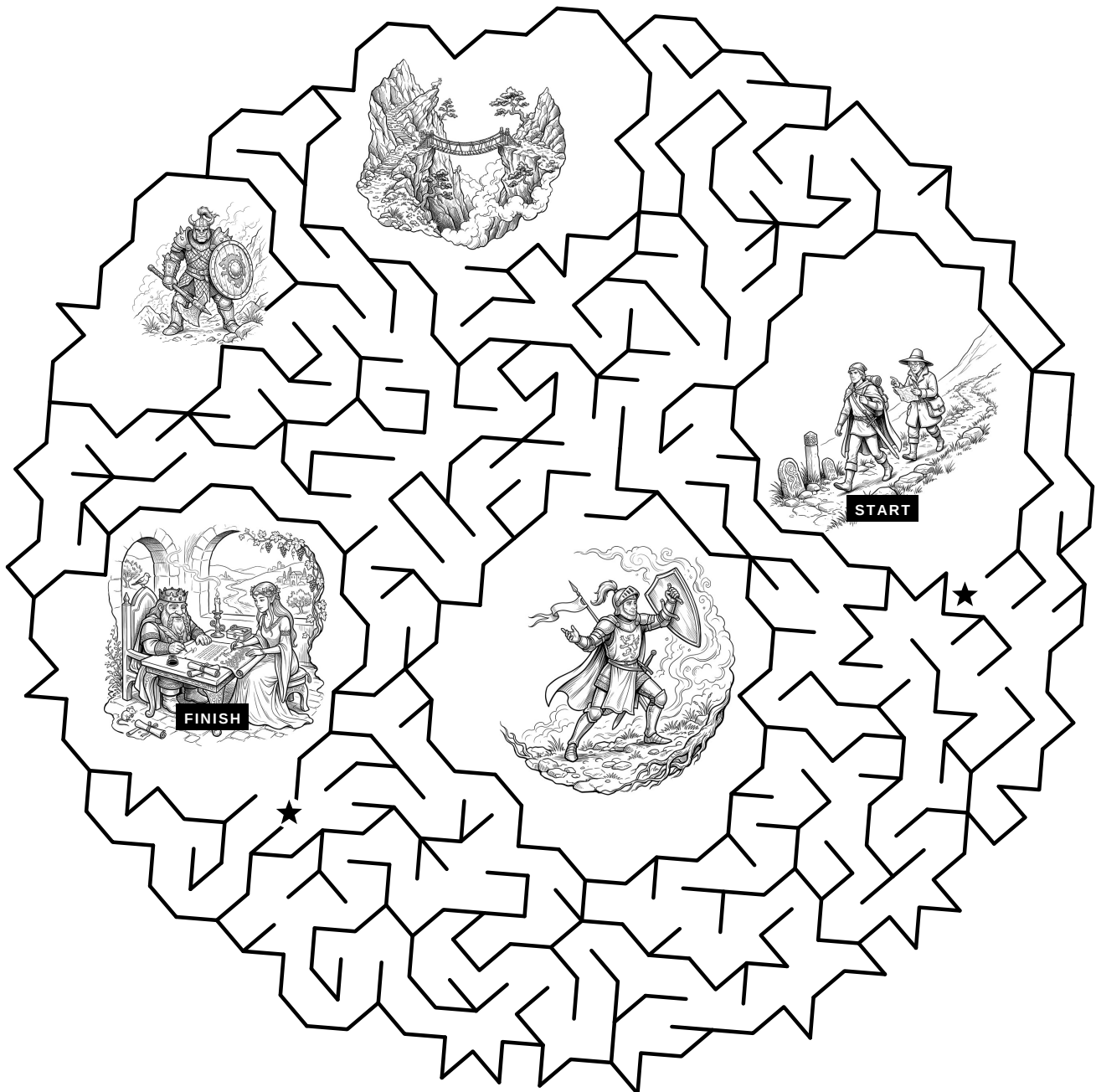
Road to Lost Villagers



Discovery begins with respectful curiosity.

MAZE 5

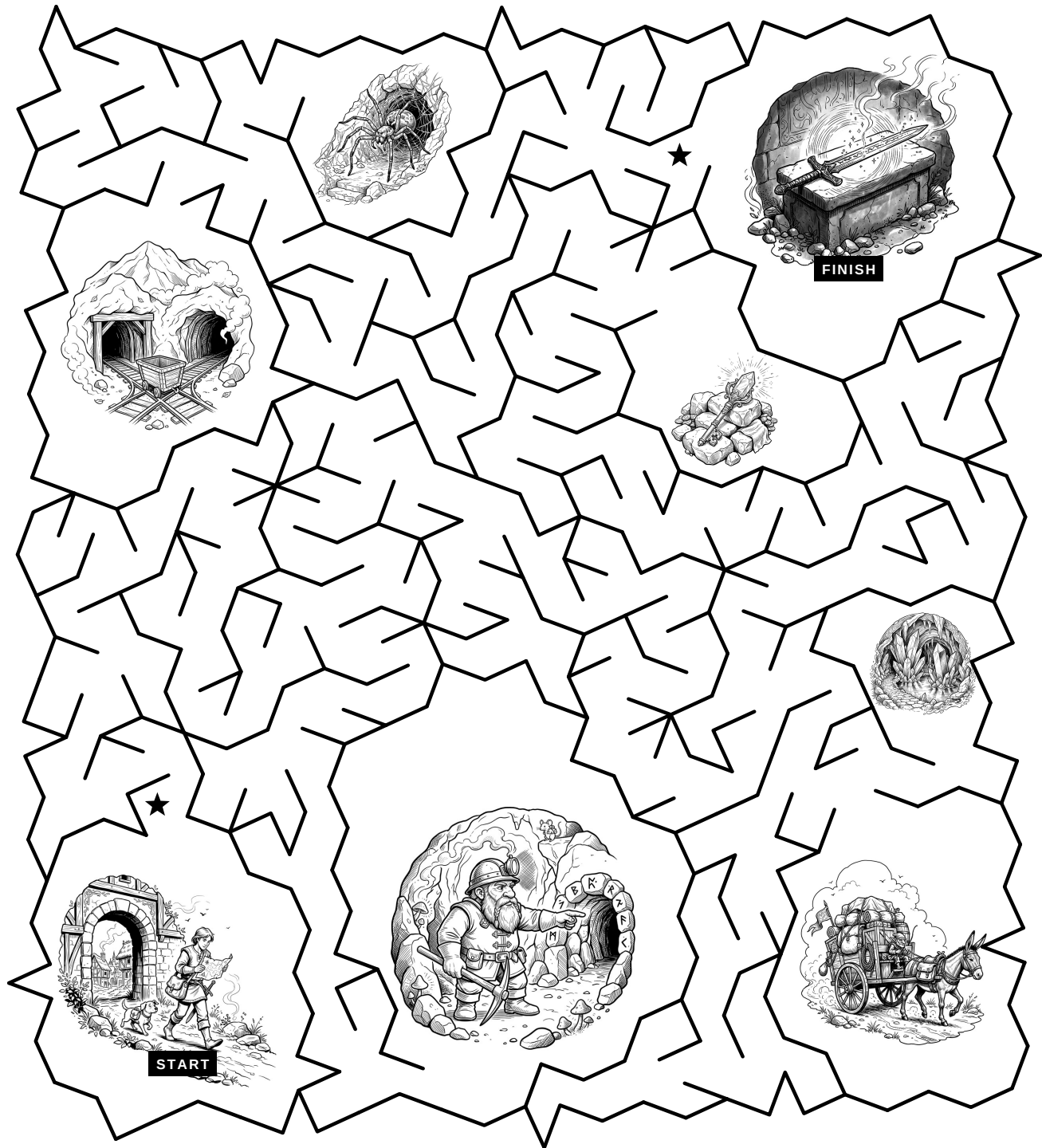
Road to Peace Treaty



Cherish the people who make silence comfortable.

MAZE 6

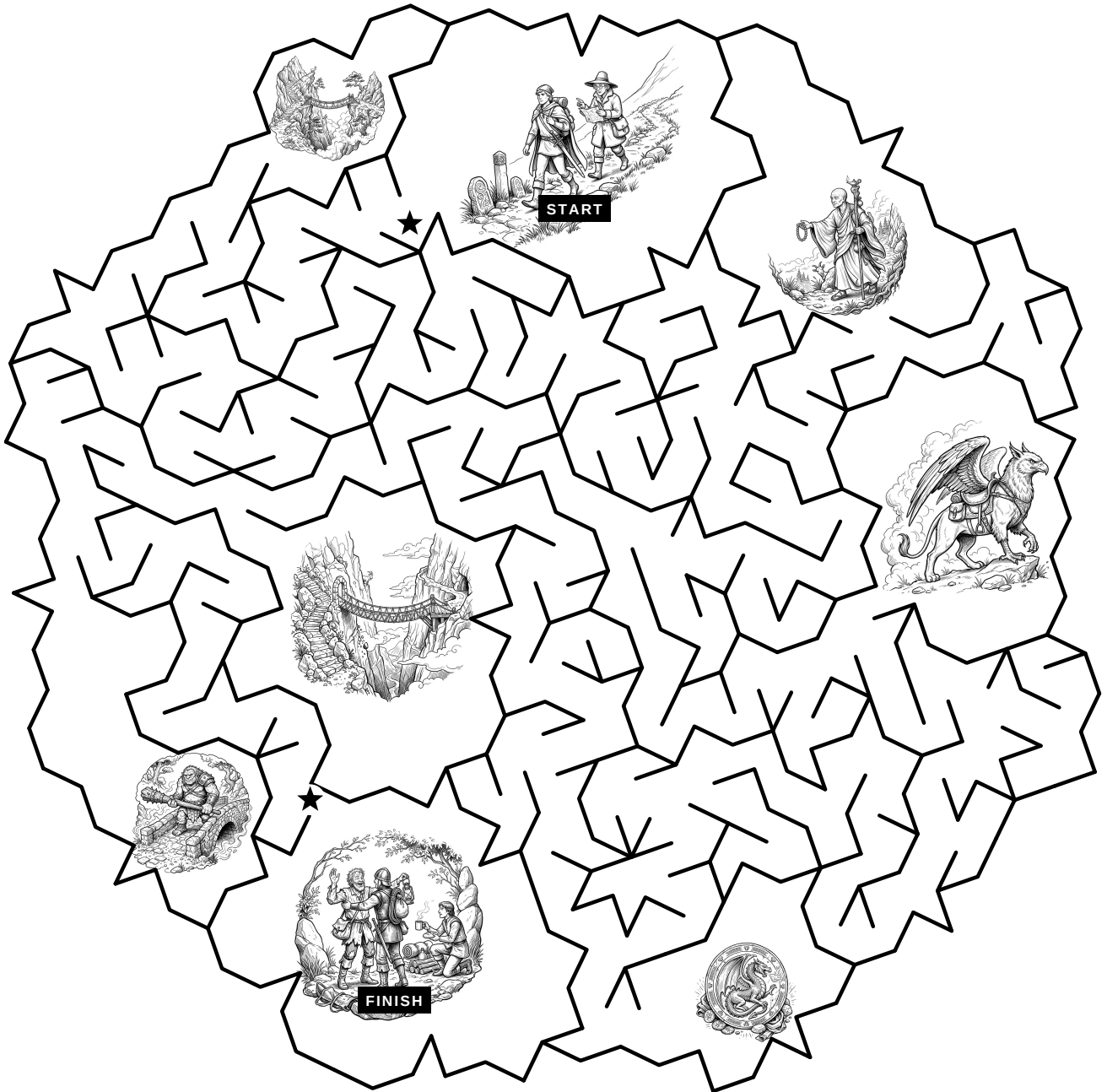
Road to Enchanted Sword



A quiet conscience outshines public approval.

MAZE 7

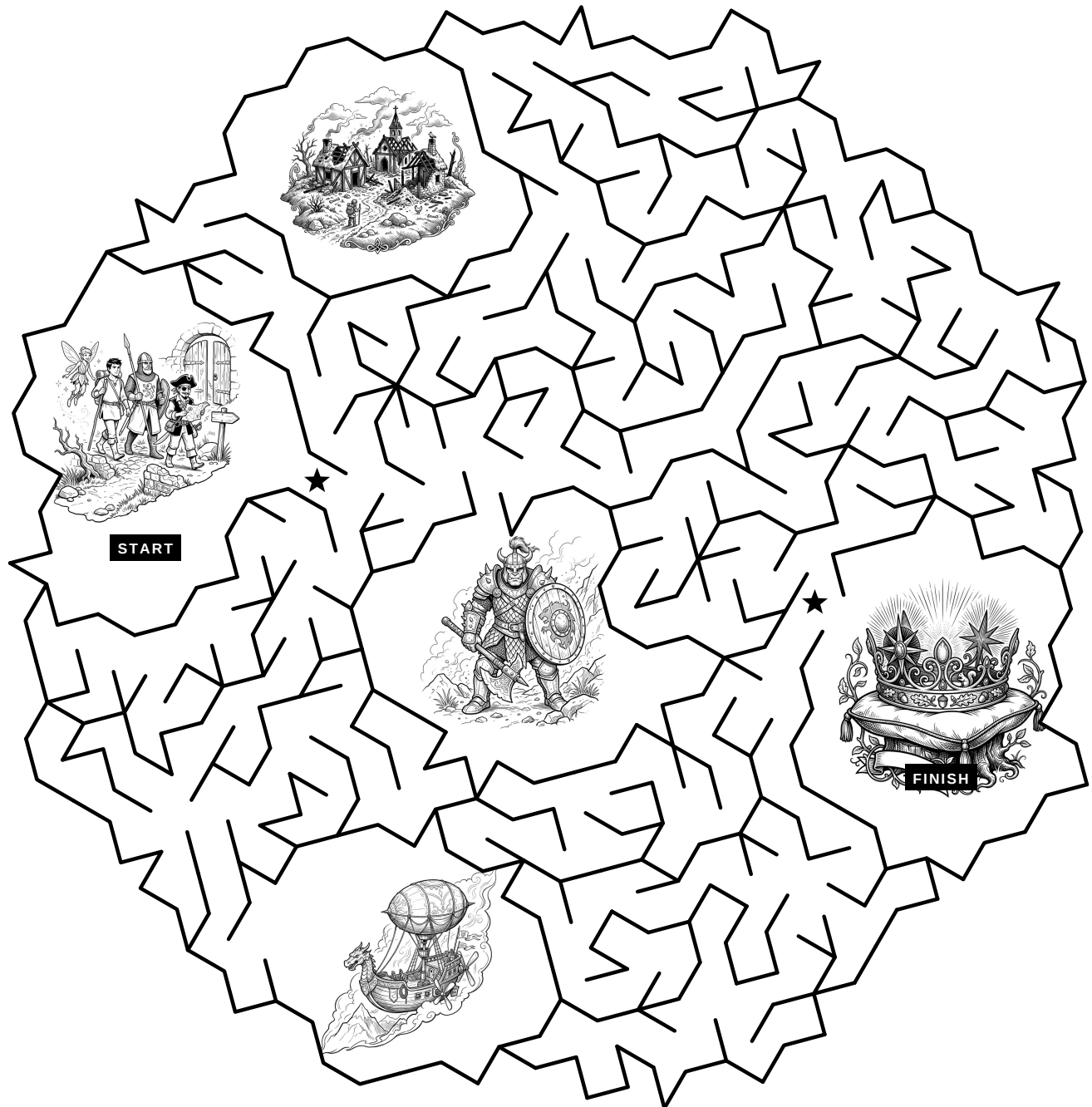
The Highland Quest for Missing Explorer



What you nurture will shape you.

MAZE 8

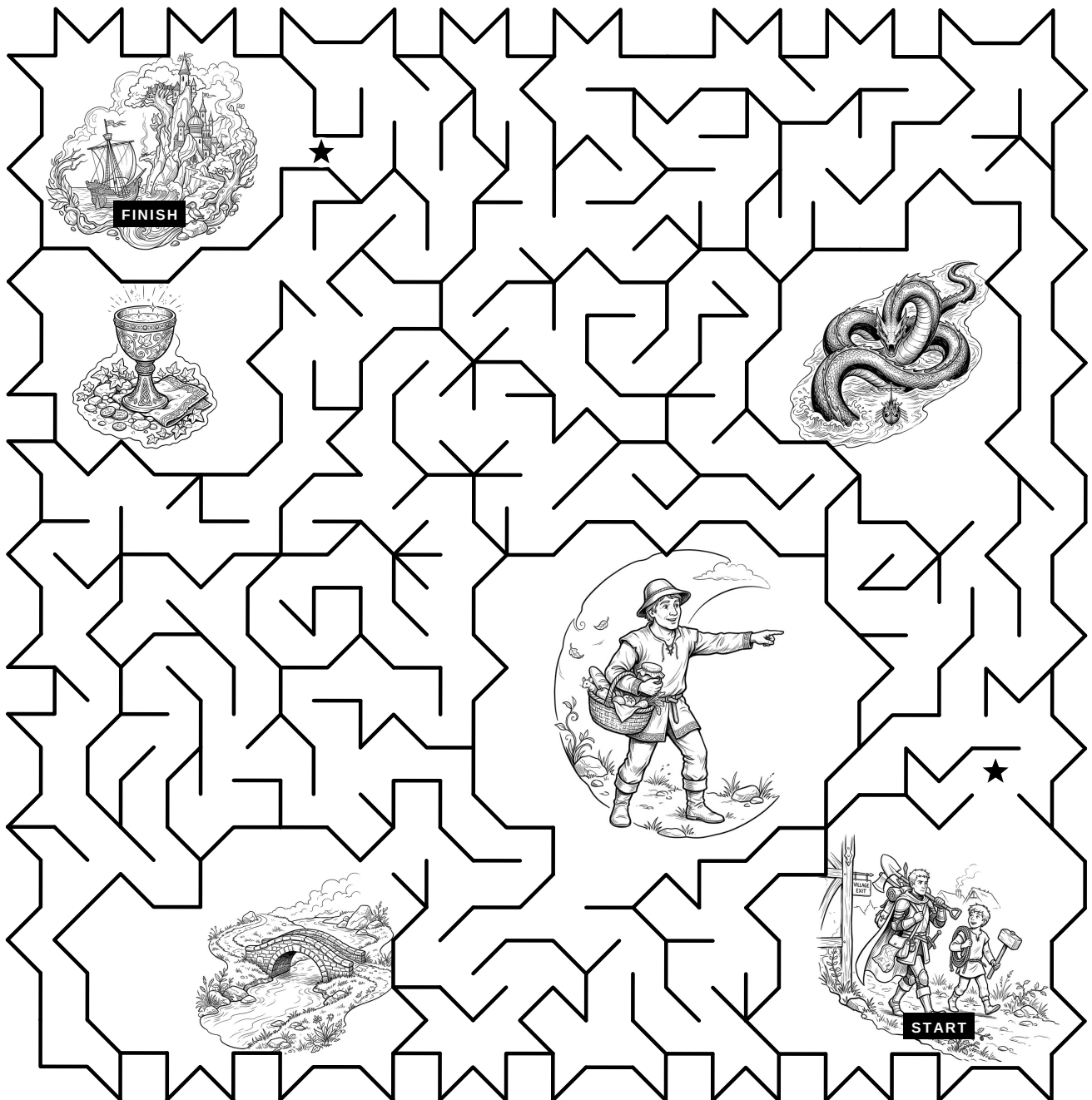
Restored Enchanted Crown in Old Lore



Take memories, leave kindness.

MAZE 9

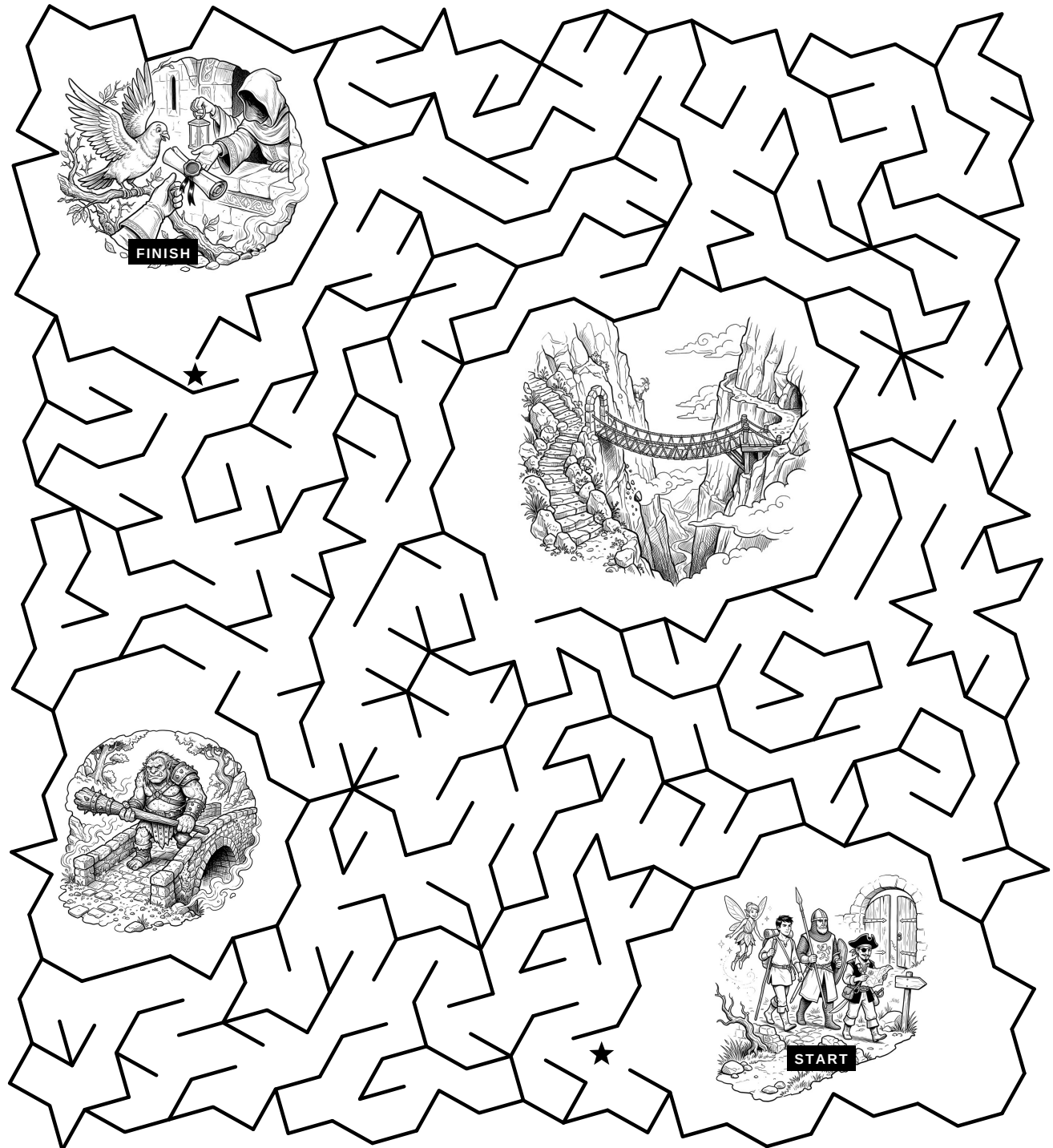
New Land Beyond Silver River



A peaceful heart makes wiser choices.

MAZE 10

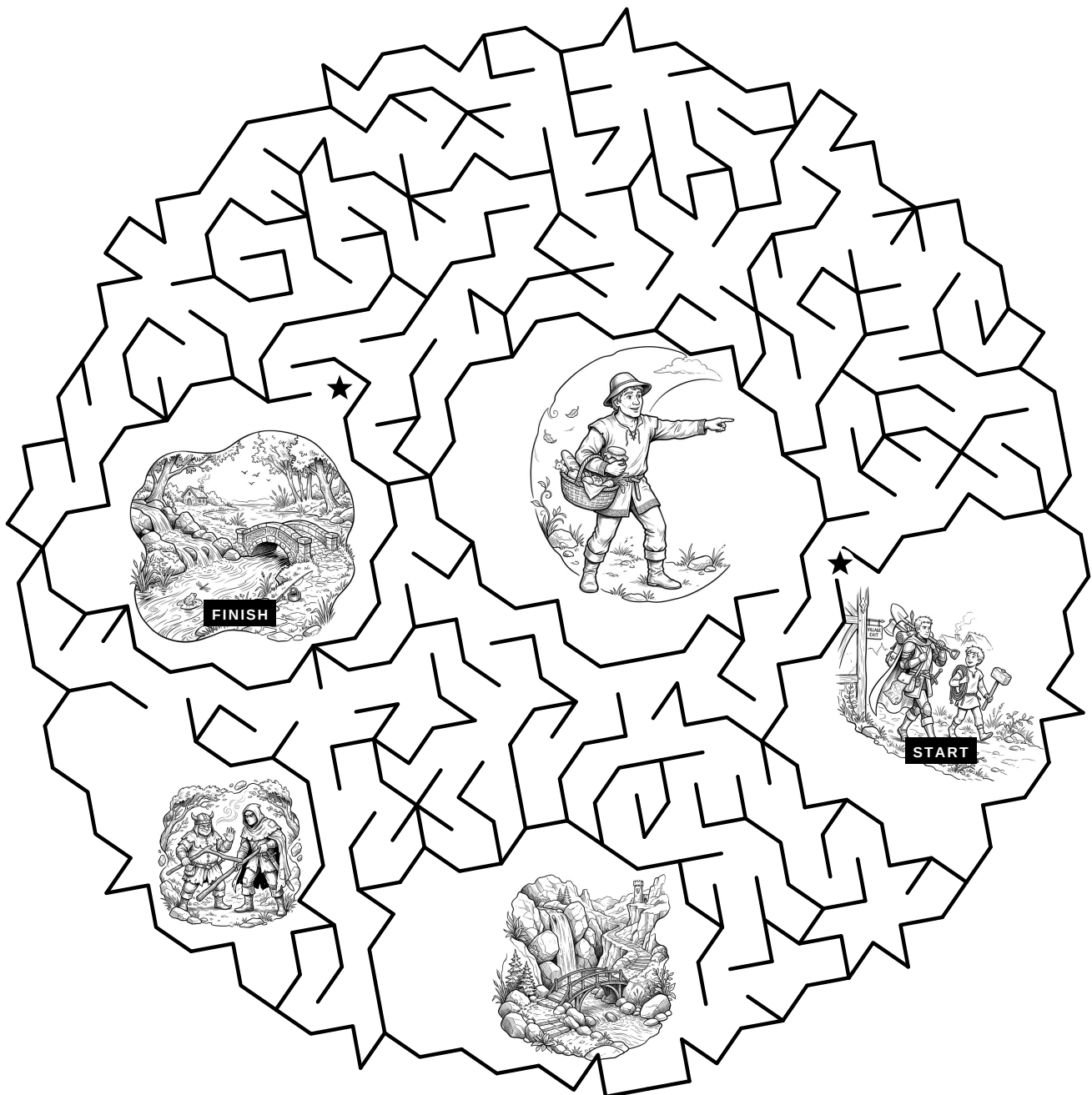
Road to Secret Message



Step outside before fear finishes speaking.

MAZE 11

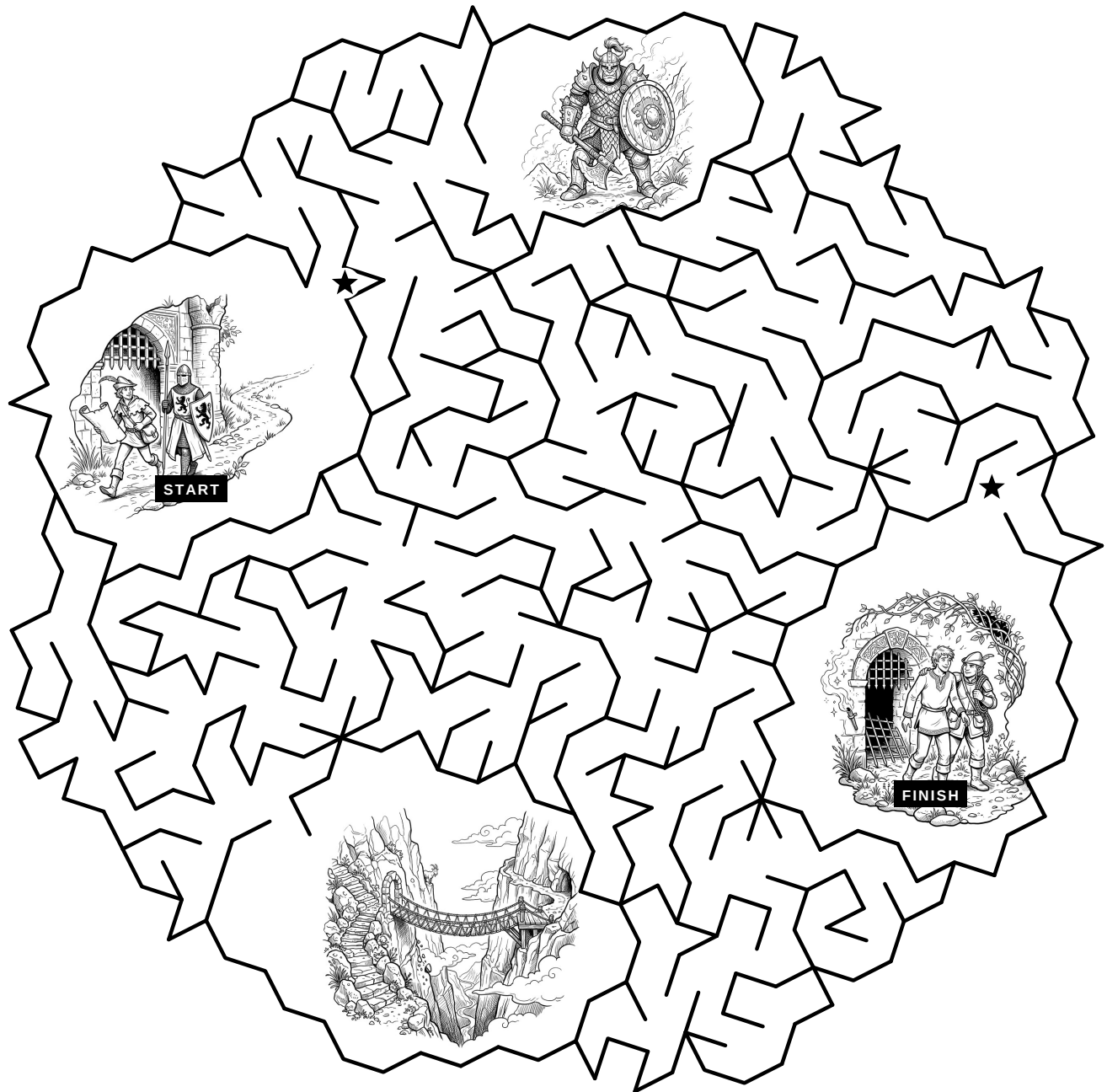
The Riverborn Quest for Restored River



Keep showing up for the unseen breakthrough.

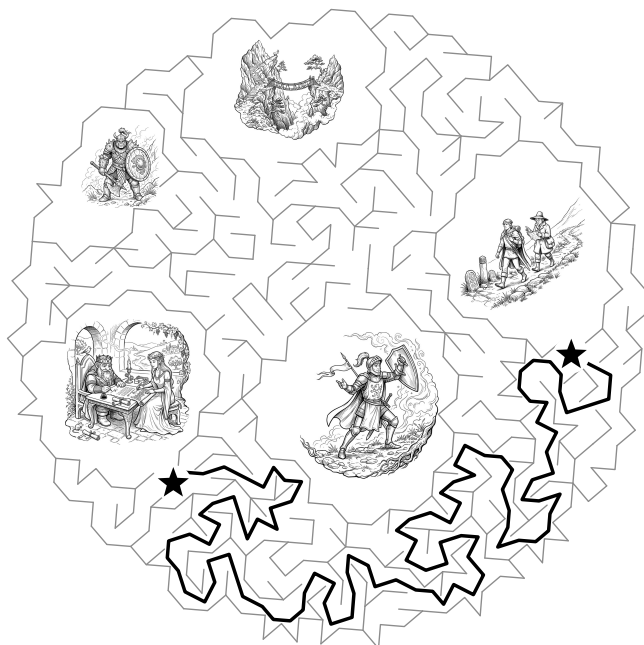
MAZE 12

Road to Lost Prince

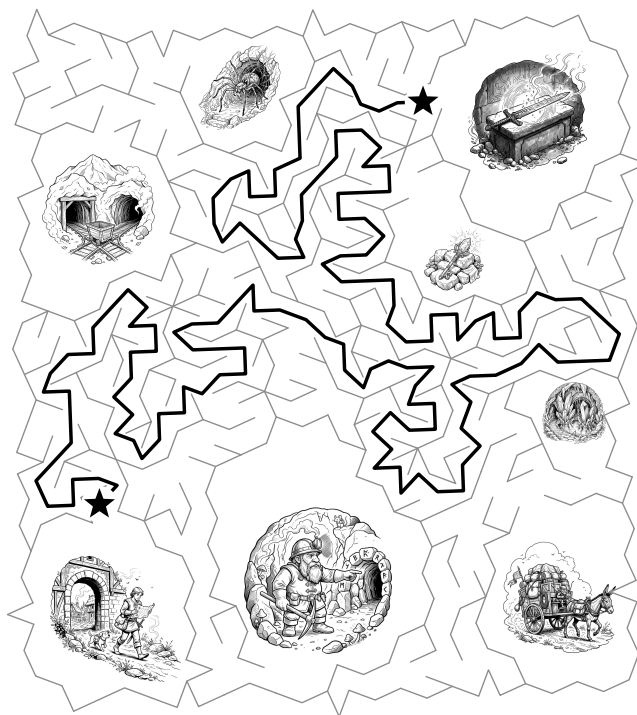
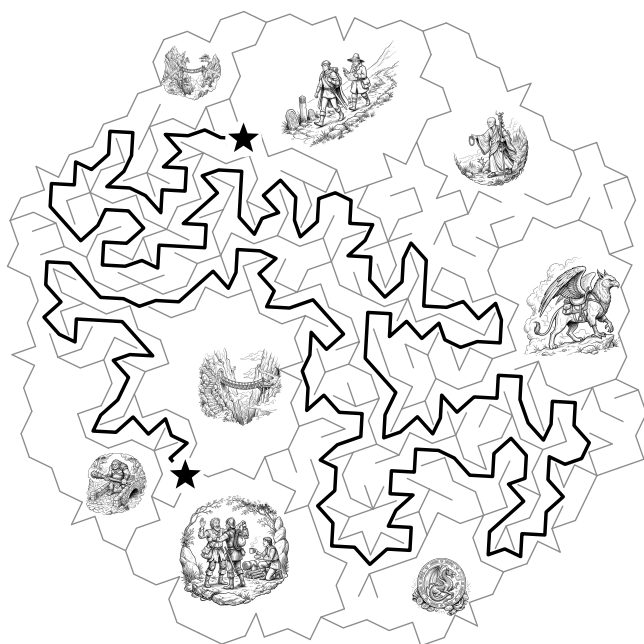
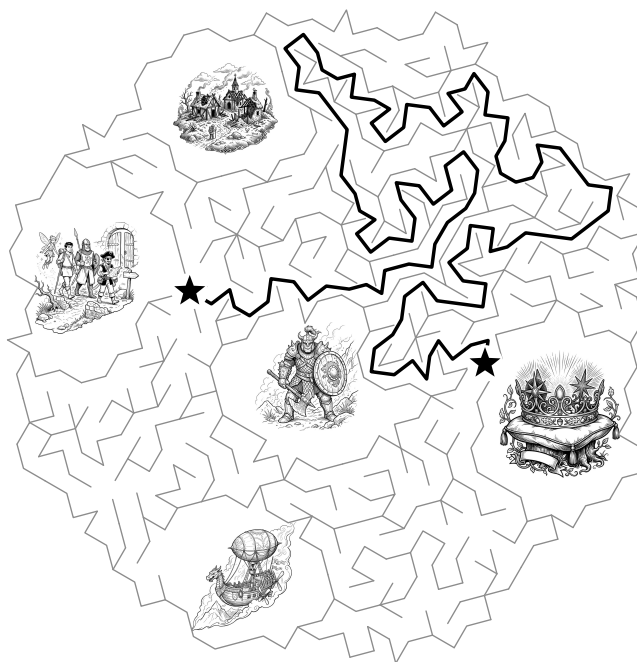


Accept change without abandoning virtue.

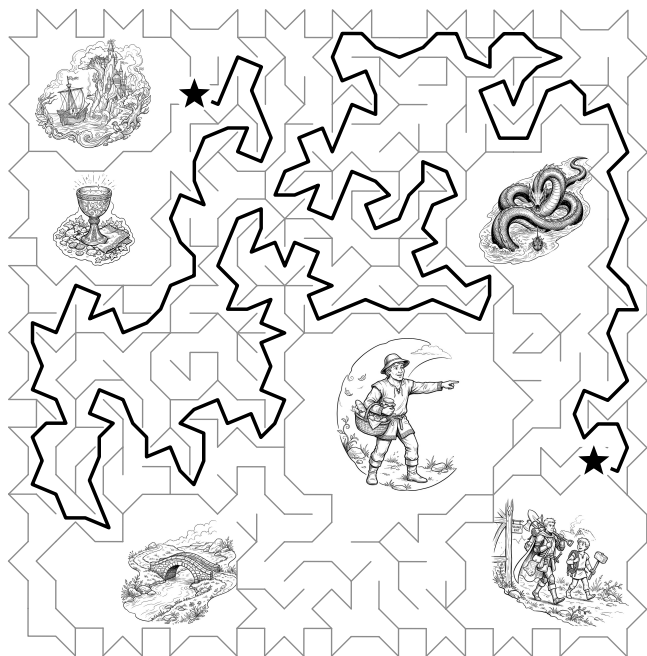
MAZE 5



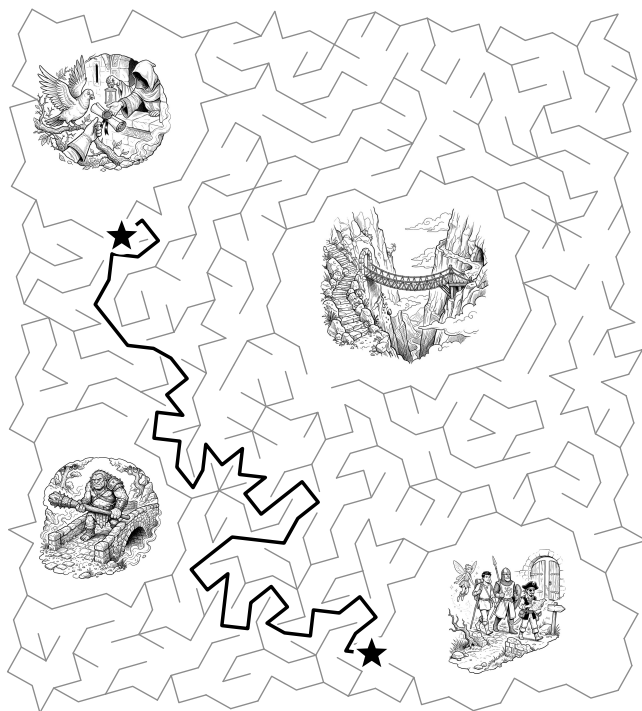
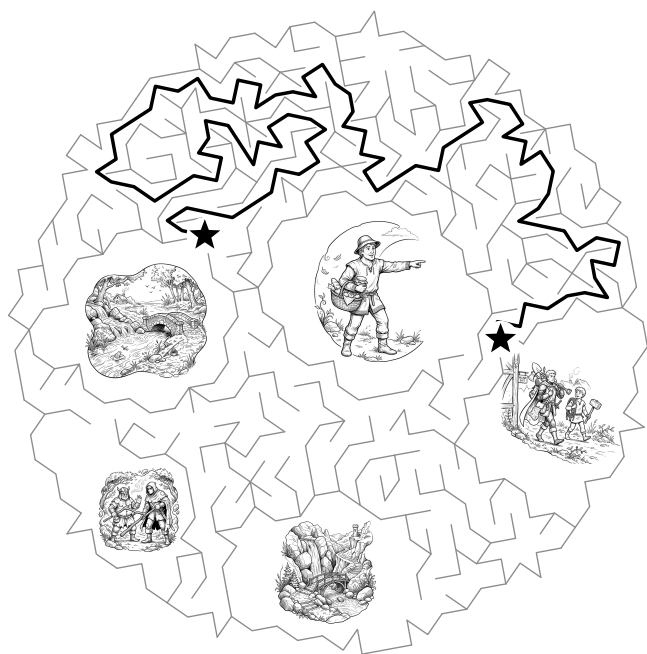
MAZE 6

**MAZE 7****MAZE 8**

MAZE 9



MAZE 10

**MAZE 11****MAZE 12**