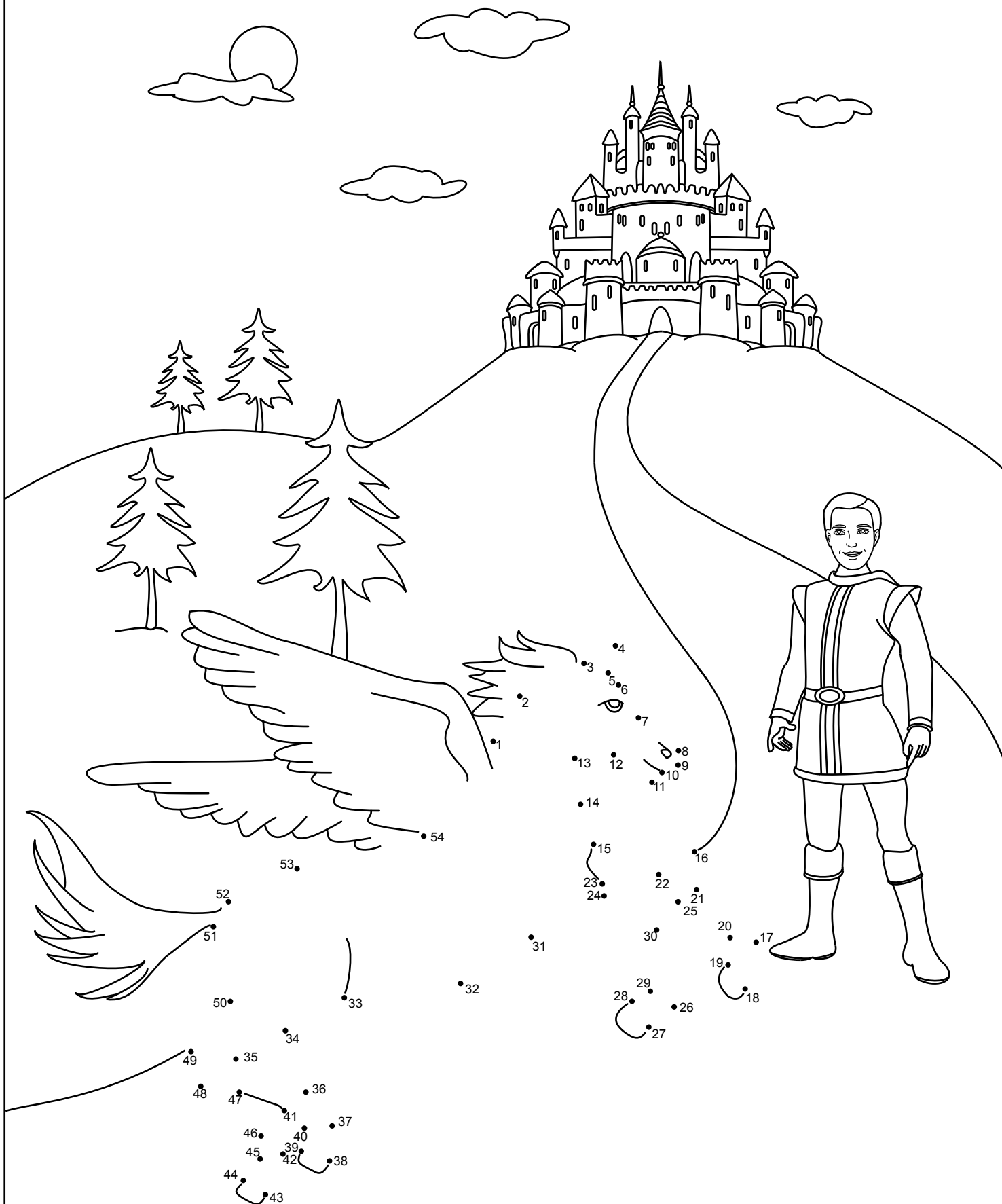
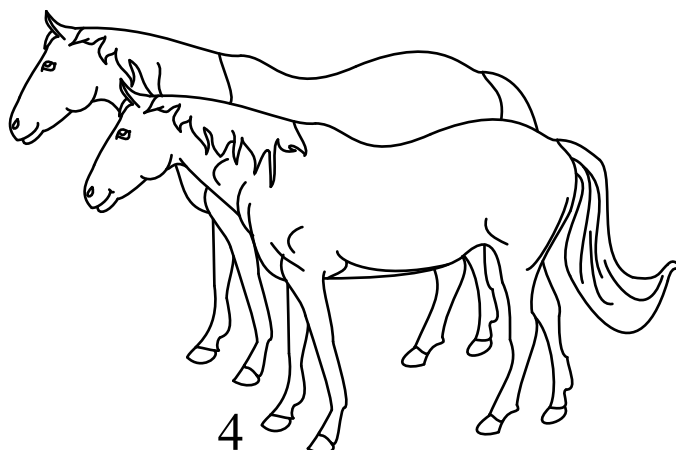
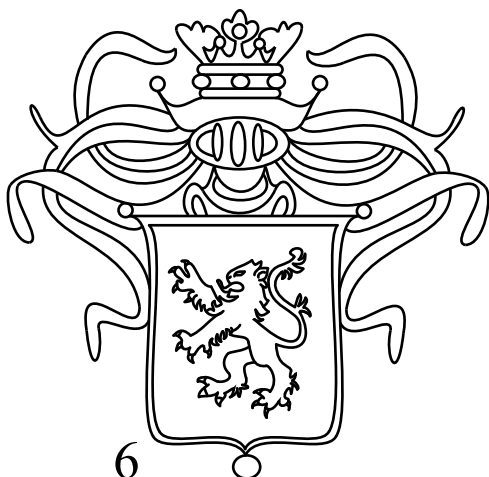
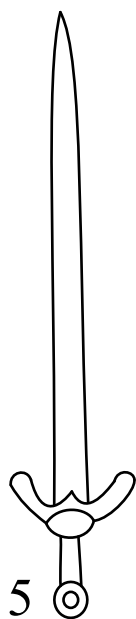
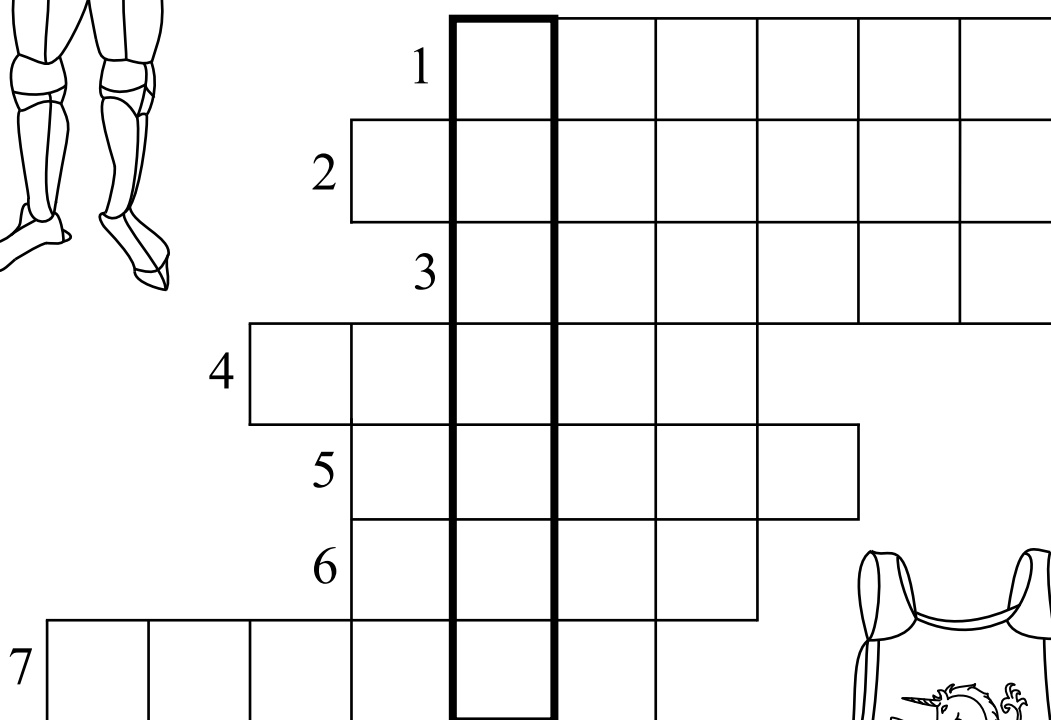
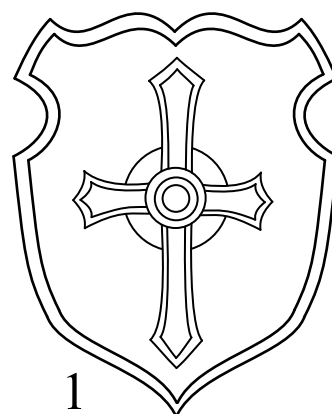
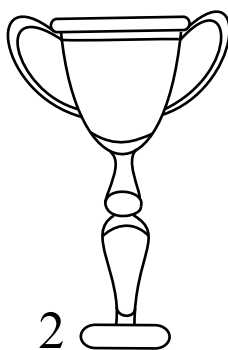
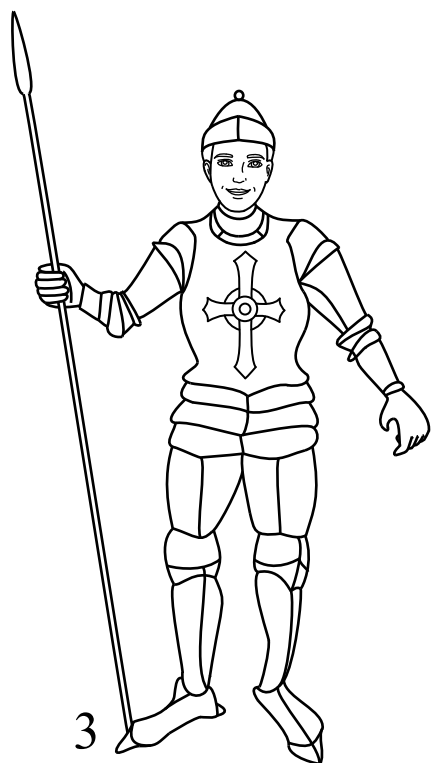


12. Połącz punkty do 1 do 54, a dowiesz się, z kim zaprzyjaźnił się ten rycerz. Pokoloruj obrazek.



13. Rozwiąż krzyżówkę, a dowiesz się, w czym rycerze chętnie brali udział.



14. Narysuj odbicie zamku w wodzie. Pokoloruj obrazek.

