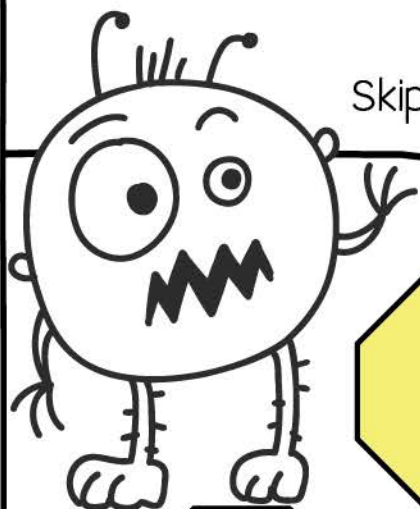


# Skip counting by 3s

Skip count by 3s to color the monster's path home.



	3	6	7	2
4	10	9	17	62
18	15	12	19	13
21	60	1	27	11
24	27	4	39	42
16	30	33	36	HOME