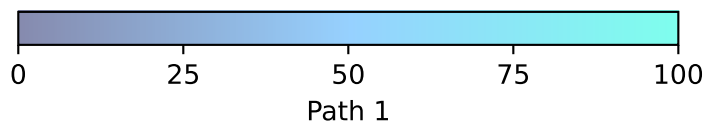
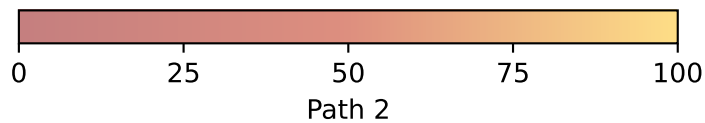
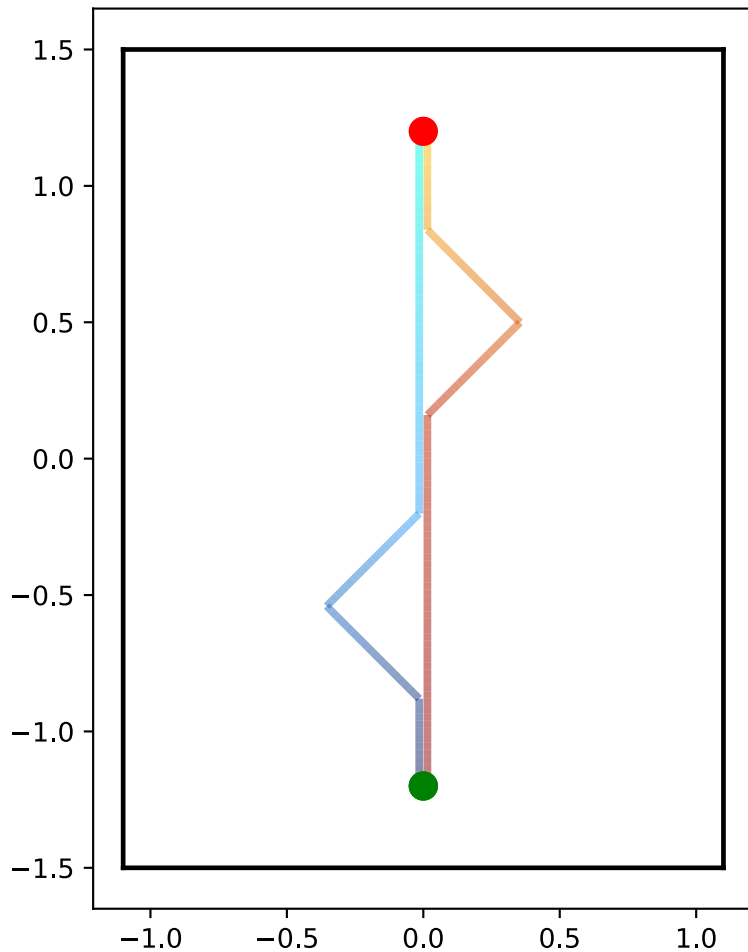
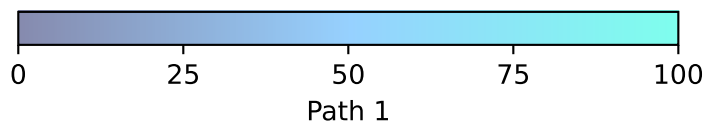
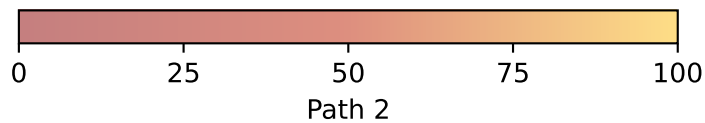
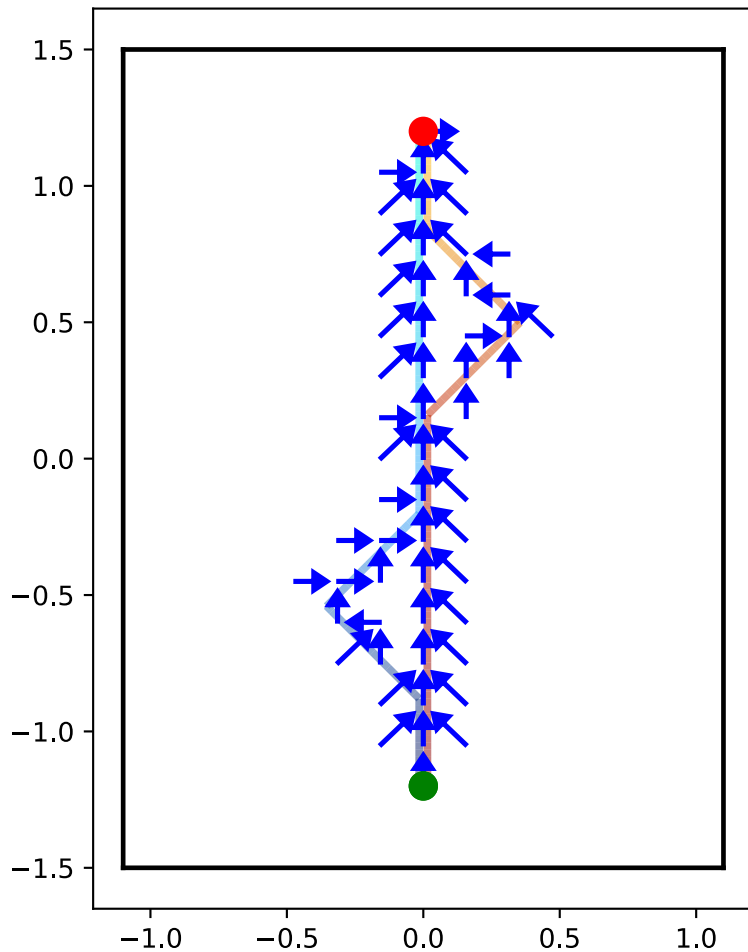
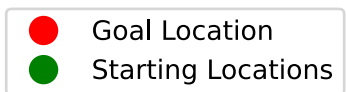


# Spiking Paths: Maze=M0

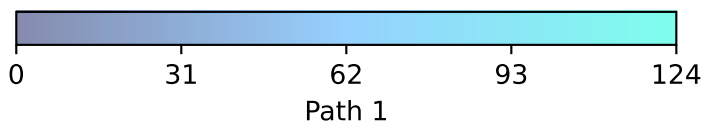
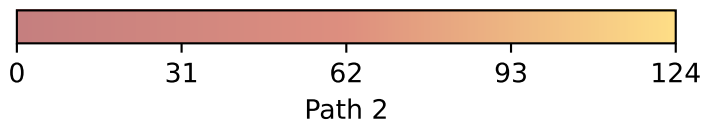
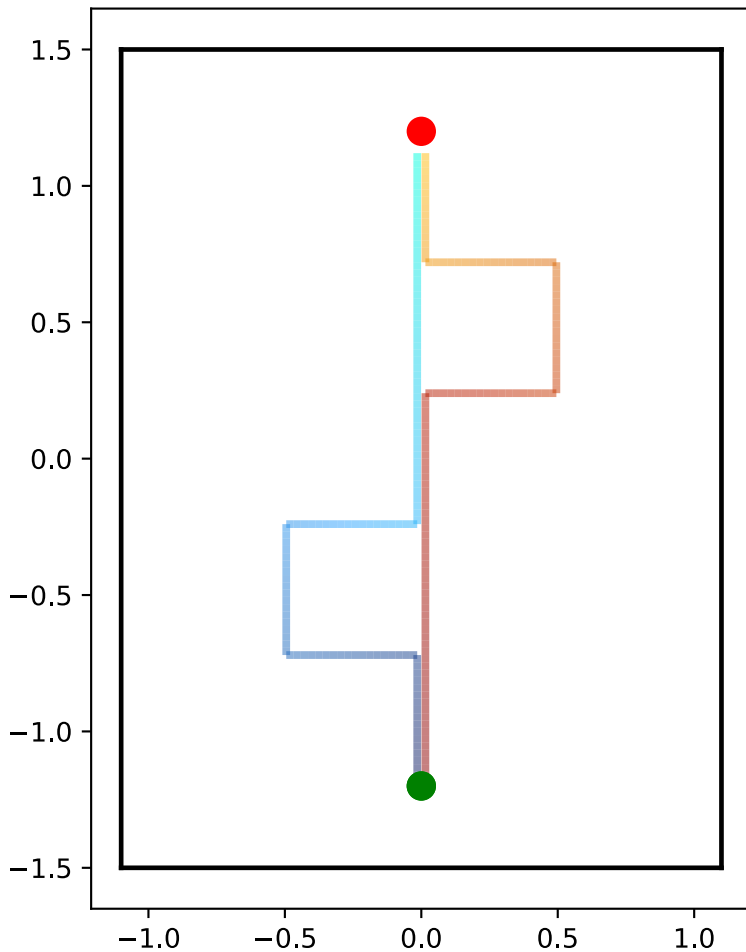
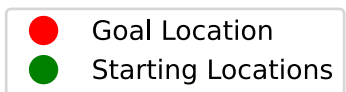
- Goal Location
- Starting Locations



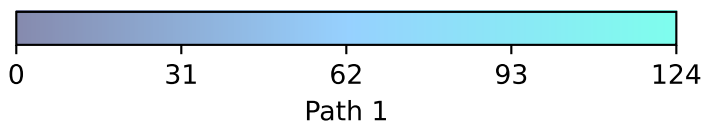
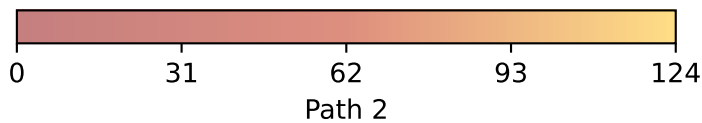
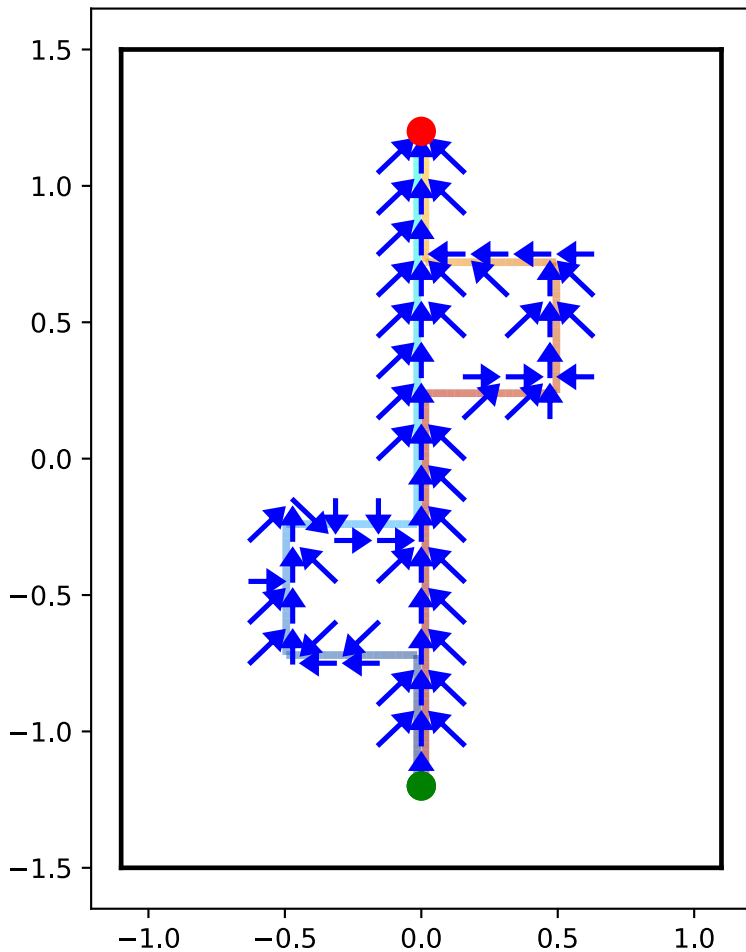
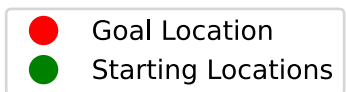
# Spiking Paths: Maze=M0



# Spiking Paths: Maze=M0

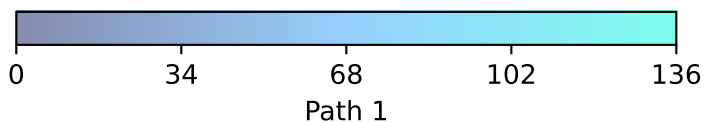
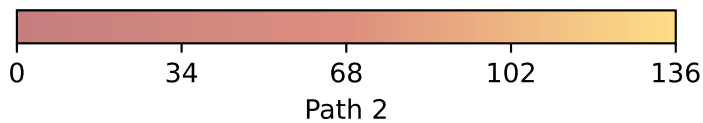
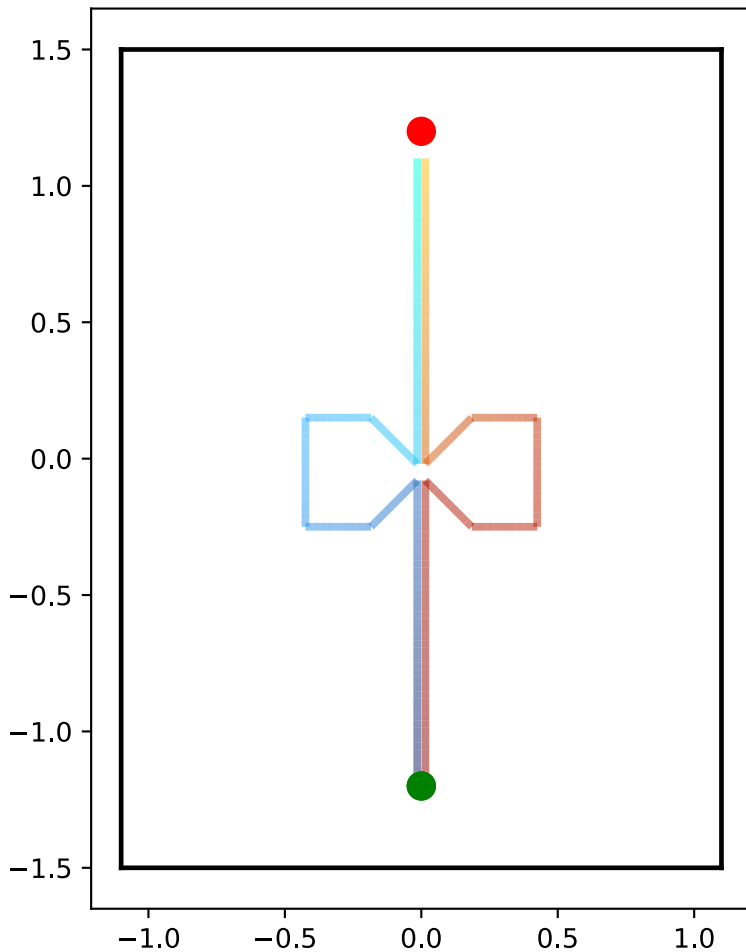


# Spiking Paths: Maze=M0



# Spiking Paths: Maze=M0

- Goal Location
- Starting Locations



# Spiking Paths: Maze=M0

- Goal Location
- Starting Locations

