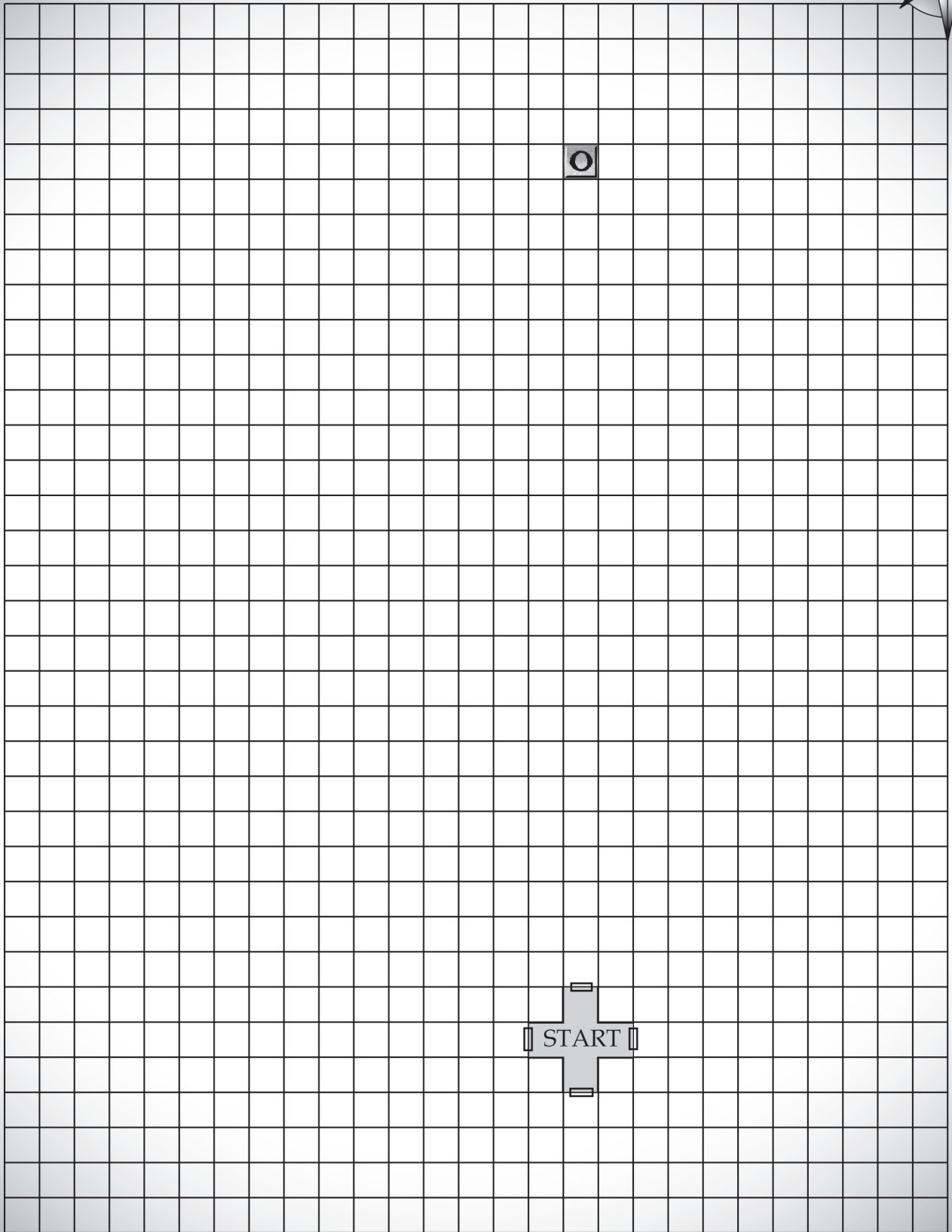


# ENTER THE LABYRINTH Level III



LABYRINTH

LABYRINTH



LEGEND  = objective