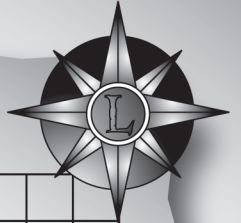
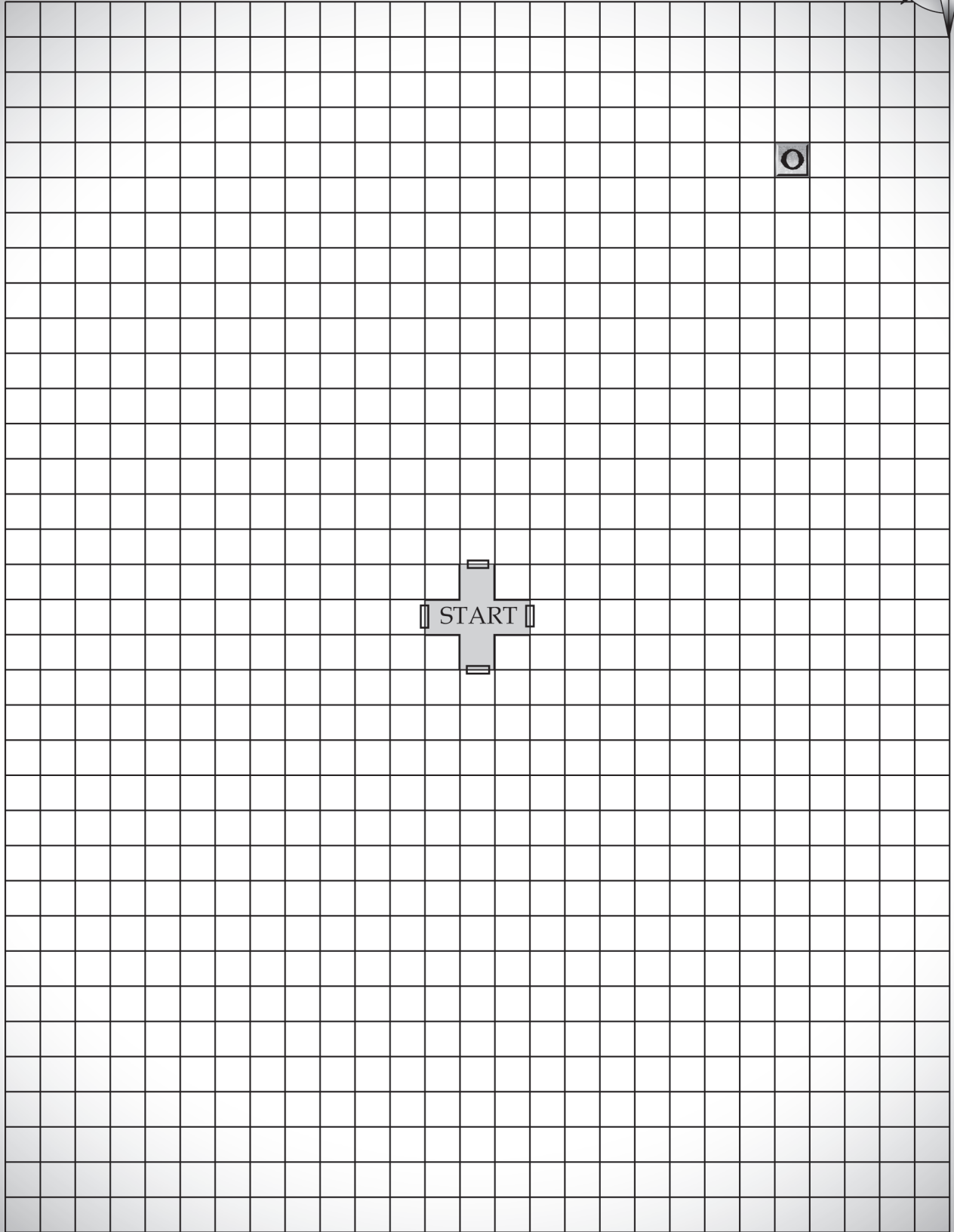


ENTER THE LABYRINTH Level I



LABYRINTH



LABYRINTH

LEGEND  = objective