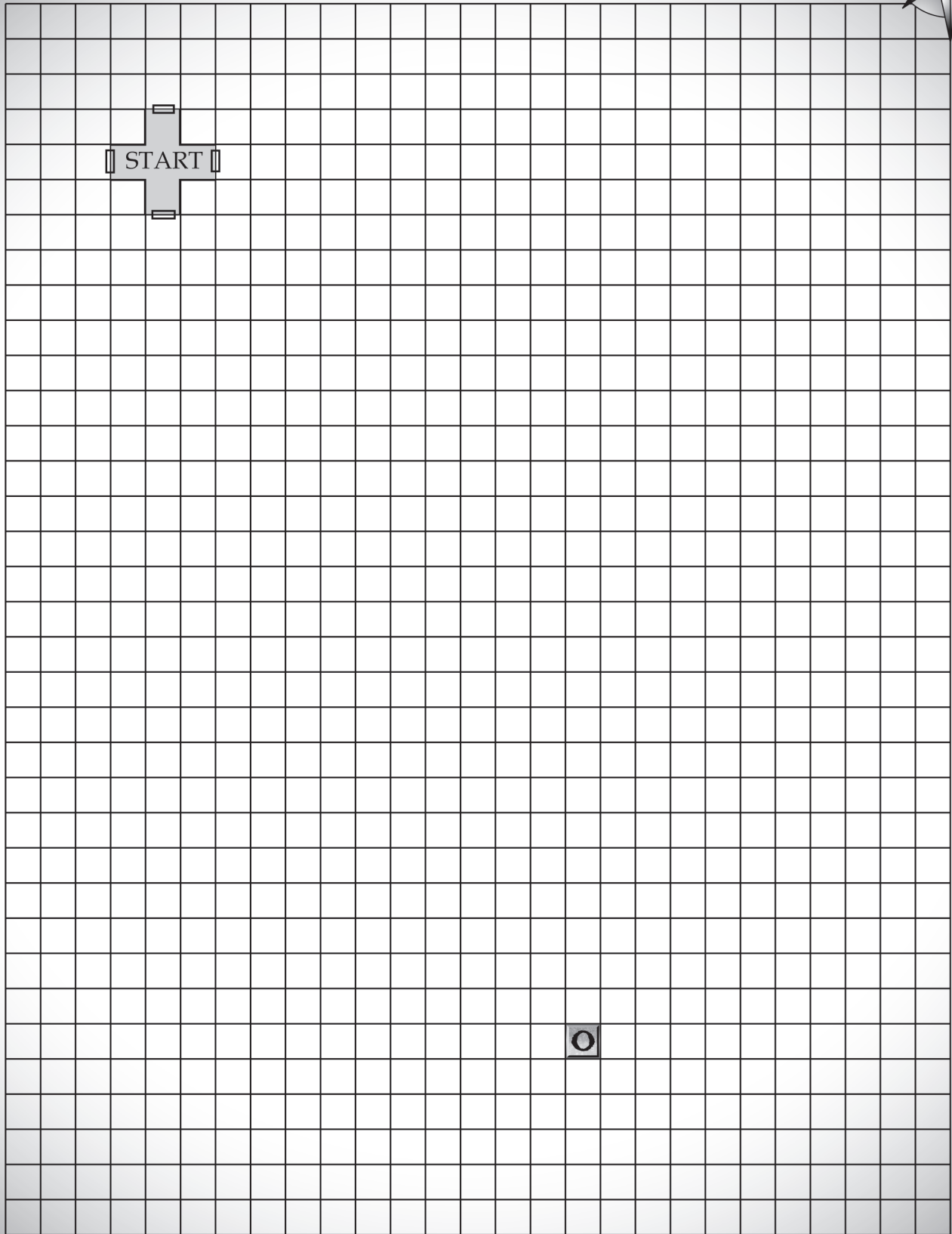


# ENTER THE LABYRINTH Level II



FRANKRICH

FRANKRICH



LEGEND  = objective