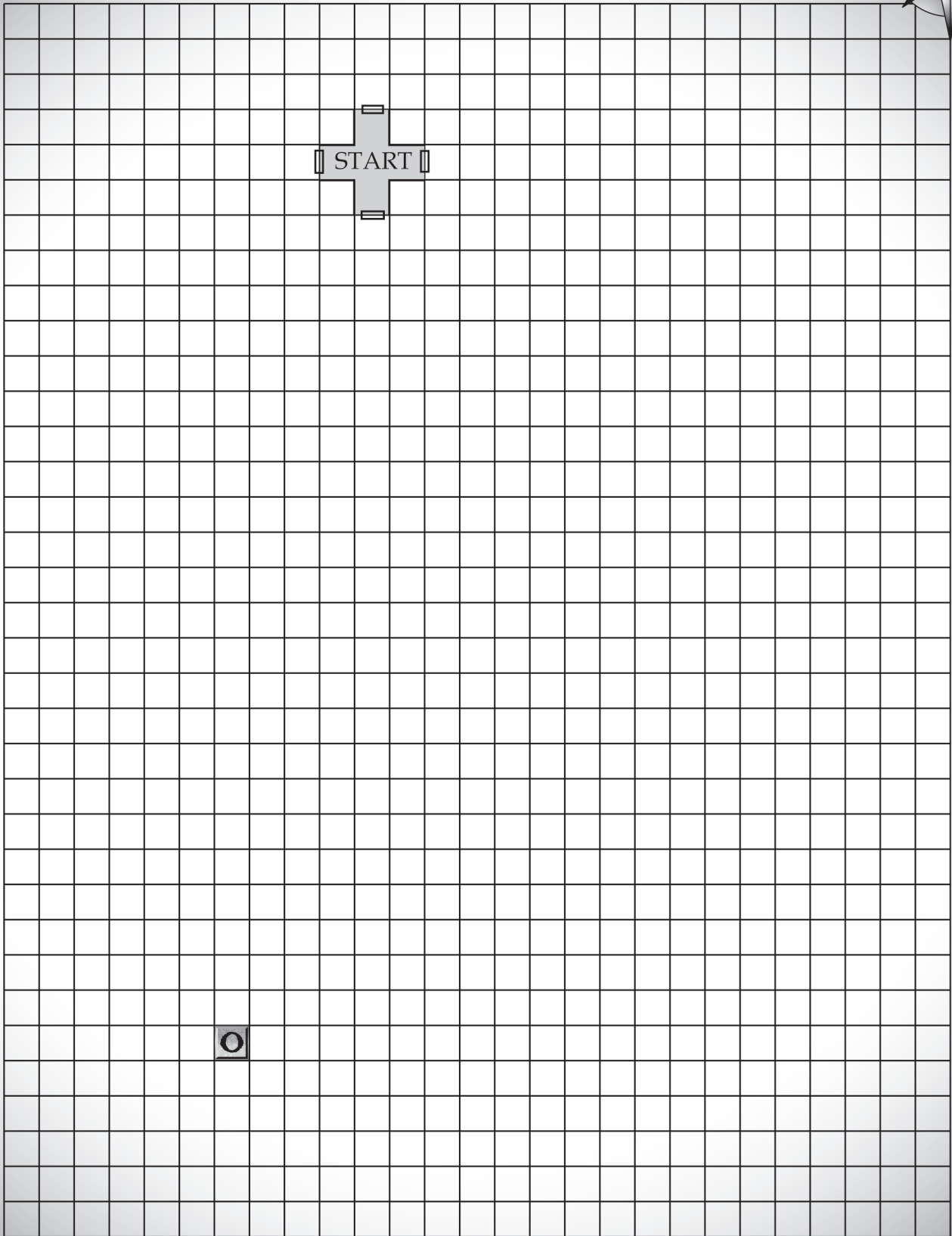


# ENTER THE LABYRINTH Level IV



LABYRINTH

LABYRINTH



LEGEND  = objective