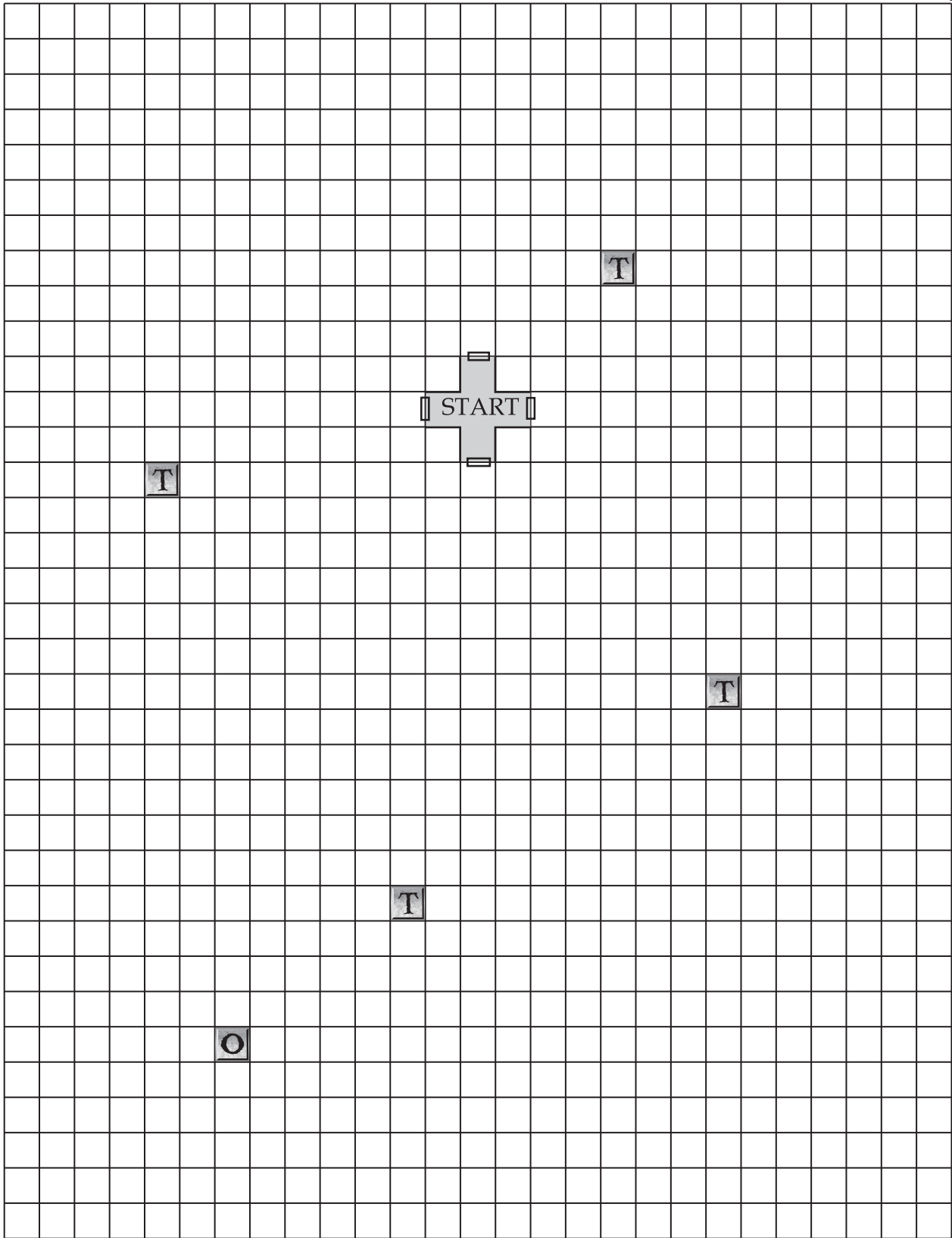


ENTER THE LABYRINTH Level I



LEGEND  = objective  = trove