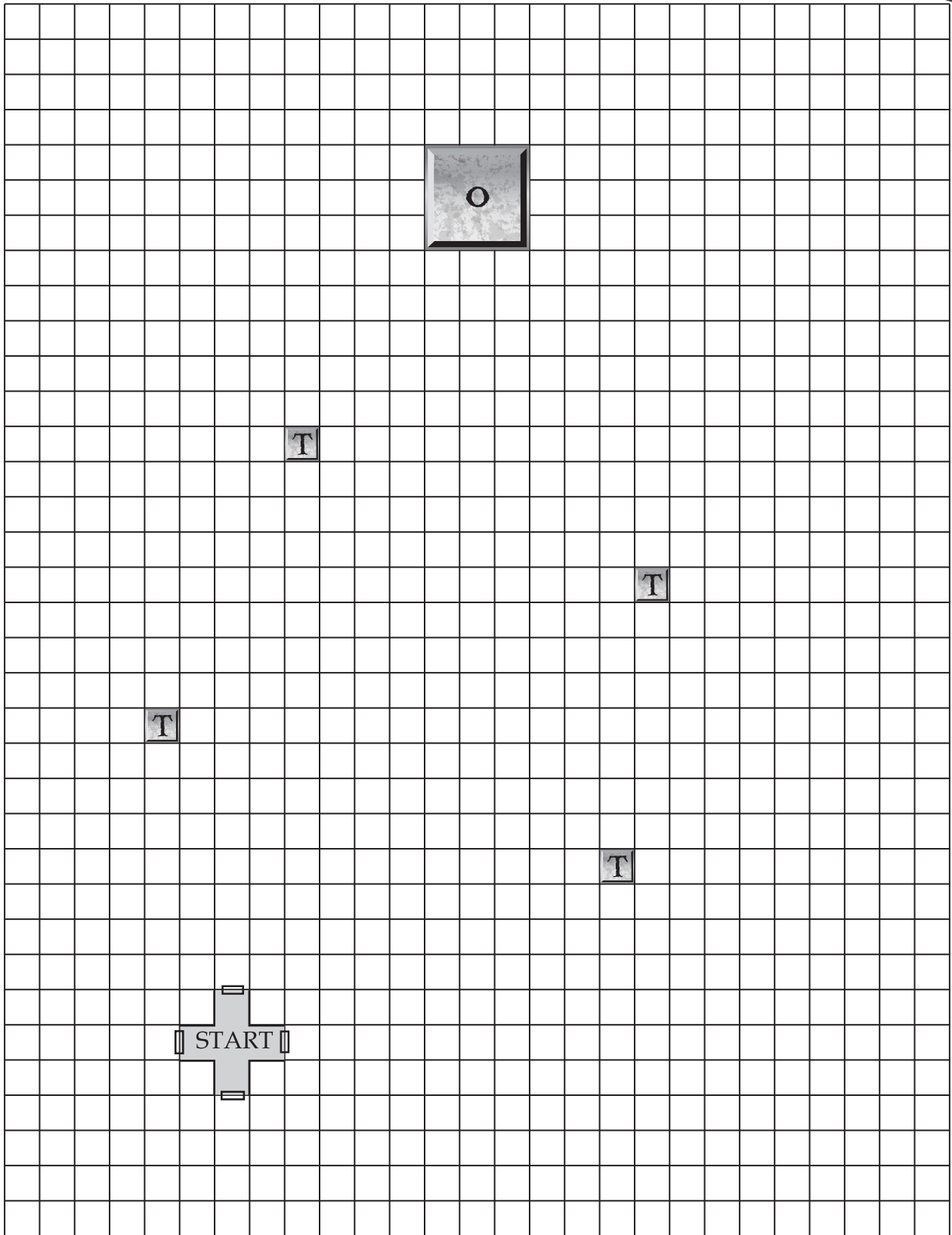


# ENTER THE LABYRINTH Level II



See following page when you reach the objective.

LEGEND  = objective  = trove