

Lost in a Labyrinth 256 version 2.0
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Legal Stuff:

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What is Lost in a Labyrinth 256?

Lost in a Labyrinth 256 (LIL 256) is the first game (that I know of) to utilize 256 color ray-traced art in the Windows environment. **LIL 256** is a maze game in which you have a first-person view of the maze from within. All images were ray-traced to produce realistic viewpoints and perspectives. The objective is simple. Escape. You are in the maze, and located somewhere else is the door out. Find it and you're free.

O.K. So Why Should I Register?

When you register **LIL 256**, you will receive 10 levels of mazes to explore (instead of 1 in the demo version) and will be able to choose difficulty levels of Hard and Easy (with or without a compass) instead of just the easy mode of the demo version.

A 16 color version will be out shortly.

Registration:

A lot of time and effort goes into programming. The graphics in this game alone took over 75 hours to complete. Please reward my efforts to bring you top-quality Shareware.

If you like Lost in a labyrinth, please send \$20 to the address below. Make sure you specify 16 or 256 color version.

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