

**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. Look carefully, the door can only be seen when you are right up next to it.

**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. The registered version also contains more graphics, and keeps track of the top 10 scores for each level.

**Enhancements:**

- Completely rewrote the graphics routines, allowing me to improve the quality of the graphics, while shaving about 3 MEG off the data files
- Harder demo maze
- Added scoring to allow you to compete against previous tries; maximum score = 100

**Registration:**

A lot of time and effort goes into programming. This demo version represents about two months of hard work. Please reward my efforts to bring you top-quality Shareware.

If you like **Lost in a labyrinth**, please send \$20 to the address below.

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Please specify where you got your copy of this demo version.