

**Lost in a Labyrinth 256 version 1.0**  
**Copyright 1993 by Zane Rathwick and AddSoft software**

**Legal Stuff:**

**Lost in a Labyrinth 256** is a copyright of Zane Rathwick, 1993. The names **Lost in a Labyrinth 256** and AddSoft are trademarks of Zane Rathwick, and AddSoft Software. All rights are reserved. Please register this software using the registration form included. For registered users, I will offer free upgrades for one year, software support, and other shareware programs written by me.

**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.

**Zane Rathwick**  
**7552 Delta Wind Drive**  
**Sacramento, CA 95831**