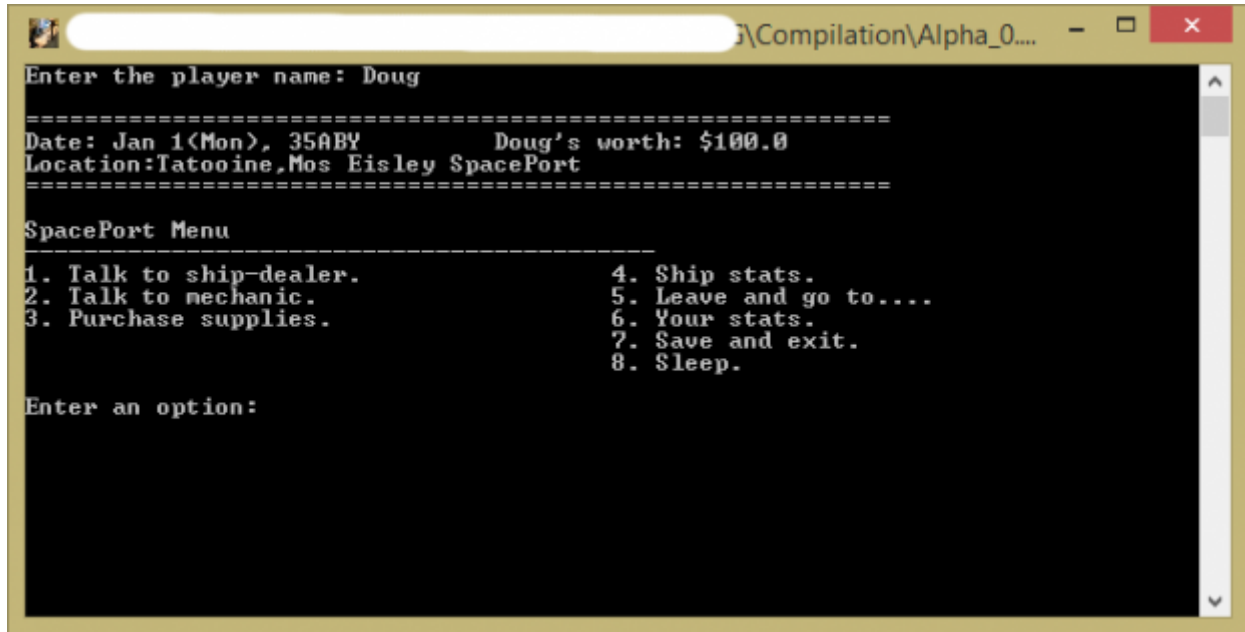


Living Labyrinthian Library

Where tales, stories, sagas come alive

A screenshot of a text-based game window. The window title bar shows the path '\Compilation\Alpha_0...'. The game text is as follows:

```
Enter the player name: Doug
=====
Date: Jan 1(Mon), 35ABY          Doug's worth: $100.0
Location:Tatooine,Mos Eisley SpacePort
=====

SpacePort Menu
-----
1. Talk to ship-dealer.          4. Ship stats.
2. Talk to mechanic.           5. Leave and go to...
3. Purchase supplies.          6. Your stats.
                                7. Save and exit.
                                8. Sleep.

Enter an option:
```

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Overview:

Create a character and enter the Living Labyrinthian Library to solve the mysteries of the broken tales, stories, and sagas helping them live “happily ever after”, more or less. Maybe you will even find out why you are here and what happened to this place. Each book in the library will take you into a new world with people and events all their own. Fight the forces that work to destroy the library and those behind it, whoever they are.

Features:

- Dark Fantasy Environment
- Engaging Storylines
- Immersive NPC's
- Random Encounters
- Deep combat systems
- Personalized Character
- Wide range of enemies
- Dynamic Bosses
- Multiple world areas
- Side Quests
- Save File

Requirements:

- Programmed in C++
- Input – keyboard through console
- Visually impaired friendly