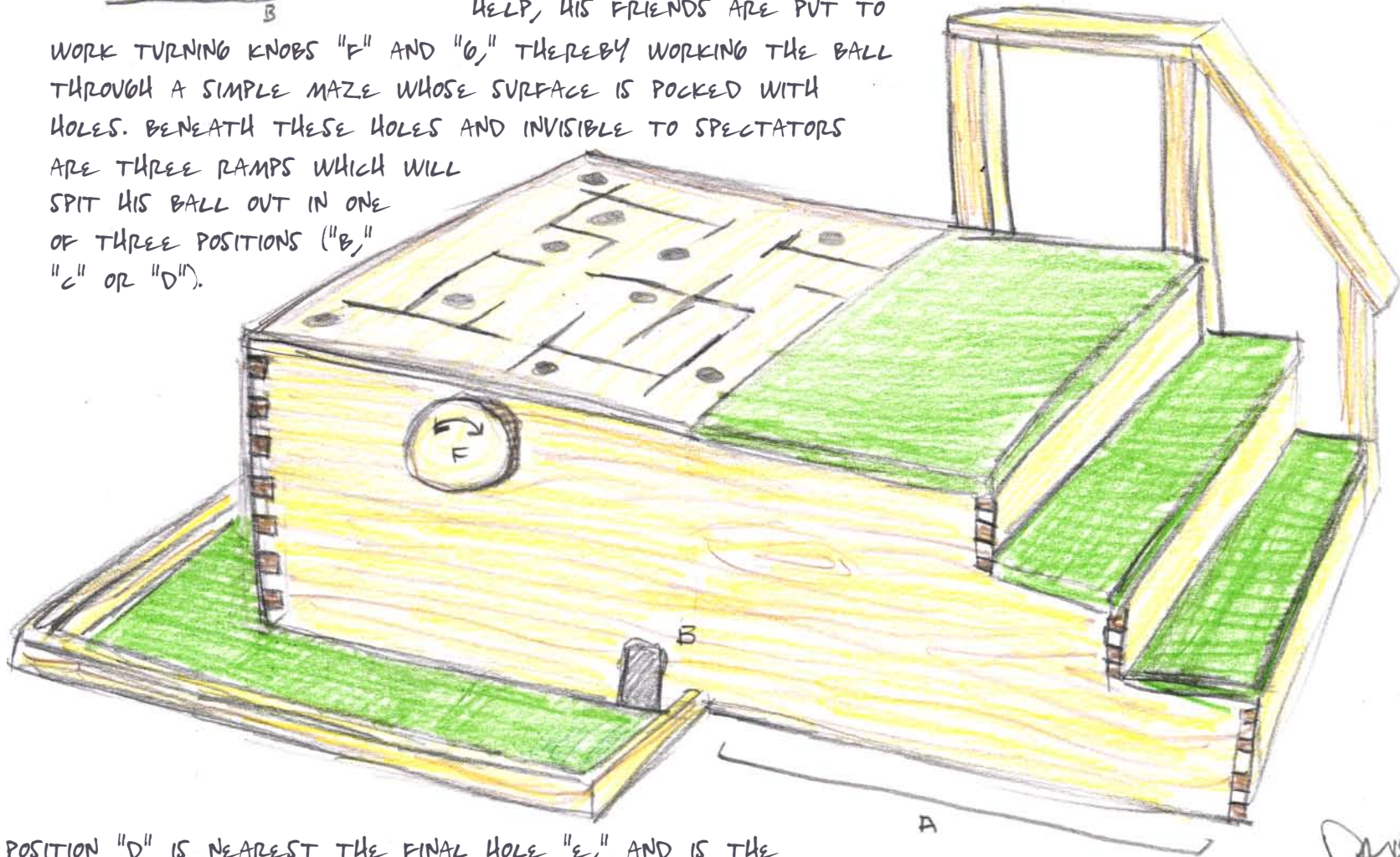


# LABYRINTH

A GOLFER BEGINS THE HOLE BY ASCENDING A FEW STAIRS (A) TO AN ELEVATED, ASTROTURF-COVERED LANDING. DROPPING HIS BALL, HE BEGINS BY PUTTING ONTO THE ELEVATED SURFACE OF A LABYRINTH-LIKE GAME. HAVING ENLISTED SOME HELP, HIS FRIENDS ARE PUT TO

WORK TURNING KNOBS "F" AND "G," THEREBY WORKING THE BALL THROUGH A SIMPLE MAZE WHOSE SURFACE IS POKED WITH HOLES. BENEATH THESE HOLES AND INVISIBLE TO SPECTATORS ARE THREE RAMPS WHICH WILL SPIT HIS BALL OUT IN ONE OF THREE POSITIONS ("B," "C" OR "D").



POSITION "D" IS NEAREST THE FINAL HOLE "E," AND IS THE MOST DIFFICULT TO REACH VIA THE MAZE. LABYRINTH IS SIMPLE IN NATURE, BUT ADDS THE ELEMENT OF TEAMWORK (OR NOT) TO THE GAME OF MINI GOLF.

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