

Trapped in a labyrinth by Dr. Herman Fridsma

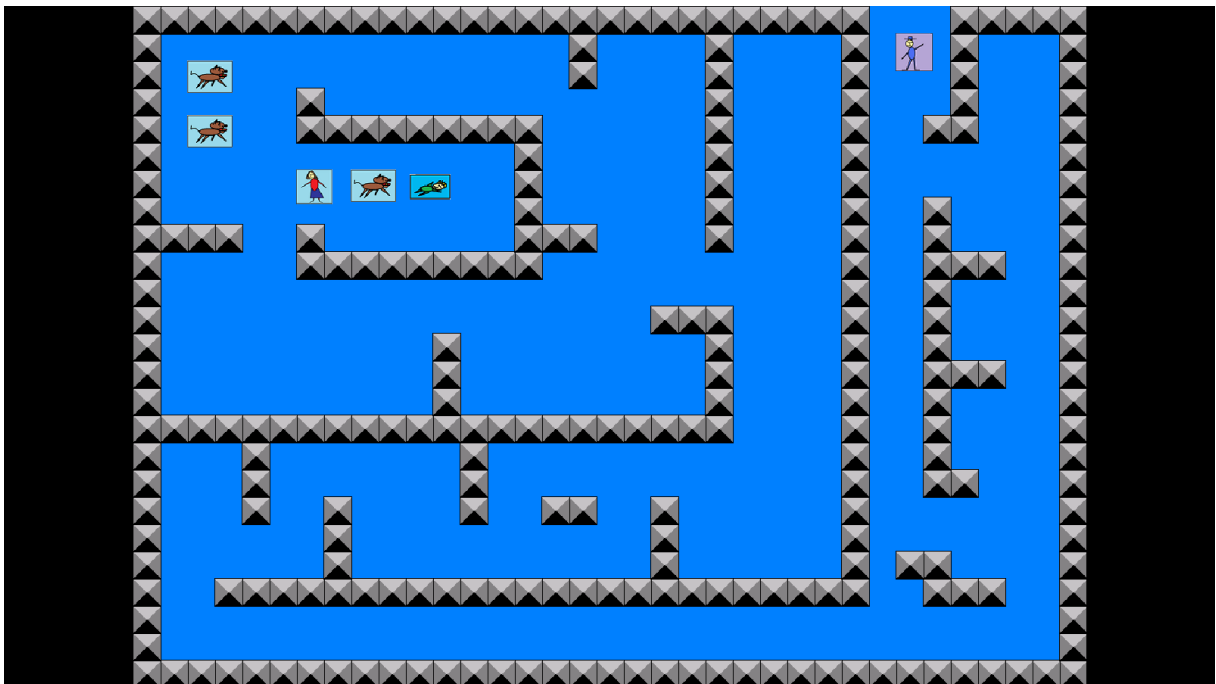


IMPORTANT:

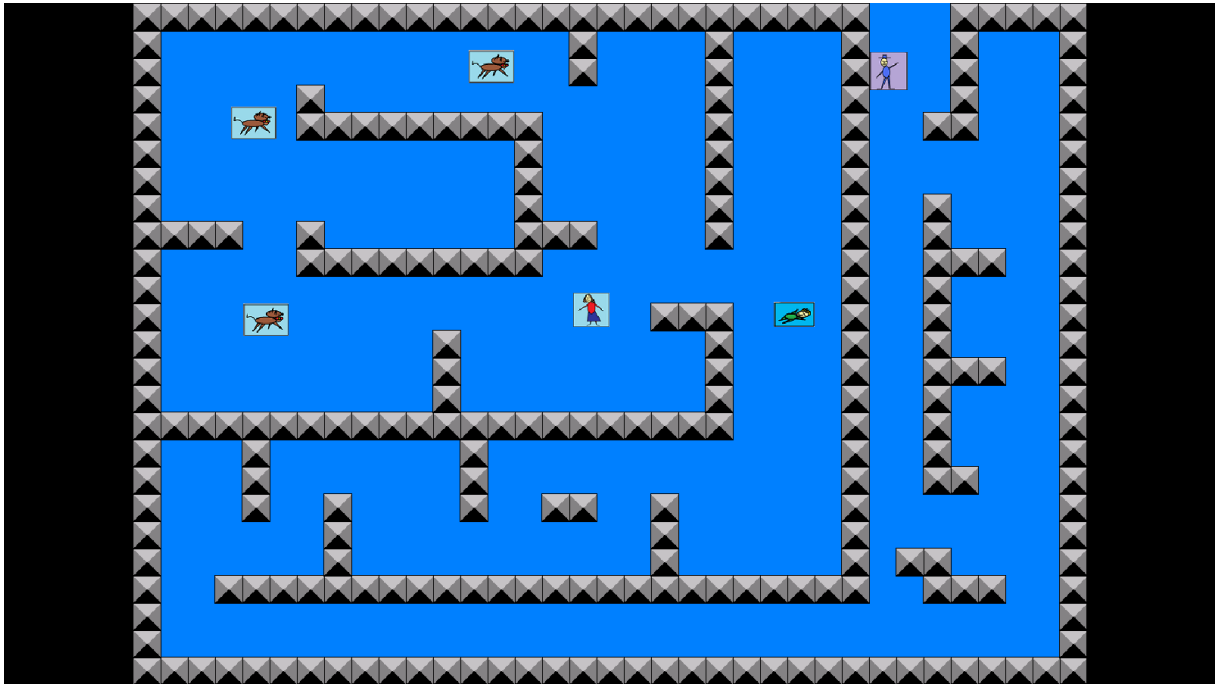
THIS GAME IS SET FREE FOR THE PUBLIC BY DR. HERMAN FRIDSMA JUNE 12TH 2015 AS A FREWARE GAME WITHOUT COMMERCIAL PURPOSES.

THE GAME MAY BE DOWNLOADED FOR FREE AND NOT BE ALTERED WITHOUT PERMISSION OF DR. HERMAN FRIDSMA.

Game pictures:



TRAPPED IN A LABYRINTH OPENING SCREEN - DR. HERMAN FRIDSMA



TRAPPED IN A LABYRINTH PLAYING SCREEN - DR. HERMAN FRIDSMA

Trapped in a labyrinth by Dr. Herman Fridsma

Landsmeer, Netherlands, March 2010

Trapped in a labyrinth by Dr. Herman Fridsma is all about saving of a family and dogs from the labyrinth. This is a skills and stress control game developed by Dr. Herman Fridsma.

This is a moving skills related labyrinth game developed by Dr. Herman Fridsma for young and old. Save the trapped family members and dogs within the labyrinth.

Can you control yourself and your stress, then play
Trapped in a labyrinth by Dr. Herman Fridsma 2010 English version.
Improve for yourself the time to finish the game.

Goal:

You have to bring the trapped mother, her child and the dogs out of the labyrinth into freedom where the husband waits for his wife, his child and the dogs. You can guide the family and animals by means of left-button mouse clicking of your pc-mouse at the animated figures. You have to know that the walls of the labyrinth are hot, so don't let the family members or the animals touch the walls. The animated figures will be set into motion by left button mouse-clicking at them. Right mouse clicking is stop. The husband can only set in motion and stops walking his circled rounds when left clicked more than one time.

Special note:

The mother has a health problem, every time she contacts the hot walls of the labyrinth she loses health and at a certain critical health position under zero (see indicator above the screen) she would die and disappear within the labyrinth when not leaving the labyrinth in time (saved by you).

Special functions:

F1 = Help screen with game info.

F4 = Full screen.

Esc = end of game.

Important:

A activated game stone (piece) can move in every direction depending on the way it's activated so it is important to move the stone in the wanted direction and then you must fixate it so it stands still at the desired place at the game labyrinth board.

Have fun,

Herman Fridsma

NMG

Trapped in a labyrinth function key F1 info and play instruction scrolling screen

Landsmeer, Netherlands, March 2010

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Herman Fridsma

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