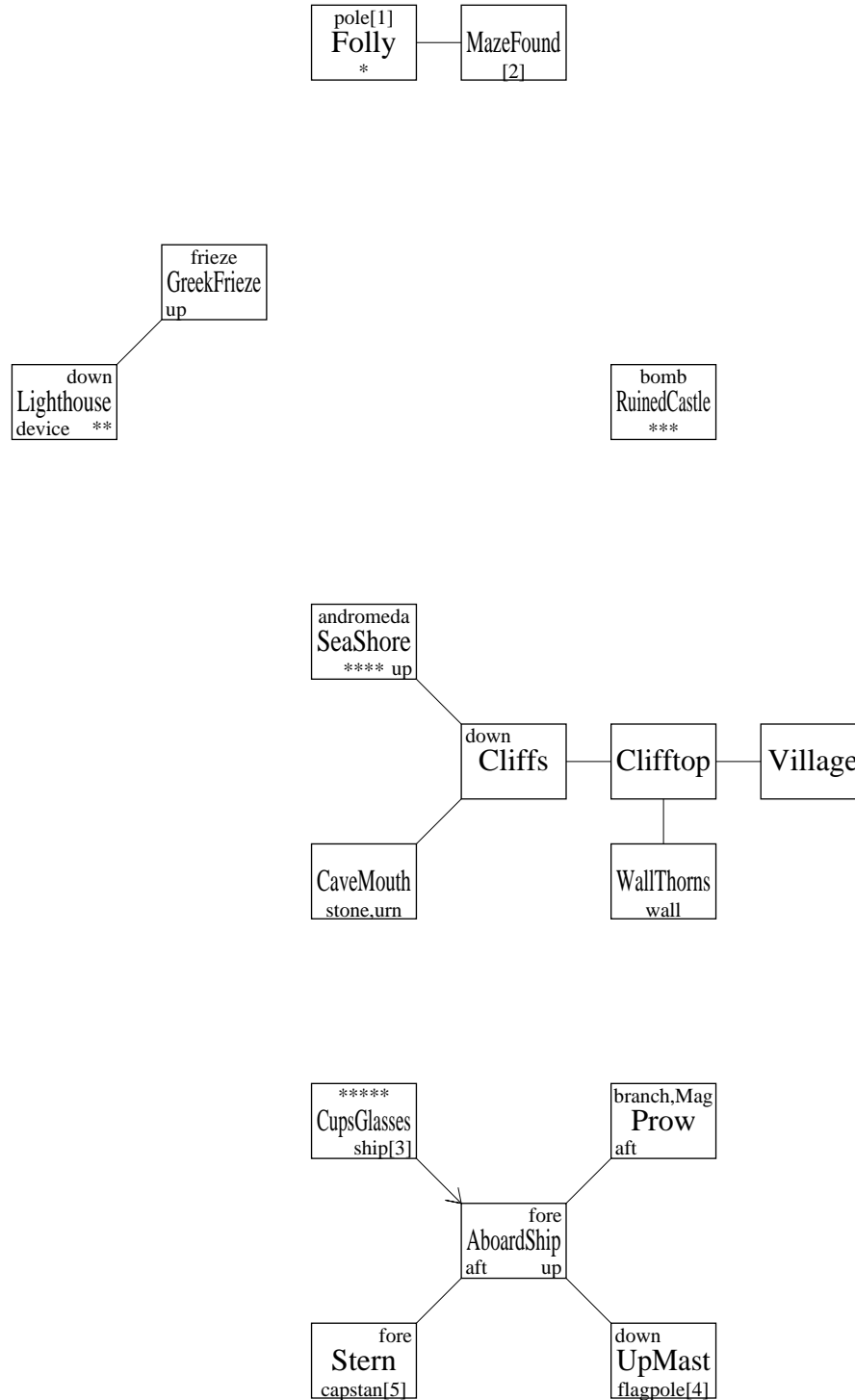


# Map #4 of IF Game "Curses"



- Created by Jeffrey Rosenthal, using "admap" by Fredric Ihren.  
 Begin by walking through Souvenirs south wall, when projector contains:  
 \* miniature; \*\* star; \*\*\* castle; \*\*\*\* maiden; \*\*\*\*\* ace  
 (get nowhere with fool, reaper, sailor, or wands)
- [1] Don't take the pole, otherwise folly collapses a few turns later.
  - [2] See file curses-maze2 for map.
  - [3] Search glasses for ship, then pull anchor, put in bottle, examine ...
  - [4] Get flag, then can go port and break flagpole.
  - [5] After turning capstan, can go down, to Souvenirs (Map #1).