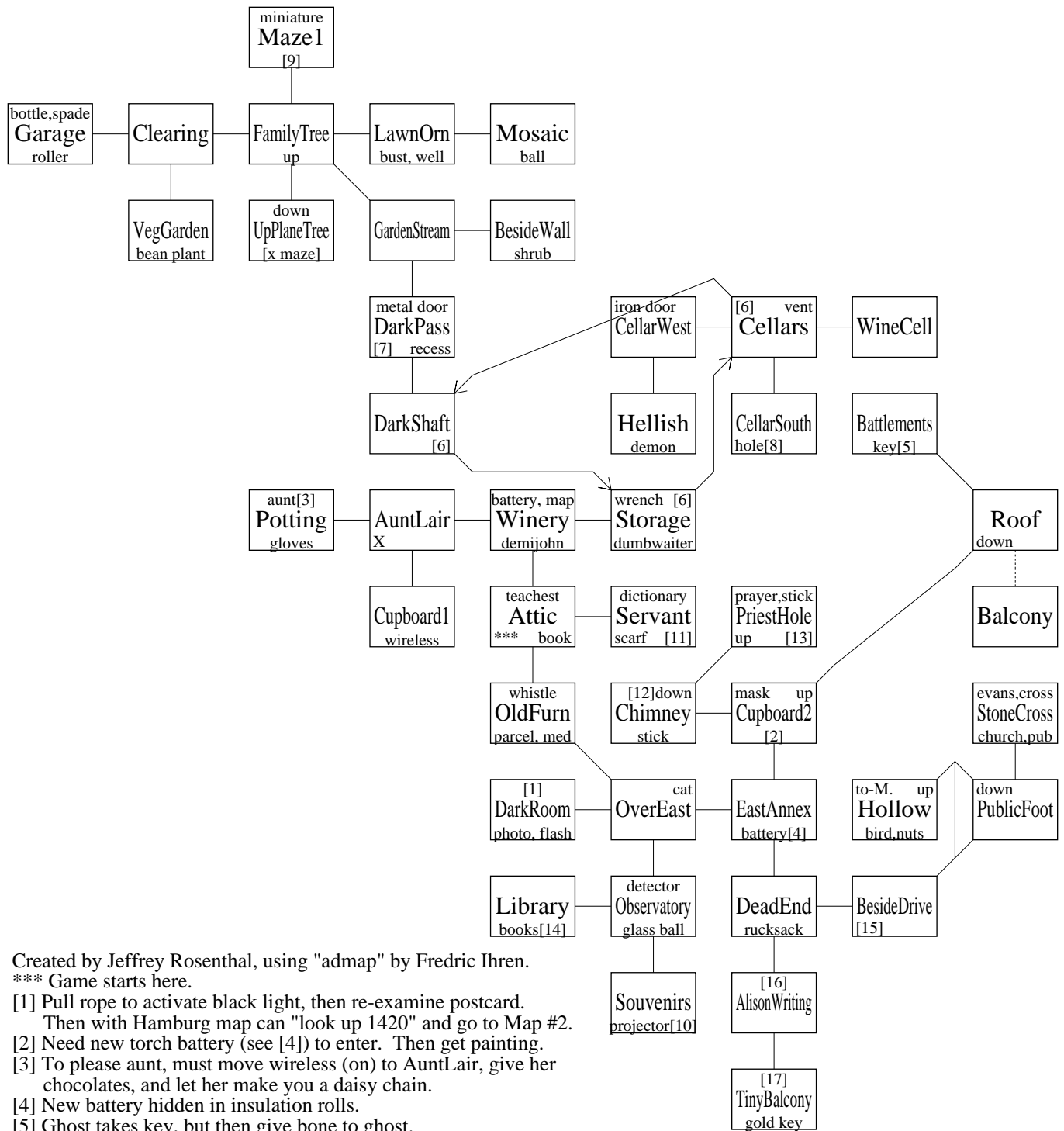


# Map #1 of IF Game "Curses"



Created by Jeffrey Rosenthal, using "admap" by Fredric Ihren.

\*\*\* Game starts here.

- [1] Pull rope to activate black light, then re-examine postcard.  
Then with Hamburg map can "look up 1420" and go to Map #2.
- [2] Need new torch battery (see [4]) to enter. Then get painting.
- [3] To please aunt, must move wireless (on) to AuntLair, give her chocolates, and let her make you a daisy chain.
- [4] New battery hidden in insulation rolls.
- [5] Ghost takes key, but then give bone to ghost.
- [6] Down/Up: enter dumbwaiter, then pull ropes.
- [7] Wear gas mask to protect against coal dust.
- [8] Can navigate mouse through hole; see file curses\_hole for map.
- [9] Can only enter maze on roller. See file curses\_maze1 for map.
- [10] Put miniature into projector, then can go south to Folly (Map #4).
- [11] Lie on bed, then sleep to go to Premonition (Map #3).
- [12] To go down chimney, first put torch (and key) in fireplace, and drop all.
- [13] Can go down to CellarWest (after unlock hatch with brass key).
- [14] Can tighten joint with wrench, then get the books, then 'x poetry' gets you to UnrealCity (Map #5).
- [15] To go here, first put fool in projector, then goto Observatory ...
- [16] Must first move south wall in DeadEnd ('look up Alison').  
Then can sleep (with flag as blanket), goto Melancholy (Map #3).
- [17] Must first break window in AlisonWriting.