CCR Adventure Map #3

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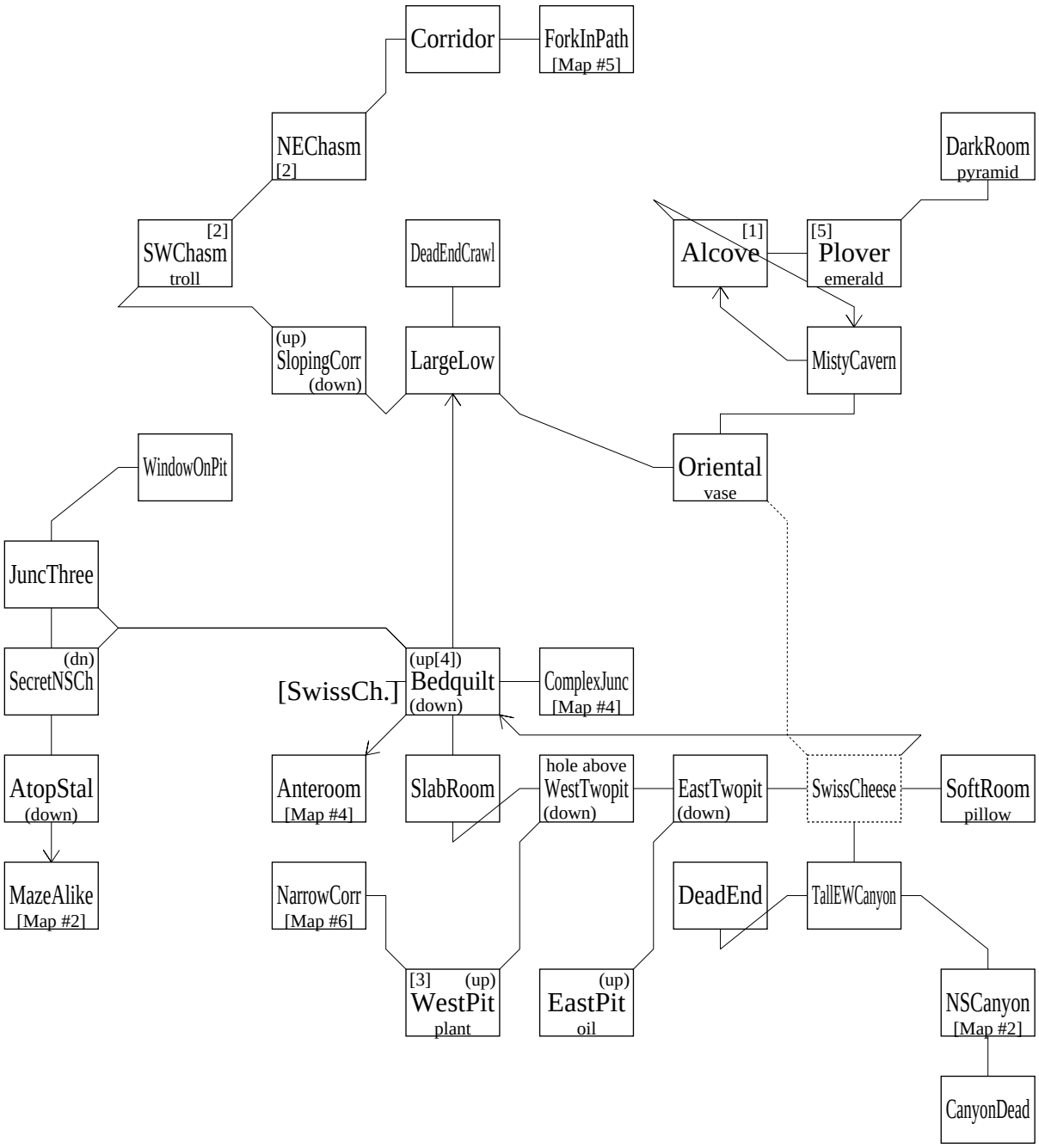
Created by Jeffrey Rosenthal.
Using "admap" by Fredric Ihren.
[1] Must drop everything to go from Alcove to Plover
[2] Must throw troll a treasure (e.g. eggs!) before crossing chasm
On way back, can "drop bear" to frighten troll
Cannot cross bridge with bear!
[3] To get to NarrowCorr, must water plant twice, then climb
[4] Exiting Bedquilt is random, and up only SOMETIMES gets to SecretNSCh
[5] Say "plover" to get from Plover to Y2 (and back), to bring lamp