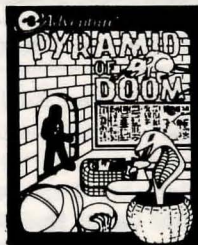
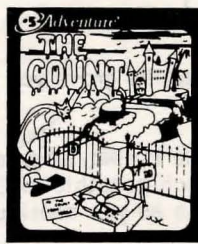
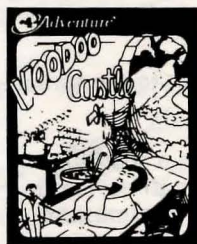


Adventure

Book of

HINTS

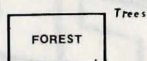
ALL 9



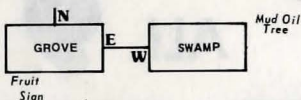
By scott adams

THE FOLLOWING IS A METHOD USEFUL IN MAPPING ADVENTURES

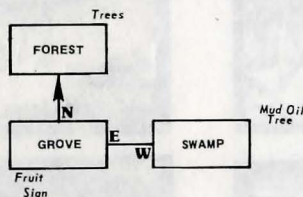
Each room is represented by a box with the name of the room in it, and all original items found in it noted alongside.



Directions from a location are indicated by a line coming out of anywhere on the box, but with the direction leaving the box indicated by the first letter of that direction.

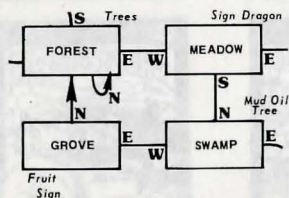


The above shows it is East from the grove to the swamp and West from the swamp to the grove. In the case of being able to go only in one direction, an arrow is put at the end of the path.

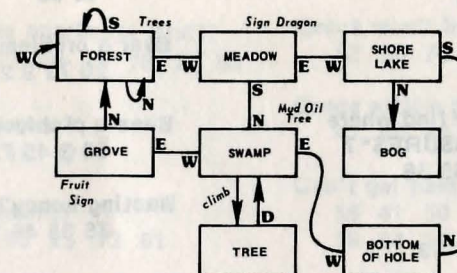


This indicates that upon leaving the grove you go north to the forest, but that you cannot return!

The best way to use this system is that, upon entering a location, you draw a line representing each possible exit and its direction. Later you connect them to rooms as you continue your exploration.



The advantage is that you will not forget to explore an exit once you get past your initial probe. Another advantage of this system is that you never need to redraw your map as you stick extra locations anywhere on your paper.



Also notice that on the forest the exits N, S, W are available, but that they all return to the forest! Note also that as additional locations were found off the swamp, the map was not redrawn. Instead, the locations were simply put where needed. And since we "climb tree" instead of going in a particular compass heading, we wrote that as directions to leave the swamp.

I hope you will find this an easy system to use. You should find that once you start using it, you will spend less time mapping or wandering around lost than you may have in the past! P.S. - Systems analyst may recognize this system as a modified HIPU diagram used to indicate program flow and control.

HAPPY ADVENTURING

Scott Adams

HOW TO USE ADVENTURE HINTS

First, go to the ADVENTURE you are working on. Read the questions until you get to where you are stuck. The numbers underneath the questions refer to the "Dictionary" listed at the end. Match each number with its associated word and you'll find an ADVENTURE clue! Also remember to look back up at the top of the screen after each command as things may change in your current location.

HAPPY ADVENTURING

Scott Adams, Chief Adventurer

ADVENTURE #1 ADVENTURELAND

Stuck in a forest?
60 15 27

Haven't been able to find where
to store your *TREASURES*?
60 23 27 45 1 65 38

Can't catch fish?
58 28 8 5 45 37 69

Can't wake dragon safely?
58 28 8 5 45 37 69

Still can't store treasures?
31 32 38

Its dark?
48 26 70

Stuck in a pit?
63 7 21 4 15 34 61 74
14 18 67 75 24 11 64

Brick wall a problem?
46 59 25 50

Need to cross chasm?
49 50

Bear a problem?
20 73 9 21 16

Bees a problem?
58 3 45 72 40

Wasting honey?
76 35 45 1 33 29 34 13

Lava a problem?
35 56 51 43 66 6

Bear still a problem?
54 19 52 44

Dragon still snoring?
62 35 43 42

Bees die?
62 22 10 2

Still missing a treasure? (Crown?)
31 36 12 39 71

Missing a necklace or bracelet?
30 17 57 41 41 41 41

1 the	21 to	41 ?	61 word
2 transportation	22 some	42 clue	62 use
3 "HELP"	23 cypress	43 for	63 you
4 say	24 won't	44 quiet	64 though
5 say	25 at	45 in	65 swamp
6 clues	26 bottomless	46 throw	66 many
7 need	27 tree	47 stump	67 "SAY
8 later	28 again	48 enter	68 examine
9 hungry	29 its	49 jump	69 Adventure
10 faster	30 ALADIN	50 it	70 hole
11 work	31 read	51 good	71 lair
12 of	32 web	52 so	72 bee
13 remember	33 stump,	53 rub	73 looks
14 CARRYING	34 magic	54 don't	74 while
15 a	35 mirror	55 lamp	75 ABRACADBRA"
16 me	36 description	56 is	76 leave
17 was	37 your	57 here	
18 something	38 !	58 try	
19 be	39 bear's	59 ax	
20 he	40 hive	60 climb	

ADVENTURE #2 PIRATE ADVENTURE

Can't get out of the apartment (flat)?
11 66 9 66 53 80 72 76 21 63

Still stuck in apartment?
47 34 70 31 16 17

Still stuck in apartment?
56 66 77 15 66 25 13 81

Can't open chest?
21 48 70 57 4 76 59 65 12 45

Its dark?
27 35

Still can't open chest?
12 38 23 60 40 53 80 61 53 18

Still can't open chest?
69 44

Have you found the crocodiles yet?
47 42 80 29 51 37 70 21 29

Crocs won't budge?
47 30 70 67 47 49

Crocs still a problem?
47 40 42 80 3 53 80 61

Can't get past snakes?
55 41 50 26 54 76 68 20 12
19 64 28 50 26 54 73 24

Can't find second treasure?
7 80 52

Still can't find second treasure?
56 71 33 67 22

Still no second treasure?
36 12 6 75 78 39 1
14 12 62 47 42 80 43
67 71 33 79 22 76 8
5 12 20 80 74 2 62

Can't get the pirate on board?
22 10 80 58 67 46 53 80 32

1 out	22 DIG	43 field	64 talking
2 too	23 something	44 nails	65 whatever
3 attic	24 ?	45 can	66 "
4 shed	25 while	46 look	67 then
5 sure	26 of	47 so	68 who
6 really	27 examine	48 crack	69 pull
7 read	28 about	49 north	70 and
8 be	29 cave	50 pieces	71 PACE
9 help	30 lagoon	51 ridden	72 alcove
10 on	31 use	52 map	73 lately
11 say	32 graveyard	53 in	74 shovel
12 you	33 30	54 eight	75 need
13 holdings	34 window	55 dubloons	76 .
14 for	35 bag	56 try	77 SAY
15 YOHO	36 boy	57 explore	78 it
16 magic	37 hill	58 beach	79 ,
17 word	38 left	59 take	80 the
18 london	39 spelled	60 important	81 book
19 heard	40 back	61 flat	
20 have	41 are	62 !	
21 enter	42 to	63 passage	

ADVENTURE #3 MISSION IMPOSSIBLE

Have you gotten through the
white door yet?
28 23 56 11 44 10 22
43 54 9

Have you gotten through the
yellow door yet?
27 8 38 11 48 17

Further clue on yellow door
39 11 52 7 11 17 46
42 13 45 1 32 6

Further clue on yellow door
24 10 19 11 36

Further clue on yellow door
41 49 37 47 34 11 18
4 26 24 55 56 11 44 6
53 12 16 41 33 40 30
2 38 51 6

Have you gotten through the blue door?
55 3 11 5 6

Are you stuck on the last door?
25 14 20 35 15 30 42 8 50 6

Can't defuse the bomb still?
11 21 35 31 29 32 6

1 badge	21 pail
2 add	22 trying
3 with	23 sitting
4 key	24 go
5 mop	25 using
6 !	26 .
7 scanning	27 Do
8 something	28 Try
9 combinations	29 useful
10 and	30 but
11 the	31 very
12 of	32 here
13 showing	33 did
14 your	34 have
15 good	35 is
16 what	36 sabotour
17 window	37 now
18 yellow	38 to
19 examine	39 Notice
20 head	40 earlier

41 you
42 try
43 two
44 chair
45 a
46 ?
47 safely
48 picture
49 should
50 lower
51 it
52 camera
53 think
54 button
55 play
56 in

ADVENTURE #4 VOODOO CASTLE

Can't budge animal heads?
6 40

Can't get past stone door?
50 38 36 59 38 56

Can't read plaque?
4 5 45 53

Still can't read plaque?
41 19 15

Need light?
56 36 39 31 56

Exploding chem tubes getting you down
6 40

Tiny door a problem?
18 11

Stuck sweep?
10 43 17 35 31 8

Crack in wall a problem?
30 26 34 27 42

Crack still a problem?
14 24 21 35 3 27
38 3 28 62 27 23
36 29 31 47 61 8

Crack still a problem?
44 49 47 46 54 56

Curse still holding?
13 21 32 25 3 30 48 7
12 63 55 36 18 22 56

Curse still holding?
52 37 9 56 51 60 2 20
57 51 16 33 56 1 8

1 sorry	22 kettle	43 pull
2 help	23 stone	44 opposite
3 to	24 did	45 glass
4 need	25 heed	46 is
5 a	26 reading	47 stationary
6 try	27 the	48 message
7 about	28 get	49 of
8 . . .	29 was	50 got
9 again	30 medium	51 I
10 if	31 it	52 curses
11 chemicals	32 paid	53 lens
12 good	33 afraid	54 moving
13 have	34 has	55 charm
14 what	35 do	56 !
15 flue	36 ?	57 further
16 am	37 foiled	58 dusty
17 doesn't	38 ring	59 read
18 examine	39 clean	60 can't
19 fireplace	40 armory	61 or
20 any	41 enter	62 past
21 you	42 answer	63 luck

ADVENTURE #5 THE COUNT

Can't work dumbwaiter?
7 41 26 42

Can't find Dracula's crypt?
15 27 2 23 12 2

Still can't find crypt?
5 49 18 11 4 3 45

Problem with locked door?
29 42

Problem with pit?
5 49 18 11 3 28 45

Getting into some dark places?
37 33 19

Pesky bat bugging you?
22 21 6 14 48

Can't find Dracula's coffin anywhere yet?
34 32 31 50 23 43 36 46 25

Getting robbed?
44 33 47 20 24 9 35
13 30 39 40 8 17 16

Coffin lock a problem?
38 28 10

Oven a problem?
12 10 23 5 49
1 8 17 31

1 how	21 what	41 dumbwaiter
2 castle	22 carry	42 "HELP"
3 on	23 and	43 note
4 or	24 place	44 find
5 think	25 it	45 bed
6 vampires	26 then	46 signed
7 enter	27 outside	47 dusty
8 to	28 the	48 like
9 that	29 try	49 about
10 oven	30 not	50 crypt
11 near	31 in	
12 examine	32 sign	
13 may	33 a	
14 don't	34 read	
15 go	35 Dracula	
16 into	36 who	
17 get	37 light	
18 items	38 remember	
19 match	39 be	
20 old	40 able	

ADVENTURE #6 STRANGE ODYSSEY

Can't open the door in the control room?
37 38

Space suit a problem?
1 25

Have not been able to get out
of the ship still?
12 54 8 24 6 17 31

Still can't get out?
43

Have only found a boulder and don't
know what to do?
37 15

Can't read alien writing?
9 26 19 49 65

Problem with hexagonal room?
37 48 6 47

Problems still with room?
61 45 4 32 60 65
11 30 24 46 54 58

Can't seem to get many other places?
6 48 29 22 42 50 57
5 44 63 45 56 34
35 25 55 5 64 52
34 28 36 45 41 2

Air running out on you?
39 14 10 23 18
21 50 37 59

High gravity getting you down?
39 27 16 34 51 13

Need power crystal?
37 54 40 20

Missing 1 treasure?
7 33 34 3 53 24 62

1 wear	23 alien	45 you
2 been	24 then	46 leave
3 methane	25 it	47 "HELP"
4 get	26 bad	48 plastic
5 what	27 with	49 can
6 try	28 count	50 ald
7 ice	29 after	50 also
8 door	30 disoriented	51 weird
9 too	31 DOOR"	52 means
10 in	32 a	53 storm
11 feel	33 hound	54 the
12 open	34 and	55 remember
13 picture	35 push	56 pull
14 around	36 places	57 note
15 phaser	37 examine	58 room
16 goggles	38 console	59 spacesuit
17 "GO	39 play	60 message:
18 space	40 broken	61 when
19 neither	41 have	62 explore
20 crystal	42 rod	63 as
21 ship	43 jump	64 hexagonal
22 pulling	44 happens	65 I

ADVENTURE #7 MYSTRY FUN HOUSE

Can't get by the ticket counter?
13 37 17 28 17 32 8

Have ticket but still being bounced?
9 2 16 15 40

Lost in maze?
1 3 22 10 7 24 12

Merry-go-round a problem?
29 39 26 25 6 31 34

Stuck in a pit with a locked door?
51 42 45 48 23 44

Still stuck in pit?
45 47 50 49 16 23 43 41

Have a wrench but don't know
where to go?
14 37 36 35 5

Still having a problem with wrench?
21 37

Haven't figured out why you're
in the funhouse?
32 23 27 33 11 38

Problems in shooting gallery?
30 18 20 19 4

1 too	21 slide	41 gallery
2 sign	22 keep	42 can't
3 bad	23 the	43 shooting
4 machine	24 really	44 door
5 lot	25 back	45 you
6 to	26 go	46 get
7 its	27 opposite	47 will
8 inventory	28 tree	48 out
9 read	29 wear	49 something
10 trying	30 think	50 find
11 fix	31 mirror	51 You
12 easy	32 do	
13 examine	33 of	
14 try	34 room	
15 ticket	35 parking	
16 by	36 in	
17 and	37 grate	
18 about	38 heel	
19 telling	39 spectacles	
20 fortune	40 counter	

ADVENTURE #8 PYRAMID OF DOOM

Can't get in the pyramid?
2 35 34 18 33 14 34 38

Still can't get in?
32 13

Mummy a problem?
7 15 16 4

Purple worm a problem?
3 28 8 19

Pharoah a problem?
36 29 14 30 19 7 20

Pharoah still a problem?
5 14 18 10 21

Bricked doorway a problem?
26 11

Missing a gold coin?
24 14 12 9 7
37 22 23 25

Oyster a problem?
27 17 29 31 6 34 1

1 rats	20 clean
2 dig	21 useful
3 leave	22 a
4 leaves	23 blind
5 Liquid	24 treasure
6 with	25 man
7 think	26 iron
8 alone	27 you
9 room	28 him
10 is	29 something
11 glove	30 fireplace
12 mirror	31 wrong
13 pool	32 enter
14 in	33 and
15 about	34 the
16 burning	35 by
17 did	36 find
18 pyramid	37 like
19 then	38 desert

ADVENTURE #9 GHOST TOWN

Horse a problem?
46 100

Jail a problem?
105 98 21 39
14 2 30 78

Jail cell locked?
55 53 94

Cell still locked?
17 7 74 94 28
107 17 15 71 31

Cell still locked?
103 52 43 111 6
67 49 44 33 1

Can't open safe?
101 86

Getting a fizzle instead of a boom?
58 110 3 89 54

Haven't found a fuse yet?
81 21 64 88 50

Can't get back from teepee?
23 82 82

Still stuck at teepee?
59 102 26 108 72
32 84 83 57 60

Still stuck at village?
18 24 66 15 75
66 27 72 48 45

Still stuck at village?
63 24 66 93 72 48

Piano player a problem?
26 108 72 109 96

Piano player still a problem?
61 100 38 22

Can't find anyplace to sleep at night?

81 62 111 97 69 11 51

Missing a *CHINESE GO BOARD* treasure?

70 65 94 69 91 70 65 87

Still no GO?

70 65 34 19

Contrapositive getting you down?

13 105 8 47 33 16 68

80 91 15 106 53 12 47

91 56 8 69 12 47 92

Bonus score a problem?

77 29 10 37 5 20 73

76 79 41 99 36 111 95

85 5 112 20 42 104

40 25 9 35 34 4

1 apparel
2 examine
3 explode
4 worm
5 for
6 dictionary
7 not
8 1st
9 as
10 are
11 read
12 2nd
13 means
14 also
15 do
16 sentence
17 can
18 what
19 mirror
20 doing
21 to
22 appreciated
23 beat
24 would
25 such
26 he
27 meet
28 but
29 points
30 jail

31 else
32 ghost
33 of
34 the
35 killing
36 or
37 given
38 feel
39 stable
40 all
41 time
42 them
43 topper
44 item
45 here
46 spur
47 half
48 friend
49 an
50 ravine
51 sign
52 up
53 with
54 contained
55 play
56 swap
57 indian
58 Gunpowder
59 ignore
60 aspect

61 make
62 counter
63 how
64 mountains
65 about
66 you
67 its
68 negate
69 and
70 think
71 something
72 a
73 things
74 lift
75 if
76 within
77 bonus
78 door
79 certain
80 it
81 go
82 tom
83 on
84 concentrate
85 cases
86 manure
87 bed
88 beyond
89 unless
90 Think

91 then
92 around
93 greet
94 safe
95 some
96 musician
97 hotel
98 compass
99 limits
100 him
101 dig
102 fact
103 look
104 at
105 take
106 same
107 maybe
108 is
109 vain
110 won't
111 in
112 just