

USER'S GUIDE

*The
Official*

SCOTT ADAMS' ADVENTURE

HINT BOOK

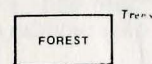


Adventure[®]
INTERNATIONAL

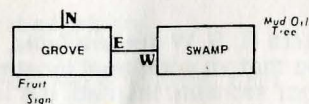
A DIVISION OF SCOTT ADAMS, INC.

THE FOLLOWING IS A METHOD USEFUL IN MAPPING ADVENTURES

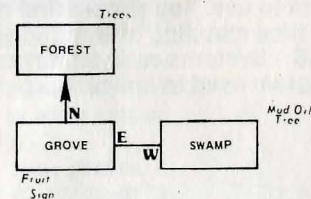
Each room is represented by a box with the name of the room in it, and all original items found in it noted alongside.



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.

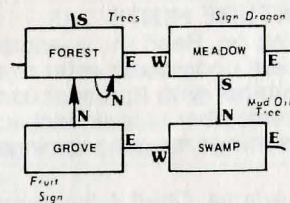


The above shows it is East from the grove to the swamp and West from the swamp to the grove. In the case of being able to go only in one direction, an arrow is put at the end of the path.

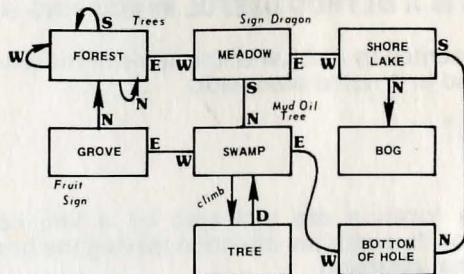


This indicates that upon leaving the grove you go north to the forest, but that you cannot return!

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 exets 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 H.I.P.O. 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 where you are stuck. The numbers underneath 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

In event this Hint Book still doesn't solve your problem, write down exactly where you are stuck & what you have done. Send this information along with a stamped self addressed envelope to Adventure Hints, Box 3435, Longwood, FL 32750 for additional help. Do **not** call Adventure. Hints will **not** be given out over the phone.

© 1982 Adventure International

***** ADVENTURE 1 HINTS AND SOLUTIONS *****

© COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to where you are stuck. The numbers underneath refer to the dictionary listed at the end. Match each number with its associated word and you'll find an Adventure clue or solution!

- | | |
|---|---|
| 1 - STUCK IN THE FOREST?
4 71 40 11 142 56 22 122 | 21 - Solution to above problem.
87 53 121 66 145 126 9 126 89 105 59 |
| 2 - More help for above problem.
137 148 | 22 - BRICK WALL A PROBLEM?
10 145 32 26 |
| 3 - Solution to above problem.
80 5 | 23 - More help for above problem.
147 26 125 |
| 4 - CAN NOT FIND WHERE TO STORE YOUR TREASURES?
137 40 57 148 56 40 8 | 24 - Solution to above problem.
65 83 108 8 132 126 147 125 40 19 108 26 |
| 5 - More help for above problem.
138 40 145 | 25 - NEED TO CROSS A CHASM?
26 71 50 70 55 16 80 30 26 |
| 6 - Solution to above problem.
106 46 40 57 148 150 102 40 54 | 26 - More help for above problem.
113 75 58 1 26 |
| 7 - CAN NOT CATCH THE FISH?
43 44 75 133 96 103 49 40 38 | 27 - Solution to above problem.
144 |
| 8 - More help for above problem.
22 73 71 86 31 | 28 - BEAR A PROBLEM?
112 71 60 |
| 9 - Solution to above problem.
138 40 6 49 77 126 40 73 | 29 - More help for above problem.
75 104 24 22 124 28 56 40 90 |
| 10 - CAN NOT WAKE THE DRAGON?
85 63 123 61 56 40 141 72 58 34 109 49 40 62 118 75 13 | 30 - Solution to above problem.
111 90 61 91 |
| 11 - More help for above problem.
151 71 56 40 90 | 31 - BEAR STILL USING UP A TREASURE?
25 13 75 143 47 32 88 |
| 12 - Solution to above problem.
67 - | 32 - More help for above problem.
152 84 117 126 101 |
| 13 - IS IT TOO DARK TOO SEE?
102 35 81 | 33 - Solution to above problem.
2 32 40 92 |
| 14 - More help for above problem.
138 40 116 126 82 126 94 20 54 | 34 - BEES A PROBLEM?
85 16 110 16 56 36 48 |
| 15 - Solution to above problem.
135 40 78 108 116 126 82 | 35 - More help for above problem.
75 139 99 20 40 8 |
| 16 - STUCK IN THE PIT?
75 139 3 | 36 - Solution to above problem.
93 15 |
| 17 - More help for above problem.
87 40 3 95 108 40 42 142 | 37 - MUD DRIES UP A LOT?
130 26 79 |
| 18 - Solution to above problem.
87 114 115 121 66 91 | 38 - More help for above problem.
93 77 |
| 19 - CAN NOT GET THE OX OUT OF THE BOG?
75 139 3 | 39 - Solution to above problem.
93 6 49 77 |
| 20 - More help for above problem.
26 71 98 9 126 100 52 45 138 100 129 | 40 - LAVA A PROBLEM?
90 71 41 30 29 134 |

- 41 - More help for above problem.
127 20 40 19
- 42 - Solution to above problem.
27 7 108 68 127
- 43 - DRAON STILL SNORING?
138 90 30 22 151
- 44 - More help for above problem.
147 125 40 140 12 21 71 23 28
- 45 - Solution to above problem.
67
- 46 - BEES DYING ON YOU?
138 39 97
- 47 - More help for above problem.
6 40 67 126 138 3

- 48 - Solution to above problem.
138 40 91 126 107 149 22 81 40 6
- 49 - MISSING SOME DIAMOND TREASURES?
40 78
- 50 - More help for above problem.
17 74 16 12 50 51 33 119
- 51 - Solution to above problem.
131 78 115
- 52 - MISSING A CROWN?
76 64 22 37 136
- 53 - More help for above problem.
26 71 69 40 92
- 54 - Solution to above problem.
80 18 14 146 128 92 120 61

*** DICTIONARY ***

- | | | | |
|---------------|------------|-------------------|---------------|
| 1 MAKE | 40 THE | 79 MOIST | 118 THINGS |
| 2 YELL | 41 GOOD | 80 GO | 119 NOW |
| 3 MAGIC | 42 RIGHT | 81 HOLE | 120 WAS |
| 4 WHAT | 43 WAIT | 82 STEEL | 121 WHILE |
| 5 EAST | 44 UNTIL | 83 BLADDER | 122 FOREST |
| 6 BOTTLE | 45 SO | 84 YOUR | 123 LATER |
| 7 LAVA | 46 DOWN | 85 TRY | 124 BETTER |
| 8 SWAMP | 47 MAD | 86 VERY | 125 UP |
| 9 OX | 48 HIVE | 87 SAY | 126 AND |
| 10 THROW | 49 OF | 88 SOMEONE | 127 BRICKS |
| 11 MAIN | 50 NOT | 89 SEARCH | 128 LEDGE |
| 12 BUT | 51 TOO | 90 MIRROR | 129 TOOL |
| 13 DO | 52 GROVE | 91 RUG | 130 KEEP |
| 14 ROOM | 53 BUNYON | 92 BEAR | 131 RUB |
| 15 MUD | 54 STUMP | 93 CARRY | 132 GAS |
| 16 - | 55 FAR | 94 SOMETHING | 133 HAVE |
| 17 REMEMBER | 56 IN | 95 WORD | 134 CLUES |
| 18 THRONE | 57 CYPRESS | 96 GOTTEN | 135 LIGHT |
| 19 WALL | 58 CAN | 97 TRANSPORTATION | 136 BELONG |
| 20 FROM | 59 GROUND | 98 PAUL'S | 137 CLIMB |
| 21 THERE | 60 HUNGRY | 99 PROTECTION | 138 USE |
| 22 A | 61 ON | 100 HIS | 139 NEED |
| 23 ANOTHER | 62 LAST | 101 ... | 140 DRAGON |
| 24 FIND | 63 AGAIN | 102 ENTER | 141 ADVENTURE |
| 25 HOW | 64 DOES | 103 OUT | 142 OBJECT |
| 26 IT | 65 FILL | 104 WILL | 143 GET |
| 27 DAM | 66 HOLDING | 105 ABOVE | 144 JUMP |
| 28 WAY | 67 BEES | 106 CHOP | 145 AX |
| 29 MANY | 68 FIRE | 107 OR | 146 BY |
| 30 FOR | 69 NEAR | 108 WITH | 147 BLOW |
| 31 HANDY | 70 THAT | 109 ONE | 148 TREE |
| 32 AT | 71 IS | 110 HELP | 149 PUNCH |
| 33 GREEDY | 72 THIS | 111 DROP | 150 THEN |
| 34 BE | 73 NET | 112 HE | 151 CLUE |
| 35 BOTTOMLESS | 74 ALADIN | 113 REALLY | 152 LOSE |
| 36 BEE | 75 YOU | 114 AWAY | |
| 37 CROWN | 76 WHERE | 115 TWICE | |
| 38 PITS | 77 WATER | 116 FLINT | |
| 39 FASTER | 78 LAMP | 117 TEMPER | |

******* ADVENTURE 2 HINTS AND SOLUTIONS *******

© COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to where you are stuck.
The numbers underneath refer to the dictionary listed at the end.
Match each number with its associated word and you'll find an Adventure clue or solution!

- 1 - CAN NOT LEAVE THE ROOM?
42 11 37 14
- 2 - More help for above problem.
51 48 16 48
- 3 - Solution to above problem.
86 14
- 4 - HAVE NOT FOUND A BOOK?
51 71
- 5 - More help for above problem.
64 71
- 6 - Solution to above problem.
79 2 97 71
- 7 - HAVE NOT FOUND A BAG?
121 106 27 37 2 37 66 107
- 8 - More help for above problem.
9 112 83
- 9 - Solution to above problem.
6 54 83
- 10 - CAN NOT SEEM TO LEAVE THE FLAT AT ALL?
51 48 16 48 113 37 85 19 119 37 99
- 11 - More help for above problem.
1 37 2
- 12 - Solution to above problem.
51 48 95 116 48 94 108 37 2 119 37 99
- 13 - DO YOU KEEP FALLING OFF THE LEDGE?
106 78 88 75
- 14 - More help for above problem.
41 68 78 117
- 15 - Solution to above problem.
129 61
- 16 - CAN NOT GET THE CHEST?
44 37 84
- 17 - More help for above problem.
51 105 97 37 69
- 18 - Solution to above problem.
25 84 37 91
- 19 - HAVE NOT FOUND CRACK IN THE ROCK?
5 21 113 37 28
- 20 - More help for above problem.
5 21 127 104 115 37 28
- 21 - Solution to above problem.
86 28
- 22 - IS IT TOO DARK TOO SEE?
7 37 103
- 23 - More help for above problem.
64 37 103
- 24 - Solution to above problem.
36 103 19 32 93 26 37 40
- 25 - CAN NOT OPEN THE CHEST?
6 114 113 37 76
- 26 - More help for above problem.
79 105 97 37 31 19 15 125 3
- 27 - Solution to above problem.
128 60 97 46 26 120 19 87 79 37 46 87
- 28 - HAVE NOT FOUND CROCODILES?
28
- 29 - More help for above problem.
1 28 13
- 30 - Solution to above problem.
6 101 113 28 19 124
- 31 - CROCODILES A PROBLEM?
89 78 100
- 32 - More help for above problem.
77
- 33 - Solution to above problem.
42 77 48 42 80 48 79 4 48
- 34 - DOES YOUR CROC FOOD ESCAPE YOU?
96 8
- 35 - More help for above problem.
4 123 5 56
- 36 - Solution to above problem.
82 4 26 35 115 73 111
- 37 - CAN NOT GET BEYOND PIRATE'S ISLAND?
9 113 37 39
- 38 - More help for above problem.
29 37 122
- 39 - Solution to above problem.
10 59 53 77 121 74 37 122
- 40 - NEEP AN ANCHOR?
38 37 130

- 41 - More help for above problem.
77
- 42 - Solution to above problem.
42 77 48 24 43 48
-
- 43 - NEED A MAP?
122
- 44 - More help for above problem.
57 21 37 23
45 - Solution to above problem.
9 113 37 39 90
-
- 46 - CAN NOT GET PAST THE SNAKES?
29 37 67
- 47 - More help for above problem.
20 49 110 18 98 37 45 115 47 81
- 48 - Solution to above problem.
92
-
- 49 - CAN NOT FIND THE SECOND
TREASURE?
1 33
- 50 - More help for above problem.
51 48 63 30 48 87 48 24 48
- 51 - Solution to above problem.
42 125 37 70 87 48 63 30 48 87 48 24
48
-
- 52 - PIRATE WILL NOT GET ABOARD?
24 112
- 53 - More help for above problem.
24 127 37 102
- 54 - Solution to above problem.
25 84 91 87 65 52 11 48 58 17 62 50 53
-
- 55 - MISSING A TREASURE?
36 37 126
- 56 - More help for above problem.
29 37 34 109
- 57 - Solution to above problem.
29 37 120
-
- 58 - CAN NOT END THE GAME?
51 48 55 48
- 59 - More help for above problem.
72 22 113 34 118
- 60 - Solution to above problem.
72 22 113 37 69 19 48 55 48

* DICTIONARY *

- | | | | |
|----------------|-------------|-------------|---------------|
| 1 READ | 34 RIGHT | 67 MONGOOSE | 100 HUNGRY |
| 2 BOOK | 35 BOTTLE | 68 FEET | 101 CAVE |
| 3 LONDON | 36 OPEN | 69 FLAT | 102 BEACH |
| 4 FISH | 37 THE | 70 FIELD | 103 BAG |
| 5 IT | 38 NEAR | 71 BOOKCASE | 104 TOP |
| 6 ENTER | 39 CHEST | 72 LEAVE | 105 SOMETHING |
| 7 REMEMBER | 40 MATCHES | 73 SEA | 106 YOU |
| 8 DRY | 41 YOUR | 74 READING | 107 CHANGED |
| 9 LOOK | 42 GO | 75 OFF | 108 HOLDING |
| 10 BUILD | 43 ANCHOR | 76 ROCK | 109 TOOL |
| 11 UP | 44 BRIBE | 77 LAGOON | 110 THAT |
| 12 KEYS | 45 PIECES | 78 ARE | 111 WATER |
| 13 DESCRIPTION | 46 RUG | 79 GET | 112 AROUND |
| 14 STAIRS | 47 EIGHT | 80 NORTH | 113 IN |
| 15 RETURN | 48 - | 81 CRITTER | 114 CRACK |
| 16 HELP | 49 ABOUT | 82 CARRY | 115 OF |
| 17 WILL | 50 CLOSE | 83 UPSTAIRS | 116 YOHO |
| 18 I | 51 TRY | 84 PIRATE | 117 SLIPPERY |
| 19 AND | 52 HIM | 85 ALCOVE | 118 PLACE |
| 20 SORRY | 53 BY | 86 CLIMB | 119 OUTSIDE |
| 21 IS | 54 PASSAGE | 87 THEN | 120 HAMMER |
| 22 TREASURES | 55 SCORE | 88 SLIPPING | 121 AFTER |
| 23 CHARM | 56 WET | 89 THEY | 122 PLANS |
| 24 DIG | 57 TWICE | 90 AGAIN | 123 LIKE |
| 25 GIVE | 58 HE | 91 RUM | 124 EXPLORE |
| 26 WITH | 59 SHIP | 92 PARROT | 125 TO |
| 27 GOT | 60 NAILS | 93 TORCH | 126 BOX |
| 28 HILL | 61 SNEAKERS | 94 WHILE | 127 ON |
| 29 USE | 62 BE | 95 SAY | 128 REMOVE |
| 30 30 | 63 PACE | 96 TOO | 129 WEAR |
| 31 SHED | 64 EXAMINE | 97 FROM | 130 KEEL |
| 32 LIGHT | 65 WAKE | 98 MEANT | |
| 33 MAP | 66 ROOM | 99 WINDOW | |

***** ADVENTURE 3 HINTS AND SOLUTIONS *****

© COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to where you are stuck.
The numbers underneath refer to the dictionary listed at the end.
Match each number with its associated word and you'll find an Adventure clue or solution!

- | | |
|--|---|
| <p>1 - CAN NOT GET THROUGH THE WHITE DOOR?
40 69 47 29</p> <p>2 - More help for above problem.
35 7 69 33 44 20 1 65</p> <p>3 - Solution to above problem.
40 29 67 35 54 67 35 49</p> <hr/> <p>4 - CAN NOT GET THROUGH YELLOW DOOR?
57 52 17 11 27</p> <p>5 - More help for above problem.
42 27</p> <p>6 - Solution to above problem.
14 77 68 27</p> <hr/> <p>7 - BOMB GOING OFF AFTER GETTING KEY?
66 8 2 31 47 27 67 30 64 5 60 55 49 9</p> <p>8 - More help for above problem.
70 50</p> <p>9 - Solution to above problem.
12 50 34 51 46 34 43 74 59 10 27</p> <hr/> <p>10 - STILL CAN NOT GET THROUGH YELLOW DOOR?
13 69 29</p> <p>11 - More help for above problem.
35 7 67 49 3</p> <p>12 - Solution to above problem.
69 29 35 52 26 35 54 26 35 49</p> <hr/> | <p>13 - CAN NOT GET THROUGH BLUE DOOR?
15 19 18 56 22 25</p> <p>14 - More help for above problem.
13 61 47 23</p> <p>15 - Solution to above problem.
53 47 23</p> <hr/> <p>16 - CAN NOT GET THROUGH THE JAMMED DOOR?
15 21 16 76 27</p> <p>17 - More help for above problem.
71 39 75 48 1 38 28 37</p> <p>18 - Solution to above problem.
35 73 48 58 47 4</p> <hr/> <p>19 - CAN NOT DEFUSE THE BOMB?
45 0</p> <p>20 - More help for above problem.
24 0</p> <p>21 - Solution to above problem.
63 24 6 47 32</p> <hr/> <p>22 - STILL CAN NOT DEFUSE THE BOMB?
72 47 41</p> <p>23 - More help for above problem.
62 47 32</p> <p>24 - Solution to above problem.
63 24 6 37 69 33 36</p> <hr/> |
|--|---|

* DICTIONARY *

- | | | | |
|-------------|--------------|-------------|-------------|
| 1 SOMETHING | 21 THOUGH | 41 WIRES | 86 WITH |
| 2 CAMERA | 22 UP | 42 BREAK | 82 MOVE |
| 3 LAST | 23 MOP | 43 HIS | 63 POUR |
| 4 DOOR | 24 WATER | 44 ORDERS | 64 HOW |
| 5 YOU | 25 TOOL | 45 PAIL | 65 HAPPENS |
| 6 ON | 26 THEN | 46 HIM | 66 NOTE |
| 7 BUTTONS | 27 WINDOW | 47 THE | 67 - |
| 8 TV | 28 TO | 48 OR | 68 THROUGH |
| 9 ROOM | 29 CHAIR | 49 WHITE | 69 IN |
| 10 BROKEN | 30 REMEMBER | 50 SABOTEUR | 70 EXAMINE |
| 11 OUTSIDE | 31 ABOVE | 51 USE | 71 PUT |
| 12 FRISK | 32 BOMB | 52 YELLOW | 72 CUT |
| 13 PLAY | 33 DIFFERENT | 53 SHAKE | 73 HARD |
| 14 THROW | 34 AND | 54 RED | 74 BADGE |
| 15 LOOK | 35 PUSH | 55 INTO | 75 SHOULDER |
| 16 6 | 36 ROOMS | 56 CLEAN | 76 INCH |
| 17 KEY | 37 IT | 57 NEED | 77 RECORDER |
| 18 A | 38 LOWER | 58 KICK | |
| 19 FOR | 39 YOUR | 59 BY | |
| 20 UNTILL | 40 SIT | 60 GOT | |

***** ADVENTURE 4 HINTS AND SOLUTIONS *****

© COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to where you are stuck.
The numbers underneath refer to the dictionary listed at the end.
Match each number with its associated word and you'll find an Adventure clue or solution!

- 1 - HAVE NOT GOT A RING YET?
26 18 13 57 49
- 2 - More help for above problem.
43 97
- 3 - Solution to above problem.
43 97 65 7 22 65 66 95
-
- 4 - CAN NOT GET PAST THE STONE DOOR?
77 93 95
- 5 - More help for above problem.
7 2 58 34 93 51
- 6 - Solution to above problem.
89 95 2 93 80
-
- 7 - HAVE NOT FOUND A SAFE?
79 72 60
- 8 - More help for above problem.
94 93 6
- 9 - Solution to above problem.
66 93 83 88 66 93 72 60
-
- 10 - CAN NOT READ THE PLAQUE?
16 10
- 11 - More help for above problem.
77 26 34 53 1
- 12 - Solution to above problem.
19 39 3 62 36 65 52 93 50 65 77 93 98
-
- 13 - NEED LIGHT?
87 81
- 14 - More help for above problem.
86
- 15 - Solution to above problem.
21 86
-
- 16 - EXPLODING CHEM TUBES A PROBLEM?
94 6
- 17 - More help for above problem.
35 54
- 18 - Solution to above problem.
55 93 96
-
- 19 - TINY DOOR TOO SMALL FOR YOU?
12 27
- 20 - More help for above problem.
24 27
- 21 - Solution to above problem.
24 88 38 27
-
- 22 - STUCK CHIMNEY SWEEP?
63 57 42 99 91 9 56 28
- 23 - More help for above problem.
66 9 56 93 70 48 15 34
-
- 24 - Solution to above problem.
40 29
-
- 25 - CRACK IN THE WALL A PROBLEM?
73 93 23 34 32 68
- 26 - More help for above problem.
20 18 93 90 85 93 95
-
- 27 - Solution to above problem.
89 20 5 78
-
- 28 - MISSING RABBIT'S FOOT OR FOUR LEAF CLOVER?
30 18 5 47 31 93 61 5 69
- 29 - More help for above problem.
7 31 88 85 47 37 45
-
- 30 - Solution to above problem.
7 74 65 4 31 65 17 75
-
- 31 - CURSE STILL HOLDING?
82 64 23 41 93 8 67 71
- 32 - More help for above problem.
92 14 57 52 93 44
- 33 - Solution to above problem.
92 14 93 8 67 59 18 84 11 93 22
-
- 34 - WINDOW STILL SLAMMING SHUT?
66 46
- 35 - More help for above problem.
55 93 25 76
-
- 36 - Solution to above problem.
55 93 33

* DICTIONARY *

- | | | | |
|------------|--------------|--------------|-------------|
| 1 LIGHT | 26 IT | 51 WALL | 76 ITEM |
| 2 AT | 27 CHEMICALS | 52 HAVE | 77 READ |
| 3 OR | 28 ... | 53 SCANT | 78 CRACK |
| 4 MOVE | 29 SWEEP | 54 YOURSELF | 79 REMOVE |
| 5 BY | 30 ONE | 55 CARRY | 80 DOOR |
| 6 ARMORY | 31 KETTLE | 56 OUT | 81 ? |
| 7 LOOK | 32 HER | 57 YOU | 82 LISTEN |
| 8 GOOD | 33 CLOVER | 58 STONE | 83 SWORD |
| 9 HIM | 34 IN | 59 CHARM | 84 ALSO |
| 10 LENS | 35 PROTECT | 60 HEADS | 85 REMEMBER |
| 11 ON | 36 DARK | 61 OTHER | 86 IDOL |
| 12 EXAMINE | 37 SMALL | 62 SOMEWHERE | 87 DUSTY |
| 13 WHERE | 38 DRINK | 63 IF | 88 AND |
| 14 SURE | 39 FIREPLACE | 64 TO | 89 WAVE |
| 15 CAME | 40 PUSH | 65 - | 90 KEY |
| 16 NEED | 41 ABOUT | 66 GET | 91 PULL |
| 17 GO | 42 CAN | 67 LUCK | 92 BE |
| 18 IS | 43 OPEN | 68 CHMABER | 93 THE |
| 19 ENTER | 44 DOLL | 69 NETTLES | 94 TRY |
| 20 BAG | 45 PASSAGE | 70 WAY | 95 RING |
| 21 CLEAN | 46 LUCKY | 71 CHARMS | 96 SHIELD |
| 22 COUNT | 47 A | 72 ANIMAL | 97 COFFIN |
| 23 MEDIUM | 48 HE | 73 SUMMON | 98 PLAQUE |
| 24 MIX | 49 STARTED | 74 GRAVE | 99 NOT |
| 25 RIGHT | 50 GLASS | 75 HOLE | |

***** ADVENTURE 5 HINTS AND SOLUTIONS *****

© COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to where you are stuck.
The numbers underneath refer to the dictionary listed at the end.
Match each number with its associated word and you'll find an Adventure clue or solution!

- | | |
|---|--|
| 1 - CAN NOT GET OUT OF BED?
94 106 87 106 | 21 - Solution to above problem.
66 61 106 16 61 106 66 21 106 |
| 2 - More help for above problem.
41 99 85 108 | 22 - NEED SOME MORE LIGHT?
111 11 78 |
| 3 - Solution to above problem.
62 99 | 23 - More help for above problem.
6 47 80 105 118 |
| 4 - CAN NOT FIGURE OUT WHAT YOU ARE DOING HERE?
91 116 | 24 - Solution to above problem.
66 105 106 111 78 |
| 5 - More help for above problem.
67 43 85 70 58 | 25 - CAN NOT GET OUT OF THE PIT?
117 |
| 6 - Solution to above problem.
66 64 | 26 - More help for above problem.
45 |
| 7 - CAN NOT WORK THE DUMBWAITER?
52 61 85 106 87 106 | 27 - Solution to above problem.
115 45 57 117 85 66 105 |
| 8 - More help for above problem.
26 40 34 68 88 57 40 | 28 - FLAG POLE BREAKING ALOT?
115 45 15 |
| 9 - Solution to above problem.
52 61 106 29 61 106 1 16 61 106 | 29 - More help for above problem.
94 48 |
| 10 - CAN NOT LEAVE THE DUMBWAITER?
88 28 96 51 | 30 - Solution to above problem.
115 45 57 50 |
| 11 - More help for above problem.
66 108 | 31 - PESKY BAT BUGGING YOU?
17 26 33 72 92 |
| 12 - Solution to above problem.
66 21 | 32 - More help for above problem.
88 69 103 34 112 84 |
| 13 - CAN NOT FIND DRACULA'S CRYPT?
66 116 80 43 85 76 43 | 33 - Solution to above problem.
17 80 4 9 54 |
| 14 - More help for above problem.
6 2 80 48 93 | 34 - CAN NOT FIND DRACULA'S COFFIN?
89 81 19 80 23 |
| 15 - Solution to above problem.
115 45 57 86 85 6 60 46 | 35 - More help for above problem.
38 69 87 |
| 16 - PROBLEM WITH A LOCKED DOOR?
94 106 87 106 | 36 - Solution to above problem.
3 11 113 19 80 23 |
| 17 - More help for above problem.
95 80 42 109 28 90 | 37 - GETTING ROBBED ALOT?
30 11 74 107 119 63 69 53 62 57 |
| 18 - Solution to above problem.
20 80 102 13 80 31 8 | 38 - More help for above problem.
65 |
| 19 - HAVE NOT FOUND THE MATCHES?
61 | 39 - Solution to above problem.
20 102 106 10 110 85 113 83 71 106 75
57 102 80 35 55 34 |
| 20 - More help for above problem.
88 59 19 49 39 | 40 - CAN NOT OPEN THE COFFIN?
94 12 88 28 77 57 79 5 |

- | | |
|---|---|
| 41 - More help for above problem.
80 101 28 63 | 45 - Solution to above problem.
114 97 54 73 32 52 25 |
| 42 - Solution to above problem.
44 88 9 54 | 46 - STILL CAN NOT KILL DRACULA?
34 82 40 88 104 24 18 |
| 43 - COFFIN LOCK A PROBLEM?
75 80 25 | 47 - More help for above problem.
14 88 80 54 98 |
| 44 - More help for above problem.
25 28 37 36 | 48 - Solution to above problem.
100 102 60 7 9 54 85 32 22 63 80 27 56 |

* DICTIONARY *

- | | | | |
|--------------|---------------|---------------|---------------|
| 1 OR | 31 PAPER | 61 DUMBWAITER | 91 WALK |
| 2 OUT | 32 THEN | 62 GET | 92 LIKE |
| 3 SMOKE | 33 VAMPIRES | 63 DRACULA | 93 WINDOW |
| 4 GARLIC | 34 YOU | 64 GATE | 94 TRY |
| 5 EMPTY | 35 DOOR | 65 CLOSET | 95 POSTCARD |
| 6 CLIMB | 36 HEATED | 66 GO | 96 REAL |
| 7 COFFIN | 37 SOLAR | 67 LEAVE | 97 UNTILL |
| 8 CLIP | 38 SMOKING | 68 WANT | 98 BEFORE |
| 9 AT | 39 DIRECTIONS | 69 CAN | 99 UP |
| 10 HIDE | 40 DO | 70 FOLLOW | 100 BREAK |
| 11 A | 41 WAKE | 71 HERE | 101 BAT |
| 12 WHEN | 42 MAILMAN | 72 DON'T | 102 LOCK |
| 13 WITH | 43 CASTLE | 73 TIME | 103 GIVE |
| 14 FIX | 44 OPEN | 74 DUSTY | 104 AS |
| 15 ELSEWHERE | 45 SHEET | 75 REMEMBER | 105 PIT |
| 16 RAISE | 46 DOWN | 76 LOOK | 106 - |
| 17 CARRY | 47 INTO | 77 SUPPOSED | 107 PLACE |
| 18 SLEEPS | 48 BEDROOM | 78 MATCH | 108 ... |
| 19 IN | 49 TWO | 79 BE | 109 BRINGS |
| 20 PICK | 50 BED | 80 THE | 110 STAKE |
| 21 ROOM | 51 EASY | 81 SIGN | 111 LIGHT |
| 22 KILL | 52 ENTER | 82 MUST | 112 BAD |
| 23 CRYPT | 53 NOT | 83 PACK | 113 CIGARETTE |
| 24 HE | 54 NIGHT | 84 BREATH | 114 WAIT |
| 25 OVEN | 55 BEHIND | 85 AND | 115 TIE |
| 26 WHAT | 56 DAY | 86 SOMETHING | 116 OUTSIDE |
| 27 NEXT | 57 TO | 87 HELP | 117 RING |
| 28 IS | 58 PATH | 88 IT | 118 FIRST |
| 29 LOWER | 59 GOES | 89 READ | 119 WHERE |
| 30 FIND | 60 ON | 90 USEFULL | |

***** ADVENTURE 6 HINTS AND SOLUTIONS *****

© COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to where you are stuck.
The numbers underneath refer to the dictionary listed at the end.
Match each number with its associated word and you'll find an Adventure clue or solution!

- 1 - HAVE NOT BEEN ABLE TO LEAVE THE SHIP?
11 27 91
- 2 - More help for above problem.
73 27 60 61
- 3 - Solution to above problem.
73 60 100 13 71
- 4 - VACUUM A PROBLEM?
41 27 104
- 5 - More help for above problem.
11 27 104
- 6 - Solution to above problem.
120 93 81 109 77 102 103 117 27 104
- 7 - CAN NOT GET OFF THE SHIP?
17 87 7 51 31
- 8 - More help for above problem.
13 5 17
- 9 - Solution to above problem.
74 121 97 27 64 20 27 105
- 10 - HAVE ONLY FOUND A BOULDER?
11 62
- 11 - More help for above problem.
84 62 120 67 24 85 46 113
- 12 - Solution to above problem.
84 62 24 120 67 24 108 80
- 13 - CAN NOT DO ANYTHING MUCH IN HEXAGONAL ROOM?
11 38 103 42 24 114 24
- 14 - More help for above problem.
106 58 24 6 52 82 111 27 50
- 15 - Solution to above problem.
3 66 24 73 66 24 25 38 24 13 92
- 16 - CAN NOT GET ANYWHERE ELSE?
86
- 17 - More help for above problem.
98 17 122 126 124 125 127 129 123 128 27 68
- 18 - Solution to above problem.
3 66 24 73 66 24 25 38
- 19 - AIR RUNS OUT ON YOU?
102 27 33 18 27 1 70 27 81 87 22
- 20 - More help for above problem.
59 49 63 27 76 32 94
- 21 - Solution to above problem.
26 56 63 76 94 24 73 75 24 73 72
- 22 - CAN NOT MAKE ANYTHING OUT OF THE PICTURE?
41 44
- 23 - More help for above problem.
11 44
- 24 - Solution to above problem.
73 61 20 44 24 41 44 24 11 101
- 25 - HIGH GRAVITY GETTING YOU DOWN?
44 103 101 87 27 39
- 26 - More help for above problem.
11 19
- 27 - Solution to above problem.
88 69 121 19 24 41 69 24 95 2 24
- 28 - CAN NOT GET HATCH OPEN?
14 9 78 54 27 39
- 29 - More help for above problem.
37 102 27 10
- 30 - Solution to above problem.
37 102 27 10 35 27 83 121 27 99 48
- 31 - NEED A POWER CRYSTAL?
11 27 90 12
- 32 - More help for above problem.
23 98 109 36 63 30 21
- 33 - Solution to above problem.
15 118 27 66 63 27 40 50 103 85 17
- 34 - CAN NOT RETURN TO PLANETOID AND SCOUT SHIP?
53 27 66 109 43 16 27 68
- 35 - More help for above problem.
73 3 25 24 112 79 87 116 34
- 36 - Solution to above problem.
3 66 24 25 38 24 73 66 24 25 38 24 13 92
- 37 - MISSING AN ICE DIAMOND?
8 96 103 65 57 107 100 89
- 38 - More help for above problem.
29 63 115 55

- 39 - Solution to above problem.
119 96 63 65 57 107 100 89 35 27 8 45 103 62
- 40 - DO NOT KNOW WHERE TO STORE YOUR TREASURES?
110 118 63 47 28 94

- 41 - More help for above problem.
11 91
- 42 - Solution to above problem.
73 4 61 20 91

* DICTIONARY *

- | | | | |
|---------------|--------------|----------------|---------------|
| 1 GUAGE | 34 LONG | 67 DESTROY | 100 THEN |
| 2 BUCKLE | 35 WITH | 68 GATEWAY | 101 PAINTING |
| 3 PULL | 36 REMEMBER | 69 BELT | 102 OPEN |
| 4 BLUE | 37 PRY | 70 SAYS | 103 AND |
| 5 FOR | 38 PLASTIC | 71 DOOR | 104 SPACESUIT |
| 6 AFTER | 39 CLUE | 72 WHITE | 105 LEDGE |
| 7 A | 40 HEXAGONAL | 73 PUSH | 106 BE |
| 8 ICE | 41 WEAR | 74 JUMP | 107 STORM |
| 9 GRAVITY | 42 TRY | 75 BLACK | 108 SHOOT |
| 10 HATCH | 43 MUST | 76 ALIEN | 109 YOU |
| 11 EXAMINE | 44 GOGGLES | 77 CAN | 110 BLAST |
| 12 CRYSTAL | 45 PICK | 78 WORLD | 111 LEAVE |
| 13 GO | 46 TWO | 79 SEQUENCE | 112 THIS |
| 14 HIGH | 47 YOUR | 80 BOULDER | 113 COMMANDS |
| 15 BREAK | 48 COLONY | 81 AIR | 114 HELP |
| 16 RESET | 49 AROUND | 82 DISORIENTED | 115 GRASSY |
| 17 IT | 50 ROOM | 83 METAL | 116 TOO |
| 18 IF | 51 SIMPLE | 84 SET | 117 CLOSE |
| 19 SCULPTURE | 52 FEELING | 85 USE | 118 OFF |
| 20 ON | 53 USING | 86 REPEAT | 119 DROP |
| 21 SHAPE | 54 HOLDS | 87 IS | 120 TO |
| 22 BREATHABLE | 55 PLAIN | 88 GET | 121 FROM |
| 23 WHAT | 56 HOSE | 89 EXPLORE | 122 AGAIN |
| 24 - | 57 SNOW | 90 BROKEN | 123 SERVICED |
| 25 TOUCH | 58 GENTLE | 91 CONSOLE | 124 ARE |
| 26 CONNECT | 59 PLAY | 92 CURTAIN | 125 6 |
| 27 THE | 60 RED | 93 SAVE | 126 THERE |
| 28 SCOUT | 61 BUTTON | 94 SHIP | 127 MAIN |
| 29 DIG | 62 PHASER | 95 TWIST | 128 BY |
| 30 THAT | 63 IN | 96 HOUND | 129 LOCATIONS |
| 31 ACTION | 64 AIRLOCK | 97 OUTSIDE | |
| 32 SPACE | 65 METHANE | 98 DO | |
| 33 SUIT | 66 ROD | 99 MINING | |

***** ADVENTURE 7 HINTS AND SOLUTIONS *****

© COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to where you are stuck.
The numbers underneath refer to the dictionary listed at the end.
Match each number with its associated word and you'll find an Adventure clue or solution!

- 1 - CAN NOT GET INTO THE FUN HOUSE?
135 115 62 29 13
- 2 - More help for above problem.
128 131 29 102 74 131 29 2
- 3 - Solution to above problem.
136 29 139 50 48 29 87 94 138 29 124
- 4 - LOST IN THE MAZE?
24 49 126 9
- 5 - More help for above problem.
120 60 94 33 110 41
- 6 - Solution to above problem.
110 29 38 48 132 88 46 56 89 61 114
- 7 - CAN NOT LEAVE THE BARREL ROOM?
28 56 25 66 117 66 116 66 133 47 70
- 8 - More help for above problem.
59
- 9 - Solution to above problem.
12 107 119 72 57
- 10 - HAVE NOT GOTTEN A KEY?
39
- 11 - More help for above problem.
106 40
- 12 - Solution to above problem.
52 40 29 1
- 13 - MERRY-GO-ROUND A PROBLEM?
16 6 74 128 137
- 14 - More help for above problem.
29 101 104 46 29 92
- 15 - Solution to above problem.
128 131 101 122 6 48
- 16 - HAVE NOT FOUND THE SPECS ?
4
- 17 - More help for above problem.
28 56 43 29 4
- 18 - Solution to above problem.
111 4
- 19 - CAN NOT GET THROUGH A DOOR?
51 127 46 17
- 20 - More help for above problem.
45 27 31 34 54 95
- 21 - Solution to above problem.
76 35 56 138 64 77 7 76 3 37
- 22 - STILL STUCK IN THE PIT?
18 62 29 15
- 23 - More help for above problem.
133 44
- 24 - Solution to above problem.
42 29 109 94 133 44 61 29 20
- 25 - HAVE NOT FOUND WRENCH?
100 55 118
- 26 - More help for above problem.
105 61 29 26 47 65 81 106 23 62 100 55 118
- 27 - Solution to above problem.
90 8 48 26 134 128 129 21 97 62 7 79 76 125 84
- 28 - PROBLEMS MOVING THE GRATE?
42 80
- 29 - More help for above problem.
42 113 22 29 71 98 35 82 5 121
- 30 - Solution to above problem.
63 29 102
- 31 - DO NOT KNOW WHY YOU ARE AT THE FUN HOUSE?
36 122 113 91
- 32 - More help for above problem.
28 56 69 29 91 47 96
- 33 - Solution to above problem.
108 29 91 61 113 73
- 34 - HAVE FOUND NO EXPLOSIVES?
103 11 30
- 35 - More help for above problem.
67 30 83 14
- 36 - Solution to above problem.
85 50 74 136 29 32 48 41
- 37 - GRATE INSIDE SEWER A PROBLEM?
53 41 129
- 38 - More help for above problem.
24 29 58 112 68
- 39 - Solution to above problem.
130 29 10 7
- 40 - SHOOTING GALLERY PROBLEMS WHEN IN SEWER?
19 86 99

41 - More help for above problem.
115

42 - Solution to above problem.
75 115 62 78 61 123 15

* DICTIONARY *

- | | | | |
|--------------|--------------|------------|----------------|
| 1 COMB | 36 PLAY | 71 OTHER | 106 EXAMINE |
| 2 TREE | 37 FIND | 72 W | 107 R |
| 3 MAY | 38 ROOMS | 73 SHOE | 108 REMOVE |
| 4 KNOB | 39 TANK | 74 AND | 109 TRAMPOLINE |
| 5 COME | 40 MERMAID | 75 PUT | 110 MAP |
| 6 SPECS | 41 IT | 76 YOU | 111 PULL |
| 7 DOOR | 42 USE | 77 ANY | 112 FROM |
| 8 POLE | 43 PUSH | 78 FRONT | 113 YOUR |
| 9 EASY | 44 OUT | 79 AS | 114 THEM |
| 10 STORM | 45 DOORS | 80 WRENCH | 115 SIGN |
| 11 TYPE | 46 IS | 81 - | 116 SKIP |
| 12 C | 47 BUT | 82 NEVER | 117 RUN |
| 13 COUNTER | 48 ON | 83 TASTES | 118 ROUND |
| 14 BAD | 49 TRYING | 84 IN | 119 A |
| 15 GALLERY | 50 GUM | 85 CHEW | 120 DROP |
| 16 WEAR | 51 SORRY | 86 TELLING | 121 OFF |
| 17 CORRECT | 52 GIVE | 87 BRANCH | 122 WITH |
| 18 SOMETHING | 53 BLOW | 88 THERE | 123 SHOOTING |
| 19 FORTUNE | 54 EMPLOYEES | 89 ALOT | 124 COIN |
| 20 PIT | 55 GO | 90 CLIMB | 125 CAME |
| 21 REMEMBER | 56 NOT | 91 HEEL | 126 ITS |
| 22 HEAD | 57 L | 92 KEY | 127 THAT |
| 23 CEILING | 58 NOISE | 93 ND | 128 LOOK |
| 24 KEEP | 59 BABY | 94 TO | 129 UP |
| 25 WALK | 60 THINGS | 95 ONLY | 130 CLOSE |
| 26 HORSE | 61 OF | 96 . . . | 131 AT |
| 27 ARE | 62 BY | 97 BUTTON | 132 PAPER |
| 28 DO | 63 SLIDE | 98 BOLT | 133 JUMP |
| 29 THE | 64 THROUGH | 99 MACHINE | 134 THEN |
| 30 EXPLOSIVE | 65 HIGHER | 100 MERRY | 135 READ |
| 31 FOR | 66 OR | 101 MIRROR | 136 STICK |
| 32 FUSE | 67 PLASTIC | 102 GRATE | 137 AROUND |
| 33 HELP | 68 SPREADING | 103 SOFT | 138 GET |
| 34 PARK | 69 FIX | 104 ROOM | 139 CHEWED |
| 35 WILL | 70 MOVE | 105 TOP | |

***** ADVENTURE 8 HINTS AND SOLUTIONS *****

© COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to where you are stuck. The numbers underneath refer to the dictionary listed at the end. Match each number with its associated word and you'll find an Adventure clue or solution!

- 1 - CAN'T GET IN THE PYRAMID? 2 93 19 5 67 34 19 27
2 - More help for above problem. 11 19 58
3 - Solution to above problem. 65 19 70 67 38 19 4 66 51 11 19 5
4 - CAN'T GET IN THE TINY DOOR? 69
5 - More help for above problem. 51
6 - Solution to above problem. 22
7 - NOMAD IS TROUBLE? 72 49 26 21 36
8 - More help for above problem. 63 46 23
9 - Solution to above problem. 18 19 23
10 - CAN NOT GET BY MUMMY? 47 87 96 75 84
11 - More help for above problem. 92 90
12 - Solution to above problem. 3 73
13 - PURPLE WORM A PROBLEM? 35 19 41 15
14 - More help for above problem. 22 37 60 19 41
15 - Solution to above problem. 40 26 30 20 29 60 19 41
16 - PHARAOH A PROBLEM? 28 34 19 16 67 52 56
17 - More help for above problem. 6 34 5 26 36
18 - Solution to above problem. 103 19 102 51 43 19 32 17 19 58 83 6 39 34 19 5
19 - BRICKED DOORWAY A PROBLEM? 64 19 66
20 - More help for above problem. 65 55 67 45 10

- 21 - Solution to above problem. 64 19 66 54 57 19 31 42
22 - LIGHT TOO BRIGHT? 63 71 13 48 25
23 - More help for above problem. 62 50
24 - Solution to above problem. 62 50 12 19 61 9 19 33
25 - OYSTER A PROBLEM? 8 1 47 59 60 19 14
26 - More help for above problem. 29 53 68 19 14
27 - Solution to above problem. 68 19 44 19 7
28 - DO NOT KNOW WHERE TO STORE TREASURES? 70
29 - More help for above problem. 78
30 - Solution to above problem. 88 70 20 78 100 67 95 79 51
31 - MISSING NECKLACE? 81
32 - More help for above problem. 97
33 - Solution to above problem. 97 74 83 81
34 - POISON NEEDLE A PROBLEM? 80 46 89
35 - More help for above problem. 98 47
36 - Solution to above problem. 98 31 42
37 - MISSING SCARAB? 82
38 - More help for above problem. 94 82
39 - Solution to above problem. 94 99 100 26 76 100
40 - MISSING TREASURE? 91 77

41 - More help for above problem. 91 85 101

42 - Solution to above problem. 91 86

* DICTIONARY *

- 1 DID 27 DESERT 53 NOT 79 THEM
2 DIG 28 LOOK 54 WHILE 80 PROTECT
3 DOUSE 29 DO 55 MAD 81 TABLE
4 TINY 30 NOTHING 56 CLEAN 82 WALL
5 PYRAMID 31 IRON 57 WEARING 83 OF
6 LIQUID 32 RUBY 58 POOL 84 POWER
7 JERKY 33 COIN 59 WRONG 85 TRASH
8 YOU 34 IN 60 WITH 86 SKULL
9 FOR 35 LEAVE 61 FLOOR 87 GIVES
10 IT 36 USEFUL 62 FEEL 88 TAKE
11 ENTER 37 MESS 63 USE 89 HAND
12 ON 38 UNLOCK 64 HIT 90 BURNING
13 BLIND 39 ACID 65 GET 91 EXAMINE
14 RATS 40 THERE 66 DOOR 92 ITS
15 ALONE 41 WORM 67 AND 93 BY
16 FIREPLACE 42 GLOVE 68 FEED 94 BEYOND
17 INTO 43 THROW 69 OK. 95 READ
18 CARRY 44 OYSTER 70 ROCK 96 HIM
19 THE 45 PUNCH 71 A 97 SAW
20 TO 46 YOUR 72 SOMETIMES 98 WEAR
21 VERY 47 SOMETHING 73 LEAVES 99 MIRROR
22 DON'T 48 MAN'S 74 LEG 100 ROOM
23 GUN 49 HE 75 HIS 101 HEAP
24 WORM 50 AROUND 76 ANOTHER 102 COAL
25 SENSE 51 THEN 77 EXPLORER 103 WASH
26 IS 52 THINK 78 HIEROGLYPHICS

***** ADVENTURE 9 HINTS AND SOLUTIONS *****

© COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to where you are stuck. The numbers underneath refer to the dictionary listed at the end. Match each number with its associated word and you'll find an Adventure clue or solution!

- 1 - CAN NOT GET INTO JAIL?
39 53 45 117 160 2 132
- 2 - More help for above problem.
39 84 129 83 78
- 3 - Solution to above problem.
48 83 78 22 62 64 167 53

- 4 - NEED A KEY?
12 60 157
- 5 - More help for above problem.
141 15 21
- 6 - Solution to above problem.
141 21 163 124 100 163 108 24 163
153 55 165

- 7 - STILL NEED A KEY?
55 165 10 163 76 8 163
- 8 - More help for above problem.
8 117 127 120 173 11 127 116 17 156
- 9 - Solution to above problem.
76 72

- 10 - HORSE A PROBLEM?
168 70 133 19
- 11 - More help for above problem.
66 128
- 12 - Solution to above problem.
97 79

- 13 - HORSE A PROBLEM?
13 111 69 70 128
- 14 - More help for above problem.
28
- 15 - Solution to above problem.
78 128 60 83 78 5 178 176 175 31 177
15 66 70 128

- 16 - CAN NOT LEAVE INDIAN VILLAGE?
12 60 77
- 17 - More help for above problem.
12 30 5 174 20 62 15 143
- 18 - Solution to above problem.
97 112

- 19 - HAVE NOT FOUND A MINE?
164 118
- 20 - More help for above problem.
103 1 15 107

- 21 - Solution to above problem.
44 75 85 9

- 22 - FREEZING AT NIGHT?
93 137 170 130 62 146
- 23 - More help for above problem.
134 149
- 24 - Solution to above problem.
138 46 74 158 134

- 25 - HAVE NOT FOUND ANY EXPLOSIVES?
36 74 86
- 26 - More help for above problem.
74 82
- 27 - Solution to above problem.
168 52

- 28 - STILL HAVE NOT FOUND ANY EXPLOSIVES?
31 94 15 150
- 29 - More help for above problem.
88 59
- 30 - Solution to above problem.
88 104 166 7 126 163 52 163 121 163
- 31 - STILL HAVING PROBLEMS WITH EXPLOSIVES?
59 111 137 154
- 32 - More help for above problem.
142
- 33 - Solution to above problem.
161 142 60 104

- 34 - CAN NOT GET TO MOUNTAINS?
101 118
- 35 - More help for above problem.
59 117 119 4
- 36 - Solution to above problem.
6

- 37 - CAN NOT FIND - GO BOARD -?
12 60 38 74 61
- 38 - More help for above problem.
34 38
- 39 - Solution to above problem.
12 74 158

- 40 - STILL CAN NOT FIND - GO BOARD -?
12 74 158 134

- 41 - More help for above problem.
141 125
- 42 - Solution to above problem.
91 38 110 34 59

- 43 - DO NOT HAVE A CUP?
12 74 61 159 152
- 44 - More help for above problem.
48 23 137 27
- 45 - Solution to above problem.
171 74 61 159 152

- 46 - CAN NOT OPEN SAFE?
12 74 145 25
- 47 - More help for above problem.
56 104 49
- 48 - Solution to above problem.
56 104 14 21 5 108 24 74 145 25

- 49 - MISSING FURS?
12 74 145 25
- 50 - More help for above problem.
109
- 51 - Solution to above problem.
168 109 41

- 52 - PIANO PLAYER A PROBLEM?
13 117 148
- 53 - More help for above problem.
13 42 137 115 32 163 73 128 135 31 71
128
- 54 - Solution to above problem.
114

- 55 - MISSING GOLD NUGGET?
12 54
- 56 - More help for above problem.
151 37

- 57 - Solution to above problem.
164 62 15 40 17 15 162 5 36 74 15 99
71 15 37 87

- 58 - MISSING A TREASURE?
136 123
- 59 - More help for above problem.
80
- 60 - Solution to above problem.
36 74 136 123 0

- 61 - DO NOT HAVE \$200?
113 117 74 15 106
- 62 - More help for above problem.
140 63 147 17 65 163 51 59 163 5 88
59 15 9 147 163 140 9 147 17 65 163
51 59 163 5 88 59 63 147
- 63 - Solution to above problem.
81 164 41 163 57 164 163 31 29 105
139

- 64 - SNAKE A PROBLEM?
48 58
- 65 - More help for above problem.
122 117 15 169 47
- 66 - Solution to above problem.
48 3 90

- 67 - BONUS SCORE A PROBLEM?
31 26 16 96 67 74 15 68 144
- 68 - More help for above problem.
122 102 155 56 62 31 59 43 174 172 89
59 117 92
- 69 - Solution to above problem.
23 50 98 67 68 33 5 95 112 3 131 35 18

* * D I C T I O N A R Y * *

1 OUT	46 BELL	91 TAPE	136 BOOT
2 OUTSIDE	47 WEST	92 HARD	137 A
3 YOUR	48 USE	93 FIND	138 RING
4 WIDE	49 BEHIND	94 HAVE	139 \$200
5 AND	50 KEEP	95 SEE	140 TAKE
6 JUMP	51 NEGATE	96 MANY	141 MOVE
7 SALT	52 CHARCOAL	97 SAY	142 KEG
8 TOPPER	53 DOOR	98 DOING	143 INDIAN
9 FIRST	54 PIANO	99 ROOF	144 ORDER
10 SAID	55 MORSE	100 WIRES	145 LINE
11 FOR	56 LEAVE	101 CROSS	146 SLEEP
12 PLAY	57 PASS	102 ONE	147 PART
13 HE	58 FORCE	103 CLEAR	148 VAIN
14 BY	59 IT	104 GUNPOWDER	149 SERVICE
15 THE	60 WITH	105 COLLECT	150 TOOLS
16 DO	61 SALOON	106 DICTIONARY	151 READ
17 OF	62 TO	107 BRUSH	152 NIGHT
18 GOES	63 SECOND	108 TAP	153 DECODE
19 BACK	64 OPEN	109 FLOOR	154 CONTAINER
20 FRIENDLY	65 SENTENCE	110 THEN	155 WE
21 SAFE	66 SPUR	111 NEEDS	156 CLOTHING
22 MAGNET	67 THINGS	112 HOW	157 TELEGRAPH
23 JUST	68 RIGHT	113 CONTRAPOSITIVE	158 HOTEL
24 KEY	69 SOMETHING	114 CLAP	159 AT
25 SHACK	70 ON	115 BIG	160 NO
26 MUST	71 LIKE	116 ITEM	161 FILL
27 MATCH	72 HAT	117 IS	162 MINE
28 HOOFS	73 LET	118 RAVINE	163 -
29 WILL	74 IN	119 NOT	164 GO
30 TOM-TOM	75 TUMBLEWEEDS	120 ENGLISH	165 CODE
31 YOU	76 SHAKE	121 SULFUR	166 FROM
32 EGO	77 DRUMS	122 THIS	167 JAIL
33 AWAY	78 SHOE	123 HILL	168 GET
34 BREAK	79 GIDDYUP	124 CONNECT	169 WILD
35 SCORE	80 SHOVEL	125 BED	170 WARM
36 DIG	81 HOLDING	126 PETER	171 DANCE
37 MAP	82 MANURE	127 AN	172 DONE
38 MIRROR	83 HORSE	128 HIM	173 TERM
39 EXAMINE	84 COMPASS	129 NEAR	174 BE
40 BOTTOM	85 UP	130 PLACE	175 AFTER
41 BOARD	86 FIELD	131 BONUS	176 FOUND
42 HAS	87 SAYS	132 LATCH	177 USED
43 CAN	88 MAKE	133 HIS	178 NAILS
44 BURN	89 BUT	134 ROOM	
45 THERE	90 GUN	135 KNOW	

***** ADVENTURE 10 HINTS AND SOLUTIONS *****

© COPYRIGHT 1983 BY SCOTT ADAMS. INC.

Read the questions until you get to where you are stuck.
The numbers underneath refer to the dictionary listed at the end.
Match each number with its associated word and you'll find an Adventure clue or solution!

- | | |
|---|--|
| 1 - HAVE NOT FOUND BOTTLE?
107 | 22 - BEAR STILL A PROBLEM?
61 94 11 44 79 |
| 2 - More help for above problem.
109 11 74 | 23 - More help for above problem.
63 28 75 87 |
| 3 - Solution to above problem.
107 7 109 91 69 11 74 80 | 24 - Solution to above problem.
123 128 16 21 52 42 125 46 41 32 |
| 4 - HAVE NOT FOUND A BEAR?
90 133 | 25 - HAVE NOT BEEN OFF THE ISLAND YET?
61 105 |
| 5 - More help for above problem.
57 131 21 75 103 | 26 - More help for above problem.
72 11 118 11 130 22 102 127 33 |
| 6 - Solution to above problem.
90 30 11 88 50 20 | 27 - Solution to above problem.
40 59 106 7 75 58 |
| 7 - HAVE NOT FOUND THE KNIFE?
18 | 28 - CAN NOT ALWAYS CONTROL THE RAFT?
114 25 |
| 8 - More help for above problem.
113 124 | 29 - More help for above problem.
117 82 106 119 |
| 9 - Solution to above problem.
18 113 | 30 - Solution to above problem.
116 64 118 126 23 21 75 106 137 47 20
89 126 70 99 34 43 51 20 |
| 10 - STILL HAVE NOT FOUND KNIFE?
18 113 7 124 | 31 - PROBLEMS WITH A STALACTITE?
61 20 |
| 11 - More help for above problem.
110 120 | 32 - More help for above problem.
20 22 24 91 75 84 122 |
| 12 - Solution to above problem.
18 7 67 77 35 34 18 113 | 33 - Solution to above problem.
56 36 38 20 |
| 13 - CAN NOT OUTLIVE HURRICANE?
135 101 75 83 17 134 86 | 34 - NEED SOME LIGHT?
124 |
| 14 - More help for above problem.
7 75 30 | 35 - More help for above problem.
85 1 22 37 |
| 15 - Solution to above problem.
7 75 32 66 75 94 | 36 - Solution to above problem.
100 75 85 53 75 15 12 |
| 16 - CAN NOT GET OUT OF THE VOLCANO?
18 | 37 - MACHINERY NOT WORKING?
74 7 5 66 129 |
| 17 - More help for above problem.
61 71 49 66 124 4 7 75 124 | 38 - More help for above problem.
97 29 126 116 115 |
| 18 - Solution to above problem.
18 81 108 75 124 0 | 39 - Solution to above problem.
107 7 75 98 68 91 62 69 19 55 |
| 19 - HURRICANE WINDS A PROBLEM?
34 136 104 126 110 34 113 | 40 - NEED A PASSWORD?
9 126 54 35 75 112 132 |
| 20 - More help for above problem.
100 104 138 | 41 - More help for above problem.
39 73 126 75 139 0 |
| 21 - Solution to above problem.
100 10 59 72 121 75 96 | |

42 - Solution to above problem.
60 139 75 13

43 - LOSING SOMETHING EARLY IN THE
ADVENTURE THAT YOU NEED LATER ON?
78 20 101 34 43 116 20 92
44 - More help for above problem.
20 14 126 39 95
45 - Solution to above problem.
78 13 26 27 7 32 88 8 48 45

46 - DO NOT KNOW HOW TO END THE
ADVENTURE?
111 75 32 2 37
47 - More help for above problem.
93 26 75 15 12
48 - Solution to above problem.
35 76 75 6 93 26 75 15 12 47 75 32 2
28 31 66 65 3

*** DICTIONARY ***

1 ACTIVATED	36 COCONUT	71 OTHER	106 RAFT
2 MAN	37 HELP	72 LOG	107 DIG
3 CASE	38 AT	73 NICE	108 ACROSS
4 WHILE	39 BE	74 LOOK	109 BEACH
5 MAZE	40 BUILD	75 THE	110 HOLD
6 PASSWORD	41 BEHIND	76 SAYING	111 LET
7 IN	42 ROCKY	77 DIRECTIONS	112 CANNON
8 LATER	43 CAN	78 POUR	113 DOWN
9 SAIL	44 TASTE	79 SWEAT	114 THATS
10 AROUND	45 BOTTLE	80 HOLE	115 YUCKY
11 AND	46 AREA	81 WEST	116 GET
12 FIELD	47 WHEN	82 SPARE	117 STOCK
13 RUM	48 REFILL	83 WINDS	118 VINES
14 HAS	49 SIDE	84 RIGHT	119 PARTS
15 FORCE	50 ENTER	85 BLOCK	120 BREATHE
16 WATER	51 REBUILD	86 BLOW	121 DURING
17 DO	52 HOT	87 KEY	122 ITEM
18 SWIM	53 THROUGH	88 THEN	123 SPILL
19 -	54 ATOLL	89 STARTS	124 LAKE
20 IT	55 YUCK	90 CLIMB	125 CLIFF
21 ON	56 THROW	91 WITH	126 TO
22 WILL	57 HIGHEST	92 BACK	127 TOGETHER
23 KEEP	58 LAGOON	93 GO	128 SALT
24 MOVE	59 A	94 BEAR	129 CAVES
25 CORRECT	60 GIVE	95 NON-POROUS	130 KNIFE
26 INTO	61 EXAMINE	96 HURRICANE	131 POINT
27 BASIN	62 YOUR	97 YOU'LL	132 FIRES
28 IS	63 EVAPORATION	98 BAT	133 THINGS
29 HAVE	64 MORE	99 APART	134 NOT
30 VOLCANO	65 HIS	100 CARRY	135 WAIT
31 OUT	66 OF	101 SOMEWHERE	136 NEED
32 CAVE	67 DIFFERENT	102 WORK	137 SO
33 WELL	68 GUANO	103 ISLAND	138 HEAVY
34 YOU	69 HANDS	104 SOMETHING	139 PIRATE
35 AFTER	70 COME	105 JUNGLE	

******* ADVENTURE 11 HINTS AND SOLUTIONS *******

© COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to where you are stuck.
The numbers underneath refer to the dictionary listed at the end.
Match each number with its associated word and you'll find an Adventure clue
or solution!

1 - PROBLEM WITH VACUUM?
8 18 55 30 36

2 - More help for above problem.
15 69 56 54 45 77 54 71

3 - Solution to above problem.
49 85

4 - REACH TUNNELS BUT NO OTHER FORCE
FIELDS?
32 39 61

5 - More help for above problem.
32 61 77 62 19

6 - Solution to above problem.
58

7 - PROBLEM WITH CAVEMAN?
52 21 46

8 - More help for above problem.
28 21 46

9 - Solution to above problem.
12 62 74 50 73 28 46

10 - PSYCHOTRANSFIGURATION A BIG
WORD?
20 43 21 31 77 35 88

11 - More help for above problem.
23 27 41 1 75 27 24

12 - Solution to above problem.
24 57 67 21 31

13 - NEED A RAYSHIELD?
66 34 14 77 53 65 89 66 98 122 14 43
66 67 106 53

14 - More help for above problem.
7 26 9 79 77 53 65

15 - Solution to above problem.
21 76 48 21 3 1 21 79 26 139 89 144 1
66 145 129 21 124 84 125 66 113 53
65 43 21 76

16 - PYSCHOTRANSFIGURATION GO
THROUGH BUT YOU ARE NOW IN THE DARK?
14 48 128 107 86

17 - More help for above problem.
7 48 137 103 130 78 94 66 1 14 48 107

128 86 1 106 48 107 134

18 - Solution to above problem.
50 62 120

19 - CAN'T FIND ANYPLACE ELSE TO GO?
76 2 17 10

20 - More help for above problem.
72 76 77 54 40

21 - Solution to above problem.
37 40 77 70 88 89 80 86 5

22 - CAN NOT GET THROUGH FORCE FIELD
WITH THE LIGHT?
18 128 141 118 21 130

23 - More help for above problem.
111 21 130

24 - Solution to above problem.
102 62 120

25 - CAN NOT THROW THE LEVERS?
83 33 21 84 77 21 29 42

26 - More help for above problem.
76

27 - Solution to above problem.
81 76 1 72 6 56 91 89 101 33 14

28 - CAN NOT FIGURE WHAT TO DO NEXT?
100 112 66 90 61 121 85 21 96 140

29 - More help for above problem.
37 40 123 21 115 133 89 95 21 38 138
21 92 119 97

30 - Solution to above problem.
66 135 59 117 21 87 93

31 - STILL CAN NOT FIGURE WHAT TO DO
NEXT?
60 21 131 110 21 115 104 146

32 - More help for above problem.
21 47 132 100 136

33 - Solution to above problem.
82 21 47 77 21 87 93 89 13 14 56 126
21 142 135 100 108 127 21 105 34 43
21 11

34 - STILL CAN NOT FIGURE WHAT TO DO
NEXT?
21 11 116

35 - More help for above problem.
25 114 90 54 99

36 - Solution to above problem.
25 114 109 66 56 21 143 63 59 95 21
38

* DICTIONARY *

1 -	38 BUTTON	75 TRANS	112 SURE
2 UNRAVELS	39 SOME	76 BANDANNA	113 ENDED
3 RAYSHIELD	40 LOOP	77 IN	114 HIM
4 PRODIGY	41 MINDS	78 ALL	115 CAPTAIN'S
5 HOLE	42 ROOM	79 PASSWORDS	116 KNOWS
6 THREAD	43 WITH	80 GO	117 USE
7 THERE	44 NO	81 UNTIE	118 AT
8 HOW	45 BALLOON	82 PUT	119 FORCE
9 TWO	46 FLOWER	83 WORK	120 EYES
10 MYSTERIES	47 BLOCK	84 ONE	121 THROUGH
11 ROBOPIRATE	48 IS	85 OUT	122 BRING
12 HOLD	49 BREATH	86 DARK	123 NEAR
13 SEND	50 OPEN	87 TIME	124 RIGHT
14 IT	51 PUSH	88 ROOMS	125 IF
15 WHAT	52 EAT	89 AND	126 EARTH
16 CURES	53 ADVENTURE	90 HAVE	127 USING
17 MANY	54 A	91 TREADMILL	128 NOT
18 DO	55 SWIMMERS	92 FLICKERING	129 GET
19 BLOODSTREAM	56 TO	93 TRANSPORTER	130 LIGHT
20 PLAY	57 YOURSELF	94 AROUND	131 DINOSAURS
21 THE	58 HYPERVENTILATE	95 PRESS	132 WILL
22 SURFACE	59 THEN	96 WHOLE	133 QUARTERS
23 PSYCHO	60 KILL	97 FIELD	134 EASY
24 CHANGE	61 AIR	98 MUST	135 CAN
25 LET	62 YOUR	99 TURN	136 USEFUL
26 ARE	63 CASE	100 BE	137 PLENTY
27 MEANS	64 PARENTS	101 WALK	138 FIX
28 CRUSH	65 #10	102 CLOSE	139 123
29 EXERCISE	66 YOU	103 OF	140 SHIP
30 SURVIVE	67 INTO	104 LOG	141 LOOK
31 CAVEMAN	68 PLANET'S	105 DEVICE	142 PASSWORD
32 STORE	69 HAPPENS	106 THIS	143 DISPLAY
33 ON	70 DIFFERENT	107 REALLY	144 474
34 FOUND	71 VACUUM	108 SAID	145 WOULD
35 RED	72 TIE	109 CARRY	146 SUGGESTED
36 UNDERWATER	73 CASE,	110 AS	
37 DROP	74 BREATH,	111 IGNORE	

***** ADVENTURE 12 HINTS AND SOLUTIONS *****

© COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to where you are stuck.
The numbers underneath refer to the dictionary listed at the end.
Match each number with its associated word and you'll find an Adventure clue or solution!

- 1 - MERCHANTS A PROBLEM?
63 34
- 2 - More help for above problem.
123 8 44 87 82
- 3 - Solution to above problem.
7 38 86 70 22
- 4 - SHIP WON'T MOVE?
51 26 76 111
- 5 - More help for above problem.
20 8 3 53 94 114 53 88 23 30 88 26 43
37 44 38 10
- 6 - Solution to above problem.
26 43 9 35 77 88 40 102 1 59 18 35 50
97 44 125 52
- 7 - SCORPIONS A PROBLEM?
107 57 74
- 8 - More help for above problem.
98 51 58 57 28
- 9 - Solution to above problem.
103 95
- 10 - BOAT DRIFTS AWAY ON YOU?
110 89
- 11 - More help for above problem.
68 89 109 69 27
- 12 - Solution to above problem.
99 44 62
- 13 - STAIRS A PROBLEM?
23 30
- 14 - More help for above problem.
69 49 114 21
- 15 - Solution to above problem.
21 36 88 21 64 0
- 16 - STATUE A PROBLEM?
47
- 17 - More help for above problem.
65 56 96
- 18 - Solution to above problem.
45 116 64 44 47 35 120 89
- 19 - CAN NOT FIND A PASSAGEWAY?
73
- 20 - More help for above problem.
23 93
- 21 - Solution to above problem.
16
- 22 - CAN NOT FIND TORCH OR OTHER THINGS?
89 114 109 44 24
- 23 - More help for above problem.
66
- 24 - Solution to above problem.
66 127 132 131 4 5 118 35 133 128 118
8 126 88 33 88 130 88 138 88 129
- 25 - DO NOT KNOW WHAT TO DO WITH THE STONES?
17
- 26 - More help for above problem.
98 11 124
- 27 - Solution to above problem.
2 46 6 33 19 55 17
- 28 - DO NOT KNOW WHAT TO DO WITH TABLET?
48 108 117 113 12
- 29 - More help for above problem.
120 44 17
- 30 - Solution to above problem.
99 108 109 44 91
- 31 - MOUNTAIN AND SUN A PROBLEM?
81 89
- 32 - More help for above problem.
119 44 92 84 44 80
- 33 - Solution to above problem.
81 15 119 44 92 6 44 14
- 34 - HAVE NOT FOUND THE GLOBE?
29 17 79 19 121 83 78 105 109 44 100
91
- 35 - More help for above problem.
40 44 91 72 78 14 35 15 122 101
- 36 - Solution to above problem.
120 44 41 13 121 83
- 37 - CAN NOT FIND CYCLOPS?
50 140 73
- 38 - More help for above problem.
138

- 39 - Solution to above problem.
137 138 8 134 35 123 139 135
- 40 - CAN NOT GET BY THE CYCLOPS?
104
- 41 - More help for above problem.
39 44 104
- 42 - Solution to above problem.
103 136 35 39 44 104 88 42 61 114 36
90 71 64 88 115 60 55 32 25

- 43 - STILL CAN SAVE THE KING?
54
- 44 - More help for above problem.
112 91
- 45 - Solution to above problem.
67 44 54 97 44 91 6 44 31

*** DICTIONARY ***

1 LIKE	37 EVERYTHING	73 ALTAR	109 IN
2 3	38 MERCHANTS	74 SELF	110 SECURE
3 TELL	39 BREAK	75 EYES	111 FLOATING
4 ON	40 TRY	76 FREE	112 LAST
5 CAVE	41 FOUNATIN	77 TELESCOPE	113 WHERE
6 OF	42 BEWARE	78 WHEN	114 IS
7 PAY	43 NEED	79 SHOULD	115 SORRY
8 TO	44 THE	80 PEAK	116 STATUE
9 COMPASS	45 PUSH	81 SAY	117 SOME
10 HAVE	46 PIECES	82 FIRST	118 ISLAND
11 WILL	47 STAIRS	83 PLOOSHES	119 AT
12 WET	48 DEPOSIT	84 NOT	120 EXAMINE
13 AFTER	49 WORD	85 WITH	121 TWO
14 MOUNTAIN	50 LOOK	86 BEFORE	122 WERE
15 SUN	51 ARE	87 PALACE	123 GO
16 PRAY	52 NEST	88 -	124 COMBINE
17 TABLET	53 WHICH	89 IT	125 CROWS
18 EAST	54 CHALICE	90 MUST	126 FIND
19 MAKE	55 A	91 FOUNTAIN	127 MORE
20 HARD	56 HUMPTY	92 FOOT	128 STRAND
21 WALK	57 YOUR	93 DEVOUT	129 TORCH
22 GOODS	58 GETTING	94 WAY	130 KEY
23 BE	59 SAIL	95 SANDALS	131 ONCE
24 GROUND	60 ITS	96 DUMPTY	132 THAN
25 EVENT	61 WHAT	97 FROM	133 ROCKY
26 YOU	62 ANCHOR	98 THEY	134 STALACTITE
27 PLACE	63 TAKE	99 DROP	135 PIT
28 FEET	64 DOWN	100 RIGHT	136 MASK
29 SECOND	65 REMEMBER	101 USED	137 TIE
30 SPECIFIC	66 DIG	102 THINGS	138 ROPE
31 CYCLOPS	67 FILL	103 WEAR	139 INTO
32 RANDOM	68 KEEP	104 GLOBE	140 BEHIND
33 STONE	69 ONE	105 DROPPED	
34 INVENTORY	70 TAKING	106 CLOSE	
35 AND	71 COME	107 PROTECT	
36 UP	72 UNCOVERED	108 THEM	

******* ADVENTURE 13 HINTS AND SOLUTIONS *******

© COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to where you are stuck.
The numbers underneath refer to the dictionary listed at the end.
Match each number with its associated word and you'll find an Adventure clue or solution!

- 1 - CAN NOT GET IN THE CASTLE?
39 165
- 2 - More help for above problem.
116 99 32 53 205 1 116
- 3 - Solution to above problem.
5 190 53
- 4 - CAN NOT FIGURE OUT PLAIN ROOM?
58 94 106
- 5 - More help for above problem.
85 94 106
- 6 - Solution to above problem.
76 171 81 20
- 7 - HAVE A PROBLEM WITH RATS?
139 143 81 53 128
- 8 - More help for above problem.
109 203 65 91 82 45 158 99 152 105
116
- 9 - Solution to above problem.
188 81 33 171 64 170 94 53 189
- 10 - PROBLEM WITH CHANDELIER?
58 160
- 11 - More help for above problem.
108 94 67 98 172 109 194 188 81 53
- 12 - Solution to above problem.
18 53 137 100 128
- 13 - HAVE NOT FOUND THE DRAGON YET?
8 101 94 193 16
- 14 - More help for above problem.
116 150 100 171 94 106
- 15 - Solution to above problem.
76 83
- 16 - HAVE NOT FOUND THE LOFT?
52
- 17 - More help for above problem.
58
- 18 - Solution to above problem.
58 160 101 94 52
- 19 - CAN NOT REACH THE LOFT?
12 192
- 20 - More help for above problem.
143 94 48 95 201 53 194 10 179 162
128
- 21 - Solution to above problem.
5 154 112 171 94 48
- 22 - HAVE NOT FOUND ANYTHING USEFUL IN THE MOAT?
135 89 153
- 23 - More help for above problem.
153
- 24 - Solution to above problem.
174 107 45 94 79
- 25 - HAVE NOT FOUND ANYTHING USEFUL IN THE KITCHEN?
14
- 26 - More help for above problem.
163 14
- 27 - Solution to above problem.
174 107 125 94 14
- 28 - HAVE NOT USED WICKED QUEEN'S SPELL?
92 175 94 49 96 194 99 3 77
- 29 - More help for above problem.
99 114 94 49 96 66 194 40 99 109 175
141 55
- 30 - Solution to above problem.
5 49 171 94 74 185
- 31 - HAVE NOT FOUND BLISS?
61
- 32 - More help for above problem.
58 61
- 33 - Solution to above problem.
146 133
- 34 - DO NOT HAVE A CAN?
58 129
- 35 - More help for above problem.
135 109 72 94 106
- 36 - Solution to above problem.
58 129 62 171 94 97 11 101 94 59
- 37 - HAVE NOT FOUND UNRAVEL YET?
193 16
- 38 - More help for above problem.
76 203 150 109 194 94 140 206 87
- 39 - Solution to above problem.
9 171 94 20 43 94 140 24 81 111

40 - RATS A PROBLEM?
188 94 69 45 120 81 53

41 - More help for above problem.
139 143 45 41

42 - Solution to above problem.
5 122

43 - CAN NOT GET THROUGH THE STONE DOOR?
116 150 138 53 171 164

44 - More help for above problem.
188 53 42 7 95 80 101 197 90

45 - Solution to above problem.
101 94 14 174 107 95 71 118 109 208

46 - STILL CAN NOT GET THOUGH STONE DOOR?
139 30 80 101 94 90 139 51

47 - More help for above problem.
180 94 204 42 94 129

48 - Solution to above problem.
174 107 70 101 94 123 186 174 93 186
5 190 171 6 22

49 - CAN NOT CROSS LAVA?
188 69 45 158 99 64 105 116

50 - More help for above problem.
54

51 - Solution to above problem.
5 13 45 177

52 - CAN NOT DRY OUT TOWEL?
56

53 - More help for above problem.
28

54 - Solution to above problem.
66 29 208 17 167 139 171 28

55 - HAVING PROBLEMS WITH FOUNTAIN?
58 78

56 - More help for above problem.
188 94 69

57 - Solution to above problem.
109 203 94 78 170 199

58 - FOUNTAIN STILL A PROBLEM?
99 203 94 37 170 121

59 - More help for above problem.
192 53 95 47 136

60 - Solution to above problem.
161 53 95 17 206 168

61 - CAN NOT GET CAN?
142 50

62 - More help for above problem.
142 110

63 - Solution to above problem.
192 53 137 155 152 117

64 - HAVE NOT GOTTEN INTO BOX?
163 60

65 - More help for above problem.
188 192

66 - Solution to above problem.
5 38

67 - HAVE NOT FIGURED A USE FOR FIRE?
109 137 26 88

68 - More help for above problem.
109 137 26 103

69 - Solution to above problem.
135 115 109 157 94 124 101 81 25 35

70 - HAVE NOT FOUND FIREFLY SPELL?
134

71 - More help for above problem.
58 134

72 - Solution to above problem.
116 109 4

73 - DRAGON STILL A PROBLEM?
135 105 101 159 170 94 69

74 - More help for above problem.
104

75 - Solution to above problem.
145 68 21 104

76 - CAN NOT LEAVE LOFT?
109 203 150 151 176

77 - More help for above problem.
73 194 192 44

78 - Solution to above problem.
5 13 95 73

79 - DRAGON STILL A PROBLEM?
139 143 166 34 139 207 150 202 130
139 30 149

80 - More help for above problem.
36 34 30 15 156 72 94 193 16

81 - Solution to above problem.
109 203 101 94 132 16

82 - DRAGON STILL A PROBLEM?
94 34 203 94 148 101 94 16

83 - More help for above problem.
181 94 148 45 94 134

84 - Solution to above problem.
200 11 142 94 148 157 94 134

85 - HAVE NOT DONE ANYTHING WITH THE STAIRS?
5 38 171 94 187 63

86 - More help for above problem.
94 122 53 203 46 42 184 196 27 94 131
194 19 169 116 139 75 139 206

87 - Solution to above problem.
57 122 139 30 31 94 131 126

88 - DO NOT KNOW WHERE TO STORE THE STARS?
147

89 - More help for above problem.
53

90 - Solution to above problem.
5 38

91 - CAN NOT RETRIEVE THINGS FROM MOAT BOTTOM WITHOUT WASTING A SPELL?
151 203 86 194 113 195 105 137 100
173 128

92 - More help for above problem.
23 179 45 182 81 127 198 190 194 109
119 208 194 102 30 139 167 94 86 53

93 - Solution to above problem.
5 13

94 - DO NOT KNOW WHERE TO USE FIRE SPELL?
147

95 - More help for above problem.
99 191 2 81 147

96 - Solution to above problem.
5 18 171 81 84

97 - CAN NOT GET ALL STARS INTO TREASURE LOCATION?
109 137 39 195 178

98 - More help for above problem.
188 94 195 144 53

99 - Solution to above problem.
5 183 128

100 - NEED TO GET IN THE BOX?
5 38

101 - More help for above problem.
135 81 184 47 224 43 216

102 - Solution to above problem.
142 60 55 170 104

103 - CAN NOT OPEN THE CAN?
60

104 - More help for above problem.
19 116 139 215 116 109

105 - Solution to above problem.
188 209 30 221 101 94 60

106 - WARNING WHAT FOLLOWS ARE SOLUTIONS AND NOT HINTS! ARE YOU NOT SURE OF PROCEDURE TO USE SPELLS IN?
5 13 214 157 123 79

107 - More help for above problem.
18 157 84

108 - Solution to above problem.
122 223 131 186 101 95 208 170 217
126

109 - MORE SOLUTIONS?
57 210 208 170 123 186 163 45 104
186 45 28

110 - More help for above problem.
45 149 227 225 84 188 38 45 149 101

111 - Solution to above problem.
188 183 45 149 208 186 163 45 78 0

112 - MORE SOLUTIONS?
163 107 94 226 218 95 149 220 222 95
183 213 45 84

113 - More help for above problem.
211 101 219 35 45 149 81 222

114 - Solution to above problem.
211 101 94 212 45 149 151 222

* DICTIONARY *

1 WOULD	55 OFF	109 IT	163 GO
2 UP	56 HEAT	110 BRICKS	164 ENTRY
3 FAIRY	57 AFTER	111 HANDLE	165 INVENTORY
4 AGAIN	58 EXAMINE	112 WHILE	166 AN
5 CAST	59 COURTYARD	113 BUT	167 WITH
6 STONE	60 BOX	114 DID	168 NEEDED
7 DRAWBRIDGE	61 KITCHEN	115 CASTING	169 BIG
8 PLAY	62 EITHER	116 DO	170 OF
9 PULL	63 STAIRS	117 AIM	171 ON
10 START	64 SOME	118 FIGURE	172 TAKING
11 OR	65 TOO	119 POPS	173 WELL
12 TAKES	66 HAVE	120 TEST	174 SWIM
13 BLISS	67 ROPE	121 YOUNG	175 WAS
14 DRAIN	68 POTION	122 LYCANTHROPE	176 FAR
15 BE	69 MIRROR	123 MOAT	177 CROSS
16 ROOM	70 TWICE	124 LEVER	178 TRIPS
17 TOWEL	71 YOU'LL	125 THROUGH	179 TRYING
18 FIRE	72 NEAR	126 HOLE	180 MAP
19 HOW	73 JUMP	127 WATER	181 DELIVER
20 WALL	74 BROKEN	128 HERE	182 SQUEEZE
21 FROM	75 THINK	129 CASTLE	183 YOHO
22 DOOR	76 PUSH	130 KNOW	184 MORE
23 PICTURE	77 TALE	131 RATS	185 GLASS
24 AS	78 FOUNTAIN	132 DUSTY	186 THEN
25 DARK	79 BOTTOM	133 CABINETS	187 WOODEN
26 BURN	80 COME	134 DRAGON	188 USE
27 SCARING	81 A	135 TRY	189 NAMES
28 LAVA	82 PERHAPS	136 DEVICE	190 SEED
29 WRUNG	83 FLOOR	137 WILL	191 MAKES
30 CAN	84 TREE	138 WASTE	192 MAGIC
31 ENTER	85 MOVE	139 YOU	193 PLAIN
32 ANY	86 RIGHT	140 NICHES	194 -
33 DICTIONARY	87 HANDY	141 MADE	195 TWO
34 ITEM	88 THINGS	142 THROW	196 THAN
35 PLACE	89 GOING	143 NEED	197 ANOTHER
36 THIS	90 WAY	144 TRIP	198 MELON
37 OPPOSITE	91 EARLY	145 DRINK	199 YOUTH
38 PERME	92 WHO	146 OPEN	200 BLOW
39 TAKE	93 EAST	147 FOREST	201 ASSOCIATED
40 REMEMBER	94 THE	148 DUST	202 EVEN
41 TRANSFORM	95 AND	149 GET	203 IS
42 FOR	96 QUEEN	150 NOT	204 DIRECTIONS
43 USING	97 BRIDGE	151 THAT	205 CASTER
44 USEFUL	98 WITHOUT	152 YOUR	206 ARE
45 TO	99 WHAT	153 DEEPER	207 MAY
46 GOOD	100 WORK	154 LIGHT	208 OUT
47 MUNDANE	101 IN	155 IMPROVE	209 METAL
48 CHANDELIER	102 SO	156 FOUND	210 GETTING
49 WICKED	103 WOOD	157 AT	211 DIG
50 SOMETHING	104 LOFT	158 SEE	212 FIELD
51 LEFT	105 SPELLS	159 FRONT	213 BACK
52 BALLROOM	106 WALLS	160 CEILING	214 WHEN
53 SPELL	107 DOWN	161 METHUS	215 NORMALLY
54 HAPPY	108 REMOVE	162 THEM	216 GRAVITY

217 THEIR	220 LAST	223 BY	226 AIR
218 SHAFT	221 OPENER	224 APPROACH	227 STARS
219 OBVIOUS	222 STAR	225 INTO	

***** ADVENTURE 14 HINTS AND SOLUTIONS *****

© COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to where you are stuck.
The numbers underneath refer to the dictionary listed at the end.
Match each number with its associated word and you'll find an Adventure clue or solution!

- 1 - CAN'T GET ANYWHERE?
12 34
- 2 - More help for above problem.
140 121 45 109 38 120
- 3 - Solution to above problem.
153 65

- 4 - EVERYTHING IS FUZZY?
140 122 106 130 126
- 5 - More help for above problem.
20 10 140 10 129 140 101 63 79
- 6 - Solution to above problem.
13 29

- 7 - ALARM CLOCK NOT TO BE FOUND?
46
- 8 - More help for above problem.
3 137 91 51 42 140 65
- 9 - Solution to above problem.
54 93 132 116 109 119 96

- 10 - GONE JUST ABOUT EVERYWHERE (YOU THINK)?
91 121 9 77 132 95 75
- 11 - More help for above problem.
111 153 143
- 12 - Solution to above problem.
53 134 119 52

- 13 - STILL NO WHERE TO GO?
118 119 120 138 136
- 14 - More help for above problem.
3 148 38 150 81 145 146
- 15 - Solution to above problem.
111 150

- 16 - CAN'T GET TO THE SUMMIT OF THE HILL?
118 119 138 136
- 17 - More help for above problem.
71 27 93
- 18 - Solution to above problem.
59 65 93 36 17 41 26

- 19 - CAN'T GET OFF THE SUMMIT?
56 100 140 51 103 102
- 20 - More help for above problem.
140 100 61 50 38 123

- 21 - Solution to above problem.
59 123

- 22 - NO LIGHT IN THE CRACK?
74 37 78 68 87 86
- 23 - More help for above problem.
23 38 114 27 119 44 124 68 94 70 97
- 24 - Solution to above problem.
91 36 9 115 47 91 36 38 60 81 38 57
109 119 60

- 25 - CAN'T OPEN THE BOX?
91 36 38 57 109 119 60
- 26 - More help for above problem.
91 36 38 60 109 119 135
- 27 - Solution to above problem.
63 119 69 49 64

- 28 - CAN'T DO ANYTHING WITH THE FAN?
8 113 136
- 29 - More help for above problem.
73 110 119 85
- 30 - Solution to above problem.
91 36 38 40 50 119 85

- 31 - HAVE NOT FOUND A SCREWDRIVER?
35 124
- 32 - More help for above problem.
111 35
- 33 - Solution to above problem.
140 72 38 182

- 34 - CAN'T WEAR GLASSES WITH THE MASK?
8 119 29
- 35 - More help for above problem.
139 119 22 66 119 29
- 36 - Solution to above problem.
111 35 109 119 35 124

- 37 - CAN NOT FIND ALGAE?
144 149 148 1
- 38 - More help for above problem.
140 147 152 8 151 20 140 10 152 122
- 39 - Solution to above problem.
153 142 81 8 142

- 40 - CAN NOT FIND BOOKLET?
94 56 140 177

- 41 - More help for above problem.
169 163 191 174 0
 - 42 - Solution to above problem.
12 34 81 180 76 109 145 146

 - 43 - GLUE A PROBLEM?
8 119 1
 - 44 - More help for above problem.
118 119 182
 - 45 - Solution to above problem.
84 119 18 112 117 93

 - 46 - HAVE NOT FOUND RUM?
205 197 209
 - 47 - More help for above problem.
72 38 201 196 208
 - 48 - Solution to above problem.
139 199 203 81 205 197 209

 - 49 - CAN'T WORK WITH SOME OBJECTS?
8 119 39 136
 - 50 - More help for above problem.
83 24 38 99 55 10 93
 - 51 - Solution to above problem.
12 93

 - 52 - CLOCK DRIVING YOU CRAZY?
82 32 116
 - 53 - More help for above problem.
8 30 2 90 119 19
 - 54 - Solution to above problem.
93 6 132 108 140 105 93

 - 55 - HAVE NOT FOUND MAP?
93 36 109 119 198
 - 56 - More help for above problem.
181
 - 57 - Solution to above problem.
139 154 66 181 81 8 181

 - 58 - CAN NOT SAIL SHIP?
72 179 81 114
 - 59 - More help for above problem.
153 35 200
 - 60 - Solution to above problem.
111 35 124 81 193 35 81 122 114 109
195 81 179 110 194 162 202 206

 - 61 - THINGS REAL DARK AFTER YOUR TRIP?
199
 - 62 - More help for above problem.
58
 - 63 - Solution to above problem.
207 40 197 199

 - 64 - FUEL AND BATTERY RUNNING LOW?
- 65 - More help for above problem.
131 122 67 81 89
 - 66 - Solution to above problem.
73 15 81 73 58 156 204 102 199 40

 - 67 - DOCK - CAN'T DO ANYTHING?
53 134 119 141
 - 68 - More help for above problem.
73 110 119 133
 - 69 - Solution to above problem.
7 122 107

 - 70 - CAN NOT FIND OYSTER OR COINS?
104 102 119 128
 - 71 - More help for above problem.
4 119 128
 - 72 - Solution to above problem.
12 119 128

 - 73 - OYSTER AND SNAILS TROUBLE?
73 110 119 21
 - 74 - More help for above problem.
73 65 16 14 109 119 25
 - 75 - Solution to above problem.
21 11 119 125

 - 76 - MISSING EARRINGS OR RARE STAMPS?
179 148 190
 - 77 - More help for above problem.
94 108 158 36 152 157
 - 78 - Solution to above problem.
8 167 179 164

 - 79 - MISSING RARE PAINTING?
94 119 17 181 140 122 184
 - 80 - More help for above problem.
156 119 154 36 132
 - 81 - Solution to above problem.
8 181 164

 - 82 - DO YOU KEEP RUINING PAINTING?
176 119 161
 - 83 - More help for above problem.
140 72 119 172 88 160
 - 84 - Solution to above problem.
118 172 88

 - 85 - CAN NOT GET BACK THROUGH POR-THOLE WITH LOOT?
213 36 212
 - 86 - More help for above problem.
94 215 211 132 119 19 140 210 93 112
 - 87 - Solution to above problem.
111 214

88 - CAN NOT FIND WHERE TO STORE TREASURES?

155 159 168 19

89 - More help for above problem.

147 17 187 173 66 134 52

90 - Solution to above problem.

53 134 19 0

91 - STILL CAN NOT FIND WHERE TO STORE TREASURES?

66 134 52 73 65 81 170 169 163 191 62

92 - More help for above problem.

189 175

93 - Solution to above problem.

4 19 53 188

94 - STILL CAN NOT FIND WHERE TO STORE TREASURES?

140 147 186 153 171 51 56 140 184 178

95 - More help for above problem.

129 140 147 152 111 51 119 192 162 119 192 183 166

96 - Solution to above problem.

165 185 81 84 109 155 159 81 84 171 91

* DICTIONARY *

1 ALGAE	55 MAN	109 IN	163 VISUAL
2 SIDES	56 WHERE	110 AT	164 TWICE
3 ITS	57 HAMMER	111 GO	165 TAKE
4 TOUCH	58 BATTERY	112 BEFORE	166 ...
5 MOVE	59 JUMP	113 THINGS	167 SLEEPING
6 TURNS	60 SHED	114 MAP	168 INSIDE
7 DOCKS	61 STANDING	115 LIGHT,	169 NON
8 EXAMINE	62 NEXT	116 LATER	170 USE
9 NO	63 SEE	117 USING	171 TREASURES
10 DO	64 LIGHT	118 READ	172 RARE
11 OPENS	65 UP	119 THE	173 REACHED
12 FEEL	66 FROM	120 BED	174 HELPS
13 WEAR	67 GUAGES	121 ARE	175 AROUND
14 CINERA	68 -	122 HAVE	176 OUT
15 FUEL	69 CLUE	123 LEDGE	177 STARTED
16 UROSALPINX	70 DIFFERENT	124 ROOM	178 CLOCK
17 ONLY	71 REACH	125 OYSTER	179 PIRATE
18 GLUE	72 NEED	126 SIGHT	180 LIFT
19 BOAT	73 LOOK	127 CLEANLYNESS	181 PAINTING
20 WHAT	74 REMEMBER	128 SILT	182 BOOKLET
21 SNAIL	75 ISLANDS	129 IF	183 MUST
22 LENS	76 MATTRESS	130 EYE	184 FOUND
23 DRAW	77 SHARKS	131 ENGINES	185 SIGN
24 WOULD	78 #2	132 OFF	186 NEVER
25 DICTIONARY	79 WELL	133 BEAMS	187 BE
26 FEET	80 KEY	134 UNDER	188 OPENING
27 FOR	81 AND	135 CRACK	189 FELL
28 RIGHT!!!	82 WAIT	136 CAREFULLY	190 THEM
29 GLASSES	83 HOW	137 JUST	191 SENSE
30 ALL	84 DROP	138 DESCRIPTION	192 MOUNTAIN
31 THATS	85 CEILING	139 REMOVE	193 START
32 TILL	86 ADVENTURE	140 YOU	194 HELM
33 JUP	87 PIRATES	141 DOCK	195 HAND
34 AROUND	88 BOOK	142 ROCK	196 LIKE
35 ENGINE	89 INDICATORS	143 WET	197 BY
36 IS	90 OF	144 ROCKY	198 CABIN
37 ADV.	91 THERE	145 BOTTOM	199 FAN
38 A	92 DIVING	146 BUNK	200 GOING
39 OBJECTS	93 IT	147 CAN	201 SHOVEL
40 BUTTON	94 TRY	148 HAS	202 SAIL
41 8	95 THESE	149 BEACH	203 BLADE
42 WAKE	96 GAME	150 TOP	204 PLAYING
43 GODLYNESS	97 DIRECTIONS	151 CLOSELY	205 DIG
44 DARK	98 MASK	152 NOT	206 SHIP
45 ASLEEP	99 BLIND	153 GET	207 PUSH
46 LISTEN	100 WERE	154 FRAME	208 IMPLEMENT
47 BUT	101 CAN'T	155 SMUGGLERS	209 HILL
48 SQUINT	102 WITH	156 AFTER	210 DID
49 ABOUT	103 BEGIN	157 ACTIVE	211 ROUTE
50 ON	104 PLAY	158 HE	212 CORRECT
51 TO	105 FIND	159 HOLD	213 THAT
52 WATER	106 BAD	160 FIRST	214 SEA
53 SWIM	107 PILINGS	161 PORTHOLE	215 ANOTHER
54 TURN	108 WHEN	162 THEN	

The Official

SCOTT ADAMS' ADVENTURE

HINT BOOK

HELP AT LAST!

Having a problem with a certain Adventure? Can't figure out how to get out of the bog, or where the pharaoh's heart is? These and many other clues are given in this specially formatted booklet, designed to help you as little as possible while still letting you solve the Adventure yourself. All without giving away any clues until you really want them! How can we do this, you ask? Here is a sample of the format contained within the book itself.

— Sample Of An Adventure Tip Sheet —

Read the questions until you get to where you are stuck. The numbers underneath refer to the dictionary listed at the end. Match each number with its associated word and you'll find an Adventure clue.

1 - LOST IN THE MAZE?

11 9 3 1

2 - STUCK IN THE DARK ROOM?

11 2 6 8

3 - STILL STUCK IN THE ROOM?

4 6 5 7 6 10

* DICTIONARY *

- | | |
|------------|-----------|
| 1 MAP | 7 BENEATH |
| 2 LIGHTING | 8 TORCH. |
| 3 A | 9 MAKING |
| 4 EXAMINE | 10 CHAIR. |
| 5 AREA | 11 TRY |
| 6 THE | |