

Scott Adams'

BOOK OF HINTS

FOR ADVENTURES 1 THROUGH 12
ALSO INCLUDES SPECIAL MAP MAKING SECTION



THE ADVENTURES...

#ADVENTURELAND — Wander through an enchanted realm and try to recover the 13 lost treasures. There are wild animals and magical beings to reckon with as well as many other perils and mysteries. Can you rescue the Blue Ox from the quicksand? You'll never know until you try ADVENTURE #1! This is the Adams Classic which started the whole ball of wax! Try it, you won't be sorry. Difficulty Level: Moderate

#2 PIRATE ADVENTURE — The lost treasures of Long John Silver lie hidden somewhere — will you be able to recover them? Only by exploring this strange island will you be able to uncover the clues necessary to lead you to your elusive goal! Difficulty Level: Beginner

#3 MISSION IMPOSSIBLE — In this exciting Adventure, time is of the essence as you race the clock to complete your mission in time — or else the world's first automated nuclear reactor is doomed! So, tread lightly and don't forget your bomb detector! If you survive this challenging mission, consider yourself a true Adventurer! Difficulty Level: Advanced

#4 VODOO CASTLE — The Count has fallen victim to a fiendish curse placed on him by his enemies. There he lies, with you his only possible hope. Will you pull off a rescue, or is he down for the Count for good? Difficulty Level: Moderate

#5 THE COUNT — It begins when you awake in a large brass bed in a castle somewhere in Transylvania. Who are you, what are you doing here and WHY did the postman deliver a bottle of blood? Who can say...but somewhere a centuries-old evil lies in dark wait... Difficulty Level: Moderate

#6 STRANGE ODYSSEY — At the galaxy's rim, there are rewards aplenty to be harvested from a long-dead alien civilization, including fabulous treasures and advanced technologies far beyond human ken! Will you be able to recover them and return home? Prepare yourself for the incredible! Difficulty Level: Moderate

#7 MYSTERY FUN HOUSE — This Adventure puts you into a mystery fun house and challenges you to find your way through and back out of it. Sure to baffle you for quite a while, the MYSTERY FUN HOUSE is patiently waiting for you to enter. So, step right up and get your tickets he-yah! Difficulty Level: Moderate

#8 PYRAMID OF DOOM — This is an Adventure that will transport you into a maddeningly dangerous land of crumbling ruins and trackless desert wastes — into the very PYRAMID OF DOOM! Jewels, gold — it's all here for the plundering — if you have the expertise to pull its recovery off! Difficulty Level: Moderate

#9 GHOST TOWN — You must explore a once-thriving mining town in search of the 13 hidden treasures. With everything from rattlesnakes to runaway horses, it sure ain't going to be easy! And — they don't call them ghost towns for nothing, pardner! Includes a special bonus scoring system too! Difficulty Level: Advanced

#10 SAVAGE ISLAND PART I — A small island in a remote ocean holds an awesome secret — will you be able to discover it? This is the beginning of a two-part Adventure, the second half concluding as SAVAGE ISLAND PART 2, ADVENTURE #11. NOTE: This one's a toughie — for experienced Adventurers only! Difficulty Level: Advanced

#11 SAVAGE ISLAND PART II — The suspense begun with Adventure #10 now comes to an explosive conclusion with SAVAGE ISLAND PART III! This Adventure requires you to have successfully finished #10 wherein you were given the password to begin this final half. The plot thickens as you wind your way through glowing corridors in search of the elusive clue that will enable you to solve the riddle of the island. NOTE: For experienced Adventurers only! Difficulty Level: Advanced

#12 GOLDEN VOYAGE — The king lies near death in the royal palace. You have only three days to bring back the elixir needed to rejuvenate him. Journey through the lands of magic fountains, sacred temples, stormy seas and gold, gold, GOLD! Can you find the elixir in time? This one is for experienced Adventurers only! Difficulty Level: Advanced

SKILL KEY

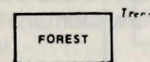
BEGINNER: Excellent introductory Adventure; ideal for younger players or first-time Adventurers. Minimum problem-solving skills required. Average completion time: 5 hours or more.

MODERATE: Recommended for players with some Adventuring experience. Moderate problem-solving skills required. Average completion time: 5 to 10 hours or more.

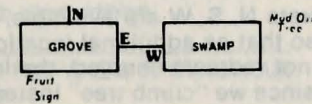
ADVANCED: Recommended for experienced players. Advanced problem-solving skills required. Completion time will vary substantially with experience.

THE FOLLOWING IS A METHOD USEFUL IN MAPPING ADVENTURES

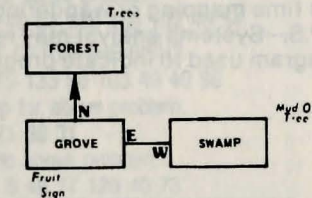
Each room is represented by a box with the name of the room in it, and all original items found in it noted alongside.



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.

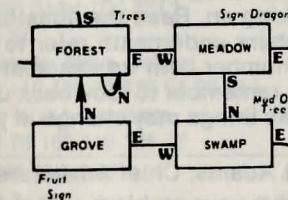


The above shows it is East from the grove to the swamp and West from the swamp to the grove. In the case of being able to go only in one direction, an arrow is put at the end of the path.

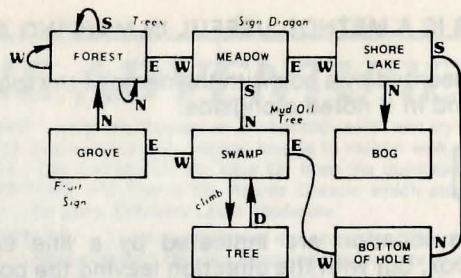


This indicates that upon leaving the grove you go north to the forest, but that you cannot return!

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

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.

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

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

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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 *****

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

* DICTIONARY *

- | | | | |
|-------------|--------------|-------------|-------------|
| 1 SOMETHING | 21 THOUGH | 41 WIRES | 61 WITH |
| 2 CAMERA | 22 UP | 42 BREAK | 62 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 *****

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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 *****

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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
 - 2 - More help for above problem.
41 99 85 108
 - 3 - Solution to above problem.
62 99

 - 4 - CAN NOT FIGURE OUT WHAT YOU ARE DOING HERE?
91 116
 - 5 - More help for above problem.
67 43 85 70 58
 - 6 - Solution to above problem.
66 64

 - 7 - CAN NOT WORK THE DUMBWAITER?
52 61 85 106 87 106
 - 8 - More help for above problem.
26 40 34 68 88 57 40
 - 9 - Solution to above problem.
52 61 106 29 61 106 1 16 61 106

 - 10 - CAN NOT LEAVE THE DUMBWAITER?
88 28 96 51
 - 11 - More help for above problem.
66 108
 - 12 - Solution to above problem.
66 21

 - 13 - CAN NOT FIND DRACULA'S CRYPT?
66 116 80 43 85 76 43
 - 14 - More help for above problem.
6 2 80 48 93
 - 15 - Solution to above problem.
115 45 57 86 85 6 60 46

 - 16 - PROBLEM WITH A LOCKED DOOR?
94 106 87 106
 - 17 - More help for above problem.
95 80 42 109 28 90
 - 18 - Solution to above problem.
20 80 102 13 80 31 8

 - 19 - HAVE NOT FOUND THE MATCHES?
61
 - 20 - More help for above problem.
88 59 19 49 39
- 21 - Solution to above problem.
66 61 106 16 61 106 66 21 106

 - 22 - NEED SOME MORE LIGHT?
111 11 78
 - 23 - More help for above problem.
6 47 80 105 118

 - 24 - Solution to above problem.
66 105 106 111 78

 - 25 - CAN NOT GET OUT OF THE PIT?
117
 - 26 - More help for above problem.
45
 - 27 - Solution to above problem.
115 45 57 117 85 66 105

 - 28 - FLAG POLE BREAKING ALOT?
115 45 15
 - 29 - More help for above problem.
94 48
 - 30 - Solution to above problem.
115 45 57 50

 - 31 - PESKY BAT BUGGING YOU?
17 26 33 72 92
 - 32 - More help for above problem.
88 69 103 34 112 84
 - 33 - Solution to above problem.
17 80 4 9 54

 - 34 - CAN NOT FIND DRACULA'S COFFIN?
89 81 19 80 23
 - 35 - More help for above problem.
38 69 87
 - 36 - Solution to above problem.
3 11 113 19 80 23

 - 37 - GETTING ROBBED ALOT?
30 11 74 107 119 63 69 53 62 57
 - 38 - More help for above problem.
65
 - 39 - Solution to above problem.
20 102 106 10 110 85 113 83 71 106 75
57 102 80 35 55 34

 - 40 - CAN NOT OPEN THE COFFIN?
94 12 88 28 77 57 79 5

- 41 - More help for above problem.
80 101 28 63
 - 42 - Solution to above problem.
44 88 9 54

 - 43 - COFFIN LOCK A PROBLEM?
75 80 25
 - 44 - More help for above problem.
25 28 37 36
- 45 - Solution to above problem.
114 97 54 73 32 52 25

 - 46 - STILL CAN NOT KILL DRACULA?
34 82 40 88 104 24 18
 - 47 - More help for above problem.
14 88 80 54 98
 - 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 | |

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 *****

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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 STÜCK 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 *****

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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 *****

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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

* DICTIONARY *

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 *****

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

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 *******

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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 - PSYCHOTRANSFIGURATION 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 *******

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Read the questions until you get to where you are stuck.

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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	

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