



Scott Adams'

BOOK OF HINTS

FOR

 *Adventure*
By Scott Adams

1 THROUGH 12

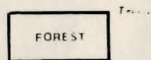
Adventure 1	Adventureland
Adventure 2	Pirate Adventure
Adventure 3	Mission Impossible
Adventure 4	Voodoo Castle
Adventure 5	The Count
Adventure 6	Strange Odyssey
Adventure 7	Mystery Fun House
Adventure 8	Pyramid of Doom
Adventure 9	Ghost Town
Adventure 10	Savage Island-Part 1
Adventure 11	Savage Island-Part 2
Adventure 12	Golden Voyage

PLUS

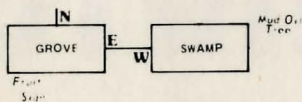
SPECIAL MAP MAKING SECTION

THE FOLLOWING IS A METHOD USEFUL IN MAPPING ADVENTURES

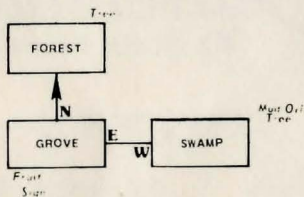
Each room is represented by a box with the name of the room in it, and all original items found in it noted alongside.



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

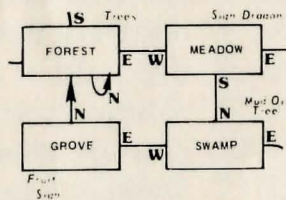


The above shows it is East from the grove to the swamp and West from the swamp to the grove. In the case of being able to go only in one direction, an arrow is put at the end of the path.

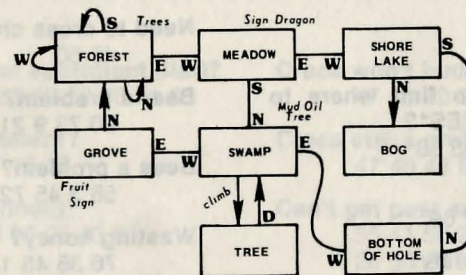


This indicates that upon leaving the grove you go north to the forest, but that you cannot return!

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



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



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

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

Stuck in a forest?

60 15 27

Haven't been able to find where to store your *TREASURES*?

60 23 27 45 1 65 38

Can't catch fish?

58 28 8 5 45 37 69

Can't wake dragon safely?

58 28 8 5 45 37 69

Still can't store treasures?

31 32 38

Still can't store treasures?

68 47

Its dark?

48 26 70

Stuck in a pit?

63 7 21 4 15 34 61 74 14 18
67 75 24 11 64

Brick wall a problem?

46 59 25 50

Need to cross chasm?

49 50

Bear a problem?

20 73 9 21 16

Bees a problem?

58 3 45 72 40

Wasting honey?

76 35 45 1 33 29 34 13

Lava a problem?

35 56 51 43 66 6

Bear still a problem?

54 19 52 44

Dragon still snoring?

62 35 43 42

Bees die?

62 22 10 2

Still missing a treasure? (Crown?)

31 36 12 39 71

Missing a necklace or bracelet?

30 17 57 41 41 41 41
53 1 55 38

1 - the
2 - transportation
3 - "HELP"
4 - say
5 - on
6 - clues
7 - need
8 - later
9 - hungry
10 - faster
11 - work
12 - of
13 - remember
14 - CARRYING
15 - a
16 - me
17 - was
18 - something
19 - be
20 - he

21 - to
22 - some
23 - cypress
24 - won't
25 - at
26 - bottomless
27 - tree
28 - again
29 - its
30 - ALADIN
31 - read
32 - web
33 - stump,
34 - magic
35 - mirror
36 - description
37 - your
38 - !
39 - bear's
40 - hive

41 - ?
42 - clue
43 - for
44 - quiet
45 - in
46 - throw
47 - stump
48 - enter
49 - jump
50 - it
51 - good
52 - so
53 - good
54 - don't
55 - lamp
56 - is
57 - here
58 - try
59 - ax
60 - climb

61 - word
62 - use
63 - you
64 - though
65 - swamp
66 - many
67 - "SAY"
68 - examine
69 - Adventure
70 - hole
71 - lair
72 - bee
73 - looks
74 - while
75 - "ABRACADABRA"
76 - leave

ADVENTURE #2 — PIRATE ADVENTURE

Can't get out of the apartment (flat)?

11 66 9 66 53 80 72 76 21 63

Still stuck in apartment?

47 34 70 31 16 17

Still stuck in apartment?

56 66 77 15 66 25 13 81

Can't open chest?

21 48 70 57 4 76 59 65 12 45

Its dark?

27 35

Still can't open chest?

12 38 23 60 40 53 80 61 53 18

Still can't open chest?

69 44

Have you found the crocodiles yet?

47 42 80 51 37 70 21 29

Crocs won't budge?

47 30 70 67 47 49

Crocs still a problem?

47 40 42 80 3 53 80 61

Can't get past snakes?

55 41 50 26 54 76 68 20 12 19 64
28 50 26 54 73 24

Can't find second treasure?

7 80 52

Still can't find second treasure?

56 71 33 67 22

Still no second treasure?

36 12 6 75 78 39 1 14 12 62 47 42
80 43 67 71 33 79 22 76 8 5 12
20 80 74 2 62

Can't get the pirate on board?

22 10 80 58 67 46 53 80 32

1 - out

2 - too

3 - attic

4 - shed

5 - sure

6 - really

7 - read

8 - be

9 - help

10 - on

11 - say

12 - you

13 - holding

14 - for

15 - YOHO

16 - magic

17 - word

18 - london

19 - heard

20 - have

21 - enter

22 - DIG

23 - something

24 - ?

25 - while

26 - of

27 - examine

28 - about

29 - cave

30 - lagoon

31 - use

32 - graveyard

33 - 30

34 - window

35 - bag

36 - boy

37 - hill

38 - left

39 - spelled

40 - back

41 - are

42 - to

43 - field

44 - nails

45 - can

46 - look

47 - go

48 - crack

49 - north

50 - pieces

51 - ridden

52 - map

53 - in

54 - eight

55 - dubbloons

56 - try

57 - explore

58 - beach

59 - take

60 - important

61 - flat

62 - !

63 - passage

64 - talking

65 - whatever

66 - "

67 - then

68 - who

69 - pull

70 - and

71 - PACE

72 - alcove

73 - lately

74 - shovel

75 - need

76 - .

77 - SAY

78 - it

79 - ,

80 - the

81 - book

ADVENTURE #3 — MISSION IMPOSSIBLE

Have you gotten through the white door yet?

28 23 56 11 44 10 22 43 54 9

Have you gotten through the yellow door yet?

27 8 38 11 48 17

Further clue on yellow door

39 11 52 7 11 17 46 42

13 45 1 32 6

Further clue on yellow door

0 24 10 19 11 36

Further clue on yellow door

41 49 37 47 34 11 18 4 26 24

55 56 11 44 6 53 12 16 41 33

40 30 2 38 51 6

Still can't get through yellow door?

51 60 70 45 62 54 58 68 11

69 64 66 61 56 59

Still can't find blue key?

5 10 65

Have you gotten through the blue door?

55 3 11 5 6

Can't get through jammed control room door?

67

Are you stuck on the last door?

25 14 20 35 15 30 42 8 50 6

Can't defuse the bomb still?

11 21 35 31 29 32 6

Still can't defuse the bomb?

57 63

1 - badge
2 - add
3 - with
4 - key
5 - mop
6 - !
7 - scanning
8 - something
9 - combinations
10 - and
11 - the
12 - of
13 - showing
14 - your
15 - good
16 - what
17 - window
18 - yellow
19 - examine
20 - head

21 - pail
22 - trying
23 - sitting
24 - go
25 - using
26 -
27 - Do
28 - Try
29 - useful
30 - but
31 - very
32 - here
33 - did
34 - have
35 - is
36 - sabotour
37 - now
38 - to
39 - Notice
40 - earlier

41 - you
42 - try
43 - two
44 - chair
45 - a
46 - ?
47 - safely
48 - picture
49 - should
50 - lower
51 - it
52 - camera
53 - think
54 - button
55 - play
56 - in
57 - move
58 - sequence
59 - white
60 - will

61 - ending
62 - 3
63 - bomb
64 - control
65 - wirecutters
66 - panel
67 - feet
68 - on
69 - id
70 - take

ADVENTURE #4 — VODOO CASTLE

Can't budge animal heads?

6 40

Can't get past stone door?

50 38 36 59 38 56

Can't read plaque?

4 5 45 53

Still can't read plaque?

41 19 15

Need light?

58 36 39 31 56

Exploding chem tubes getting you down?

6 40

Tiny door a problem?

18 11

Stuck sweep?

10 43 17 35 31 8

Crack in wall a problem?

30 26 34 27 42

Crack still a problem?

14 24 21 35 3 27 38 3 28

62 27 23 36 29 31 47 61 8

Crack still a problem?

44 49 47 46 54 56

Curse still holding?

13 21 32 25 3 30 48 7

12 63 55 36 18 22 56

Crack still a problem?

27 85 73 83 74 77 70 82 72

Curse still holding?

35 21 13 27 87 80 27 89 79 86

27 68 64 65 84 27 66

Curse still holding?

74 78 21 79 27 76 69 88 5 71

55 75 67 27 66 81

Curse still holding?

52 37 9 56 51 60 2 20

57 51 16 33 56 1 8

1 - sorry
2 - help
3 - to
4 - need
5 - a
6 - try
7 - about
8 - ...
9 - again
10 - if
11 - chemicals
12 - good
13 - have
14 - what
15 - flue
16 - am
17 - doesn't
18 - examine
19 - fireplace
20 - any
21 - you
22 - kettle
23 - stone
24 - did
25 - heed
26 - reading
27 - the
28 - get
29 - was
30 - medium
31 - it
32 - paid
33 - afraid
34 - has
35 - do
36 - ?
37 - foiled
38 - ring
39 - clean
40 - armory
41 - enter
42 - answer
43 - pull
44 - opposite

45 - glass
46 - is
47 - stationary
48 - message
49 - of
50 - got
51 - I
52 - curses
53 - lens
54 - moving
55 - charm
56 - !
57 - further
58 - dusty
59 - read
60 - can't
61 - or
62 - past
63 - luck
64 - things
65 - mentioned
66 - book
67 - follow
68 - other
69 - are
70 - with
71 - lucky
72 - clues
73 - bag
74 - be
75 - also
76 - count
77 - used
78 - sure
79 - and
80 - from
81 - exactly
82 - above
83 - should
84 - in
85 - juju
86 - all
87 - doll
88 - wearing
89 - window

ADVENTURE #5 — THE COUNT

Can't work the dumbwaiter?

7 41 26 42

Can't find Dracula's crypt?

15 27 2 23 12 2

Still can't find crypt?

5 49 18 11 4 3 45

Problem with locked door?

29 42

Problem with pit?

5 49 18 11 4 3 28 45

Getting into some dark places?

37 33 19

Pesky bat bugging you?

22 21 6 14 48

Can't find Dracula's coffin anywhere yet?

34 32 31 50 23 43 36 46 25

Getting robbed?

44 33 47 20 24 9 35

13 30 39 40 8 17 16

Coffin lock a problem?

38 28 10

Oven a problem?

12 10 23 5 49 1 8 17 31

1 - how
2 - castle
3 - on
4 - or
5 - think
6 - vampires
7 - enter
8 - to
9 - that
10 - oven
11 - near
12 - examine
13 - may
14 - don't
15 - go
16 - into
17 - get
18 - items
19 - match
20 - old

21 - what
22 - carry
23 - and
24 - place
25 - it
26 - then
27 - outside
28 - the
29 - try
30 - not
31 - in
32 - sign
33 - a
34 - read
35 - Dracula
36 - who
37 - light
38 - remember
39 - be
40 - able

41 - dumbwaiter
42 - "HELP"
43 - note
44 - find
45 - bed
46 - signed
47 - dusty
48 - like
49 - about
50 - crypt

ADVENTURE #6 — STRANGE ODYSSEY

Can't open the door in the control room?

14 25

Space suit a problem?

35 63

Have not been able to get out of the ship still?

42 59 15 41 33 47 62

Still can't get out?

39

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

14 36

Can't read alien writing?

22 23 30 21 49

Problem with hexagonal room?

14 5 33 18

Problems still with room?

10 34 38 59 57 49 4

26 41 61 59 58

Can't seem to get many other places?

33 5 43 8 64 60 9 17 20 16 34 45

28 6 63 24 17 13 2 28 32 1 34 7 29

Air running out on you?

48 44 56 12 52 51 60 14 31

High gravity getting you down?

48 50 19 28 55 27

Need power crystal?

14 59 40 53

Missing one treasure?

54 3 28 11 46 41 37

Ice mound a problem?

38 65 56 67 66

Don't know where to store treasures?

70 74 56 69 71

Can't open hatch?

77 72 73 75 76 59 68

1 - places
2 - means
3 - hound
4 - feel
5 - plastic
6 - push
7 - have
8 - pulling
9 - note
10 - when
11 - methane
12 - alien
13 - hexagonal
14 - examine
15 - door
16 - as
17 - what
18 - HELP
19 - goggles

20 - happens
21 - can
22 - too
23 - bad
24 - remember
25 - console
26 - disoriented
27 - picture
28 - and
29 - been
30 - neither
31 - suit
32 - count
33 - try
34 - you
35 - wear
36 - phaser
37 - explore
38 - get

39 - jump
40 - broken
41 - then
42 - open
43 - after
44 - around
45 - pull
46 - storm
47 - GO
48 - play
49 - I
50 - with
51 - ship
52 - space
53 - crystal
54 - ice
55 - wierd
56 - in
57 - message

58 - room
59 - the
60 - also
61 - leave
62 - DOOR
63 - it
64 - rod
65 - something
66 - plain
67 - grassy
68 - key
69 - your
70 - blast
71 - spaceship
72 - high
73 - gravity
74 - off
75 - world
76 - holds
77 - a

ADVENTURE #7 — MYSTERY FUN HOUSE

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

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

Lost in maze?
1 3 22 10 7 24 12

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

Stuck in a pit with a locked door?
51 42 46 48 23 44

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

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

Still having a problem with wrench?
21 37

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

Can't get by grate inside sewer?
63 23 57 17 53

Still can't get by grate inside sewer?
14 6 22 23 65 59 60

Noise still a problem in sewer? **WARNING THIS IS NOT A CLUE THIS IS A SOLUTION!!!**
62 23 44

Problems in shooting gallery?
30 18 20 19 4

Still problems in shooting gallery?
63 2 59 23 20 19 4

Still problems in shooting gallery?
54 2 58 52 47 32 45 61 56 55 45
64 36 23 43 41

1 - too
2 - sign
3 - bad
4 - machine
5 - lot
6 - to
7 - its
8 - inventory
9 - read
10 - trying
11 - fix
12 - easy
13 - examine
14 - try
15 - ticket
16 - by
17 - and
18 - about
19 - telling
20 - fortune
21 - slide
22 - keep
23 - the
24 - really
25 - back
26 - go
27 - opposite
28 - tree
29 - wear
30 - think
31 - mirror
32 - do
33 - of
34 - room

35 - parking
36 - in
37 - grate
38 - heel
39 - spectacles
40 - counter
41 - gallery
42 - can't
43 - shooting
44 - door
45 - you
46 - get
47 - will
48 - out
49 - something
50 - find
51 - You
52 - it
53 - fuse
54 - put
55 - when
56 - good
57 - gum
58 - where
59 - from
60 - spreading
61 - some
62 - close
63 - use
64 - are
65 - noise

ADVENTURE #8 — PYRAMID OF DOOM

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

Still can't get in?
32 13

Still can't get in?
74 34 58 33 57 61 71

Can't get in tiny door?
53 63 50 15 69

Is nomad ever useful?
10 21 44 45 48 43

Mummy a problem?
7 15 16 4

Purple worm a problem?
3 28 8 19

Pharoah a problem?
36 29 14 30 19 7 20

Pharoah still a problem?
5 14 18 10 21

Pharoah still a problem?
40 34 46 41 42 47 39

Bricked doorway a problem?
26 11

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

Oyster a problem?
27 17 29 31 6 34 1

Oyster still a problem?
53 63 67 34 1

Still missing a gold coin?
22 23 25 68 35 55 52 66 62 69 10
63 49 75

Still missing a gold coin? **WARNING THIS IS NOT A CLUE THIS IS A SOLUTION!!!**
70 72

Pharoah still a problem?
54 10 65 56 75 73 69 75

Pharoah still a problem? **WARNING THIS IS NOT A CLUE THIS IS A SOLUTION!!!**
51 59 14 13 19 64 54 14 60 14 18

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

33 - and
34 - the
35 - by
36 - find
37 - like
38 - desert
39 - Mohammed...
40 - if
41 - won't
42 - go
43 - requests
44 - sometimes
45 - for
46 - mountain
47 - to
48 - HELP
49 - smell
50 - worry
51 - wash
52 - of
53 - do
54 - ruby
55 - sense
56 - heart
57 - unlock
58 - rock
59 - coal
60 - acid
61 - tiny
62 - ?
63 - not
64 - throw

65 - his
66 - what
67 - feed
68 - sees
69 - it
70 - feel
71 - door
72 - around
73 - destroy
74 - get
75 - !

ADVENTURE #9 — GHOST TOWN

Horse a problem?

46 100

Jail a problem?

105 98 21 39 14 2 30 78

Jail cell locked?

55 53 94

Cell still locked?

17 7 74 94 28 107 17 15 71 31

Cell still locked?

103 52 43 111 6 67 49 44 33 1

Can't open safe?

101 86

Getting a fizzle instead of a boom?

58 110 3 89 54

Haven't found a fuse yet?

81 21 64 88 50

Can't find indian village?

113

Horse still a problem?

115 114 116 36 71 118 117

Horse still a problem?

119

Can't get back from teepee?

23 82 82

Still stuck at teepee?

59 102 26 108 72 32 84 83 57 60

Still stuck at village?

18 24 66 15 75 66 27 72 48 45

Still stuck at village?

63 24 66 93 72 48

Piano player a problem?

26 108 72 109 96

Piano player still a problem?

61 100 38 22

Can't find anyplace to sleep at night?

81 62 111 97 69 11 51

Missing a *CHINESE GO BOARD* treasure?

70 65 94 69 91 70 65 87

Still no GO?

70 65 34 19

Contrapositive getting you down?

13 105 8 47 33 16 68 80 91 15
106 53 12 47 91 56 8 69 12 47 92

Bonus score a problem?

77 29 10 37 5 20 73 76 79 41 99 36
111 95 85 5 112 20 42 104 40 25 9
35 34 4

1 - apparel	25 - such	49 - an	73 - things	97 - hotel
2 - examine	26 - he	50 - ravine	74 - lift	98 - compass
3 - explode	27 - meet	51 - sign	75 - if	99 - limits
4 - worm	28 - but	52 - up	76 - within	100 - him
5 - for	29 - points	53 - with	77 - bonus	101 - dig
6 - dictionary	30 - jail	54 - contained	78 - door	102 - fact
7 - not	31 - else	55 - play	79 - certain	103 - look
8 - 1st	32 - ghost	56 - swap	80 - it	104 - at
9 - as	33 - of	57 - indian	81 - go	105 - take
10 - are	34 - the	58 - Gunpowder	82 - tom	106 - same
11 - read	35 - killing	59 - ignore	83 - on	107 - maybe
12 - 2nd	36 - or	60 - aspect	84 - concentrate	108 - is
13 - means	37 - given	61 - make	85 - cases	109 - vain
14 - also	38 - feel	62 - counter	86 - manure	110 - won't
15 - do	39 - stable	63 - how	87 - bed	111 - in
16 - sentence	40 - all	64 - mountains	88 - beyond	112 - just
17 - can	41 - time	65 - about	89 - unless	113 - horse
18 - what	42 - them	66 - you	90 - Think	114 - giddy
19 - mirror	43 - topper	67 - its	91 - then	115 - say
20 - doing	44 - item	68 - negate	92 - around	116 - down
21 - to	45 - here	69 - and	93 - greet	117 - that
22 - appreciated	46 - spur	70 - think	94 - safe	118 - like
23 - beat	47 - half	71 - something	95 - some	119 - shoe
24 - would	48 - friend	72 - a	96 - musician	

ADVENTURE # 10 — SAVAGE ISLAND PART 1

Have not found a bear?

19 22 15 30

Hurricane winds a problem?

28 16 29

Can't seem to leave volcano?

11 14

Have not found a bottle?

6

Have not found a knife?

45

Can not seem to outlive hurricane?

17 26 23 37 2 1

Bear a problem?

36 38

Bear still a problem?

44 27

Bear still a problem?

35 37 9

Can't find knife?

48 46

Have not been off island yet?

4 37 20

Can't move raft?

47 38 51 49

Problems with a stalactite?

36 38

Still problems with stalactite?

38 10 42 25 31 34

Stalactite won't budge?

50 52

Need light?

14

Have not found a force field?

21 32 33

Need light still?

7 18

Broken machinery a problem?

24 5

Need a key word?

43 40 12 13

Caveman "argh" a problem?

39 8 41 37 3

1 - wind	15 - enter	29 - heavy	43 - atoll
2 - no	16 - something	30 - volcano	44 - taste
3 - friendly	17 - wait	31 - right	45 - water
4 - raft	18 - field	32 - on	46 - down
5 - cave	19 - climb	33 - stalactite	47 - build
6 - sand	20 - handy	34 - item	48 - swim
7 - force	21 - work	35 - evaporation	49 - tidepool
8 - worry	22 - and	36 - examine	50 - throw
9 - key	23 - there	37 - is	51 - in
10 - will	24 - dark	38 - it	52 - nut
11 - cross	25 - using	39 - don't	
12 - cannon	26 - where	40 - after	
13 - fires	27 - sweat	41 - he	
14 - lake	28 - carry	42 - move	

ADVENTURE #11 — SAVAGE ISLAND PART 2

Problem with vacuum?

72 73 8 50 5

Problem with vacuum still?

61 46 53 60 89 38 60 88

Problem with vacuum still?

14 61 69 53 20 59 60 89

Can go through tunnels away but
can't reach other forcefields?

34 13 12

Still can't reach other fields?

34 13 12 38 76 83

Problem with caveman?

74 81

Problem with caveman still?

94 81

Psychotransfiguration a big word?

45 52 23 38 91 68

Need a rayshield?

56 11 90 38 58 21 44 63 70 85 67
92 7 40 48 22 64 38 41 63 33 3
55 54

Can't throw levers?

30 42 3 38 19 86

Can't throw lever still?

93

Can only move one lever?

95 54

Can't find anyplace else to go or things
to do?

93 35 28 84

Still haven't found cramped metal
area?

31 79 53 87 15 27 71 39 31

Dinosaurs still living?

17

Dinosaurs still living?

80 78 43 16 32 53 47 66

Dinosaurs still living?

29 51 82

Still having problems?

16 3 77 24 26 57 1 25 30 42 90 56
49 90 10 65 37 52 6 75 36 9 18 4
2 62

ADVENTURE #12 — GOLDEN VOYAGE

Merchants a problem?

30 68 39 63 60 5 59 23

Ship won't go anywhere?

49 57 34 4 41

Ship still won't go anywhere

61 63 62 66 8 67 66 7 55 14

Lost at sea?

25

Lost at sea still?

13 18

Statue a problem?

21

Statue still a problem?

40 20 70

Statue still a problem?

72 67 42

Statue still a problem? WARNING THIS
IS NOT A CLUE THIS IS A
SOLUTION!!!

72 71

Can't find passageway?

47 62 31 54 17 31 44 5 12

Can't find second tablet?

40 58 43 56 63 60 42 69

Have tablets but don't know why?

33 65 38

King still dies?

6 3

Haven't found a globe?

51 28 46

Still no globe?

28 9 60 20 2

Right sounds but still no globe?

74 73

Haven't found hallway?

11 26 35 36 27 29 57 19 64 63 10
24 57 15 32 52

Still having problems?

22 45 1 37 16 64 57 49 48 53 50 34
46

1 - easy
2 - Free
3 - one
4 - additional
5 - underwater
6 - description
7 - least
8 - swimmers
9 - stuck
10 - or
11 - find
12 - air
13 - some
14 - compare
15 - you
16 - no
17 - block
18 - for
19 - exercise

20 - lungs
21 - Island
22 - passwords
23 - caveman
24 - this
25 - adventure
26 - was
27 - have
28 - many
29 - time
30 - work
31 - thread
32 - pordigy
33 - only
34 - store
35 - unravels
36 - where
37 - SASE
38 - in

39 - holding
40 - 2
41 - part
42 - on
43 - then
44 - Part
45 - play
46 - happens
47 - worry
48 - different
49 - get
50 - survive
51 - cures
52 - with
53 - to
54 - correct
55 - is
56 - you'll
57 - an

58 - Savage
59 - and
60 - a
61 - what
62 - clues
63 - I
64 - given
65 - send
66 - about
67 - are
68 - rooms
69 - happens
70 - warning
71 - when
72 - how
73 - do
74 - eat
75 - of
76 - your

77 - said
78 - parents
79 - ties
80 - kill
81 - flower
82 - all
83 - bloodstream
84 - mysteries
85 - there
86 - room
87 - something
88 - vacuum
89 - balloon
90 - it
91 - red
92 - at
93 - bandanna
94 - crush
95 - thats

1 - with
2 - plooshs
3 - liquid
4 - floating
5 - an
6 - wrong
7 - on
8 - way
9 - didn't
10 - look
11 - yee
12 - unbeliever
13 - weak
14 - seas
15 - have
16 - of
17 - said
18 - eyes
19 - know

20 - 2
21 - stairs
22 - send
23 - dollar
24 - once
25 - mast
26 - gods
27 - easy
28 - tablet
29 - if
30 - they
31 - I
32 - your
33 - deposit
34 - free
35 - ...
36 - its
37 - description
38 - somewhere

39 - want
40 - need
41 - yet
42 - 1
43 - small
44 - was
45 - SASE
46 - clues
47 - pray
48 - stuck
49 - are
50 - additional
51 - see
52 - globe
53 - for
54 - never
55 - high
56 - pieces
57 - you

58 - many
59 - honest
60 - make
61 - hard
62 - tell
63 - to
64 - where
65 - them
66 - which
67 - is
68 - just
69 - large
70 - words
71 - up
72 - walk
73 - fountain
74 - check

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