

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 |

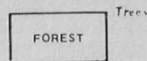
PLUS

SPECIAL MAP MAKING SECTION

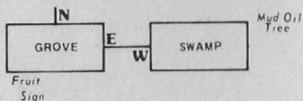


THE FOLLOWING IS A METHOD USEFUL IN MAPPING ADVENTURES

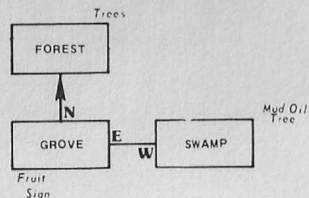
Each room is represented by a box with the name of the room in it, and all original items found in it noted alongside.



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.

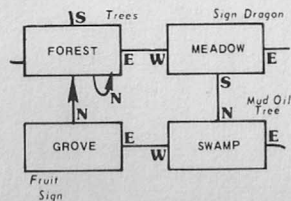


The above shows it is East from the grove to the swamp and West from the swamp to the grove. In the case of being able to go only in one direction, an arrow is put at the end of the path.

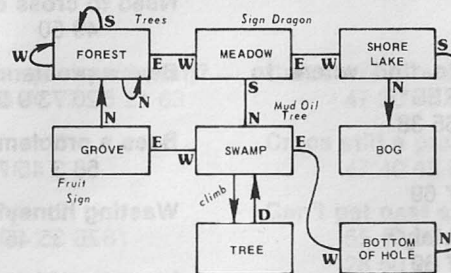


This indicates that upon leaving the grove you go north to the forest, but that you cannot return!

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

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

ADVENTURE #2 — PIRATE ADVENTURE

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

11 66 9 66 53 80 72 76 21 63

Still stuck in apartment?

47 34 70 31 16 17

Still stuck in apartment?

56 66 77 15 66 25 13 81

Can't open chest?

21 48 70 57 4 76 59 65 12 45

Its dark?

27 35

Still can't open chest?

12 38 23 60 40 53 80 61 53 18

Still can't open chest?

69 44

Have you found the crocodiles yet?

47 42 80 51 37 70 21 29

Crocs won't budge?

47 30 70 67 47 49

Crocs still a problem?

47 40 42 80 3 53 80 61

Can't get past snakes?

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

Can't find second treasure?

7 80 52

Still can't find second treasure?

56 71 33 67 22

Still no second treasure?

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

Can't get the pirate on board?

22 10 80 58 67 46 53 80 32

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

ADVENTURE #3 — MISSION IMPOSSIBLE

Have you gotten through the white door yet?

28 23 56 11 44 10 22 43 54 9

Have you gotten through the yellow door yet?

27 8 38 11 48 17

Further clue on yellow door

39 11 52 7 11 17 46 42
13 45 1 32 6

Further clue on yellow door

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

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

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

41 - you	61 - ending
42 - try	62 - 3
43 - two	63 - bomb
44 - chair	64 - control
45 - a	65 - wirecutters
46 - ?	66 - panel
47 - safely	67 - feet
48 - picture	68 - on
49 - should	69 - id
50 - lower	70 - take
51 - it	
52 - camera	
53 - think	
54 - button	
55 - play	
56 - in	
57 - move	
58 - sequence	
59 - white	
60 - will	

ADVENTURE #4 — VOODOO CASTLE

Can't budge animal heads?

6 40

Can't get past stone door?

50 38 36 59 38 56

Can't read plaque?

4 5 45 53

Still can't read plaque?

41 19 15

Need light?

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	23 - stone	45 - glass	67 - follow
2 - help	24 - did	46 - is	68 - other
3 - to	25 - heed	47 - stationary	69 - are
4 - need	26 - reading	48 - message	70 - with
5 - a	27 - the	49 - of	71 - lucky
6 - try	28 - get	50 - got	72 - clues
7 - about	29 - was	51 - I	73 - bag
8 - ...	30 - medium	52 - curses	74 - be
9 - again	31 - it	53 - lens	75 - also
10 - if	32 - paid	54 - moving	76 - count
11 - chemicals	33 - afraid	55 - charm	77 - used
12 - good	34 - has	56 - !	78 - sure
13 - have	35 - do	57 - further	79 - and
14 - what	36 - ?	58 - dusty	80 - from
15 - flue	37 - foiled	59 - read	81 - exactly
16 - am	38 - ring	60 - can't	82 - above
17 - doesn't	39 - clean	61 - or	83 - should
18 - examine	40 - armory	62 - past	84 - in
19 - fireplace	41 - enter	63 - luck	85 - juju
20 - any	42 - answer	64 - things	86 - all
21 - you	43 - pull	65 - mentioned	87 - doll
22 - kettle	44 - opposite	66 - book	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	20 - happens	39 - jump	58 - room
2 - means	21 - can	40 - broken	59 - the
3 - hound	22 - too	41 - then	60 - also
4 - feel	23 - bad	42 - open	61 - leave
5 - plastic	24 - remember	43 - after	62 - DOOR
6 - push	25 - console	44 - around	63 - it
7 - have	26 - disoriented	45 - pull	64 - rod
8 - pulling	27 - picture	46 - storm	65 - something
9 - note	28 - and	47 - GO	66 - plain
10 - when	29 - been	48 - play	67 - grassy
11 - methane	30 - neither	49 - I	68 - key
12 - alien	31 - suit	50 - with	69 - your
13 - hexagonal	32 - count	51 - ship	70 - blast
14 - examine	33 - try	52 - space	71 - spaceship
15 - door	34 - you	53 - crystal	72 - high
16 - as	35 - wear	54 - ice	73 - gravity
17 - what	36 - phaser	55 - wierd	74 - off
18 - HELP	37 - explore	56 - in	75 - world
19 - goggles	38 - get	57 - message	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 | 18 - about | 35 - parking | 52 - it |
| 2 - sign | 19 - telling | 36 - in | 53 - fuse |
| 3 - bad | 20 - fortune | 37 - grate | 54 - put |
| 4 - machine | 21 - slide | 38 - heel | 55 - when |
| 5 - lot | 22 - keep | 39 - spectacles | 56 - good |
| 6 - to | 23 - the | 40 - counter | 57 - gum |
| 7 - its | 24 - really | 41 - gallery | 58 - where |
| 8 - inventory | 25 - back | 42 - can't | 59 - from |
| 9 - read | 26 - go | 43 - shooting | 60 - spreading |
| 10 - trying | 27 - opposite | 44 - door | 61 - some |
| 11 - fix | 28 - tree | 45 - you | 62 - close |
| 12 - easy | 29 - wear | 46 - get | 63 - use |
| 13 - examine | 30 - think | 47 - will | 64 - are |
| 14 - try | 31 - mirror | 48 - out | 65 - noise |
| 15 - ticket | 32 - do | 49 - something | |
| 16 - by | 33 - of | 50 - find | |
| 17 - and | 34 - room | 51 - You | |

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 | 17 - did | 33 - and | 49 - smell | 65 - his |
| 2 - dig | 18 - pyramid | 34 - the | 50 - worry | 66 - what |
| 3 - leave | 19 - then | 35 - by | 51 - wash | 67 - feed |
| 4 - leaves | 20 - clean | 36 - find | 52 - of | 68 - sees |
| 5 - Liquid | 21 - useful | 37 - like | 53 - do | 69 - it |
| 6 - with | 22 - a | 38 - desert | 54 - ruby | 70 - feel |
| 7 - think | 23 - blind | 39 - Mohammed... | 55 - sense | 71 - door |
| 8 - alone | 24 - treasure | 40 - if | 56 - heart | 72 - around |
| 9 - room | 25 - man | 41 - won't | 57 - unlock | 73 - destroy |
| 10 - is | 26 - iron | 42 - go | 58 - rock | 74 - get |
| 11 - glove | 27 - you | 43 - requests | 59 - coal | 75 - ! |
| 12 - mirror | 28 - him | 44 - sometimes | 60 - acid | |
| 13 - pool | 29 - something | 45 - for | 61 - tiny | |
| 14 - in | 30 - fireplace | 46 - mountain | 62 - ? | |
| 15 - about | 31 - wrong | 47 - to | 63 - not | |
| 16 - burning | 32 - enter | 48 - HELP | 64 - throw | |

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

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

- | | | | | |
|-----------------|----------------|----------------|--------------|------------------|
| 1 - easy | 20 - lungs | 39 - holding | 58 - Savage | 77 - said |
| 2 - Free | 21 - Island | 40 - 2 | 59 - and | 78 - parents |
| 3 - one | 22 - passwords | 41 - part | 60 - a | 79 - ties |
| 4 - additional | 23 - caveman | 42 - on | 61 - what | 80 - kill |
| 5 - underwater | 24 - this | 43 - then | 62 - clues | 81 - flower |
| 6 - description | 25 - adventure | 44 - Part | 63 - I | 82 - all |
| 7 - least | 26 - was | 45 - play | 64 - given | 83 - bloodstream |
| 8 - swimmers | 27 - have | 46 - happens | 65 - send | 84 - mysteries |
| 9 - stuck | 28 - many | 47 - worry | 66 - about | 85 - there |
| 10 - or | 29 - time | 48 - different | 67 - are | 86 - room |
| 11 - find | 30 - work | 49 - get | 68 - rooms | 87 - something |
| 12 - air | 31 - thread | 50 - survive | 69 - happens | 88 - vacuum |
| 13 - some | 32 - pordigy | 51 - cures | 70 - warning | 89 - balloon |
| 14 - compare | 33 - only | 52 - with | 71 - when | 90 - it |
| 15 - you | 34 - store | 53 - to | 72 - how | 91 - red |
| 16 - no | 35 - unravels | 54 - correct | 73 - do | 92 - at |
| 17 - block | 36 - where | 55 - is | 74 - eat | 93 - bandanna |
| 18 - for | 37 - SASE | 56 - you'll | 75 - of | 94 - crush |
| 19 - exercise | 38 - in | 57 - an | 76 - your | 95 - thats |

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 - with | 20 - 2 | 39 - want | 58 - many |
| 2 - plooshs | 21 - stairs | 40 - need | 59 - honest |
| 3 - liquid | 22 - send | 41 - yet | 60 - make |
| 4 - floating | 23 - dollar | 42 - 1 | 61 - hard |
| 5 - an | 24 - once | 43 - small | 62 - tell |
| 6 - wrong | 25 - mast | 44 - was | 63 - to |
| 7 - on | 26 - gods | 45 - SASE | 64 - where |
| 8 - way | 27 - easy | 46 - clues | 65 - them |
| 9 - didn't | 28 - tablet | 47 - pray | 66 - which |
| 10 - look | 29 - if | 48 - stuck | 67 - is |
| 11 - yee | 30 - they | 49 - are | 68 - just |
| 12 - unbeliever | 31 - I | 50 - additional | 69 - large |
| 13 - weak | 32 - your | 51 - see | 70 - words |
| 14 - seas | 33 - deposit | 52 - globe | 71 - up |
| 15 - have | 34 - free | 53 - for | 72 - walk |
| 16 - of | 35 - ... | 54 - never | 73 - fountain |
| 17 - said | 36 - its | 55 - high | 74 - check |
| 18 - eyes | 37 - description | 56 - pieces | |
| 19 - know | 38 - somewhere | 57 - you | |

Published by

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