

# The Official

Text Adventures #1-#12



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# Adventure Hint Book

# LOADING INSTRUCTIONS

## Text Adventures #1-#12

### C-64/128

Turn on your computer, turn on monitor and disk drive. Insert disk face up with the the Adventure Disk's label up to play a adventure.

Type: LOAD"\*",8,1 - at READY - Type: RUN then Hit RETURN

\* Note: All Adventures Are On One Side of the C-64/128 Disk.

### Apple

Put Adventure you wish to play in the boot disk drive, close the drive and turn on the computer and monitor. Disk will then boot; just follow the screen instructions to start the Adventure.

\* Note: ADVENTURES #1 - #6 are on side 1 of the Apple Disk.  
ADVENTURES #7 - #12 are on side 2 of the Apple Disk.

### IBM

1. Boot DOS
2. Remove DOS
3. Put in the IBM Adventure Disk
4. Type: ADVENTUR Hit RETURN

\* Note: ALL ADVENTURES 1-12 ARE ON ONE IBM DISK.

### Atari

Remove any cartridges from the computer, including BASIC. Put the disk with the Adventure you wish to play in the drive. Now, turn on the computer.

After a few moments, the screen will give you more instructions, follow them to start your Adventure.

\* Note: Atari has two disks and with: Adventure #1 - #3, Side 1 - Disk 1  
Adventure #4 - #6, Side 2 - Disk 1  
Adventure #7 - #9, Side 1 - Disk 2  
Adventure #10 - #12, Side 2 - Disk 2

\* Note: 1-12 ADVENTURES ARE NUMBERED:

**1-9, A, B, C. WHERE**

**A = 10, B = 11, C = 12.**

# How To Play

## Text Adventures

Type a two word command when the computer asks "What Shall I Do?". The first word should always be a verb, a word you use to do something. The Second word should indicate a direction or an object. Suppose, for example, you are in a dark room and the computer says:

IT'S DARK IN HERE. I CAN'T SEE.

WHAT SHALL I DO?

If you are carrying a torch, you can light it by typing:

LIGHT TORCH

And then pressing RETURN. If you make a typing mistake, use the left arrow key to backspace and correct the error.

Some (but not all!) of the words you might find useful are:

Climb    Examine    Leave    Move    Quit    Say    Drop    Go    Light  
Pull    Read    Take    Enter    Help    Look    Push    Save    Wear

If you use a command that the computer can't perform or doesn't understand, it will say:

I CAN'T DO THAT or I DON'T UNDERSTAND

When this happens, try thinking of another way to say it or try making a verb out of the action. Instead of

GO SWIMMING try SWIM

You'll also discover that most objects can be picked up using the last word of their names. For example, to pick up a blue ox, Type

GET OX

Normally you can only do things to objects that are either visible or that you are carrying.

## SAVE GAME

An Adventure will often last far longer than the time available in a single sitting. You may save the game you are playing and return later to take up where you left off by typing **SAVE GAME** any time you are asked "WHAT SHALL I DO?" You will be asked to specify the area (A-D) in which you wish to save the game. You might save a game in Area A and a friend's game in Area C. Up to four Adventures in various stages of completion may be saved.

To end a game, type **QUIT**. If you intend to continue the game later, be sure you have saved it before using this command.

Before any game is started, you are asked if you wish to recall a saved game. If you do, type **RECALL**, specify the area you saved the game in, and the Adventure will resume where you left off.

## PLAYING HINTS

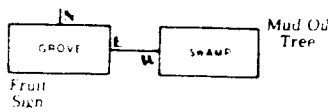
### MAPPING

Draw a map! THE FOLLOWING IS A METHOD USEFUL IN MAPPING ADVENTURES:

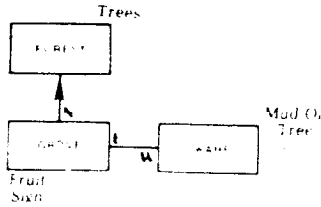
Each room is represented by a box with the name of the room in it, and all original items found in it are noted alongside.



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.

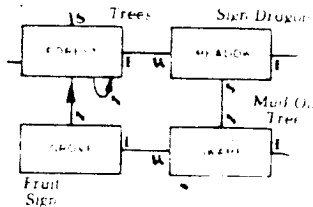


The above shows that you must go east from the grove to the swamp and west from the swamp to the grove. If you can only go in one direction, an arrow is put at the end of the path.

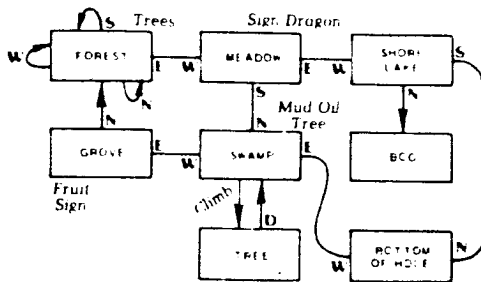


This indicates that upon leaving the grove you can go north to the forest, but you cannot return!

The best way to use this system is to draw a line representing each possible exit and its direction when you enter a location. Later, connect the lines to rooms as you continue your explorations.



This way, 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 can add extra locations anywhere on your paper.



Notice that on the forest the exits N, S, and W are available, but 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.

# "ADVENTURE 1 HINTS AND SOLUTIONS"

## ADVENTURELAND

Read the question until you get to where you are stuck. The numbers underneath refer to the dictionary list at end. Match each number with its associated word 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 50 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 TO DRAK TO 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 ALOT?  
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 prooblem.  
127 20 40 19
42. Solutioin 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. Solutioin to above problem.  
67
- 
46. BEES DYING ON YOU?  
138 39 97
47. More help for above problems.  
6 40 67 126 138 3
- 
48. Solutioin to above problem.  
138 40 91 126 107 149 22 40 6
- 
49. MISSING SOME DIAMOND TREASURES?  
40 78
50. More help for above problem.  
17 74 16 12 50 51 33 119
51. Solutioin 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. Solutioin 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. DOSE    | 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"

## PIRATE ADVENTURE

Read the question until you get to where you are stuck. The numbers underneath refer to the dictionary list at end. Match each number with its associated word 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 27 28

---

21. Solution to above problem.  
86 28

---

22. IS IT TOO DARK TO 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 79 37 12

---

28. HAVE NOT FOUND CROCODILES?  
28
29. More help for above problem.  
1 28 13
30. Solution for above problem.  
6 101 113 28 19 24

---

31. CROCODILES A PROBLEM?  
89 78 100
32. More help for above problem.  
77
33. Solution for above problem.  
42 77 48 42 80 48 79 4 48

---

34. DOSE YOUR CROC FOOD ESCAPE YOU?  
96 8
35. More help for above problem.  
4 128 5 56
36. Solution for 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. NEED AN ANCHOR?  
38 37 130

41. More help for above problem.  
77  
42. Solution for 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 for 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 for 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 for above problem.  
42 125 37 70 87 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 for above problem.  
28 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 for 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 for 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. MATCH    | 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\*

## SECRET MISSION

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

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

# \*ADVENTURE 4 HINTS AND SOLUTIONS\*

## VOODOO CASTLE

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

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

\* 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. CHAMBER   | 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 \*

### THE COUNT

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

- |  |   |
|--|---|
| <p>1. CAN NOT GET OUT OF BED?<br/>94 106 87 106</p> <p>2. More help for above problem.<br/>41 99 85 108</p> <p>3. Solution to above problem.<br/>62 99</p> <hr style="border-top: 1px dashed black;"/> <p>4. CAN NOT GIGURE OUT WHAT YOU ARE DOING HERE?<br/>91 116</p> <p>5. More help for above problem.<br/>67 43 85 70 56</p> <p>6. Solution to above problem.<br/>66 64</p> <hr style="border-top: 1px dashed black;"/> <p>7. CAN NOT WORK THE DUMBWAITER?<br/>52 61 85 106 87 106</p> <p>8. More help for above problem.<br/>26 40 34 68 88 57 40</p> <p>9. Solution to above problem.<br/>52 61 106 29 61 106 1 16 61 106</p> <hr style="border-top: 1px dashed black;"/> | <p>21. Solution to above problem.<br/>66 61 106 16 61 106 66 21 106</p> <hr style="border-top: 1px dashed black;"/> <p>22. NEED SOME MORE LIGHT?<br/>111 11 78</p> <p>23. More help for above problem.<br/>6 47 80 105 118</p> <p>24. Solution to above problem.<br/>66 105 106 111 78</p> <hr style="border-top: 1px dashed black;"/> <p>25. CAN NOT GET OUT OF PIT?<br/>117</p> <p>26. More help for above problem.<br/>45</p> <p>27. Solution for above problem.<br/>115 45 57 117 85 66 105</p> <hr style="border-top: 1px dashed black;"/> <p>28. FLAG POLE BREAKING ALOT?<br/>115 45 15</p> <p>29. More help for above problem.<br/>94 48</p> <p>30. Solution for above problem.<br/>115 45 57 50</p> |
|--|---|

- 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

---

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

---

- 43. COFFIN LOCK A PROBLEM?  
75 80 25
- 44. More help for above problem.  
25 28 37 36

---

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

---

- 35. CAN'T FIND DRACULA'S COFFIN?  
89 81 19 80 23
- 35. More help for above problem.  
38 69 87
- 36. Solution for 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 for 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

---

- 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. UNTIL      |
| 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. GOSE       | 89. READ       | 119. WHERE     |
| 30. FIND      | 60. ON         | 90. USEFUL     |                |

# \*ADVENTURE 6 HINTS AND SOLUTIONS\*

## STRANGE ODYSSEY

Read the question until you get to where you are stuck. The numbers underneath refer to the dictionary list at end. Match each number with its associated word 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 17 122 125 124 125 127 129 123 128 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 79 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 PLANTETOID AND SCOUT SHIP?  
53 27 66 109 43 16 27 68
35. More help for above problem.  
73 2 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 DIAMOUND?  
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

41. More help for above problem.  
11 91

42. Solution to above problem.  
73 4 61 20 91

40. DO NOT KNOW WHERE TO STORE  
YOUR TREASURES?  
110 118 63 47 28 94

\* DICTIONARY \*

1. GAUGE	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\*

## MYSTERY FUN HOUSE

Read the question until you get to where you are stuck. The numbers underneath refer to the dictionary list at end. Match each number with its associated word 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 for above problem.  
76 35 56 138 64 77 7 76 3 37

---

22. STILL STUCK IN THE PIT?  
18 62 29 15
23. More help for above problem.  
133 44
24. Solution for 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 for above problem.  
90 8 48 26 134 128 129 21 97  
62 7 79 76 125 84

---

28. PROBLEMS MOVING THE GATE?  
42 80
29. More help for above problem.  
42 113 22 29 71 98 35 82 5  
121
30. Solution for 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 69
33. Solution for 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 for 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. NO      | 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"

## PYRAMID OF DOOM

Read the question until you get to where you are stuck. The numbers underneath refer to the dictionary list at end. Match each number with its associated word 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 IN 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 TO 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. OR	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\*

## GHOST TOWN

Read the question until you get to where you are stuck. The numbers underneath refer to the dictionary list at end. Match each number with its associated word 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 74 153 134

---

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 HAVE PROBLEM WITH EXPLOSIVES?  
59 111 137 154
32. More help for above problem.  
142
33. Solution for 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 for above problem.  
6

---

37. CAN NOT FIND - GO BOARD -?  
12 60 38 74 61
38. More help for above problem.  
34 38
39. Solution for 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 for above problem?  
91 28 110 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 for 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 for 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 for above problem.  
168 100 41

52. PIANO PLAYER A PROBLEM?  
13 117 143  
53. More help for above problem.  
13 42 137 115 32 163 73 128  
135 31 71 128  
54. Solution for above problem.  
114

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

57. Solution for 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.  
60  
60. Solution for 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 for 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 for 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 for 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. BE	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. GOSE	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\*

## SAVAGE ISLAND Part I

Read the question until you get to where you are stuck. The numbers underneath refer to the dictionary list at end. Match each number with its associated word 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 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 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 75 125 0

---

19. HURRICANE WINDS A PROBLEM?  
34 136 104 126 110 34 113
20. More help for above problem.  
100 104 138
21. Solution for 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 ISLAND YET?  
61 105
26. More help for above problem.  
72 11 118 11 130 22 102 127  
33
27. Solution for above problem.  
40 59 106 7 75 58

---

28. CAN'T 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 for above problem.  
56 36 38 20

---

34. NEED SOME LIGHT?  
124
35. More help for above problem.  
85 1 22 37
36. Solution for 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 for 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.  
78 12 26 27 7 32 88 8 48 45

45. Solution for 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 2

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. THINKS
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\*

## SAVAGE ISLAND PART II

Read the question until you get to where you are stuck. The numbers underneath refer to the dictionary list at end. Match each number with its associated word 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 NOT OTHER  
FORCE FIELDS?  
32 39 61
5. More help for above problem.  
32 61 77 62 19
6. Solution to above problem.  
58

---

7. PROBLEM WITH CAVEMAN?  
52 21 46
8. More help for above problem.  
28 21 46
9. Solution to above problem.  
12 62 74 50 73 28 46

---

10. PSYCHOTRANSFIGURATION A BIG  
WORD?  
20 43 21 31 77 35 88
11. More help for above problem.  
23 27 41 1 75 27 24
12. Solution to above problem.  
24 57 67 21 31

---

13. NEED A RAYSHIELD?  
66 34 14 77 53 65 89 66 98  
122 14 43 66 67 106 53
14. More help for above problem.  
7 26 9 79 77 53 65
15. Solution to above problem.  
21 76 48 21 3 1 21 79 26 139  
89 144 1 66 145 129 21 124 84  
125 66 113 53 65 43 21 76

---

16. PYSCHOTRANSFIGURATION GO  
THROUGH BUT YOU ARE NOW IN  
THE DARK?  
14 48 128 107 86
17. More help for above problem.  
7 48 137 103 130 78 94 66 1  
14 48 107 128 86 1 106 48  
107 134
18. Solution to above problem.  
50 62 120

---

19. CAN'T FIND ANYPLACE ELSE TO  
GO?  
76 2 17 10
20. More help for above problem.  
72 76 77 54 40
21. Solution to above problem.  
37 40 77 70 88 89 80 86 5

---

22. CAN NOT GET THROUGH FORCE  
FIELD WITH THE LIGHT?
23. More help for above problem.  
111 21 130
24. Solution for 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 for 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 for 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 16
35. More help for above problem.  
25 114 90 54 99
36. Solution for 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. DINOSAURE |
| 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. SURVIE      | 67. INTO           | 104. LOG        | 141. LOOK      |
| 31. CAVEHAN     | 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\*

## GOLDEN VOYAGE

Read the question until you get to where you are stuck. The numbers underneath refer to the dictionary list at end. Match each number with its associated word 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 THING?  
89 114 109 44 24
23. More help for above problem.  
66
24. Solution for 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 for 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 for 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 for above problem.  
81 15 119 44 92 6 44 14

---

34. HANE 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 for 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
46. 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. TAXING     | 106. CLOSE    |                 |
| 35. AND       | 71. COME       | 107. PROTECT  |                 |
| 36. UP        | 72. UNCOVERED  | 108. THEM     |                 |

## OTHER HINTS

Be sure to examine the items you find throughout your Adventure! Also, keep in mind that most problems and solutions require no more than common sense to solve. Special knowledge and information are rarely required. For example, if an area is too dark to see in, you are going to need a light to avoid disaster.

Try typing `???` if you get stuck. You may or may not get assistance, depending on what you are carrying, where you are, etc. Finally, be careful about making assumptions — they can be fatal!