



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

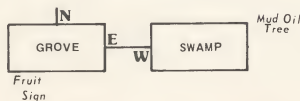
SPECIAL MAP MAKING SECTION

THE FOLLOWING IS A METHOD USEFUL IN MAPPING ADVENTURES

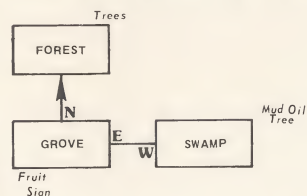
Each room is represented by a box with the name of the room in it, and all original items found in it noted alongside.



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.

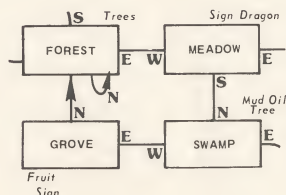


The above shows it is East from the grove to the swamp and West from the swamp to the grove. In the case of being able to go only in one direction, an arrow is put at the end of the path.

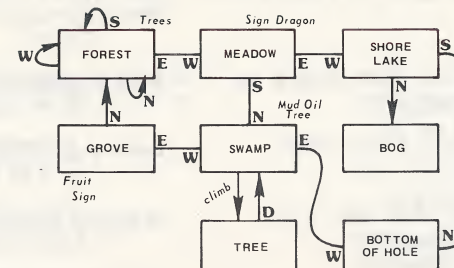


This indicates that upon leaving the grove you go north to the forest, but that you cannot return!

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 - dubloons	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

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	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

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 | 21 - what | 41 - dumbwaiter |
| 2 - castle | 22 - carry | 42 - "HELP" |
| 3 - on | 23 - and | 43 - note |
| 4 - or | 24 - place | 44 - find |
| 5 - think | 25 - it | 45 - bed |
| 6 - vampires | 26 - then | 46 - signed |
| 7 - enter | 27 - outside | 47 - dusty |
| 8 - to | 28 - the | 48 - like |
| 9 - that | 29 - try | 49 - about |
| 10 - oven | 30 - not | 50 - crypt |
| 11 - near | 31 - in | |
| 12 - examine | 32 - sign | |
| 13 - may | 33 - a | |
| 14 - don't | 34 - read | |
| 15 - go | 35 - Dracula | |
| 16 - into | 36 - who | |
| 17 - get | 37 - light | |
| 18 - items | 38 - remember | |
| 19 - match | 39 - be | |
| 20 - old | 40 - able | |

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 | |

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

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	

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