



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

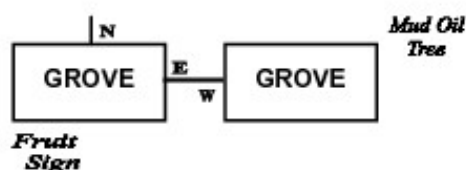
SPECIAL MAP MAKING SECTION

THE FOLLOWING IS A METHOD USEFUL IN MAPPING ADVENTURES

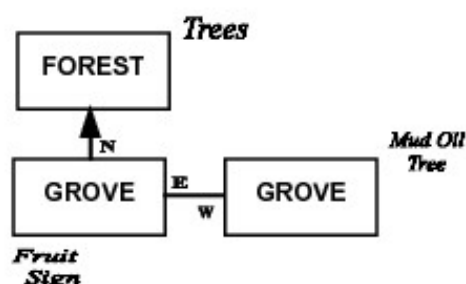
Each room is represented by a box with the name of the room in it, and all original items found in it noted alongside.



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.

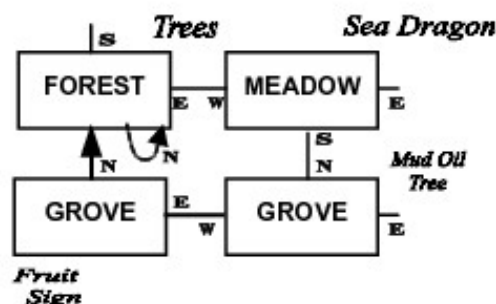


The above shows it is East from the grove to the swamp and West from the swamp to the grove. In the case of being able to go only in one direction, an arrow is put at the end of the path.

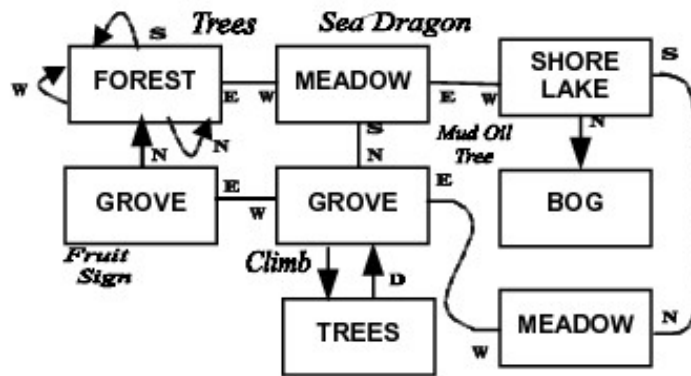


This indicates that upon leaving the grove you go north to the forest, but that you cannot return!

The best way to use this system is that, upon entering a location, you draw a line representing each possible exit and its location. 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 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 backup 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.

©1982 Adventure International

ADVENTURE #1 — ADVENTURELAND

Stuck in a forest?

60 15 27

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

60 23 27 45 1 65 38

Can't catch fish?

58 28 8 5 45 37 69

Can't wake dragon safely?

58 28 8 5 45 37 69

Still can't store treasures?

31 32 38

Still can't store treasures?

68 47

Its dark?

48 26 70

Stuck in a pit?

63 7 21 4 15 34 61 74 14 18

67 75 24 11 64

Brick wall a problem?

46 59 25 50

Need to cross chasm?

49 50

Bear a problem?

20 73 9 21 16

Bees a problem?

58 3 45 72 40

Wasting honey?

76 35 45 1 33 29 34 13

Lava a problem?

35 56 51 43 66 6

Bear still a problem?

54 19 52 44

Dragon still snoring?

62 35 43 42

Bees die?

62 22 10 2

Still missing a treasure? (Crown?)

31 36 12 39 71

Missing a necklace or bracelet?

30 17 57 41 41 41 41

53 1 55 38

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

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

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

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

ADVENTURE #2 – PIRATE ADVENTURE

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

11 66 9 66 53 80 72 76 21 63

Still stuck in apartment?

47 34 70 31 16 17

Still stuck in apartment?

56 66 77 15 66 25 13 81

Can't open chest?

21 48 70 57 4 76 59 65 12 45

Its dark?

27 35

Still can't open chest?

12 38 23 60 40 53 80 61 53 18

Still can't open chest?

69 44

Have you found the crocodiles yet?

47 42 80 51 37 70 21 29

Crocs won't budge?

47 30 70 67 47 49

Crocs still a problem?

47 40 42 80 3 53 80 61

Can't get past snakes?

55 41 50 26 54 76 68 20 12 19 64

28 50 26 54 73 24

Can't find second treasure?

7 80 52

Still can't find second treasure?

56 71 33 67 22

Still no second treasure?

36 12 6 75 78 39 1 14 12 62 47 42

80 43 67 71 33 79 22 76 8 5 12

20 80 74 2 62

Can't get the pirate on board?

22 10 80 58 67 46 53 80 32

1 - out

2 - too

3 - attic

4 - shed

5 - sure

6 - really

7 - read

8 - be

9 - help

10 - on

11 - say

12 - you

13 - holding

14 - for

15 - YOHO

16 - magic

17 - word

18 - London

19 - heard

20 - have

21 - enter

22 - DIG

23 - something

24 - ?

25 - while

26 - of

27 - examine

28 - about

29 - cave

30 - lagoon

31 - use

32 - graveyard

33 - 30

34 - window

35 - bag

36 - boy

37 - hill

38 - left

39 - spelled

40 - back

41 - are

42 - to

43 - field

44 - nails

45 - can

46 - look

47 - go

48 - crack

49 - north

50 - pieces

51 - ridden

52 - map

53 - in

54 - eight

55 - doubloons

56 - try

57 - explore

58 - beach

59 - take

60 - important

61 - flat

62 - !

63 - passage

64 - talking

65 - whatever

66 - "

67 - then

68 - who

69 - pull

70 - and

71 - PACE

72 - alcove

73 - lately

74 - shovel

75 - need

76 - .

77 - SAY

78 - it

79 - ,

80 - the

81 - book

ADVENTURE #3 – MISSION IMPOSSIBLE

Have you gotten through the white door yet?

28 23 56 11 44 10 22 43 54 9

Have you gotten through the yellow door yet?

27 8 38 11 48 17

Further clue on yellow door

39 11 52 7 11 17 46 42

13 45 1 32 6

Further clue on yellow door

0 24 10 19 11 36

Further clue on yellow door

41 49 37 47 34 11 18 4 26 24

55 56 11 44 6 53 12 16 41 33

4030238516

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	41 - you	61 - ending
2 - add	22 - trying	42 - try	62 - 3
3 - with	23 - sitting	43 - two	63 - bomb
4 - key	24 - go	44 - chair	64 - control
5 - mop	25 - using	45 - a	65 - wirecutters
6 - !	26 - .	46 - ?	66 - panel
7 - scanning	27 - Do	47 - safely	67 - feet
8 - something	28 - Try	48 - picture	68 - on
9 - combinations	29 - useful	49 - should	69 - id
10 - and	30 - but	50 - lower	70 - take
11 - the	31 - very	51 - it	
12 - of	32 - here	52 - camera	
13 - showing	33 - did	53 - think	
14 - your	34 - have	54 - button	
15 - good	35 - is	55 - play	
16 - what	36 - saboteur	56 - in	
17 - window	37 - now	57 - move	
18 - yellow	38 - to	58 - sequence	
19 - examine	39 - Notice	59 - white	
20 - head	40 - earlier	60 - will	

ADVENTURE #4 — VODOO CASTLE

Can't budge animal heads?

6 40

Can't get past stone door?

50 38 36 59 38 56

Can't read plaque?

4 5 45 53

Still can't read plaque?

41 19 15

Need light?

58 36 39 31 56

Exploding chem tubes getting you down?

6 40

Tiny door a problem?

18 11

Stuck sweep?

10 43 17 35 31 8

Crack in wall a problem?

30 26 34 27 42

Crack still a problem?

14 24 21 35 3 27 38 3 28
62 27 23 36 29 31 47 61 8

Crack still a problem?

44 49 47 46 54 56

Curse still holding?

13 21 32 25 3 30 48 7
12 63 55 36 18 22 56

Crack still a problem?

27 85 73 83 74 77 70 82 72

Curse still holding?

35 21 13 27 87 80 27 89 79 86
27 68 64 65 84 27 66

Curse still holding?

74 78 21 79 27 76 69 88 5 71
55 75 67 27 66 81

Curse still holding?

52 37 9 56 51 60 2 20
57 51 16 33 56 1 8

1 - sorry

2 - help

3 - to

4 - need

5 - a

6 - try

7 - about

8 - . . .

9 - again

10 - if

11 - chemicals

12 - good

13 - have

14 - what

15 - flue

16 - am

17 - doesn't

18 - examine

19 - fireplace

20 - any

21 - you

22 - kettle

23 - stone

24 - did

25 - heed

26 - reading

27 - the

28 - get

29 - was

30 - medium

31 - it

32 - paid

33 - afraid

34 - has

35 - do

36 - ?

37 - foiled

38 - ring

39 - clean

40 - armory

41 - enter

42 - answer

43 - pull

44 - opposite

45 - glass

46 - is

47 - stationary

48 - message

49 - of

50 - got

51 - 1

52 - curses

53 - lens

54 - moving

55 - charm

56 - !

57 - further

58 - dusty

59 - read

60 - can't

61 - or

62 - past

63 - luck

64 - things

65 - mentioned

66 - book

67 - follow

68 - other

69 - are

70 - with

71 - lucky

72 - clues

73 - bag

74 - be

75 - also

76 - count

77 - used

78 - sure

79 - and

80 - from

81 - exactly

82 - above

83 - should

84 - in

85 - juju

86 - all

87 - doll

88 - wearing

89 - window

ADVENTURE #5 — THE COUNT

Can't work the dumbwaiter?

7 41 26 42

Can't find Dracula's crypt?

15 27 2 23 12 2

Still can't find crypt?

5 49 18 11 4 3 45

Problem with locked door?

29 42

Problem with pit?

5 49 18 11 4 3 28 45

Getting into some dark places?

37 33 19

Pesky bat bugging you?

22 21 6 14 48

Can't find Dracula's coffin anywhere yet?

34 32 31 50 23 43 36 46 25

Getting robbed?

44 33 47 20 24 9 35

13 30 39 40 8 17 16

Coffin lock a problem?

38 28 10

Oven a problem?

12 10 23 5 49 1 8 17 31

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

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

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

ADVENTURE #6 — STRANGE ODYSSEY

Can't open the door in the control room?

14 25

Space suit a problem?

35 63

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

42 59 15 41 33 47 62

Still can't get out?

39

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

14 36

Can't read alien writing?

22 23 30 21 49

Problem with hexagonal room?

14 5 33 18

Problems still with room?

10 34 38 59 57 49 4

26 41 61 59 58

Can't seem to get many other places?

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

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

Air running out on you?

48 44 56 12 52 51 60 14 31

High gravity getting you down?

48 50 19 28 55 27

Need power crystal?

14 59 40 53

Missing one treasure?

54 3 28 11 46 41 37

Ice mound a problem?

38 65 56 67 66

Don't know where to store treasures?

70 74 56 69 71

Can't open hatch?

77 72 73 75 76 59 68

1 - places	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 - 1	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 - weird	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
2 - sign
3 - bad
4 - machine
5 - lot
6 - to
7 - its
8 - inventory
9 - read
10 - trying
11 - fix
12 - easy
13 - examine
14 - try
15 - ticket
16 - by
17 - and

18 - about
19 - telling
20 - fortune
21 - slide
22 - keep
23 - the
24 - really
25 - back
26 - go
27 - opposite
28 - tree
29 - wear
30 - think
31 - mirror
32 - do
33 - of
34 - room

35 - parking
36 - in
37 - grate
38 - heel
39 - spectacles
40 - counter
41 - gallery
42 - can't
43 - shooting
44 - door
45 - you
46 - get
47 - will
48 - out
49 - something
50 - find
51 - You

52 - it
53 - fuse
54 - put
55 - when
56 - good
57 - gum
58 - where
59 - from
60 - spreading
61 - some
62 - close
63 - use
64 - are
65 - noise

ADVENTURE #8 — PYRAMID OF DOOM

Can't get in the pyramid?

2 35 34 18 33 14 34 38

Still can't get in?

32 13

Still can't get in?

74 34 58 33 57 61 71

Can't get in tiny door?

53 63 50 15 69

Is nomad ever useful?

10 21 44 45 48 43

Mummy a problem?

7 15 16 4

Purple worm a problem?

3 28 8 19

Pharaoh a problem?

36 29 14 30 19 7 20

Pharaoh still a problem?

5 14 18 10 21

Pharaoh 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

Pharaoh still a problem?

54 10 65 56 75 73 69 75

**Pharaoh 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

Can't move raft?

47 38 51 49

Problems with a stalactite?

36 38

Still problems with stalactite?

38 10 42 25 31 34

Stalactite won't budge?

50 52

Need light?

14

Have not found a force field?

21 32 33

Need light still?

7 18

Broken machinery a problem?

24 5

Need a key word?

43 40 12 13

Caveman "argh" a problem?

39 8 41 37 3

1 - wind
2 - no
3 - friendly
4 - raft
5 - cave
6 - sand
7 - force
8 - worry
9 - key
10 - will
11 - cross
12 - cannon
13 - fires
14 - lake

15 - enter
16 - something
17 - wait
18 - field
19 - climb
20 - handy
21 - work
22 - and
23 - there
24 - dark
25 - using
26 - where
27 - sweat
28 - carry

29 - heavy
30 - volcano
31 - right
32 - on
33 - stalactite
34 - item
35 - evaporation
36 - examine
37 - is
38 - it
39 - don't
40 - after
41 - he
42 - move

43 - atoll
44 - taste
45 - water
46 - down
47 - build
48 - swim
49 - tidepool
50 - throw
51 - in
52 - nut

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 aways 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

Pyschotransfiguration 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 - progeny	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 - that's

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

2 - plooshs

3 - liquid

4 - floating

5 - an

6 - wrong

7 - on

8 - way

9 - didn't

10 - look

11 - yee

12 - unbeliever

13 - weak

14 - seas

15 - have

16 - of

17 - said

18 - eyes

19 - know

20 - 2

21 - stairs

22 - send

23 - dollar

24 - once

25 - mast

26 - gods

27 - easy

28 - tablet

29 - if

30 - they

31 - I

32 - your

33 - deposit

34 - free

35 - . . .

36 - its

37 - description

38 - somewhere

39 - want

40 - need

41 - yet

42 - 1

43 - small

44 - was

45 - SASE

46 - clues

47 - pray

48 - stuck

49 - are

50 - additional

51 - see

52 - globe

53 - for

54 - never

55 - high

56 - pieces

57 - you

58 - many

59 - honest

60 - make

61 - hard

62 - tell

63 - to

64 - where

65 - them

66 - which

67 - is

68 - just

69 - large

70 - words

71 - up

72 - walk

73 - fountain

74 - check

Published by

© COPYRIGHT 1981 Adventure International



A DIVISION OF SCOTT ADAMS, INC.

ORDERING TOLL FREE HOT LINE (800) 327-7172

BOX 3435, LONGWOOD, FL 32750 • (305) 862-6917