



*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
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Adventure	9	Ghost Town
Adventure	10	Savage Island-Part 1
Adventure	11	Savage Island-Part 2
Adventure	12	Golden Voyage

**PLUS**

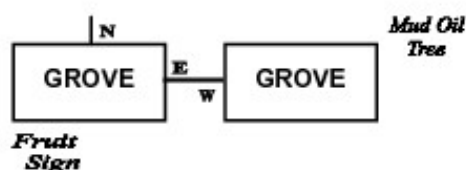
**SPECIAL MAP MAKING SECTION**

## THE FOLLOWING IS A METHOD USEFUL IN MAPPING ADVENTURES

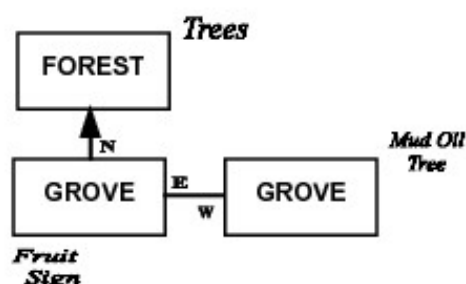
Each room is represented by a box with the name of the room in it, and all original items found in it noted alongside.



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.

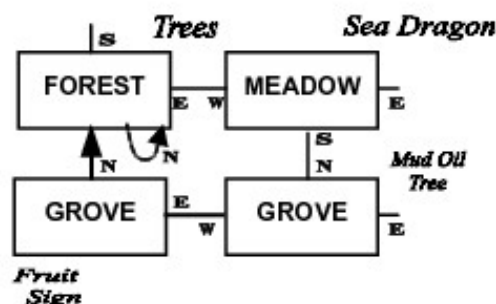


The above shows it is East from the grove to the swamp and West from the swamp to the grove. In the case of being able to go only in one direction, an arrow is put at the end of the path.

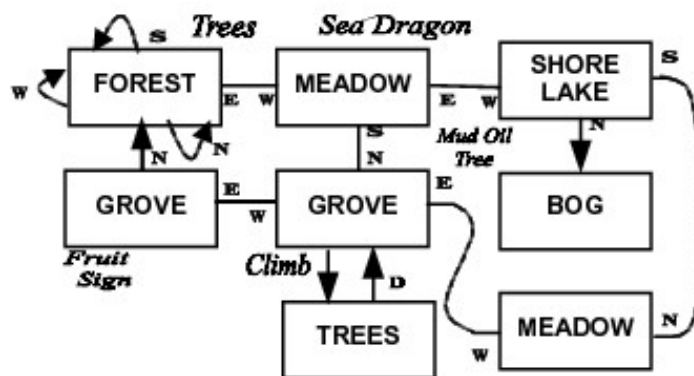


This indicates that upon leaving the grove you go north to the forest, but that you cannot return!

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.

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# ADVENTURE #1 — ADVENTURELAND

**Stuck in a forest?**

60 15 27

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

60 23 27 45 1 65 38

**Can't catch fish?**

58 28 8 5 45 37 69

**Can't wake dragon safely?**

58 28 8 5 45 37 69

**Still can't store treasures?**

31 32 38

**Still can't store treasures?**

68 47

**Its dark?**

48 26 70

**Stuck in a pit?**

63 7 21 4 15 34 61 74 14 18

67 75 24 11 64

**Brick wall a problem?**

46 59 25 50

**Need to cross chasm?**

49 50

**Bear a problem?**

20 73 9 21 16

**Bees a problem?**

58 3 45 72 40

**Wasting honey?**

76 35 45 1 33 29 34 13

**Lava a problem?**

35 56 51 43 66 6

**Bear still a problem?**

54 19 52 44

**Dragon still snoring?**

62 35 43 42

**Bees die?**

62 22 10 2

**Still missing a treasure? (Crown?)**

31 36 12 39 71

**Missing a necklace or bracelet?**

30 17 57 41 41 41 41

53 1 55 38

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

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

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

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

## ADVENTURE #2 – PIRATE ADVENTURE

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

11 66 9 66 53 80 72 76 21 63

**Still stuck in apartment?**

47 34 70 31 16 17

**Still stuck in apartment?**

56 66 77 15 66 25 13 81

**Can't open chest?**

21 48 70 57 4 76 59 65 12 45

**Its dark?**

27 35

**Still can't open chest?**

12 38 23 60 40 53 80 61 53 18

**Still can't open chest?**

69 44

**Have you found the crocodiles yet?**

47 42 80 51 37 70 21 29

**Crocs won't budge?**

47 30 70 67 47 49

**Crocs still a problem?**

47 40 42 80 3 53 80 61

**Can't get past snakes?**

55 41 50 26 54 76 68 20 12 19 64

28 50 26 54 73 24

**Can't find second treasure?**

7 80 52

**Still can't find second treasure?**

56 71 33 67 22

**Still no second treasure?**

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

80 43 67 71 33 79 22 76 8 5 12

20 80 74 2 62

**Can't get the pirate on board?**

22 10 80 58 67 46 53 80 32

1 - out

2 - too

3 - attic

4 - shed

5 - sure

6 - really

7 - read

8 - be

9 - help

10 - on

11 - say

12 - you

13 - holding

14 - for

15 - YOHO

16 - magic

17 - word

18 - London

19 - heard

20 - have

21 - enter

22 - DIG

23 - something

24 - ?

25 - while

26 - of

27 - examine

28 - about

29 - cave

30 - lagoon

31 - use

32 - graveyard

33 - 30

34 - window

35 - bag

36 - boy

37 - hill

38 - left

39 - spelled

40 - back

41 - are

42 - to

43 - field

44 - nails

45 - can

46 - look

47 - go

48 - crack

49 - north

50 - pieces

51 - ridden

52 - map

53 - in

54 - eight

55 - 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

2 - means

3 - hound

4 - feel

5 - plastic

6 - push

7 - have

8 - pulling

9 - note

10 - when

11 - methane

12 - alien

13 - hexagonal

14 - examine

15 - door

16 - as

17 - what

18 - HELP

19 - goggles

76 - holds

20 - happens

21 - can

22 - too

23 - bad

24 - remember

25 - console

26 - disoriented

27 - picture

28 - and

29 - been

30 - neither

31 - suit

32 - count

33 - try

34 - you

35 - wear

36 - phaser

37 - explore

38 - get

77 - a

39 - jump

40 - broken

41 - then

42 - open

43 - after

44 - around

45 - pull

46 - storm

47 - GO

48 - play

49 - 1

50 - with

51 - ship

52 - space

53 - crystal

54 - ice

55 - weird

56 - in

57 - message

58 - room

59 - the

60 - also

61 - leave

62 - DOOR

63 - it

64 - rod

65 - something

66 - plain

67 - grassy

68 - key

69 - your

70 - blast

71 - spaceship

72 - high

73 - gravity

74 - off

75 - world

# 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

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