Scott Adams'

BOOK OF HINTS

FOR

Adventure
By Scott Adams

1 THROUGH 12

Adventure	1	Adventureland
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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
2 - add
3 - with
4 - key
5 - mop
6 - !
7 - scanning
8 - something
9 - combinations
10 - and
11 - the
12 - of
13 - showing
14 - your
15 - good
16 - what
17 - window
18 - yellow
19 - examine
20 - head
21 - pail
22 - trying
23 - sitting
24 - go
25 - using
26 - .
27 - Do
28 - Try
29 - useful
30 - but
31 - very
32 - here
33 - did
34 - have
35 - is
36 - saboteur
37 - now
38 - to
39 - Notice
40 - earlier
41 - you
42 - try
43 - two
44 - chair
45 - a
46 - ?
47 - safely
48 - picture
49 - should
50 - lower
51 - it
52 - camera
53 - think
54 - button
55 - play
56 - in
57 - move
58 - sequence
59 - white
60 - will
61 - ending
62 - 3
63 - bomb
64 - control
65 - wirecutters
66 - panel
67 - feet
68 - on
69 - id
70 - take

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

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
2 - examine
3 - explode
4 - worm
5 - for
6 - dictionary
7 - not
8 - 1st
9 - as
10 - are
11 - read
12 - 2nd
13 - means
14 - also
15 - do
16 - sentence
17 - can
18 - what
19 - mirror
20 - doing
21 - to
22 - appreciated
23 - beat
24 - would
25 - such
26 - he
27 - meet
28 - but
29 - points
30 - jail
31 - else
32 - ghost
33 - of
34 - the
35 - killing
36 - or
37 - given
38 - feel
39 - stable
40 - all
41 - time
42 - them
43 - topper
44 - item
45 - here
46 - spur
47 - half
48 - friend
49 - an
50 - ravine
51 - sign
52 - up
53 - with
54 - contained
55 - play
56 - swap
57 - Indian
58 - Gunpowder
59 - ignore
60 - aspect
61 - make
62 - counter
63 - how
64 - mountains
65 - about
66 - you
67 - its
68 - negate
69 - and
70 - think
71 - something
72 - a
73 - things
74 - lift
75 - if
76 - within
77 - bonus
78 - door
79 - certain
80 - it
81 - go
82 - tom
83 - on
84 - concentrate
85 - cases
86 - manure
87 - bed
88 - beyond
89 - unless
90 - Think
91 - then
92 - around
93 - greet
94 - safe
95 - some
96 - musician
97 - hotel
98 - compass
99 - limits
100 - him
101 - dig
102 - fact
103 - look
104 - at
105 - take
106 - same
107 - maybe
108 - is
109 - vain
110 - won't
111 - in
112 - just
113 - horse
114 - giddy
115 - say
116 - down
117 - that
118 - like
119 - shoe

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

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