

*The
Official*

SCOTT ADAMS' ADVENTURE
HINT BOOK



COPYRIGHT © 1983 SCOTT ADAMS, INC.

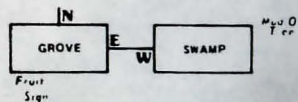
 **Adventure**[®]
INTERNATIONAL
A DIVISION OF SCOTT ADAMS, INC.

THE FOLLOWING IS A METHOD USEFUL IN MAPPING ADVENTURES

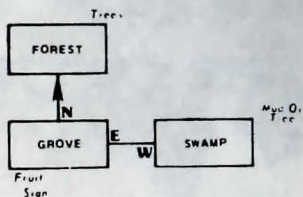
Each room is represented by a box with the name of the room in it, and all original items found in it noted alongside.



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.

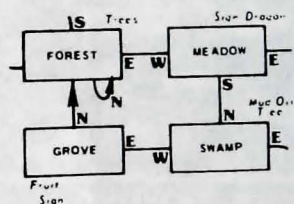


The above shows it is East from the grove to the swamp and West from the swamp to the grove. In the case of being able to go only in one direction, an arrow is put at the end of the path.

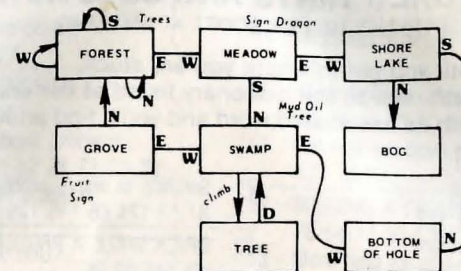


This indicates that upon leaving the grove you go north to the forest, but that you cannot return!

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.

© 1982 Adventure International

***** ADVENTURE 1 HINTS AND SOLUTIONS *****

COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to 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 or solution!

- 1 - STUCK IN THE FOREST?
4 71 40 11 142 56 22 122
- 2 - More help for above problem.
137 148
- 3 - Solution to above problem.
80 5

- 4 - CAN NOT FIND WHERE TO STORE YOUR TREASURES?
137 40 57 148 56 40 8
- 5 - More help for above problem.
138 40 145
- 6 - Solution to above problem.
106 46 40 57 148 150 102 40 54

- 7 - CAN NOT CATCH THE FISH?
43 44 75 133 96 103 49 40 38
- 8 - More help for above problem.
22 73 71 86 31
- 9 - Solution to above problem.
138 40 6 49 77 126 40 73

- 10 - CAN NOT WAKE THE DRAGON?
85 63 123 61 56 40 141 72 58 34 109
49 40 62 118 75 13
- 11 - More help for above problem.
151 71 56 40 90
- 12 - Solution to above problem.
67

- 13 - IS IT TOO DARK TOO SEE?
102 35 81
- 14 - More help for above problem.
138 40 116 126 82 126 94 20 54
- 15 - Solution to above problem
135 40 78 108 116 126 82

- 16 - STUCK IN THE PIT?
75 139 3
- 17 - More help for above problem.
87 40 3 95 108 40 42 142
- 18 - Solution to above problem.
87 114 115 121 66 91

- 19 - CAN NOT GET THE OX OUT OF THE BOG?
75 139 3
- 20 - More help for above problem.
26 71 98 9 126 100 52 45 138 100 129

- 21 - Solution to above problem.
87 53 121 66 145 126 9 126 89 105 59
- 22 - BRICK WALL A PROBLEM?
10 145 32 26
- 23 - More help for above problem.
147 26 125

- 24 - Solution to above problem.
65 83 108 8 132 126 147 125 40 19
108 26
- 25 - NEED TO CROSS A CHASM?
26 71 50 70 55 16 80 30 26
- 26 - More help for above problem.
113 75 58 1 26
- 27 - Solution to above problem.
144

- 28 - BEAR A PROBLEM?
112 71 60
- 29 - More help for above problem.
75 104 24 22 124 28 56 40 90
- 30 - Solution to above problem.
111 90 61 91

- 31 - BEAR STILL USING UP A TREASURE?
25 13 75 143 47 32 88
- 32 - More help for above problem.
152 84 117 126 101
- 33 - Solution to above problem.
2 32 40 92

- 34 - BEES A PROBLEM?
85 16 110 16 56 36 48
- 35 - More help for above problem.
75 139 99 20 40 8
- 36 - Solution to above problem.
93 15

- 37 - MUD DRIES UP A LOT?
130 26 79
- 38 - More help for above problem.
93 77
- 39 - Solution to above problem.
93 6 49 77

- 40 - LAVA A PROBLEM?
90 71 41 30 29 134

- 41 - More help for above problem.
127 20 40 19
- 42 - Solution to above problem.
27 7 108 68 127

- 43 - DRAON STILL SNORING?
138 90 30 22 151
- 44 - More help for above problem.
147 125 40 140 12 21 71 23 28
- 45 - Solution to above problem.
67

- 46 - BEES DYING ON YOU?
138 39 97
- 47 - More help for above problem.
6 40 67 126 138 3

- 48 - Solution to above problem.
138 40 91 126 107 149 22 81 40 6
- 49 - MISSING SOME DIAMOND TREASURES?
40 78
- 50 - More help for above problem.
17 74 16 12 50 51 33 119
- 51 - Solution to above problem.
131 78 115

- 52 - MISSING A CROWN?
76 64 22 37 136
- 53 - More help for above problem.
26 71 69 40 92
- 54 - Solution to above problem.
80 18 14 146 128 92 120 61

* DICTIONARY *

- | | | | |
|---------------|------------|-------------------|---------------|
| 1 MAKE | 40 THE | 79 MOIST | 118 THINGS |
| 2 YELL | 41 GOOD | 80 GO | 119 NOW |
| 3 MAGIC | 42 RIGHT | 81 HOLE | 120 WAS |
| 4 WHAT | 43 WAIT | 82 STEEL | 121 WHILE |
| 5 EAST | 44 UNTIL | 83 BLADDER | 122 FOREST |
| 6 BOTTLE | 45 SO | 84 YOUR | 123 LATER |
| 7 LAVA | 46 DOWN | 85 TRY | 124 BETTER |
| 8 SWAMP | 47 MAD | 86 VERY | 125 UP |
| 9 OX | 48 HIVE | 87 SAY | 126 AND |
| 10 THROW | 49 OF | 88 SOMEONE | 127 BRICKS |
| 11 MAIN | 50 NOT | 89 SEARCH | 128 LEDGE |
| 12 BUT | 51 TOO | 90 MIRROR | 129 TOOL |
| 13 DO | 52 GROVE | 91 RUG | 130 KEEP |
| 14 ROOM | 53 BUNYON | 92 BEAR | 131 RUB |
| 15 MUD | 54 STUMP | 93 CARRY | 132 GAS |
| 16 - | 55 FAR | 94 SOMETHING | 133 HAVE |
| 17 REMEMBER | 56 IN | 95 WORD | 134 CLUES |
| 18 THRONE | 57 CYPRESS | 96 GOTTEN | 135 LIGHT |
| 19 WALL | 58 CAN | 97 TRANSPORTATION | 136 BELONG |
| 20 FROM | 59 GROUND | 98 PAUL'S | 137 CLIMB |
| 21 THERE | 60 HUNGRY | 99 PROTECTION | 138 USE |
| 22 A | 61 ON | 100 HIS | 139 NEED |
| 23 ANOTHER | 62 LAST | 101 | 140 DRAGON |
| 24 FIND | 63 AGAIN | 102 ENTER | 141 ADVENTURE |
| 25 HOW | 64 DOES | 103 OUT | 142 OBJECT |
| 26 IT | 65 FILL | 104 WILL | 143 GET |
| 27 DAM | 66 HOLDING | 105 ABOVE | 144 JUMP |
| 28 WAY | 67 BEES | 106 CHOP | 145 AX |
| 29 MANY | 68 FIRE | 107 OR | 146 BY |
| 30 FOR | 69 NEAR | 108 WITH | 147 BLOW |
| 31 HANDY | 70 THAT | 109 ONE | 148 TREE |
| 32 AT | 71 IS | 110 HELP | 149 PUNCH |
| 33 GREEDY | 72 THIS | 111 DROP | 150 THEN |
| 34 BE | 73 NET | 112 HE | 151 CLUE |
| 35 BOTTOMLESS | 74 ALADIN | 113 REALLY | 152 LOSE |
| 36 BEE | 75 YOU | 114 AWAY | |
| 37 CROWN | 76 WHERE | 115 TWICE | |
| 38 PITS | 77 WATER | 116 FLINT | |
| 39 FASTER | 78 LAMP | 117 TEMPER | |

***** ADVENTURE 2 HINTS AND SOLUTIONS *****

COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to 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 or solution!

- 1 - CAN NOT LEAVE THE ROOM?
42 11 37 14
- 2 - More help for above problem.
51 48 16 48
- 3 - Solution to above problem.
86 14
- 4 - HAVE NOT FOUND A BOOK?
51 71
- 5 - More help for above problem.
64 71
- 6 - Solution to above problem.
79 2 97 71
- 7 - HAVE NOT FOUND A BAG?
121 106 27 37 2 37 66 107
- 8 - More help for above problem.
9 112 83
- 9 - Solution to above problem.
6 54 83
- 10 - CAN NOT SEEM TO LEAVE THE FLAT AT ALL?
51 48 16 48 113 37 85 19 119 37 99
- 11 - More help for above problem.
1 37 2
- 12 - Solution to above problem.
51 48 95 116 48 94 108 37 2 119 37 99
- 13 - DO YOU KEEP FALLING OFF THE LEDGE?
106 78 88 75
- 14 - More help for above problem.
41 68 78 117
- 15 - Solution to above problem.
129 61
- 16 - CAN NOT GET THE CHEST?
44 37 84
- 17 - More help for above problem.
51 105 97 37 69
- 18 - Solution to above problem.
25 84 37 91
- 19 - HAVE NOT FOUND CRACK IN THE ROCK?
5 21 113 37 28
- 20 - More help for above problem.
5 21 127 104 115 37 28
- 21 - Solution to above problem.
86 28
- 22 - IS IT TOO DARK TOO SEE?
7 37 103
- 23 - More help for above problem.
64 37 103
- 24 - Solution to above problem.
36 103 19 32 93 26 37 40
- 25 - CAN NOT OPEN THE CHEST?
6 114 113 37 76
- 26 - More help for above problem.
79 105 97 37 31 19 15 125 3
- 27 - Solution to above problem.
128 60 97 46 26 120 19 87 79 37 46 87
79 37 12
- 28 - HAVE NOT FOUND CROCODILES?
28
- 29 - More help for above problem.
1 28 13
- 30 - Solution to above problem.
6 101 113 28 19 124
- 31 - CROCODILES A PROBLEM?
89 78 100
- 32 - More help for above problem.
77
- 33 - Solution to above problem.
42 77 48 42 80 48 79 4 48
- 34 - DOES YOUR CROC FOOD ESCAPE YOU?
96 8
- 35 - More help for above problem.
4 123 5 56
- 36 - Solution to above problem.
82 4 26 35 115 73 111
- 37 - CAN NOT GET BEYOND PIRATE'S ISLAND?
9 113 37 39
- 38 - More help for above problem.
29 37 122
- 39 - Solution to above problem.
10 59 53 77 121 74 37 122
- 40 - NEEEP AN ANCHOR?
38 37 130

- 41 - More help for above problem.
77
- 42 - Solution to above problem.
42 77 48 24 43 48
- 43 - NEED A MAP?
122
- 44 - More help for above problem.
57 21 37 23
- 45 - Solution to above problem.
9 113 37 39 90
- 46 - CAN NOT GET PAST THE SNAKES?
29 37 67
- 47 - More help for above problem.
20 49 110 18 98 37 45 115 47 81
- 48 - Solution to above problem.
92
- 49 - CAN NOT FIND THE SECOND TREASURE?
1 33
- 50 - More help for above problem.
51 48 63 30 48 87 48 24 48
- 51 - Solution to above problem.
42 125 37 70 87 48 63 30 48 87 48 24
48
- 52 - PIRATE WILL NOT GET ABOARD?
24 112
- 53 - More help for above problem.
24 127 37 102
- 54 - Solution to above problem.
25 84 91 87 65 52 11 48 58 17 62 50 53
- 55 - MISSING A TREASURE?
36 37 126
- 56 - More help for above problem.
29 37 34 109
- 57 - Solution to above problem.
29 37 120
- 58 - CAN NOT END THE GAME?
51 48 55 48
- 59 - More help for above problem.
72 22 113 34 118
- 60 - Solution to above problem.
72 22 113 37 69 19 48 55 48

* DICTIONARY *

1 READ	34 RIGHT	67 MONGOOSE	100 HUNGRY
2 BOOK	35 BOTTLE	68 FEET	101 CAVE
3 LONDON	36 OPEN	69 FLAT	102 BEACH
4 FISH	37 THE	70 FIELD	103 BAG
5 IT	38 NEAR	71 BOOKCASE	104 TOP
6 ENTER	39 CHEST	72 LEAVE	105 SOMETHING
7 REMEMBER	40 MATCHES	73 SEA	106 YOU
8 DRY	41 YOUR	74 READING	107 CHANGED
9 LOOK	42 GO	75 OFF	108 HOLDING
10 BUILD	43 ANCHOR	76 ROCK	109 TOOL
11 UP	44 BRIBE	77 LAGOON	110 THAT
12 KEYS	45 PIECES	78 ARE	111 WATER
13 DESCRIPTION	46 RUG	79 GET	112 AROUND
14 STAIRS	47 EIGHT	80 NORTH	113 IN
15 RETURN	48 -	81 CRITTER	114 CRACK
16 HELP	49 ABOUT	82 CARRY	115 OF
17 WILL	50 CLOSE	83 UPSTAIRS	116 YOHO
18 I	51 TRY	84 PIRATE	117 SLIPPERY
19 AND	52 HIM	85 ALCOVE	118 PLACE
20 SORRY	53 BY	86 CLIMB	119 OUTSIDE
21 IS	54 PASSAGE	87 THEN	120 HAMMER
22 TREASURES	55 SCORE	88 SLIPPING	121 AFTER
23 CHARM	56 WET	89 THEY	122 PLANS
24 DIG	57 TWICE	90 AGAIN	123 LIKE
25 GIVE	58 HE	91 RUM	124 EXPLORE
26 WITH	59 SHIP	92 PARROT	125 TO
27 GOT	60 NAILS	93 TORCH	126 BOX
28 HILL	61 SNEAKERS	94 WHILE	127 ON
29 USE	62 BE	95 SAY	128 REMOVE
30 30	63 PACE	96 TOO	129 WEAR
31 SHED	64 EXAMINE	97 FROM	130 KEEL
32 LIGHT	65 WAKE	98 MEANT	
33 MAP	66 ROOM	99 WINDOW	

***** ADVENTURE 3 HINTS AND SOLUTIONS *****

© COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to 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 or solution!

- 1 - CAN NOT GET THROUGH THE WHITE DOOR?
40 69 47 29
- 2 - More help for above problem.
35 7 69 33 44 20 1 65
- 3 - Solution to above problem.
40 29 67 35 54 67 35 49
- 4 - CAN NOT GET THROUGH YELLOW DOOR?
57 52 17 11 27
- 5 - More help for above problem.
42 27
- 6 - Solution to above problem.
14 77 68 27
- 7 - BOMB GOING OFF AFTER GETTING KEY?
66 8 2 31 47 27 67 30 64 5 60 55 49 9
- 8 - More help for above problem.
70 50
- 9 - Solution to above problem.
12 50 34 51 46 34 43 74 59 10 27
- 10 - STILL CAN NOT GET THROUGH YELLOW DOOR?
13 69 29
- 11 - More help for above problem.
35 7 67 49 3
- 12 - Solution to above problem.
69 29 35 52 26 35 54 26 35 49
- 13 - CAN NOT GET THROUGH BLUE DOOR?
15 19 18 56 22 25
- 14 - More help for above problem.
13 61 47 23
- 15 - Solution to above problem.
53 47 23
- 16 - CAN NOT GET THROUGH THE JAMMED DOOR?
15 21 16 76 27
- 17 - More help for above problem.
71 39 75 48 1 38 28 37
- 18 - Solution to above problem.
35 73 48 58 47 4
- 19 - CAN NOT DEFUSE THE BOMB?
45 0
- 20 - More help for above problem.
24 0
- 21 - Solution to above problem.
63 24 6 47 32
- 22 - STILL CAN NOT DEFUSE THE BOMB?
72 47 41
- 23 - More help for above problem.
62 47 32
- 24 - Solution to above problem.
63 24 6 37 69 33 36

* DICTIONARY *

- | | | | |
|-------------|--------------|-------------|-------------|
| 1 SOMETHING | 21 THOUGH | 41 WIRES | 61 WITH |
| 2 CAMERA | 22 UP | 42 BREAK | 62 MOVE |
| 3 LAST | 23 MOP | 43 HIS | 63 POUR |
| 4 DOOR | 24 WATER | 44 ORDERS | 64 HOW |
| 5 YOU | 25 TOOL | 45 PAIL | 65 HAPPENS |
| 6 ON | 26 THEN | 46 HIM | 66 NOTE |
| 7 BUTTONS | 27 WINDOW | 47 THE | 67 - |
| 8 TV | 28 TO | 48 OR | 68 THROUGH |
| 9 ROOM | 29 CHAIR | 49 WHITE | 69 IN |
| 10 BROKEN | 30 REMEMBER | 50 SABOTEUR | 70 EXAMINE |
| 11 OUTSIDE | 31 ABOVE | 51 USE | 71 PUT |
| 12 FRISK | 32 BOMB | 52 YELLOW | 72 CUT |
| 13 PLAY | 33 DIFFERENT | 53 SHAKE | 73 HARD |
| 14 THROW | 34 AND | 54 RED | 74 BADGE |
| 15 LOOK | 35 PUSH | 55 INTO | 75 SHOULDER |
| 16 6 | 36 ROOMS | 56 CLEAN | 76 INCH |
| 17 KEY | 37 IT | 57 NEED | 77 RECORDER |
| 18 A | 38 LOWER | 58 KICK | |
| 19 FOR | 39 YOUR | 59 BY | |
| 20 UNTILL | 40 SIT | 60 GOT | |

***** ADVENTURE 4 HINTS AND SOLUTIONS *****

© COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to 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
or solution!

- | | |
|--|--|
| 1 - HAVE NOT GOT A RING YET?
26 18 13 57 49 | 21 - Solution to above problem.
24 88 38 27 |
| 2 - More help for above problem.
43 97 | 22 - STUCK CHIMNEY SWEEP?
63 57 42 99 91 9 56 28 |
| 3 - Solution to above problem.
43 97 65 7 22 65 66 95 | 23 - More help for above problem.
66 9 56 93 70 48 15 34 |
| 4 - CAN NOT GET PAST THE STONE DOOR?
77 93 95 | 24 - Solution to above problem.
40 29 |
| 5 - More help for above problem.
7 2 58 34 93 51 | 25 - CRACK IN THE WALL A PROBLEM?
73 93 23 34 32 68 |
| 6 - Solution to above problem.
89 95 2 93 80 | 26 - More help for above problem.
20 18 93 90 85 93 95 |
| 7 - HAVE NOT FOUND A SAFE?
79 72 60 | 27 - Solution to above problem.
89 20 5 78 |
| 8 - More help for above problem.
94 93 6 | 28 - MISSING RABBIT'S FOOT OR FOUR
LEAF CLOVER?
30 18 5 47 31 93 61 5 69 |
| 9 - Solution to above problem.
66 93 83 88 66 93 72 60 | 29 - More help for above problem.
7 31 88 85 47 37 45 |
| 10 - CAN NOT READ THE PLAQUE?
16 10 | 30 - Solution to above problem.
7 74 65 4 31 65 17 75 |
| 11 - More help for above problem.
77 26 34 53 1 | 31 - CURSE STILL HOLDING?
82 64 23 41 93 8 67 71 |
| 12 - Solution to above problem.
19 39 3 62 36 65 52 93 50 65 77 93 98 | 32 - More help for above problem.
92 14 57 52 93 44 |
| 13 - NEED LIGHT?
87 81 | 33 - Solution to above problem.
92 14 93 8 67 59 18 84 11 93 22 |
| 14 - More help for above problem.
86 | 34 - WINDOW STILL SLAMMING SHUT?
66 46 |
| 15 - Solution to above problem.
21 86 | 35 - More help for above problem.
55 93 25 76 |
| 16 - EXPLODING CHEM TUBES A PROBLEM?
94 6 | 36 - Solution to above problem.
55 93 33 |
| 17 - More help for above problem.
35 54 | |
| 18 - Solution to above problem.
55 93 96 | |
| 19 - TINY DOOR TOO SMALL FOR YOU?
12 27 | |
| 20 - More help for above problem.
24 27 | |

* DICTIONARY *

1 LIGHT	26 IT	51 WALL	76 ITEM
2 AT	27 CHEMICALS	52 HAVE	77 READ
3 OR	28	53 SCANT	78 CRACK
4 MOVE	29 SWEEP	54 YOURSELF	79 REMOVE
5 BY	30 ONE	55 CARRY	80 DOOR
6 ARMORY	31 KETTLE	56 OUT	81 ?
7 LOOK	32 HER	57 YOU	82 LISTEN
8 GOOD	33 CLOVER	58 STONE	83 SWORD
9 HIM	34 IN	59 CHARM	84 ALSO
10 LENS	35 PROTECT	60 HEADS	85 REMEMBER
11 ON	36 DARK	61 OTHER	86 IDOL
12 EXAMINE	37 SMALL	62 SOMEWHERE	87 DUSTY
13 WHERE	38 DRINK	63 IF	88 AND
14 SURE	39 FIREPLACE	64 TO	89 WAVE
15 CAME	40 PUSH	65 -	90 KEY
16 NEED	41 ABOUT	66 GET	91 PULL
17 GO	42 CAN	67 LUCK	92 BE
18 IS	43 OPEN	68 CHMABER	93 THE
19 ENTER	44 DOLL	69 NETTLES	94 TRY
20 BAG	45 PASSAGE	70 WAY	95 RING
21 CLEAN	46 LUCKY	71 CHARMS	96 SHIELD
22 COUNT	47 A	72 ANIMAL	97 COFFIN
23 MEDIUM	48 HE	73 SUMMON	98 PLAQUE
24 MIX	49 STARTED	74 GRAVE	99 NOT
25 RIGHT	50 GLASS	75 HOLE	

***** ADVENTURE 5 HINTS AND SOLUTIONS *****

© COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to 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 or solution!

- | | |
|---|--|
| 1 - CAN NOT GET OUT OF BED?
94 106 87 106 | 21 - Solution to above problem.
66 61 106 16 61 106 66 21 106 |
| 2 - More help for above problem.
41 99 85 108 | 22 - NEED SOME MORE LIGHT?
111 11 78 |
| 3 - Solution to above problem.
62 99 | 23 - More help for above problem.
6 47 80 105 118 |
| 4 - CAN NOT FIGURE OUT WHAT YOU ARE DOING HERE?
91 116 | 24 - Solution to above problem.
66 105 106 111 78 |
| 5 - More help for above problem.
67 43 85 70 58 | 25 - CAN NOT GET OUT OF THE PIT?
117 |
| 6 - Solution to above problem.
66 64 | 26 - More help for above problem.
45 |
| 7 - CAN NOT WORK THE DUMBWAITER?
52 61 85 106 87 106 | 27 - Solution to above problem.
115 45 57 117 85 66 105 |
| 8 - More help for above problem.
26 40 34 68 88 57 40 | 28 - FLAG POLE BREAKING ALOT?
115 45 15 |
| 9 - Solution to above problem.
52 61 106 29 61 106 1 16 61 106 | 29 - More help for above problem.
94 48 |
| 10 - CAN NOT LEAVE THE DUMBWAITER?
88 28 96 51 | 30 - Solution to above problem.
115 45 57 50 |
| 11 - More help for above problem.
66 108 | 31 - PESKY BAT BUGGING YOU?
17 26 33 72 92 |
| 12 - Solution to above problem.
66 21 | 32 - More help for above problem.
88 69 103 34 112 84 |
| 13 - CAN NOT FIND DRACULA'S CRYPT?
66 116 80 43 85 76 43 | 33 - Solution to above problem.
17 80 4 9 54 |
| 14 - More help for above problem.
6 2 80 48 93 | 34 - CAN NOT FIND DRACULA'S COFFIN?
89 81 19 80 23 |
| 15 - Solution to above problem.
115 45 57 86 85 6 60 46 | 35 - More help for above problem.
38 69 87 |
| 16 - PROBLEM WITH A LOCKED DOOR?
94 106 87 106 | 36 - Solution to above problem.
3 11 113 19 80 23 |
| 17 - More help for above problem.
95 80 42 109 28 90 | 37 - GETTING ROBBED ALOT?
30 11 74 107 119 63 69 53 62 57 |
| 18 - Solution to above problem.
20 80 102 13 80 31 8 | 38 - More help for above problem.
65 |
| 19 - HAVE NOT FOUND THE MATCHES?
61 | 39 - Solution to above problem.
20 102 106 10 110 85 113 83 71 106 75
57 102 80 35 55 34 |
| 20 - More help for above problem
88 59 19 49 39 | 40 - CAN NOT OPEN THE COFFIN?
94 12 88 28 77 57 79 5 |

- 41 - More help for above problem.
80 101 28 63
- 42 - Solution to above problem.
44 88 9 54
-
- 43 - COFFIN LOCK A PROBLEM?
75 80 25
- 44 - More help for above problem.
25 28 37 36

- 45 - Solution to above problem.
114 97 54 73 32 52 25
-
- 46 - STILL CAN NOT KILL DRACULA?
34 82 40 88 104 24 18
- 47 - More help for above problem.
14 88 80 54 98
- 48 - Solution to above problem.
100 102 60 7 9 54 85 32 22 63 80 27 56

*** DICTIONARY ***

- | | | | |
|--------------|---------------|---------------|---------------|
| 1 OR | 31 PAPER | 61 DUMBWAITER | 91 WALK |
| 2 OUT | 32 THEN | 62 GET | 92 LIKE |
| 3 SMOKE | 33 VAMPIRES | 63 DRACULA | 93 WINDOW |
| 4 GARLIC | 34 YOU | 64 GATE | 94 TRY |
| 5 EMPTY | 35 DOOR | 65 CLOSET | 95 POSTCARD |
| 6 CLIMB | 36 HEATED | 66 GO | 96 REAL |
| 7 COFFIN | 37 SOLAR | 67 LEAVE | 97 UNTILL |
| 8 CLIP | 38 SMOKING | 68 WANT | 98 BEFORE |
| 9 AT | 39 DIRECTIONS | 69 CAN | 99 UP |
| 10 HIDE | 40 DO | 70 FOLLOW | 100 BREAK |
| 11 A | 41 WAKE | 71 HERE | 101 BAT |
| 12 WHEN | 42 MAILMAN | 72 DON'T | 102 LOCK |
| 13 WITH | 43 CASTLE | 73 TIME | 103 GIVE |
| 14 FIX | 44 OPEN | 74 DUSTY | 104 AS |
| 15 ELSEWHERE | 45 SHEET | 75 REMEMBER | 105 PIT |
| 16 RAISE | 46 DOWN | 76 LOOK | 106 - |
| 17 CARRY | 47 INTO | 77 SUPPOSED | 107 PLACE |
| 18 SLEEPS | 48 BEDROOM | 78 MATCH | 108 |
| 19 IN | 49 TWO | 79 BE | 109 BRINGS |
| 20 PICK | 50 BED | 80 THE | 110 STAKE |
| 21 ROOM | 51 EASY | 81 SIGN | 111 LIGHT |
| 22 KILL | 52 ENTER | 82 MUST | 112 BAD |
| 23 CRYPT | 53 NOT | 83 PACK | 113 CIGARETTE |
| 24 HE | 54 NIGHT | 84 BREATH | 114 WAIT |
| 25 OVEN | 55 BEHIND | 85 AND | 115 TIE |
| 26 WHAT | 56 DAY | 86 SOMETHING | 116 OUTSIDE |
| 27 NEXT | 57 TO | 87 HELP | 117 RING |
| 28 IS | 58 PATH | 88 IT | 118 FIRST |
| 29 LOWER | 59 GOES | 89 READ | 119 WHERE |
| 30 FIND | 60 ON | 90 USEFULL | |

******* ADVENTURE 6 HINTS AND SOLUTIONS *******

© COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to 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 or solution!

- 1 - HAVE NOT BEEN ABLE TO LEAVE THE SHIP?
11 27 91
- 2 - More help for above problem.
73 27 60 61
- 3 - Solution to above problem.
73 60 100 13 71
-
- 4 - VACUUM A PROBLEM?
41 27 104
- 5 - More help for above problem.
11 27 104
- 6 - Solution to above problem.
120 93 81 109 77 102 103 117 27 104
-
- 7 - CAN NOT GET OFF THE SHIP?
17 87 7 51 31
- 8 - More help for above problem.
13 5 17
- 9 - Solution to above problem.
74 121 97 27 64 20 27 105
-
- 10 - HAVE ONLY FOUND A BOULDER?
11 62
- 11 - More help for above problem.
84 62 120 67 24 85 46 113
- 12 - Solution to above problem.
84 62 24 120 67 24 108 80
-
- 13 - CAN NOT DO ANYTHING MUCH IN HEXAGONAL ROOM?
11 38 103 42 24 114 24
- 14 - More help for above problem.
106 58 24 6 52 82 111 27 50
- 15 - Solution to above problem.
3 66 24 73 66 24 25 38 24 13 92
-
- 16 - CAN NOT GET ANYWHERE ELSE?
86
- 17 - More help for above problem.
98 17 122 126 124 125 127 129 123 128 27 68
- 18 - Solution to above problem.
3 66 24 73 66 24 25 38
-
- 19 - AIR RUNS OUT ON YOU?
102 27 33 18 27 1 70 27 81 87 22
- 20 - More help for above problem.
59 49 63 27 76 32 94
- 21 - Solution to above problem.
26 56 63 76 94 24 73 75 24 73 72
-
- 22 - CAN NOT MAKE ANYTHING OUT OF THE PICTURE?
41 44
- 23 - More help for above problem.
11 44
- 24 - Solution to above problem.
73 61 20 44 24 41 44 24 11 101
-
- 25 - HIGH GRAVITY GETTING YOU DOWN?
44 103 101 87 27 39
- 26 - More help for above problem.
11 19
- 27 - Solution to above problem.
88 69 121 19 24 41 69 24 95 2 24
-
- 28 - CAN NOT GET HATCH OPEN?
14 9 78 54 27 39
- 29 - More help for above problem.
37 102 27 10
- 30 - Solution to above problem.
37 102 27 10 35 27 83 121 27 99 48
-
- 31 - NEED A POWER CRYSTAL?
11 27 90 12
- 32 - More help for above problem.
23 98 109 36 63 30 21
- 33 - Solution to above problem.
15 118 27 66 63 27 40 50 103 85 17
-
- 34 - CAN NOT RETURN TO PLANETOID AND SCOUT SHIP?
53 27 66 109 43 16 27 68
- 35 - More help for above problem.
73 3 25 24 112 79 87 116 34
- 36 - Solution to above problem.
3 66 24 25 38 24 73 66 24 25 38 24 13 92
-
- 37 - MISSING AN ICE DIAMOND?
8 96 103 65 57 107 100 89
- 38 - More help for above problem.
29 63 115 55

39 - Solution to above problem.
119 96 63 65 57 107 100 89 35 27 8 45
103 62

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

41 - More help for above problem.
11 91

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

*** DICTIONARY ***

1 GUAGE	34 LONG	67 DESTROY	100 THEN
2 BUCKLE	35 WITH	68 GATEWAY	101 PAINTING
3 PULL	36 REMEMBER	69 BELT	102 OPEN
4 BLUE	37 PRY	70 SAYS	103 AND
5 FOR	38 PLASTIC	71 DOOR	104 SPACESUIT
6 AFTER	39 CLUE	72 WHITE	105 LEDGE
7 A	40 HEXAGONAL	73 PUSH	106 BE
8 ICE	41 WEAR	74 JUMP	107 STORM
9 GRAVITY	42 TRY	75 BLACK	108 SHOOT
10 HATCH	43 MUST	76 ALIEN	109 YOU
11 EXAMINE	44 GOGGLES	77 CAN	110 BLAST
12 CRYSTAL	45 PICK	78 WORLD	111 LEAVE
13 GO	46 TWO	79 SEQUENCE	112 THIS
14 HIGH	47 YOUR	80 BOULDER	113 COMMANDS
15 BREAK	48 COLONY	81 AIR	114 HELP
16 RESET	49 AROUND	82 DISORIENTED	115 GRASSY
17 IT	50 ROOM	83 METAL	116 TOO
18 IF	51 SIMPLE	84 SET	117 CLOSE
19 SCULPTURE	52 FEELING	85 USE	118 OFF
20 ON	53 USING	86 REPEAT	119 DROP
21 SHAPE	54 HOLDS	87 IS	120 TO
22 BREATHABLE	55 PLAIN	88 GET	121 FROM
23 WHAT	56 HOSE	89 EXPLORE	122 AGAIN
24	57 SNOW	90 BROKEN	123 SERVICED
25 TOUCH	58 GENTLE	91 CONSOLE	124 ARE
26 CONNECT	59 PLAY	92 CURTAIN	125 6
27 THE	60 RED	93 SAVE	126 THERE
28 SCOUT	61 BUTTON	94 SHIP	127 MAIN
29 DIG	62 PHASER	95 TWIST	128 BY
30 THAT	63 IN	96 HOUND	129 LOCATIONS
31 ACTION	64 AIRLOCK	97 OUTSIDE	
32 SPACE	65 METHANE	98 DO	
33 SUIT	66 ROD	99 MINING	

******* ADVENTURE 7 HINTS AND SOLUTIONS *******

© COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to 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
or solution!

- 1 - CAN NOT GET INTO THE FUN HOUSE?
135 115 62 29 13
- 2 - More help for above problem.
128 131 29 102 74 131 29 2
- 3 - Solution to above problem.
136 29 139 50 48 29 87 94 138 29 124
- 4 - LOST IN THE MAZE?
24 49 126 9
- 5 - More help for above problem.
120 60 94 33 110 41
- 6 - Solution to above problem.
110 29 38 48 132 88 46 56 89 61 114
- 7 - CAN NOT LEAVE THE BARREL ROOM?
28 56 25 66 117 66 116 66 133 47 70
- 8 - More help for above problem.
59
- 9 - Solution to above problem.
12 107 119 72 57
- 10 - HAVE NOT GOTTEN A KEY?
39
- 11 - More help for above problem.
106 40
- 12 - Solution to above problem.
52 40 29 1
- 13 - MERRY-GO-ROUND A PROBLEM?
16 6 74 128 137
- 14 - More help for above problem.
29 101 104 46 29 92
- 15 - Solution to above problem.
128 131 101 122 6 48
- 16 - HAVE NOT FOUND THE SPECS ?
4
- 17 - More help for above problem.
28 56 43 29 4
- 18 - Solution to above problem.
111 4
- 19 - CAN NOT GET THROUGH A DOOR?
51 127 46 17
- 20 - More help for above problem.
45 27 31 34 54 95
- 21 - Solution to above problem.
76 35 56 138 64 77 7 76 3 37
- 22 - STILL STUCK IN THE PIT?
18 62 29 15
- 23 - More help for above problem.
133 44
- 24 - Solution to above problem.
42 29 109 94 133 44 61 29 20
- 25 - HAVE NOT FOUND WRENCH?
100 55 118
- 26 - More help for above problem.
105 61 29 26 47 65 81 106 23 62 100
55 118
- 27 - Solution to above problem.
90 8 48 26 134 128 129 21 97 62 7 79
76 125 84
- 28 - PROBLEMS MOVING THE GRATE?
42 80
- 29 - More help for above problem.
42 113 22 29 71 98 35 82 5 121
- 30 - Solution to above problem.
63 29 102
- 31 - DO NOT KNOW WHY YOU ARE AT THE
FUN HOUSE?
36 122 113 91
- 32 - More help for above problem.
28 56 69 29 91 47 96
- 33 - Solution to above problem.
108 29 91 61 113 73
- 34 - HAVE FOUND NO EXPLOSIVES?
103 11 30
- 35 - More help for above problem.
67 30 83 14
- 36 - Solution to above problem.
85 50 74 136 29 32 48 41
- 37 - GRATE INSIDE SEWER A PROBLEM?
53 41 129
- 38 - More help for above problem.
24 29 58 112 68
- 39 - Solution to above problem.
130 29 10 7
- 40 - SHOOTING GALLERY PROBLEMS WHEN
IN SEWER?
19 86 99

*** DICTIONARY ***

1 COMB	36 PLAY	71 OTHER	106 EXAMINE
2 TREE	37 FIND	72 W	107 R
3 MAY	38 ROOMS	73 SHOE	108 REMOVE
4 KNOB	39 TANK	74 AND	109 TRAMPOLINE
5 COME	40 MERMAID	75 PUT	110 MAP
6 SPECS	41 IT	76 YOU	111 PULL
7 DOOR	42 USE	77 ANY	112 FROM
8 POLE	43 PUSH	78 FRONT	113 YOUR
9 EASY	44 OUT	79 AS	114 THEM
10 STORM	45 DOORS	80 WRENCH	115 SIGN
11 TYPE	46 IS	81	116 SKIP
12 C	47 BUT	82 NEVER	117 RUN
13 COUNTER	48 ON	83 TASTES	118 ROUND
14 BAD	49 TRYING	84 IN	119 A
15 GALLERY	50 GUM	85 CHEW	120 DROP
16 WEAR	51 SORRY	86 TELLING	121 OFF
17 CORRECT	52 GIVE	87 BRANCH	122 WITH
18 SOMETHING	53 BLOW	88 THERE	123 SHOOTING
19 FORTUNE	54 EMPLOYEES	89 ALOT	124 COIN
20 PIT	55 GO	90 CLIMB	125 GAME
21 REMEMBER	56 NOT	91 HEEL	126 ITS
22 HEAD	57 L	92 KEY	127 THAT
23 CEILING	58 NOISE	93 ND	128 LOOK
24 KEEP	59 BABY	94 TO	129 UP
25 WALK	60 THINGS	95 ONLY	130 CLOSE
26 HORSE	61 OF	96	131 AT
27 ARE	62 BY	97 BUTTON	132 PAPER
28 DO	63 SLIDE	98 BOLT	133 JUMP
29 THE	64 THROUGH	99 MACHINE	134 THEN
30 EXPLOSIVE	65 HIGHER	100 MERRY	135 READ
31 FOR	66 OR	101 MIRROR	136 STICK
32 FUSE	67 PLASTIC	102 GRATE	137 AROUND
33 HELP	68 SPREADING	103 SOFT	138 GET
34 PARK	69 FIX	104 ROOM	139 CHEWED
35 WILL	70 MOVE	105 TOP	

******* ADVENTURE 8 HINTS AND SOLUTIONS *******

© COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to 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 or solution!

- 1 - CAN'T GET IN THE PYRAMID?
2 93 19 5 67 34 19 27
- 2 - More help for above problem.
11 19 58
- 3 - Solution to above problem.
65 19 70 67 38 19 4 66 51 11 19 5
- 4 - CAN'T GET IN THE TINY DOOR?
69
- 5 - More help for above problem.
51
- 6 - Solution to above problem.
22
- 7 - NOMAD IS TROUBLE?
72 49 26 21 36
- 8 - More help for above problem.
63 46 23
- 9 - Solution to above problem.
18 19 23
- 10 - CAN NOT GET BY MUMMY?
47 87 96 75 84
- 11 - More help for above problem.
92 90
- 12 - Solution to above problem.
3 73
- 13 - PURPLE WORM A PROBLEM?
35 19 41 15
- 14 - More help for above problem.
22 37 60 19 41
- 15 - Solution to above problem
40 26 30 20 29 60 19 41
- 16 - PHARAOH A PROBLEM?
28 34 19 16 67 52 56
- 17 - More help for above problem.
6 34 5 26 36
- 18 - Solution to above problem.
103 19 102 51 43 19 32 17 19 58 83 6
39 34 19 5
- 19 - BRICKED DOORWAY A PROBLEM?
64 19 66
- 20 - More help for above problem.
65 55 67 45 10
- 21 - Solution to above problem.
64 19 66 54 57 19 31 42
- 22 - LIGHT TOO BRIGHT?
63 71 13 48 25
- 23 - More help for above problem.
62 50
- 24 - Solution to above problem:
62 50 12 19 61 9 19 33
- 25 - OYSTER A PROBLEM?
8 1 47 59 60 19 14
- 26 - More help for above problem.
29 53 68 19 14
- 27 - Solution to above problem.
68 19 44 19 7
- 28 - DO NOT KNOW WHERE TO STORE TREASURES?
70
- 29 - More help for above problem.
78
- 30 - Solution to above problem.
88 70 20 78 100 67 95 79 51
- 31 - MISSING NECKLACE?
81
- 32 - More help for above problem.
97
- 33 - Solution to above problem.
97 74 83 81
- 34 - POISON NEEDLE A PROBLEM?
80 46 89
- 35 - More help for above problem.
98 47
- 36 - Solution to above problem.
98 31 42
- 37 - MISSING SCARAB?
82
- 38 - More help for above problem.
94 82
- 39 - Solution to above problem.
94 99 100 26 76 100
- 40 - MISSING TREASURE?
91 77

41 - More help for above problem.
91 85 101

42 - Solution to above problem.
91 86

*** DICTIONARY ***

1 DID	27 DESERT	53 NOT	79 THEM
2 DIG	28 LOOK	54 WHILE	80 PROTECT
3 DOUSE	29 DO	55 MAD	81 TABLE
4 TINY	30 NOTHING	56 CLEAN	82 WALL
5 PYRAMID	31 IRON	57 WEARING	83 OF
6 LIQUID	32 RUBY	58 POOL	84 POWER
7 JERKY	33 COIN	59 WRONG	85 TRASH
8 YOU	34 IN	60 WITH	86 SKULL
9 FOR	35 LEAVE	61 FLOOR	87 GIVES
10 IT	36 USEFUL	62 FEEL	88 TAKE
11 ENTER	37 MESS	63 USE	89 HAND
12 ON	38 UNLOCK	64 HIT	90 BURNING
13 BLIND	39 ACID	65 GET	91 EXAMINE
14 RATS	40 THERE	66 DOOR	92 ITS
15 ALONE	41 WORM	67 AND	93 BY
16 FIREPLACE	42 GLOVE	68 FEED	94 BEYOND
17 INTO	43 THROW	69 OK	95 READ
18 CARRY	44 OYSTER	70 ROCK	96 HIM
19 THE	45 PUNCH	71 A	97 SAW
20 TO	46 YOUR	72 SOMETIMES	98 WEAR
21 VERY	47 SOMETHING	73 LEAVES	99 MIRROR
22 DON'T	48 MAN'S	74 LEG	100 ROOM
23 GUN	49 HE	75 HIS	101 HEAP
24 WORM	50 AROUND	76 ANOTHER	102 COAL
25 SENSE	51 THEN	77 EXPLORER	103 WASH
26 IS	52 THINK	78 HIEROGLYPHICS	

******* ADVENTURE 9 HINTS AND SOLUTIONS *******

© COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to 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 or solution!

- 1 - CAN NOT GET INTO JAIL?
39 53 45 117 160 2 132
- 2 - More help for above problem.
39 84 129 83 78
- 3 - Solution to above problem.
48 83 78 22 62 64 167 53
- 4 - NEED A KEY?
12 60 157
- 5 - More help for above problem.
141 15 21
- 6 - Solution to above problem.
141 21 163 124 100 163 108 24 163
153 55 165
- 7 - STILL NEED A KEY?
55 165 10 163 76 8 163
- 8 - More help for above problem.
8 117 127 120 173 11 127 116 17 156
- 9 - Solution to above problem.
76 72
- 10 - HORSE A PROBLEM?
168 70 133 19
- 11 - More help for above problem.
66 128
- 12 - Solution to above problem.
97 79
- 13 - HORSE A PROBLEM?
13 111 69 70 128
- 14 - More help for above problem.
28
- 15 - Solution to above problem.
78 128 60 83 78 5 178 176 175 31 177
15 66 70 128
- 16 - CAN NOT LEAVE INDIAN VILLAGE?
12 60 77
- 17 - More help for above problem.
12 30 5 174 20 62 15 143
- 18 - Solution to above problem.
97 112
- 19 - HAVE NOT FOUND A MINE?
164 118
- 20 - More help for above problem.
103 1 15 107
- 21 - Solution to above problem.
44 75 85 9
- 22 - FREEZING AT NIGHT?
93 137 170 130 62 146
- 23 - More help for above problem.
134 149
- 24 - Solution to above problem.
138 46 74 153 134
- 25 - HAVE NOT FOUND ANY EXPLOSIVES?
36 74 86
- 26 - More help for above problem.
74 82
- 27 - Solution to above problem.
168 52
- 28 - STILL HAVE NOT FOUND ANY EXPLOSIVES?
31 94 15 150
- 29 - More help for above problem.
88 59
- 30 - Solution to above problem.
88 104 166 7 126 163 52 163 121 163
- 31 - STILL HAVING PROBLEMS WITH EXPLOSIVES?
59 111 137 154
- 32 - More help for above problem.
142
- 33 - Solution to above problem.
161 142 60 104
- 34 - CAN NOT GET TO MOUNTAINS?
101 118
- 35 - More help for above problem.
59 117 119 4
- 36 - Solution to above problem.
6
- 37 - CAN NOT FIND - GO BOARD - ?
12 60 38 74 61
- 38 - More help for above problem.
34 38
- 39 - Solution to above problem.
12 74 158
- 40 - STILL CAN NOT FIND - GO BOARD - ?
12 74 158 134

- 41 - More help for above problem.
141 125
- 42 - Solution to above problem.
91 38 110 34 59
-
- 43 - DO NOT HAVE A CUP?
12 74 61 159 152
- 44 - More help for above problem.
48 23 137 27
- 45 - Solution to above problem.
171 74 61 159 152
-
- 46 - CAN NOT OPEN SAFE?
12 74 145 25
- 47 - More help for above problem.
56 104 49
- 48 - Solution to above problem.
56 104 14 21 5 108 24 74 145 25
-
- 49 - MISSING FURS?
12 74 145 25
- 50 - More help for above problem.
109
- 51 - Solution to above problem.
168 109 41
-
- 52 - PIANO PLAYER A PROBLEM?
13 117 143
- 53 - More help for above problem.
13 42 137 115 32 163 73 128 135 31 71
128
- 54 - Solution to above problem.
114
-
- 55 - MISSING GOLD NUGGET?
12 54
- 56 - More help for above problem.
151 37

- 57 - Solution to above problem.
164 62 15 40 17 15 162 5 36 74 15 99
71 15 37 87
-
- 58 - MISSING A TREASURE?
136 123
- 59 - More help for above problem.
80
- 60 - Solution to above problem.
36 74 136 123 0
-
- 61 - DO NOT HAVE \$200?
113 117 74 15 106
- 62 - More help for above problem.
140 63 147 17 65 163 51 59 163 5 88
59 15 9 147 163 140 9 147 17 65 163
51 59 163 5 88 59 63 147
- 63 - Solution to above problem.
81 164 41 163 57 164 163 31 29 105
139
-
- 64 - SNAKE A PROBLEM?
48 58
- 65 - More help for above problem.
122 117 15 169 47
- 66 - Solution to above problem.
48 3 90
-
- 67 - BONUS SCORE A PROBLEM?
31 26 16 96 67 74 15 68 144
- 68 - More help for above problem.
122 102 155 56 62 31 59 43 174 172 89
59 117 92
- 69 - Solution to above problem
23 50 98 67 68 33 5 95 112 3 131 35 18

* DICTIONARY *

- | | | | |
|-------------|----------------|--------------------|---------------|
| 1 OUT | 46 BELL | 91 TAPE | 136 BOOT |
| 2 OUTSIDE | 47 WEST | 92 HARD | 137 A |
| 3 YOUR | 48 USE | 93 FIND | 138 RING |
| 4 WIDE | 49 BEHIND | 94 HAVE | 139 \$200 |
| 5 AND | 50 KEEP | 95 SEE | 140 TAKE |
| 6 JUMP | 51 NEGATE | 96 MANY | 141 MOVE |
| 7 SALT | 52 CHARCOAL | 97 SAY | 142 KEG |
| 8 TOPPER | 53 DOOR | 98 DOING | 143 INDIAN |
| 9 FIRST | 54 PIANO | 99 ROOF | 144 ORDER |
| 10 SAID | 55 MORSE | 100 WIRES | 145 LINE |
| 11 FOR | 56 LEAVE | 101 CROSS | 146 SLEEP |
| 12 PLAY | 57 PASS | 102 ONE | 147 PART |
| 13 HE | 58 FORCE | 103 CLEAR | 148 VAIN |
| 14 BY | 59 IT | 104 GUNPOWDER | 149 SERVICE |
| 15 THE | 60 WITH | 105 COLLECT | 150 TOOLS |
| 16 DO | 61 SALOON | 106 DICTIONARY | 151 READ |
| 17 OF | 62 TO | 107 BRUSH | 152 NIGHT |
| 18 GOES | 63 SECOND | 108 TAP | 153 DECODE |
| 19 BACK | 64 OPEN | 109 FLOOR | 154 CONTAINER |
| 20 FRIENDLY | 65 SENTENCE | 110 THEN | 155 WE |
| 21 SAFE | 66 SPUR | 111 NEEDS | 156 CLOTHING |
| 22 MAGNET | 67 THINGS | 112 HOW | 157 TELEGRAPH |
| 23 JUST | 68 RIGHT | 113 CONTRAPOSITIVE | 158 HOTEL |
| 24 KEY | 69 SOMETHING | 114 CLAP | 159 AT |
| 25 SHACK | 70 ON | 115 BIG | 160 NO |
| 26 MUST | 71 LIKE | 116 ITEM | 161 FILL |
| 27 MATCH | 72 HAT | 117 IS | 162 MINE |
| 28 HOOFS | 73 LET | 118 RAVINE | 163 - |
| 29 WILL | 74 IN | 119 NOT | 164 GO |
| 30 TOM-TOM | 75 TUMBLEWEEDS | 120 ENGLISH | 165 CODE |
| 31 YOU | 76 SHAKE | 121 SULFUR | 166 FROM |
| 32 EGO | 77 DRUMS | 122 THIS | 167 JAIL |
| 33 AWAY | 78 SHOE | 123 HILL | 168 GET |
| 34 BREAK | 79 GIDDYUP | 124 CONNECT | 169 WILD |
| 35 SCORE | 80 SHOVEL | 125 BED | 170 WARM |
| 36 DIG | 81 HOLDING | 126 PETER | 171 DANCE |
| 37 MAP | 82 MANURE | 127 AN | 172 DONE |
| 38 MIRROR | 83 HORSE | 128 HIM | 173 TERM |
| 39 EXAMINE | 84 COMPASS | 129 NEAR | 174 BE |
| 40 BOTTOM | 85 UP | 130 PLACE | 175 AFTER |
| 41 BOARD | 86 FIELD | 131 BONUS | 176 FOUND |
| 42 HAS | 87 SAYS | 132 LATCH | 177 USED |
| 43 CAN | 88 MAKE | 133 HIS | 178 NAILS |
| 44 BURN | 89 BUT | 134 ROOM | |
| 45 THERE | 90 GUN | 135 KNOW | |

***** ADVENTURE 10 HINTS AND SOLUTIONS *****

COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to 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 or solution!

- | | |
|---|--|
| 1 HAVE NOT FOUND BOTTLE?
107 | 22 - BEAR STILL A PROBLEM?
61 94 11 44 79 |
| 2 More help for above problem.
109 11 74 | 23 - More help for above problem.
63 28 75 87 |
| 3 - Solution to above problem
107 7 109 91 69 11 74 80 | 24 - Solution to above problem
123 128 16 21 52 42 125 46 41 32 |
| 4 - HAVE NOT FOUND A BEAR?
90 133 | 25 HAVE NOT BEEN OFF THE ISLAND YET?
61 105 |
| 5 More help for above problem.
57 131 21 75 103 | 26 - More help for above problem.
72 11 118 11 130 22 102 127 33 |
| 6 - Solution to above problem
90 30 11 88 50 20 | 27 - Solution to above problem
40 59 106 7 75 58 |
| 7 - HAVE NOT FOUND THE KNIFE?
18 | 28 - CAN NOT ALWAYS CONTROL THE RAFT?
114 25 |
| 8 - More help for above problem.
113 124 | 29 - More help for above problem.
117 82 106 119 |
| 9 - Solution to above problem
18 113 | 30 - Solution to above problem.
116 64 118 126 23 21 75 106 137 47 20 |
| 10 - STILL HAVE NOT FOUND KNIFE?
18 113 7 124 | 31 - PROBLEMS WITH A STALACTITE?
61 20 |
| 11 - More help for above problem.
110 120 | 32 - More help for above problem.
20 22 24 91 75 84 122 |
| 12 - Solution to above problem.
18 7 67 77 35 34 18 113 | 33 - Solution to above problem.
56 36 38 20 |
| 13 - CAN NOT OUTLIVE HURRICANE?
135 101 75 83 17 134 86 | 34 - NEED SOME LIGHT?
124 |
| 14 More help for above problem
7 75 30 | 35 - More help for above problem.
85 1 22 37 |
| 15 - Solution to above problem
7 75 32 66 75 94 | 36 - Solution to above problem.
100 75 85 53 75 15 12 |
| 16 - CAN NOT GET OUT OF THE VOLCANO?
18 | 37 - MACHINERY NOT WORKING?
74 7 5 66 129 |
| 17 - More help for above problem.
61 71 49 66 124 4 7 75 124 | 38 - More help for above problem.
97 29 126 116 115 |
| 18 - Solution to above problem.
18 81 108 75 124 0 | 39 - Solution to above problem
107 7 75 98 68 91 62 69 19 55 |
| 19 - HURRICANE WINDS A PROBLEM?
34 136 104 126 110 34 113 | 40 - NEED A PASSWORD?
9 126 54 35 75 112 132 |
| 20 - More help for above problem.
100 104 138 | 41 - More help for above problem.
39 73 126 75 139 0 |
| 21 - Solution to above problem
100 10 59 72 121 75 96 | |

- | | |
|--|---|
| 42 - Solution to above problem.
60 139 75 13 | 46 - DO NOT KNOW HOW TO END THE
ADVENTURE?
111 75 32 2 37 |
| 43 - LOSING SOMETHING EARLY IN THE
ADVENTURE THAT YOU NEED LATER ON?
78 20 101 34 43 116 20 92 | 47 - More help for above problem.
93 26 75 15 12 |
| 44 - More help for above problem.
20 14 126 39 95 | 48 - Solution to above problem.
35 76 75 6 93 26 75 15 12 47 75 32 2 |
| 45 - Solution to above problem.
78 13 26 27 7 32 88 8 48 45 | 28 31 66 65 3 |

• DICTIONARY •

- | | | | |
|-------------|----------------|---------------|--------------|
| 1 ACTIVATED | 36 COCONUT | 71 OTHER | 106 RAFT |
| 2 MAN | 37 HELP | 72 LOG | 107 DIG |
| 3 CASE | 38 AT | 73 NICE | 108 ACROSS |
| 4 WHILE | 39 BE | 74 LOOK | 109 BEACH |
| 5 MAZE | 40 BUILD | 75 THE | 110 HOLD |
| 6 PASSWORD | 41 BEHIND | 76 SAYING | 111 LET |
| 7 IN | 42 ROCKY | 77 DIRECTIONS | 112 CANNON |
| 8 LATER | 43 CAN | 78 POUR | 113 DOWN |
| 9 SAIL | 44 TASTE | 79 SWEAT | 114 THATS |
| 10 AROUND | 45 BOTTLE | 80 HOLE | 115 YUCKY |
| 11 AND | 46 AREA | 81 WEST | 116 GET |
| 12 FIELD | 47 WHEN | 82 SPARE | 117 STOCK |
| 13 RUM | 48 REFILL | 83 WINDS | 118 VINES |
| 14 HAS | 49 SIDE | 84 RIGHT | 119 PARTS |
| 15 FORCE | 50 ENTER | 85 BLOCK | 120 BREATHE |
| 16 WATER | 51 REBUILD | 86 BLOW | 121 DURING |
| 17 DO | 52 HOT | 87 KEY | 122 ITEM |
| 18 SWIM | 53 THROUGH | 88 THEN | 123 SPILL |
| 19 - | 54 ATOLL | 89 STARTS | 124 LAKE |
| 20 IT | 55 YUCK | 90 CLIMB | 125 CLIFF |
| 21 ON | 56 THROW | 91 WITH | 126 TO |
| 22 WILL | 57 HIGHEST | 92 BACK | 127 TOGETHER |
| 23 KEEP | 58 LAGOON | 93 GO | 128 SALT |
| 24 MOVE | 59 A | 94 BEAR | 129 CAVES |
| 25 CORRECT | 60 GIVE | 95 NON-POROUS | 130 KNIFE |
| 26 INTO | 61 EXAMINE | 96 HURRICANE | 131 POINT |
| 27 BASIN | 62 YOUR | 97 YOU'LL | 132 FIRES |
| 28 IS | 63 EVAPORATION | 98 BAT | 133 THINGS |
| 29 HAVE | 64 MORE | 99 APART | 134 NOT |
| 30 VOLCANO | 65 HIS | 100 CARRY | 135 WAIT |
| 31 OUT | 66 OF | 101 SOMEWHERE | 136 NEED |
| 32 CAVE | 67 DIFFERENT | 102 WORK | 137 SO |
| 33 WELL | 68 GUANO | 103 ISLAND | 138 HEAVY |
| 34 YOU | 69 HANDS | 104 SOMETHING | 139 PIRATE |
| 35 AFTER | 70 COME | 105 JUNGLE | |

***** ADVENTURE 11 HINTS AND SOLUTIONS *****

© COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to 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 or solution!

- | | |
|---|---|
| 1 - PROBLEM WITH VACUUM?
8 18 55 30 36 | 19 - CAN'T FIND ANYPLACE ELSE TO GO?
76 2 17 10 |
| 2 - More help for above problem.
15 69 56 54 45 77 54 71 | 20 - More help for above problem.
72 76 77 54 40 |
| 3 - Solution to above problem
49 85 | 21 - Solution to above problem.
37 40 77 70 88 89 80 86 5 |
| 4 - REACH TUNNELS BUT NO OTHER FORCE
FIELDS?
32 39 61 | 22 - CAN NOT GET THROUGH FORCE FIELD
WITH THE LIGHT?
18 128 141 118 21 130 |
| 5 - More help for above problem.
32 61 77 62 19 | 23 - More help for above problem.
111 21 130 |
| 6 - Solution to above problem.
58 | 24 - Solution to above problem.
102 62 120 |
| 7 - PROBLEM WITH CAVEMAN?
52 21 46 | 25 - CAN NOT THROW THE LEVERS?
83 33 21 84 77 21 29 42 |
| 8 - More help for above problem.
28 21 46 | 26 - More help for above problem.
76 |
| 9 - Solution to above problem.
12 62 74 50 73 28 46 | 27 - Solution to above problem.
81 76 1 72 6 56 91 89 101 33 14 |
| 10 - PSYCHOTRANSFIGURATION A BIG
WORD?
20 43 21 31 77 35 88 | 28 - CAN NOT FIGURE WHAT TO DO NEXT?
100 112 66 90 61 121 85 21 96 140 |
| 11 - More help for above problem.
23 27 41 1 75 27 24 | 29 - More help for above problem.
37 40 123 21 115 133 89 95 21 38 138
21 92 119 97 |
| 12 - Solution to above problem
24 57 67 21 31 | 30 - Solution to above problem.
66 135 59 117 21 87 93 |
| 13 - NEED A RAYSHIELD?
66 34 14 77 53 65 89 66 98 122 14 43
66 67 106 53 | 31 - STILL CAN NOT FIGURE WHAT TO DO
NEXT?
60 21 131 110 21 115 104 146 |
| 14 - More help for above problem
7 26 9 79 77 53 65 | 32 - More help for above problem.
21 47 132 100 136 |
| 15 - Solution to above problem.
21 76 48 21 3 1 21 79 26 139 89 144 1
66 145 129 21 124 84 125 66 113 53
65 43 21 76 | 33 - Solution to above problem.
82 21 47 77 21 87 93 89 13 14 56 126
21 142 135 100 108 127 21 105 34 43
21 11 |
| 16 - PYSCHOTRANSFIGURATION GO
THROUGH BUT YOU ARE NOW IN THE DARK?
14 48 128 107 86 | 34 - STILL CAN NOT FIGURE WHAT TO DO
NEXT?
21 11 116 |
| 17 - More help for above problem.
7 48 137 103 130 78 94 66 1 14 48 107 | 35 - More help for above problem.
25 114 90 54 99 |
| 128 86 1 106 48 107 134 | 36 - Solution to above problem.
25 114 109 66 56 21 143 63 59 95 21
38 |
| 18 - Solution to above problem.
50 62 120 | |

* DICTIONARY *

- | | | | |
|----------------|-------------------|----------------|---------------|
| 1 - | 38 BUTTON | 75 TRANS | 112 SURE |
| 2 UNRAVELS | 39 SOME | 76 BANDANNA | 113 ENDED |
| 3 RAYSHIELD | 40 LOOP | 77 IN | 114 HIM |
| 4 PRODIGY | 41 MINDS | 78 ALL | 115 CAPTAIN'S |
| 5 HOLE | 42 ROOM | 79 PASSWORDS | 116 KNOWS |
| 6 THREAD | 43 WITH | 80 GO | 117 USE |
| 7 THERE | 44 NO | 81 UNTIE | 118 AT |
| 8 HOW | 45 BALLOON | 82 PUT | 119 FORCE |
| 9 TWO | 46 FLOWER | 83 WORK | 120 EYES |
| 10 MYSTERIES | 47 BLOCK | 84 ONE | 121 THROUGH |
| 11 ROBOPIRATE | 48 IS | 85 OUT | 122 BRING |
| 12 HOLD | 49 BREATH | 86 DARK | 123 NEAR |
| 13 SEND | 50 OPEN | 87 TIME | 124 RIGHT |
| 14 IT | 51 PUSH | 88 ROOMS | 125 IF |
| 15 WHAT | 52 EAT | 89 AND | 126 EARTH |
| 16 CURES | 53 ADVENTURE | 90 HAVE | 127 USING |
| 17 MANY | 54 A | 91 TREADMILL | 128 NOT |
| 18 DO | 55 SWIMMERS | 92 FLICKERING | 129 GET |
| 19 BLOODSTREAM | 56 TO | 93 TRANSPORTER | 130 LIGHT |
| 20 PLAY | 57 YOURSELF | 94 AROUND | 131 DINOSAURS |
| 21 THE | 58 HYPERVENTILATE | 95 PRESS | 132 WILL |
| 22 SURFACE | 59 THEN | 96 WHOLE | 133 QUARTERS |
| 23 PSYCHO | 60 KILL | 97 FIELD | 134 EASY |
| 24 CHANGE | 61 AIR | 98 MUST | 135 CAN |
| 25 LET | 62 YOUR | 99 TURN | 136 USEFUL |
| 26 ARE | 63 CASE | 100 BE | 137 PLENTY |
| 27 MEANS | 64 PARENTS | 101 WALK | 138 FIX |
| 28 CRUSH | 65 #10 | 102 CLOSE | 139 123 |
| 29 EXERCISE | 66 YOU | 103 OF | 140 SHIP |
| 30 SURVIVE | 67 INTO | 104 LOG | 141 LOOK |
| 31 CAVEMAN | 68 PLANET'S | 105 DEVICE | 142 PASSWORD |
| 32 STORE | 69 HAPPENS | 106 THIS | 143 DISPLAY |
| 33 ON | 70 DIFFERENT | 107 REALLY | 144 474 |
| 34 FOUND | 71 VACUUM | 108 SAID | 145 WOULD |
| 35 RED | 72 TIE | 109 CARRY | 146 SUGGESTED |
| 36 UNDERWATER | 73 CASE, | 110 AS | |
| 37 DROP | 74 BREATH, | 111 IGNORE | |

***** ADVENTURE 12 HINTS AND SOLUTIONS *****

© COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to 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 or solution!

- 1 - MERCHANTS A PROBLEM?
63 34
 - 2 - More help for above problem.
123 8 44 87 82
 - 3 - Solution to above problem.
7 38 86 70 22

 - 4 - SHIP WON'T MOVE?
51 26 76 111
 - 5 - More help for above problem.
20 8 3 53 94 114 53 88 23 30 88 26 43
37 44 38 10
 - 6 - Solution to above problem.
26 43 9 35 77 88 40 102 1 59 18 35 50
97 44 125 52

 - 7 - SCORPIONS A PROBLEM?
107 57 74
 - 8 - More help for above problem.
98 51 58 57 28
 - 9 - Solution to above problem.
103 95

 - 10 - BOAT DRIFTS AWAY ON YOU?
110 89
 - 11 - More help for above problem.
68 89 109 69 27
 - 12 - Solution to above problem.
99 44 62

 - 13 - STAIRS A PROBLEM?
23 30
 - 14 - More help for above problem.
69 49 114 21
 - 15 - Solution to above problem.
21 36 88 21 64 0

 - 16 - STATUE A PROBLEM?
47
 - 17 - More help for above problem.
65 56 96
 - 18 - Solution to above problem.
45 116 64 44 47 35 120 89

 - 19 - CAN NOT FIND A PASSAGEWAY?
73
 - 20 - More help for above problem.
23 93
- 21 - Solution to above problem.
16

 - 22 - CAN NOT FIND TORCH OR OTHER THINGS?
89 114 109 44 24
 - 23 - More help for above problem.
66
 - 24 - Solution to above problem.
66 127 132 131 4 5 118 35 133 128 118
8 126 88 33 88 130 88 138 88 129

 - 25 - DO NOT KNOW WHAT TO DO WITH THE STONES?
17
 - 26 - More help for above problem.
98 11 124
 - 27 - Solution to above problem.
2 46 6 33 19 55 17

 - 28 - DO NOT KNOW WHAT TO DO WITH TABLET?
48 108 117 113 12
 - 29 - More help for above problem.
120 44 17
 - 30 - Solution to above problem.
99 108 109 44 91

 - 31 - MOUNTAIN AND SUN A PROBLEM?
81 89
 - 32 - More help for above problem.
119 44 92 84 44 80
 - 33 - Solution to above problem.
81 15 119 44 92 6 44 14

 - 34 - HAVE NOT FOUND THE GLOBE?
29 17 79 19 121 83 78 105 109 44 100
91
 - 35 - More help for above problem.
40 44 91 72 78 14 35 15 122 101
 - 36 - Solution to above problem.
120 44 41 13 121 83

 - 37 - CAN NOT FIND CYCLOPS?
50 140 73
 - 38 - More help for above problem.
138

- 39 - Solution to above problem.
137 138 8 134 35 123 139 135

- 40 - CAN NOT GET BY THE CYCLOPS?
104
- 41 - More help for above problem.
39 44 104
- 42 - Solution to above problem.
103 136 35 39 44 104 88 42 61 114 36
90 71 64 88 115 60 55 32 25

- 43 - STILL CAN SAVE THE KING?
54
- 44 - More help for above problem.
112 91
- 45 - Solution to above problem.
67 44 54 97 44 91 6 44 31

• DICTIONARY •

- | | | | |
|--------------|---------------|--------------|----------------|
| 1 LIKE | 37 EVERYTHING | 73 ALTAR | 109 IN |
| 2 3 | 38 MERCHANTS | 74 SELF | 110 SECURE |
| 3 TELL | 39 BREAK | 75 EYES | 111 FLOATING |
| 4 ON | 40 TRY | 76 FREE | 112 LAST |
| 5 CAVE | 41 FOUNTAIN | 77 TELESCOPE | 113 WHERE |
| 6 OF | 42 BEWARE | 78 WHEN | 114 IS |
| 7 PAY | 43 NEED | 79 SHOULD | 115 SORRY |
| 8 TO | 44 THE | 80 PEAK | 116 STATUE |
| 9 COMPASS | 45 PUSH | 81 SAY | 117 SOME |
| 10 HAVE | 46 PIECES | 82 FIRST | 118 ISLAND |
| 11 WILL | 47 STAIRS | 83 PLOOSHES | 119 AT |
| 12 WET | 48 DEPOSIT | 84 NOT | 120 EXAMINE |
| 13 AFTER | 49 WORD | 85 WITH | 121 TWO |
| 14 MOUNTAIN | 50 LOOK | 86 BEFORE | 122 WERE |
| 15 SUN | 51 ARE | 87 PALACE | 123 GO |
| 16 PRAY | 52 NEST | 88 - | 124 COMBINE |
| 17 TABLET | 53 WHICH | 89 IT | 125 CROWS |
| 18 EAST | 54 CHALICE | 90 MUST | 126 FIND |
| 19 MAKE | 55 A | 91 FOUNTAIN | 127 MORE |
| 20 HARD | 56 HUMPTY | 92 FOOT | 128 STRAND |
| 21 WALK | 57 YOUR | 93 DEVOUT | 129 TORCH |
| 22 GOODS | 58 GETTING | 94 WAY | 130 KEY |
| 23 BE | 59 SAIL | 95 SANDALS | 131 ONCE |
| 24 GROUND | 60 ITS | 96 DUMPTY | 132 THAN |
| 25 EVENT | 61 WHAT | 97 FROM | 133 ROCKY |
| 26 YOU | 62 ANCHOR | 98 THEY | 134 STALACTITE |
| 27 PLACE | 63 TAKE | 99 DROP | 135 PIT |
| 28 FEET | 64 DOWN | 100 RIGHT | 136 MASK |
| 29 SECOND | 65 REMEMBER | 101 USED | 137 TIE |
| 30 SPECIFIC | 66 DIG | 102 THINGS | 138 ROPE |
| 31 CYCLOPS | 67 FILL | 103 WEAR | 139 INTO |
| 32 RANDOM | 68 KEEP | 104 GLOBE | 140 BEHIND |
| 33 STONE | 69 ONE | 105 DROPPED | |
| 34 INVENTORY | 70 TAKING | 106 CLOSE | |
| 35 AND | 71 COME | 107 PROTECT | |
| 36 UP | 72 UNCOVERED | 108 THEM | |

***** ADVENTURE 13 HINTS AND SOLUTIONS *****

© COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to 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 or solution!

- 1 - CAN NOT GET IN THE CASTLE?
39 165
- 2 - More help for above problem.
116 99 32 53 205 1 116
- 3 - Solution to above problem.
5 190 53
- 4 - CAN NOT FIGURE OUT PLAIN ROOM?
58 94 106
- 5 - More help for above problem.
85 94 106
- 6 - Solution to above problem.
76 171 81 20
- 7 - HAVE A PROBLEM WITH RATS?
139 143 81 53 128
- 8 - More help for above problem.
109 203 65 91 82 45 158 99 152 105 116
- 9 - Solution to above problem.
188 81 33 171 64 170 94 53 189
- 10 - PROBLEM WITH CHANDELIER?
58 160
- 11 - More help for above problem.
108 94 67 98 172 109 194 188 81 53
- 12 - Solution to above problem.
18 53 137 100 128
- 13 - HAVE NOT FOUND THE DRAGON YET?
8 101 94 193 16
- 14 - More help for above problem.
116 150 100 171 94 106
- 15 - Solution to above problem.
76 83
- 16 - HAVE NOT FOUND THE LOFT?
52
- 17 - More help for above problem.
58
- 18 - Solution to above problem.
58 160 101 94 52
- 19 - CAN NOT REACH THE LOFT?
12 192
- 20 - More help for above problem.
143 94 48 95 201 53 194 10 179 162 128
- 21 - Solution to above problem.
5 154 112 171 94 48
- 22 - HAVE NOT FOUND ANYTHING USEFUL IN THE MOAT?
135 89 153
- 23 - More help for above problem.
153
- 24 - Solution to above problem.
174 107 45 94 79
- 25 - HAVE NOT FOUND ANYTHING USEFUL IN THE KITCHEN?
14
- 26 - More help for above problem.
163 14
- 27 - Solution to above problem.
174 107 125 94 14
- 28 - HAVE NOT USED WICKED QUEEN'S SPELL?
92 175 94 49 96 194 99 3 77
- 29 - More help for above problem.
99 114 94 49 96 66 194 40 99 109 175 141 55
- 30 - Solution to above problem.
5 49 171 94 74 185
- 31 - HAVE NOT FOUND BLISS?
61
- 32 - More help for above problem.
58 61
- 33 - Solution to above problem.
146 133
- 34 - DO NOT HAVE A CAN?
58 129
- 35 - More help for above problem.
135 109 72 94 106
- 36 - Solution to above problem.
58 129 62 171 94 97 11 101 94 59
- 37 - HAVE NOT FOUND UNRAVEL YET?
193 16
- 38 - More help for above problem.
76 203 150 109 194 94 140 206 87
- 39 - Solution to above problem.
9 171 94 20 43 94 140 24 81 111

- 40 - RATS A PROBLEM?
188 94 69 45 120 81 53
- 41 - More help for above problem.
139 143 45 41
- 42 - Solution to above problem.
5 122
- 43 - CAN NOT GET THROUGH THE STONE DOOR?
116 150 138 53 171 164
- 44 - More help for above problem.
188 53 42 7 95 80 101 197 90
- 45 - Solution to above problem.
101 94 14 174 107 95 71 118 109 208
- 46 - STILL CAN NOT GET THOUGH STONE DOOR?
139 30 80 101 94 90 139 51
- 47 - More help for above problem.
180 94 204 42 94 129
- 48 - Solution to above problem.
174 107 70 101 94 123 186 174 93 186 5 190 171 6 22
- 49 - CAN NOT CROSS LAVA?
188 69 45 158 99 64 105 116
- 50 - More help for above problem.
54
- 51 - Solution to above problem.
5 13 45 177
- 52 - CAN NOT DRY OUT TOWEL?
56
- 53 - More help for above problem.
28
- 54 - Solution to above problem.
66 29 208 17 167 139 171 28
- 55 - HAVING PROBLEMS WITH FOUNTAIN?
58 78
- 56 - More help for above problem.
188 94 69
- 57 - Solution to above problem.
109 203 94 78 170 199
- 58 - FOUNTAIN STILL A PROBLEM?
99 203 94 37 170 121
- 59 - More help for above problem.
192 53 95 47 136
- 60 - Solution to above problem.
161 53 95 17 206 168
- 61 - CAN NOT GET CAN?
142 50
- 62 - More help for above problem.
142 110
- 63 - Solution to above problem.
192 53 137 155 152 117
- 64 - HAVE NOT GOTTEN INTO BOX?
163 60
- 65 - More help for above problem.
188 192
- 66 - Solution to above problem.
5 38
- 67 - HAVE NOT FIGURED A USE FOR FIRE?
109 137 26 88
- 68 - More help for above problem.
109 137 26 103
- 69 - Solution to above problem.
135 115 109 157 94 124 101 81 25 35
- 70 - HAVE NOT FOUND FIREFLY SPELL?
134
- 71 - More help for above problem.
58 134
- 72 - Solution to above problem.
116 109 4
- 73 - DRAGON STILL A PROBLEM?
135 105 101 159 170 94 69
- 74 - More help for above problem.
104
- 75 - Solution to above problem.
145 68 21 104
- 76 - CAN NOT LEAVE LOFT?
109 203 150 151 176
- 77 - More help for above problem.
73 194 192 44
- 78 - Solution to above problem.
5 13 95 73
- 79 - DRAGON STILL A PROBLEM?
139 143 166 34 139 207 150 202 130 139 30 149
- 80 - More help for above problem.
36 34 30 15 156 72 94 193 16
- 81 - Solution to above problem.
109 203 101 94 132 16
- 82 - DRAGON STILL A PROBLEM?
94 34 203 94 148 101 94 16
- 83 - More help for above problem.
181 94 148 45 94 134
- 84 - Solution to above problem.
200 11 142 94 148 157 94 134
- 85 - HAVE NOT DONE ANYTHING WITH THE STAIRS?
5 38 171 94 187 63

- 86 - More help for above problem.
94 122 53 203 46 42 184 196 27 94 131
194 19 169 116 139 75 139 206
- 87 - Solution to above problem.
57 122 139 30 31 94 131 126
- 88 - DO NOT KNOW WHERE TO STORE THE STARS?
147
- 89 - More help for above problem.
53
- 90 - Solution to above problem.
5 38
- 91 - CAN NOT RETRIEVE THINGS FROM MOAT BOTTOM WITHOUT WASTING A SPELL?
151 203 86 194 113 195 105 137 100
173 128
- 92 - More help for above problem.
23 179 45 182 81 127 198 190 194 109
119 208 194 102 30 139 167 94 86 53
- 93 - Solution to above problem.
5 13
- 94 - DO NOT KNOW WHERE TO USE FIRE SPELL?
147
- 95 - More help for above problem.
99 191 2 81 147
- 96 - Solution to above problem.
5 18 171 81 84
- 97 - CAN NOT GET ALL STARS INTO TREASURE LOCATION?
109 137 39 195 178
- 98 - More help for above problem.
188 94 195 144 53
- 99 - Solution to above problem.
5 183 128
- 100 - NEED TO GET IN THE BOX?
5 38
- 101 - More help for above problem.
135 81 184 47 224 43 216
- 102 - Solution to above problem.
142 60 55 170 104
- 103 - CAN NOT OPEN THE CAN?
60
- 104 - More help for above problem.
19 116 139 215 116 109
- 105 - Solution to above problem.
188 209 30 221 101 94 60

- 106 - WARNING WHAT FOLLOWS ARE SOLUTIONS AND NOT HINTS! ARE YOU NOT SURE OF PROCEDURE TO USE SPELLS IN?
5 13 214 157 123 79
- 107 - More help for above problem.
18 157 84
- 108 - Solution to above problem.
122 223 131 186 101 95 208 170 217
126
- 109 - MORE SOLUTIONS?
57 210 208 170 123 186 163 45 104
186 45 28
- 110 - More help for above problem.
45 149 227 225 84 188 38 45 149 101
- 111 - Solution to above problem.
188 183 45 149 208 186 163 45 78 0
- 112 - MORE SOLUTIONS?
163 107 94 226 218 95 149 220 222 95
183 213 45 84
- 113 - More help for above problem.
211 101 219 35 45 149 81 222
- 114 - Solution to above problem.
211 101 94 212 45 149 151 222

* DICTIONARY *

- | | | | |
|---------------|--------------|-----------------|----------------|
| 1 WOULD | 58 EXAMINE | 115 CASTING | 172 TAKING |
| 2 UP | 59 COURTYARD | 116 DO | 173 WELL |
| 3 FAIRY | 60 BOX | 117 AIM | 174 SWIM |
| 4 AGAIN | 61 KITCHEN | 118 FIGURE | 175 WAS |
| 5 CAST | 62 EITHER | 119 POPS | 176 FAR |
| 6 STONE | 63 STAIRS | 120 TEST | 177 CROSS |
| 7 DRAWBRIDGE | 64 SOME | 121 YOUNG | 178 TRIPS |
| 8 PLAY | 65 TOO | 122 LYCANTHROPE | 179 TRYING |
| 9 PULL | 66 HAVE | 123 MOAT | 180 MAP |
| 10 START | 67 ROPE | 124 LEVER | 181 DELIVER |
| 11 OR | 68 POTION | 125 THROUGH | 182 SQUEEZE |
| 12 TAKES | 69 MIRROR | 126 HOLE | 183 YOHO |
| 13 BLISS | 70 TWICE | 127 WATER | 184 MORE |
| 14 DRAIN | 71 YOU'LL | 128 HERE | 185 GLASS |
| 15 BE | 72 NEAR | 129 CASTLE | 186 THEN |
| 16 ROOM | 73 JUMP | 130 KNOW | 187 WOODEN |
| 17 TOWEL | 74 BROKEN | 131 RATS | 188 USE |
| 18 FIRE | 75 THINK | 132 DUSTY | 189 NAMES |
| 19 HOW | 76 PUSH | 133 CABINETS | 190 SEED |
| 20 WALL | 77 TALE | 134 DRAGON | 191 MAKES |
| 21 FROM | 78 FOUNTAIN | 135 TRY | 192 MAGIC |
| 22 DOOR | 79 BOTTOM | 136 DEVICE | 193 PLAIN |
| 23 PICTURE | 80 COME | 137 WILL | 194 - |
| 24 AS | 81 A | 138 WASTE | 195 TWO |
| 25 DARK | 82 PERHAPS | 139 YOU | 196 THAN |
| 26 BURN | 83 FLOOR | 140 NICHES | 197 ANOTHER |
| 27 SCARING | 84 TREE | 141 MADE | 198 MELON |
| 28 LAVA | 85 MOVE | 142 THROW | 199 YOUTH |
| 29 WRUNG | 86 RIGHT | 143 NEED | 200 BLOW |
| 30 CAN | 87 HANDY | 144 TRIP | 201 ASSOCIATED |
| 31 ENTER | 88 THINGS | 145 DRINK | 202 EVEN |
| 32 ANY | 89 GOING | 146 OPEN | 203 IS |
| 33 DICTIONARY | 90 WAY | 147 FOREST | 204 DIRECTIONS |
| 34 ITEM | 91 EARLY | 148 DUST | 205 CASTER |
| 35 PLACE | 92 WHO | 149 GET | 206 ARE |
| 36 THIS | 93 EAST | 150 NOT | 207 MAY |
| 37 OPPOSITE | 94 THE | 151 THAT | 208 OUT |
| 38 PERME | 95 AND | 152 YOUR | 209 METAL |
| 39 TAKE | 96 QUEEN | 153 DEEPER | 210 GETTING |
| 40 REMEMBER | 97 BRIDGE | 154 LIGHT | 211 DIG |
| 41 TRANSFORM | 98 WITHOUT | 155 IMPROVE | 212 FIELD |
| 42 FOR | 99 WHAT | 156 FOUND | 213 BACK |
| 43 USING | 100 WORK | 157 AT | 214 WHEN |
| 44 USEFUL | 101 IN | 158 SEE | 215 NORMALLY |
| 45 TO | 102 SO | 159 FRONT | 216 GRAVITY |
| 46 GOOD | 103 WOOD | 160 CEILING | 217 THEIR |
| 47 MUNDANE | 104 LOFT | 161 METHUS | 218 SHAFT |
| 48 CHANDELIER | 105 SPELLS | 162 THEM | 219 OBVIOUS |
| 49 WICKED | 106 WALLS | 163 GO | 220 LAST |
| 50 SOMETHING | 107 DOWN | 164 ENTRY | 221 OPENER |
| 51 LEFT | 108 REMOVE | 165 INVENTORY | 222 STAR |
| 52 BALLROOM | 109 IT | 166 AN | 223 BY |
| 53 SPELL | 110 BRICKS | 167 WITH | 224 APPROACH |
| 54 HAPPY | 111 HANDLE | 168 NEEDED | 225 INTO |
| 55 OFF | 112 WHILE | 169 BIG | 226 AIR |
| 56 HEAT | 113 BUT | 170 OF | 227 STARS |
| 57 AFTER | 114 DID | 171 ON | |

***** ADVENTURE 14 HINTS AND SOLUTIONS *****

COPYRIGHT 1983 BY SCOTT ADAMS, INC.

Read the questions until you get to 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 or solution!

- 1 - CAN'T GET ANYWHERE?
12 34
- 2 - More help for above problem.
140 121 45 109 38 120
- 3 - Solution to above problem.
153 65

- 4 - EVERYTHING IS FUZZY?
140 122 106 130 126
- 5 - More help for above problem.
20 10 140 10 129 140 101 63 79
- 6 - Solution to above problem.
13 29

- 7 - ALARM CLOCK NOT TO BE FOUND?
46
- 8 - More help for above problem.
3 137 91 51 42 140 65
- 9 - Solution to above problem.
54 93 132 116 109 119 96

- 10 - GONE JUST ABOUT EVERYWHERE (YOU THINK)?
91 121 9 77 132 95 75
- 11 - More help for above problem.
111 153 143
- 12 - Solution to above problem.
53 134 119 52

- 13 - STILL NO WHERE TO GO?
118 119 120 138 136
- 14 - More help for above problem.
3 148 38 150 81 145 146
- 15 - Solution to above problem.
111 150

- 16 - CAN'T GET TO THE SUMMIT OF THE HILL?
118 119 138 136
- 17 - More help for above problem.
71 27 93
- 18 - Solution to above problem.
59 65 93 36 17 41 26

- 19 - CAN'T GET OFF THE SUMMIT?
56 100 140 51 103 102
- 20 - More help for above problem.
140 100 61 50 38 123

- 21 - Solution to above problem.
59 123

- 22 - NO LIGHT IN THE CRACK?
74 37 78 68 87 86
- 23 - More help for above problem.
23 38 114 27 119 44 124 68 94 70 97
- 24 - Solution to above problem.
91 36 9 115 47 91 36 38 60 81 38 57 109 119 60

- 25 - CAN'T OPEN THE BOX?
91 36 38 57 109 119 60
- 26 - More help for above problem.
91 36 38 60 109 119 135
- 27 - Solution to above problem.
63 119 69 49 64

- 28 - CAN'T DO ANYTHING WITH THE FAN?
8 113 136
- 29 - More help for above problem.
73 110 119 85
- 30 - Solution to above problem.
91 36 38 40 50 119 85

- 31 - HAVE NOT FOUND A SCREWDRIVER?
35 124
- 32 - More help for above problem.
111 35
- 33 - Solution to above problem.
140 72 38 182

- 34 - CAN'T WEAR GLASSES WITH THE MASK?
8 119 29
- 35 - More help for above problem.
139 119 22 66 119 29
- 36 - Solution to above problem.
111 35 109 119 35 124

- 37 - CAN NOT FIND ALGAE?
144 149 148 1
- 38 - More help for above problem.
140 147 152 8 151 20 140 10 152 122
- 39 - Solution to above problem.
153 142 81 8 142

- 40 - CAN NOT FIND BOOKLET?
94 56 140 177

- 41 - More help for above problem.
169 163 191 174 0
- 42 - Solution to above problem.
12 34 81 180 76 109 145 146

- 43 - GLUE A PROBLEM?
8 119 1
- 44 - More help for above problem.
118 119 182
- 45 - Solution to above problem.
84 119 18 112 117 93

- 46 - HAVE NOT FOUND RUM?
205 197 209
- 47 - More help for above problem.
72 38 201 196 208
- 48 - Solution to above problem.
139 199 203 81 205 197 209

- 49 - CAN'T WORK WITH SOME OBJECTS?
8 119 39 136
- 50 - More help for above problem.
83 24 38 99 55 10 93
- 51 - Solution to above problem.
12 93

- 52 - CLOCK DRIVING YOU CRAZY?
82 32 116
- 53 - More help for above problem.
8 30 2 90 119 19
- 54 - Solution to above problem.
93 6 132 108 140 105 93

- 55 - HAVE NOT FOUND MAP?
93 36 109 119 198
- 56 - More help for above problem.
181
- 57 - Solution to above problem.
139 154 66 181 81 8 181

- 58 - CAN NOT SAIL SHIP?
72 179 81 114
- 59 - More help for above problem.
153 35 200
- 60 - Solution to above problem.
111 35 124 81 193 35 81 122 114 109 195 81 179 110 194 162 202 206

- 61 - THINGS REAL DARK AFTER YOUR TRIP?
199
- 62 - More help for above problem.
58
- 63 - Solution to above problem.
207 40 197 199

- 64 - FUEL AND BATTERY RUNNING LOW?

88 - CAN NOT FIND WHERE TO STORE TREASURES?

155 159 168 19

89 - More help for above problem.

147 17 187 173 66 134 52

90 - Solution to above problem.

53 134 19 0

91 - STILL CAN NOT FIND WHERE TO STORE TREASURES?

66 134 52 73 65 81 170 169 163 191 62

92 - More help for above problem.

189 175

93 - Solution to above problem.

4 19 53 188

94 - STILL CAN NOT FIND WHERE TO STORE TREASURES?

140 147 186 153 171 51 56 140 184 178

95 - More help for above problem.

129 140 147 152 111 51 119 192 162 119 192 183 166

96 - Solution to above problem.

165 185 81 84 109 155 159 81 84 171 91

* DICTIONARY *

- | | | |
|---------------|---------------|-----------------|
| 1 ALGAE | 55 MAN | 109 IN |
| 2 SIDES | 56 WHERE | 110 AT |
| 3 ITS | 57 HAMMER | 111 GO |
| 4 TOUCH | 58 BATTERY | 112 BEFORE |
| 5 MOVE | 59 JUMP | 113 THINGS |
| 6 TURNS | 60 SHED | 114 MAP |
| 7 DOCKS | 61 STANDING | 115 LIGHT |
| 8 EXAMINE | 62 NEXT | 116 LATER |
| 9 NO | 63 SEE | 117 USING |
| 10 DO | 64 LIGHT | 118 READ |
| 11 OPENS | 65 UP | 119 THE |
| 12 FEEL | 66 FROM | 120 BED |
| 13 WEAR | 67 GUAGES | 121 ARE |
| 14 CINERA | 68 | 122 HAVE |
| 15 FUEL | 69 CLUE | 123 LEDGE |
| 16 UROSALPINX | 70 DIFFERENT | 124 ROOM |
| 17 ONLY | 71 REACH | 125 OYSIER |
| 18 GLUE | 72 NEED | 126 SIGHT |
| 19 BOAT | 73 LOOK | 127 CLEANLYNESS |
| 20 WHAT | 74 REMEMBER | 128 SILT |
| 21 SNAIL | 75 ISLANDS | 129 IF |
| 22 LENS | 76 MATTRESS | 130 EYE |
| 23 DRAW | 77 SHARKS | 131 ENGINES |
| 24 WOULD | 78 #2 | 132 OFF |
| 25 DICTIONARY | 79 WELL | 133 BEAMS |
| 26 FEET | 80 KEY | 134 UNDER |
| 27 FOR | 81 AND | 135 CRACK |
| 28 RIGHT!!! | 82 WAIT | 136 CAREFULLY |
| 29 GLASSES | 83 HOW | 137 JUST |
| 30 ALL | 84 DROP | 138 DESCRIPTION |
| 31 THATS | 85 CEILING | 139 REMOVE |
| 32 TILL | 86 ADVENTURE | 140 YOU |
| 33 JUP | 87 PIRATES | 141 DOCK |
| 34 AROUND | 88 BOOK | 142 ROCK |
| 35 ENGINE | 89 INDICATORS | 143 WET |
| 36 IS | 90 OF | 144 ROCKY |
| 37 ADV | 91 THERE | 145 BOTTOM |
| 38 A | 92 DIVING | 146 BUNK |
| 39 OBJECTS | 93 IT | 147 CAN |
| 40 BUTTON | 94 TRY | 148 HAS |
| 41 8 | 95 THESE | 149 BEACH |
| 42 WAKE | 96 GAME | 150 TOP |
| 43 GOOLYNESS | 97 DIRECTIONS | 151 CLOSELY |
| 44 DARK | 98 MASK | 152 NOT |
| 45 ASLEEP | 99 BLIND | 153 GET |
| 46 LISTEN | 100 WERE | 154 FRAME |
| 47 BUT | 101 CAN T | 155 SMUGGLERS |
| 48 SQUINT | 102 WITH | 156 AFTER |
| 49 ABOUT | 103 BEGIN | 157 ACTIVE |
| 50 ON | 104 PLAY | 158 HE |
| 51 TO | 105 FIND | 159 HCLD |
| 52 WATER | 106 BAD | 160 FIRST |
| 53 SWIM | 107 PLINGS | 161 PORTHOLE |
| 54 TURN | 108 WHEN | 162 THEN |
| | | 163 VISUAL |
| | | 164 TWICE |
| | | 165 TAKE |
| | | 166 |
| | | 167 SLEEPING |
| | | 168 INSIDE |
| | | 169 NON |
| | | 170 USE |
| | | 171 TREASURES |
| | | 172 RARE |
| | | 173 REACHED |
| | | 174 HELPS |
| | | 175 AROUND |
| | | 176 OUT |
| | | 177 STARTED |
| | | 178 CLOCK |
| | | 179 PIRATE |
| | | 180 LIFT |
| | | 181 PAINTING |
| | | 182 BOOKLET |
| | | 183 MUST |
| | | 184 FOUND |
| | | 185 SIGN |
| | | 186 NEVER |
| | | 187 BE |
| | | 188 OPENING |
| | | 189 FELL |
| | | 190 THEM |
| | | 191 SENSE |
| | | 192 MOUNTAIN |
| | | 193 START |
| | | 194 HELM |
| | | 195 HAND |
| | | 196 LIKE |
| | | 197 BY |
| | | 198 CABIN |
| | | 199 FAN |
| | | 200 GOING |
| | | 201 SHOVEL |
| | | 202 SAIL |
| | | 203 BLADE |
| | | 204 PLAYING |
| | | 205 DIG |
| | | 206 SHIP |
| | | 207 PUSH |
| | | 208 IMPLEMENT |
| | | 209 HILL |
| | | 210 DID |
| | | 211 ROUTE |
| | | 212 CORRECT |
| | | 213 THAT |
| | | 214 SEA |
| | | 215 ANOTHER |

***** ADVENTURE HULK HINTS AND SOLUTIONS *****

Copyright 1984 Marvel Comics Group, a division of Cadence Industries Corporation. All Rights Reserved. The Hulk, Ultron, Ant-Man, Dr. Strange, and the distinctive likenesses thereof are trademarks of the Marvel Comics Group and are used with permission.

Read the questions until you get to 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 or solution!

1 - Can not get loose from chair??

4 83 47 13 167 66 26

2 - More help for above problem.

144 83 162 174 94

3 - Solution to above problem.

5 67

4 - Can not leave the dome??

9 170

5 - More help for above problem.

125 54 177

6 - Solution to above problem.

9 170 120 9 63

7 - High gravity getting you down??

51 52

8 - More help for above problem.

88 157 112

9 - Solution to above problem.

121 112 120 5 67 120 9 63

10 - Have not scored any points?

58 54 163 45 86 101 36 7 91

11 - More help for above problem.

149 100

12 - Solution to above problem.

74 58 101 149 100 120 6 50

13 - Can not find anything but underground room, field and same dome??

145 72

14 - More help for above problem.

166

15 - Solution to above problem

166 85 68 125 40 128 85 120 9 73

16 - Natter energy egg a problem?

139 15 178

17 - More help for above problem.

125 54 106 79

18 - Solution to above problem

125 41 95 136 97 111

19 - Can not get out of underground room??

24 159

20 - More help for above problem

92 127

21 - Solution to above problem.

24 137 167 139 15 178 171 136 97

22 - Found nothing in dome by the small holes??

174 102 49 161 135 142

23 - More help for above problem.

77

24 - Solution to above problem.

66 26

25 - Ant's a problem?

89 54 176 107 171 125 72 31 83 162

26 - More help for above problem.

115 83 134 157 174 102 10 118 135 61 125

27 - Solution to above problem.

53 134

28 - Having problem with bees or can not find bees??

176 54 101 128 85 84 152 62 104 85

29 - More help for above problem.

124 70 11 37

30 - Solution to above problem.

24 173 167 147

31 - Still having problem with bees?

24 85

32 - More help for above problem.

30 98 155 22

33 - Solution to above problem.

59 70 82 85 30 63 85

34 - Can not keep Dr Strange in one place?

51 52 65

35 - More help for above problem.

19 45 35 171 164 82 174 102

36 - Solution to above problem.

5 67 132 101 2 85 15 113 164 82 174 102

37 - Can not figure out what Dr Strange showed you??

24 103

- 38 - More help for above problem.
4 12
- 39 - Solution to above problem.
71 78 157 116
-
- 40 - Can not figure out what to do with Dr Strange now??
123 28
- 41 - More help for above problem.
146 35
- 42 - Solution to above problem.
33 131
-
- 43 - Have not found more than 1 gem in any field??
29 135 95 61 168
- 44 - More help for above problem.
55 99
- 45 - Solution to above problem.
55 138 120 9 138 120 55 129 65 167 65 119
-
- 46 - Do not understand what Dr Strange told you??
113 135 108 125 155 122 125 42 95 56
- 47 - More help for above problem.
36 109 36 52 18 36 10 36 52 18
- 48 - Solution to above problem.
4 36 143 131 153 171 66 90 109 84 24 69 84
-
- 49 - Having problem with ring in first dome??
103 41 93 48
- 50 - More help for above problem.
52 41 42 103
- 51 - Solution to above problem.
4 148 131 153 120 133 103
-
- 52 - Strange did not give you a gem??
123 28
- 53 - More help for above problem.
152 82 35
- 54 - Solution to above problem.
33 131 15 113 158
-
- 55 - Underground room has you stumped??
52
- 56 - More help for above problem.
24 137
- 57 - Solution to above problem.
123 52 167 150 32
-
- 58 - Chief Examiner is a problem??
130 35 80
- 59 - More help for above problem.
24 156 101 137
- 60 - Solution to above problem.
24 96 120 66 165 120 9 14 171 114 171 117
-
- 61 - Ultron a problem??
24 27
- 62 - More help for above problem.
126
- 63 - Solution to above problem.
126 76 167 3
-
- 64 - Ants still a problem??
115 103 110
- 65 - More help for above problem.
25 124
- 66 - Solution to above problem.
20 87 167 53 134
-
- 67 - Ants still a problem?
60 57
- 68 - More help for above problem.
131 167 12
- 69 - Solution to above problem.
66 116 167 71 44
-
- 70 - Can not help Ant-man??
149 100
- 71 - More help for above problem.
43 169
- 72 - Solution to above problem.
53 134 120 20 87 120 71 44 157 116 120 66 34 120 9 149 100 120 9 46 120 9 39
-
- 73 - Still missing 3 or 4 gems??
99 155 140
- 74 - More help for above problem.
23 85
- 75 - Solution to above problem.
8 52 75 175 64 167 55 151 140 101 175 38
-
- 76 - Bio gem still being destroyed?
52 41 1 103 84 24 160 84

- 77 - More help for above problem.
148 41 125 42 157 81 160 72
- 78 - Solution to above problem.
52 21 160
-
- 79 - Bio gem still getting ruined??
24 165
- 80 - More help for above problem.
42 130 103 16 154 172
- 81 - Solution to above problem.
42 95 66 141 165 15 103 135 36 105 17 179

* DICTIONARY *

- | | | | |
|-------------|-------------|---------------|----------------|
| 1 SAVE | 46 NORTH | 91 PLACE | 136 SOLVE |
| 2 EMPTY | 47 ALTER | 92 LOOK | 137 ROOM |
| 3 ULTRON | 48 OUT | 93 COME | 138 HOLE |
| 4 REMEMBER | 49 NON | 94 PAIN | 139 WAIT |
| 5 BITE | 50 SCORE | 95 NOT | 140 HOLES |
| 6 TYPE | 51 BECOME | 96 DESK | 141 BIO |
| 7 RIGHT | 52 HULK | 97 THIS | 142 HERE |
| 8 AS | 53 CLOSE | 98 POSITION | 143 NAME |
| 9 GO | 54 ARE | 99 ALOT | 144 GIVE |
| 10 STRONGER | 55 DIG | 100 AREA | 145 SAME |
| 11 WILL | 56 LIKE | 101 IN | 146 QUERY |
| 12 BEES | 57 THEM | 102 THING | 147 THINK |
| 13 EGO | 58 GEMS | 103 IT | 148 WHAT |
| 14 DOOR | 59 WAVE | 104 EACH | 149 FUZZY |
| 15 UNTIL | 60 SEAL | 105 VERY | 150 SCRATCH |
| 16 ANY | 61 ON | 106 TOO | 151 DEEP |
| 17 LAST | 62 TRYING | 107 GETTING | 152 KEEP |
| 18 GETS | 63 OUTSIDE | 108 TELLING | 153 SAID |
| 19 WATCH | 64 DOMES | 109 MADDER | 154 WHERE |
| 20 HOLD | 65 AGAIN | 110 UP | 155 OF |
| 21 EAT | 66 GET | 111 NOW | 156 EVERYTHING |
| 22 STRENGTH | 67 LIP | 112 BUTTON | 157 WITH |
| 23 UNDER | 68 WHENEVER | 113 HE | 158 DOES |
| 24 EXAMINE | 69 MIRROR | 114 RETURN | 159 THINGS |
| 25 USE | 70 FAN | 115 COVER | 160 EGG |
| 26 MAD | 71 PLUG | 116 WAX | 161 MATERIAL |
| 27 CAGE | 72 ? | 117 COMPUTER | 162 SELF |
| 28 FRIENDLY | 73 WEST | 118 THAT | 163 GOOD |
| 29 OTHER | 74 DROP | 119 | 164 POINT |
| 30 FROM | 75 LIFT | 120 THEN | 165 GEM |
| 31 PROTECT | 76 ANT-MAN | 121 PUSH | 166 ENTER |
| 32 WALL | 77 ASTRAL | 122 SOMETHING | 167 AND |
| 33 ASK | 78 OUTLET | 123 BE | 168 TOP |
| 34 ANTS | 79 EARLY | 124 HAND | 169 FRIENDS |
| 35 HIM | 80 ALONE | 125 YOU | 170 EAST |
| 36 THE | 81 AN | 126 TALK | 171 TO |
| 37 HELP | 82 AT | 127 AROUND | 172 ELSE |
| 38 FIELDS | 83 YOUR | 128 A | 173 MESH |
| 39 CRACK | 84 | 129 DOWN | 174 SOME |
| 40 SEE | 85 DOME | 130 LEAVE | 175 ALL |
| 41 CAN | 86 POINTS | 131 STRANGE | 176 THEY |
| 42 DO | 87 NOSE | 132 WHILE | 177 INSIDE |
| 43 LITTLE | 88 PLAY | 133 PULL | 178 LATER |
| 44 EARS | 89 HOW | 134 EYES | 179 TREASURE |
| 45 FOR | 90 EVEN | 135 IS | |

*****ADVENTURE BUCKAROO BANZAI™*****
 *****HINTS AND SOLUTIONS*****

©1984 TWENTIETH CENTURY FOX FILM CORPORATION AND SHERWOOD PRODUCTIONS, INC.
 TM DESIGNATES A TRADEMARK OF SHERWOOD PRODUCTIONS, INC.

**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 or solution!**

- 1 - CANT GO DOWN THE STAIRS??
 153 81 124 171 2 121 8 56 125 168
- 2 - More help for above problem.
 56 104 43 56 170
- 3 - Solution to above problem.
 2 104 43 244 2 28 171 2 61 232 15
- 4 - CANT GET GAS AT THE STATION??
 143 43 183 132 192 2 145 70
- 5 - More help for above problem.
 2 209 25 100 153 229 218 230 2
 161 195
- 6 - Solution to above problem.
 102 25 100 153 20 2 245 87 153 87
 2 145
- 7 - THE HOSE FROM THE HAND PUMP
 WON'T REACH THE GASOLINE??
 97 159 2 87 41 44 236 75 41
- 8 - More help for above problem.
 137 2 29 40
- 9 - Solution to above problem.
 155 2 83 41 230 2 40 153 2 245 87
- 10 - CAN'T MAKE THE CAR GO??
 62 23 2 115
- 11 - More help for above problem.
 37 146 2 83 114 85
- 12 - Solution to above problem.
 74 2 222 64 66 39 37 102 212
- 13 - CAN'T GET THE RADIO TO WORK??
 65 71 242
- 14 - More help for above problem.
 2 179 105 56 200 66 213 42 62
 171 2 179 225
- 15 - Solution to above problem.
 138 179 153 225 66 36 242 153 42
 66 200
- 16 - CAN'T FIND A BATTERY??
 56 73 172 43 56 5 164 153 212 40
 46
- 17 - More help for above problem.
 26 244 2 152 135
- 18 - Solution to above problem.
 137 2 131 244 2 152 135 66 81
 200
- 19 - CAN'T GET RADIO TO WORK EVEN
 WITH THE BATTERY??
 62 23 2 200
- 20 - More help for above problem.
 38 40 46 100 208 244
- 21 - Solution to above problem.
 136 2 200 171 2 18
- 22 - STILL HAVING PROBLEMS WITH THE
 BATTERY??
 20 2 223
- 23 - More help for above problem.
 2 200 234 229 118 189 242 148
 132 2 179
- 24 - Solution to above problem.
 20 2 60 33 153 36 2 200 153 2
 132 116 216 2 206 126 102 148
 177 242
- 25 - CAN'T FIND A CONTAINER FOR THE
 GASOLINE??
 137 2 142 173
- 26 - More help for above problem.
 143 169 140 204 171 2 3 56 93
 117 66 56 59
- 27 - Solution to above problem.
 137 2 59 230 2 3
- 28 - CAN'T FIND THE BAUXITE??
 110 43 162 171 53 112 1 171 34
- 29 - More help for above problem.
 137 2 103
- 30 - Solution to above problem.
 22 4 30 2 6
- 31 - CAN'T GET ABOVE THE LEDGE??
 212 56 151
- 32 - More help for above problem.
 47 151 188 238 20 180 202

- 33 - Solution to above problem.
 176 171 2 82 81 2 161 12 154 66
 20 242 227 151
- 34 - CAN'T GET THE PHONE LINE??
 153 81 56 45 216 2 154 8 242 190
 171 140 31
- 35 - More help for above problem.
 176 182 178 211 181
- 36 - Solution to above problem.
 176 140 79 58 171 2 82 199 190 2
 166 171 51 58 66 219 2 166 157
- 37 - FOUND THE BAUXITE, BUT CAN'T GET
 IT??
 56 101 158 148 229 167 153 138
 239 241
- 38 - More help for above problem.
 133 157 56 130 153 81 2 158 78
 232 2 6
- 39 - Solution to above problem.
 186 2 154 153 2 158 189 35 2 154
 199 219 2 158 78 129
- 40 - CAR EXPLODES WHEN YOU PRESS THE
 STARTER??
 2 40 96 232 29 83 196 145
- 41 - More help for above problem.
 80 102 63 2 83 41 214 111 242
 153 87 2 145
- 42 - Solution to above problem.
 2 145 234 229 233 230 2 83 41
 171 2 18
- 43 - THE CAR JUST IDLES WHEN I START
 IT!?
 56 40 127 153 26 160 134 122 229
 69 215 2 16 43 74
- 44 - More help for above problem.
 119 2 16
- 45 - Solution to above problem.
 2 16 234 229 11 199 2 156 141 47
 102 203 2 40 153 149
- 46 - CAN'T SEEM TO GET THE BATTERY
 CHARGED??
 46 144 57 47 2 40 27 169 98 153
 43 54
- 47 - More help for above problem.
 81 2 29 40 54
- 48 - Solution to above problem.
 2 29 40 25 77 126 102 148 144 2
 200
- 49 - CAN'T SEEM TO MAKE THE RADIO DO
 ANYTHING EXCEPT COUNTDOWN??
 153 32 2 210 8 89 56 228 123 2
 179
- 50 - More help for above problem.
 2 210 43 226 56 179 184 174 43
 90 92 179 120 230 86 242
- 51 - Solution to above problem.
 20 2 29 40 153 26 244 2 103 126
 102 148 32 2 184 126 2 210 25 72
 92 128
- 52 - AFTER DRIVING INTO THE MOUNTAIN,
 EVERYTHING GOES DARK??
 165 153 240 19 2 94 88 227 2 173
- 53 - More help for above problem.
 102 217 56 125 168
- 54 - Solution to above problem.
 243 2 104
- 55 - CAN'T FIGURE OUT HOW TO TURN
 OFF THE RFI SHIELD??
 137 2 210
- 56 - More help for above problem.
 37 220 2 185 201
- 57 - Solution to above problem.
 139 2 67 232 2 210 66 22 37 150
 153 2 185
- 58 - CAN'T FIND THE CATALYST??
 194 197 162 242
- 59 - More help for above problem.
 235 207 55 125
- 60 - Solution to above problem.
 52 2 231 216 106 95
- 61 - CAN'T FIND THE SAFE??
 52 244 2 198 108
- 62 - More help for above problem.
 137 2 107
- 63 - Solution to above problem.
 149 2 107
- 64 - CAN'T OPEN THE SAFE??
 242 8 56 9
- 65 - More help for above problem.
 196 2 9 230 2 28
- 66 - Solution to above problem.
 2 9 153 235 7 76 230 244 2 103
- 67 - FLASHLIGHT RUNS OUT??
 46 237 193 126 147
- 68 - More help for above problem.
 68 169 196 224

- 69 - Solution to above problem.
237 20 2 104 215 84 21
- 70 - ALWAYS GET KILLED ON THE
FREEWAY??
92 17 48 164 244 235 187
- 71 - More help for above problem.
143 43 183 50 153 113 187

- 72 - Solution to above problem.
13 10 2 175
- 73 - DON'T UNDERSTAND WHY I'M HERE??
153 221 56 49
- 74 - More help for above problem.
153 32 56 210
- 75 - Solution to above problem.
24

*** DICTIONARY ***

- | | | | |
|--------------|----------------|-----------------|---------------|
| 1 MINED | 41 HOSE | 81 GET | 121 DARK |
| 2 THE | 42 ANTENNA | 82 FIELD | 122 WOULD |
| 3 LAB | 43 IS | 83 FUEL | 123 THRU |
| 4 WHATS | 44 BY | 84 ABSOLUTELY | 124 AROUND |
| 5 GOOD | 45 SECTION | 85 SAY | 125 LIGHT |
| 6 LEDGE | 46 BATTERIES | 86 REACHING | 126 SO |
| 7 SAFE | 47 IF | 87 PUMP | 127 DESIGNED |
| 8 REQUIRES | 48 TAKES | 88 PROBLEM | 128 COMMANDS |
| 9 KEY | 49 DISASTER | 89 TRANSMITTING | 129 BEHIND |
| 10 OFF | 50 REASON | 90 BLOCKING | 130 WAY |
| 11 CLOSED | 51 BOTH | 91 STORE | 131 TRASHPILE |
| 12 PHONE | 52 ITS | 92 YOUR | 132 POWER |
| 13 STAY | 53 VEINS | 93 MIXING | 133 FIGURE |
| 14 VEINS, | 54 RUNNING | 94 SAME | 134 MPH |
| 15 HICKORY | 55 EMITS | 95 FLUID | 135 BOOTH |
| 16 COCKPIT | 56 A | 96 RUNS | 136 FILL |
| 17 MISSION | 57 FASTER | 97 CONSIDER | 137 EXAMINE |
| 18 LAKE | 58 HOLES | 98 ATTACHED | 138 TAKE |
| 19 LIKE | 59 STAIRCASE | 99 FOUNTAIN | 139 FLIP |
| 20 USE | 60 JUMPER | 100 HAVE | 140 TWO |
| 21 NECESSARY | 61 HOUSE | 101 CLIMBERS | 141 PRESSED |
| 22 SEE | 62 LOOK | 102 YOU | 142 BASEMENT |
| 23 AT | 63 REPLACE | 103 MOUNTAIN | 143 THERE |
| 24 SLEEP | 64 COMPARTMENT | 104 FLASHLIGHT | 144 CHARGE |
| 25 WILL | 65 TRY | 105 NEEDS | 145 GASOLINE |
| 26 GO | 66 AND | 106 GLOWING | 146 DOES |
| 27 THEY | 67 SWITCH | 107 TABLE | 147 LONG |
| 28 TOOLBOX | 68 THESE | 108 OFFICE | 148 CAN |
| 29 JET | 69 DANGEROUS | 109 VEINS | 149 MOVE |
| 30 ABOVE | 70 PUMPS | 110 BAUXITE | 150 HAPPENS |
| 31 PLACES | 71 EXAMINING | 111 USING | 151 ROPE |
| 32 DISARM | 72 RECEIVE | 112 USUALLY | 152 CASHIERS |
| 33 CABLES | 73 SERVICE | 113 LEAVE | 153 TO |
| 34 MOUNTAINS | 74 OPEN | 114 GAUGE | 154 LINE |
| 35 CLIMBING | 75 ANOTHER | 115 DASHBOARD | 155 TAPE |
| 36 CONNECT | 76 COMES | 116 TERMINALS | 156 STARTER |
| 37 WHAT | 77 IDLE | 117 VAT | 157 OUT |
| 38 ALL | 78 UP | 118 CHARGED | 158 PICK |
| 39 READ | 79 SEPARATE | 119 CLOSE | 159 EXTENDING |
| 40 CAR | 80 DID | 120 SIGNALS | 160 TOO |

- | | | | |
|-----------------|------------------|----------------|---------------|
| 161 UNDERGROUND | 183 NO | 205 YOU'LL | 227 AS |
| 162 FOUND | 184 INTERFERENCE | 206 JETCAR | 228 CODE |
| 163 HARDWARE | 185 LIGHTS | 207 CATALYST | 229 BE |
| 164 PLACE | 186 TIE | 208 LIQUID | 230 FROM |
| 165 SOUNDS | 187 TOWN | 209 GAS | 231 JAR |
| 166 CABLE | 188 ISN'T | 210 BOMB | 232 ON |
| 167 USED | 189 BEFORE | 211 ONE | 233 WASHED |
| 168 SOURCE | 190 CUT | 212 FIND | 234 MUST |
| 169 ARE | 191 POSTER | 213 AN | 235 THIS |
| 170 TOOL | 192 FOR | 214 AFTER | 236 ATTACHING |
| 171 IN | 193 LAST | 215 WHEN | 237 ONLY |
| 172 STATION | 194 YOU'VE | 216 OF | 238 AVAILABLE |
| 173 LABORATORY | 195 TANKS | 217 NEED | 239 MINERAL |
| 174 THAT | 196 NOT | 218 REMOVED | 240 ME |
| 175 FREEWAY | 197 ALREADY | 219 PULL | 241 SAMPLES |
| 176 DIG | 198 YOYODYNE | 220 DO | 242 IT |
| 177 RECHARGE | 199 THEN | 221 PREVENT | 243 BRING |
| 178 THAN | 200 BATTERY | 222 GLOVE | 244 INSIDE |
| 179 RADIO | 201 INDICATE | 223 HYDROMETER | 245 HAND |
| 180 SOMETHING | 202 SIMILAR | 224 NICADS | |
| 181 HOLE | 203 WANT | 225 SHED | |
| 182 MORE | 204 ITEMS | 226 GENERATING | |

*****ADVENTURE SPIDER-MAN™*****

*****HINTS AND SOLUTIONS*****

COPYRIGHT 1984 MARVEL COMICS GROUP, A DIVISION OF CADENCE INDUSTRIES CORPORATION
ALL RIGHTS RESERVED.

SANDMAN, SPIDER-MAN, MADAME WEB, LIZARD, HYDROMAN, MYSTERIO, ELECTRO, RINGMASTER, DR. OCK AND THE DISTINCTIVE LIKENESSES THEREOF ARE TRADEMARKS OF THE MARVEL COMICS GROUP AND ARE USED WITH PERMISSION.

**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 or solution!**

- | | |
|--|---|
| 1 - PROBLEM WITH MADAM WEB??
39 41 130 106 | 18 - Solution to above problem.
59 163 180 |
| 2 - More help for above problem.
44 73 198 196 | 19 - ELEVATOR A PROBLEM??
162 41 25 |
| 3 - Solution to above problem.
39 41 153 112 4 105 90 161 95 138
95 103 92 | 20 - More help for above problem.
162 4 191 176 136 33 95 37 211 |
| 4 - SANDMAN A PROBLEM??
103 198 196 | 21 - Solution to above problem.
113 31 |
| 5 - More help for above problem.
212 119 189 112 51 93 | 22 - ELEVATOR STILL PROBLEM?
36 118 102 71 134 |
| 6 - Solution to above problem.
211 41 191 24 73 102 156 | 23 - More help for above problem.
95 37 211 |
| 7 - SANDMAN STILL A PROBLEM??
151 191 126 121 | 24 - Solution to above problem.
12 118 102 134 |
| 8 - More help for above problem.
5 16 | 25 - MYSTERIO A PROBLEM?
13 41 102 208 225 109 155 123 |
| 9 - Solution to above problem.
12 80 68 12 118 102 89 112 36 179
102 144 | 26 - More help for above problem.
209 37 55 102 7 101 133 47 78 |
| 10 - LIZARD A PROBLEM??
151 191 199 121 165 | 27 - Solution to above problem.
50 196 23 105 121 161 95 |
| 11 - More help for above problem.
198 196 | 28 - MYSTERIO STILL A PROBLEM??
67 156 37 95 53 93 36 136 112 81
112 227 88 162 |
| 12 - Solution to above problem.
162 41 130 111 215 | 29 - More help for above problem.
57 209 |
| 13 - HYDROMAN A PROBLEM??
179 102 62 | 30 - Solution to above problem.
36 27 |
| 14 - More help for above problem.
76 85 131 62 | 31 - MYSTERIO STILL A PROBLEM?
12 73 121 |
| 15 - Solution to above problem.
59 183 180 | 32 - More help for above problem.
26 115 1 114 |
| 16 - BIO GEM A PROBLEM??
151 191 76 63 162 | 33 - Solution to above problem.
22 |
| 17 - More help for above problem.
222 194 34 97 162 125 | 34 - FALLING BUT NOT LANDING??
78 164 |

- | | |
|---|---|
| 35 - More help for above problem.
185 10 | 58 - ELECTRO A PROBLEM??
157 22 52 |
| 36 - Solution to above problem.
213 192 222 98 | 59 - More help for above problem.
147 210 117 37 139 225 45 |
| 37 - STILL HAVE NOT FOUND A LARGE FAN??
95 37 191 190 95 227 | 60 - Solution to above problem.
149 147 210 117 174 84 226 |
| 38 - More help for above problem.
95 37 172 179 102 148 83 192 70 | 61 - PRESSES A PROBLEM??
14 |
| 39 - Solution to above problem.
22 136 178 53 221 225 148 | 62 - More help for above problem.
146 218 |
| 40 - CAN NOT GO ALL THE WAY UP THE
ELEVATOR?
217 150 135 30 95 | 63 - Solution to above problem.
12 73 102 49 129 |
| 41 - More help for above problem.
36 136 112 185 95 37 211 | 64 - RINGMASTER A PROBLEM?
19 76 222 132 |
| 42 - Solution to the above problem.
56 136 112 68 12 136 | 65 - More help for above problem.
44 73 14 |
| 43 - CAN NOT SPIN A WEB??
26 196 170 | 66 - Solution to above problem.
58 87 168 102 89 68 56 102 18 112
169 162 |
| 44 - More help for above problem.
156 77 28 | 67 - LIZARD A PROBLEM??
198 196 23 105 121 |
| 45 - Solution to above problem.
140 129 112 48 37 53 3 156 | 68 - More help for above problem.
95 23 26 102 111 175 |
| 46 - STILL CAN NOT SPIN A WEB??
215 41 179 102 28 | 69 - Solution to above problem.
179 140 129 26 120 223 131 120
108 112 182 68 40 162 53 74 68 57
121 |
| 47 - More help for above problem.
162 41 53 130 188 225 127 128 41
65 | 70 - HYDROMAN A PROBLEM??
13 41 139 225 122 185 135 198 196
181 |
| 48 - Solution to above problem.
36 220 | 71 - More help for above problem.
28 |
| 49 - STILL MISSING FORMULA?
76 220 | 72 - Solution to above problem.
200 137 60 162 41 77 219 8 0 |
| 50 - More help for above problem.
36 220 | 73 - BIO GEM A PROBLEM??
36 202 131 42 |
| 51 - Solution to above problem.
143 186 | 74 - More help for above problem.
138 95 23 15 213 205 225 222 38
99 |
| 52 - FAN A PROBLEM??
43 162 | 75 - Solution to above problem.
9 196 83 195 85 131 42 |
| 53 - More help for above problem.
54 162 | 76 - SCORE STILL ZERO??
198 196 |
| 54 - Solution to above problem.
40 201 83 162 36 83 162 | 77 - More help for above problem.
105 104 17 198 196 |
| 55 - MAZE A PROBLEM??
198 196 | 78 - Solution to above problem.
96 152 17 198 196 112 68 21 104 |
| 56 - More help for above problem.
135 37 166 46 | |
| 57 - Solution to above problem.
12 141 136 69 81 179 162 | |

- 79 - STILL MISSING SOME GEMS??
71 134 107 57 147 210 112 226
80 - More help for above problem.
167 201 179 102 71 134
81 - Solution to above problem.
57 159 179 71 134

- 82 - STILL MISSING SOME GEMS?
173 37 116 152 179 102 71 134

- 83 - More help for above problem.
146 102 218

- 84 - Solution to above problem.
217 102 11

- 85 - PRINTING PRESS A PROBLEM??
21 203 179 49 129

- 86 - More help for above problem.
20 201 179 102 184 158 89 177 73
102 218 89

- 87 - Solution to above problem.
20 29 95 23 32 53 158 142 147 210
145 226 145 61 145 124 145 11 145
110 145 197 145 86 64

- 88 - FAN USED UP A HEAVY ITEM YOU
NEEDED LATER??
213 130 38 214

- 89 - More help for above problem.
204 162 136 130 160

- 90 - Solution to above problem.
9 196 83 207 68 57 207 206 72 91
73 35 9 196 79

- 91 - CAN NOT FIGURE OUT HOW TO GET
GEM FROM NEWSPAPER??
113 162

- 92 - More help for above problem.
224 75 171 154 127 112 94 193

- 93 - Solution to above problem.
21 2 83 49 6 53 224 75 100 216 154
127

- 94 - STILL MISSING GEMS?
36 144 164

- 95 - More help for above problem.
178 179 27 213 66 98

- 96 - Solution to above problem.
82 202 64 178 187 179 27

- 101 THEY
102 THE
103 ASK
104 SCORE
105 SCAN
106 FRIEND
107 ALSO
108 CARBONATE
109 HOLLYWOOD
110 CLOCK
111 CHEMICAL
112 AND
113 OPEN
114 LEAP
115 AN
116 4
117 ARMS
118 INTO
119 SAYS
120 CALCIUM
121 HIM
122 WATER
123 ILLUSIONS
124 COUCH
125 OFF
126 WAKE
127 PAPER
128 THAT
129 LAB
130 A
131 FROM
132 ATTENTION

- 133 SEEM
134 SHAFT
135 WHAT
136 UP
137 THERMOSTAT
138 IF
139 MADE
140 CHEM
141 ONLY
142 :
143 REMOVE
144 CRIB
145
146 START
147 DR
148 BUILDING
149 GRAB
150 OUT
151 DO
152 GEMS
153 PSYCHIC
154 NEWS
155 STYLE
156 FLOOR
157 GROUND
158 SCALE
159 WALLS
160 BIT
161 FOR
162 IT
163 UNTIL
164 AGAIN

- 165 NOW
166 COMPASS
167 DROP
168 ENTER
169 TURN
170 FLUID
171 READ
172 STILL
173 THERE
174 BEFORE
175 NEEDED
176 SHOW
177 NEXT
178 WHILE
179 IN
180 LATER
181 SAID
182 ACID
183 UNTIL
184 WEIGHT
185 REMEMBER
186 FRAME
187 FLOATING
188 PIECE
189 OUCH
190 WHERE
191 NOT
192 ALL
193 PUZZLE
194 IMMEDIATE
195 BIO
196 WEB

- 197 MESH
198 MADAM
199 BOTHER
200 LOWER
201 SOMETHING
202 WEST
203 RUN
204 SNARL
205 ONE
206 WHEN
207 FAN
208 MASTER
209 THINGS
210 OCK
211 SPIDER-MAN
212 WHO
213 USE
214 ASSET
215 FORMULA
216 GETTING
217 CHECK
218 PRESS
219 32
220 PAINTING
221 SIDE
222 YOUR
223 CHLORIDE
224 SAGAPLUS
225 OF
226 ELECTRO
227 THINK

* DICTIONARY *

- | | | | |
|---------------|---------------|-------------|-------------|
| 1 INTUITIVE | 26 MAKE | 51 WHY | 76 GET |
| 2 RESET | 27 SKY | 52 SELF | 77 BELOW |
| 3 SAME | 28 PENTHOUSE | 53 ON | 78 MYSTERIO |
| 4 WILL | 29 EVERYTHING | 54 BREAK | 79 BUTTON |
| 5 TREAD | 30 STOPS | 55 NEVER | 80 CEILING |
| 6 KEYBOARD | 31 DOORS | 56 PUSH | 81 DOWN |
| 7 WAY | 32 FIND | 57 EXAMINE | 82 FEEL |
| 8 DEGREES | 33 BUT | 58 CLOSE | 83 AT |
| 9 SHOOT | 34 PRESENCE | 59 WAIT | 84 HITTING |
| 10 SANDMAN | 35 50 | 60 TILL | 85 GEM |
| 11 DESK | 36 LOOK | 61 HYDROMAN | 86 AQUARIUM |
| 12 GO | 37 ARE | 62 TANK | 87 EYES |
| 13 HE | 38 SPIDER | 63 NEAR | 88 ABOUT |
| 14 RINGMASTER | 39 SHE | 64 ETC | 89 ROOM |
| 15 SEE | 40 THROW | 65 HIDDEN | 90 ITEMS |
| 16 LIGHTLY | 41 IS | 66 OTHER | 91 DROPS |
| 17 BY | 42 HALL | 67 WHICH | 92 HER |
| 18 KNOB | 43 STOP | 68 THEN | 93 STAT |
| 19 LIGHTS | 44 TALK | 69 OR | 94 SOLVE |
| 20 PUT | 45 METAL | 70 TIMES | 95 YOU |
| 21 TYPE | 46 DIRECTIONS | 71 ELEVATOR | 96 LEAVE |
| 22 JUMP | 47 AROUND | 72 SPEED | 97 SETS |
| 23 CAN | 48 CHEMICALS | 73 TO | 98 SENSES |
| 24 RESTRICTED | 49 COMPUTER | 74 LIZARD | 99 ASSETS |
| 25 BROKEN | 50 MADAME | 75 VERSION | 100 AFTER |

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 or solution!

- 1 - Can't get past the Chief Examiner?
11 113 123
- 2 - More help for above problem.
21 162 79 135
- 3 - Solution to above problem.
115 95 135
-
- 4 - Can't find the other character?
56 103
- 5 - More help for above problem.
119 85 5 150 80
- 6 - Solution to above problem.
158 22 20 83 133
-
- 7 - Can't get to THING as TORCH?
21 162 141 6
- 8 - More help for above problem.
21 162 29 6
- 9 - Solution to above problem.
70 95 125
-
- 10 - Everything getting bogged down in tar?
157 91 32 102 162 48 60 92
- 11 - More help for above problem.
7 129 32 106 59 26
- 12 - Solution to above problem.
70 77 125
-
- 13 - Still can't get THING out of tar?
91 94 162 11 54 95 21 153
- 14 - More help for above problem.
85 45 167 125 74
- 15 - Solution to above problem.
170 160 157 125 157 32 27
-
- 16 - THING still in the tar?
3 31 55 85 45
- 17 - More help for above problem.
111 32 63 16
- 18 - Solution to above problem.
3 18 142 31 65 103
-
- 19 - THING still in the tar?
65 145 32
- 20 - More help for above problem.
111 32 63 16
-
- 21 - Solution to above problem.
3 116 32 111 162 16 44 65 137 0
-
- 22 - THING still in the tar?
21 85 125 68 10
- 23 - More help for above problem.
125 154 50
- 24 - Solution to above problem.
14 163 61 152 83 92 25 9 154 127 32 137
-
- 25 - As TORCH you can't far while flying?
70 165 31 42 83 113 17 95 39 60 146
- 26 - More help for above problem.
92 25 94 11 33
- 27 - Solution to above problem.
12 92 2 110 130 31 70 165
-
- 28 - As THING you are lost in the dark?
126
- 29 - More help for above problem.
119 95 155 62 28 24 60 91
- 30 - Solution to above problem.
157 91 155 48 51 31 62 60 76 71 153 95 125
126 103 118 156 58 74 44
-
- 31 - Can't get THING out of caves?
56 117 60 64 47 60 97 157 91 0
- 32 - More help for above problem.
98 60 168
- 33 - Solution to above problem.
161 110 130 87 60 168
-
- 34 - Still can't get THING out of caves?
157 125 46 35 2 82 47 72 157 91 46 64 2 168
- 35 - More help for above problem.
113 4 19 154 140 33
- 36 - Solution to above problem.
96 90 121 19 117 60 168 31 3
-
- 37 - Still can't get THING out of caves?
3 38 19
- 38 - More help for above problem.
161 19 136 15 11 99
- 39 - Solution to above problem.
161 19 165 108 157 69 157 32 43 167 32 111 125
-
- 40 - Still can't get THING out of caves?
157 91 120 95 135
- 41 - More help for above problem.
30 165 155
- 42 - Solution to above problem.
75 113 132 155
-
- 43 - Still can't get THING out of caves?
75 156 1
- 44 - More help for above problem.

157 91 75
 45 - Solution to above problem.
 75 116 147 164 44 70 137 87 101 130

46 - Still can't get THING out of caves?
 46 113 134 83 112 47 60 172

47 - More help for above problem.
 91 43 48 112

48 - Solution to above problem.
 41 47 60 104 138 148 94 162 88 44 52
 89 93 44 34

49 - Still can't get THING out of caves?
 52 59 105

50 - More help for above problem.
 87 166 83 109 65 103 31 8

51 - Solution to above problem.
 48 82 87 166 83 109 44 130 61

52 - Still can't get THING out of caves?
 161 60 114 44 30 165 0

53 - More help for above problem.
 32 43 70 57 151

54 - Solution to above problem.
 62 125 31 70 165 108 87 110 130

55 - Can't get into the castle?
 32 102 23 24 66

56 - More help for above problem.
 125 43 62 153

57 - Solution to above problem.
 157 125 36 34 48 67 31 62 107

58 - Still can't get into castle?
 161 101 130 87 73

59 - More help for above problem.
 119 60 107

60 - Solution to above problem.
 48 60 122 169 60 66

61 - Still can't get in the castle?
 128 107

62 - More help for above problem.
 47 122 154 113 49 32 43 120

63 - Solution to above problem.
 47 122 48 113 131 162 86 111 124 165

64 - Still can't get in castle?
 128 107 2 100 31 125

65 - More help for above problem.
 37 154 81

66 - Solution to above problem.
 112 107 87 73 44 161 110 130 87 73

67 - Can't rescue ALICIA ?
 119 60 172

68 - More help for above problem.

119 60 148 144
 69 - Solution to above problem.
 143 91 161 113 112 171 137 60 109 0

70 - Still can't rescue ALICIA?
 37 154 81

71 - More help for above problem.
 40 78

72 - Solution to above problem.
 143 91 161 112 137 109 44 143 125 120 47 95 62 13

* D I C T I O N A R Y *

1 flight	45 happens	89 other	133 view
2 with	46 find	90 or	134 wall
3 wait	47 in	91 TORCH	135 him
4 little	48 enter	92 tar	136 but
5 CHIEF	49 place	93 sense	137 down
6 there	50 strong	94 will	138 so
7 watch	51 shack	95 to	139 hulk
8 listen	52 use	96 push	140 very
9 that	53 THING	97 hills	141 walk
10 best	54 able	98 remove	142 moves
11 be	55 see	99 weak	143 have
12 burn	56 look	100 gunpowder	144 jets
13 ALICIA	57 out	101 super	145 about
14 smash	58 he	102 need	146 problem
15 don't	59 your	103 around	147 last
16 sinking	60 the	104 dark	148 gas
17 way	61 on	105 hands	149 HULK
18 10	62 get	106 word	150 EXAMINER
19 pebble	63 still	107 cannon	151 now
20 point	64 cave	108 shaft	152 bottom
21 do	65 feel	109 tunnel	153 it
22 change	66 circus	110 high	154 is
23 something	67 ten	111 are	155 first
24 from	68 does	112 fire	156 before
25 pit	69 hard	113 a	157 as
26 commands	70 fly	114 lever	158 type
27 sink	71 give	115 talk	159 whtn
28 things	72 ceiling	116 until	160 breath
29 run	73 BLOB	117 under	161 throw
30 rest	74 sinks	118 below	162 not
31 and	75 fall	119 remember	163 machinery
32 you	76 candle	120 go	164 moment
33 useful	77 over	121 drop	165 up
34 eyes	78 work	122 village	166 end
35 room	79 fight	123 friend	167 when
36 close	80 said	124 boarded	168 boulder
37 timing	81 important	125 THING	169 by
38 for	82 hole	126 explore	170 hold
39 block	83 of	127 sucking	171 ball
40 team	84 torch	128 load	172 caves
41 travel	85 what	129 how	
42 think	86 all	130 flame	
43 can	87 at	131 shop	
44 then	88 explode	132 ways	

*The
Official*

SCOTT ADAMS' ADVENTURE HINT BOOK

HELP AT LAST!

Having a problem with a certain Adventure? Can't figure out how to get out of the bog, or where the pharaoh's heart is? These and many other clues are given in this specially formatted booklet, designed to help you as little as possible while still letting you solve the Adventure yourself. All without giving away any clues until you really want them! How can we do this, you ask? Here is a sample of the format contained within the book itself.

— SAMPLE OF AN ADVENTURE TIP SHEET —

Read the questions until you get to 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.

1 - LOST IN THE MAZE?

11 9 3 1

2 - STUCK IN THE DARK ROOM?

11 2 6 8

3 - STILL STUCK IN THE ROOM?

4 6 5 7 6 10

* DICTIONARY *

1 MAP	4 EXAMINE	7 BENEATH	10 CHAIR.
2 LIGHTING	5 AREA	8 TORCH.	11 TRY
3 A	6 THE	9 MAKING	