

The Official

Graphic Adventures #1-#6



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Adventure Hint Book

LOADING INSTRUCTION

ADVENTURES #1 - #6

C-64/128

Turn on your computer, turn on monitor and disk drive. Place disk face up with the adventure you wish to play in the disk drive.

Type: LOAD"**,8,1

NOTE: ADVENTURE #1 (side 1) and ADVENTURE #2 (side 2) are on the same disk, ADVENTURE #3 (side 1) and ADVENTURE #4 (side 2) are on the same disk. For there are only four adventures in the C-64/128 series.

Apple

Put Adventure you wish to play in the boot disk drive, close the drive door, then turn on the computer and the monitor. Disk will then boot, just follow the screen instructions to start the Adventure.

Atari

Remove any cartridges from the computer, including BASIC. Put the disk with the Adventure you wish to play in the drive. Now, turn on your computer. After a few moments, the screen will give you more instructions, follow them to start your Adventure.

HOW TO PLAY S.A.G.A.^(tm)

Type a two-word command when the computer asks "What shall I do?" The first word is always a verb — a word you use to do something. The second word should indicate a direction or an object. Suppose, for example, you are in a dark room and the computer says "IT'S DARK IN HERE. I CAN'T SEE. WHAT SHALL I DO?" If you are carrying a torch, you can light it by typing **LIGHT TORCH** and then press **RETURN**. If you make a typing mistake, use the left arrow key and correct the error.

Some (but not all!) of the words you might find useful are:

Climb	Examine	Leave	Move	Quit	Say
Drop	Go	Light	Pull	Read	Take
Enter	Help	Look	Push	Save	Wear

If you use a command that the computer can't perform or doesn't understand, it will say I CAN'T DO THAT or I DON'T UNDERSTAND. When this happens, try thinking of another way to say it or try making a verb out of the action. Instead of "GO SWIMMING," try "SWIM." You'll also discover that most objects can be picked up using the last word of their names. For example, to pick up a blue ox, type **GET OX**. Normally you can only do things to objects that are either visible or that you are carrying.

ONE LETTER COMMANDS

The following single-key entries are allowed in S.A.G.A. Type the letter and press **RETURN**.

- 1) **C** - Turn on/off lowercase. (Apple only)
- 2) **V** - Turn on/off Votrax voice (or printer output on Apple.)
- 3) **Z** - Turn on/off Graphic Mode.
- 4) **RETURN** - Review text window.
- 5) **N S E W U D** - Go North, South, East, West, Up or Down.
- 6) **I** - Take inventory of items carried.
- 7) **O** - Output to printer (Atari only).
- 8) **A** - Atari character set (Atari only)
- 9) **B** - Script character set (Atari only)
- 10) **L** - Look (Atari only)

GRAPHIC MODE ON/OFF

The graphic display on the video screen may be turned on or off by typing **Z**. Turning the graphics display off speeds up play, so you may wish to proceed without the graphics while moving through familiar territory. Type **Z** again to restore graphics.

REVIEWING TEXT WINDOW

Press **RETURN** to display the text window. Valuable clues are often presented here, so you'll want to use this command often. Press **RETURN** again or type any command to return the graphics to the video display.

DIRECTIONAL COMMANDS

To speed up play, you can type **N.S.E.W.U.D** instead of the command **GO NORTH, SOUTH, EAST, WEST, UP,** or **DOWN**. For example, instead of typing **GO WEST**, simply type **W**.

INVENTORY

You will find that you often must carry several objects with you. It is easy to forget which objects you dropped someplace, and which you are still carrying. Type **I** to take an inventory of the items you are carrying.

SAVE GAME

An Adventure will often last far longer than the time available in a single sitting. You may save the game you are playing and return later to take up where you left off by typing **S A V E G A M E** any time you are asked "WHAT SHALL I DO?" You will be asked to specify the area (A-D) in which you wish to save the game. You might save a game in Area A and a friend's game in Area C. Up to four Adventures in various stages of completion may be saved.

To end a game, type **Q U I T**. If you intend to continue the game later, be sure you have saved it before using this command.

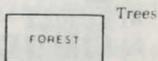
Before any game is started, you are asked if you wish to recall a saved game. If you do, type **R E S**, specify the area you saved the game in, and the Adventure will resume where you left off.

PLAYING HINTS

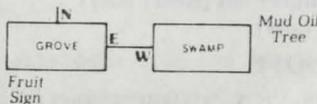
MAPPING

Draw a map! THE FOLLOWING IS A METHOD USEFUL IN MAPPING ADVENTURES:

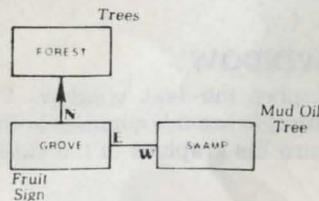
Each room is represented by a box with the name of the room in it, and all original items found in it are noted alongside.



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.

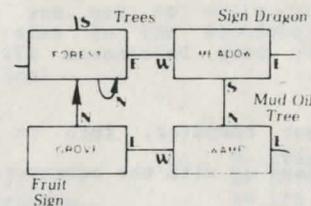


The above shows that you must go east from the grove to the swamp and west from the swamp to the grove. If you can only go in one direction, an arrow is put at the end of the path.

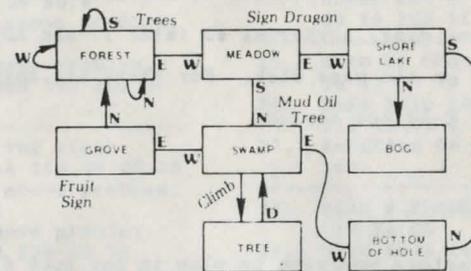


This indicates that upon leaving the grove you can go north to the forest, but you cannot return!

The best way to use this system is to draw a line representing each possible exit and its direction when you enter a location. Later, connect the lines to rooms as you continue your explorations.



This way, 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 can add extra locations anywhere on your paper.



Notice that on the forest the exits N, S, and W are available, but 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.

This is an easy system to use. Once you start using it, you will spend less time mapping or wandering around lost than you may have in the past! (A system analyst may recognize this system as a modified HIPO diagram used to indicate program flow and control.)

OTHER HINTS

Be sure to examine the items you find throughout your Adventure! Also, keep in mind that most problems and solutions require no more than common sense to solve. Special knowledge and information are rarely required. For example, if an area is too dark to see in, you are going to need a light to avoid disaster.

Try typing **H E L P** if you get stuck. You may or may not get assistance, depending on what you are carrying, where you are, etc. Finally, be careful about making assumptions — they can be fatal!

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Atari

Remove any cartridges from the computer, including BASIC.
Put the disk with the Adventure you wish to play in the drive.
Now, turn on your computer.
After a few moments, the screen will give you more instructions, follow them to start your Adventure.

"ADVENTURE 1 HINTS AND SOLUTIONS"

ADVENTURELAND

Read the question until you get to where you are stuck. The numbers underneath refer to the dictionary list at end. Match each number with its associated word you'll find an Adventure clue or solution!

- | | |
|---|---|
| 1. STUCK IN THE FOREST?
4 71 40 11 142 56 22 122 | 21. Solution to above problem.
87 53 121 66 145 126 9 126
89 105 59 |
| 2. More help for above problem.
137 148 | ----- |
| 3. Solution to above problem.
80 5 | 22. BRICK WALL A PROBLEM?
10 145 32 26 |
| ----- | 23. More help for above problem.
147 26 125 |
| 4. CAN NOT FIND WHERE TO STORE
YOUR TREASURES?
137 50 57 148 56 40 8 | 24. Solution to above problem.
65 83 108 8 132 126 147 125
40 19 108 26 |
| 5. More help for above problem.
138 40 145 | ----- |
| 6. Solution to above problem.
106 46 40 57 148 150 102 40
54 | 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 |
| 7. CAN NOT CATCH THE FISH?
43 44 75 133 96 103 49 40 38 | 27. Solution to above problem.
144 |
| 8. More help for above problem.
22 73 71 86 31 | ----- |
| 9. Solution to above problem.
138 40 6 49 77 126 40 73 | 28. BEAR A PROBLEM?
112 71 60 |
| ----- | 29. More help for above problem.
75 104 24 22 124 28 56 40 90 |
| 10. CAN NOT WAKE THE DRAGON?
85 63 123 61 56 40 141 72 58
34 109 49 40 62 118 75 13 | 30. Solution to above problem.
111 90 61 91 |
| 11. More help for above problem.
151 71 56 40 90 | ----- |
| 12. Solution to above problem.
67 | 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 |
| 13. IS IT TO DRAK TO SEE?
102 35 81 | 33. Solution to above problem.
2 32 40 92 |
| 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 | 34. BEES A PROBLEM?
85 16 110 16 56 36 48 |
| ----- | 35. More help for above problem.
75 139 99 20 40 8 |
| 16. STUCK IN THE PIT?
75 139 3 | 36. Solution to above problem.
93 15 |
| 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 | 37. MUD DRIES UP ALOT?
130 26 79 |
| ----- | 38. Move help for above problem.
93 77 |
| 19. CAN NOT GET THE OX OUT OF THE
BOG?
75 139 3 | 39. Solution to above problem.
93 6 49 77 |
| 20. More help for above problem.
26 71 98 9 126 100 52 45 138
100 129 | ----- |
| | 40. LAVA A PROBLEM?
90 71 41 30 29 134 |

ADVENTURE 2 HINTS AND SOLUTIONS

PIRATE ADVENTURE

41. More help for 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 problems.
6 40 67 126 138 3

48. Solution to above problem.
138 40 91 126 107 149 22 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. DOSE | 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. FITS | 77. WATER | 116. FLINT | |
| 39. FASTER | 78. LAMP | 117. TEMPER | |

Read the question until you get to where you are stuck. The numbers underneath refer to the dictionary list at end. Match each number with its associated word 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 27 28
-
21. Solution to above problem.
86 28
-
22. IS IT TOO DARK TO 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 for above problem.
6 101 113 28 19 24
-
31. CROCODILES A PROBLEM?
89 78 100
32. More help for above problem.
77
33. Solution for above problem.
42 77 48 42 80 48 79 4 48
-
34. DOSE YOUR CROC FOOD ESCAPE YOU?
96 8
35. More help for above problem.
4 128 5 56
36. Solution for 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. NEED AN ANCHOR?
38 37 130

41. More help for above problem.
77
42. Solution for 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 for 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 for 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 for above problem.
42 125 37 70 87 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 for above problem.
28 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 for 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 for 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. MATCH | 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

SECRET MISSION

Read the question until you get to where you are stuck. The numbers underneath refer to the dictionary list at end. Match each number with its associated word you'll find an Adventure clue or solution!

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

* DICTIONARY *

- | | | | |
|-------------|---------------|--------------|--------------|
| 1. SOMTHING | 21. THOUGH | 41. WIRES | 61. WITH |
| 2. CAMERA | 22. UP | 42. BREAK | 62. MOVE |
| 3. LAST | 23. HOP | 43. HIS | 63. POUR |
| 4. DOOR | 24. WATER | 44. ORDERS | 64. HOW |
| 5. YOU | 25. TOOL | 45. FAIL | 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. UNTIL | 40. SIT | 60. GOT | |

ADVENTURE 4 HINTS AND SOLUTIONS

VOODOO CASTLE

Read the question until you get to where you are stuck. The numbers underneath refer to the dictionary list at end. Match each number with its associated word 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 | ----- |
| 3. Solution to above problem.
43 97 65 7 22 65 66 95 | 22. STUCK CHIMNEY SWEEP?
63 57 42 99 91 9 56 28 |
| ----- | 23. More help for above problem.
66 9 56 93 70 48 15 34 |
| 4. CAN NOT GET PAST THE STONE?
77 93 95 | 24. Solution to above problem.
40 29 |
| 5. More help for above problem.
7 2 58 34 93 51 | ----- |
| 6. Solution to above problem.
89 95 2 93 80 | 25. CRACK IN THE WALL A PROBLEM?
79 93 23 34 32 68 |
| ----- | 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 | ----- |
| 9. Solution to above problem.
66 93 83 88 66 93 72 60 | 28. MISSING RABBIT'S FOOT OR FOUR
LEAF CLOVER?
30 18 5 47 31 93 61 5 69 |
| ----- | 29. More help for above problem.
7 31 88 85 47 37 45 |
| 10. CAN NOT READ THE PLAQUE?
16 10 | 30. Solution for above problem.
7 74 65 4 31 65 17 75 |
| 11. More help for above problem.
77 26 34 53 1 | ----- |
| 12. Solution to above problem.
19 39 3 62 36 65 52 93 50
65 77 93 98 | 31. CURSE STILL HOLDING?
82 64 23 41 93 8 67 71 |
| ----- | 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 | ----- |
| 15. Solution to above problem.
21 86 | 34. WINDOW STILL SLAMMING SHUT?
66 46 |
| ----- | 35. More help for above problem.
55 93 25 79 |
| 16. EXPLODING CHEM TUBES A
PROBLEM?
94 6 | 36. Solution for above problem.
55 93 33 |
| 17. More help for above problem.
35 54 | ----- |
| 18. Solution to above problem.
55 93 96 | |
| ----- | |
| 19. TINY DOOR TO 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"

THE COUNT

Read the question until you get to where you are stuck. The numbers underneath refer to the dictionary list at end. Match each number with its associated word 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 GIGURE 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 56 | 25. CAN NOT GET OUT OF 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 for 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 for 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 hgelp 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 for above problem.
17 80 4 9 54 |
| 14. More help for above problem.
6 2 80 48 93 | 35. CAN'T 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 for 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 for 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 | 45. Solution to above problem.
114 97 54 73 32 52 25 |
| 42. Solution to above problems.
44 88 9 54 | 46. STILL CAN NOT KILL DRACULA?
34 82 40 88 104 24 18 |
| 43. COFFIN LOCK A PROBLEM?
75 80 25 | 47. More help for above problem.
14 88 80 54 98 |
| 44. More help for above problem.
25 28 37 36 | 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. UNTIL |
| 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. GOSE | 89. READ | 119. WHERE |
| 30. FIND | 60. ON | 90. USEFUL | |

ADVENTURE 6 HINTS AND SOLUTIONS

STRANGE ODYSSEY

Read the question until you get to where you are stuck. The numbers underneath refer to the dictionary list at end. Match each number with its associated word you'll find an Adventure clue or solution!

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

41. More help for above problem.
11 91
42. Solution to above problem.
73 4 61 20 91

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

* DICTIONARY *

- | | | | |
|----------------|---------------|-----------------|----------------|
| 1. GAUGE | 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 | |

