

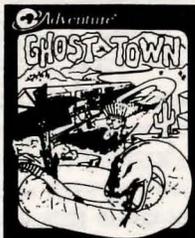
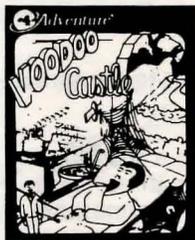
Adventure

Book of

HINTS

ALL

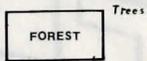
9



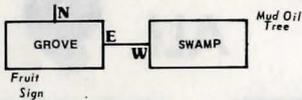
By scott adams

THE FOLLOWING IS A METHOD USEFUL IN MAPPING ADVENTURES

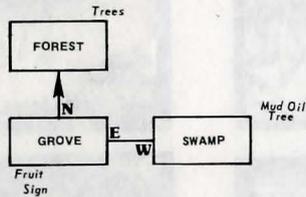
Each room is represented by a box with the name of the room in it, and all original items found in it noted alongside.



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.

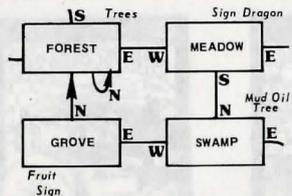


The above shows it is East from the grove to the swamp and West from the swamp to the grove. In the case of being able to go only in one direction, an arrow is put at the end of the path.

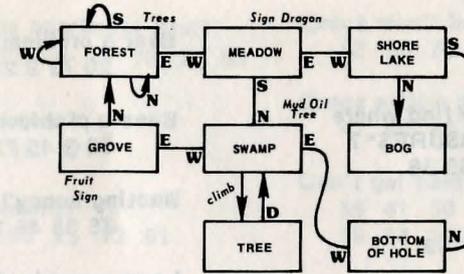


This indicates that upon leaving the grove you go north to the forest, but that you cannot return!

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 HIPU 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 to where you are stuck. The numbers underneath the questions 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

**ADVENTURE #1
ADVENTURELAND**

Stuck in a forest?
60 15 27

Haven't been able to find where
to store your *TREASURES*?
60 23 27 45 1 65 38

Can't catch fish?
58 28 8 5 45 37 69

Can't wake dragon safely?
58 28 8 5 45 37 69

Still can't store treasures?
31 32 38

Its dark?
48 26 70

Stuck in a pit?
63 7 21 4 15 34 61 74
14 18 67 75 24 11 64

Brick wall a problem?
46 59 25 50

Need to cross chasm?
49 50

Bear a problem?
20 73 9 21 16

Bees a problem?
58 3 45 72 40

Wasting honey?
76 35 45 1 33 29 34 13

Lava a problem?
35 56 51 43 66 6

Bear still a problem?
54 19 52 44

Dragon still snoring?
62 35 43 42

Bees die?
62 22 10 2

Still missing a treasure? (Crown?)
31 36 12 39 71

Missing a necklace or bracelet?
30 17 57 41 41 41 41

- | | | | |
|------------------|----------------|----------|----------------|
| 1 the | 21 to | 41 ? | 61 word |
| 2 transportation | 22 some | 42 clue | 62 use |
| 3 "HELP" | 23 cypress | 43 for | 63 you |
| 4 say | 24 won't | 44 quiet | 64 though |
| 5 say | 25 at | 45 in | 65 swamp |
| 6 clues | 26 bottomless | 46 throw | 66 many |
| 7 need | 27 tree | 47 stump | 67 "SAY |
| 8 later | 28 again | 48 enter | 68 examine |
| 9 hungry | 29 its | 49 jump | 69 Adventure |
| 10 faster | 30 ALADIN | 50 it | 70 hole |
| 11 work | 31 read | 51 good | 71 lair |
| 12 of | 32 web | 52 so | 72 bee |
| 13 remember | 33 stump, | 53 rub | 73 looks |
| 14 CARRYING | 34 magic | 54 don't | 74 while |
| 15 a | 35 mirror | 55 lamp | 75 ABRACADBRA" |
| 16 me | 36 description | 56 is | 76 leave |
| 17 was | 37 your | 57 here | |
| 18 something | 38 ! | 58 try | |
| 19 be | 39 bear's | 59 ax | |
| 20 he | 40 hive | 60 climb | |

**ADVENTURE #2
PIRATE ADVENTURE**

Can't get out of the apartment (flat)?
11 66 9 66 53 80 72 76 21 63

Still stuck in apartment?
47 34 70 31 16 17

Still stuck in apartment?
56 66 77 15 66 25 13 81

Can't open chest?
21 48 70 57 4 76 59 65 12 45

Its dark?
27 35

Still can't open chest?
12 38 23 60 40 53 80 61 53 18

Still can't open chest?
69 44

Have you found the crocodiles yet?
47 42 80 29 51 37 70 21 29

Crocs won't budge?
47 30 70 67 47 49

Crocs still a problem?
47 40 42 80 3 53 80 61

Can't get past snakes?
55 41 50 26 54 76 68 20 12
19 64 28 50 26 54 73 24

Can't find second treasure?
7 80 52

Still can't find second treasure?
56 71 33 67 22

Still no second treasure?
36 12 6 75 78 39 1
14 12 62 47 42 80 43
67 71 33 79 22 76 8
5 12 20 80 74 2 62

Can't get the pirate on board?
22 10 80 58 67 46 53 80 32

- | | | | |
|-------------|--------------|--------------|-------------|
| 1 out | 22 DIG | 43 field | 64 talking |
| 2 too | 23 something | 44 nails | 65 whatever |
| 3 attic | 24 ? | 45 can | 66 " |
| 4 shed | 25 while | 46 look | 67 then |
| 5 sure | 26 of | 47 so | 68 who |
| 6 really | 27 examine | 48 crack | 69 pull |
| 7 read | 28 about | 49 north | 70 and |
| 8 be | 29 cave | 50 pieces | 71 PACE |
| 9 help | 30 lagoon | 51 ridden | 72 alcove |
| 10 on | 31 use | 52 map | 73 lately |
| 11 say | 32 graveyard | 53 in | 74 shovel |
| 12 you | 33 30 | 54 eight | 75 need |
| 13 holdings | 34 window | 55 dubloons | 76 . |
| 14 for | 35 bag | 56 try | 77 SAY |
| 15 YOHO | 36 boy | 57 explore | 78 it |
| 16 magic | 37 hill | 58 beach | 79 , |
| 17 word | 38 left | 59 take | 80 the |
| 18 london | 39 spelled | 60 important | 81 book |
| 19 heard | 40 back | 61 flat | |
| 20 have | 41 are | 62 ! | |
| 21 enter | 42 to | 63 passage | |

**ADVENTURE #3
MISSION IMPOSSIBLE**

Have you gotten through the
white door yet?
28 23 56 11 44 10 22
43 54 9

Have you gotten through the
yellow door yet?
27 8 38 11 48 17

Further clue on yellow door
39 11 52 7 11 17 46
42 13 45 1 32 6

Further clue on yellow door
24 10 19 11 36

Further clue on yellow door
41 49 37 47 34 11 18
4 26 24 55 56 11 44 6
53 12 16 41 33 40 30
2 38 51 6

Have you gotten through the blue door?
55 3 11 5 6

Are you stuck on the last door?
25 14 20 35 15 30 42 8 50 6

Can't defuse the bomb still?
11 21 35 31 29 32 6

- | | |
|----------------|-------------|
| 1 badge | 21 pail |
| 2 add | 22 trying |
| 3 with | 23 sitting |
| 4 key | 24 go |
| 5 mop | 25 using |
| 6 ! | 26 . |
| 7 scanning | 27 Do |
| 8 something | 28 Try |
| 9 combinations | 29 useful |
| 10 and | 30 but |
| 11 the | 31 very |
| 12 of | 32 here |
| 13 showing | 33 did |
| 14 your | 34 have |
| 15 good | 35 is |
| 16 what | 36 sabetour |
| 17 window | 37 now |
| 18 yellow | 38 to |
| 19 examine | 39 Notice |
| 20 head | 40 earlier |

- | |
|------------|
| 41 you |
| 42 try |
| 43 two |
| 44 chair |
| 45 a |
| 46 ? |
| 47 safely |
| 48 picture |
| 49 should |
| 50 lower |
| 51 it |
| 52 camera |
| 53 think |
| 54 button |
| 55 play |
| 56 in |

**ADVENTURE #4
VOODOO CASTLE**

Can't budge animal heads?
6 40

Can't get past stone door?
50 38 36 59 38 56

Can't read plaque?
4 5 45 53

Still can't read plaque?
41 19 15

Need light?
56 36 39 31 56

Exploding chem tubes getting you down
6 40

Tiny door a problem?
18 11

Stuck sweep?
10 43 17 35 31 8

Crack in wall a problem?
30 26 34 27 42

Crack still a problem?
14 24 21 35 3 27
38 3 28 62 27 23
36 29 31 47 61 8

Crack still a problem?
44 49 47 46 54 56

Curse still holding?
13 21 32 25 3 30 48 7
12 63 55 36 18 22 56

Curse still holding?
52 37 9 56 51 60 2 20
57 51 16 33 56 1 8

- | | |
|--------------|------------|
| 1 sorry | 22 kettle |
| 2 help | 23 stone |
| 3 to | 24 did |
| 4 need | 25 heed |
| 5 a | 26 reading |
| 6 try | 27 the |
| 7 about | 28 get |
| 8 . . . | 29 was |
| 9 again | 30 medium |
| 10 if | 31 it |
| 11 chemicals | 32 paid |
| 12 good | 33 afraid |
| 13 have | 34 has |
| 14 what | 35 do |
| 15 flue | 36 ? |
| 16 am | 37 foiled |
| 17 doesn't | 38 ring |
| 18 examine | 39 clean |
| 19 fireplace | 40 armory |
| 20 any | 41 enter |
| 21 you | 42 answer |

- | |
|---------------|
| 43 pull |
| 44 opposite |
| 45 glass |
| 46 is |
| 47 stationary |
| 48 message |
| 49 of |
| 50 got |
| 51 I |
| 52 curses |
| 53 lens |
| 54 moving |
| 55 charm |
| 56 ! |
| 57 further |
| 58 dusty |
| 59 read |
| 60 can't |
| 61 or |
| 62 past |
| 63 luck |

**ADVENTURE #5
THE COUNT**

Can't work dumbwaiter?
7 41 26 42

Can't find Dracula's crypt?
15 27 2 23 12 2

Still can't find crypt?
5 49 18 11 4 3 45

Problem with locked door?
29 42

Problem with pit?
5 49 18 11 3 28 45

Getting into some dark places?
37 33 19

Pesky bat bugging you?
22 21 6 14 48

Can't find Dracula's coffin anywhere yet?
34 32 31 50 23 43 36 46 25

Getting robbed?
44 33 47 20 24 9 35
13 30 39 40 8 17 16

Coffin lock a problem?
38 28 10

Oven a problem?
12 10 23 5 49
1 8 17 31

- | | | |
|------------|-------------|---------------|
| 1 how | 21 what | 41 dumbwaiter |
| 2 castle | 22 carry | 42 "HELP" |
| 3 on | 23 and | 43 note |
| 4 or | 24 place | 44 find |
| 5 think | 25 it | 45 bed |
| 6 vampires | 26 then | 46 signed |
| 7 enter | 27 outside | 47 dusty |
| 8 to | 28 the | 48 like |
| 9 that | 29 try | 49 about |
| 10 oven | 30 not | 50 crypt |
| 11 near | 31 in | |
| 12 examine | 32 sign | |
| 13 may | 33 a | |
| 14 don't | 34 read | |
| 15 go | 35 Dracula | |
| 16 into | 36 who | |
| 17 get | 37 light | |
| 18 items | 38 remember | |
| 19 match | 39 be | |
| 20 old | 40 able | |

**ADVENTURE #6
STRANGE ODYSSEY**

Can't open the door in the control room?
37 38

Space suit a problem?
1 25

Have not been able to get out
of the ship still?
12 54 8 24 6 17 31

Still can't get out?
43

Have only found a boulder and don't
know what to do?
37 15

Can't read alien writing?
9 26 19 49 65

Problem with hexagonal room?
37 48 6 47

Problems still with room?
61 45 4 32 60 65
11 30 24 46 54 58

Can't seem to get many other places?
6 48 29 22 42 50 57
5 44 63 45 56 34
35 25 55 5 64 52
34 28 36 45 41 2

Air running out on you?
39 14 10 23 18
21 50 37 59

High gravity getting you down?
39 27 16 34 51 13

Need power crystal?
37 54 40 20

Missing 1 treasure?
7 33 34 3 53 24 62

- | | | |
|------------|----------------|--------------|
| 1 wear | 23 alien | 45 you |
| 2 been | 24 then | 46 leave |
| 3 methane | 25 it | 47 "HELP" |
| 4 get | 26 bad | 48 plastic |
| 5 what | 27 with | 49 can |
| 6 try | 28 count | 50 ald |
| 7 ice | 29 after | 50 also |
| 8 door | 30 disoriented | 51 weird |
| 9 too | 31 DOOR" | 52 means |
| 10 in | 32 a | 53 storm |
| 11 feel | 33 hound | 54 the |
| 12 open | 34 and | 55 remember |
| 13 picture | 35 push | 56 pull |
| 14 around | 36 places | 57 note |
| 15 phaser | 37 examine | 58 room |
| 16 goggles | 38 console | 59 spacesuit |
| 17 "GO | 39 play | 60 message: |
| 18 space | 40 broken | 61 when |
| 19 neither | 41 have | 62 explore |
| 20 crystal | 42 rod | 63 as |
| 21 ship | 43 jump | 64 hexagonal |
| 22 pulling | 44 happens | 65 I |

**ADVENTURE #7
MYSTRY FUN HOUSE**

Can't get by the ticket counter?
13 37 17 28 17 32 8

Have ticket but still being bounced?
9 2 16 15 40

Lost in maze?
1 3 22 10 7 24 12

Merry-go-round a problem?
29 39 26 25 6 31 34

Stuck in a pit with a locked door?
51 42 45 48 23 44

Still stuck in pit?
45 47 50 49 16 23 43 41

Have a wrench but don't know
where to go?
14 37 36 35 5

Still having a problem with wrench?
21 37

Haven't figured out why you're
in the funhouse?
32 23 27 33 11 38

Problems in shooting gallery?
30 18 20 19 4

1 too
2 sign
3 bad
4 machine
5 lot
6 to
7 its
8 inventory
9 read
10 trying
11 fix
12 easy
13 examine
14 try
15 ticket
16 by
17 and
18 about
19 telling
20 fortune

21 slide
22 keep
23 the
24 really
25 back
26 go
27 opposite
28 tree
29 wear
30 think
31 mirror
32 do
33 of
34 room
35 parking
36 in
37 grate
38 heel
39 spectacles
40 counter

41 gallery
42 can't
43 shooting
44 door
45 you
46 get
47 will
48 out
49 something
50 find
51 You

**ADVENTURE #8
PYRAMID OF DOOM**

Can't get in the pyramid?
2 35 34 18 33 14 34 38

Still can't get in?
32 13

Mummy a problem?
7 15 16 4

Purple worm a problem?
3 28 8 19

Pharoah a problem?
36 29 14 30 19 7 20

Pharoah still a problem?
5 14 18 10 21

Bricked doorway a problem?
26 11

Missing a gold coin?
24 14 12 9 7
37 22 23 25

Oyster a problem?
27 17 29 31 6 34 1

1 rats
2 dig
3 leave
4 leaves
5 Liquid
6 with
7 think
8 alone
9 room
10 is
11 glove
12 mirror
13 pool
14 in
15 about
16 burning
17 did
18 pyramid
19 then

20 clean
21 useful
22 a
23 blind
24 treasure
25 man
26 iron
27 you
28 him
29 something
30 fireplace
31 wrong
32 enter
33 and
34 the
35 by
36 find
37 like
38 desert

**ADVENTURE #9
GHOST TOWN**

Horse a problem?
46 100

Jail a problem?
105 98 21 39
14 2 30 78

Jail cell locked?
55 53 94

Cell still locked?
17 7 74 94 28
107 17 15 71 31

Cell still locked?
103 52 43 111 6
67 49 44 33 1

Can't open safe?
101 86

Getting a fizzle instead of a boom?
58 110 3 89 54

Haven't found a fuse yet?
81 21 64 88 50

Can't get back from teepee?
23 82 82

Still stuck at teepee?
59 102 26 108 72
32 84 83 57 60

Still stuck at village?
18 24 66 15 75
66 27 72 48 45

Still stuck at village?
63 24 66 93 72 48

Piano player a problem?
26 108 72 109 96

Piano player still a problem?
61 100 38 22

Can't find anyplace to sleep at night?

81 62 111 97 69 11 51

Missing a *CHINESE GO BOARD* treasure?

70 65 94 69 91 70 65 87

Still no GO?

70 65 34 19

Contrapositive getting you down?

13 105 8 47 33 16 68

80 91 15 106 53 12 47

91 56 8 69 12 47 92

Bonus score a problem?

77 29 10 37 5 20 73

76 79 41 99 36 111 95

85 5 112 20 42 104

40 25 9 35 34 4

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