THE TINTIN GAMES BOOK

Tintin: Really you? My eyes!

It's the thug who knocked me out in the laboratory.

The brutes! They've knocked out Tintin!

My umbrella!
The Captain... we must wait for the Captain.

By the whiskers of Karp-Tas! Those accursed Syldavians have got away with the Professor.

Good idea!
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**Explanation of the symbols**

- 🚶 Game for 1 player
- ⛔️ ⛔️ ⛔️ ⛔️ 2 players and so on

These buttons represent the number of counters required by each player (in this case, four per player). To avoid any confusion, each player should choose counters which are easily distinguishable from those of his opponents.

- 🎲 Provide a dice.
- 📝 Provide a pencil and paper.
HERGÉ

The Tintin Games Book

LITTLE, BROWN AND COMPANY
BOSTON/NEW YORK/TORONTO/LONDON
It's no use running . . .

TINTIN'S START

Snowy! Come here, Snowy!

Will you come here... wait till I catch you!

Snowy! Come back at once!

Oh!

I can't see him any more! He must have gone back to the Hall.

Let's go and see...

Woah! Woah!

Well I never! Vanished!

Object of the game: Tintin must catch Snowy.

How to play: One player is Tintin, the other is Snowy. Tintin places his counter on the first picture and plays first. At each turn he moves two squares, horizontally or vertically, or one square in each direction. Snowy must run away from Tintin. He places his counter on the last picture and moves one square at each turn, but in all directions, including diagonally. Take care! Tintin and Snowy are forbidden to enter the red squares. The game ends when Tintin catches Snowy.
But I heard him barking. Wasn’t it coming from the first floor?

The door’s open! He must be in this room.

Great snakes! Where on earth can he be hiding?

Yet another false trail!

My word! He’s in the grounds again!

Snowy! That’s enough now! Stop this game and come back at once!

Wooah!

Snowy’s Start
Find the mistakes

There are 32 mistakes in this drawing; see if you can find them all! (Solution on page 35.)
Calculus’s wardrobe

The Professor changes the way he dresses nearly every day.

1. Coo-ee, where are you?

Calculus’s wardrobe

Object of the game: To collect six counters on your page.

How to play: Place your four counters on your page. Each player in turn, taking it in turns, chooses a square. The player who collects six counters (three pairs) on his page wins the game.

Each player in turn, taking it in turns, chooses a square. The player who collects six counters (three pairs) on his page wins the game.

Calculus’s wardrobe

Find the two pictures on pages 11 and 12 where Calculus is wearing the same clothes. (Solution on page 35.)
Calculus's wardrobe

Find the two pictures on pages 11 and 12 where Calculus is wearing the same clothes. (Solution on page 35.)

Coo-ee, where are you?

Object of the game: To identify the object chosen as a souvenir.

How to play: One player chooses the souvenir. He holds this object vertically between him and the other players. The first player is asked to identify the souvenir in one of the pictures and writes it down on a piece of paper. Each questioner asks only one question at a time. In case he cannot identify the souvenir, the player who is asking the questioner must ask another player, if he is identified or he is not, the other player chooses the souvenir. The winner is the player with the most points.
Coo-ee, where are you?

Arrange the book so that one player is looking at page 10 and the other is looking at page 13. Hold page 11 vertically to hide your game.
Conversations

A. w-w-as g-g-going t-t-to t-t-tell y-y-you, b-b-b-but y-y-you in-in-inter-interrupted m-m-mel... He st-st-stopped at... at... at... th-th-the Co-Co-Co...

B. Where's the young foreigner you are taking to Klou?

C. L-l-listen... I... I... I'm... I'm...

D. Look out!... Here they come!...

E. Quiet!... I can hear a car.

F. Hello?... Yes, this is Wiskotz... Ah! It's you Sirov... Well? What?... Szplug!... So it's not your fault?... Perhaps you think it's mine, eh? What?... If he hadn't stuttered so? Ill!... Ill!... You can get round anything with "ill"... I'll telephone to the Chief of police at Zip... Yes, he's one of us... He'll stop him on the road.

G. I... I'm trying to t-t-tell y-y-you... th-th-the y-y-young f-f-foreigner w-w...

H. Hands up!

I. Was w-w-w-with m-m-me?

J. It's gone... We can go back.

K. W-w-was in... in... in... th-th-that c-c-car w-w-w-which j-j-just papa-papa-passed!

L. Hello? Yes, this is Sirov... Hello Wiskotz... Yes... a young boy, on the road to Klou... In a peasant's cart... Good, we'll be waiting in the forest... Yes, we'll leave at once...

M. Th-th-the young f-f-foreigner...

N. The Co-Co-Coach-Coachman's Rest, an-an-and...

O. If you say one word, or make one move... just remember our rifles are trained on you!

P. Szplug! Where can he be?... Come on, are you going to talk?

Q. N-n-n-o!... It... It... It-it-s b-b-because... I... I... t-t-talk... talk... talk...

R. That's enough!... We know he's with you!... Search the cart, Zip!

S. An-an-ard he-he... he... g-g-g-what makes you stutter like that?... Fear?

T. Spitz on Szplug! Where is he?...

U. Cocoa!... Cocoa!... What cocoa?... Have you been drinking?

W. Sirov! There's no one there!

X. Th-th-the f-f-foreigner who... who w-w-w-...

Y. Hello?... Yes, this is Klou 3324... Yes, Central Committee... Tovik speaking... Oh it's you. Wiskotz... What?... Tintin?... But that's impossible; the pilot has just told me... What?... into some straw!...

Z. Szplug! He must be prevented from reaching Klou at all costs!... Do it how you like... Yes, ring up Sirov.

Why didn't you say so sooner?

Put each piece of dialogue into its correct box. (Solution on page 35.)
Missing objects

Forty-eight objects appearing in these 18 pictures have been divided between the squares A B C D. Replace each object in its picture.

1

And my advice to you is, get that step repaired.

Goodbye, doctor.

2

Look... ?!

3

That she's arriving here at Marlinspike tomorrow

4

At nightfall...

Ssh!

5

6

7

8

The signora's room

Ravishing!

9

10

Object of the game: To match separate objects with the correct pictures.

How to play: Each player chooses one of the squares, A B C D, on page 17. He must find the pictures which contain his objects and write down his answer, for example A 13 - picture 17. The first player to complete his list has a bonus of 6 points, the second player gets 4 points and the third 2 points. Take care! Once a player has declared "Finished" he cannot alter his answers. When all the players have finished, check the answers on page 35. For each correct answer, each player adds one point to his bonus. The player with the most points wins the game.
Look, there's the case... sniff... exactly where I put it.
Calculus is kidnapped

Object of the game: Complete the three circuits (green, red and blue) to escape the kidnappers.

How to play: Each player chooses one of the four letters, A B C D, and places his three counters on the circles marked with the chosen letter. Begin with the green circuit. Play is in alphabetical order and the counters move clockwise. Player A throws the dice and moves his counter first, only on the green circles. The other players in turn do likewise. Each player must complete his green circuit by returning to his starting point. Take care! In order to finish, the exact number must be thrown to reach the starting point.
point, otherwise the counter moves backwards for as many circles as there are surplus points on the
dice. When a player has completed his green circuit, he withdraws that counter from the game and
plays first the red circuit, then the blue circuit. If a player lands on a circle which is already occupied,
then the last to arrive is sent back to his starting point. If this player has already completed one or two
circuits, he must return the counters to their starting points and begin the game again. The winner is
the first person to complete the three circuits.
Object of the game: To reassemble your troops in a straight line, either horizontal, vertical or diagonal.

How to play: The first player places two counters in the two upper corners. The other player places two counters in the two lower corners. Each player then places his third counter in the empty square between his opponent’s two counters, so that each player’s three counters are arranged in a triangle. Each player in turn moves a counter one square at a time in any direction, horizontal, vertical or diagonal, in order to reassemble his counters, or troops, in a line. Take care! You cannot move across an occupied square or land upon it.
Souvenirs of Sbrodi

The winner is the player with the most points.

The Souvenir is a print, and it is the aim to decorate it. If the answering is correct, a red card in the picture will indicate that the Souvenir is correct.

Example: "La Case de la Mouette" by Carré.

Each answer to the question gives one question mark. The Souvenir is only one question mark.

How to Play: The player chooses the card he wants from the pile in the middle of the table. Each question mark on the card can be answered correctly.

Objective of the game: To decorate the Souvenir.
Object of the game: To identify the object chosen by the player.

The player chooses the object to be identified, and the questioner must attempt to find the chosen object on the piece of paper.

The player who answers correctly receives a point, and the player with the most points at the end of the game is declared the winner.
Object of the game: To track down your opponents' secret pictures.

How to play: Each player secretly chooses a picture and writes its number on a "secret paper." Each player in turn asks one of his opponents a question, for example, "Is Tintin running in your picture?" Take care! You must answer truthfully. The same player cannot be questioned twice running. When a player thinks he knows the secret pictures of all his opponents, he writes their numbers at the bottom of his secret paper and checks them against the other secret papers. If all the numbers are correct, he has won and the game is over. If not, he will no longer be able to ask questions, but he must answer his opponents until the end of the game.
The Marlinspike letters

Object of the game: To reach the last letter without hesitating.

How to play: Each player chooses a picture. Then each player in turn describes, in a single word, a situation or an object shown in his picture. This word must begin with A the first time, B the second and so on.
Examples: top picture: Armchair, Ankle, Ace; bottom picture: Avenue, Awning, Awaiting

If a player cannot think of a word, he misses his turn. He must catch up on the next turn by giving two words beginning with the next letter. If he cannot do this, he is disqualified.
The Captain's excursion

Object of the game: To overcome the obstacles and be the first to reach square 27.

How to play: Start at square 1. Each player throws the dice in turn and moves his counter forward the correct number of squares. The players must obey the instructions of the squares they land on. When a player lands on an occupied square, the newcomer sends the other back to the start. In order to win, a player must throw the exact number needed to reach square 27. Otherwise, the player moves backwards for as many squares as there are surplus points on the dice.
Good morning, Captain. You seem in a great hurry this morning. Stop a minute! **MISS A TURN** and see what I've got to show you.

Great news, Captain—but this is strictly between ourselves—I have succeeded in raising a completely new variety of rose.

Well done, Professor! I congratulate you.

**AIE!**

Ah! I think I'm calling you! **GO BACK TO SQUARE 1**

Off you go, Iago. Have a little walk.

HELO-o-o I CAN HEAR YOU!

It's Iago. **GO BACK TO THE SQUARE YOU CAME FROM!**

Let's get going! **GO FORWARD TO SQUARE 13.**

You've no idea how good it feels to be standing on two feet again!

Why, Captain! You're better! How wonderful!

Yes, the doctor's just gone: he's taken off the plaster. **DOUBLE THE NUMBER THROWN.**

Good, I've managed to shake everyone off. Now I can have forty winks. **MISS A TURN**

**MMMMP!** What a sweet scent!

Dear lady, allow me to offer you this modest 'Crimson Glory'...er, until something better comes along...

Come along, Captain, it'll be easier with two of us. **THROW AGAIN.**

Oh, you naughty man! Asleep! What a moment to choose!

Zzzz... Zzzz...
Object of the game: To reassemble the royal procession which is riding through the Sylvanian capital on Saint Vladimir's Day.

How to play: Each player draws a grid of 24 squares (6 x 4) on his paper and reassembles the scene, writing each number in its correct place. When the players have finished, they check their answers against the solution on page 35. The winner is the player who reconstructs the scene correctly in the shortest time.
The chase in the crypt

1. And now, tough guys, it's your turn to be locked in...
2. Whoa! I just saved it in time!
3. Over there... By thunder, he's rammed a hole through the wall!
4. So sorry to have to leave you, gentlemen...
5. ?
6. There he is!

Put the pictures in their correct story sequence. (Solution on page 35.)
Did you hear that? Someone banged the kettle drum! It's Tintin! We've got him now!

A counting-frame!... that gives me an idea...

BANG
BANG

Little devil! He'll pay dearly for this...

There he is!... Stop!... Stop!... or I'll shoot!

BOOM

On you go, Tintin! You're in luck!

See him?... There are plenty of hiding places here. But we'll get him.
HERGÉ

THE TINTIN GAMES BOOK

Can you escape from the crypt, foil Professor Calculus's kidnappers or win a race with Captain Haddock? Join in the fun with Tintin, the world-famous boy reporter, and his many friends in a bumper collection of games to play and puzzles to solve.

Clear instructions for one or more players.

FOLLOW THE ADVENTURES OF TINTIN IN:

THE BLUE LOTUS
THE CRAB WITH THE GOLDEN CLAWS
KING OTTOKAR'S SCEPTRE
THE SECRET OF THE UNICORN
DESTINATION MOON
EXPLORERS ON THE MOON
THE CALCULUS AFFAIR
THE RED SEA SHARKS
THE SHOOTING STAR
TINTIN IN TIBET
THE SEVEN CRYSTAL BALLS
RED RACKHAM'S TREASURE
PRISONERS OF THE SUN
THE CASTAFIORE EMERALD
THE BLACK ISLAND
FLIGHT 714
CIGARS OF THE PHARAOH
LAND OF BLACK GOLD
TINTIN AND THE BROKEN EAR
TINTIN AND THE PICAROS
TINTIN IN AMERICA

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Solution to the games

Find the mistakes (pages 8 and 9):
1 Tap on the ladder of the television broadcasting van.
2 A fir tree branch on the oak tree.
3 The clock on the van.
4 “FISH & CHIPS” on the ice-cream seller’s van.
5 The passenger in the car is facing backwards.
6 The three-armed customer.
7 PHOTOS written upside down.
8 “MARLINSPIKE” is misspelled.
9 The lady is not holding her handbag.
10 The baby carriage has three wheels.
11 The key in the vendor's bag.
12 The soles of the picknicker's shoes.
13 The cut suspenders.
14 The knapsack suspended in mid-air.
15 The stove on the man's back.
16 The one-legged boy scout.
17 The vendor walking on three legs.
18 The one-armed camera technician.
19 The red car with no back wheel.
20 The steering wheel in the back of the red car.
21 The figures on the license plate are backwards.
22 The policeman in shorts.
23 The balloons without strings.
24 The stone balls on the gateway.
25 The passing rung on the movie photographer’s ladder.
26 The scooter's handlebars.
27 “RAMBURGERS” should be HAMBURGERS.
28 The telescope is the wrong way around.
29 The hamburger man's chimney is separated from its cover.
30 The tent pole is incomplete.
31 The man in the middle of the picture has no right hand.
32 There are no spokes in bicycle wheel.

Calculus’ wardrobe (pages 11 and 12): 9 and 16.

Conversations (pages 14 and 15):
1 – Y 6 – M 11 – Q 16 – N 21 – C
2 – L 7 – R 12 – W 17 – Z 22 – J
3 – D 8 – X 13 – P 18 – E 23 – G
4 – H 9 – J 14 – A 19 – S 24 – U
5 – B 10 – T 15 – V 20 – O 25 – K
28 – F

Missing objects (pages 16 and 17):
A 1 – 10 B 1 – 14 C 1 – 6 D 1 – 6
A 2 – 14 B 2 – 16 C 2 – 11 D 2 – 10
A 3 – 12 B 3 – 6 C 3 – 16 D 3 – 5
A 4 – 13 B 4 – 2 C 4 – 13 D 4 – 14
A 5 – 10 B 5 – 8 C 5 – 8 D 5 – 8
A 6 – 14 B 6 – 3 C 6 – 3 D 6 – 9
A 7 – 12 B 7 – 5 C 7 – 13 D 7 – 7
A 8 – 6 B 8 – 13 C 8 – 6 D 8 – 2
A 9 – 13 B 9 – 11 C 9 – 14 D 9 – 4
A 10 – 8 B 10 – 6 C 10 – 5 D 10 – 9
A 11 – 15 B 11 – 1 C 11 – 13 D 11 – 7
A 12 – 10 B 12 – 1 C 12 – 4 D 12 – 15

Saint Vladimir’s Day (pages 28 and 29):
11 13 10 5 22 14
16 24 20 5 12 1
8 23 6 16 4 15
21 9 7 19 17 2

The chase in the crypt (pages 30 and 31):
18 – 15 – 14 – 13 – 9 – 18 – 1 – 7 – 20 – 4