



# HINTS

## TOXIC DUMPSITE

Carefully read the hints below until you find something that relates to where you are stuck. If this doesn't solve your problem, write down exactly where you are stuck and what you have done. Send this information along with a stamped, self-addressed envelope to Adventure Hints, P.O. Box 3435, Longwood, FL 32750 for additional help. Do not call Adventure International. Hints will not be given out over the phone.

Always remember to examine the picture on the screen after each turn, as things may change! If something looks unfamiliar or foreign to you, enter LOOK for a rundown of your current surroundings.

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**Time is of the essence!**

**If you can't show 'em your badge, how about your card?**

**That which burns, gives off heat.**

**Certain things can be accomplished in the dark.**

**Activate before accelerate.**

**If what you dropped fell under something, you might not be able to find it...**

**There is a time when you'll have to make it short and sweet.**

**Certain controls only last for so many turns!**

**What's a paperback novel doing here???**

**If neither a hit nor a kick, then surely a good shake!**

**If time is running out, be sure to save yourself.**

**People get angry when something swallows their change ... sometimes violent!**

**Find this tool behind something large and locked.**

**The thinnest one can push its way through.**

**To go down, think of how you got in.**

**You don't start this Adventure empty-handed!**

**Red stands out in a crowd.**

**Use your buried treasure to extract something new!**

**If you can't do it bare-handed, find yourself a tool!**

**When trapped in the dark, remember where the supplies are stored.**

**People are always dropping their money into hard-to-reach places!**

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PHONE (305)-862-6917



# HINTS

## SPOOK HOUSE

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**Time is of the essence!**

**Sorry, my friend, but the Exit door is locked!**

**Throw a penny into water and it sinks.**

**The room with the voice holds both value and dead weight.**

**If you've ever broken your back, try the fireman's approach.**

**Something from an elevated stature could pry things apart.**

**At some point in your life, you may need to jump.**

**Still have questions? Take a closer look!!!**

**Sometimes you must tilt your head to see things.**

**Optical illusions cause you to see something where there is nothing.**

**An afternoon at the beach could be good experience . . .**

**Firearms won't work under the Pacific.**

**How do you pull an anchor up out of the water?**

**Convex or concave? Either way, there's something quite close to it . . .**

**What do fireman do with their poles?**

**If you got a headache from looking at this room, there is no cause for alarm.**

**Get trapped by going south through a door.**

**Look inside things, too.**

**Take a look in all directions.**

**Search for clues right on the objects themselves.**

**If time is running out, be sure to save yourself.**

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