DR. QUANDARY PUZZLE HINTS

Here are some hints for the **TWELVE puzzles** to solve on the Secret Island!

Acid Test: Enter through the door you made for the **Let's Make a Door** puzzle. Once you are in the Acid Test, avoid the squirting acid and shooting flames by moving using the arrow keys. If you do not succeed...keep trying! Eventually an explosion will throw the Glass of Green Gas from the room and it will be waiting for you to pick up and put in your pocket.

Ape the Ape: Make sure your drop of gobbledy-goo falls into the cup before you count it.

Discappear: Make sure Valley Gal takes the last disc and you win! Take as many discs as you want, as long as they're in the same row! Like, totally...

Headstrong Hop: It will be music to your ears if you play the right tune! Use the arrow keys to move and the space bar to jump and bump the correct notes onto their **perfect places** on the staff.

HMSB Quandary: To board and cross the lake, you must first build the HMSB Quandary. To move and drop the pieces, click on them with the mouse. NONE of the pieces will overlap!

Let's Make a Door: You must first build the door before you can pass through to the puzzle on the other side! See the hint for **HMSB Quandary** for the key!

Number Lock: Sir Pillory can't tell you the combination of the padlock, but he can give you some clues to figure out the 2 digit secret code you're looking for. Look for a **WINK** to see if you've guessed one of the numbers, and a **SMILE** if it's in the right place!

Tad-Pult: Your mission is to enter the cave. But how?! First you must feed the frog what he likes to eat! Use a rock in your Tad-Pult to knock down this scrumptious meal and fling that tastey morsel into the frog's gaping mouth. Now that the cave is open, you must occupy that crazy koo-koo bird! Another tasty morsel will do the trick (hint: it makes a great movie treat!). Then, quickly run to the cave to claim your reward!

Tax Factor: To cross the bridge, **YOU** must collect a higher amount of tokens! You get whatever token you pick, but the tax collector gets all the **FACTORS** of that token and all of the remaining numbers that don't have any factors left!! **Remember**: every number has at least **TWO** factors: **itself** and **1**. For example, if you choose **8**, the tax collector collects the tokens **1, 2**, and **_?** Giving you 8 points, and the tax collector 7. Good luck!

Tire Tower: Move one tire at a time, with only smaller tires able to be placed on larger tires. Climb your **TIRE TOWER** to retrieve the can of OIL! Are you on the right pole?!

Tunnel Vision: It's not easy finding your way through a cave in the dark, so complete the **Waxy Buildup** puzzle first! Make your moves quickly and efficiently since you only have a certain amount of time before your candle burns out and you are left in the dark. Use your left and right arrow keys to turn, and the UP key to move forward. The DOWN key moves you backwards. If your candle does burn out, RUN AWAY and rebuild another candle!

Waxy Buildup: If you solve this one, then you've seen the light for the tricky task of **TUNNEL VISION**! For a hint on how to build the candle, see **HMSB Quandary**.

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