

Stanford House Classics - Beginners

TREASURE HUNT

May Demeter

read • respond • interact



TREASURE HUNT

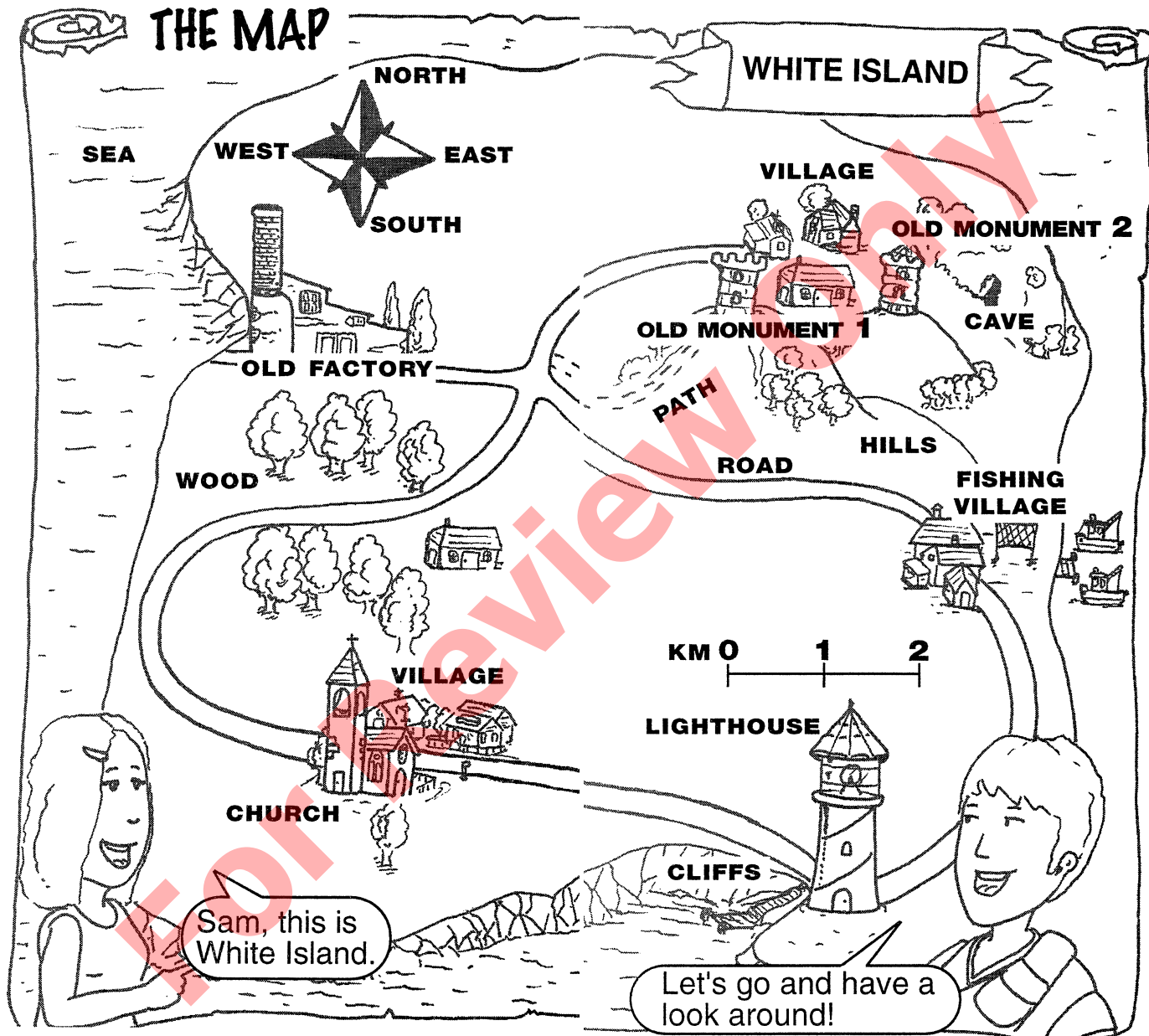
May Demeter



Each book in the series is a complete puzzle adventure. The readers must use their knowledge of the English language plus their puzzle solving skills as they go through each page of the story. At the end of the book are helpful clues to help students solve the puzzles, plus complete solutions and extra exercises to help the readers improve their English. Each series of puzzle adventures is carefully graded to suit the student's ability.



Stanford House



Turn the page

STARTING THE HUNT

There is a pirate's treasure
on White Island.

No one knows where it is.

There is a map. There are clues.

The clues are puzzles.

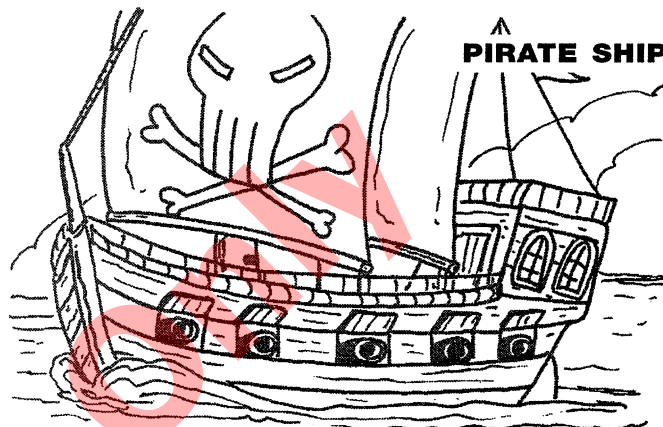
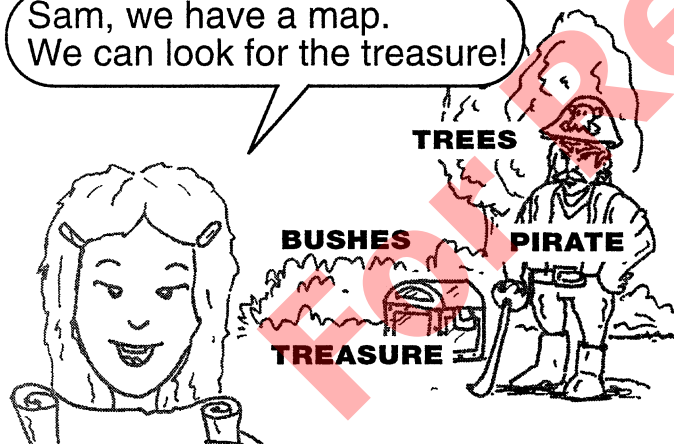
They lead to the treasure.

Can you find the treasure?

Each double page gives you a clue.

The answer to each clue takes you
to different places on the map.

Sam, we have a map.
We can look for the treasure!



Solve each puzzle before you turn to
the next page.

If you find that a puzzle is too hard,
look at page 31 for help.

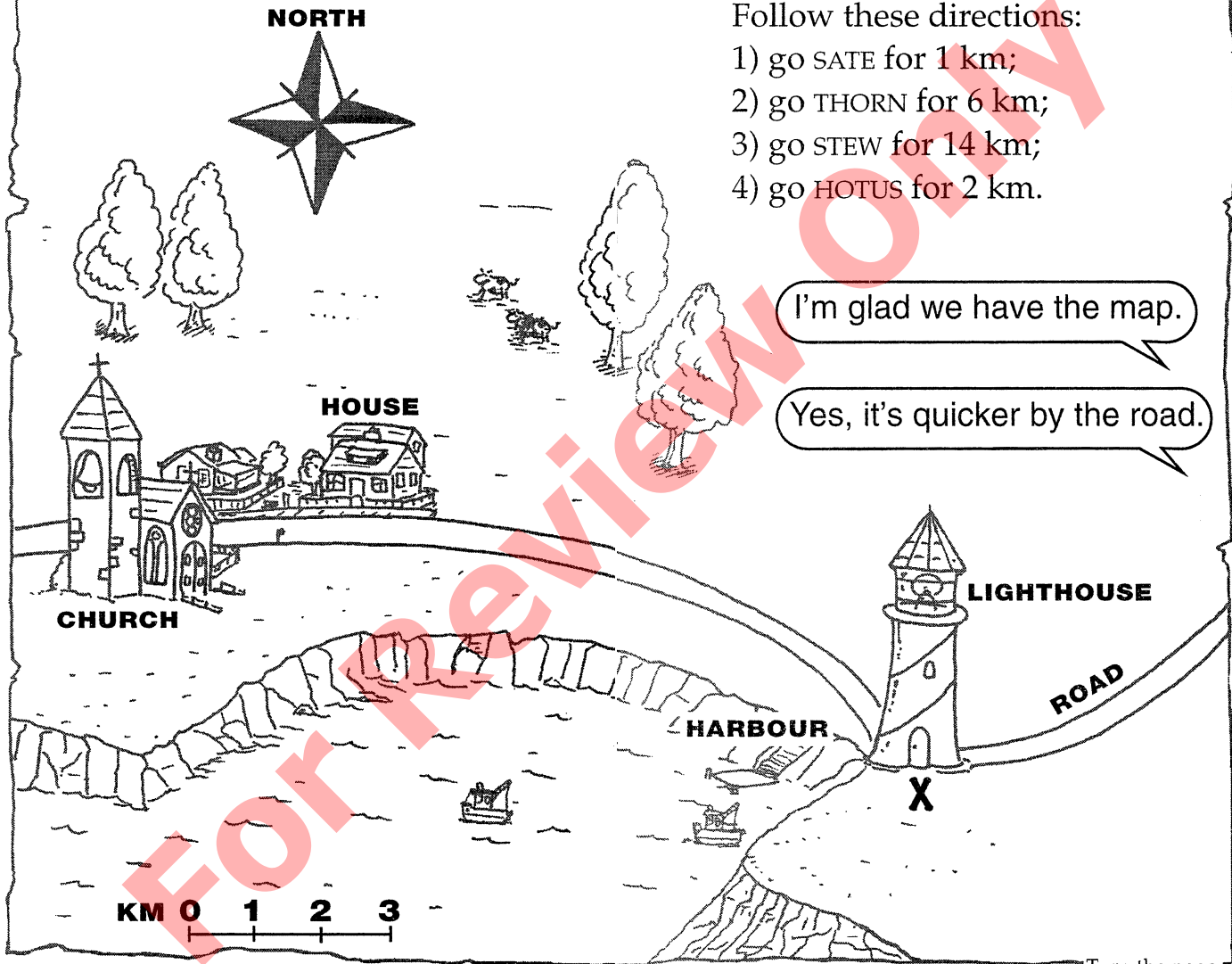
If you can't solve the puzzle with the
help of page 31, the solutions are on
page 32.

Cover the solutions you don't need.

Great!
Where do we start?



THE FIRST PUZZLE



- Start at the cross by the lighthouse.

Follow these directions:

- 1) go SATE for 1 km;
- 2) go THORN for 6 km;
- 3) go STEW for 14 km;
- 4) go HOTUS for 2 km.

I'm glad we have the map.

Yes, it's quicker by the road.

Turn the page