

A PROBLEM IN THE JUNGLE

You're traveling through the jungle all on your own.

One morning you find out that you're almost out of water.

You can get more water from one of four **sources**...

A juicy cactus, a pond with salty seawater, a clear still lake, or a silty stream.

What **source** of water will you choose to fill your filter water bottle with?



A ROAD ACCIDENT

A truck, a man riding a horse, and a motorcycle are waiting on the road for the green light. Suddenly the truck driver drops his cell phone on the **horn**. The loud noise scares the horse and it bites the motorcyclist's ear. Shocked and in pain, the man **unwittingly** moves his motorcycle and causes an accident. But which person actually **broke the law**?



A FOREST ESCAPE

You're lost in a forest. It's getting dark, and very soon **wild** animals will start their hunt. There are four roads you can choose from...

The north, south, west, and east.

But the north path will take you to a **super massive black hole** ready to swallow you up.

The south road goes through a lake full of huge whale sharks.

If you take the west road, you'll end up at the edge of an enormous hole in the ground, which can't be crossed, even with the help of a rope.

The east path will bring you to a **sky-high** mountain which is impossible to climb over.



TRAPPED BY A PSYCHO

A **psycho** caught you, and let you choose where you'd have to stay ~on your own~ for the following three weeks. If you manage to **survive**, he'll **set you free**. He gave you three options...

A desert full of cacti; a sunny field with flowers, a banana and a glass of water, and a beach under stormy skies, surrounded by sharp **cliffs**, and hit by high waves.

Where do you have the best chances to **survive**?



A SCARY CASTLE

One night you find yourself stuck in an old **spooky** castle.

You hear someone chasing after you and you run faster and faster but suddenly reach a **dead end**. However, as your eyes **adjust**, you notice three doors in the wall, but behind each door there are some horrifying creatures.

The first door hides zombies.

Werewolves are behind the second one.

And if you open the third door, you'll come face to face with bloodthirsty vampires.

Which door should you open?



A WICKED KIDNAPPER

You're kidnapped and held in a basement by a crazy professor, but the basement has three doors, and one of them leads to freedom. The professor leaves, and you get to open the doors one-by-one.

Behind the first door there's a dense jungle full of deadly creatures.

Behind the second door, there's a gigantic fire-breathing dinosaur that could burn you alive.

Behind the third door you see a lake of ice water that freezes everything in several seconds.

How can you escape?



THE ATTIC MYSTERY

Mark and James played in the attic where it was dark and dirty, but when they came down, only Mark's face was covered in dust, while James' face was **miraculously** clean. However, it was James who went and washed his face. How did this happen?



A TREASURE HUNT

A treasure hunter got lost in a forest, but after he had been walking for some time, he noticed a **crossroad** with a big stone in the middle. There was a note on the stone which read 'four plus no five'.

The man realized that the sign must be showing the direction toward the treasure, but it was written in some tricky **cipher**.

Can you help the treasure hunter to **decipher** the code?



AN ESCAPE FROM A LOCKED HOUSE

You got kidnapped and locked in a stone house, however there are four doors you can escape through, but behind the first door it's extremely cold, and if you choose to go that way you'll turn into a block of ice in a matter of seconds. The second door opens into a water tank swarming with hungry sharks. Behind the third door, the sun shines so brightly that it burns everything in no time, and the room behind the fourth door is filled with toxic gas that won't let you breathe. Is there a way to escape?

HOW COULD HE ESCAPE?



DROPPED INTO A PIT

One day John was caught by a **maniac**, and thrown into a 20-foot deep **pit**. The **maniac** told him that in five minutes, the pit would start to fill with water. John was horror-struck because he can't swim. He looked around and noticed that on the bottom of the pit, there was a six-foot long rope, a four-foot tall wooden barrel, and a three-foot tall metal safe. John himself was six-feet tall.

How could he use these objects to get out of the pit alive?



A CAFE THEFT

Look at this picture... 10 minutes before it was taken, someone from this photo had stolen all the money from the cafe on the beach, however all these people **claimed** that none of them had visited the cafe in the last 10 minutes...



A PRISON ESCAPE

Matt escaped from prison by digging a long tunnel in the floor of his cell. He'd been crawling through the underground tunnel for three hours when he saw that the main tunnel divided into three smaller ones, but the first one was on fire, and the second tunnel was home to a nest of **venomous** snakes. The third tunnel was set with **explosives**. How can Matt escape?



VOCABULARY

source - *noun* a facility where something is available; anything that provides inspiration for later work; a document (or organization) from which information is obtained; (technology) a process by which energy or a substance enters a system; a publication (or a passage from a publication) that is referred to; the place where something begins, where it springs into being; anything (a person or animal or plant or substance) in which an infectious agent normally lives and multiplies; someone who originates or causes or initiates something; a person who supplies

information; *verb* specify the origin of; get (a product) from another country or business
horn - *noun* one of the bony outgrowths on the heads of certain ungulates; any hard protuberance from the head of an organism that is similar to or suggestive of a horn; an alarm device that makes a loud warning sound; a high pommel of a Western saddle (usually metal covered with leather); a noisemaker (as at parties or games) that makes a loud noise when you blow through it; a noise made by the driver of an automobile to give warning; the material (mostly keratin) that covers the horns of ungulates and forms hooves and claws and nails; a device on an automobile for making a warning noise; a brass musical instrument with a brilliant tone; has a narrow tube and a flared bell and is played by means of valves; a brass musical instrument consisting of a conical tube that is coiled into a spiral and played by means of valves; *verb* stab or pierce with a horn or tusk

unwittingly - *adv.* without knowledge or intention

wild - *adj.* deviating widely from an intended course; in a state of extreme emotion; in a natural state; not tamed or domesticated or cultivated; marked by extreme lack of restraint or control; (of the elements) as if showing violent anger; without civilizing influences; intensely enthusiastic about or preoccupied with; located in a dismal or remote area; desolate; (of colors or sounds) intensely vivid or loud; extravagantly fanciful and unrealistic; foolish; involving risk or danger; talking or behaving irrationally; without a basis in reason or fact; *adv.* in a wild or undomesticated manner; in an uncontrolled and rampant manner; *noun* a wild primitive state untouched by civilization; a wild and uninhabited area left in its natural condition

psycho - *noun* a person afflicted with psychosis

survive - *verb* continue to live; endure or last; continue in existence after (an adversity, etc.); support oneself; live longer than

cliff - *noun* a steep high face of rock

spooky - *adj.* unpredictably excitable (especially of horses)

adjust - *verb* adapt or conform oneself to new or different conditions; alter or regulate so as to achieve accuracy or conform to a standard; make correspondent or conformable; decide how much is to be paid on an insurance claim; place in a line or arrange so as to be parallel or straight

miraculous - *adj.* peculiarly fortunate or appropriate; as if by divine intervention; being or having the character of a miracle

crossroad - *noun* a junction where one street or road crosses another

decipher - *verb* read with difficulty; convert code into ordinary language

cipher - *noun* a message written in a secret code; a secret method of writing; a person of no influence; a quantity of no importance; *verb* make a mathematical calculation or computation; convert ordinary language into code

maniac - *adj.* wildly disordered; *noun* a person who has an obsession with or excessive enthusiasm for something; an insane person

pit - *noun* a surface excavation for extracting stone or slate; a trap in the form of a concealed hole; a sizeable hole (usually in the ground); a concavity in a surface (especially an anatomical depression); a workplace consisting of a coal mine plus all the buildings and equipment connected with it; lowered area in front of a stage where an orchestra accompanies the performers; (Christianity) the abode of Satan and the forces of evil; where sinners suffer eternal punishment; the hard inner (usually woody) layer of the pericarp of some fruits (as peaches or plums or cherries or olives) that contains the seed; *verb* remove the pits from; set into opposition or rivalry; mark with a scar

cell - *noun* (biology) the basic structural and functional unit of all organisms; they may exist as independent units of life (as in monads) or may form colonies or tissues as in higher plants and animals; a device that delivers an electric current as the result of a chemical reaction; a room where a prisoner is kept; small room in which a monk or nun lives; any small compartment; a small unit serving as part of or as the nucleus of a larger political movement; a hand-held mobile radiotelephone for use in an area divided into small sections, each with its own short-range transmitter/receiver

claim - *noun* demand for something as rightful or due; an informal right to something; an assertion of a right (as to money or property); an assertion that something is true or factual; an established or recognized right; a demand especially in the phrase "the call of duty"; *verb* take as an undesirable consequence of some event or state of affairs; assert or affirm strongly; state to be true or existing; lay claim to; as of an idea; ask for legally or make a legal claim to, as of debts, for example; demand as being one's due or property; assert one's right or title to

venomous - *adj.* marked by deep ill will; deliberately harmful; harsh or corrosive in

tone; extremely poisonous or injurious; producing venom

explosive - *adj.* serving to explode or characterized by explosion or sudden outburst; sudden and loud; liable to lead to sudden change or violence; *noun* a chemical substance that undergoes a rapid chemical change (with the production of gas) on being heated or struck