

### The Case of the Missing Clue 6's

Quests are supposed to be a fun challenge, but a nasty automated gremlin has made some of the Quests in this book more of an adventure than any of us expected. Several of the Quests have directions with two clue 5's and no clue 6's! But take heart; a few simple strokes of your pen will set things right. Please change the second clue 5 on the following pages to clue 6, and then you'll be ready to start Questing.

p. 30	p. 39	p. 49	p. 54	p. 60	p. 67	p. 74	p. 78	p. 84
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And if you see a gremlin running around with a bag full of 6's, please let us know!

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