

LEADLIGHT HINT SHEET

To use this hint sheet, first read through the list of 21 questions to see if there's one dealing with where you're stuck in the game. Not every puzzle/secret/problem is covered here, but all the ones that could stop you from completing the game are covered.

To decode a hint, substitute the numbers in the hint for the numbered words in the 'dictionary' at the bottom of the hint sheet. **NOTE:** Where there is more than one line of numbers after a question, each line is a separate hint. The first hint will be more general in nature than later ones. Decode one hint at a time to give yourself only as much information as you need to get yourself unstuck.

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|-----------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------|
| <p>1 - Stuck in the library?
4, 50</p> | <p>8 - Can't enter room 105?
17, 51, 2, 6
11, 2, 41, 30, 9, 48</p> | <p>15 - Can't open a safe?
23, 95, 81
2, 81, 12, 30, 2, 90
23, 2, 81, 57, 63, 2, 88</p> |
| <p>2 - Stuck at the dormitory courtyard?
20, 33, 2, 1, 26, 59</p> | <p>9 - Need a password?
50, 27, 18, 38, 22, 60, 35, 93
65, 49, 2, 19</p> | <p>16 - Too dark to see?
45, 29, 2, 89
2, 89, 64, 30, 2, 39</p> |
| <p>3 - Stuck at the dormitory courtyard again?
8, 2, 52, 14, 34</p> | <p>10 - Can't get a Coke?
70, 44, 64, 30, 9, 48
70, 75, 44, 64, 30, 2, 36, 21</p> | <p>17 - Acid a problem?
84, 54, 49, 2, 42
73, 18, 47, 64, 58, 91
104, 103, 18, 47</p> |
| <p>4 - Trouble with spiders?
23, 7
2, 102, 103, 7</p> | <p>11 - What to do with Sheryl?
43, 30, 2, 97
74, 35, 35, 101</p> | <p>18 - Stuck at the illuminated panel?
45, 29, 2, 92, 66
2, 66, 64, 30, 2, 76, 86</p> |
| <p>5 - Can't save Alexis?
15, 29, 49, 10, 2, 24
8, 2, 40</p> | <p>12 - Can't get into the school?
50, 80, 2, 53
43, 30, 9, 71</p> | <p>19 - Witch a problem?
77, 64, 82, 2, 87, 67, 18, 46
68, 35, 94</p> |
| <p>6 - Noisy feet?
13, 37, 3, 23
23, 5, 28
2, 28, 12, 30, 37, 25</p> | <p>13 - What to do with the china cat?
54, 64, 79, 16
31, 16</p> | <p>20 - Stuck at the glass door?
16, 98, 83, 18, 78
2, 78, 64, 82, 2, 96</p> |
| <p>7 - Troublesome mirror?
31, 16</p> | <p>14 - Can't open the trophy case?
45, 55, 72, 16, 51, 2, 32, 85, 61
26, 45, 55, 31, 16</p> | <p>21 - Her wounds heal immediately?
77, 64, 100, 49, 99, 56
69, 37, 62</p> |

----- DICTIONARY -----

1 PILLAR	22 TITLE	43 LOOK	64 IS	85 MAT
2 THE	23 WEAR	44 MONEY	65 LISTEN	86 CASE
3 FOOT	24 VINES	45 YOU	66 CREST	87 EDGE
4 KILL	25 WARDROBE	46 BALCONY	67 OF	88 SAFE
5 BALLET	26 OR	47 RIBBON	68 PUSH	89 MAGLITE
6 DRAFT	27 CHOSE	48 104	69 WIELD	90 LAB
7 GLOVES	28 SLIPPERS	49 TO	70 SOME	91 ENOUGH
8 USE	29 NEED	50 NARELLE	71 105	92 FOUNDER
9 ROOM	30 IN	51 WITH	72 UNLOCK	93 PASSWORD
10 CUT	31 SMASH	52 OTHER	73 ONLY	94 OFF
11 CLOSE	32 WELCOME	53 PIN	74 GIVE	95 3D
12 ARE	33 BEHIND	54 SOMETHING	75 MORE	96 WITCH
13 CONSIDER	34 PLACE	55 CAN	76 TROPHY	97 FOUNTAIN
14 HIDING	35 HER	56 WEAPON	77 SHE	98 OPENS
15 YOU	36 CHINA	57 AND	78 BELL	99 ONE
16 IT	37 YOUR	58 LONG	79 INSIDE	100 VULNERABLE
17 DEAL	38 SONG	59 TREE	80 KNEW	101 LOCKET
18 A	39 GYM	60 AS	81 GLASSES	102 GARDENER
19 IPOD	40 SHEARS	61 KEY	82 ON	103 HAS
20 HIDE	41 WINDOW	62 HAIRPIN	83 FOR	104 LUCINDA
21 CAT	42 ROPE	63 EXAMINE	84 TIE	