8

What lurks a-round the cor-ner, not a soul can say.

11

But I can guess, more or less: hid-den

14

dan-gers, great dur-ess. The mo-ment of glo - ry is

17

close at hand. This is gon-na be grand.

19

Ad -

21

ven-ture is a won-der-ful thing! Pack

23

on-ly the es-sen-tials, I'll tell you what to bring: your

25

strength, your nerve, your heart, ___ your wits, and

27

3

if you're un-der at-tack, your first-aid kits. Ad-

29

ven-ture is a hoot and a half. You'll

31

face un-earth-ly dan-gers and look at them and laugh. The

33

claws, the teeth, the chase, the thrill. You'll

35

3

nev-er want to come home. May-be you nev-er will!

3

37-39

That's the

41

beau-ty of ad-ven-ture, it's al-ways sink or float. It

43

runs you till you're rag-ged, then it grabs you by the throat. You

45

strug-gle to sur-vive it though the chanc-es are re-mote.