

## Hollywood Hijinx - Solution

FROM THE START,OUTSIDE THE HOUSE,BY A STATUE:-

EXAMINE STATUE.TURN STATUE WEST.TURN STATUE EAST.TURN STATUE NORTH (FAINT  
CLICK FROM THE NORTH).N.OPEN MAILBOX (YOU FIND A COPY OF"THE STATUS LINE",  
A YELLOWED PIECE OF PAPER AND A BUSINESS CARD).TAKE ALL FROM MAILBOX.  
EXAMINE STATUS LINE.EXAMINE BUSINESS CARD.EXAMINE YELLOW PAPER.OPEN DOOR.  
N.TURN ON TORCH.N.EXAMINE MODEL.PRESS GREEN.PRESS GREEN.PRESS GREEN.PRESS  
BLACK.PRESS BLACK.PRESS WHITE.PRESS WHITE.PRESS GREEN.PRESS GREEN.PRESS  
GREEN.PRESS BLUE.PRESS BLACK.PRESS GREEN.PRESS GREEN.PRESS GREEN.PRESS  
GREEN.PRESS RED.PRESS RED.PRESS RED.TAKE RING.EXAMINE RING.W.TAKE THIN  
PAPER.EXAMINE THIN PAPER.W.TAKE MATCHBOX.EXAMINE IT.DOWN.EXAMINE COMPUTER.  
OPEN CLOSET DOOR.S.TAKE BLUE CARD AND EXAMINE IT.N.U.E.S.EXAMINE FIREPLACE  
ENTER FIREPLACE.TAKE BRICK.DROP BRICK AND TAKE INDIGO CARD.E.EXAMINE RED  
STATUE.EXAMINE WHITE STATUE.EXAMINE BLUE STATUE.DROP ALL EXCEPT TORCH.E.E.  
EXAMINE PAINTING.LOOK BEHIND PAINTING (YOU WILL FIND A WALL SAFE AND A  
GREEN PUNCH CARD).TAKE GREEN CARD.EXAMINE SAFE.(DIAL IS SET TO 6 ON A  
SCALE OF 0 TO 10).TURN DIAL RIGHT 3.TURN DIAL LEFT 7.TURN DIAL RIGHT 5  
(YOU HEAR A CLICK).OPEN SAFE (YOU FIND MAMA MAGGIO`S CHEESE GRATER).TAKE  
GRATER AND EXAMINE IT.W.N.E.E.TAKE YELLOW CARD.S.TAKE SLIDE.EXAMINE SLIDE  
PROJECTOR.PUT SLIDE IN SLIDE PROJECTOR.TURN ON SLIDE PROJECTOR.EXAMINE  
SCREEN.TAKE FILM.EXAMINE FILM PROJECTOR.REMOVE LENS CAP.PUT FILM IN FILM  
PROJECTOR.TURN ON FILM PROJECTOR.EXAMINE SCREEN (MESSAGE SAYS "PLAY  
TOMORROW" LOVE AUNT HILDEGARDE).TURN OFF FILM PROJECTOR.N.W.S.N.N.S.W.S.  
E.E.EXAMINE PIANO.OPEN LID.TAKE VIOLET CARD.PLAY TOMORROW (A DOOR IN THE  
FLOOR OPENS).D.S.TAKE PILLAR.N.U.PUSH PIANO.S.G.D.N.TAKE METER AND EXAMINE  
IT.S.U.W.W.OPEN CLOSET DOOR.ENTER CLOSET.EXAMINE PEGS.PULL FIRST PEG.OPEN  
CLOSET DOOR.N.DROP GREEN CARD IN HOPER.DROP YELLOW CARD IN HOPPER.DROP  
VIOLET CARD IN HOPPER.DROP LENS CAP.S.PULL THIRD PEG.OPEN CLOSET DOOR.N.  
W.N.S.S.LOOK UNDER MAT.TAKE RED CARD.N.E.E.TAKE SACK.OPEN WINDOW.OPEN  
SACK.EXAMINE FINCH.N.S.S.N.W.S.PULL SECOND PEG.OPEN CLOSET DOOR.N.W.DROP

GRATER AND METER.TAKE YELLOW PAPER,THIN PAPER,MATCHBOX AND RED STATUE.  
E.T (TIME IS NOW 11:47 PM).UP (THE STAIRCASE FLATTENS OUT AND YOU FALL  
BACK DOWN!).IN.PULL THIRD PEG.OPEN CLOSET DOOR.N.EXAMINE NEWEL.TURN NEWEL  
(CLICK FROM THE STAIRCASE).S.PULL SECOND PEG.OPEN CLOSET DOOR.N.U.OPEN  
CLOSET DOOR.D.IN.TAKE BUCKET AND SKIS.N.N.OPEN PATIO DOOR.UNLOCK PATIO  
DOOR.OPEN PATIO DOOR.TURN OFF TORCH.N.DROP TORCH AND RED STATUE.N.NW.TAKE  
SHOVEL.NE.DROP BUCKET.N.PUT THIN PAPER ON YELLOW PAPER (MAP OF HEDGE MAZE)  
N.W.N.W.N.W.S.W.W.N.W.S.E.S.E.N.E.S.W.N.W.S.W.N.W.S.W.N.E.N.E.N.E.E.N.E.S.  
E.E.S.E.N.E.N.E.S.S.W.W.S.E.N.W.S.DIG GROUND WITH SHOVEL.TAKE STAMP AND  
EXAMINE IT.N.E.S.W.N.E.E.N.N.N.W.S.W.S.W.N.W.W.N.W.S.W.W.S.W.S.W.S.E.N.E.  
S.E.N.E.S.E.N.W.S.W.N.W.N.E.S.E.E.N.E.S.E.S.E.S (BACK AT LAST TO THE  
ENTRANCE TO THE HEDGE MAZE !).DROP SHOVEL.S.TAKE BUCKET.SE.SW.S.TAKE  
TORCH AND ORANGE CARD.N.NE.NW.TURN ON TORCH.FILL BUCKET (IT LEAKS SLOWLY)  
SE.SW.S.S.S.IN.PUT BUCKET ON THIRD PEG.N.U.S.Z,Z,Z (THE CLOSET RISES).  
OPEN CLOSET DOOR.N.OPEN TRUNK (STUCK !).OPEN PANEL (CLICK FROM THE LID).  
OPEN TRUNK.TAKE HYDRANT AND EXAMINE IT.D.I.S.OPEN CLOSET DOOR.S.PULL FIRST  
PEG.OPEN CLOSET DOOR.N.DROP ORANGE CARD IN HOPPER.DROP RED CARD IN HOPPER.  
DROP THIN PAPER AND YELLOW PAPER.U.E.S.DROP STAMP,HYDRANT AND SACK.I.E.  
N.N.TAKE RED STATUE.TURN OFF TORCH AND DROP IT.E.N.E.D.U.WEAR SKIS.D.  
REMOVE SKIS.DROP SKIS.OPEN MATCHBOX.TAKE RED MATCH AND GREEN MATCH.LIGHT  
STATUE (WITH THE SMOULDERING FIRE).COVER RED MATCH WITH WAX.PUT RED MATCH  
IN MATCHBOX AND CLOSE MATCHBOX.COVER GREEN MATCH WITH MATCH.BLOW OUT  
STATUE.S.W (YOU ARE NOW IN A GROTTA).SWIM.D.D.W.U.U.N.REMOVE WAX COATING  
FROM GREEN MATCH.LIGHT MATCH.LIGHT STATUE.N.U (TO A BOMB SHELTER).PULL  
CHAIN.LOWER RIGHT END OF PLANK.PUT STATUE UNDER ROPE.STAND ON RIGHT END  
OF PLANK.Z (THE ROPE BURNS THROUGH AND YOU ARE CATAPULTED TO A CLIFF !!).  
TAKE LADDER.I.DROP MATCHBOX.TAKE LADDER.D.EXAMINE SAFE (DIAL SET AT 3 ON  
SCALE OF 0 - 10).EXAMINE PLAQUES (INITIALS OF NAMES AND NUMBER OF LETTERS  
IN EACH NAME).TURN DIAL LEFT 4.TURN DIAL RIGHT 5.TURN DIAL LEFT 7.(YOU  
HEAR A CLICK).OPEN SAFE.HANG LADDER ON HOOKS.TAKE FILM.U.TAKE MATCHBOX.U.

EXAMINE CANNON.EXAMINE BALLS.TAKE BALL AND PUT IT IN THE CANNON.OPEN  
MATCHBOX AND TAKE RED MATCH.REMOVE WAX COATING FROM RED MATCH.LIGHT FUSE  
(FIRES CANNON BALL OUT TO SEA).OPEN COMPARTMENT.TAKE MASK AND EXAMINE IT.  
W.S.E.TAKE TORCH AND TURN IT ON.S.W.S.DROP MASK.TAKE BUISNESS CARD.BLUE  
CARD AND INDIGO CARD.N.W.D.TAKE ALL FROM HOPPER.EXAMINE BUISNESS CARD.TURN  
ON COMPUTER.PUT RED CARD IN SLOT.EXAMINE LIGHTS.PUT ORANGE CARD IN SLOT.  
EXAMINE LIGHTS.PUT YELLOW CARD IN SLOT AND EXAMINE LIGHTS.PUT GREEN CARD  
IN SLOT AND EXAMINE LIGHTS.PUT BLUE CARD IN SLOT AND EXAMINE LIGHTS.PUT  
INDIGO CARD IN SLOT AND EXAMINE LIGHTS.PUT VIOLET CARD IN SLOT AND EXAMINE  
LIGHTS (DISPLAY LIGHTS READ 576-3190).PRESS BUTTON.EXAMINE HOPPER.U.E.S.  
T (5:01 AM).DROP FILM.DROP ALL EXCEPT TORCH.ENTER FIREPLACE.U.U.U.E.D.  
TAKE PENGUIN AND EXAMINE IT.U.W.D.D.D.E.DROP PENGUIN.TAKE TELEPHONE.CALL  
576-3190 (ANSWERING MACHINE - AUNT HILDEGARDE`S VOICE "LOOK IN HOPPER").  
N.W.D.TAKE TOUPEE AND EXAMINE IT.TAKE PEG AND NOTE.U.E.S.DROP TOUPEE.READ  
NOTE (CONGRATULATIONS,YOU`VE FOUND ALL THE TREASURES-NOW COME ON DOWN FOR  
A BIG SURPRISE).N.W.D.S.PUT PEG IN HOLE (FLOOR DROPS AND YOU ARE IN THE  
PROP VAULT).TAKE SWORD.HIT HERMAN WITH SWORD.TAKE SHEARS.HIT HERMAN WITH  
SHEARS.TAKE CLIPPERS.HIT HERMAN WITH CLIPPERS.UNTIE HILDEGARDE (HERMAN  
JUMPS IN THE CHUTE!)(HILDEGARDE WAS ALIVE ALL THE TIME;TO TEST YOU SHE  
SET ALL THESE PUZZLES TO SEE HOW YOU COPED.YOUR SUCCESS GUARANTEES YOU  
YOUR INHERITANCE NOW !) SCORE = 150/150

NOTES:A) 10 TREASURES TO BE COLLECT AND PLACED IN THE DINING ROOM BY 9 AM

THEY ARE:-

- 1.DIAMOND RING (IN TOKYO MODEL)
- 2.CHEESE GRATER (IN WALL SAFE BEHIND PAINTING IN HALLWAY)
- 3.PARKING METER (IN PASSAGE UNDER PIANO)
- 4.MALTESE FINCH (IN SACK,STUCK IN WINDOW OF UPSTAIRS HALL)
- 5.RUBBER STAMP (IN HEDGE MAZE)
- 6.FIRE HYDRANT (IN TRUNK IN ATTIC)

- 7.FILM ON CORPSE LINE (IN SAFE IN BOMB SHELTER)
- 8.CATCHERS MASK (IN COMPARTMENT OF CANNON)
- 9.STUFFED PENGUIN (IN SECOND CHIMNEY)
- 10.TOUPEE (IN HOPPER-AFTER HILDERGARDE TELLS YOU)

B) TURNING STATUE AT THE BEGINNING-CLUES FROM POEM ON BACK OF PHOTO  
(SUPPLIED WITH GAME)