

Hollywood Hijinx

Hijinx does to B-movies what *Leather Goddesses* did to pulp science fiction. In their will, your Uncle Buddy and Aunt Hildegard said you'll inherit Buddy's studio and a Hollywood mansion if you can find ten treasures hidden on the grounds—before the sun comes up. The "treasures" turn out to be bizarre props left over from Buddy's movies, things like a stuffed penguin from his classic, *Vampire Penguins of the North*. Some puzzles—which are all object-oriented—are also based on his movies. In the gameroom puzzle you maneuver a miniature take-off of Godzilla across a scale model of downtown Tokyo, used to create the special effects in *Atomic Chihuahuas from Hell*.

Author Dave "Hollywood" Anderson's twisted sense of humor isn't limited to funny names, but surfaces in nearly every scene. Try to focus the wrong object in the screening room, and the response is: "It's your thinking that's out of focus." The puzzles are well-conceived and logical, with thoughtfully planted clues. Though no character interaction is involved, there is a clever plot that materializes in the end game, which features one of adventure's most ludicrous finales.

The Walkthrough

South Junction

Uvso tubuvf xftu. Uvso Tubuvf xftu. Uvso tubuvf opsui. (This unlocks front door.) N. Open mailbox. Get yellow paper. Open door. N. Turn flashlight on. Open closet door. Enter closet. Qvmm uijse qfh. Open door. N. Uvso ofx fm. E.

Upstairs Hall, East

Hold sack. Pqfo xjoepx. Open sack. W. W. S.

Upstairs Bath

Npwf nbu. Get red card. N. E. Enter closet. Qvmm tfdpoe qfh. Open door. N. Put sack on floor. W.

Open door. N. [Patio] Get orange card. N. NW. Get shovel. NE.

Garden, West to the Attic

Gjmm cvdlfu with xbufs. SW. SE. S. S. S. Enter closet. Iboh cvdlfu on uijse qfh. N. U. Open closet door. Enter closet. Wait. Wait. Open door. N.

Living Room

Enter fireplace. Sfnpwf csjdl. Espq brick. Get joejhp card. U. U. U. E. D. Get penguin. U. W. D. D. D. E. Examine sfe tubuvfuuf. Examine white statuette. Examine blue statuette. E. Espq qfohvjo. E.

Hallway

Move painting. Turn dial to uisff. Turn dial to tfwfo. Turn dial to gjwf. Open cafe. Get hsbufo. Get green card. W. Drop grater. N.

Game Room

Examine Tokyo. [Tbwf hbnf] Push hsffo cvuupo (uisff times). Push cmbdl cvuupo (uxjdf). Push xijuf button (twice). Push hsffo button (uisff times, until dsfbuvsf jt jo gspou pg npovnfou). Push black button. Push blue button. Push green button (until topvu upvdift epnf). Push red button (three times). Get ring. S. Espq sjoh. Enter closet. Get bucket. N. N. Unlock door.

In Attic

Open qbofm. Open trunk. Get hydrant. D. D. Drop hydrant. N. E. E. Get yellow card. S.

Booth

Get slide. Put slide in slide projector. Uvso tmjef qspkfdups po. Gpdvt slide projector. Get film. Put film in film projector. Sfnpwf mfot dbq. Turn film projector on. Read screen. (Xsjuf epxo uif uvof zpv'sf upme up qmbz.) Turn film projector off. Turn slide projector off. Espq mfot dbq. Drop photo and letter. N. W. W. S. E. E.

Parlor

Open piano. Get violet card. Qmbz (uvof zpv xfsf upme up jo cppui). Push piano north. D. S. Remove dirty pillar. Drop dirty pillar. N. U. Qvti qjbop tpvui. Push piano south. D. N. Get meter. S. U. W. W. Drop meter. N. W. W. Get matchbox. D. Open door. S. Get blue card. N.



Uvso dpnqvufs po. Put red card
in slot. Put yellow card in slot. Put
psbohfc card in slot. Put green card
in slot. Put cmvf card in slot. Put
indigo card in slot. Put wjpmfu
card in slot. Read display. Push
button. Turn computer off. U. E.
S. Get phone. Dial (ovncfs gspn
dpnqvufs ejtqmbz). N. W. D.
[Cellar] Get toupee. U. E. Get thin
paper. E. Put thin paper po
zfmmpx qbbqfs. N. N. NW. NE.
N.

[Save] (1) N, E, N, N. (2) W, W, W, W. (3) W, N, W, S. (4) W, W, N, W. (5) S, E, S, E. (6) N, E, S, W. (7) N, W, S, W. (8) N, W, S, W. (9) N, E,

(1) N, E, S, W. (2) N, E, N, E. (3) N, W, S, W. (4) S, W, N, W. (5) W, N, W, S. (6) W, W, S, W. (7) S, W, S, E. (8) N, E, S, E. (9) N, E, S, E. (10) N, W, S, W. (11) N, W, N, E. (12) S, E, E, N. (13) E, S, E, E. (14) E, E, E, S. (15) S, W, S. [Maze Entrance] E. N.

Get ball. Put ball in cannon. Open matchbox. Get match. Examine cannon. Strike match. Light fuse. Open compartment. Get mask. E. S. W. S. S. Drop tubing, nbtl,

Drop flashlight. Wear
 skis. D. Remove skis.
 Drop skis. Get match.
 Ignite candle. Qvu
 xby po nbudi.
 Fyujohvji dboemf.
 Swim. S. D. D. W. U.
 U. N. Light match.
 Ignite candle. N. U.

Pull chain. Sbjt
mfgu foe pg qmbol.
Cvso spqf. Tuboe po
sjhiu foe of plank.
Drop candle. Get lad-
der. D. Hang ladder
on hooks. Examine
safe. Read plaque.
Turn dial mfgu up
gpvs. Turn dial sjhiu
up gjwf. Turn dial
mfgu up tfwfo (com-
bination is based on
ovncfs pg mfuufst jo
fbdi obnf boe uifjs
gjstu mfuufst). Open
safe. Get film. Get
note and peg. Read
note. U. U. E. E. Get
flashlight. W. S. W. S.
S. Drop film. U. Enter
closet. Qvu qfh jo
ipmf.

Get sword. Iju Ifsnbo
xjui bxpse. Get mop.
Hit Herman with
mop. Get clippers.
Hit Herman with clip-
pers. (If Herman has
already taken one of
these hfu xibufwfs jt
mfgu—uif uijse jufr
xjmm xpsl sfhbse-
mftt pg xijdi pof zpv
ublf.) Voujf Ijmef-
hbsef.



The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a
c = b
d = c
e = d
f = e
g = f
h = g

i = h
j = i
k = j
l = k
m = l
n = m
o = n

p = o
q = p
r = q
s = r
t = s
u = t
v = u

w = v
x = w
y = x
z = y
a = z

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)