

Instruction Manual for *Hollywood Hijinx*

If you've never played Infocom's interactive fiction before, you should read this entire instruction manual.

If you're an experienced Infocom game player, you may only want to read *SECTION I: About Hollywood Hijinx*.

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SECTION I: ABOUT *HOLLYWOOD HIJINX*

Preface to the Story

As a child, you spend most of your summers with your Aunt Hildegarde and Uncle Buddy. What memories! Uncle Buddy was a Hollywood big-shot, Aunt Hildegarde his loving (and very rich) wife. They had no children of their own, but you and your cousins loved their house, their parties, the Hollywood memorabilia, and them. Sure, Buddy and Hildy were a bit eccentric -- but that added to their charm.

Aunt Hildegarde kept the house when Uncle Buddy passed away. And now that *she's* suddenly died, you remember her unusual will. You will inherit the entire estate -- probably worth *millions* -- if you can spend just one night in the house and on the grounds, and find a treasure or two. But if you *can't*, then you inherit nothing.

And so *Hollywood Hijinx* begins with you being dropped off in front of a dark house, not too far from Hollywood...

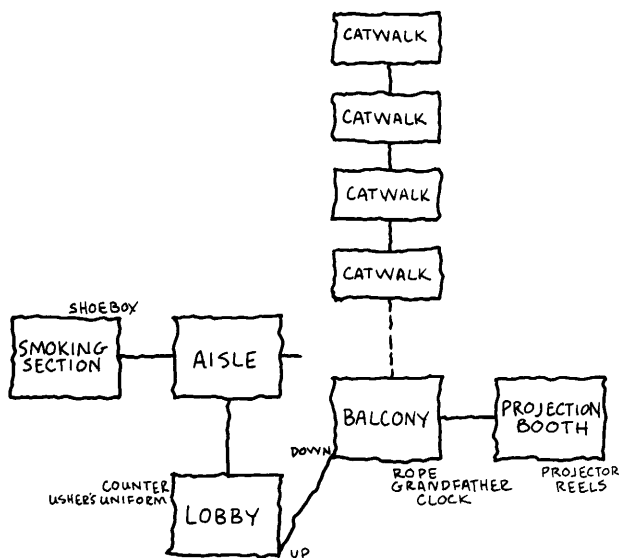
Some Recognized Verbs

This is only a partial list of the verbs that *Hollywood Hijinx* understands. There are many more. Some of the verbs listed can be found in all Infocom stories; others are included especially for *Hollywood Hijinx*. Remember you can use a variety of prepositions with some verbs. (For example, LOOK can become LOOK INSIDE, LOOK BEHIND, LOOK UNDER, LOOK THROUGH, LOOK AT, and so on.)

BURN	ENTER	OFFER	SHAKE
CLIMB	EXAMINE	OPEN	SHOW
COUNT	FILL	POUR	TAKE
CUT	IGNITE	PULL	THROW
DIG	KNOCK	PUSH	TIE
DRINK	LIGHT	PUT	TOUCH
DROP	LISTEN	RAISE	TURN
EAT	LOOK	READ	UNLOCK

Sample Transcript and Map

This transcript is not from *Hollywood Hijinx*, but it does show many of the typical commands you might use in the story. It contains some simple puzzles and their solutions, and it will give you a good idea of how Infocom's interactive fiction works. The player's commands appear in capital letters after each prompt (>). The map represents the terrain in the sample transcript as you might have drawn it.



You open your eyes after a long nap. Your neck is stiff and your knees are scrunched up against the seat in front of you. Then, like a bad dream, you remember the awful movie you were watching: "Slash 'n' Chop Sock Hop." Sleep was a blissful escape, and a sensible alternative to leaving the air-conditioned theater and returning to the 98-degree, 98-percent humidity outside. But now the movie is over, everyone has gone home, and you're locked up, alone, in the theater.

Smoking Section, in the seats

You're sitting in a worn red-velvet seat. The main aisle is to the east. The screen in front of you is blank. On the seat next to you is a shoebox. Garbage is strewn all over the floor.

> GO EAST

You'll have to stand up first.

> STAND UP

As you stand, you step on spilled popcorn, candy, and soda.
Your sneakers stick to the floor like a fly in molasses.

> GO EAST

You can't move. Your sneakers are stuck to the floor.

> LOOK IN THE SHOEBOX

Inside the shoebox is a pair of roller skates.

> TAKE OFF THE SNEAKERS

(sitting on the seat first)

Okay, you are no longer wearing the sneakers.

> PUT ON THE ROLLER SKATES

(taking the roller skates first)

The roller skates have no laces, so you can't use them.

> INVENTORY

You are carrying a ticket stub and a box of string licorice.

> LACE THE SKATES WITH THE LICORICE

You successfully put on the roller skates using the string
licorice as shoelaces.

> STAND UP AND THEN GO EAST

Okay, you are now standing.

You skate between the seats and arrive at...

Aisle

An arched doorway to the lobby lies south. Seats are off to
the east and west.

> SKATE SOUTH

You skate up the aisle and arrive at...

Lobby

The front door to the street is to the south. A staircase leads
up to the balcony, and an arched doorway to the downstairs
auditorium lies north. In the corner is a counter where the
patrons can buy popcorn, candy, and soda. An usher's
uniform is draped over the counter.

> OPEN THE FRONT DOOR

The front door is locked.

> UNLOCK IT

You don't have the key.

> KNOCK ON IT

There's no answer

> SEARCH THE UNIFORM

In the uniform you find a flashlight, a white note, and a
yellow note.

> TAKE ALL FROM UNIFORM

flashlight: Taken.

white note: Taken

yellow note: Taken

> READ THE WHITE NOTE

"Don't forget to lock all the doors. Signed, the Manager."

> READ THE YELLOW NOTE

"Grampa likes 'High Noon.' Signed, the Projectionist."

> LOOK BEHIND THE COUNTER

All you see is popcorn, candy, and soda.

> GO UPSTAIRS

You can't go upstairs wearing the roller skates.

> TAKE OFF THE ROLLER SKATES

Okay, you are no longer wearing the roller skates.

> GO UP

You climb up. The air gets thin.

Balcony

It's too dark to see anything!

> TURN ON THE FLASHLIGHT

Okay, the flashlight is now on.

From way up here, the screen looks no bigger than a postage
stamp. A rope suspended from the ceiling is tied to a railing
around the balcony. Across the abyss of the auditorium you
see a catwalk. A staircase leads down to the lobby, and a
door on the east wall is closed. Next to the door is a frowning
grandfather clock.

> OPEN THE DOOR

The door is locked.

> LOOK AT THE GRANDFATHER CLOCK

The grandfather clock has only one hand, which is pointing
to the right of 10 and to the left of 11. The face on the clock is
frowning.

> READ THE NOTE

Which note do you mean, the white note or the yellow note?

> YELLOW

"Grampa likes 'High Noon.' Signed, the Projectionist."

> TURN THE HAND RIGHT TO 12

As you turn the hand on the clock to 12, the face on the
clock begins to smile. Just as you get to 12, the clock bongs
noisily, Grampa laughs, and the door opens.

> EAST

Projection Booth

This is a very small room. A blue projector points out a window down towards the screen below. Next to the projector are 4 reels of film.

> LOOK AT THE REELS

Three of the reels --the red, white, and blue reels --are marked "Slash 'n' Chop Sock Hop." One reel--the orange one--is marked "Don't let the audience see this!"

> TAKE THE ORANGE REEL

[Sorry, but this story doesn't know the word "reel".]

> OOPS REEL

Taken.

> PUT THE ORANGE REEL IN THE FILM PROJECTOR

Okay, the orange reel is now in the projector.

> TURN ON THE PROJECTOR

The projector is now on, and the film begins to roll.

> LOOK AT THE SCREEN

The film was shot in the lobby of this theater! A model dressed as an usher says to the camera, "Try our popcorn: it's really yummy!" Then the model reaches into the mounds of popcorn, takes a handful, and eats it, smiling. Suddenly, there's a crunch, and the model stops smiling. She pulls a key out of her mouth, says "Oh, gross me out!" and throws the key back into the mounds of popcorn. Several people off-camera snicker at the model, someone yells "Cut!" and the film ends.

> W.D

Balcony

Lobby

You see a pair of roller skates here.

> LOOK

Lobby

The front door to the theater is to the south. A staircase leads up to the balcony, and an arched doorway to the downstairs auditorium lies north. In a corner is a counter where patrons can buy popcorn, candy, and soda. An usher's uniform is draped over the counter. You see a pair of roller skates here.

> SEARCH THE POPCORN

In the mounds of popcorn you find a key, which you take.

> UNLOCK THE FRONT DOOR WITH THE KEY

The key doesn't fit the front door.

> EXAMINE THE KEY

You see nothing interesting about the key.

> U.L

Balcony

From way up here, the screen looks no bigger than a postage stamp. A rope suspended from the ceiling is tied to a railing around the balcony. Across the abyss of the auditorium you see a catwalk. A staircase leads down to the lobby, and a door on the east wall is closed. Next to the door is a frowning grandfather clock.

> TAKE THE ROPE

You grab onto the rope, though it is still tied to the railing.

> UNTIE THE ROPE

Okay, the rope is now untied.

> JUMP OFF THE BALCONY

Johnny Weissmuller would be proud. Holding onto the rope, you swing in a magnificent arc across the cavernous room. Just when you think you'll hit the seats below, you start to swing back up. With cat-like grace, you land feet-first onto a catwalk. With monumental stupidity, you then let go of the rope, which swings away out of reach.

Catwalk

This is a small, rickety platform. The downstairs auditorium is far below you. A ladder leads up.

> UP

Catwalk

This is a small, rickety platform. The downstairs auditorium is far below you. A ladder leads down, and another leads up.

> G

Catwalk

This is a small, rickety platform. The downstairs auditorium is far below you. A ladder leads down, and another leads up.

> G

Catwalk

This is a small, rickety platform. The downstairs auditorium is far below you. A ladder leads down. Inexplicably, a door is set into the wall here, hundreds of feet above the floor.

> OPEN THE DOOR

The door is locked.

> UNLOCK THE DOOR WITH THE KEY

As you open the door, you are hit with the heat and the humidity. You get dizzy. You step back, teeter for a moment, grasp for a railing that isn't there...and wake up. Your neck is stiff and your knees are scrunched up against the seat in front of you. Then, like a bad dream, you remember the awful movie you were watching "Meltdown on Elm Street."

About the Authors

"Hollywood" Dave Anderson's first exposure to a computer was at California State University, Fullerton. Each student in his biology class was given a password that allowed limited access to the school's mainframe computer. Class members were instructed to analyze their diets using a diet program on the school's mainframe. After several runs of the diet program, Hollywood wanted to see more of this computer. Knowing only as much about computers as you can learn on television, he quickly stole a password from a regular user and began to explore. After 5 hours and 14 on-line sessions of how to use the computer, he left the lab with a severe headache and no better understanding of computers, except that they were fun.

Two years later, his friend bought an Atari 800. Hollywood's first thought after watching Pac-Man race across the screen was, "How do they do that?" After giving up on the computer manual, he went to the library and checked out a book on BASIC written at Dartmouth in 1962, thus becoming totally confused. A few months later a friend recommended a book that would change his life forever--*Atari BASIC for Kids*. He was on his way.

Hollywood left L.A. and moved to Massachusetts in 1983, where he answered an ad by Infocom for a product tester. He was hired, and later became the manager of testing. In 1985 he foolishly took a job as a game writer. He is often seen in his beach-mural-lined office wearing a Hawaiian shirt, with a cigar (still in the wrapper) in his mouth. His dream is to be the Paul Schaffer of entertainment software. *Hollywood Hijinx* was designed, written and implemented by "Hollywood" Dave Anderson with enormous help of his fellow imps. The initial concept for this game was from an idea by "Hollywood" Dave Anderson and Liz Cyr-Jones.

The original concept for *Hollywood Hijinx* is credited to **Liz Cry-Jones**. Raised in Hawaii on raw fish and seaweed, Liz joined the Infocom group as an official sushi tester, and she has a tank of tropical fish in her office for quick afternoon snacks. Liz lives in Beverly, Massachusetts, with her husband Bob, and a cat named Nelson, whom Bob is teaching to fetch sticks.

SECTION II: ABOUT INFOCOM'S INTERACTIVE FICTION An Overview

Interactive fiction is a story in which *you* are the main character. Your own thinking and imagination determine the actions of that character and guide the story from start to finish.

Each work of interactive fiction, such as *Hollywood Hijinx*, presents you with a series of locations, items, characters, and events. You can move from place to place, use the objects you find, and interact with the other characters, to affect the outcome of the story. An important element of interactive fiction is puzzle-solving. You should think of a locked door or a ferocious beast not as a permanent obstacle, but merely as a puzzle to be tackled. Solving puzzles will frequently involve bringing a certain item with you, and then using it in the proper way.

In *Hollywood Hijinx*, time passes only in response to your input. You might imagine a clock that ticks once for each sentence you type, and the story progresses only at each tick. Nothing happens until you type a sentence and press the RETURN (or ENTER) key, so you can plan your turns as slowly and carefully as you want.

To measure your progress, *Hollywood Hijinx* keeps track of your score. You may get points for solving puzzles, performing certain actions, or visiting certain locations. A perfect score is to be strived for, but of course, having fun is much more important.

Starting and Stopping

Starting the story: To load *Hollywood Hijinx*, follow the instructions on the Reference Card in your package.

After a brief introduction to the story, you'll see a description of South Junction, the opening location. Then the prompt (>) will appear, indicating that *Hollywood Hijinx* is waiting for your first command.

Here's a quick exercise to help you get accustomed to interacting with *Hollywood Hijinx*. Try the following command first:

> GO NORTH

Then press the RETURN (or ENTER) key. *Hollywood Hijinx* will respond with a description of the Front Portch. Then try:

> KNOCK ON THE DOOR

After you press the RETURN (or ENTER) key, *Hollywood Hijinx* will respond. Now *you* decide what to do next.

Saving and restoring: It will probably take you many days to complete *Hollywood Hijinx*. Using the SAVE feature, you can continue a story at a later time without having to start over from the beginning, just as you can place a bookmark in a book you are reading. SAVE puts a "snapshot" of your place in the story onto another disk. You should also save your place before (or after) trying something dangerous or tricky. That way, even if you get lost or "killed" in the story, you can return to your saved position.

To save your place in the story, type SAVE at the prompt (>), and then press the RETURN (or ENTER) key. Then follow the instructions for saving a restoring on your Reference Card. Some computers require a blank disk, initialized and formatted, for saves. Using a disk with data on it (not counting other *Hollywood Hijinx* saves) may result in the loss of that data, depending on your computer. You can save your position as often as you like by using additional blank disks.

You can restore a saved position any time you want. To do so, type RESTORE at the prompt (>), and press the RETURN (or ENTER) key. Then follow the instructions on your Reference Card. You can then continue the story from the point where you used the SAVE command. You can type LOOK for a description of where you are.

Quitting and restarting: If you want to start over from the beginning, type RESTART and press the RETURN (or ENTER) key. (This is usually faster than re-booting.) Just to make sure, *Hollywood Hijinx* will ask if you really want to start over. If you do, type Y or YES and press the RETURN (or ENTER) key.

If you want to stop entirely, type QUIT and press the RETURN (or ENTER) key. Once again, *Hollywood Hijinx* will ask if this is really what you want to do.

Remember when you RESTART or QUIT: if you want to be able to return to your current position, you must first use the SAVE command.

Communicating with Infocom's Interactive Fiction

In *Hollywood Hijinx*, you type your commands in plain English each time you see the prompt (>). *Hollywood Hijinx* usually acts as if your commands begin with "I want to...", although you shouldn't actually type those words. You can use words like THE if you want; *Hollywood Hijinx* doesn't care either way.

When you have finished typing a command, press the RETURN (or ENTER) key. *Hollywood Hijinx* will then respond, telling you whether your request is possible at this point in the story, and what happened as a result.

Hollywood Hijinx recognizes your words by their first six letters, and all subsequent letters are ignored. Therefore, CANDLE, CANDLES, and CANDLEstick would all be treated as the same word by *Hollywood Hijinx*.

To move around, just type the direction you want to go. Directions can be abbreviated: NORTH to N, SOUTH to S, EAST to E, WEST to W, NORTHEAST to NE, NORTHWEST to NW, SOUTHEAST to SE, SOUTHWEST to SW, Up to U, and DOWN to D. Remember that IN and OUT will also work in certain places.

Hollywood Hijinx understands many different kinds of sentences. Here are several examples. (Note some of these objects do not actually appear in *Hollywood Hijinx*.)

> WALK	> PLAY "CHOPSTICKS"
NORTH	> PUSH THE BLACK BUTTON
> DOWN	> DIG IN THE GROUND
> NE	> PUT THE STICK IN THE HOLE
> GO UP	> GIVE THE FLY TO THE FROG
> TAKE THE RED CANDLE	> LOOK INSIDE THE CAGE
> READ THE SIGN	> CALL 555-1212
> LOOK UNDER THE BED	> TURN THE BICYCLE
> LIGHT THE CIGAR	
> TURN THE DIAL NORTH	

You can use multiple objects with certain verbs if you separate them by the word AND or by a comma. Some examples:

> TAKE BOOK AND KNIFE
> DROP THE YELLOW BALL, THE SPOTTED FROG, AND THE PEANUT
> PUT THE LADYBUG AND THE SPIDER IN THE JAR

You can include several sentences on one input line if you separate them by the word THEN or by a period. (Note that each sentence will still count as a turn.) You don't need a period at the end of the input line. For example, you could type all of the following at once, before pressing the RETURN (or ENTER) key:

> READ THE SIGN. GO NORTH THEN TAKE THE CROWBAR AND MALLET

If *Hollywood Hijinx* doesn't understand one of the sentences on your input line, or if something unusual happens, it will ignore the rest of your input line (see "Common Complaints" on page 23).

The words IT and ALL can be very useful. For example:

> TAKE	> TAKE ALL EXCEPT THE WET EGG AND THE KEY
THE APPLE. POLISH IT. PUT IT IN THE BOX	> TAKE ALL FROM CABINET
> CLOSE THE HEAVY METAL DOOR. LOCK IT	> DROP ALL BUT THE PENCIL
> TAKE THE SHOE. EMPTY IT. PUT IT ON	
> TAKE ALL	

The word ALL refers to every visible object except those inside something else. If there were an apple on the ground and an orange inside a cabinet, TAKE ALL would take the apple but not the orange.

In many Infocom stories, you will meet other characters as you play. You can "talk" to some of them by typing their name, then a comma, then whatever you want to say to them. Here are some examples:

> LOIS,	> WILLY, PUT ON THE GLOVE THEN THROW THE BALL
HELLO	> HARRY, TAKE THE GUN. SHOOT THE PENGUIN
> FRED, GIVE ME A BOWLING BALL	
> SALESMAN, TELL ME ABOUT THE PLATYPUS	

Notice that in the last two examples, you are giving a person more than one command on the same input line. But remember: Most people don't care for idle chatter. Your deeds will speak louder than your words.

Hollywood Hijinx tries to guess what you really mean when you don't give enough information. For example, if you say that you want to do something, but not what you want to do it to or with, *Hollywood Hijinx* will sometimes decide that there is only one possible object you could mean. When it does so, it will tell you. For example:

> UNLOCK THE DOOR

(with the key)

The door is now unlocked.

If your command is ambiguous, *Hollywood Hijinx* will ask you what you really mean. You can answer most of these questions briefly by supplying the missing information, rather than typing the entire input again. You can only do this at the very next prompt. For example:

> CUT THE ROPE

What do you want to cut the rope with?

> THE KNIFE

As you cut the rope, you hear a loud crash in the tent.

or

> TAKE THE BUTTERFLY

Which butterfly do you mean, the delicate magenta butterfly or the fat yellow butterfly.

> DELICATE

The delicate magenta butterfly flutters away from as you reach for it.

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Hollywood Hijinx recognizes about 1000 words, nearly all that you are likely to use in your commands. However, *Hollywood Hijinx* uses many words in its descriptions that it will not recognize in your commands. For example, you might read, "The full moon is bright and clear, and the apple trees cast eerie shadows." If *Hollywood Hijinx* doesn't recognize the words MOON or SHADOWS in your input, you can assume they are not important to your completion of the story, except to provide you with a more vivid description of where you are or what is going on.

Special Commands

There are a number of commands which have special meanings. You can use them over and over as needed. Some count as a turn, others do not. Type the command after the prompt (>) and press the RETURN (or ENTER) key.

AGAIN--*Hollywood Hijinx* will respond as if you had repeated your previous command. For instance, typing SHOOT THE MONSTER WITH THE LASER GUN then typing AGAIN would be like shooting the monster twice in a row. You can abbreviate AGAIN to G.

BRIEF--This command tells *Hollywood Hijinx* to give you the full description of a location only the first time you enter it. On subsequent visits, *Hollywood Hijinx* will tell you only the name of the location and the objects present. This is how *Hollywood Hijinx* will normally act, unless you tell it otherwise using the VERBOSE or SUPERBRIEF commands. The SUPERBRIEF command tells *Hollywood Hijinx* to display only the name of a place you have entered, even if you have never been there before. In this mode, *Hollywood Hijinx* will not even mention which objects are present. Of course, you can always get a description of your location and the items there by typing LOOK. In SUPERBRIEF mode, the blank line between turns will be eliminated. This mode is meant for players who are already very familiar with the geography. The VERBOSE command tells *Hollywood Hijinx* that you want a complete description of each location, and the objects in it, every time you enter a location, even if you've been there before.

INVENTORY--*Hollywood Hijinx* will list what you are carrying. You can abbreviate INVENTORY to I.

LOOK--This tells *Hollywood Hijinx* to describe your location in full detail. You can abbreviate LOOK to L.

OOPS--If you accidentally mistype a word, such that *Hollywood Hijinx* doesn't understand the word, you can correct yourself on the next line by typing OOPS and the correct word. Suppose, for example, you typed PUT THE LETTER INTO THE NAILBOX and were told "[I don't know the word 'nailbox.']" You could type OOPS MAILBOX rather than retyping the entire sentence.

QUIT--This lets you stop. If you want to save your position before quitting, follow the instructions in the "Starting and Stopping" section on page 20. You can abbreviate QUIT to Q.

RESTART--This stops the story and starts over from the beginning.

RESTORE--This restores a position made using the SAVE command. See "Starting and Stopping" on page 20 for more details.

SAVE--This puts a "snapshot" of your current position on your storage disk. You can return to a saved position in the future using the RESTORE command. See "Starting and Stopping" on page 20 for more details.

SCORE--*Hollywood Hijinx* will show your current score.

SCRIPT--This command tells your printer to begin making a transcript of the story as you venture onwards. A transcript may aid your memory but is not necessary. It will work only on certain computers; read your Reference Card for details.

SUPERBRIEF--See BRIEF above.

TIME--This gives you the current time of day in the story. You can abbreviate TIME to T.

UNSCRIPT--This commands your printer to stop making a transcript.

VERBOSE--See BRIEF above.

VERSION--*Hollywood Hijinx* responds by showing you the release number and the serial number of your copy of the story. Please include this information if you ever report a "bug" in the story.

WAIT--This will cause time in the story to pass. Normally, between turns, nothing happens in the story. You could leave your computer, take a nap, and return to the story to find that nothing has changed. You can use WAIT to make time pass in the story without doing anything. For example, you can wait for a specific time, or wait for an event to happen, etc. You can abbreviate WAIT to Z.

Tips for Novices

1. Draw a map. It should include each location and the directions connecting it to adjoining locations. When you find yourself in a new location, make a note of any interesting objects there. (See the small sample map that goes along with the sample transcript on page 16.) There are 10 possible directions (NORTH, SOUTH, EAST, WEST, NORTHEAST, NORTHWEST, SOUTHEAST, SOUTHWEST, UP, and DOWN) plus IN and OUT.

2. EXAMINE all objects you come across in the story.

3. TAKE all objects you come across in the story. Most objects that you pick up are important for solving one or more of the puzzles you'll run into.

4. Save your place often. That way, if you mess up or get "killed," you won't have to start over from the beginning. See page 20 for instructions.

5. Read the story carefully! There are often clues in the descriptions of locations and objects.

6. Try everything you can think of—even strange or dangerous actions may provide clues, and might prove to be fun! You can always save your position first if you want. Here's a silly example:

> GIVE THE ROLLER SKATES TO THE VULTURE

The vulture attempts to eat the roller skates, but eventually gives up. It continues to peck you on the head.

Here you have a clue that maybe giving something edible to the vulture (some raw meat?) would be better.

7. Unlike other "adventure games" you may have played, there are many possible routes to the end of *Hollywood Hijinx*. If you get stuck on one puzzle, move on to another. Some puzzles have more than one solution; other puzzles don't need to be solved at all. Sometimes you will have to solve one puzzle in order to obtain the item(s) or information you need to solve another puzzle.

8. You may find it helpful to go through *Hollywood Hijinx* with another person. Different people may find different puzzles easy and can often complement each other.

9. If you really have difficulty, you can order a hint booklet and a complete map using the order form in your package. You don't need this booklet to enjoy the story, but it will make solving the puzzles easier.

10. Read the sample transcript on page 16 to get a feel for how Infocom's interactive fiction works.

11. You can word a command in many different ways. For example, if you wanted to pick up a yellow hoop, you could type in any of the following:

> GET HOOP

> TAKE THE HOOP

> PICK UP THE YELLOW HOOP

If you type in a command that *Hollywood Hijinx* doesn't understand, try rephrasing the command or using synonyms. If *Hollywood Hijinx* still doesn't understand your command, you are almost certainly trying something that is not important in continuing your adventure.

Common Complaints

Hollywood Hijinx will complain if you type a command that confuses it completely. *Hollywood Hijinx* will then ignore the rest of the input line. (Unusual events, such as being attacked, may also cause *Hollywood Hijinx* to ignore the rest of your command, since the event may have changed your situation drastically.) Some of *Hollywood Hijinx's* complaints:

This story doesn't know the word "____."

The word you typed is not in the story's vocabulary. Sometimes using a synonym or rephrasing will help. If not, *Hollywood Hijinx* probably doesn't know the idea you were trying to get across.

This story can't understand the word "____" when you use it that way.

Hollywood Hijinx knows the word you typed, but couldn't use it in that sense. Usually this is because *Hollywood Hijinx* knows the word as a different part of speech. For example, if you typed PRESS THE LOWER BUTTON, you are using LOWER as an adjective, but *Hollywood Hijinx* might know LOWER only as a verb, as in LOWER THE FLAG.

There aren't enough nouns in that sentence!

This usually means your sentence was incomplete, such as EAT THE BLUE or PUT THE BOOK IN THE.

There are too many nouns in that sentence!

An example is PUT THE SOUP IN THE BOWL WITH THE LADLE, which has three noun "phrases," one more than *Hollywood Hijinx* can digest in a single action.

Beg pardon?

You pressed the RETURN (or ENTER) key without typing anything.

You can't see any ____ here!

The object you referred to was not accessible to you. It may be somewhere else, inside a closed container, and so on.

The other object[s] that you mentioned isn't [aren't] here!

You referred to one or more objects in the same sentence, some of which aren't present or accessible.

You can't use more than one object at a time with "____".

You can use multiple objects (that is, nouns or noun phrases separated by AND or a comma) or the word ALL only with certain verbs. Among the more useful of these verbs are TAKE, DROP, and PUT. An example of a verb that will *not* work with multiple objects is EXAMINE; you couldn't say EXAMINE ALL or EXAMINE THE BOWL AND THE SWORD.

That sentence didn't make sense. Please reword it or try something else.

The sentence you typed may have been gibberish, such as TAKE ROPE WITH READ. Or you may have typed a reasonable sentence but used a syntax that *Hollywood Hijinx* does not recognize, such as WAVE OVER THE MOUNTAIN. Try rephrasing the sentence.

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Quick Reference Guide

1. To start the story ("boot up"), see the separate Reference Card in your *Hollywood Hijinx* package.
2. When you see the prompt (>) on your screen, *Hollywood Hijinx* is waiting for your input. There are four kinds of sentences or commands that *Hollywood Hijinx* understands:
 - A. Direction commands: To move from place to place, just type the direction you want to go: NORTH, SOUTH, EAST, WEST, NORTHEAST, NORTHWEST, SOUTHEAST, SOUTHWEST, UP, DOWN, IN, or OUT.
 - B. Actions: Just type whatever you want to do. Some examples: READ THE BOOK or OPEN THE DOOR or LOOK THROUGH THE WINDOW or GIVE THE BALL TO THE CAT. Once you're familiar with simple commands, you'll want to use more complex ones as described in "Communicating with Infocom's Interactive Fiction" on page 20.
 - C. Commands given to other characters: To talk to characters in the story, type their name, then a comma, then what you want to say to them. For example: FRED, GIVE ME THE AXE or OLD MAN, HELLO.
 - D. Special commands: Some commands, such as INVENTORY or VERBOSE, give you specific information or affect your output. A list of these appears in the "Special Commands" section on page 22.
3. After typing your sentence or command, you must press the RETURN (or ENTER) key before *Hollywood Hijinx* will respond.
4. Your location in the story is displayed at the top of your screen on a special line called the status line.
5. You can pick up and carry many of the items you'll find in the story. For example, if you TAKE THE FLASK, you will be carrying it. Type INVENTORY to see a list of the items you are carrying.
6. When you want to stop, save your place for later, or start over, read the "Starting and Stopping" section on page 20.
7. If you have trouble, refer to the specific section of the manual for more detailed instructions.