DOC'S AMAZING DISCOVERY:

DILL PICKLES FLUSH OUT CHOLESTEROL, INCREASE STAMINA!



TINSEL WORLD

"NEWS FROM HOLLYWOOD AND AROUND THE GLOBE"

VOL. 35 –NO. 27



CRAZED GERBIL ATTACKS GRAMPS

HILDY TAKES FINAL BOW



DOROTHY LAFLANK REVEALS: I'M MAD ABOUT BUCK!

SPECIAL BUDDY BURBANK MEMORIAL ISSUE

TV TIDBITS

Three headed tot wins hearts in Hollywood

Three Heads Are Better than One!

When the nurse in the maternity hospital first held up Susan "Tootsie" Goldman's three-headed son, the Massachusetts mother "almost died of shock." But today Mrs. Goldman is thanking God for her son's abnormality. The tyke, now four years old, has just signed a three million dollar contract with GUM studios. "That's a million dollars per head!" giggles Mrs. Goldman.

Little Jeffrey Goldman will star in a prime-time sitcom about an alien child adopted by a Beverly Hills couple. To roll out the series, GUM will release a 2-hour pilot show this summer.

"It's sort of like a cross between *E.T.* and *Mork and Mindy*," says the proud mom. "Jeffie plays an adorable little creature from outer space who's hunted down and almost killed before this very wealthy couple takes him into their hearts. Then once he's adopted, he has all kinds of funny little habits that drive his family wild."

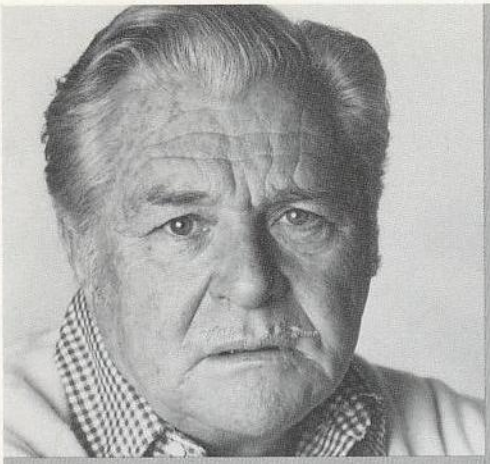
Because Jeffrey's three heads often try to do or say different things at the same time, each head will be separately coached for the series. Tootsie Goldman will be on hand to help with practical matters.

"It's not easy taking care of a three-headed child," says Mrs. Goldman. "His clothes have to be tailor-made and his meals must be carefully monitored. We'd end up with a very fat little boy if each head ate as much as it wanted to."

Tootsie Goldman is quick to add that the endearing qualities of her unique son far outweigh the disabilities. "He's very sweet, and it's lots of fun to watch his three heads talking all at once." GUM execs are betting that home viewers will agree.



Relaxing on the family yacht bought with son Jeffrey's film advance, Tootsie Goldman looks into a bright future.



GERBIL TERRORIZES GRAMPS

Thomas Veldran is still recovering from his terrifying encounter with a psychotic gerbil.

An 84-year-old great-grampa was terrorized by a psychotic gerbil that laid waste to his Dallas home. Thomas Veldran received the animal as a birthday gift from his grandchildren. When he opened the cage, the crazed rodent sprang out and began racing wildly around the house, clawing and biting at curtains and furniture and severely maiming Mr. Veldran's pet lizard.

Grampy's shouts alerted a neighbor, who broke into the house just as the gerbil leapt at Mr. Veldran, intent on who knows what sort of molestation.

"That little critter was buggy as a swamp in August," said Billy Peamont. "I throwed the wastebasket over it and slammed one of them tea trays right on top. We got it all right. We could hear it banging around inside the wastebucket, but we called the police and they did the necessary."

Tests revealed that the animal had no signs of organic disease and was assumed to be truly psychotic. Candy Jo Heaver, owner of the Dallas pet store where the animal was purchased, said she would have the other gerbils in her shop checked by a pet psychologist.

TINSELTOWN TATTLE

with Shayna Waltz

In death as in life, it was roses for HILDEGARDE BURBANK. The Malibu hostess was well known for her dazzling rose garden, whose luxuriant blooms filled the ocean-front bungalow she shared with late hubby BUDDY BURBANK. At her star-studded funeral last Tuesday at Cathedral in the Pines, Hollywood paid tribute to a great lady with thousands of fragrant coral roses.

The blooms decorated altar and pews, and covered the elegant coral-colored coffin. Although the casket was closed according to Hildy's wishes, the dear departed reportedly wore a matching coral satin gown.

Attending Hildy's funeral and the memorial reception at trendy Bolla-Bolla in West Hollywood were many of the stars made famous by Buddy Burbank Studios. BUCK PALACE arrived carrying two dozen roses in a combat helmet which he placed at the head of the casket. HEIDI KORN, star of innumerable B B Studios westerns, looked stunning in the scarlet taffeta dress she wore in *Buckeroo Barmaid*. Not to be missed was DOROTHY LAFLANK, whose lovely outfit resembled a gigantic coral rosebud.

Rumors are flying as to who will inherit Buddy and Hildy's multi-million estate. Shayna places her bet on "LITTLE HERMAN" BEAUMONT, favored nephew of the couple who starred in the popular *Little Herman* TV series in the late 60's.



Hildy sets an elegant table at a lavish party in Hildebud's heyday.

Chapter in Hollywood History Draws to a Close

HILDY TAKES FINAL BOW

Special to TINSELWORLD by Winona Sullivan

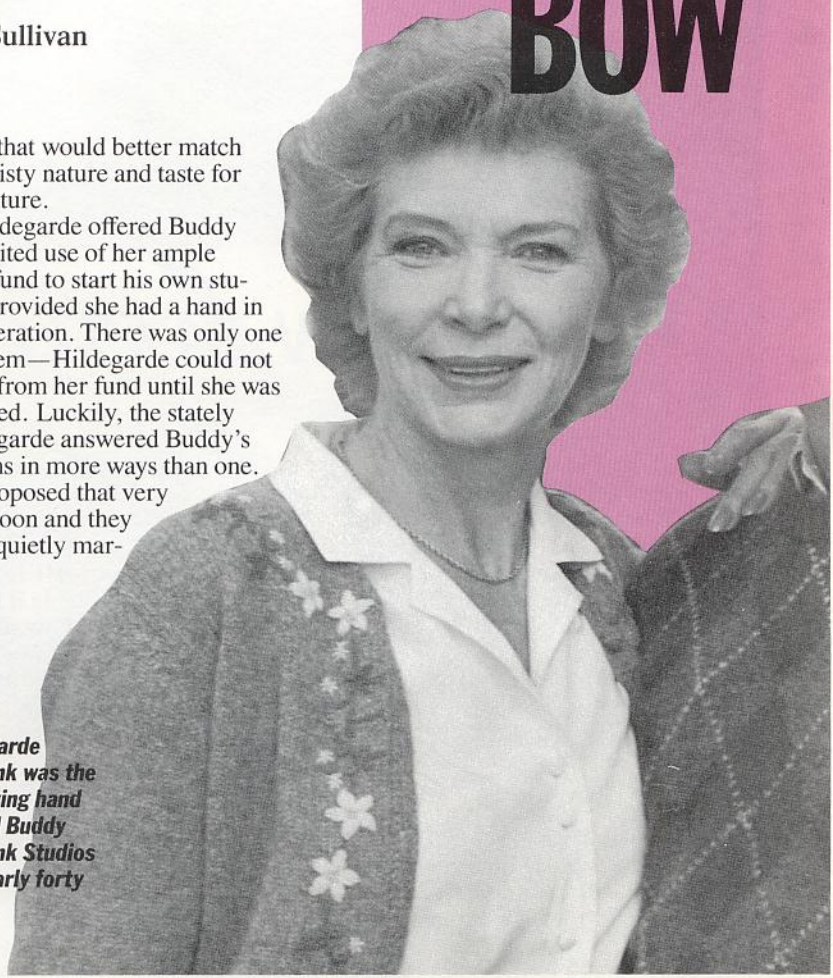
With the death of Hildegarde Burbank last Tuesday at her Malibu beachfront bungalow, a chapter in Hollywood history drew to a close. Hildegarde was the "Queen" behind mogul Buddy Burbank, the "King of the B's."

Burbank, who died several years ago of a massive heart attack, produced, directed, and starred in numerous movies released by his Buddy Burbank Studios. Although some say the flicks are of no real value, others recognize them as the high point of low-budget films.

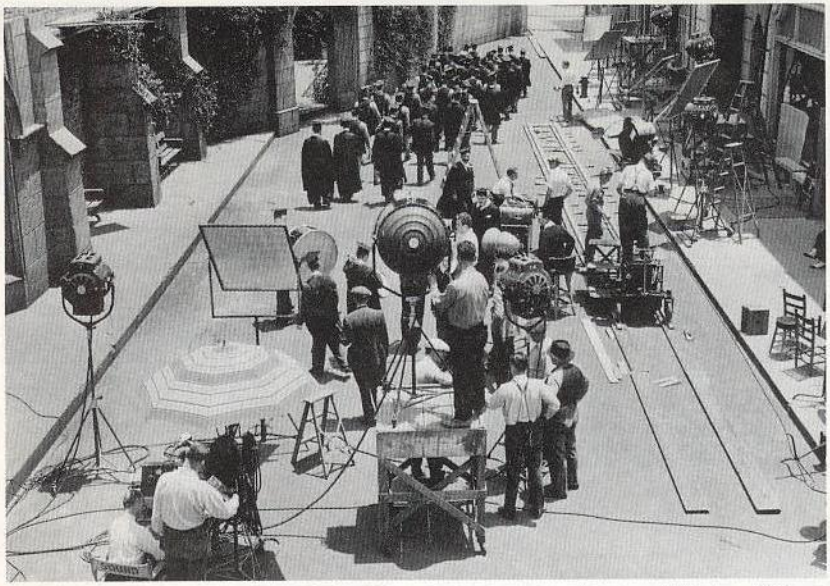
Buddy and Hildegarde first met in 1948 when Buddy was a young actor with GUM. Yearning to oversee his own studio, he approached Hildegarde's father, wealthy financier Curtis Montague. Horrified by the young man's plan to offer post-war America a series of low-grade, light entertainment films, the cultivated "Monty" turned him down.

The next day, Hildegarde appeared at Buddy's dressing room on the GUM lot. Twelve years his senior, she was a former debutante living a humdrum existence of afternoon teas and charity benefits. She also yearned for something of her own: a life that would better match her feisty nature and taste for adventure.

Hildegarde offered Buddy unlimited use of her ample trust fund to start his own studio, provided she had a hand in its operation. There was only one problem—Hildegarde could not draw from her fund until she was married. Luckily, the stately Hildegarde answered Buddy's dreams in more ways than one. He proposed that very afternoon and they were quietly mar-



Hildegarde Burbank was the steadying hand behind Buddy Burbank Studios for nearly forty years.



***The back lot at B B Studios bustled with activity during the filming of the horrifying graduation scene in* Bees Do It.**

ried in Las Vegas the following week.

Despite her father's recriminations, Hildegarde went on to prove that she had made a good investment. Buddy Burbank Studios rapidly rose to acclaim with such classic hits as *Attack of the Killer Rutabagas*, *Bees Do It*, and *It Came from the Neighbor's House*. The studios' prominence continued through the 60's, riding the crest of the wave of low-budget films.

Hollywood celebrities flocked to Hildebud, the palatial oceanfront bungalow the couple built in trendy Malibu. The luxurious home was decorated with memorabilia from Buddy Burbank film hits as well as souvenirs from the couple's travels around the globe. Hildegarde's rose garden was long the envy of the Malibu community, and their private beachfront was the scene of many a star-studded luau.

The couple never had any children, deciding that the studio was enough of a job to nurture. They were, however, very close to their numerous nieces and nephews, who were often invited to spend holidays with "Uncle Buddy and Aunt Hildegarde."

When the craze for "B" movies died down in the 1970's, Buddy introduced a new star in the form of Buck Palace, the fighting letter carrier. With his rock-hard physique, weapons at-the-ready, and determination to fight for justice whatever the weather, Buck was the idol of millions of youngsters.

Following Buddy's death, Hildegarde continued to control a majority of Buddy Burbank Studios. She also maintained her reputation as a hostess, although her parties were on a much smaller scale than before. The past few months, she has been seen about town with record producer Tony Paoli, and it had been hinted that a marriage proposal was in the offing.

It is not known what will happen to Buddy Burbank Studios without the ample funding of Hildegarde Burbank. Details of her will have yet to be released, but family members are expected to inherit.



In a recent photo, Hildy relaxes on the beach at Malibu with record producer Tony Paoli.

Out of Luck?

Within hours of receiving your Blessed Unicorn keyring, your luck will change. Money will glide to your hands, lovers will find you irresistible, coworkers will bend to your power. Personally blessed by Rev. Olga. Put the legendary power of the unicorn to work for you. Send **$17.00** to **Rev. Olga, 1498 Avenue B, NY, NY.**

"I went from TUBBY TO TRIM!"



Lovely Suzy Frankle holds a shopping bag full of the tasty food she was allowed to eat on the Fat-Melt Diet. "I went from tubby to trim," says Suzy, "and so can you!"

"When I looked in the mirror and realized my high school reunion was only 3 days away, I practically burst into tears," says Suzy Frankle of Tewksburg, Ohio. "I looked so fat and frumpy! Then a friend told me about the fantastic Fat-Melt Diet, the 2-day miracle that actually melts fat off your body. In just 48 hours, I lost an amazing 22 pounds without missing a single meal!

"There were no uncomfortable rubber belts to wear, exercises to do, or chemical supplements to take. Just a delicious piece of Fat-Melt chewing gum three times a day. My husband Robby was so delighted with my new figure that we almost didn't make it to the reunion!"

Join Suzy and thousands of other satisfied women who chewed their way from tubby to trim with the incredible Fat-Melt Diet. It's doctor-approved! Here's how it works:

Eat whatever you like for breakfast, lunch, and dinner. Just follow up each meal with a piece of Fat-Melt chewing gum. Fat-Melt disintegrates the food while it's still in your stomach, **before** it has a chance to turn into ugly fat. And the heat caused by the combustive process melts other fats in your body, letting you *go from tubby to trim in mere days!*

Best of all, you don't feel a thing. No discomfort, no hunger pangs. Just the satisfaction of looking like a million.

A pack of Fat-Melt chewing gum *(6 pieces)* costs only $3.95. You can't afford NOT to order! Send cash or money order (no personal checks, please) to Dr. S. E. Meretzky, P.O. Box 22, Sudcity, MD. If you're in a hurry to get started on your Fat-Melt Diet, enclose an extra $2 for special handling and write *"HURRY"* on the outside of your envelope.

PLEASE NOTE

Nothing is more effective than Fat-Melt chewing gum when you want to lose weight fast. It uses a natural combustive process to shape your body into a slim, trim form that will be the envy of all your friends. Naturally, the astounding results mentioned in this advertisement cannot be achieved solely through the use of Fat-Melt chewing gum. You must follow the special Fat-Melt Weight Loss Plan inscribed on each gum wrapper. Although Fat-Melt causes pound after pound of unsightly fat to literally melt away, it is still completely safe. However, before beginning this or any weight loss program, you should check with your doctor to make sure you are in normal health. The potent combustible in Fat-Melt chewing gum should not be used by children, pregnant women, the elderly, people on any other kind of medication, or those with heart disease, diabetes, high blood pressure, thyroid disease, or any other kind of pre-existing medical condition. Fat-Melt chewing gum is not for sale to minors. This advertisement is void where prohibited by law.

FAT-MELT™ chewing gum

Who will Inherit the Burbank Bundle?

by Gayle von Syska, intimate friend of Hildegarde Burbank

SPECIAL TO TINSELWORLD!! Gayle von Syska, intimate friend of Buddy and Hildegarde Burbank, tells who she thinks will inherit the Burbank Bundle.

Hildy and Buddy Burbank lived a life that combined shrewd business pursuits with all-out fun. When visiting Hildebud, I never knew whether to expect an analysis of the stock market or a whoopee cushion! One thing that never varied was Hildy and Buddy's love for their home. From Buddy's light-hearted jokes and Hollywood mementos to Hildegarde's elegant furnishings and lovely rose garden, Hildebud reflected its owners' dedication to living life at its fullest.

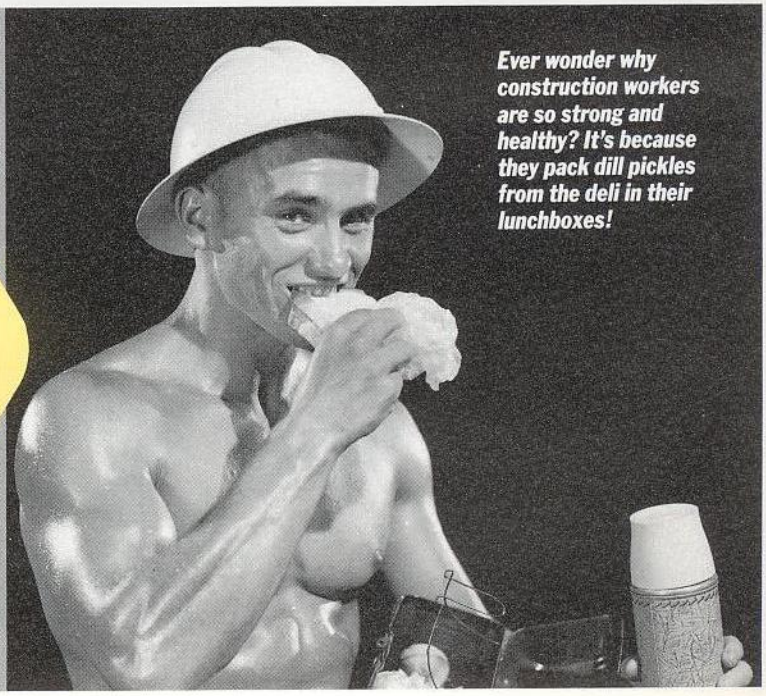
Hildy always told me she wanted Hildebud to pass on to someone who would love and care for it as much as she did. And, knowing how generous and farsighted Hildy was, she would make sure that person had the financial resources to do so. Hildy and Buddy were not blessed with children of their own, but they did have nieces and nephews they dearly loved. I believe the Burbank fortune will be left to one of them.

EXCLUSIVE PHOTOS
NEXT PAGE

DILL PICKLES ADD YEARS TO YOUR LIFE!

Doctors have confirmed what pregnant women always knew: dill pickles are good for your health!

The secret ingredient is vinegar, which clears the arteries of fat. Increased blood flow improves brain function, making you feel youthful and vigorous regardless of your age. Doctors advise that for best results you should purchase fresh dill pickles from a deli rather than eating the supermarket variety.



Ever wonder why construction workers are so strong and healthy? It's because they pack dill pickles from the deli in their lunchboxes!

TINSELWORLD EXCLUSIVE! Photos from Gayle von Syska's personal album.



Three of Hildegarde and Buddy Burbank's numerous nieces and nephews frolic in the cove at Hildebud in the mid-60's. On the left is "Little Herman" Beaumont.



Hildebud, palatial home of Hildegarde and Buddy Burbank, as it looked in the fabulous fifties. Subsequent alterations included the addition of a private theater.

Remembering Buddy Burbank...

The Curtain Falls on a Golden Era

By Brian Moriarty



The ever-flamboyant Buddy Burbank.

As the curtain went down on Hildegarde Burbank, so too did the curtain fall on a golden era in Hollywood filmmaking. With no one left to carry on the studio's tradition, it seems likely Buck Palace, the fighting letter carrier, has delivered his last parcel. Buddy Burbank created over 600 films in his lifetime; many were landmarks for Burbank as well as the film industry.

We love ya, Buddy Burbank

Burbank was a man who relied on base instincts, who proved that you could make great movies—and plenty of them—without pandering to trends or the whims of investors. We are lucky to have as his legacy a roster of fine films that will doubtless be enjoyed for generations.

Continued on next page



Buck Palace, The Fighting Mailman

Five fantastic films comprised this series about a mild-mannered mailman whose dedication to the Post Office and the American way of life inspired us all.



***In a daring move, Burbank pulled gangster Mugsy Mahoney off the streets of New York to play a Mafia don in* Postage Due.**

I am the Lotto Lady

I can turn bad luck to good. Lotto, roulette, horses, any kind of chance. Send me $10.00 donation and I will send you 3 lucky numbers. Play them and you will win big. Write to **Ramoa, P.O. Box 327, Forest Hills, NY.**

Postage Due

Postage Due, the first in the series, was a break-through film for Burbank. Buck takes on the New York Mafia's Five Families as they try to cheat the post office out of 8 cents postage due. Buck returns the fire by delivering each Family's mail to another, thus triggering a war between the Families as payoffs don't arrive and drugs are misdelivered. The mob counters, ordering Family-operated dry cleaners to triple the starch for all postal uniforms. Things get tense as mailmen struggle to complete their rounds despite painful rashes. But Buck has the last laugh. He holds the Five Families' mail at the post office. When the mafia chieftains come in to identify themselves and collect their mail, Buck serves them with a subpoena.

Following the release of this film, the postal system noticed a marked increase in the payment of postage due.

Special Delivery

In the prequel *Special Delivery*, Buddy examined Buck's early days with the postal service. It's 1962: Fidel Castro is in Cuba and the President wants him out. Buck is called into the Postmaster General's office and told that if he kills Castro, postal service funding will be increased 90 percent. Equipped with his trusty mailbag and a roll of special Cuban stamps with poison adhesive, Buck parachutes into Havana. Using a CIA-prepared resume, he has no trouble moving into a job as mail room clerk for Castro.

As the weeks pass and Buck waits for his chance, he finds himself uncontrollably attracted to Castro's personal secretary. Burbank devotes over two minutes of screentime exploring the budding relationship and the frustrating language barrier between the pair. In a dream sequence, Buck ponders settling down with Castro's secretary to spend his life censoring Cuban mail. At the end of the dream he wakes in a cold sweat, realizing that his love for freedom of speech is as strong as his love for Maria. His sweetheart agrees to run away with him to America, but unfortunately uses one of the poisoned stamps to notify Castro of her resignation. Buck, heart-broken, can't complete his mission. Instead he swims back to the U.S., but not before fighting and destroying over half the Cuban Navy.



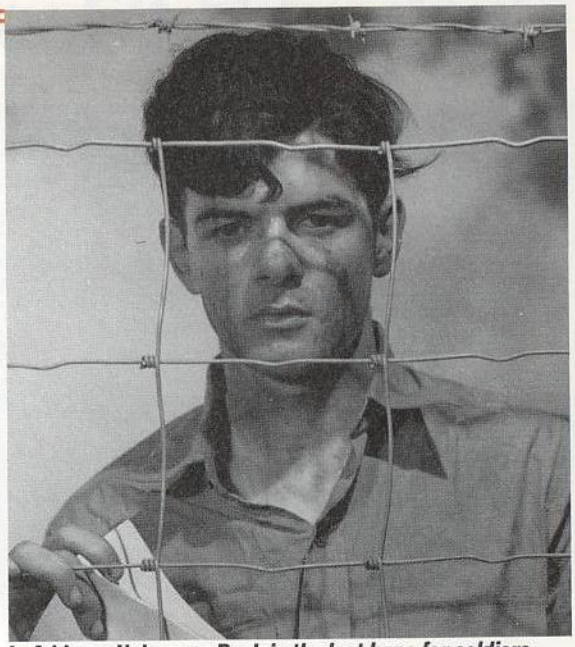
***Lovely Conchita Carlough, one of the many rising starlets from B B Studios, danced the Conga with Buck in* Special Delivery.**

Address Unknown

Address Unknown is the fourth in the series. A letter addressed to a POW is returned by Hanoi years after the end of the war, and Buck is determined to deliver it. After an 18-month wait for reassignment to the American Embassy's mail room in Cambodia, Buck is eager to see action. On a lunch break, he heads for Nam.

Although possessing no knowledge of the Vietnamese language and little of its Zip codes, Buck secures a position as a letter carrier. After months of on-the-job investigation and a few close calls with water buffalos and old anti-personnel weapons, he gets a lead. His supervisor asks him to deliver a pile of "American" junk mail to a secret camp deep in the jungle. Buck, sensing a break and a promotion, heads for the camp. When he arrives, it's just what he expected: American servicemen, chained to worktables, forced to manufacture second-rate envelopes for the Vietnamese Postal Service. After a few "special deliveries" to the guards' huts, Buck disguises the men as parcels, mails them to the Pentagon, and hopes they'll pay the postage due.

There weren't many dry eyes in the theatre as Buck sealed the last POW's package.



In* Address Unknown, *Buck is the last hope for soldiers imprisoned in a sordid POW work camp.

StarGazing

By Our Man in Hollywood, Carlo Gelato

HILDEGARDE BURBANK MIGHT LEAVE HER ENTIRE FORTUNE TO BUDDY BURBANK STUDIOS. But then again, maybe she won't. And if she doesn't, the big question on everyone's mind is, what will happen to the Buddy Burbank stars after the studio closes down? In particular, what will happen to Buck Palace, the fighting letter carrier?

By now, everyone knows how Buck got to be such a big star. He was just a run-of-the-mill mailman with a penchant for law and order when he lucked into the Burbank Studio route. One day Bud Burbank saw Buck outside the studio, wielding his bazooka to make traffic toe the line so an old lady could cross the street. Well, as they say, the rest is history. Bud signed Buck for a million-dollar contract and the guy became a star.

BUT WHAT'S THE GOOD OF BEING A STAR IF YOU HAVE TO WEAR YOUR FIGHTING LETTER CARRIER OUTFIT AND ACT YOUR PART DAY AND NIGHT FOR DECADES? At least Buck used to be able to take off his uniform when he got home at night. But under contract to Bud Burbank, Buck had to be a fighting letter carrier 24 hours a day.

When Buck was having a steak-and-sushi sandwich the other day at my joint, trendy Bolla Bolla in West Hollywood, I asked him what he planned to do now that Bud and Hild were out of the picture.

"Well," said Buck, after complimenting the chef on the delicious sandwich, a specialty of Bolla Bolla, "I don't want to end up like Roy Rogers, tied to one character for life. I'd like to branch out, step into a different pair of combat boots. I've considered becoming a fighting Good Humor Man. Think of all the kids who could use my help."

STARLET DOROTHY LAFLANK HAS ANOTHER ROLE IN MIND FOR THE FIGHTING LETTER CARRIER. "I'm mad about Buck!" she burbled at a recent Bolla Bolla luncheon. Between appreciative bites of her caviar enchiladas, a Bolla Bolla lunchtime exclusive, Dorothy talked about her future with Buck. "I'm swooning in a dream world of love! Soon I'll be Mrs. Buck Palace!"

"Dot's a sweet kid," Buck said when asked to comment. "I like her." Then Buck joined yours truly in a Cola Cocktail, the tasty house drink at Bolla Bolla.

Burbank's Classic Horror Films



Following their debut in* Slash 'n' Chop Sock Hop, *Queenie Bee and The Honeytones became international hits, joining numerous other Buddy Burbank "finds" who rose to stardom.

Slash 'n' Chop Sock Hop

In *Slash 'n' Chop Sock Hop*, the innocent fun of a sock hop turns to horror as band member Queenie Bee goes berserk, slashing dozens of panic-stricken teens with the stiletto concealed in her microphone. In the ensuing crush to reach the door, hundreds more are trampled to death.

Flashbacks reveal that the massacre is Queenie's vendetta for getting laughed out of a sock hop Limbo contest five years earlier. In the gruesome finale, the survivors are forced into a repeat contest on the blood-stained dance floor. The terrified kids think they have to win to stay alive. Tension builds as the audience realizes Queenie plans to whittle down the competition, leaving only one Limbo champ—herself.

Meltdown on Elm Street

The nuclear industry's worst fears are confronted when a neighborhood nuclear power plant malfunctions in *Meltdown on Elm Street*. After a spectacular melt-down during the opening credits, things quiet down as those left alive settle back into their usual routines, only without hair. Soon the survivors begin to experience horrifying nightmares about a nuclear plant worker who lived through the accident. It's not long before they are unable to separate their dreams from reality. The "glowboy" becomes real and sets about terrorizing the Elm Street neighborhood, killing the bald citizens.

The horrifying finale of the film takes place in the Elm Street Cinema, where the illuminated antagonist makes his last deadly appearance. At this point, Burbank once again demonstrated his unique creative talents. He arranged for an usher in each theatre showing the movie to run up and down the aisles wearing a glowing, nuclear plant worker's jumpsuit, adding to the on-screen nuclear nightmare.

The overall experience was so horrifying that several moviegoers died of shock, eventually resulting in the film being banned.

DON'T Throw away those NAIL Clippings!

Just one nail clipping can unlock my psychic powers to reveal the special numbers that will end your money worries forever. I succeed where others fail. Send nail clippings and **$12.00** to **Brother Bob, R.F.D. 1992, Hopperville, IN.**



***Moviegoers literally died of fright when this face filled the screen in* Meltdown on Elm Street.**

Buddy Burbank's WIDE-REACHING Talent

From special effects to social commentary, Buddy Burbank made his mark in every area of filmmaking.

With his tongue-in-cheek bloodbath *The Day The Movies Died*, Burbank trained his cinematic fire on his many critics in the media. A mysterious cult systematically destroys nearly every copy of every film ever made. An army of critics, sensing their livelihoods threatened, descends into Hollywood's vast salt mine vault in Utah to protect and defend what's left of filmdom. At first all is well. Then the critics receive a radio transmission from the cult, informing them that one of the film canisters in the mine contains a bomb.

A frantic search ensues. Fortunately the bomb is found before it goes off. Unfortunately it's found by critic duo Cisco and Hebert. As the pair examine the bomb, an argument breaks out about how best to disarm it. The two exchange verbal barbs until Hebert drops his Goobers on the detonator.

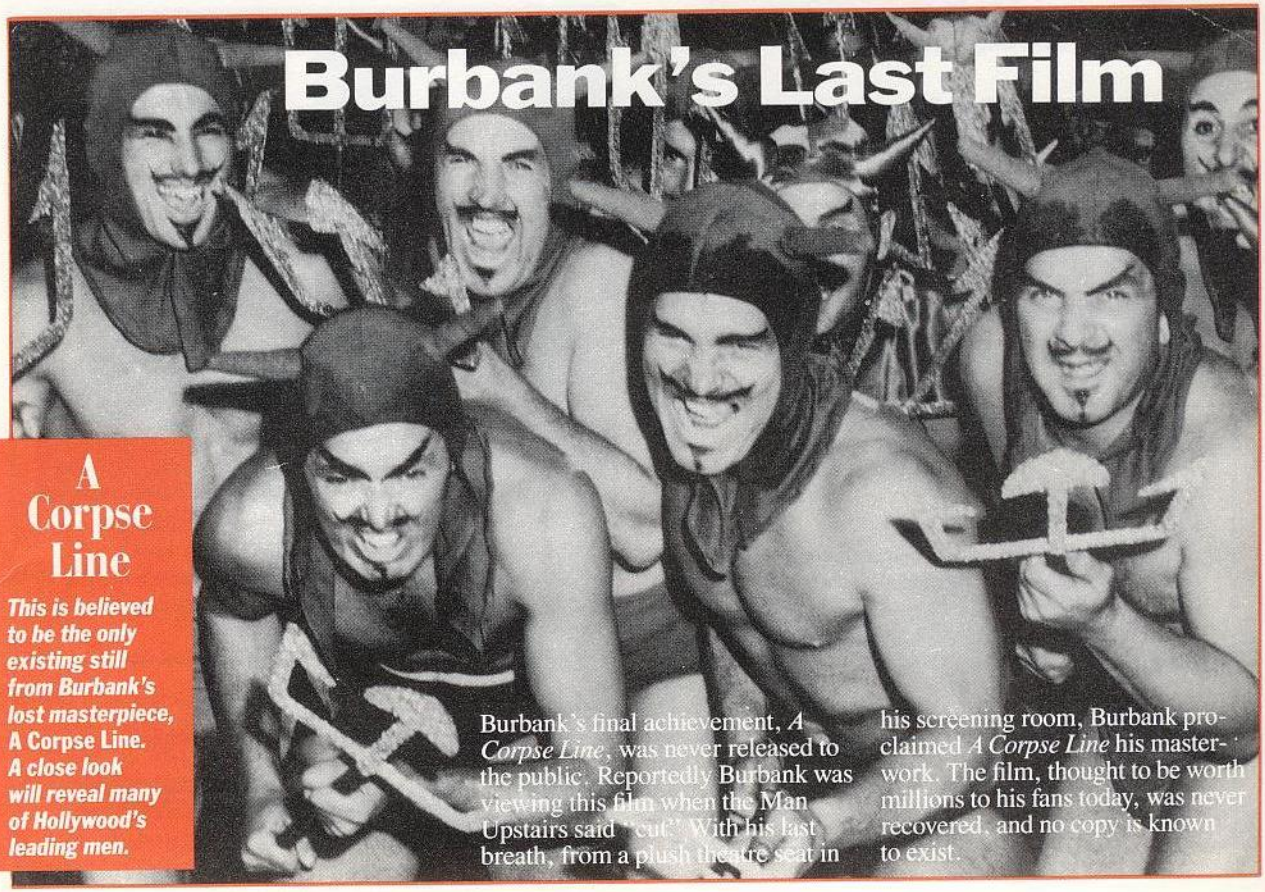
Predictably panned by the critics themselves, many admitted privately to serious introspection of their lives after viewing the film.

While *Bees Do It* was not a major artistic step in any direction, it did well at the box office due to an outstanding in-theatre special effect: Crawl-O-Round. A brainy creation of Burbank's, Crawl-O-Round is a series of small ion generators placed throughout the theatre. At strategic points in the movie, the generators charge the air molecules. This causes the hair on movie-goers' arms to stand on end, making it feel as though insects are crawling on them.

Rumors still persist that Burbank's technology has been subverted and is somehow incorporated into today's televised insect-repellent commercials.

The Seven Dwarves Do Dallas was Burbank's first and only step into soft-core porn. In later years, he denounced the film as exploitative and apologized to the dwarves of Dallas.

Burbank's Last Film

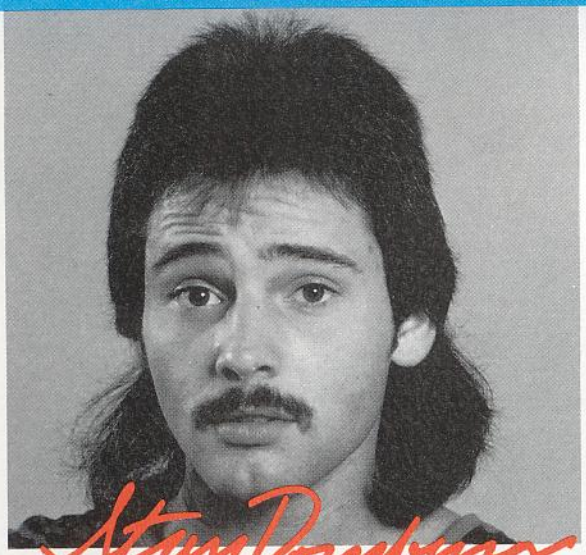


A Corpse Line

This is believed to be the only existing still from Burbank's lost masterpiece, A Corpse Line. A close look will reveal many of Hollywood's leading men.

Burbank's final achievement, *A Corpse Line*, was never released to the public. Reportedly Burbank was viewing this film when the Man Upstairs said "cut." With his last breath, from a plush theatre seat in his screening room, Burbank proclaimed *A Corpse Line* his masterwork. The film, thought to be worth millions to his fans today, was never recovered, and no copy is known to exist.

GOING BALD?



Sole American Distributor of MIRAHAIR

My name is Stan Dornburg, and I was totally bald by the age of 21. Now I have a full head of thick, lustrous hair. How did I do it? With MIRAHAIR, the miraculous hair replacement cream. Since regaining my hair, I have obtained a bank account full of $$$, a beautiful new home with brand new appliances, a slim, attractive figure, a wide-screen color TV, good luck at Bingo, and full love powers.

MIRAHAIR Box 733 Tampa, FL

Dear Stan Dornburg,

YES! I want a full head of hair and all the things that come with it! RUSH my giant 4 oz. bottle of MIRAHAIR and my FREE copy of Hair's To Your Health. Enclosed is my check or money order for $29.95, plus $3 postage & handling.

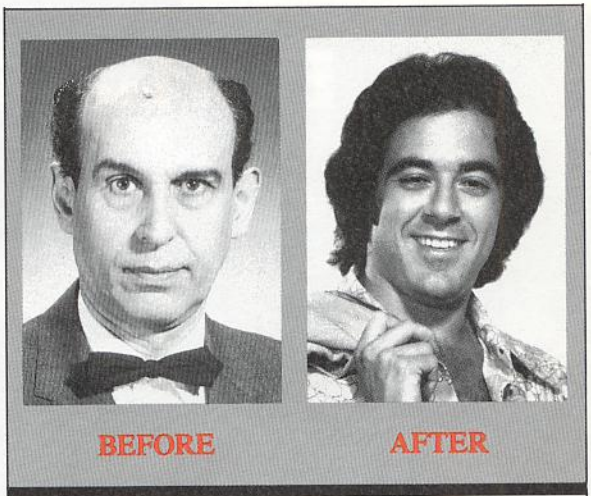
Name_____

Address_____

City/State/Zip_____

Carlo Gelato (pictured below) tried dozens of hair replacement creams, sprays, and lotions. Nothing worked. Then Carlo heard about MIRAHAIR. Within six weeks of growing his luxurious new head of hair, Carlo got a winning Lotto ticket, a late-model sports car, a fashionable new wardrobe, plenty of dates with voluptuous women, and an exciting job as manager of Hollywood hot spot Bolla Bolla.

Don't you think it's time you received a shiny new car, lasting love, as much money as you want, and all the other things that come with a full head of healthy hair? I am the sole American distributor of MIRAHAIR, and for only $29.95 I will send you a gigantic 4 oz. bottle along with a **free** copy of my best-selling book Hair's To Your Health.



Here's Carlo Gelato in actual unretouched photos taken before and after using MIRAHAIR. Says Carlo, "I'm not afraid to show how I looked before MIRAHAIR. You can see the difference it made in my life. It can make the same difference in yours!"

MIRAHAIR®

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 spent 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 . . .

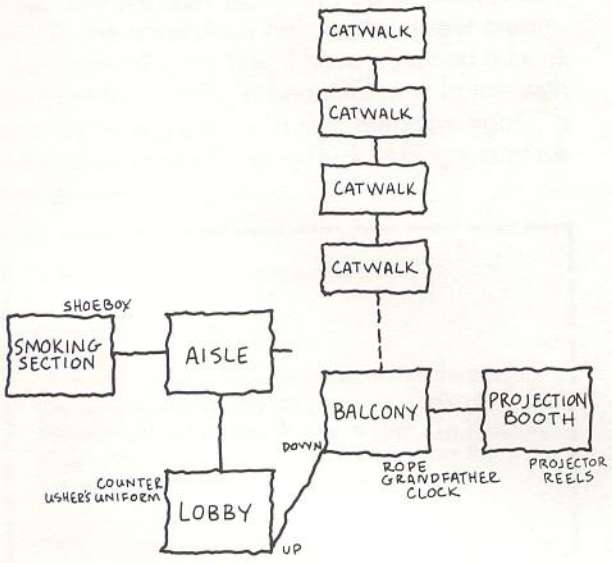
Some Recognized Verbs

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 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 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 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 toward 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 REEK
[Sorry, but this story doesn't know the word "reek".]

> 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

The door is now unlocked.

> OPEN THE DOOR

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 a want 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 Cyr-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 Porch. 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 the 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 and 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, and you can use capital letters 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 NORTH
> DOWN
> NE
> GO UP
> TAKE THE RED CANDLE

> READ THE SIGN
> LOOK UNDER THE BED
> LIGHT THE CIGAR
> TURN THE DIAL
> PLAY "CHOPSTICKS"
> PUSH THE BLACK BUTTON
> DIG IN THE GROUND
> PUT THE STICK IN THE HOLE
> GIVE THE FLY TO THE FROG
> LOOK INSIDE THE CAGE
> CALL 555-1212
> TURN THE BICYCLE 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 THE APPLE. POLISH IT. PUT IT IN THE BOX
> CLOSE THE HEAVY METAL DOOR. LOCK IT
> TAKE THE SHOE. EMPTY IT. PUT IT ON
> TAKE ALL
> TAKE ALL EXCEPT THE WET EGG AND THE KEY
> TAKE ALL FROM CABINET
> DROP ALL BUT THE PENCIL

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

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 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 do this only 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 as you reach for it.

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 can 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.

We're Never Satisfied

Here at Infocom, we take great pride in the quality of our stories. Even after they're "out the door," we're constantly improving, honing, and perfecting them.

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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.

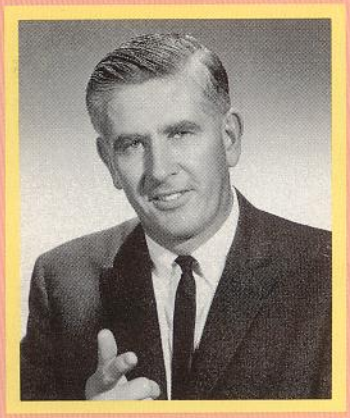
3. After typing your sentence or command, you must press the RETURN (or ENTER) key before *Hollywood Hijinx* will respond.

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 type 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.



"Do I look like the kind of person who believes in lucky charms? YOU will become a believer, too, when you get your LUCKY PALM TREE SWIZZLE STICK."

You can find HIDDEN TREASURE ...in your own home!

Wouldn't you like to have your money worries solved forever? To treat yourself and your family to luxury sports cars, fashionable wardrobes, and brand new household appliances? Best of all, to get all this WITHOUT WORKING A SINGLE DAY? Now you can, with the amazing LUCKY PALM TREE SWIZZLE STICK!

I'm not the sort of person who believes in lucky charms. But a year ago I really needed a miracle. I lost my job, the finance company repossessed my car, and my wife had triplets—all in one week. Night after night, I sat at the kitchen table, trying to straighten out our finances.

One evening I worked so long and hard that I fell asleep right there at the table. That night someone must have heard my desperate prayers. For the next morning, there was a PALM TREE SWIZZLE STICK on the table in front of me. I didn't know where it had come from or what it meant. I absent-mindedly used it to stir my orange juice.

Suddenly, I heard a thud from the living room. I went in to find that a panel in the hung ceiling had fallen down. All I could think was that this meant even more expenses for me. Then I saw something glittering in the empty space. A beautiful diamond necklace was dangling from the old original ceiling! When I took it to the jewelers, I found that it was worth $20,000!

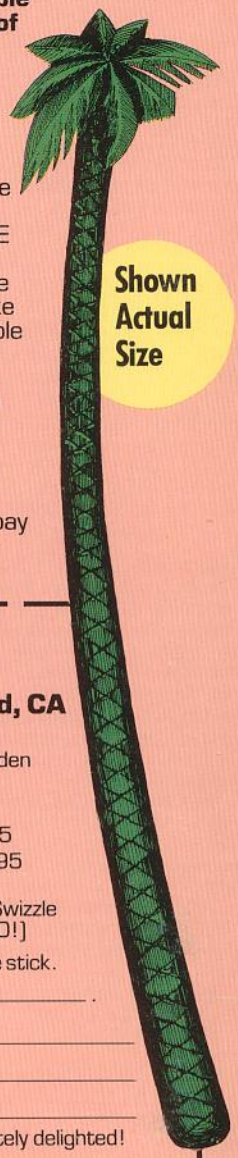
The next day, I stirred my lemonade with the PALM TREE SWIZZLE STICK. Shortly thereafter, I was working in my vegetable garden when my spade struck something hard. Within moments, I was opening the lid of a treasure chest containing 100 gold pieces! I sold these for $40,000 and bought my wife a new mink coat. When she went to hang the coat in the closet, the hanging bar gave way. But this was no tragedy—concealed in the hollow center of the bar was a fortune in precious jewels!

Where did these treasures come from? You might think anyone with a valuable diamond necklace would place it safely in the bank. But in the past, no one kept money or valuables in the bank. They hid them in the house! Even today there are plenty of people who think a mattress is more secure than a safe deposit box.

When its owner passes away, a treasure often stays just where it was put, in a nook or cranny of a house or the secret compartment of a piece of furniture that may change hands many times! Short of tearing apart your house and furniture, it's almost impossible to find them . . . unless you have a LUCKY PALM TREE SWIZZLE STICK.

Now that I'm financially secure for life, I'd like to share my good luck. I have arranged to make a LUCKY PALM TREE SWIZZLE STICK available to anyone who wants their money worries to disappear **forever**! Simply follow the instructions I send you, stirring your drink exactly the way I say, then sit back and wait for money, jewels, and other treasures to float into your hands.

A LUCKY PALM TREE SWIZZLE STICK costs just $12.95. Isn't that a small price to pay for the fortune you'll receive in return? Order today—and good luck to you!



Shown Actual Size

Exclusive Order Form

Lucky Palm
7327 Sunset Blvd. West Hollywood, CA

YES! I want to find the valuable treasures hidden in MY house! Send me my LUCKY PALM TREE SWIZZLE STICK today! Please send me:

- ☐ One Lucky Palm Tree Swizzle Stick for $12.95
- ☐ Two Lucky Palm Tree Swizzle Sticks for $21.95 (I save $3.95!)
- ☐ SPECIAL GIFT PACK: Four Lucky Palm Tree Swizzle Sticks for only $42.95 (I save almost $10.00!)

I enclose $3.00 postage and handling per swizzle stick.

Total amount enclosed $ _____ .

Name _____

Address _____

City/State/Zip _____

Money back guarantee if you are not absolutely delighted!