

## RONNIE GOES TO HOLLYWOOD HINT SHEET

1] At the start of the game you have to get dressed, get your speech, and go downstairs before the limpet mine explodes. Get out of bed and open the cupboard and get the wig. Leave your bedroom, go into Nancy's room and search the wardrobe. Wear the trousers and return to your room. Go out onto the balcony and get the shoes. You will be pelted with eggs, and Nancy will order you to take a bath. Wearing no clothes get into the bath and get the toy submarine and get out. Your trousers will now have been placed in the walk in cupboard north of the bedroom. Get and wear them, and all of the other clothes. ( I.E. the shoes from the balcony, the shirt from the bathroom, the tie from the balcony exit ). Search the cupboard by the exit to your room to find a truss, and search the bathroom cabinet for your deaf aid. The truss doubles the amount of objects you can carry, and the deaf aid saves you from a nasty fate when you first cross the White House drive. Having worn all these, taking an inventory reveals that you are wearing your clothes. Return to your bedroom and Nancy will present you with a speech. Going to the head of the stairs, FIX CARPET and go down the stairs. READ SPEECH to disperse the press.

2] You can watch the TV here to keep track of World events, though a much more thorough system is to use the White House computer. EXAMINE SCREEN and it will present you with notes of world events, and the ability to make decisions on the actions revealed upon the computer. Pressing 1 and enter from the computer screen refreshes the screen view ( as in a LOOK command during the rest of the game ), whilst pressing 2 and enter exits the computer sequence. Other available key presses will be outlined in the messages as they become available. Note that new messages become available daily, and world events will roll on whether you act on them or not - you do not have to make decisions on the options involved, but you could be seen to be skipping on your responsibilities if you do! \*\* Remember to press enter after all key presses \*\* If acted on, the chance to make a decision option disappears from the menu. This makes changing your mind impossible!! The results of your actions can be reflected in the nature of the decision making possibilities via computer the next day, or may be apparent elsewhere in your travels - and not all for your own good! ( YOU HAVE BEEN WARNED! )

3] The first computer review shows the local flight timetable. Every morning the presidential helicopter flies between New York and the White House, whilst from the local airport you can catch a plane to Ireland in the morning, a plane to L.A. and Hollywood in the afternoon, and a plane to Geneva in the evening. Entering the command TIME will let you know what day and time it is. The game starts on Monday morning, and finishes on Sunday evening.

4] When you arrive at New York, go east into the boat and wait whilst the boat crosses the bay. When the Russian submarine appears, squeeze your toy submarine to escape ( you did remember to bring it with you, didn't you? ). Though the boat will sink, leaving you at the Statue of Liberty, you will escape if: (a) You are not wearing your bulletproof vest, or (b) If your popularity is high enough. Note that you must always wear the bulletproof vest when leaving the limousine by the massage parlour on the ' wrong side of town '.

5] Entering the Statue of Liberty, go up the leg until a shadowy figure appears, and gives you a password. Note this clue down as you will need it later on. The palpitations you hear when climbing the leg are your heart pace maker trying to cope with the rate of your ascent. You cannot go any higher than the stair where you meet the stranger without your pacemaker packing in, but you can descend the whole legcase without any major catastrophes ( descending is always easier! ). To get to the top of the statue, return to the floor and type as a direct command, GO TO LIFT to make your way through the crowds. You may find a coin here, so take it and go up the lift to the top of the statue.

6] The wind will blow your wig off here, so you will have to escape the press and find a new one before they catch you. First though, grab the ashtray off the souvenir stand and run down the steps until you reach the bottom. Go out of the statue and into your helicopter to escape. The button in your helicopter doesn't actually do anything, but it's fun anyway!

7] The limousine found initially outside the White House loops between five possible destinations in a circular route, being:- The White House, a massage parlour ( which is more than it actually seems ), the airport, the Russian embassy, Camp David ( which, contrary to public opinion is not a place, but a person ), and then back to the White House.

8] Examining the ashtray will give you a clue to its use, so take a limo trip to Camp David and give it to him. Don't dally though, Aids is rife! He will fit you with a new wig in return. Feel free to help yourself to one of his towels. You will need this to gain access to the massage parlour.

9] In the massage parlour, the masseur will appear after a short while and ask you a cryptic question. The answer is gleaned from the message given to you by the shady figure from the Statue of Liberty. The answer is cock. Finding yourself to actually be in CIA headquarters, the head of the department will promise you the return of your personal plane Airforce - 1 as soon as possible after slight repairs, and will give you a speech to make a success of your impending tub-thumping speech in Ireland, where you may find some of your ancestors!

10] In Ireland, READ SPEECH to disperse the civic reception, and going to the main square DO NOT pay the Noraid collector. First of all GIVE SPEECH to the press to be rid of them, then pay the collector, allowing you to go east.

11] Your ancestor seems to want little to do with you, but he may be a little more receptive after you've had a few pints of Guinness down you. Fortunately, Irish bars are not too hard to find - in fact there seems to be one in every shop! Drink the Guinness before leaving. When you've had one too many, pay a visit to your ancestor once more for a present.

12] In Geneva you will need to amass presents to pass the Russian officials, and make your way to the peace conference. These can be found all over the game area, and are presented in the following order:-

- \* The moneybox.
- \* The bracelet.
- \* The Oscar.

\* The lucky Leprechaun.

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- 13] Take the Russian hat found in an alcove at Geneva and wear it. In a Hollywood trailer you will find some make-up too. Wearing both of these will make a good disguise, allowing you to enter the Russian Embassy without any problems with the press.
- 14] Inside the embassy, sign the paper. You are still not allowed to go upstairs, so return to the White House and on the computer you will find that key members of the soviet staff have been caught spying. Expelling them by finding the highlighted option on the computer network will empty out the Russian embassy, allowing you to go upstairs! Because of severe staff shortages, they will have no-one there to stop you! The Madonna doll you find upstairs is so realistic, it will allow you access to most of Hollywood.
- 15] Search the litter bin in L.A. to find a ticket for the movies, and the chance to meet an old "silver screen" buddy!
- 16] At the MGM studio audition, when you are first asked a question, answer YES and then when asked, DANCE. At the next question, look simple and answer YES then when asked for the final time, SING. If you have the monkey, you will get a stage pass that will allow you further access into L.A.
- 17] Searching the curtains at the west end part of the stage will reveal a handle. Turn this. Wearing the sheets will allow you to attend the meeting.
- 18] In Hollywood behind the film lot you will hear two Polish film directors hatching a dirty communist plot to turn the good old USA into a breeding ground for the nasty reds! To get rid of them you must first obtain evidence of their plans.
- 19] From the stage, go down into the orchestra pit and go east. Search the rags to find a badge. This gives you access to the western film set. East of the stage you will find a set of drum sticks. Return to the props room and play the drums with the sticks. Go down into the drums and you will find a tape recorder.
- 20] Behind the set, PRESS RECORD on the tape recorder to get evidence of the red threat onto tape! If you do go north from here and get caught, PUSH WALL to escape.
- 21] You will need the violin case to enter the mafia bar. Now PRESS PLAY on the tape recorder to make Frank Sinatra listen to your evidence. Do the same in the presence of the seventh cavalry and the same again in the presence of the Kluklux clan to round up a posse to defeat the no-good commies. You can now go north across the film set and pick up the monkey Oscar to use as the last present to get into the conference room at the Geneva peace talks. 22] At the peace conference, drink the Vodka and answer YES to the press. When you are chased by the guards, go south from the conference room and OPEN WINDOW and get into limousine to escape.
- 23] Get onto Airforce 1 ( repaired at last ! ), and examine the VDU computer screen. Press key 9 and enter to keep your pact made with the press in exchange for the film.

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