

## ESCAPE FROM HODGKIN'S MANOR

ENTRY TO MANOR - close the catch under the mat.

### CHARACTERS

Vicar - he wants his bible, he will open the door to the Vestry.  
Mrs. H - spook her and she will drop the key to the Study.  
Gardener - make him slip on the soap.  
Chauffeur - give him something French and he goes home to Lyon.  
Maid - give her some carrots and she will open the drinks cupboard.  
Butler - he wants his silver tray, he has a passcard.  
Salesman - buy the disk drive with money from the wallet.  
Fido - give the dog a bone from the underground tomb.

TORCH - in the priest hole.

STAIRS - repair them with planks, saw, hammer and nails: PLANKS - hit hut door with the axe. SAW & HAMMER - inside hut. NAILS - in a tin in the kitchen.

CROWBAR - in a moss-covered chest beyond the grille.

GRILLE - behind the sacks in the hut.

SCREWDRIVER - in the car.

AXE - WAIT for it to come over the wall.

CAN OF OIL - in the cellar, down from the trapdoor. Oils the cupboard hinges.

DOOR (behind vines) - need token from coat.

DOOR (in hall) - Mrs. H. has key.

DOOR (to patio) - examine door, break glass and unlock door.

DOOR (in passage) PULL LEVER in vestry then HIT SHIELD in passage.

TRAPDOOR - under straw, prise with the crowbar

OPERATE THE COMPUTER - examine computer, examine disk drive, read paper, .... CALL ZIKOV then go to the front door, open package, read manual, .... connect drive and insert cartridge (from upstairs), TYPE INANE (remember that graffiti?). The electric current is now OFF.

BOOKCASE - electrified, can be moved.

CAVE MAZE - need map from study.

BONE - end of cave maze, need hammer.

MOSS & VINES - cut with knife from kitchen table.

MONEY - in wallet in study.

## ESCAPE FROM HODGKINS'MANOR -HINT SHEET.

Read the graffitti, then do as you are told, to get an axe.  
Find a safety catch under the mat on the porch and close it to enter the front door safely.  
Examine everyone you meet, and everything that is mentioned.  
Wash your hands to get past Mrs.H., and keep the soap.  
The Vicar will unlock the door in the chapel when you return his missing property.  
Pull a lever in the vestry, then strike the shield with the axe to find a secret panel.You will find a torch here.  
The battery won't last long, so turn the torch off after use.  
Find a knife and some nails in the kitchen.  
Give the chauffeur a croissant, and get a screwdriver from the glove compartment in the car.  
To get out to the patio, break the glass, then you can reach through to unlock the door.  
Drop the soap to get the gardener out of your way.  
Examine the borders to find what the kitchen maid wants.  
Cut the vines to find a hidden door, but you won't be able to open it yet.  
Break the door of a garden hut to get some planks.  
Examine the toolbox and the workbench to find a saw and a hammer.(You now have the materials to mend the broken stairs.)  
Move the sacks to uncover a grille, which if unscrewed, will lead you to a chest.  
Cut the moss on the chest. There is a crowbar inside it.  
Give the maid what she has asked for, and in return, find something to give to Mr.Hodgkins.  
Upstairs, find a cartridge in Percival's bedroom and a sheet in Hodgkins' bedroom.  
Wear the sheet to frighten Mrs.H., who will drop the key to the study.  
In the study, you can obtain a wallet, and find a map and a curious token.  
Use the token to unbolt the hidden door.  
Prise the trapdoor open with the crowbar.  
Do not go down through the trapdoor without a lit torch.  
Give the wallet to the salesman to get a disk drive.  
With the oil from the cellar, open the cupboard in the butler's bedroom.  
Give the butler what you find in the cupboard, to get a passcard.  
Dial Zikov complaints to have some documentation delivered by a postman.  
Insert the cartridge in the computer in the study, and when asked for the passcode, type in 'inane' - remember the graffitti on the wall?  
Move the bookcase and insert the passcard to get some car keys.  
Make sure you have the torch before driving the car.  
Break the skeleton to get a bone for Fido.