

HAZIMAT HIJINKS®

Secrets Revealed

6-Page Spectacular

Maps, Tips, and Tricks

Rescue Hanford's Fox!



Hazmat Hijinks

Hanford's pet fox has been kidnapped by the Cleaners! In Tod Powers' new tile-based game you'll need multicolored hazmat suits for protection as you traverse chemical spills, walk through radiation, dodge giant viruses, and battle the Cleaners in your quest to rescue Hanford's fox.

Hazmat Hijinks is an ode to the joy of discovery. Every level has something new and surprising. There are dozens of secrets and easter eggs, as well as a special puzzle that can only be completed in the real world. With 96 challenges to complete, you'll enjoy 24 hours or more of puzzling play!

The game is available now on the Mac App Store, iOS App Store, and Windows via Steam. If you want a game that respects your intelligence, will keep you thinking for hours, and has awesome retro graphics and music, download Hazmat Hijinks today.

HANFORD

Hanford is just a simple scientist who figured out that the Cleaners make their money by illegally dumping toxic waste. When the Cleaners broke into his house to kidnap him, he wasn't home, so they took his fox instead. They also vacuumed. Well, they do enjoy cleaning... Just not always the right kind...



FOX

Poor fox! Hanford is on his way to rescue you! Don't eat the Cleaners' muffins!



CLEANERS

There wasn't enough profit in steam cleaning carpets or baking muffins, so the Cleaners resorted to pollution and extortion! They have to be stopped!



HAZARDS

Viruses, bacteria, fire, chemicals, and radiation abound... Hanford's hazmat suits will protect him!



TOOLS OF THE TRADE

Here are just some of the items that will help you collect all those toxic waste barrels. Most items have multiple uses.



One of the Cleaners' toxic waste barrels. Collect each one to complete the level.



Boots let you walk on oil without sliding around uncontrollably.



Gloves let you pull objects, if they're able to be pulled.



The gas can spreads gasoline. Hmm... it usually seems to be placed near fire...



The hammer lets you open crates, among other things. A blue hammer can be used once; a yellow one lasts forever.



Decontamination showers remove all your gear and tools, except for keys. They can be both a help and a hazard.

DRESS FOR SUCCESS

Hazmat suits are essential protection on your journey. Learn which suits go with which hazards, and use them wisely!



This is Hanford without any suits at all... be very, very careful!



Use a blue suit to walk through chemical tiles, or you'll become a skeleton!



The yellow suit shields you from radiation... just don't touch nuclear waste!



Silver suits provide fire protection. Without them, you'll be burnt to a crisp.



The sparkly iridescent suit lights your way through the darkness. But it might have a bigger purpose...



Rumor has it that more hazmat suits, secret accessories, and cool non-hazmat suits are hidden throughout the game.

WORLD 1

CHEMICAL PLAINS

Your journey begins in Chemical Plains, Hanford's home and the place where his fox went missing. These introductory levels teach you the basic mechanics of the game. There are some tough ones though; notably, level 7 and the second Warehouse. Enjoy the easy puzzles. It only gets harder!

PONTIFEX HANFORDUS

Dirt blocks are versatile and ubiquitous. Push them into chemicals to absorb the toxic waste. Then walk on the dirt to reveal the floor underneath, creating a bridge through the chemicals.

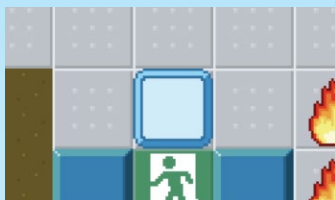


GOLD RUSH

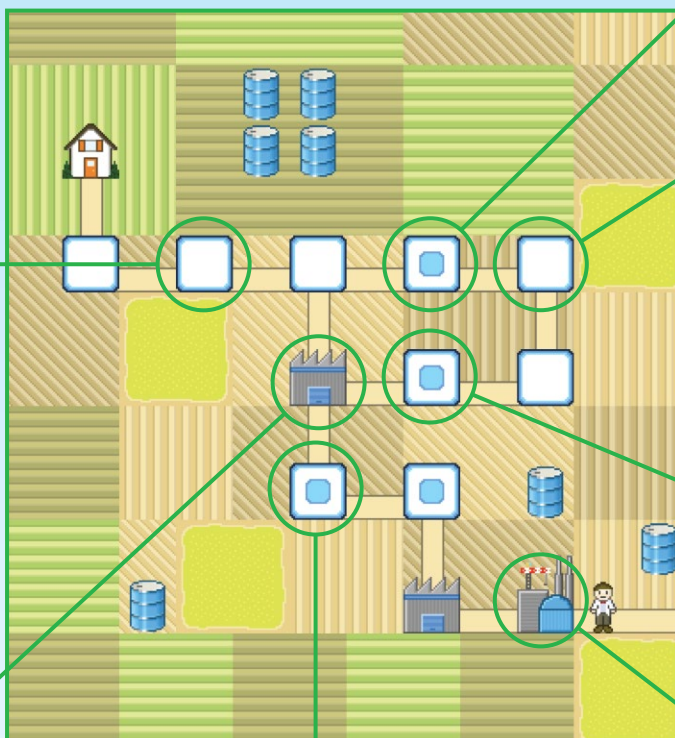
In the first warehouse, you'll notice a golden barrel hiding in plain sight. There are 32 hidden throughout the game, and most are hidden well. You can see your gold barrel progress on any map screen. When you collect a gold barrel, you'll still have to complete the level normally.



EXIT STRATEGY

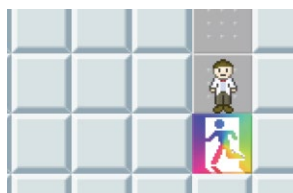
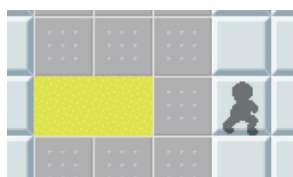


Here's the basic plan for nearly every level of the game: collect all of the Cleaners' barrels of toxic waste and then head for the exit. It's really that simple! Well, sort of...



SECRET AGENT MAN

To reach the Special World, push the rightmost dirt block straight down, then walk through the wall to the right. Hanford will look like a shadow. When you hit a dead end, walk down to the rainbow colored exit. Many levels have such hidden passages, concealing one of 32 golden barrels or one of 4 secret exits. Most of them are pretty hard to find.



PAGING DR. CHERENKOV

This is where you learn to shield yourself from radiation with dirt blocks. Pay attention to the order in which you push the blocks. Just repeat the pattern later in the game!

STOP AND GO

The red buttons start and stop conveyor belts. Remember to investigate all buttons!



AIR GAP

Chemical Plains 7 is famous for stumping players. The key is to realize that the air time in suits can be combined. Grab the silver suit first, then head north, staying out of the fire.

NO SEE UMS

The Chemical Factory marks the first appearance of the Cleaners. They move in a set pattern, but once they see Hanford, they lock on to his position. To get the key, push the dirt blocks carefully to the left, then up, without the Cleaners seeing you.



WORLD 2

FIRE FOREST

You've made it through the first world, but don't rest on your laurels. Fire Forest brings new challenges as well as new items and new possibilities. The levels here are more difficult, but don't fret – for the rest of the game, there's an easy path and a hard path. If you get stuck on one level, work on another.

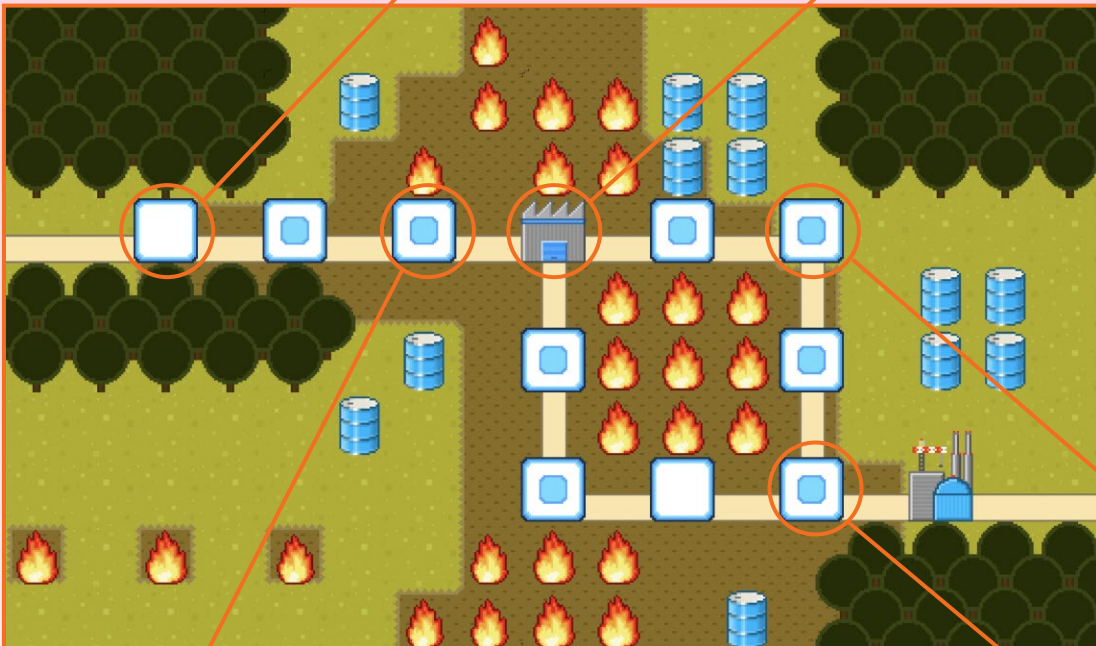
PLAYING WITH FIRE

Fire Forest 1 introduces the gas can, which leaves a trail of gasoline when pushed. Viruses block your way to the barrels and the exit. Is there any way to kill them?

WHATEVER FLOATS YOUR BOAT

There's no nice way to say it: this warehouse is tough. While regular levels require you to think creatively and have one or two important insights about the game,

the warehouses are meant to be more maze-like and tricky. Here, you're limited to three attempts flying with a helium filled hazmat suit. Have you considered drawing a map?



FILL IN THE BLANKS

This level introduces empty barrels. Push them into chemicals to fill them up. But is that the only thing they're good for?



FLY LIKE AN EAGLE



The helium dewar inflates your hazmat suit and lets you fly over hazards without harm. You can push off in any direction but can't stop or change directions until you hit either an obstacle or a decon shower.

SECRETS OF THE LITTLE BLUE BOX

Why do the colors and shapes differ on level tiles? They indicate both the completion and secret status of the level:



The level has not been completed in any form. You can't pass.

The normal part of the level has been beaten, but a secret remains. You can pass.

The secret part of the level has been found, but you still have to finish the normal level to pass.

The level and all secrets (if any) have been completed, and you can pass freely.

FISSION MISSION

The bacteria in Fire Forest 10 don't hug walls and move in circles like before – they just multiply faster and faster! There's also a green suit to play with. And is it just me, or does that exit look different?



WORLD
3

BACTERIA BEACH

Now it gets tough. Some of the game's hardest challenges can be found in Bacteria Beach. You'll find gloves for Hanford to wear, make explosions, catch a tail wind, and encounter even more puzzling mysteries. Remember, you're half way to Hanford's fox! Don't give up. Keep going!

LEVELS, JERRY. LEVELS!

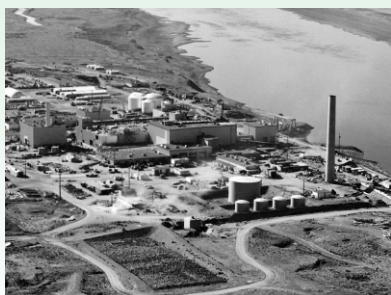
Hazmat Hijinks can be a tough game, but its 96 goals can be divided into several levels of difficulty that you can tackle in your own way. For the quickest path to the end, complete just the easiest third of all the levels. The next level of difficulty involves completing

 95/96

every level in each world, not just the easier ones. For an even bigger challenge, also find the 4 rainbow exits and finish as much of the special world as you can. But to truly master the game, you'll face the toughest challenge of all: finding all 32 gold barrels. The map screen shows both your gold barrel progress and your overall goal progress.

NAME DROPPING

Hanford is named for the Hanford Project, America's most polluted Superfund site, where plutonium was manufactured for 46 years.



A STEP IN THE RIGHT DIRECTION

Bacteria Beach 1 is the place to learn a subtle key to certain puzzles: objects in crates take on whatever direction you last pushed the crate.



CLOTHES MAKE THE MAN



You may have noticed by now that every Cleaner must be fooled or defeated in a unique way. The trick here, once you make your way through this maze-like and treacherous factory, is to somehow steal his evil black hazmat suit!

AN ILL WIND BLOWS

Hanford has to deal with wind for the first time in Bacteria Beach 10. It seems to blow you away from your goal, but can you somehow use it to your advantage? Remember the lesson from BB 1.



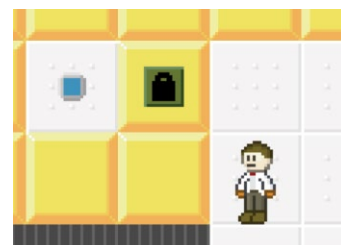
BOOM ROOM

Make a trail of gasoline and set it on fire. Fun! Put a gas can on a trail of gas and then light it on fire for even more fun! For the most fun, try it with a helium dewar!



SLY'S THE LIMIT

There's a weird green door in Bacteria Beach 9 that doesn't exist anywhere else in the game. Don't bother looking for a green key card though. It doesn't exist. You'll need to think really, really creatively to open this door.



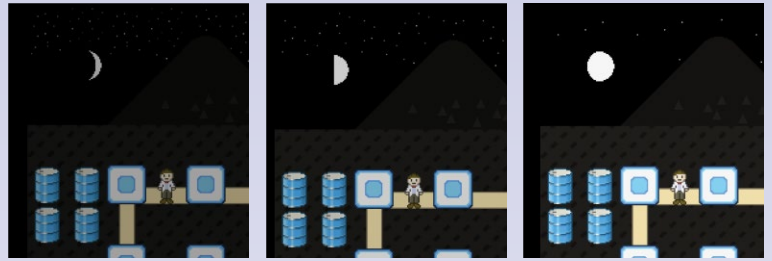
WORLD
4

NUCLEAR HILLS

Hanford's Fox is hidden somewhere in these mountains. If you can make it through the game's toughest and iciest levels, you'll reunite the two in a beautiful ending. There are new hazards and tools: lots of ice, lots of nukes, and some strange potions and suits. You're so close! Don't let Fox down!

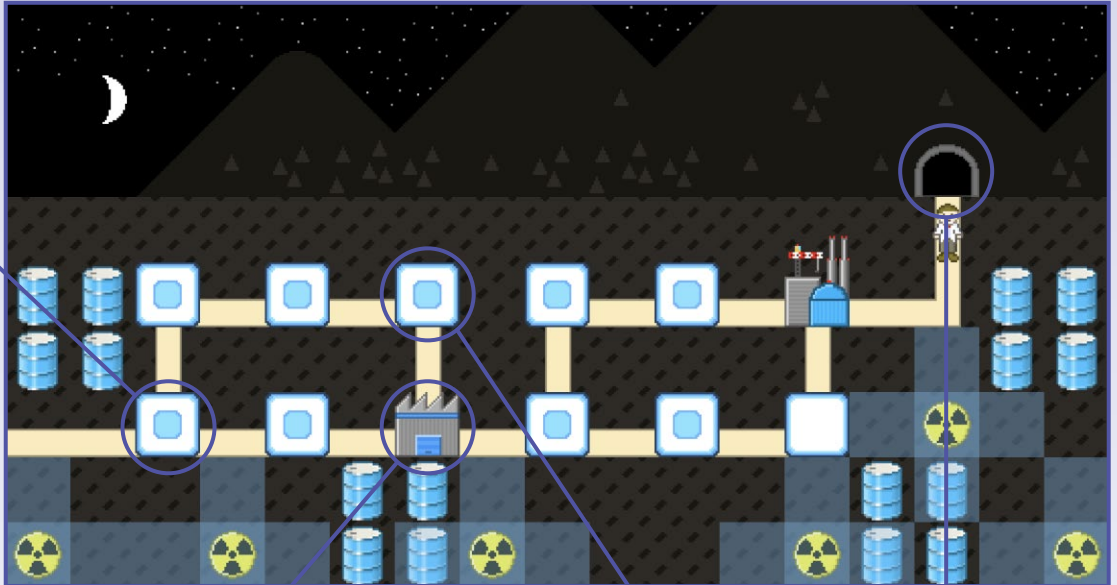
AD ASTRA PER ASPERA

Look closely: the moon in Nuclear Hills shows the actual moon phase in real life, and the brightness of the landscape and number of stars in the sky varies with its phase. Hazmat Hijinks is full of cool details and easter eggs like this one.



FRAUDULENT CONVEYANCE

One potion makes you invisible, and the other one seems to slow down time, leaving trails behind you as you move. Super speed is clearly the way to scoot past the fast moving viruses, but what else could you do if you were fast and other things were slow?



TAKE A CHILL PILL

This might be the most difficult warehouse in the entire game. First, there are the new ice tiles to deal with. The way they move you two spaces at a time can be so frustrating! But that's not all that's frozen — all the items and doors are solid blue. So it's hard to tell what key goes where or what kind of suit you're picking up. Draw a map to help you remember, and ponder how you'll maneuver past those two Cleaners at the end.

CAN'T BEAT 'EM? JOIN 'EM.

This level can be truly puzzling. The solution does not involve relying on the direct effects of an item, like a hammer on a crate. Rather, it's the side effects of items that make the difference here. Players usually take a while to get it, but the solution is simple and beautiful.

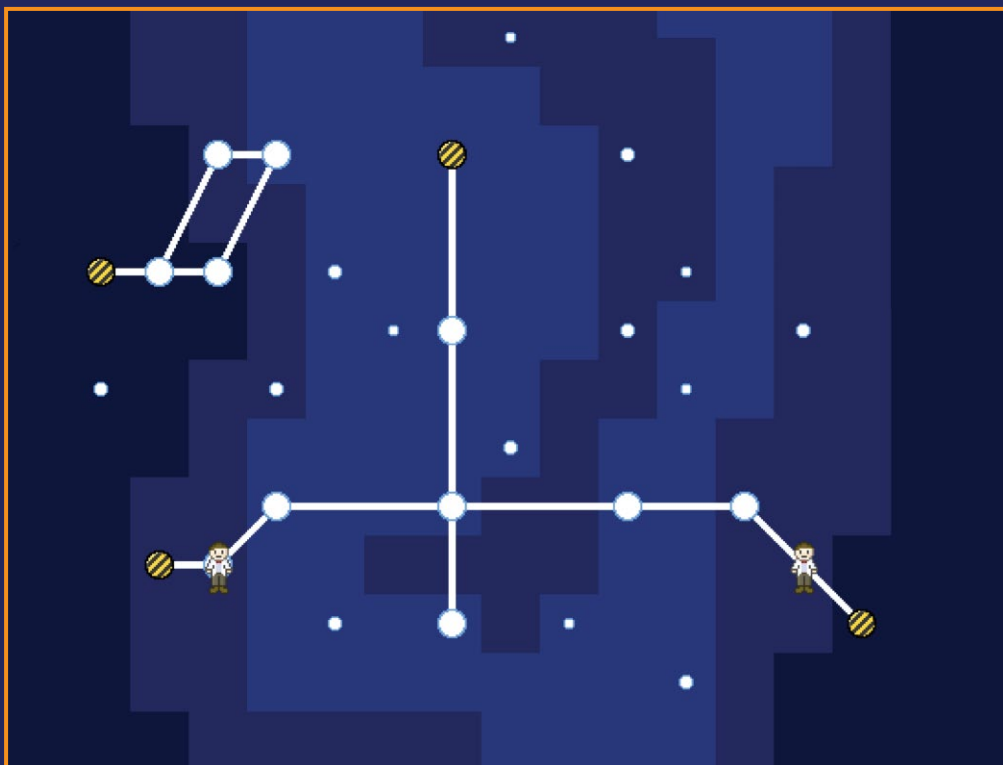
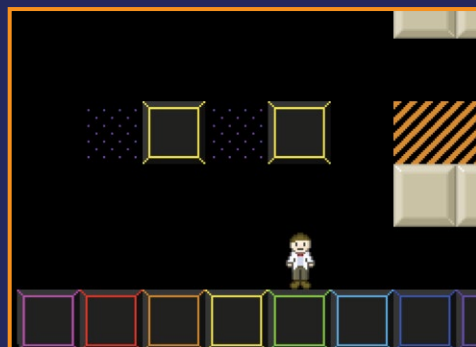
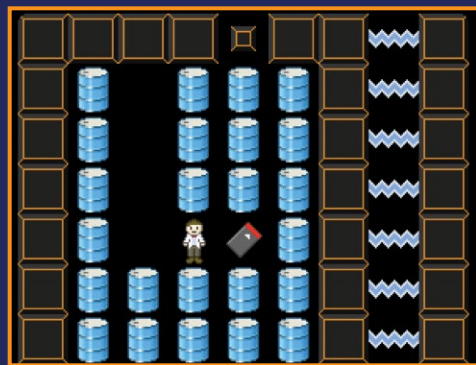
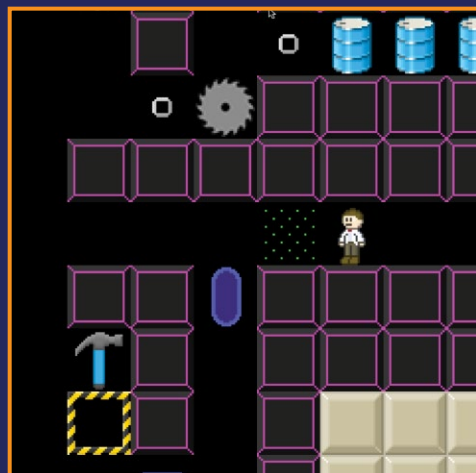
THE GADGET

The exit is surrounded by wall tiles but there are no cracks in them. You can surround it with as much gasoline as you like but it won't crumble. How else can you get inside?

WORLD
5

SPECIAL

Visit the Special world to experience both the game's toughest puzzles and some fun levels that are truly out of this world. It's not just hard to solve many of these levels; it's hard to get to them. And one elaborate level can only be completed in the actual, physical world. Don't feel bad if you don't finish all of these right away; they're just for fun! Try hard and enjoy the surprises!



DEVELOPER NOTES

I'm Tod Powers, the sole developer of Hazmat Hijinks. In answer to the most frequently asked questions, this project took over two years of intense work. The hardest part wasn't writing a custom game engine; it was learning to design interesting and beautiful levels that are fun but not too easy and challenging but not frustrating. I fell in love with the basic hazmat suit mechanism and built the game with both original ideas and inspiration from some of my favorite classic games. If you're thinking about making a game, you should do it. Don't be deterred by the massive amount of work. Even a few hours a week adds up. It's the most satisfying work I've ever done and the most meaningful software I've ever created. I learned so much more than I ever expected. And if you'd like to keep in touch, report bugs, or find out about future projects, you can contact me through HazmatHijinks.com. I'd love to hear from you. Thanks, and enjoy the game!

SEEK HELP

The game's main menu includes a link to HazmatHijinks.com, where you can find hint and solution videos, articles, and more. If you get stuck, don't give up — help is just a click away.

SUIT UP.



Hanford's pet fox has been kidnapped by the Cleaners! In this retro styled, top-down, tile-based game you'll need multicolored hazmat suits for protection as you traverse chemical spills, walk through radiation, dodge giant viruses, and battle the Cleaners in your quest to rescue Hanford's fox.

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