

THE HITCHHIKER'S GUIDE TO THE GALAXY

Infocom, Inc.

Improbably all-text science fiction adventure

Description

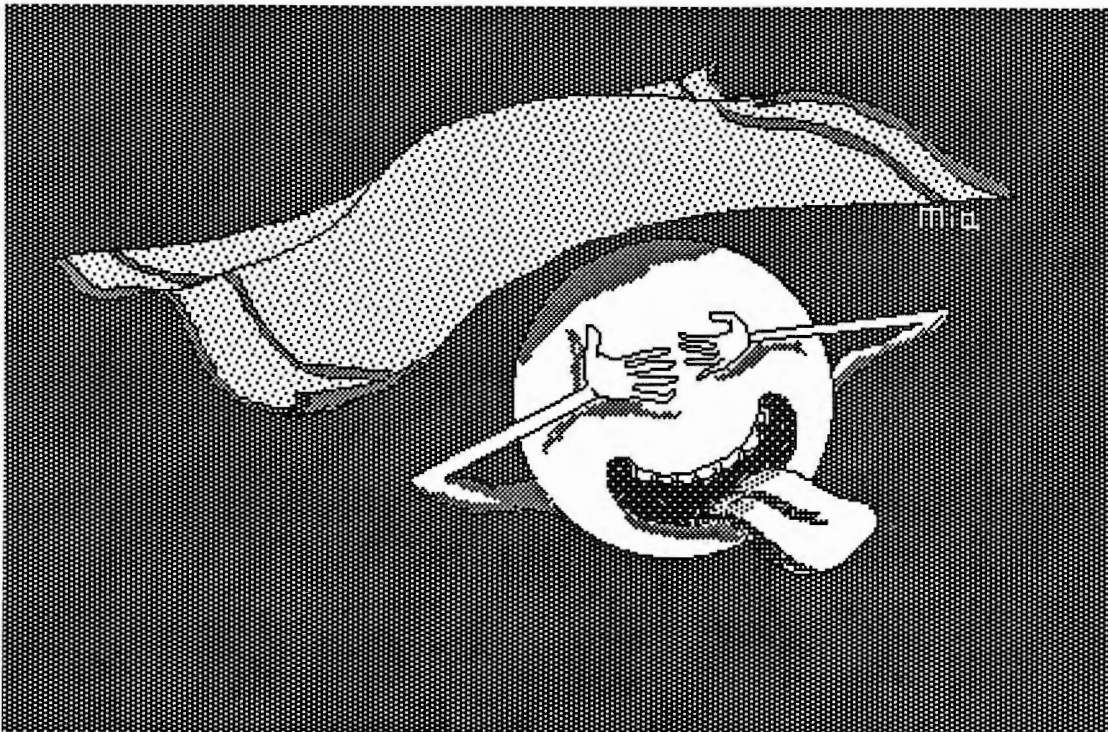
Based on Douglas Adams' trilogy of the same name, *Hitchhiker's* is a hilarious science fiction game in which nothing that should happen does, and everything that can't happen will. You are, for the most part, Arthur Dent, a contemporary Englishman who wakes up with a terrible hangover and a bulldozer about to destroy his home. But that's nothing compared to the Vogon fleet about to destroy the Earth. Adams helped create this game, and his touch is quite evident in the flowing paragraphs of descriptive text and occasionally flippant humor. In fact, some of the text is directly quoted from the books.

Playability

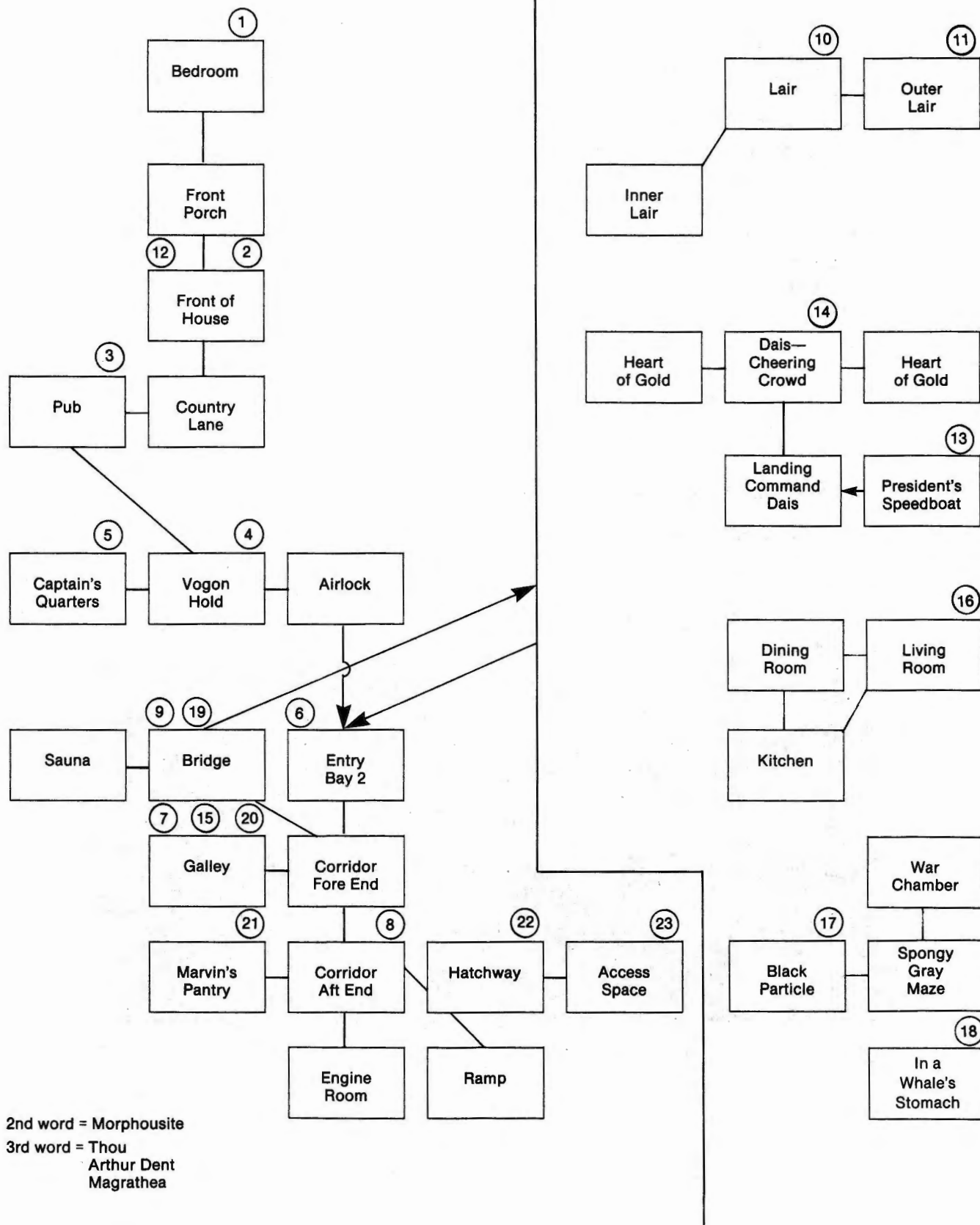
Infocom rates this game as "standard," but you might find it on the difficult side. The puzzles are very interactive and very elegant. The twenty-eight mappable locations will seem like a lot more as you time travel among them. While the game doesn't follow the books, you might do better with the puzzles if you've read them recently since you'll understand a bit about improbability.

Compatibility and Price

\$39.95 Apple II series, Apple Macintosh, Apricot, Atari 800, 800XL, 1200, 1200XL, 130XE, 520ST, Commodore 64, Epson QX10, IBM PC, PCjr, Kaypro Professional, TI-99, TRS-80 Model III.



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1. Get Up. Turn on Light. Get Gown. Wear Gown. Look in Pocket. Take Analgesic. Get all that you can, especially the Pocket Fluff.
2. Be sure you got the Mail. Lie Down (in front of Bulldozer). Don't take the Towel that Ford offers you. Ask Ford about house. Follow Ford to the Pub.
3. Look at Shelf. Buy Sandwich. Drink Beer (three times when told to). When you go outside to look at the Votrans. Feed Sandwich to Dog. When Ford drops the Device, Get Device. Push Green Button.
4. Small. Eat Peanuts. Take Off Gown. Hang Gown on Hook. Take Towel. Put Towel Over Drain. Take Satchel. Put Satchel in front of Panel. Put Mail on Satchel. Push Button. Get Babel Fish in your Ear. Push Switch. Make a note of which word you need from the poetry. Collect all your junk.
5. At end of Captain's first verse of poetry, Enjoy Poetry. When you go back into adjacent room, Type the correct word of poetry (it varies) in quotations. Take Plotter.
6. Listen until you hear something. South. (You'll encounter lots more dark areas. In general, Look about four times until only four of your five senses are listed, then do the fifth.)
7. Open Box. Push Pad. Get Tea Substitute. Leave the Gun (it's useless).
8. South. Yes. Yes. South. No. (Be insistent.) Look twice. Get All.
9. Drop Plotter, Tea Substitute and Improbability Generator. Put Dangly Bit in Substitute. Connect Small Plug to Small Receptacle on Plotter. Do *not* connect the *Large* Plug to Large Receptacle on Console. Pull Switch. Look around four times. The following five locations can appear in any order.
10. At the Bugblatters: Say "Arthur Dent."
11. Still at Bugblatters: Take Stone. Put Towel Over Eyes. Carve Arthur Dent on Monument. Remove Towel. West. Southwest. Get Interface.
12. On Earth: Open Satchel. Get Satchel Fluff and Towel. Give Towel to Arthur. Go to Prosser. Prosser, Lie Down. Go to the Pub. Buy Beer. Drink Beer (twice). Give Fluff to Arthur (must be wearing the Gown in order to get it back).
13. In Speedboat: Look Under Seat. Take Seat Fluff, Toolbox, and Key. Steer toward Rocky Spire. Turn on Autopilot.
14. After leaving Speedboat: Wait a bit. Guards, Put Down Rifles. Trillian, Shoot Rifles. East. On returning to the Spaceship, take a run to the Hatchway to find the goodies from this trip.
15. Back on Heart of Gold: Open Panel. Remove Circuit Board. Read Lettering With Glass. Drop them both. Insert Interface in Panel. Close Panel. Push Pad. When the alarms sound and the missiles approach, go to the Bridge. *Now* connect the Large Plug to Large Receptacle on Console. Pull Switch. Go connect the large Plug to Large Receptacle on Console. Pull Switch. Go back and Get (real) Tea. Don't drink it, yet, even though it is worth 100 points. Put the Dangly Bit in the Tea, rather than the Substitute as it will work better, with fewer useless repeats.
16. At Party: Open Handbag. Look at Arthur. Drop Plate. Get Jacket Fluff. Put Fluff in Handbag. Get Plate. Seek out Phil for your return trip.

17. In Brain: Look at Black Particle. Take Particle. It would be well to save the game here, as you sometimes may randomly materialize in your own brain with disastrous results.
18. In Whale: Take Flowerpot. Put Flowerpot in Gown (to bring it back).
19. After getting the Thing and the Flowerpot at the Hatchway, Put all Fluff in the Flowerpot. (Satchel Fluff, Seat Cushion Fluff, Pocket Fluff, and Jacket Fluff.) Wait a few turns until the Plant sprouts. Enter the Sauna with the Plant. Look at Plant. Take Fruit. Eat Fruit, hallucinate, and Take (proper tool).
20. Take Tea. Take No Tea!! (Must have taken Black Particle). Take the specified tool.
21. Open Screening Door. Drink Tea before you enter. (The clue was to Ask Guide About Intelligence.)
22. Marvin, Open the Hatch. Be on time, or Marvin will leave, and you will have a no-win situation on your hands.
23. Give Marvin the proper tool. West. Down to the Neon Billboard.

Point Awards

Taking Analgesic	10
Drinking Three Beers	15
Looking at Shadow	8
Getting Babel Fish	15
Enjoying Poetry	15
Opening Glass Case	25
Really Looking in Engine Room	25
Getting Interface	25
Stealing Heart of Gold	25
Returning from Party	25
Drinking beer on earth	15
Getting Particle	25
Entering Sauna with Plant	25
Drinking Tea	100
Entering the Screening Room	25
Opening the Hatch	25
Total	<hr/> 400