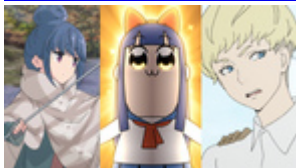


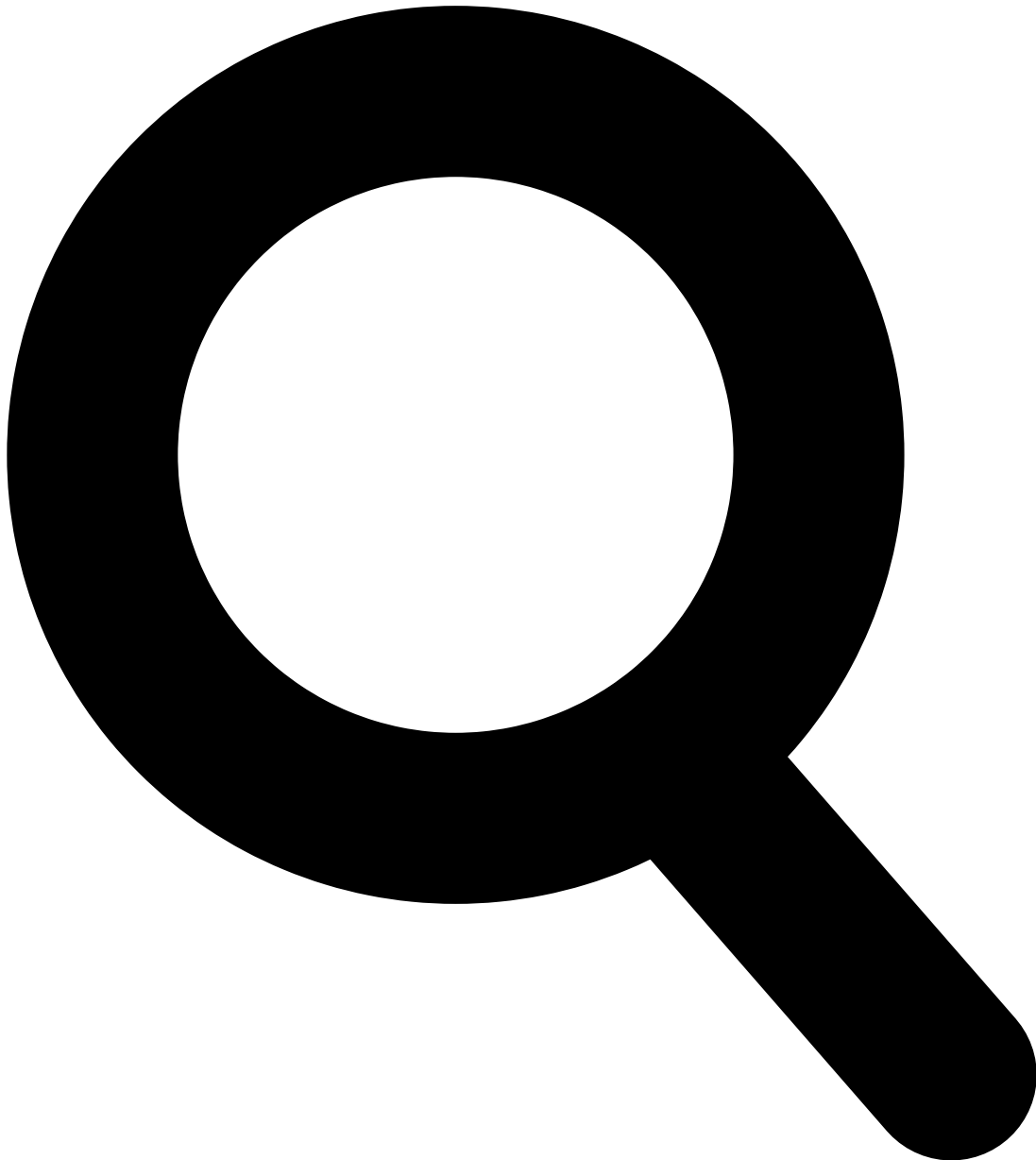
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The Hitchhiker's Guide to the Galaxy - Walkthrough



THE HITCHHIKERS GUIDE TO THE GALAXY

THE HITCHHIKER'S GUIDE TO THE GALAXY
Infocom interactive fiction - a science fiction story
Copyright (c) 1984 by Infocom, Inc.

Walkthrough by John Coxon (see Copyright & Credits)
Version: 1.8 Last updated: 20/05/2008

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2. Revision History

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Ages ago 1.0/1.1: A total failure. Completely scrapped.

14/03/2003 1.2: Did Contents, Revision History, Walkthrough, Maps, Dark, How The Points Are Scored, For Your Amusement, Guide Entries, Footnotes and Copyright & Credits.

26/03/2003 1.3: Changed title graphic, edited parts of the walkthrough and all the other sections.

26/02/2004 1.4: Additions to Walkthrough: I put in a little piece about the "careless talk costs lives" passage that was written by Chris Freestone. Also explained about a War Chamber/Maze problem which I hadn't yet covered (so now I have, people will stop getting splattered all over the bulkheads).

I added Commands & Shortcuts, with a list of important commands, their shortcuts and also a list of recognised verbs, both of which come from the original manual.

07/04/2004 1.5: Fiddled with the maps to make them slightly smaller on the page and thus easier to read. Tidied up the headings, using _'s and 0's instead of -'s to make them look better. Added an item list to the bottom of each map so that people using the maps can also see what items it is possible to pick up. I also updated the bit about the "careless talk costs lives" passage.

For my next revision, I intend to include a complete list of all the items it is possible to get, where to find them and what they do, so that might appear at some stage.

21/09/2004 1.51: Added a note to the note about printing. Mentioned the new re-release of the game on the BBC website.

22/09/2004 1.52: Moved the note on the BBC's game to its own section and expanded it. The item list is still coming, it's just I haven't had much time recently...

25/09/2004 1.53: Edited the "Commands & Shortcuts" section, changing the name to "Commands & Verbs". Edited the maps a little. Edited some grammar. Moved and edited the section on "careless talk costs lives". Edited item lists on the maps. The item list is still not finished, but all I have to do is copy the items from the maps and add descriptions, so it should not be too long...

19/01/2005 1.6: Put a note in to say the copyright for the game has since shifted to the Douglas Adams Estate instead of Infocom. It's gone to 1.6 because since 1.5 it's had a few fairly major changes.

12/03/2005 1.61: Edited For Your Amusement with a little thing that Andrew Herbig told me about - thanks Andrew!

23/04/2005 1.7: Well, somebody called ZaphodBblbrx1 very kindly e-mailed me an item list that he'd written along with a couple of alternate puzzle solutions. I have included them in this update.

26/09/2005 1.71: I added three new things to the For Your Amusement section.

02/08/2006 1.72: I changed the "Last Updated" date at the top since it hadn't been changed since version 1.53. I also capitalised something which needed to

be capitalised and altered some of the grammar. Oh, and I released the work under a Creative Commons license. Nothing really worth the number change.

20/05/2008 1.8: Long time, no see! I've rejigged the part about the BBC game in order to include information about the unreleased sequel, Milliways. I've also labelled this guide as 'Final' on GameFAQs.com. I am very proud of this guide. Don't feel you have to stop e-mailing me suggestions for fun stuff to do, though!

3. Walkthrough

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You will need to save often. I recommend saving just after everything goes dark. For information on Dark (useful for Random Scenarios and Inside The Sperm Whale) go to the section on Dark.

3.1 Earth

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Bedroom

In here, first you will need to turn the light on. Stand up and get your gown, then put it on. Look in the pockets and you will find a buffered analgesic. Take the pill but leave the fluff in the pocket. Then take the toothbrush and flathead screwdriver and go south.

Front Porch

Pick up the mail, and go south.

Front of House

Lie down, quickly, and then wait for Ford. When he comes, *don't* take the towel he offers you. Instead, say FORD, WHAT ABOUT MY HOME. He will persuade Prosser to take your place and then you can go south, then west, to the pub.

Pub

Here, buy a sandwich, take Ford's towel, and then drink three pints of beer. Ford will tell you your house has been knocked down. Now, go east.

Country Lane

Give the sandwich to the dog then go north.

Front of House

Wait until the Vogons arrive, and when Ford drops the device pick it up and press the green button. Everything will go dark.

Dark

After the matter transference beam, you will arrive here. Get used to it! For information, go to the section on Dark. After four turns, a sense will disappear. This sense is the sense you should type in. This turn it is SMELL. When the game describes the situation you are in after SMELLing, LOOK AT SHADOW.

3.2 Vagon Ship

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Vogon Hold

Firstly, eat the nuts. If you don't, you will die of protein loss. Take off your gown, and hang it up on the hook. Then, get the towel and put it over the drain. Wait until Ford is asleep, then nick his satchel and put it in front of the panel. Put the junk mail on the satchel, then press the dispenser button. A babel fish will land in your ear, and you will be able to understand all languages. Useful for foreign films! Press the switch and note which word it asks you to type (first, second or third word of the second verse), and then

wait. At one point, any time from now, you will get a message telling you how careless talk costs lives. This will happen when you type something into the game that the interpreter does not recognise. Don't panic, this is just a part of the game. More details are available in the Random Scenarios section.

After a while, you will be discovered by the Vogons and dragged off to...

Captain's Quarters

When the Captain starts his poetry, enjoy the poem. He will embark on a reading of the second verse also because you enjoyed it. Then, memorise the word you were told to type earlier.

Vogon Hold

When you get here, type the word you memorised in speech marks. (i.e. TYPE "[word]"). Take the plotter, the towel and the gown, and wait until you are thrown into the Airlock by a Vagon guard.

Airlock

When you get here, wait until the airlock opens, or press the green button. Eventually, everything will go dark.

Dark

HEAR, then go AFT.

3.3 Heart Of Gold

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Entry Bay Number Two

If you want to, you can get the brochure, but it doesn't really matter. You will automatically go to the bridge.

Bridge

Here, drop everything apart from your towel and the babel fish. Then go down, then go aft.

Corridor, Aft End

Go aft. Keep saying aft and eventually you'll get through.

Engine Room

Keep looking and eventually the game will describe this room. Take everything and then go to the bridge again (fore, fore, up).

Bridge

Drop the drive, pliers and rasp and put the small plug into the small receptacle. Go down, then go port.

Galley

Take the carton and touch the pad. Then take the Tea Substitute (ATS) and head starboard, then up.

Bridge

Drop the carton and the Tea Substitute and put the long dangly bit into the Tea Substitute. Press the switch, and everything will go dark.

Dark

This will change according to which random scenario you are about to visit, so you will need to visit the section on Dark to look up senses and what to type next, etc.

3.4 Random Scenarios

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The scenario you go to now could be one of the five below at random; after you

have done one, get out of the dark, then go back to the bridge and drop any items you got. Press the switch again and go to more scenarios until you have visited all five. You may come back to a scenario again occasionally. If you have completed it, everything will go dark as soon as you get there. If you haven't, you'll need to do the scenario. An exception to this is Earth (As Ford). Either do the scenario again or just wait until everything goes dark. You will know if you have completed it because there will be fluff on Ford's satchel (on the Bridge).

An important scenario to which this is an exception is the War Chamber/Maze. If you travel here a second time, you will explode and splatter yourself all over the bulkheads. You can stop yourself going to the War Chamber/Maze by not typing anything into the game which the game doesn't understand and therefore never getting the "Careless Talk Costs Lives" passage, as detailed in Vagon Ship. If you get Real Tea before getting the "Careless Talk Costs Lives" passage, you can control the scenario you visit and not go to the War Chamber/Maze twice. For more information see the section on Dark.

However, while playing through the game in order to compile the item lists, I got real tea after doing Traal, which was my first scenario. When I PUT DANGLY BIT IN TEA, the game brought up the "careless talk costs lives" passage about three or four turns later. This suggests to me that if you haven't got the "careless talk costs lives" passage before getting real tea, then the game will bring it up so that you can actually visit the war chamber and then the maze.

3.41 Damogran (As Zaphod)

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Presidential Speedboat, in the pilot seat

Get the toolbox, then search the seat, finding the key and the fluff. Now steer for the spire. Eventually the autopilot will kick in, or you can activate it by pressing the button. Stand up after it has and go north.

Dais

Wait around until Trillian shows up. Order the guards to drop their weapons or not to shoot, then grab the gun and shoot the rifles or ask Trillian to shoot them for you. Now go east, to the Heart of Gold.

Dark

HEAR, then go AFT.

3.42 Earth (As Ford)

oooooooooooooooooooooooooooo

Country Lane

Go north.

Front of House

Open your satchel and take the fluff, the towel and the device. Give the towel to Arthur, then (after saying you're an idiot), go to Prosser and ask him to lie down. When Arthur gets up, go south, then west.

Pub

Here, buy peanuts, and buy and give a sandwich to Arthur if you didn't give one to the dog earlier (as Arthur). Buy some beer. Now, drink two beers (as well as the one you had in the description) and Arthur will run out. Go east, then north.

Front of House

Here, Arthur will be jumping up and down in rage. Quickly drop your satchel, put the fluff on top of it, and wait until everything goes dark.

Bridge

Now, collect the four fluffs, and either wait for the thing to turn up or drop the device depending on which method you used earlier. Now, plant the four fluffs in the pot, and wait until a sprout grows. Now go port, into the sauna, and when you come back out, eat the fruit. Make a note of the tool that Marvin asked for, and pick it up. It might be in the tool box, in which case you'll need to unlock it with the key. If it's the Thermo-Fusion Chisel, wait until you get that in Marvin's Pantry. Take the Tea. But, earlier (in the Maze) you removed your common sense, so you can now take the No Tea. Now go down, then aft.

Corridor, Aft End

Open the door. It will be so impressed that you have Tea and No Tea that it will open. Now you can go port. However, if you enter Marvin's Pantry, you will die. So, do the thing you've been waiting for... DRINK THE TEA! Now, go port.

Marvin's Pantry

Get the chisel, then ask Marvin to repair the hatch. Now go starboard, then down.

Hatchway

Drop everything apart from the fish, the tool, and no tea. Now go starboard.

Access Space

Wait for Marvin. Give him the tool when he asks. Go port, then down.

Ramp

The game has ended. :-(Please post your scores on the GameFAQs Message Boards. If you want to find out what happens next, try reading the books of the Hitchhiker's Guide To The Galaxy (A Trilogy In Five Parts). They'll cheer you up in no time! ;-)

4. Maps

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KEY

|Room|

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| : N & S path

- : E & W path

/ : NE & SW path

\ : NW & SE path

0 : Stairs

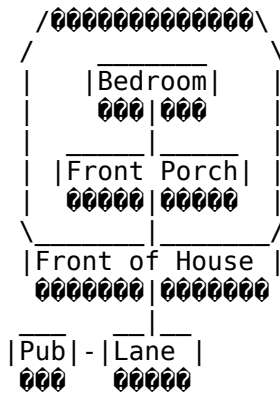
Please note: Some paths may be blocked off.

Below each map follows a list of items obtainable in the area, sorted by location.

4.1 Earth

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|Back of House|



Start

- A splitting headache
- No tea

Start (as Ford)

- Satchel
 - Santraginean mineral water
 - Towel
 - Device
 - Satchel fluff

Bedroom

- Dressing gown
 - thing your aunt gave you which you don't know what it is
 - buffered analgesic
 - pocket fluff
- Toothbrush
- Flathead screwdriver

Front Porch

- Junk mail

Front of House

- Towel (from Ford)
- Device (when Ford drops it)

Pub

- Cheese sandwich
- Beer

4.2 Vogon Ship

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|Captain's Quarters| - |Hold| - |Airlock|
000000000000000000 0000 00000000

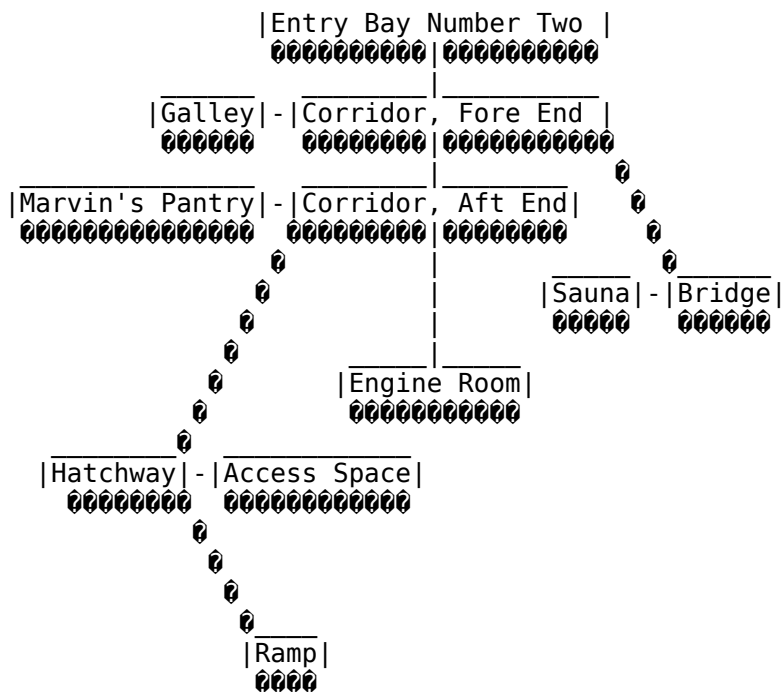
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Hold

- Peanuts (given to you by Ford)
- The Hitchhiker's Guide To The Galaxy (given to you by Ford)
- Satchel (when you get the Guide)
- Babel fish (pressing the dispenser button after doing puzzle described in walkthrough)
- Atomic Vector Plotter (typing the correct word)

4.3 Heart Of Gold

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Start

- Number twelve asteroid paint chipper (if you have just done Traal)

Entry Bay Number Two

- Sales brochure

Bridge

- Molecular hyperwave pincer
- Satchel (after Ford goes to sauna)
 - Satchel fluff (if you have done Earth as Ford)
- Handbag (after Trillian goes to sauna)
 - Tweezers
 - Jacket fluff (after doing Party as Trillian)
- Fruit (if you have put four fluffs into the flowerpot and gone into the sauna with the plant)

Engine Room

- Spare Improbability drive
- Ionic diffusion rasp
- Pair of hypersonic pliers

Galley

- Shipping carton
 - Strange gun
- Advanced Tea Substitute (the first time you touch the pad)
- Circuit board (inside the nutrimat)
- Tea (touch the pad after putting the interface in and then transform the missiles)

Marvin's Pantry

- Thermo-fusion Chisel

Hatchway

- Seat cushion fluff (after doing Damogran)
- Small key (after doing Damogran)
- Tool box (after doing Damogran)
 - magnifying glass
 - laser-assisted monkey wrench

4.4 Damogran

/??|??\
To Maze

War Chamber

- Ultra plasmic vacuum awl

Maze

- Common sense particle

4.8 Inside The Sperm Whale

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

|Inside The Sperm Whale|

????????????????

Inside The Sperm Whale

- Flowerpot

5. Dark

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When every thing goes dark, after four turns a sense will be missing. Type in this sense and a description of where you are will follow. Then you have to type something to get out of the dark and into your new location.

Sense	What to type after description
-------	--------------------------------

Feel DRINK LIQUID

Hear AFT

See LOOK AT LIGHT

Smell LOOK AT SHADOW

You may have noticed that when you get Tea and press the switch, there is a sense missing straight away. In fact, every time you wait, the sense missing changes. In this way you can 'control' Dark. It makes sense to get Tea as soon as possible.

Sense	Description	Location
-------	-------------	----------

Feel It feels a bit cold and wet and squishy. Party (As Trillian)

Feel	It feels a bit warm and wet and squishy.	Inside The Sperm Whale
------	--	------------------------

Hear You hear the hum of a star drive coming from Heart Of Gold
far above.

Hear	You hear the hum of a star drive coming from far below.	War Chamber / Maze
------	---	--------------------

See	Light stabs at the front of your eyes.	Earth (As Ford)
-----	--	-----------------

See Light stabs at the back of your eyes. Damogran (As Zaphod)

Smell	There's something pungent being waved under your nose.	Vogon Ship
-------	--	------------

Smell There's something pungent waving under your Traal
 nose.

6. How The Scoring System Works

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Event	Points
Taking the buffered analgesic	10
Drinking or enjoying the beer (first time, as Arthur)	5
Drinking or enjoying the beer (second time, as Arthur)	5
Drinking or enjoying the beer (third time, as Arthur)	5
Arriving at the Vogon Hold	8
Getting the babel fish in your ear	12
Enjoying the Vogon poetry	15
Opening the glass case in the Vogon Hold	25
Entering the Engine Room of the Heart of Gold	25
Getting the Nutrimat/Computer Interface	25
Drinking or enjoying the beer (as Ford)	15
Leaving the party with Phil	25
Stealing the Heart of Gold on Damogran	25
Taking the common sense particle	25
Drinking the tea	100
Entering Marvin's Pantry	25
Blooming the plant by entering the sauna	25
Getting Marvin to open the hatch	25
TOTAL POINTS	400

Note: You lose 30 points each for eating the cheese sandwich, drinking the Advanced Tea Substitute, or turning on the spare drive while plugged into the large receptacle before the missile attack begins.

7. For Your Amusement

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Have you tried...

- Looking under your bed?
- Enjoying the mud while you're lying in front of the bulldozer?
- Phoning home from your bedroom?
- Asking Prosser for the time?
- Getting drunk in the pub?
- Buying peanuts (as Arthur)?
- Listening to the jukebox music (several times, then again when you're Ford)?
- Petting the dog?
- Kicking the dog?
- Feeding peanuts to the dog (You can only do this as Ford)?
- Hitting Prosser before your house is demolished?
- Hitting Prosser after your house is demolished?
- Enjoying your house after it's been demolished?
- Asking Prosser about your home after it's been demolished?
- Giving the towel to Prosser?
- Giving the thing your aunt gave you to Prosser?
- Giving the satchel to Prosser (You can only do this as Ford)?
- Talking to Prosser after the Vogon fleet has arrived?
- Eating the cheese sandwich when you're Ford?
- Going straight to the Pub when you're Ford, instead of giving Arthur the towel, and then waiting a few turns?
- Yelling in the Dark?
- Waiting about 60 turns in Dark to see the hints you get?
- Not eating the peanuts in the Vogon Hold?
- Drinking the Santraginean Mineral Water?
- Asking Ford about the Earth once it's been destroyed?
- Enjoying the Vogon poetry without the babel fish?

- Opening the hatch in the Heart of Gold before landing on Magrathea?
- Kicking the screening door, then entering Marvin's Pantry?
- Closing the screening door once you've opened it?
- Reading the tiny message on the circuit board with the magnifying glass?
- Smashing the circuit board?
- Turning on the spare drive while plugged into the control panel before the missile attack begins?
- Turning on the spare drive while not plugged into the control panel during the missile attack?
- Asking Eddie to open the hatch after the ship has landed?
- Not going to the Access Space after asking Marvin to fix the hatch?
- Saying something other than your name when the Beast asks for it?
- Saying your name with the towel over your eyes?
- Carving a name on the memorial instead of carving your name on the memorial?
- Carving one of the names suggested by carving a name on the memorial?
- Carving the Beast's name on the memorial?
- Reading the memorial before carving your name?
- Reading the memorial after carving your name?
- Showing the thing your aunt gave you to the Beast?
- Waking the sleeping Beast?
- Drinking the wine at the party?
- Eating one of the hors d'oeuvres (try several times)?
- Throwing the glass of wine?
- Throwing the plate of hors d'oeuvres?
- Picking up Arthur at the party?
- Picking up Phil at the party?
- Jumping into the water from the Presidential Speedboat?
- Throwing something into the water from the boat?
- Shooting the crowd?
- Shooting the guards?
- Shooting Trillian?
- Shooting yourself?
- Shooting the toolbox?
- Shooting anything?
- Ordering the guards to shoot before they've dropped their photon rifles?
- Ordering the guards to shoot after they've dropped their photon rifles?
- Examining the approaching star system and the third planet from the War Chamber of the battle fleet?
- Talking to the Vl'Hurg leader or G'Gugvunt leader?
- Dropping something in the Maze and then walking around once you've gotten out?
- Talking to the bulldozer driver?
- Talking to the Vogon Captain?
- Talking to the hostess?
- Closing the thing your aunt gave you?
- Wrapping the towel around your head anywhere except Traal?
- Typing I AM ARTHUR DENT (not to a character)?
- Typing PANIC?
- Typing DON'T PANIC?
- Pushing the red button on the Thumb when an Engineer is already there?
- Counting the hors d'oeuvres at various points?
- Counting the crowd at the Dais at various points?
- Counting the guards at various points?
- Typing DON'T LOOK?
- Typing DON'T WAIT?
- Typing DON'T [verb]?
- Examining the bulldozer?
- Examining the Vogon fleet?
- Examining the flowerpot?
- Examining the mechanism in the Access Space?
- Examining various tools?
- Typing GIVE UP?
- Typing THROW IN THE TOWEL?
- Typing PULL MYSELF TOGETHER?
- Brushing your teeth with the toothbrush?
- Typing ESCAPE at any point?

- Filling anything?
- Returning to various scenes after you've successfully completed them?
- Applauding at any point other than during the poetry reading?
- Answering the game's various rhetorical questions by typing yes or no?
- Typing APPRECIATE [noun]?
- Asking characters about the object of the game?
- Kissing someone?
- Punching yourself? (Thanks to Andrew Herbig!)
- Taking Prosser's digital watch? (Thanks to Godess2010!)
- Spilling beer on Ford? (Thanks to Godess2010!)
- Hitting a button instead of pushing it? (Thanks to Godess2010!)

8. Guide Entries

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To consult the guide, type CONSULT GUIDE and then type which entry you want, or type CONSULT GUIDE ON [subject].

Alcohol
 Atomic Vector Plotter
 Babel Fish
 Damogran
 Earth
 Fluff
 France
 Galactic Security Agency
 Galaxia Woonbeam
 Green Button
 Heart Of Gold
 Infocom
 Brownian Motion
 Genuine People Personalities
 Magrathea
 Hitchhiker's Guide
 Improbability Drives
 Intelligence
 Large Plug
 Long Dangly Bit
 Matter Transference Beams
 Pan-Galactic Gargle Blaster
 Peril-Sensitive Sunglasses
 Protein
 Nutrimat
 Ravenous Bugblatter Beast Of Traal
 Red Button
 Sanntraginean Mineral Water
 Sirius Cybernetics Corporation
 Small Plug
 Small Receptacle
 Space
 Thumb
 Towel
 Vogon Poetry
 Vogons
 Walking
 various tools and weapons

9. Footnotes

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Footnote 1 RELAX or ENJOY THE DARKNESS in Dark
 Footnote 2 Call your home a house while talking to Ford
 Footnote 3 Upon arrival at the Presidential Speedboat

- Footnote 4 Listen to the music in the Pub several times, until "Hey Jude" is the song that is playing
- Footnote 5 Remove the towel in the Beast's Outer Lair after the Beast has gone to sleep
- Footnote 6 Type FOOTNOTE without any number after it to see where this footnote is referenced
- Footnote 7 Shoot the Beast three times with the anti-Beast gun
- Footnote 8 Consult the Guide about fluff
- Footnote 9 Get the Guide entry on SPACE by having the Guide with you when you're blown out of the Airlock
- Footnote 10 When the game finally gives in and describes the Engine Room
- Footnote 11 This footnote is not referenced anywhere in the game
- Footnote 12 This footnote is referenced only by itself
- Footnote 13 Push the boat's autopilot button three times
- Footnote 14 When Ford hands you the Guide in the Vogon Hold
- Footnote 15 Read the banner at the Dais

10. Commands & Verbs

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Please note that this is /not/ intended as an instruction booklet. It's just a quick reference guide. If you want to read the manual, it's probably a good idea to search on Google for it, I don't know a site which has a copy because I got the game off eBay.

10.1 Commands

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There are a number of one-word commands which you can type instead of a sentence. You can use them over and over as needed. Some count as a turn, others do not. Type the command after the prompt (>) and hit return.

AGAIN

Hitchhiker's will usually respond as if you had repeated your previous sentence. Among the the cases where AGAIN will not work is if you were just talking to another character.

Abbreviation: G

BRIEF

This tells Hitchhiker's to give you the full description of a location the first time you enter it. On subsequent visits, Hitch-Hiker's will tell you only the name of the location and the objects present. This is how Hitchhiker's will normally act, unless you tell it otherwise using the VERBOSE or SUPERBRIEF commands.

DIAGNOSE

Hitchhiker's will give you a brief medical report of your physical condition.

FOOTNOTE

Occasionally, the text in Hitchhiker's will mention the existence of a footnote. To read the footnote, simply type FOOTNOTE followed by the appropriate number (for example, FOOTNOTE 6). This will not count as a turn.

INVENTORY

Hitch-Hiker's will list what you have.

Abbreviation: I

LOOK

This tells Hitchhiker's to describe your location in full detail.

Abbreviation: L

QUIT

This lets you stop. If you want to save your position before quitting, use the SAVE/RESTORE commands.

Abbreviation: Q

RESTART

This stops the story and starts it again from the beginning.

RESTORE

This restores a saved position made using the SAVE command.

SAVE

This makes a "snapshot" of your current position to wherever you choose or to wherever your interpreter saves by default. You can return to a saved position in the future using the RESTORE command.

SCORE

Hitchhiker's will show your current score and the number of turns you have taken.

SCRIPT

Varies depending on what interpreter you have but most save the script to a file on your computer. On the original game it printed the transcript as you went, so some interpreters may still do this.

SUPERBRIEF

This commands Hitchhiker's to display only the name of a place you have entered, even if you have never been there before. In this mode, Hitchhiker's will not mention the objects which are present. You can get a full description by typing LOOK. In this mode, the line between turns will be eliminated. This mode is not meant for first-time players. See also VERBOSE and BRIEF.

UNSCRIPT

Ends the SCRIPT.

VERBOSE

This tells Hitchhiker's that you want a complete description of each location every time you enter it even if you have been there before. See also BRIEF and SUPERBRIEF.

VERSION

Hitchhiker's will display the release number and serial number of your copy of the story.

WAIT

This will cause time in the story to pass. Normally, between turns, nothing happens in the story. You can leave your computer, have a snack, take a walk, hitchhike to Procyon IV, spend fourteen years working in the slime pits and return to find nothing has changed. You can use WAIT to make time pass in the story without doing anything. For example, if you meet Marvin, you could WAIT to see what he would do.

Abbreviation: Z

10.2 Verbs

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These are only some of the verbs which Hitchhiker's understands. There are many more, and they can be used in conjunction with a variety of prepositions.

ANSWER	ENJOY	LIGHT	SAY
APPROACH	ENTER	LISTEN	SHOOT
ASK	ESCAPE	LOOK	SHOW
BLOCK	EXAMINE	MOVE	SIT
BUY	EXIT	PANIC	SLEEP

CARVE	FILL	PULL	SMELL
CLIMB	FIND	OPEN	STAND
CLOSE	FOLLOW	PICK	TAKE
CONNECT	GIVE	PLUG	TASTE
CONSULT	HANG	POINT	THROW
COVER	HIDE	PUSH	TOUCH
DANGLE	JUMP	PUT	TURN
DESTROY	KILL	READ	TYPE
DRINK	KNOCK	RELAX	WAKE
DROP	LIE	REMOVE	WALK

11. Item List

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This list was compiled largely by ZaphodBblbrx1. Thanks go to him - much appreciated!

No tea

Location: In inventory at beginning.

Use: When simultaneously held with Tea will allow access through screening door.

Splitting headache

Location: In inventory at beginning.

Use: Prevents exiting your bedroom. Take the analgesic to get rid of it.

Gown

Location: Bedroom

Use: Can hold some items, and can be worn. Needed to solve Babel Fish puzzle.

Toothbrush

Location: Bedroom

Use: A tool.

Flathead Screwdriver

Location: Bedroom

Use: A tool.

Thing Your Aunt Gave You

Location: Gown pocket

Use: Can hold an infinite number of items. Always returns after dropped or lost.

Buffered Analgesic

Location: Gown pocket

Use: Cures a headache.

Pocket Fluff

Location: Gown pocket

Use: Plant in the Flowerpot.

Junk Mail

Location: Front Porch

Use: Needed to solve Babel Fish puzzle.

Towel

Location: Ford's Satchel

Use: Needed to solve Babel Fish puzzle, and to hide from Bugblatter Beast.

Satchel

Location: Carried by Ford

Use: Needed to solve Babel Fish puzzle.

Cheese Sandwich

Location: Shelf in Pub

Use: Feed to the dog.

Sub-Etha Signalling Device

Location: Ford's Satchel

Use: Teleport to nearby spaceship, call Engineer Robot

Santraginean Mineral Water

Location: Ford's Satchel

Use: None.

Peanuts

Location: Shelf in Pub

Use: Restores protein loss from matter transference beams.

Hitchhiker's Guide

Location: Ford's Satchel

Use: Consult for information on various subjects.

Babel Fish

Location: Dispenser in Vagon Hold

Use: Enables understanding of any language.

Atomic Vector Plotter

Location: Glass case in Vagon Hold

Use: Part of Improbability Generator.

Sales Brochure

Location: Entry Bay Number Two

Use: None.

Molecular Hyperwave Pincer

Location: Bridge

Use: A tool.

Handbag

Location: Bridge

Use: Container.

Pair Of Tweezers

Location: Handbag

Use: A tool.

Shipping Carton

Location: Halley

Use: Container.

Strange Gun

Location: Shipping Carton

Use: None.

Advanced Tea Substitute

Location: Get from Nutrimat

Use: Part of Improbability Generator.

Circuit Board

Location: Nutrimat

Use: None.

Hypersonic Pliers

Location: Engine Room

Use: A tool.

Ionic Diffusion Rasp

Location: Engine Room

Use: A tool.

Spare Impropability Drive
Location: Engine Room
Use: Part of Improbability Generator.

Sharp Stone
Location: Beast's Outer Lair
Use: Carving name on Memorial

Nutrimat/Computer Interface
Location: Beast's Inner Lair
Use: Put in Nutrimat to make Tea.

Number Twelve Asteroid Paint Chipper
Location: In inventory (after Traal scene).
Use: A tool.

Tea
Location: Get from Nutrimat
Use: Part of Improbability Generator, and a nice hot drink.

Satchel Fluff
Location: Ford's satchel
Use: Plant in Flowerpot.

Glass Of White Wine
Location: In your inventory (as Trillian)
Use: None.

Plate of H'ors Doeuvres
Location: In your inventory (as Trillian)
Use: None.

Jacket Fluff
Location: On Arthur's jacket (as Trillian)
Use: Plant in Flowerpot.

Tool Box
Location: Presidential Speedboat
Use: Container.

Small Key
Location: Under pilot seat in Presidential Speedboat
Use: Unlock the Tool Box.

Seat Cushion Fluff
Location: Under pilot seat in Presidential Speedboat
Use: Plant in Flowerpot

Magnifying Glass
Location: In Tool Box
Use: Read the tiny print on the circuit board.

Laser-Assisted Monkey Wrench
Location: In Tool Box
Use: A tool.

Blaster
Location: Held by Trillian (as Zaphod)
Use: Shoot photon rifles.

Ultra-Plasmic Vaccum Awl
Location: War Chamber
Use: A tool.

Black Particle

Location: Maze

Use: Remove in order to have Tea and No Tea.

Flowerpot

Location: Inside the Sperm Whale

Use: Place to plant the Fluffs.

Thermo-Fusion Chisel

Location: Marvin's Pantry

Use: A tool.

Fruit

Location: Flowerpot (after plant grows)

Use: Find out the tool Marvin needs.

12.1 The BBC's Re-Release

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To celebrate the broadcast of the Tertiary Phase (that is the third series of the radio version of 'Hitchhiker's Guide To The Galaxy') the BBC have, in their infinite wisdom, re-released the computer game on their website. It can be accessed here: <http://www.bbc.co.uk/radio4/hitchhikers/>.

Differences between this game and the original by Infocom are minimal, however the BBC game is played through a nice Guide-style box and has an online save function. If you have a BBC Account, you can save into your own folder or if you haven't and don't want one, you can save into a public folder. You have to remember name of file, and it has to be an original name, however.

Apparently there are extra parts written by Douglas Adams in the new re-release, however, I have yet to find any. If I do, I will write them into this guide.

12.2 Milliways: The Unreleased Sequel

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Some time after I wrote this guide, an article appeared on the Internet, written by a chap called Andy Baio, talking about the sequel that had been planned by Infocom. The article is available at <http://tinyurl.com/5su79h> and contains comments by several people involved with Infocom at their height, including Michael Bywater and Steve Meretsky, both of whom were involved with Douglas Adams-related games. I strongly recommend checking it out, if you haven't already done so.

13. Copyright & Credits

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The latest version of this FAQ can always be found at GameFAQs.com. If a site is charging money or otherwise contravening the terms of the license, please get in touch with me. If there's anything that needs including, alternate ways to do puzzles, items I haven't mentioned, typing errors, or you just have a question, let me know at john@chickensinenvelopes.net.

Some of this information was based on/taken from the InvisiClues booklet that was available for the game, and some was based on/taken from the game's manual. These bits of text are included in order to help the player with the game and to further the player's enjoyment. If the InvisiClues booklet becomes

commercially available, I will remove any parts of the guide which are based on/taken from the booklet on request.

'The Hitchhiker's Guide To The Galaxy' by Infocom is copyright (c) 1984 by Infocom, Inc, but has since moved on to the estate of Douglas Adams. I am in no way affiliated or friendly with Infocom, Inc. or the estate but I do think they have made one hell of a good game.

No spitting.

Submitted by **JohnCoxon** - Published on 05/20/08 See all [The Hitchhiker's Guide to the Galaxy](#)

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