The Hitchhiker's Guide to the Galaxy™

DON'T PANIC!

GROSS

INFOCOM

IBM and 100% COMPATIBLES
(192K; MS-DOS 2.0 or higher; 5¼" double-sided disk)

PD-844-I

SOLID GOLD INTERACTIVE FICTION

BY STEVE MERETZKY AND DOUGLAS ADAMS

WITH ON-SCREEN HINTS

It is not such a
mind-bogglingly
improbable coincidence
that Douglas Adams, the irrepres-
sible author of the best-selling novel
THE HITCHHIKER'S GUIDE TO THE
GALAXY, would design an interactive
story set in the same outrageous universe
as his books. He fell in love (well, strong "like")
with Infocom's other interactive stories some
time ago. He immediately saw the interactive possi-
bilities of HITCHHIKER'S and maniacally developed outrageously crazy
ideas. So Douglas teamed up with Infocom's specialist in outrageously
crazy ideas, Steve Meretzky. Together, they did extensive research
throughout the Galaxy (in English pubs, anyway); Douglas wrote and
designed puzzles revolving around Vogon poetry, the Bugblatter Beast of
Traal, microscopic space fleets and, of course, tea (or lack thereof);
and Steve transformed Douglas's ideas into the high-quality, sophisticated
software that is synonymous with Infocom's interactive fiction.
    And now you're going to take a trip you never thought possible.
    You are on the verge of becoming Arthur Dent, a simple if unworldly
chap whose house is, unluckily, being bulldozed to make way for a by-
pass. Not that it matters, really, since the Earth is about to be destroyed
for somewhat similar purposes. If you survive these twin disasters, you'll
travel with Ford Prefect, your peculiar friend and neighbour, to the most
unusual corners of the Galaxy. (Some of the corners are so unusual, in
fact, that it's best not to assume the obvious—who you are, for instance.)
So prepare to have your mind boggled, your wits tested and your concept
of reality thrown for a loop by THE HITCHHIKER'S GUIDE TO THE
GALAXY. And don't forget your towel!

TAKE THEIR WORDS FOR IT!

The Hitchhiker's Guide to the Galaxy

"Don't panic: the interactive *Hitchhiker's Guide* is every bit as outrageous and funny as the novel."
– *Popular Computing*

To create the hilarious *The Hitchhiker's Guide to the Galaxy*, award-winning game designer Steve Meretzky teamed up with British humorist Douglas Adams, author of the best-selling book of the same title. The interactive *Hitchhiker's Guide* is a runaway success in its own right, selling over a quarter million copies!

Now this interactive fiction classic has joined Infocom's specially-priced Solid Gold line. Solid Gold classics are the "paperback" versions of our best-selling titles, offering the complete game disk and an instruction manual containing everything you need to play. Plus, all Solid Gold titles feature on-screen hints!

The Hitchhiker's Guide to the Galaxy puts you in the role of the hapless Arthur Dent, whose house is being bulldozed to make way for a highway bypass. Not that it matters, really, since the Earth is about to be destroyed for similar purposes. But chin up, you're headed for a hilarious series of intergalactic misadventures. So grab a pint of bitter and a couple for the road and join Ford Prefect, Trillian, Zaphod Beeblebrox, and Marvin on a cosmic jaunt into the outer reaches where anything can—and does—happen.

ENTER THE WORLD OF THE MASTER STORYTELLERS.

Interactive fiction software from Infocom is unlike anything you've ever experienced. It's a whole new dimension in storytelling.

Think of your favorite story. Now think of the main character in that story. And imagine that YOU have become that character. You are standing in his shoes, in his world. You have people to meet, places to visit, and challenges to face. It's all just as vivid as anything you've ever experienced in real life. The decisions are yours ... and so are the consequences.

In interactive fiction, you communicate with the story through conversational English sentences typed into your computer. The plot unfolds as you decide what to do next, drawing you into a world so involving that it taps your adrenaline as much as your intellect. With hundreds of alternatives at each step, your adventure can last for weeks and even months.

Journey to a place limited only by your imagination—the world of Infocom's interactive fiction.

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