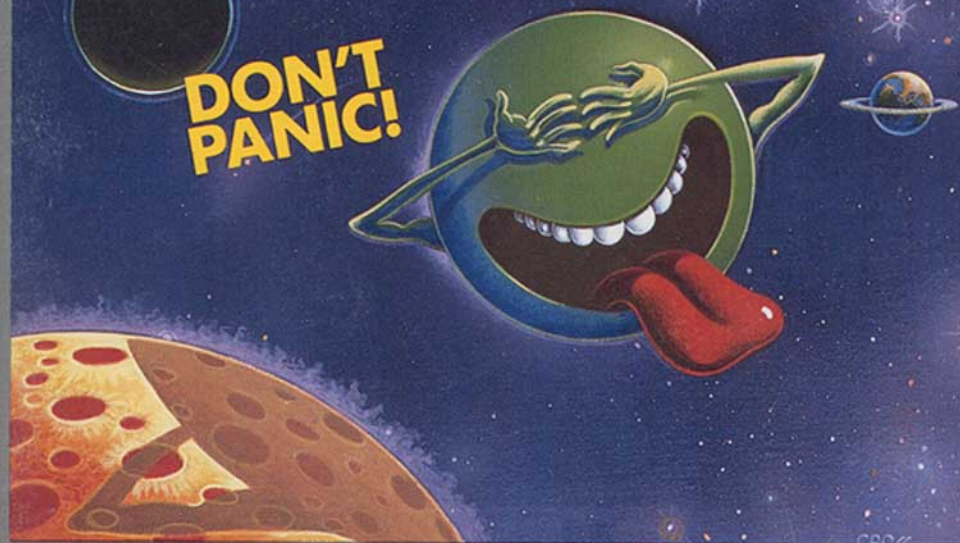


**InvisiClues™**  
**The Hint Booklet for**  
**the computer software version of**

***The Hitchhiker's Guide  
to the Galaxy™***

**DON'T  
PANIC!**



**INFOCOM™**

# Introduction

## What are InvisiClues?

The essence of all interactive fiction is solving problems. The purpose of InvisiClues hint booklets is to maximize your enjoyment of the story by giving you only the hints that you need to continue and complete the story.

The invisible hints generally progress from a gentle nudge in the right direction to a full answer. The questions, which naturally have to be visible, have been worded to give away as little as possible. You should not use the presence or absence of a question on a certain topic as an indication of importance, and you should not assume that long answers are associated with important questions. This booklet includes dummy questions and answers in order to minimize the problem.

## How to use this booklet

If you are stuck at some point in THE HITCHHIKER'S GUIDE TO THE GALAXY, find the question that most pertains to your problem. Uncap the marker and run it once over the first hint. The writing will appear in a second or two. If you are still stumped, go on to the next hint. (Remember to recap the marker when you are done to prevent it from drying out. And by the way, these books are not immortal. InvisiClues you've developed will start to fade after six months.)

For example:

## How can I tell the difference between a Vogon and a pile of Fronurbdi Fire Fungus?

A.

B.

C.

Your marker contains more than enough fluid to develop the entire booklet. However, if your marker gets lost or dries out, you can order a replacement marker for a nominal fee.

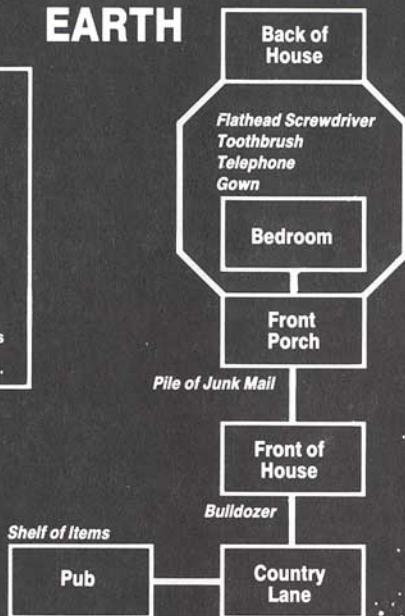
Once you have finished the game, try the things in the "For Your Amusement" section. Don't look at them before you've finished, though—they may reveal the answers to certain problems.

# LEGEND FOR MAPS

- Normal passageway
- One-way passageway
- - - - - Passageway requiring special equipment or problem solving

NOTES: All horizontal passages leave the room in the direction shown. Vertical passages are labelled "U" for UP and "D" for DOWN. To avoid unnecessarily giving away problems, these maps list only those objects immediately visible upon entering a room.

## EARTH



Keyboard  
Atomic Vector Plotter  
Babel Fish Dispenser  
Glass Case  
Switch

TO CAPTAIN'S QUARTERS



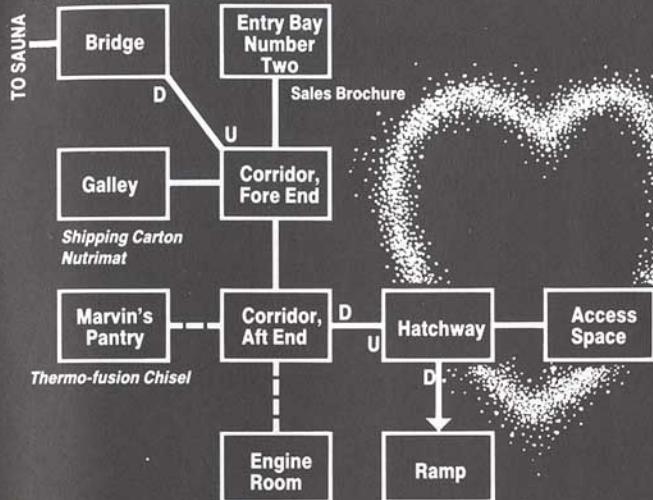
## VOGON SHIP

Captain's Quarters

TO VOGON HOLD

## HEART OF GOLD

Control Console  
Handbag  
Molecular Hyperwave Pincer  
Eddie (the Shipboard Computer)



Ionic Diffusion Rasp  
Hypersonic Pliers  
Spare Improbability Drive

Lair

Beast's Outer Lair

Sharp Stone Memorial

Inner Lair

Nutrimat/Computer Interface

## TRAAL



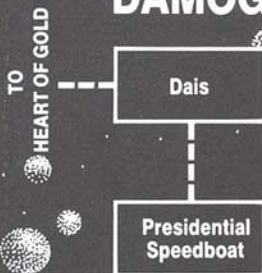


## WHALE

*Flower Pot*

Inside the  
Sperm Whale

## DAMOGHAN



*Tool Box*

## WAR CHAMBER AND MAZE



*Ultraplasmic Vacuum Awl*

