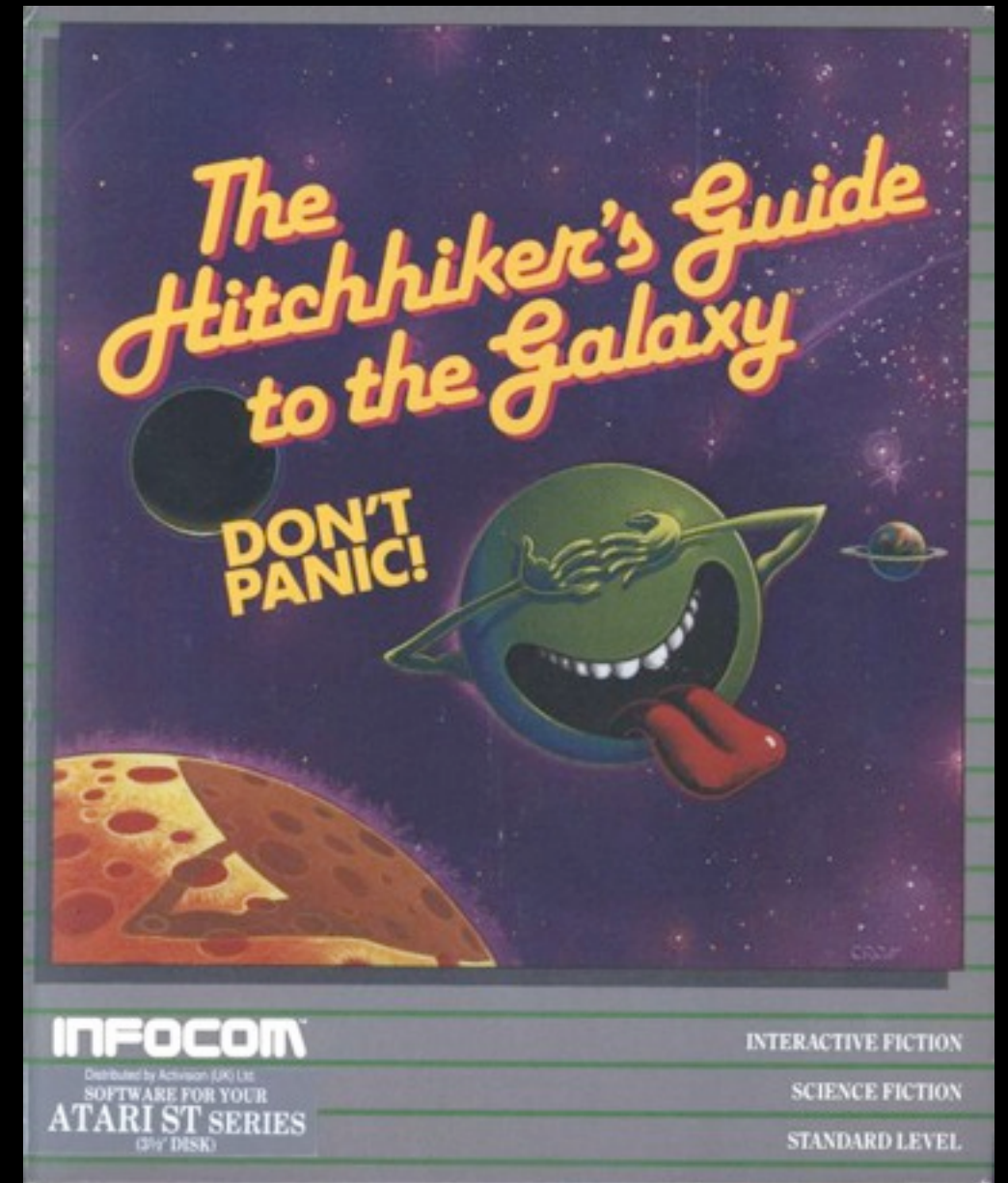


# KLASSIKER DER SPIELEGESCHICHTE

## THE HITCHHIKER'S GUIDE TO THE GALAXY

26. OKTOBER 2011



# Douglas Adams

1952-2001



answer to life, the universe and everything

[Examples](#) [Random](#)

Input Interpretation:

Answer to the Ultimate Question of Life, the Universe, and Everything

Result:

42

(according to Douglas Adams' humorous science-fiction novel *The Hitchhiker's Guide to the Galaxy*)

Computed by **Wolfram Mathematica**

Download as: [PDF](#) | [Live Mathematica](#)



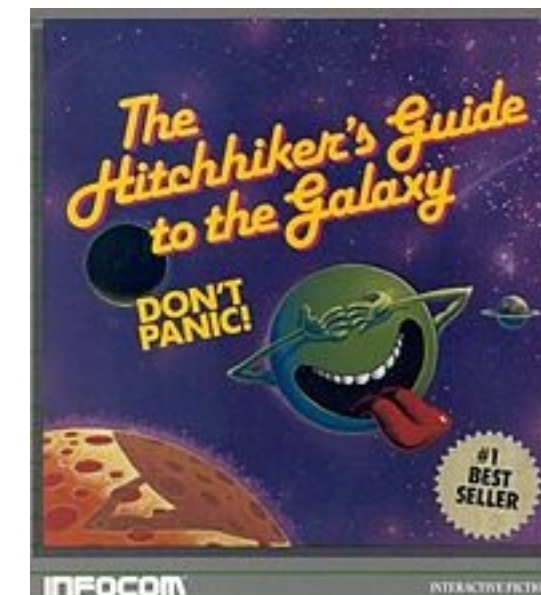
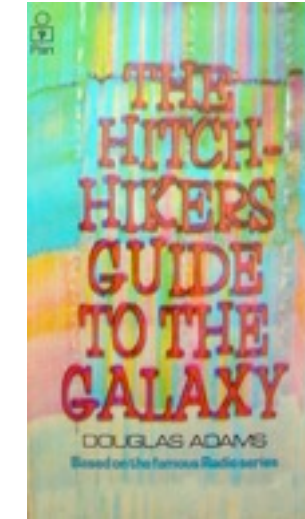
# Hitchhiker's Guide to the Galaxy

v · d · e		<i>The Hitchhiker's Guide to the Galaxy</i>	[hide]
By Douglas Adams			
Books	Main series	<i>The Hitchhiker's Guide to the Galaxy</i> · <i>The Restaurant at the End of the Universe</i> · <i>Life, the Universe and Everything</i> · <i>So Long, and Thanks for All the Fish</i> · <i>Mostly Harmless</i>	
	Related works	"Young Zaphod Plays It Safe" · <i>The Original Radio Scripts</i> · <i>The Salmon of Doubt</i>	
	by Dirk Maggs	<i>The Hitchhiker's Guide to the Galaxy Scripts: The Tertiary, Quandary, and Quintessential Phases</i>	
	by Terry Jones	<i>Starship Titanic</i>	
	by Eoin Colfer	<i>And Another Thing...</i>	
Media	Radio series (Phases 1 & 2, Phases 3, 4 & 5) · TV series · Film · Timeline of The Hitchhiker's Guide to the Galaxy versions · Cast lists		
Games	<i>The Hitchhiker's Guide to the Galaxy</i> (with Steve Meretzky) · <i>Starship Titanic</i>		
Companion media	<i>Don't Panic: The Official Hitchhiker's Guide to the Galaxy Companion</i> · <i>Hitchhiker: A Biography of Douglas Adams</i> · <i>Douglas Adams's Guide to The Hitchhiker's Guide to the Galaxy</i>		
Characters	Arthur Dent · Ford Prefect · Zaphod Beeblebrox · Marvin the Paranoid Android · Trillian · Slartibartfast · The <i>Guide</i> · Minor characters · Races and species · Vogons		
Miscellanea	Phrases · Places · Technology · Somebody Else's Problem · Encyclopedia Galactica		
In culture	h2g2 · Hitchcon · International phenomenon · Towel Day · "Journey of the Sorcerer" · 18610 Arthurdent · 25924 Douglasadams		
<div><div><div></div><div></div><div></div></div><div><div></div><div></div><div></div></div><div><div></div><div></div><div></div></div></div> <div>The Hitchhiker's Guide to the Galaxy Portal</div>			



# Intermedialität

Date	Medium	Title
March 8 – April 12, 1978	Radio series	Primary Phase: "Fit the First" to "Fit the Sixth"
May 1–9, 1979	Stage show	<i>The Hitchhiker's Guide to the Galaxy</i>
1979	Record	<i>The Hitchhiker's Guide to the Galaxy</i>
July 1979	Stage show	<i>The Hitchhiker's Guide to the Galaxy</i>
October 1979	Novel	<i>The Hitchhiker's Guide to the Galaxy</i>
December 24, 1979	Radio series	Secondary Phase: "Fit the Seventh"
January 1, 1980	Novel	<i>The Restaurant at the End of the Universe</i>
January 21–25, 1980	Radio series	Secondary Phase: "Fit the Eighth" to "Fit the Twelfth"
January 21 – February 23, 1980	Stage show	<i>The Hitchhiker's Guide to the Galaxy</i>
1980	Record	<i>The Hitchhiker's Guide to the Galaxy Part Two: The Restaurant at the End of the Universe</i>
January 5 – February 9, 1981	TV series	<i>The Hitchhiker's Guide to the Galaxy</i>
1982	Novel	<i>Life, the Universe and Everything</i>
October 1984	Computer game	<i>The Hitchhiker's Guide to the Galaxy</i>
November 1984	Novel	<i>So Long, and Thanks For All the Fish</i>
1985	Radio scripts	<i>The Hitchhiker's Guide to the Galaxy: The Original Radio Scripts</i>
1986	Short story	"Young Zaphod Plays it Safe"
1992	Novel	<i>Mostly Harmless</i>
May 11, 2001		Death of Douglas Adams
September 21 – October 26, 2004	Radio series	Tertiary Phase: "Fit the Thirteenth" to "Fit the Eighteenth"
April 28, 2005	Film	<i>The Hitchhiker's Guide to the Galaxy</i>
May 3–24, 2005	Radio series	Quandary Phase: "Fit the Nineteenth" to "Fit the Twenty-Second"
May 31 – June 21, 2005	Radio series	Quintessential Phase: "Fit the Twenty-Third" to "Fit the Twenty-Sixth"
October 12, 2009	Novel	<i>And Another Thing...</i> , by Eoin Colfer





# Adventure

<http://www.rickadams.org/adventure/>

```
PAUSE  INIT DONE statement executed
To resume execution, type go.  Other input will terminate the job.
go
Execution resumes after PAUSE.
WELCOME TO ADVENTURE!!  WOULD YOU LIKE INSTRUCTIONS?

y
SOMEWHERE NEARBY IS COLOSSAL CAVE, WHERE OTHERS HAVE FOUND
FORTUNES IN TREASURE AND GOLD, THOUGH IT IS RUMORED
THAT SOME WHO ENTER ARE NEVER SEEN AGAIN.  MAGIC IS SAID
TO WORK IN THE CAVE.  I WILL BE YOUR EYES AND HANDS.  DIRECT
ME WITH COMMANDS OF 1 OR 2 WORDS.
(ERRORS, SUGGESTIONS, COMPLAINTS TO CROWTHER)
(IF STUCK TYPE HELP FOR SOME HINTS)

YOU ARE STANDING AT THE END OF A ROAD BEFORE A SMALL BRICK
BUILDING .  AROUND YOU IS A FOREST.  A SMALL
STREAM FLOWS OUT OF THE BUILDING AND DOWN A GULLY.
```

Will Crowther  
Don Woods

1975 / 1976



# Interactive Fiction



Tossed with acrobatic precision into this HITCHHIKER'S package: your HITCHHIKER'S disk, Don't Panic! button, authentic fluff, Megadodo Publications sales brochure for the latest model of the *Hitchhiker's Guide*, official destruct orders, peril-sensitive sunglasses, microscopic space fleet and no tea.

Beyond question the most mind-bogglingly hilarious story Infocom has ever produced is THE HITCHHIKER'S GUIDE TO THE GALAXY, written and designed by Douglas Adams, author of the phenomenally best-selling novel, and Steve Meretzky, the award-winning designer of Infocom's PLANETFALL® and SORCERER.™ As the story begins, you are Arthur Dent, and a bulldozer is preparing to level your house even as an alien space fleet is preparing to level your planet. The incorrigible Mr. Adams has written new material and designed problems especially for this interactive story. 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. And don't forget your towel!

#### GET INSIDE A STORY. GET ONE FROM INFOCOM!

It's like waking up inside a story! Load Infocom's interactive fiction into your computer and discover yourself at the center of a world

jam-packed with surprising twists, unique characters and original, logical, often hilarious puzzles.

For the first time, you're more than a passive reader. You can talk to the story, typing in full English sentences. And the story talks right back, communicating entirely in vividly descriptive prose. What's more, you can actually shape the story's course of events through your choice of actions. And you have hundreds of alternatives at every step. In fact, there's so much you can see and do, your adventure can last for weeks and even months.

To find the Infocom interactive story that's right for you, just choose any one marked with the level of difficulty listed below that best matches your current level of interactive skill.

**Introductory:** Best introduction to interactive fiction, with some built-in hints. Written for everyone from age 9 up.

**Standard:** This is Infocom's most popular level of interactive fiction, enjoyed by both first-time and experienced players.

**Advanced:** A greater level of challenge. Recommended for those who've already experienced Infocom's interactive fiction.

**Expert:** The ultimate challenge in interactive fiction.

Then find out what it's like to get inside a story. Get one from Infocom. Because with Infocom's interactive fiction, there's room for you on every disk.

## INFOCOM

125 CambridgePark Drive, Cambridge, MA 02140

Interactive Fiction is available for most personal computers. Call us at 617-576-3190 for availability information.

Manufactured and Printed in USA

© 1984 Infocom, Inc.

Warranty information enclosed.

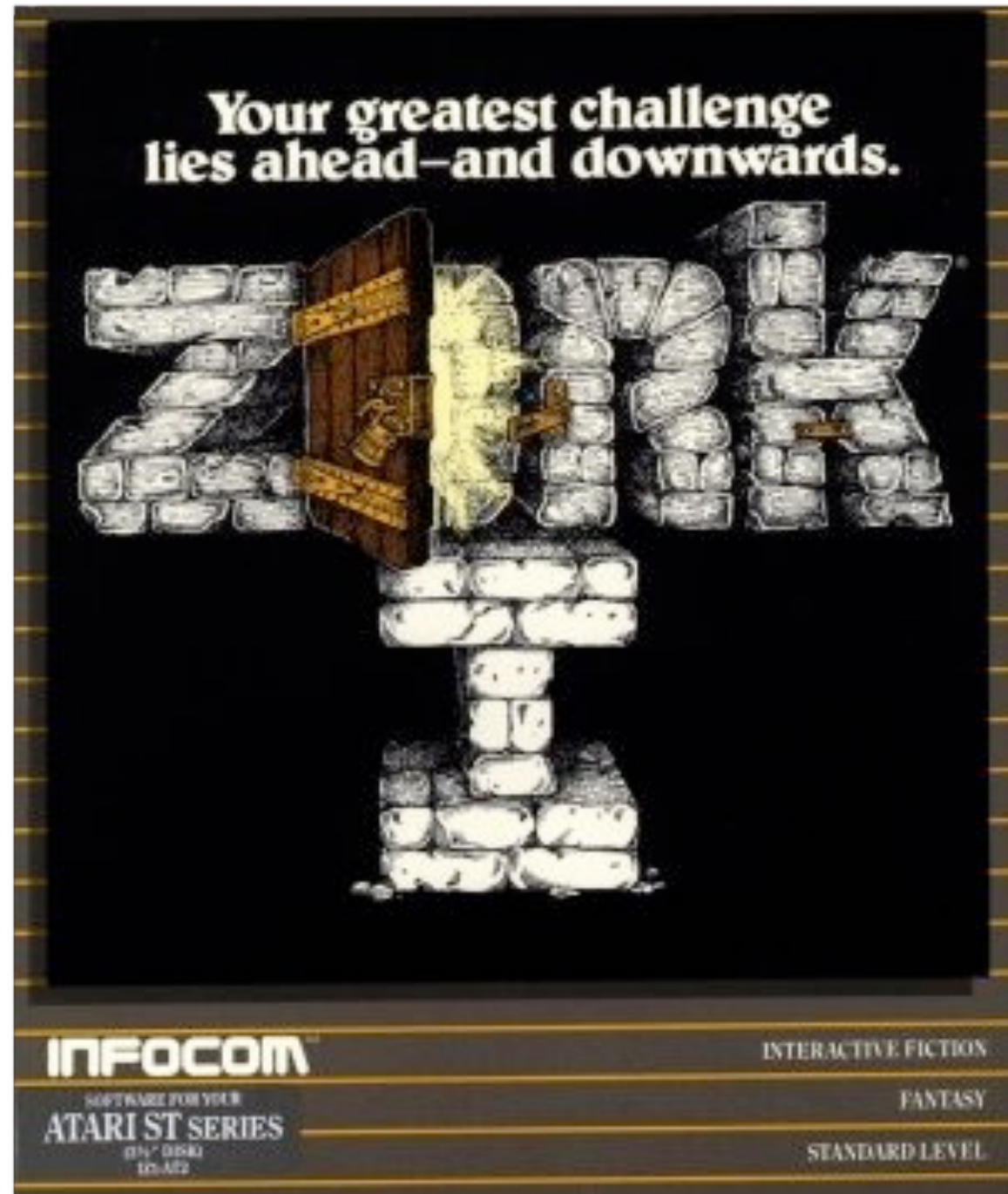
PLANETFALL is a registered trademark and SORCERER is a trademark of Infocom, Inc. THE HITCHHIKER'S GUIDE TO THE GALAXY is a trademark of Douglas Adams. Based on the novel THE HITCHHIKER'S GUIDE TO THE GALAXY © 1979 Douglas Adams.

ISBN 0-87321-220-7





# Infocom



- 1980: Zork I: The Great Underground Empire
  - 1981: Zork II: The Wizard of Frobozz
  - 1982: Zork III: The Dungeon Master
  - 1983: Enchanter
  - 1984: Sorcerer
  - 1985: Wishbringer
  - 1985: Spellbreaker
  - 1987: Beyond Zork: The Coconut of Quendor
  - 1988: Zork Zero
- 
- 1982: Deadline
  - 1982: Starcross
  - 1982: Suspended
  - 1983: Planetfall
  - 1983: Infidel
  - 1983: The Witness
  - 1984: Suspect
  - 1984: Seastalker
  - 1984: Cutthroats
  - 1984: The Hitchhiker's Guide to the Galaxy (in Zusammenarbeit mit Douglas Adams)
  - 1985: A Mind Forever Voyaging
  - 1986: Ballyhoo
  - 1986: Leather Goddesses of Phobos
  - 1986: Trinity
  - 1986: Moonmist
  - 1986: Hollywood Hijinx
  - 1987: Stationfall
  - 1987: Bureaucracy (in Zusammenarbeit mit Douglas Adams und verschiedenen Mitarbeitern von Magnetic Scrolls)
  - 1987: Nord and Bert Couldn't Make Head Or Tail of it
  - 1987: The Lurking Horror
  - 1987: Plundered Hearts
  - 1987: Border Zone
  - 1987: Sherlock: The Riddle of the Crown Jewels



# Steve Meretzky



**Planetfall (1983)**

**Sorcerer (1984)**

**The Hitchhiker's Guide to the Galaxy (1984)**

**A Mind Forever Voyaging (1985)**

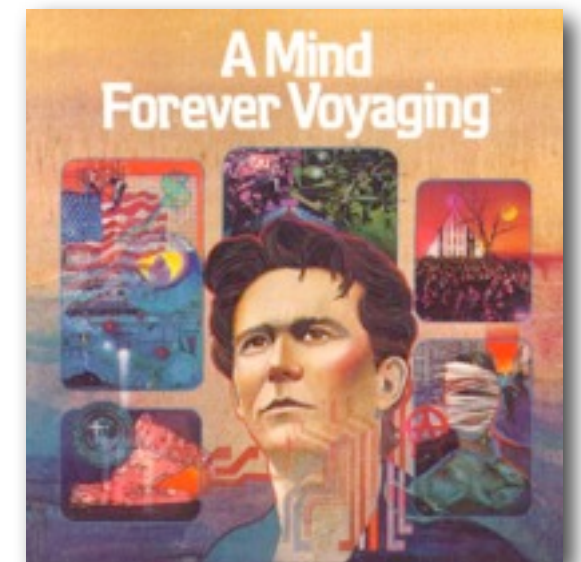
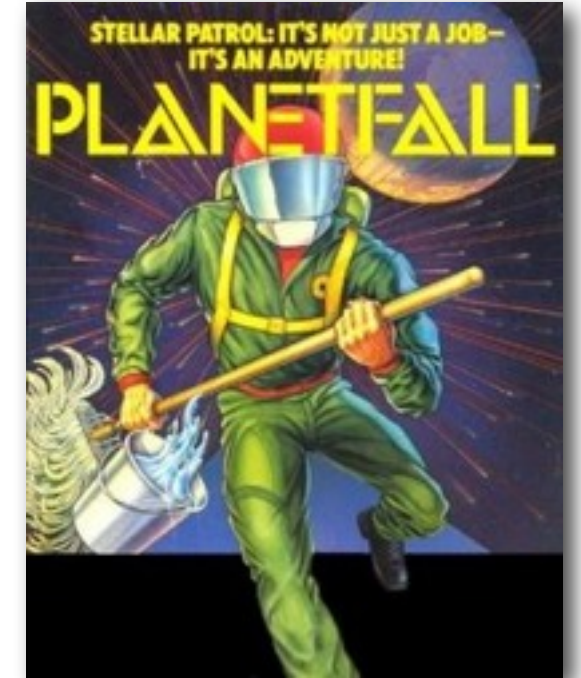
**Leather Goddesses of Phobos (1986)**

**Stationfall (1987), Infocom**

**Zork Zero: The Revenge of Megaboz (1988)**

**Lane Mastodon vs. the Blubbersmen (1988)**

<http://www.getlamp.com/cast/20060718meretzky/index.html>





# Adaptation



»It was actually ideal for adaptation, because it was a fairly episodic storyline and it was an environment filled with all sorts of great characters, locations, technologies, etc. while the storyline wasn't as important. It was challenging - but good challenging, not bad challenging.

On the plus side, Douglas was already an Infocom fan and had played several of our games, so he understood what an adventure game was and he understood the abilities and limits of our system. On the other hand, he had never written non-linearly before, and that's always a difficult process to get a handle on. The beginning of the game (the destruction of Arthur's house, and the scene on board the Vogon ship) is quite linear. Later, when Douglas became more comfortable with interactive design, the game became one of the most ruthlessly non-linear designs we ever did.«

His overall take on the game was a fairly direct adaptation of the existing storyline. Where he really had a flood of ideas was on some of the more incidental stuff, playing with the medium of interactivity and text adventures. Things like having an inventory object called "no tea"; having the game lie to you; having to argue with the game to get past a certain door; having an object called "the thing your aunt gave you which you don't know what it is" which keeps coming back to you even if you get rid of it; having a player input which results in a parser failure (that is, an input which couldn't be understood by the game for some reason) be the words which fall through a wormhole in the universe and start an interstellar war. And so on.

<http://www.getlamp.com/cast/20060718meretzky/FILES/hhgint.txt>

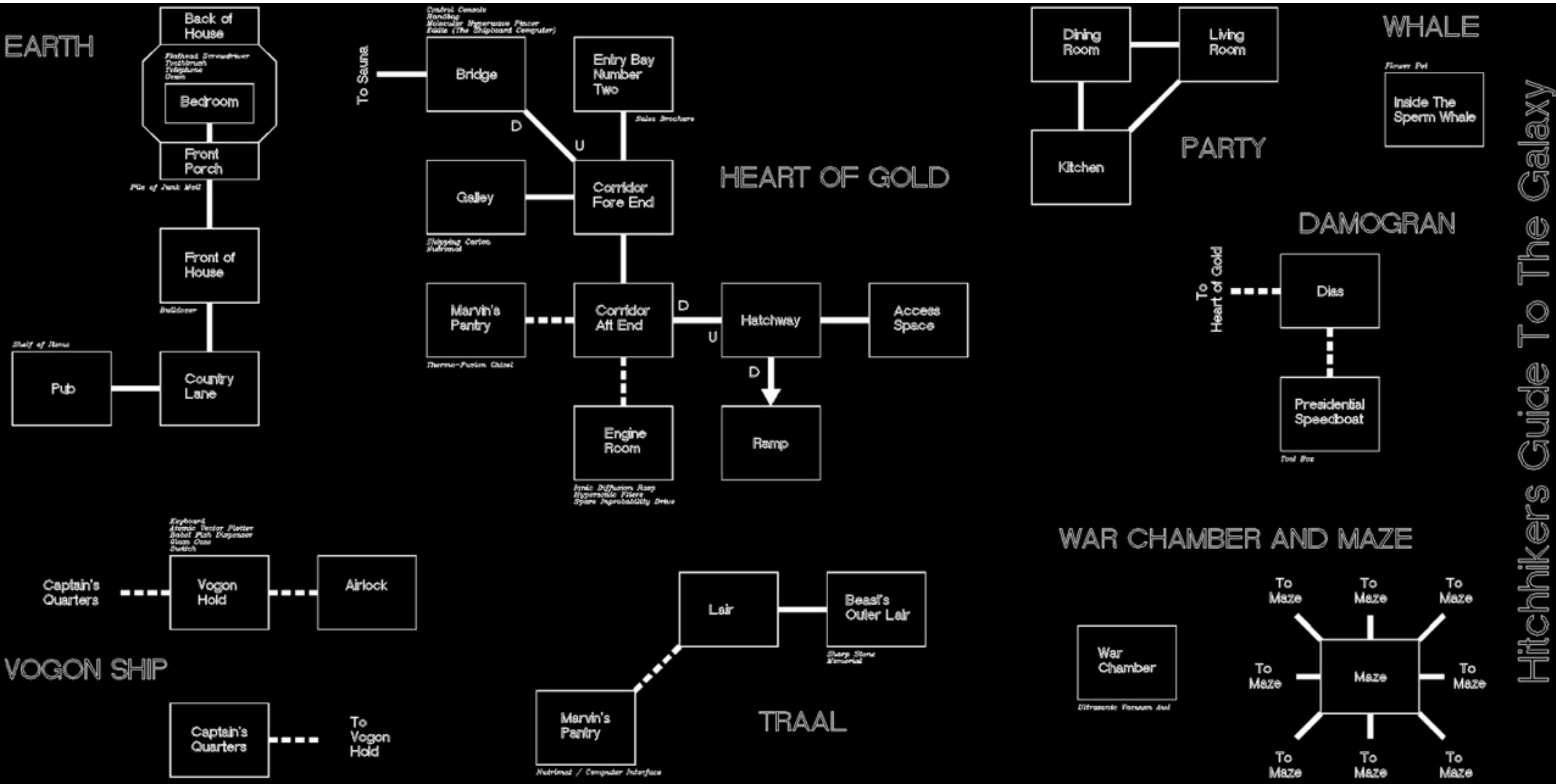


# Feelies

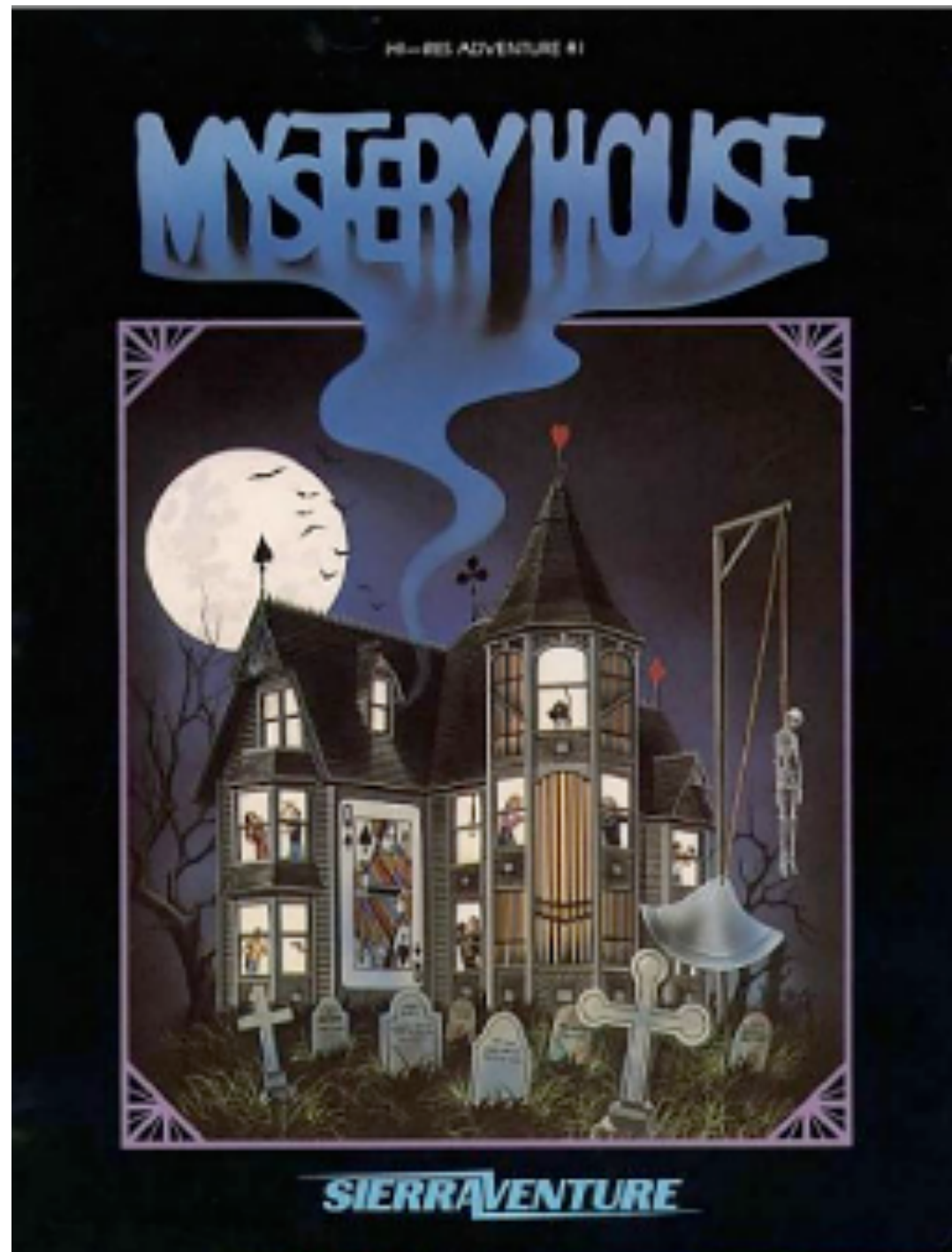




# Karten und Lösungen







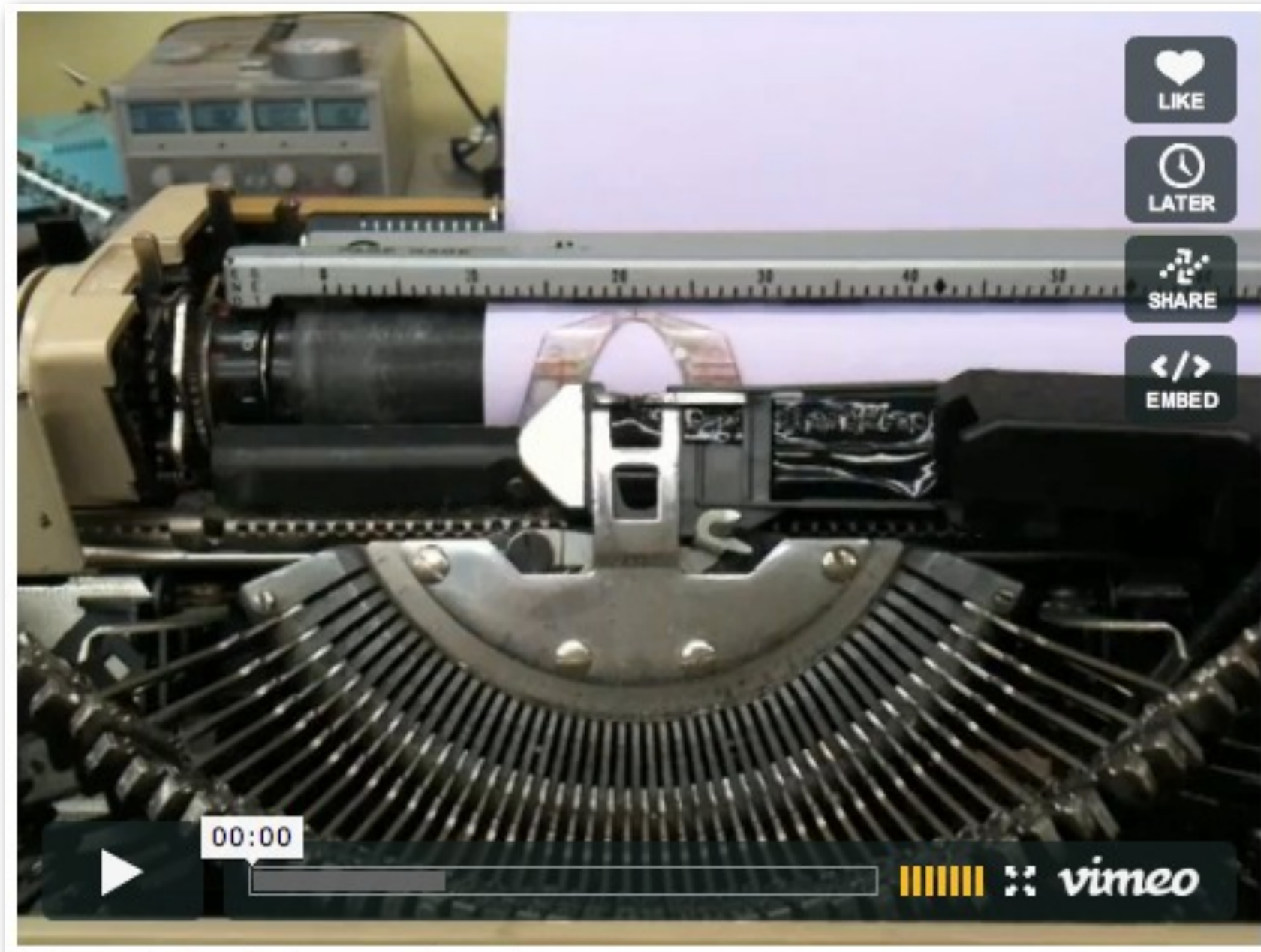
# Mystery House



Mystery House, Sierra On-Line: Ken & Roberta Williams, 1980



# Die Krise der Textadventures



<http://www.nerdcore.de/wp/2010/10/31/textadventure-on-a-typewriter/>



# Fortsetzung



Hail people of Earth! Megadodo Publications is pleased to announce that we are working with the interactive entertainment development team Hothead Games to bring The Hitchhiker's Guide to the Galaxy, the standard repository for all knowledge and wisdom, to the farthest uncharted backwaters of the unfashionable end of the Western Spiral arm of the Galaxy. This new edition of The Guide will be available not only on your planet but also on all nearby systems including Alpha Centauri.

*"We're super excited to be involved with such a legendary creation as The Hitchhiker's Guide to the Galaxy. The quirky and hilarious universe that Douglas Adams created became an instant classic for so many. All the hoopiest froods here at Hothead jumped on the chance to work on the project",* commented excitable Hothead human, Joel DeYoung. Zarniwoop Vann Harl, president of Megadodo, was unavailable for comment as he is far too cool to add quotes to press releases.

For up-to-the-Earth-minute communications on this exciting new addition to the Guide, use your fleshy digits to prod your plastic board of keys and visit [www.thenewhitchhikersguide.com](http://www.thenewhitchhikersguide.com).

...CEASE TRANSMISSION

<http://www.thenewhitchhikersguide.com/>

<http://www.hotheadgames.com/blog/?p=241>



# Apple II

1977



Steve Jobs (l.), Steve Wozniak (r.)

# Emulatoren

