THE HITCH-HIKERS GUIDE TO THE GALAXY ADVENTURE GAME

Don't !!

Panic!!

48K SPECTRUM



Congratulations — You Hoopy Frood,

You have just purchased a starter pack for an Inter-Galactic Cruise in your office, or home for that matter.

Now, the universe is BIG, I mean really BIG, so in order that you do not get lost an independently functioning residual image of Eddie, the famous since your guide is only a 'Ghost' you must not expect too much help from him.

So good hiking and we really hope you get to

know where your towel's at.

WARNING — Unrestricted use of this pack can really blow your mind . . . CURE — one Pan-Galactic Gargle Blaster.

For a FREE data sheet please send 1,000,000 Altarian Dollars (to cover postage and packing) to Mega Do Do Publications c/o Ursa Minor.

Loading Instructions

A detailed description of tape loading is on Pg.24 of your Spectrum Instruction book.

- Connect the 'EAR' socket on your Spectrum to the 'EAR' socket on your cassette recorder.
- 2) Rewind the tape to the start.
- 3) Adjust the volume level to suit, Tone (if fitted) High. 4) Type in . . . LOAD " "
- 5) Press ... ENTER
- 6) Start tape, program will run automatically when loaded



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1983

Hi There Guys!

I'm Eddie the Shipboard Computer. Now let me tell you something about 'The Hitch Hikers Guide to the Galaxy Adventure Game'. After loading the game you will find yourself in a small English village and I am there to assist you. As for the purpose of the game, I have been told that there are a number of objects that all hitch-hikers must be equipped with. What these are exactly I don't know, but I imagine you will know when you find them. You can travel to other planets, fight monsters, apease others or even argue with Sirius Cybernetic designed products, in many of the fifty improbable locations. Well that's about it folks, my data file is exhausted. The rest is up to you now so I'll leave you with those immortal words 'DON'T PANIC'.