

# The Hitchhiker's Guide to the Galaxy

## FOREWORD

Well, hello, and thanks for taking your time on reading this. What do you need to know about this game?

- 1) Always play it with your towel on your side.
- 2) Go make yourself a nice cup of Tea.
- 3) If a Vogon Constructor Fleet appears in your neighborhood, stop playing and try to get a lift.
- 4) Never drink more than one Pan-galactic Gargle Blaster.
- 5) Don't leave Earth without your copy of the Hitchhiker's Guide to the Galaxy.

## HISTORY OF THE HITCHHIKERS GUIDE TO THE GALAXY:

Quite one of the best science fiction books ever, the Hitchhiker's Guide to The Galaxy was a cult phenomenon of the 80's and still remains as a relic for science fiction fans around the world. Its author Douglas Adams, an atheist comedy writer, really struck gold, and many of his ideas about inventions are nowadays appearing in our daily life. One very famous is the touch screen. Famous ideas are USB Sticks, Hypertext, Wikipedia, etc.. Google itself has given a tribute to Adams with 42. If you ask what the answer to life, the universe and everything is, Google will answer 42. The H2G2 (acronym) was a trilogy of five books, but actually has managed to appear in any media, TV, Cinema, Videogames.

Concerning videogames, the original hhgtg (another acronym) game was voted for place 42 in the list of the best 100 computer games. Originally written by Douglas Adams, programmed by Steve Meretzky and released by Infocom, the game was quite a commercial hit in 1984. Despite its difficulty and the annoying dead-end situations that would flood the player, the interactivity levels were very high and the puzzles were ingenious, with the most famous one being the Babel Fish. Douglas was actually annoyed with the game making process after a while and decided to leave the game reach only half of the book content. Of course it's wise to mention that the game was a text-based one, with absolutely no graphics, but those games were really famous back then.

On the 20<sup>th</sup> anniversary BBC after making a contest, released a version of the game but with static graphics. The game was free and browser based and was also considered as a very good move.

### **MAKING OF THE HITCHHIKERS GUIDE TO THE GALAXY REMAKE:**

Why would someone remake a game? Partly for curiosity, partly for the sense of adventure, but mostly for the fame and money. Seriously it was just a wild case of coincidences and determination that brought us here. Kevin Haddley, the man who had the idea settled in his mind, was looking for someone to team up with him, I've had a game finished at that time and was looking for something new to work on. I replied to his offer, saying I'd love to beta-test or maybe do just the background art, and after a short while, I ended up writing music, doing animation, background art and above all that, I was really enjoying the process. From the first day I took a post about the game, an overwhelming interest was shown for our effort from the AGS forum community. I'm really surprised we kept on till the end.

### **ENGINE:**

The Adventure Game Studio Engine was really the only candidate, but actually it seemed like the very best one anyways. With Chris Jones really making any of our wishes come true and solving bugs and glitches, the game initially created for AGS 2.72 ended up being upgraded into lots and lots of AGS Versions, finally reaching version 3.1.x. Coding the game was really a living hell, during the first stages of beta-testing due to it, not coded rightfully, so bugs would appear quite often. After some clean-up of the code, things were easier. Certain parts of the interface were left unfinished and were running a little roughly for a long period of time, before being fixed. Artwork was really quite a mess, due to my skills constantly and greatly improving, almost none of the original content is left intact. Using the all powerful Microsoft Paint to do the sketches and basic coloring and Photoshop for effects and filters.

Certain GUIDE entries can only be parsed. At the very end of this document a list of those entries can be found for your leisure.

## DIFFENCES BETWEEN THE ORIGINAL AND THE REMAKE:

### WARNING SPOILERS BELOW

(HUGE HUGE SPOILERS STOP READING THIS)

Well, indeed there are many differences between the two games, those are for two reasons, firstly because they're split with more than 24 years, and secondly because the HHGTG appeals to many people but not with the same way. List comes below:

#### Original

Text Adventure.

Game consists of Text (white) on a screen (black).

Gown can be worn and removed any time.

Game has one difficulty setting.

Events are turn-based.

Game never saves for you.

Game allows you to leave a scenario without completing its objectives.

Game allows very little to be carried.

No introduction.

Game contains scarcely scenes from the books.

Arthur doesn't speak a word.

#### Remake

Point and Click.

Game consists of Graphics (32bit), Music, Sound.

Gown can be worn and removed if game allows it.

Game offers two difficulty settings.

Events are real-time.

Game's your bitch, it autosaves.

Game doesn't allow you to leave a scenario without completing it, targeting trial and error strategy more.

Game isn't so limited with what you can carry (it still doesn't allow to pick too many, but it's a bit more flexible).

Introduction sequence, so that players get more wiped in.

Game contains many famous scenes from the books.

Arthur's personality is fleshed out, allowing him to speak and make those comments.

# THE GAME

## STORY

Well, this game starts on Planet Earth. It's a nice day, however not a particularly good one for our hero Arthur Dent, an eight foot tall ape-descendant. His house is about to be demolished today in order to make way for a bypass. To add more to this, he got drunk about the matter last night, and he woke up, having a terrible headache.

Now he desperately needs a nice cup of warm tea.

## SETTINGS

### **-Requirements**

Minimum:

850 MHz Processor  
32 MB Graphic Card  
256MB of memory  
40MB disk space.

Smooth:

2200 MHz Processor  
128 MB Graphic Card  
512MB of memory  
40MB disk space.

### **-Options**

This game is originally created to in a 640x400 resolution at 32bit. It would actually be sort of cool to stick to that setting and not change the settings; however you can go and add artificial graphic filters and even downgrade the graphics. It's a big possibility that you cause malfunctions that way, though. An example would be having a savegame with color depth 32bit, and loading it by having opened the game with 16bit. In case you get a color depth incompatibility error, just change the game's color depth and load the game. Certain filters might not be supported by your graphic card. In case you change them and you can't open the game, just open the Settings exe, located in the game's main folder, and change filter to none. You can also change from Direct Draw to Direct3D, but keep in mind that you must have a recent pair of graphic drivers installed at your system. You can also smooth scale sprites, run in a window, and use an 85Hz refresh rate if your monitor is CRT. You can as well change sound and midi settings, if you disable Sound, you will not get to hear any music at the intro. And if a translation is created for the game you can select it by changing the game default selected option.

You can set the gamma, skip speech style, V sync (if you have tearing effect), anti aliasing of sprites, gamespeed (might affect gameplay), Text Speed (how fast a line will be read), Particle Effects on and off, Sound and Music Volume.

**DirectDraw:** any Windows-based PC with DirectX 5 or later installed

**Direct3D:** any Windows-based PC with DirectX 9.0 installed and a graphics card designed for DirectX 8.1 or later (most cards manufactured from 2003 onwards). If you get the error message "Graphics card does not support Pixel Shader 1.4" on startup, this indicates that your graphics card is too old to run with the Direct3D driver. You should choose the DirectDraw driver instead. Make sure you have the latest version of DirectX installed and that you have selected the appropriate choices for Digital Sound (sound effects) and digital music in accordance with your system's audio hardware. An up-to-date version of DirectX can be downloaded from Microsoft's website at the following URL:

<http://www.microsoft.com/directx/>

If you are installing this game on a laptop or any system with an LCD monitor, you should uncheck the 'Use flicker free 85Hz display' option to prevent the graphics from flickering.

## **CONTROLS:**

This game is a typical point and click game. However due to the nature of the original game, the controls are many in numbers, but you will have no trouble coping with them.

### **-Mouse:**

#### Left Click:

When the mouse isn't on something interactable, if you click, the playable character will walk as close to where you clicked. If the mouse is on something interactable a GUI (Graphic User Interface) will open and will show the name of what you're on. So then a GUI containing two buttons for objects and 3 for characters will pop up. You can select an action by left clicking and cancel by moving the mouse off the GUI. Consult the label on what action you wish to be performed.

### Right Click:

It opens the Inventory GUI.

Once it's open you get to notice all kinds of buttons:

- **Close** apparently closes the GUI.
- **The arrows** scroll it up and down (you can also use your mouse wheel for any kind of arrows in the game)
- **Look** examines the item and use, touches it or uses it (if the item here was a tea it would drink it).
- **Drop** can help you drop items (almost all of them) and then just go and pick them up, at any time that however might cause possible dead-ends, so you should know what you'd be doing. Anyway, this game has limits on the number of items you can hold of. But that's where containers can also help. (Containers will be explained more inside the manual).
- **Select** selects current item. This will change the cursor to the image of the item you selected. You can then either use the item over other items (by simply left clicking on them) or close the GUI (still having the item selected) and use it on characters (most of times including Dent).

*Right click also deselects an inventory item if you changed your mind.*

### **-Mouse Wheel:**

Scrolls anything in the game that's scrollable.

### **-Hotkeys:**

#### **E/L:**

Look at something-someone / Examine something-someone.

#### **T/S:**

Talk to someone.

#### **U/I:**

Interact with / Use something-someone.

#### **Alt+X:**

Aborts the game without prompt (asking).

#### **CTRL+Q:**

Aborts the game with prompt (asking).

#### **F12:**

Opens a dialog where you can type in the filename of the screenshot you're about to take. Screenshots can be found at the savegames folder. Which is *H2G2 Savegames-Don't Panic* and is created at the documents folder.

#### **F9:**

Opens a restart game dialog, you will be prompted whether you wish to restart or not.

### **F5 or F7:**

Opens the save and load game dialog, whereas apparently you can manipulate your (if existent) saved games.

### List of scrolling bar buttons:

- **Options:** opens the screen we talked about at the settings section of this readme.

- **Save/Load:** opens the Save games GUI. To save the gametype the name of it and either press enter or clicks on save. To restore a previously saved game, select it and click on load. It goes for delete. To scroll the list of save games up and down either use the mouse wheel or click the arrows. The game creates System-Autosave, which is a feature that helps you out with frustration. This is not made by time but every time you do something right. Also it is created so that you can actually use it. Example a bomb is running of in 2 minutes but you die. Then you click on Autosave and you will be at the moment the bomb starts counting and not just a second before your death.

- **Restart:** apparently restarts the game (with prompting).

### **-Ctrl+P:**

That might be of use if you want to skip some parts of the game. (Darks)

### **-Aspects of the Game:**

#### **-Containers:**

Eventually when you will try to pick an item up, the game will respond that there's not enough space in your inventory. You can either flush items or put them into containers. Items clarified as containers are: *Satchel, Gown, Handbag, Carton, Thing and Toolbox*. You can actually spot it because when one is visible from your inventory, a button called contents will be visible. Clicking on it, will open another inventory, which is what the container contains. Remove will place the item back to the main inventory, to put it in you just select it and click on the container (gown).

#### **-Thing**

The Thing Your Aunt Gave You is a very powerful item in the game. On both difficulty settings it can contain stuff. On Strag mode only, all dropped items go there, and if you drop it or even lose it, it will randomly return to you when entering a room.

#### **-Save games**

As in every game that respects itself, you can save the game. And restore, replace and delete. Just type in the name you'd like and press enter or click on save. There's also as told before an automatic save from the game, which is based on actions and not time.

### **-Difficulty**

You can select either strag or hitchhiker.

#### Hitchhiker (Hard Mode):

- Dead ends are possible
- Deaths aren't tipped
- Time progresses faster.
- You can carry fewer items in your main inventory.
- Dropped items appear on the ground, where you can still pick them up.

#### Strag (Normal Mode):

- Dead ends are not possible
- Deaths are tipped
- Time progresses slower.
- You can carry more items in your main inventory.
- Items you drop return to the Thing.
- Thing returns when changing rooms if dropped or lost.

You can change from Hard (Hitchhiker) to Normal (Strag) only when you start a new game.

### **-Narrator Choice**

You have the liberty of choosing your narrator anytime in the game between two choices, Slartibartfast and Great Green Arkleseizure.

### **-Dropping items**

On Hitchhiker mode, dropping items works like Legend of Kyrandia, on Strag mode, dropped items go through a portal to the Thing, which will appear( if dropped or lost) on your inventory, when you change rooms at a random chance.

### **-Comments (Arthur Talking)**

This is on by default, but in case you want to remove Arthur from commenting a little bit, you can always disable it. We actually recommend you don't, but we're providing you with that choice.

### **-GUIDE**

Inside the game there's the Hitchhiker's Guide To The Galaxy MK II Model, fully operational. You can select it and click on everything to see if you can get any info about it.

### **-Parallax/Particle System Manager**

Well, thanks to Ali, the AGS engine can emulate parallax effect; this might be slow in some computers. Well, this game is also using a system to handle certain particle effects that you can disable to boost performance.



### **-Trial And Error**

Well, that's what the game's all about. Scenarios are sort of forcing to you win them when you decide to play them, there's no dead-end unless you dropped an item, lost an item. Mostly those are designed in a way that you'd notice you'd mess up by losing [item]. Only one scenario depends on what you've done in another or before, but if you save the game before entering into a scenario, you will have no trouble fixing that one.

### **-Reporting a BUG-**

The Hitchhiker's Guide To The Galaxy remake has been thoroughly tested and we feel that it is stable and largely free of bugs. This means that you should be able to play it through from beginning to end without encountering any major bugs, glitches, or crashes.

However, if you do happen to notice something odd, please report the issue and let us know exactly what happened and how to reproduce the occurrence. Remember to make a note of any error messages or numbers that were displayed at the time of the crash. You should be as specific as possible when explaining the steps that are required to replicate the bug. If you have a save-game file available which demonstrates the issue, it can be very helpful if this is submitted to us along with your bug report.

### **-Troubleshooting Guide-**

Please consult the guide below before posting any issues on our technical forum, as the problem you're experiencing may be fixable without further assistance.

Q) I've selected Direct3D but the game is playing slower.

A) I suggest you go back to DirectDraw. This game's is using many RawDraw functions and therefore can be played with fewer performance problems with that option. Take a note that D3D is only supported by Windows.

Q) I can't load my game. I get an error about color depth incompatibility, what should I do?

A) If the game's color depth is 16bit change it to 32bit, and if it is 32bit, change it to 16bit (thus you will match the engine's color depth with the savegame's depth).

Q) When I load the game the screen constantly flickers on and off every few seconds. I have tried using all different resolutions and checking the checkbox option for CRT monitors and then un-checking it. But nothing seems to work.

A) There are a number of suggestions to help resolve this issue:

1. Close all other applications before you run the game.
2. Click the "Letterbox resolution" option in the setup program.
3. If that fails, try downloading the latest drivers for your video card, download the latest DirectX, and lower your video card's refresh rate.

Q) I'm having trouble with the digital sound feature (i.e. sound effects), as the game says it failed to initialize.

A) Try running the winsetup.exe program and selecting a different option for "Digital Sound".

Q) I'm getting some slowdowns in certain parts of the game.

A) That is indeed possible, this game is actually using a lot of 'heavy' effects, you can always try and play the game in window mode that will sort of fix things up. In case your configuration is smooth and the game is really giving you troubles, then please do inform us and we will be happy to do some monitoring and fixing.

Q) How can I disable Music?

A) You need to select "Disable music". Individual music settings can be adjusted from within the game.

Q) I can hear a lot of static in the sound effects or digital music. What's wrong?

A) Some sound cards appear to have trouble with the "Default WaveOut Device" setting for digital sound effects. If you hear static, try running the winsetup.exe program and changing the "Digital Sound" setting to "Default DirectSound Device" instead. Note that sometimes the reverse situation may be the case.

## CONTACT

- 1) Visit our site: <http://h2g2remake.wordpress.com>
- 2) PM Dualnames from the AGS forums
- 3) Send a lovely mail here: [ledzepforever@gmail.com](mailto:ledzepforever@gmail.com)

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Red dwarf

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