Earth will be destroyed in 12 minutes to make way for a hyperspace bypass. Should you hitchhike into the next galaxy? Or stay and drink beer?

Slip the disk in your computer and suddenly you are Arthur Dent, the dubious hero of THE HITCHHIKER'S GUIDE TO THE GALAXY, a side-splitting masterwork of interactive fiction by novelist Douglas Adams and Infocom's Steve Meretzky. And every decision you make will shape the story's outcome. Suppose for instance you decide to linger in the pub. You simply type, in plain English:

> DRINK THE BEER

And the story responds:

YOU GET DRUNK AND HAVE A TERRIFIC TIME FOR TWELVE MINUTES, ARE THE LIFE AND SOUL OF THE PUB, THEY ALL CLAP YOU ON THE BACK AND TELL YOU WHAT A GREAT CHAP YOU ARE AND THEN THE EARTH GETS UNEXPECTEDLY DEMOLISHED, YOU WAKE UP WITH A HANGOVER WHICH LASTS FOR ALL ETERNITY, YOU HAVE DIED.

Suppose, on the other hand, you decide to:

> EXIT THE VILLAGE PUB THEN GO NORTH

In that case you'll be off on the most mind-bogglingly hilarious adventure any earthing ever had.

You communicate—and the story responds—in full sentences. So at every turn, you have literally thousands of alternatives. If you decide it might be wise, for instance, to wrap a towel around your head, just say so:

> WRAP THE TOWEL AROUND MY HEAD

And the story responds:

AND TELL YOU WHAT A GREAT CHAP YOU ARE AND THEN THE EARTH GETS UNEXPECTEDLY DEMOLISHED, YOU WAKE UP WITH A HANGOVER WHICH LASTS FOR ALL ETERNITY, YOU HAVE DIED.

Simply staying alive from one zany situation to the next will require every proton of puzzle solving prowess your mere mortal mind can muster. So put down that beer and hitchhike down to your local software store today. Before they put that bypass in.

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