

Acheton - Topologika

Solution by Neil Shipman

Turn your lamp off at every opportunity. Save your game regularly.

You start at the end of the road:

n - get all (lamp, can, keys, bottle) - nw - on - off - get axe -
se - s - e - e - climb tree - s - d - d - e - e - on - e - get
casket - w - w - off - n - open casket - get coat* - drop casket -
s - e - on - s - fill bottle - s to Slab Room - off - drop all but
lamp, keys

on - s - sw - unlock manacles - get manacles - sw - s - dig -
throw manacles - sw - u - get matches - w - off - drop all (lamp,
keys, matches) - jump - get violin* - jump - get all (lamp, keys,
matches, mace*,) - on - s - d - e - s - get pillow - n - e - get
statuette* - w - nw - n - ne - n to Slab Room - drop pillow - s -
sw - s - get all (pearls*, dagger) - n - ne - n to Slab Room - off
- drop all but lamp, matches

on - n - n - n - ne - n - sw - s - get sapphire* - n - n - nw - w
- get all (cloth, thread) - e - e - s - s - w - s - s to Slab Room
- drop thread

ne - e - s - climb - n - nw - get scissors - e - off - e - e - in
- raise sail - wait (until you see white water to the north) -
jump - n - nw - on - off - get emerald* - n - ne - on - dig - off
- get doubloons* - n - climb tree - wait (until black sail ship
pirates leave) - d - sw - on - off - get keg - n - se - on - dig -
off - get coins* - n - climb tree - wait (until black sail ship
pirates leave) - d - e - drop coins* - get driftwood - drop
driftwood - get coins* - light match (when ship with white sail is
in the distance) - light fire - on - ne to Slab Room - off - drop

all but lamp

on - ne - e - s - climb - n - nw - e - off - e - n - n - sw - ne -
nw - n - on - e - get tiara* - w - nw - off - sw - get spear - ne
- on - w - n - d - get fish - u - s - sw - throw fish - s - s - s
- sw - s - w - w - get marble - ne - e - n - ne - e - ne - s - e -
get crown* - n - off - wait (until giant is in se corner) - e - e
- e - throw marble - on - off - get all (beryl*, plate* with salt)
- w - get marble - w - w - on - s - w - n - w - n - sw - s - w - w
- w to Slab Room - off - drop all but lamp, marble - get bottle,
keys

on - w - w - w - n - w - u - nw - nw - n - off - sw - e - e - n -
e - water plant - s - w - e - get herbs* - w - w - w - n - on - s
- se - se - d - e - open door - s - e - e - e to Slab Room - off -
drop herbs*, keys - get thread, can

on - ne - e - s - climb - n - ne - e - get gin - w - w - s - d -
get niny - e - get rod - e - d - nw to Art Gallery (painting*) -
paint star - off - zooge - on - se - u - e - e - drink gin - jump
- jump - n - off - w to Spring - drop all but bottle, marble,
thread - drink - fill bottle - n - ne - nw - fill barrel - se - sw
- s - drink - fill bottle - n - ne - n - nw - w - drink - sw - w -
nw - n - get rug* - drink - fill bottle - s - s - e - ne - s -
drink - e - get all (vial, perfume*) - n - d - se - s - nw - drink
- se - sw - s - e - drop rug*, vial, perfume* - w - drink - fill
bottle - n - ne - n - nw - w - drink - sw - w - nw - n - drink -
drop bottle - e - e to Egyptian Chamber

eat cactus - d - if palantir glows dimly go e otherwise wait
except in location Q where it's ok to go e when palantir glows
brightly - get scarab* - qywinrol - d - get helmet - s - s - wait
(until mummy shuffles to ne of chamber) - s - s - s - s - get

bracelet* - w - s - get carbuncle* - e - e - n - n - offer
scarab*, offer bracelet*, offer carbuncle* - wait (until room
turns red) - s - e - get candlestick* - w - w - s - e - s - get
silk* - n - w - e - e - w - w - n - n - n - wait (until mummy
shuffles to ne of chamber) - n - ne - se - get torque* - sw - nw -
n - n - e - n - s - eat mushroom - e - w - eat mushroom - s - n -
eat mushroom - w - w - w - get all (cane, beads*) - e - ulimoga to
Ancient Cliff Dwellings

tie rope - d - n - e - s - drink - e - drop all but palantir - w -
get lamp, rod - drink - n - se - get all (scarab*, bracelet*,
carbuncle*) - nw - s - drink - e - drop scarab*, bracelet*,
carbuncle* - zooge - on - n - w - n - w - sw to Slab Room - off -
drop rod - get coat

on - empty pockets - get thermometer - u - n - n - n - n - n -
look (palantir shows council at feast indicating direction to take
from course they are eating) - go in direction indicated - get
necklace* - return to centre of floe - s - s - w - sw (if
thermometer shows -4 return n and go se) - repeat going sw or se
until you find gloves - get gloves* - n - n - n - n - n - sw or se
to find sceptre - get sceptre* - n - n - n - n - n - n - n - w
- get habergeon* - e - s - se - s - s - d to Slab Room - off -
drop all but coat, gloves, lamp - get tongs, plate, violin*

on - u - n - play violin - e - get salver* - w - n - n - n - e -
drop salt - d - se - get ring* - nw - u - nw - s - se - s - s - d
to Slab Room - off - drop all but coat, gloves, lamp

on - se - s - e - se - s - se - get pendant* - nw - w - w - nw - n
- d - d - e - s - get stake - n - u - e - se - e - n - e - get
amber* - e - u - u - u - get crucifix - d - w - read writing -
exakcip - e - d - d - w - s - sw - get chess* - ne - s to Top of

Marble Slide - Save Game

d to Bottom of Slide [use standard maze mapping technique of dropping objects to identify locations; discover where brooch*, amulet*, jade*, opals*, quartz, sword and lead are; work out route to reach these from Bottom of Slide (this is randomly set up at the start of the game; a route which worked for me was s - get lead - n - n - get brooch* - e - nw - get jade* - n - sw - get opals* - d - n - get sword - s - s - w - get quartz - e - se - u - nw - get amulet* - nw)] - Restore Game)

n - w - w - nw - w - n - ne - sw - sw - off - drop all but lamp - zooge - on - ne - n - n - d - d - e - u - e - se - e - e - wait (until lamp burns very brightly) - s - s - d to Bottom of Slide - get the 7 objects in the Lower levels of the Mine and exit to the Lodestone Room - return to Slab Room - off - drop all but lamp - get habergeon*, keys, matches

on - w - w - w - open door - n - w - u - nw - nw - n - off - sw - w - w - get moonstone* - on - e - n - e - n - off - unlock cage - wait (8 times) - on - w - w - s - e - get diadem* - w - s - s - e - e - d - off - e - e - e - s - s - e - s - s - n - get turban* - s - e - n - n - light match - light hedge - s - s - get fleece* - n - n - n - n - n - on - s - se - se - d - e - open door - s - e - e - e to Slab Room - off - drop all but lamp, keys - get pillow, amulet

on - w - w - w - open door - n - w - get clock - u - nw - nw - w to Hall of Mirrors - go in direction indicated by hour hand of clock - repeat until you reach the horn - get horn* - go in the opposite direction indicated by hour hand of clock - repeat until you reach Fork in Corridor - se - se - d - e - e - d - get wine - u - w - n - n to Cell

n - ne - e - se - s - sw - ukren - w - n - ne - e - se - s - sw to
Wizard's Library - off - drop horn*, wine* - wave amulet* - get
all (wine*, horn*, scroll*) - on - e - e - e - off - drop horn*,
wine*, scroll*, clock*, pillow - get stamp* - wave amulet* - get
all but pillow - nerku ukren to Large Chamber - on - e - w - nw -
w to Slab Room - off - drop all but lamp - get lead, quartz,
sceptre*, crown*

on - se - drop quartz - get ankh - nw - e - ne - e - n - w - off -
drop lead - get stone - transmute lead - drop stone - get gold* -
on - e - s - w - w - se - get orb* - s - s - get chest* - n - n -
nw - w to Slab Room - off - drop all but lamp - get keys, rod,
scissors

on - n - n - w - off - w - w - u - climb tree - n - d - w - s -
unlock grate - wave rod - on - d - e - n - off - get sovereigns* -
u - wander until you reach the Road - w to Mine Entrance - get
diamond* - cut diamond - cut diamond - get sculpture* - e - e - e
- e - climb tree - s - d - d - e - e - on - s - s to Slab Room,
drop lamp

get all but lamp - nw - drop all - se - get all but lamp - nw -
drop all - se - get all but lamp - nw - drop all - se - get all
but lamp - nw - drop all - se - get all but lamp - nw - drop all -
se - get all but lamp - nw - drop all - zooge - se - get lamp -
off

n then s in the dark until dead - no (when asked if you want to be
resurrected) - n - n - n - n - n - get skull* - anon - get lamp
(if not in this location try going s - get lamp or n - get lamp) -
on - go to Slab Room - get all

n - n - n - nw - get aquamarine* - se - ne - n - nw - w - u - e -
drop all but lamp - get cane - w - close safe - get lamp, rod -
off - wave rod - drop rod - get mace, dagger, gas, crucifix,
sword, spear, stake, keg, cane - on - e - e

s - get disc - s - drop disc - s - get disc - s - drop disc - s -
get disc - s - drop disc - n - get disc - n - drop disc - n - get
disc - s - drop disc - n - get disc - n - drop disc - s - d

When confronted by opponents use the following weapons:

minotaur - mace

orc - dagger

scorpion - vial of gas

spectre - crucifix

knight - nothing

serpent - sword

wolf - cane

cyclops - spear

vampire - stake

dragon - keg of gunpowder

The End. Total score 1000 points.

Treasures (denoted in the solution by *):

mink coat

jewel encrusted orb

sparkling blue sapphire

aquamarine

case of vintage wine

satin turban

ebony statuette

rembrandt portrait

amethyst pendant

engraved amber ornament

jewel studded crown

turquoise amulet

solid platinum brooch

pair of jade earrings

opals

antique carriage clock

large square cut beryl

antique porcelain plate

mithril habergeon

set of ivory chess pieces

glittering gold nugget

bundle of rare herbs and spices

golden fleece

stradivarius violin

pair of ermine gloves

jewel inlaid sceptre

palladium salver

large moonstone

sparkling adamant diadem

ancient papyrus scroll

penny black

delicate tiara

rare pearls

diamond

silver sovereigns

osmium-plated hunting horn

topaz ankh

agate ring

emerald

rhodium sculpture

magnificent persian rug

bag of spanish doubloons

flask of arabian perfume
king's treasure chest
string of precious coral beads
large glass palantir
antique tourmaline bracelet
glittering carbuncle
ancient bronze candlestick
rare coins
ancient egyptian torque
carved onyx scarab
garnet necklace
bale of damask silk
crystal skull

In Frobs We Trust!

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