

Philosopher's Quest

Help Sheet



'PHILOSOPHER'S QUEST' comes with on-line help which you get into by typing HELP <RETURN>. The program will halt and wait for you to type in a number so that it knows which 'hint' you want. You therefore need to know which numbers refer to which hints.

Pages 2-4 of this Hint Sheet contain a series of questions that players typically ask, like 'How do I find anything underwater?'

Various 'key words' have been deleted from these questions - making it harder to accidentally see the solutions to other questions - and are reproduced below.

The numbers alongside the words refer to the questions. The number that follows each question is the number to key for that particular hint.

Good luck!

ALBATROSS	3	GRAVEYARD	19	SEA	44
AREA	15,23,50	INK	21	SHOP	36
BABEL	4	JUICES	18	SLAB	38
BATTERY	7	LADY	17,22,29,37	SNAKE	39
BENDS	6		45	SOLICITOR	28
BLACH	43	LAMP	30	SOURCE	53
BUCKET	38,52	LIGHT	23,53	STOMACH	42
CHEESE	8	MARINER	7,12	TEA	29
CUPBOARD	44	MAZE	16	TIME	30
DANGER	9,49	MOUSE	26	TOOTH	40
DARK	10	OBJECT	20,36,47	TREASURE	27,48
DOG	1,11,17,22 37,46,51	OCTOPUS	27	UNDERWATER	2,41
DOOR	32	OFFICE	28	WALK	33
EDEN	13,50	PAINT	31	WATER	35
ELEPHANT	14,19	PANTRY	32	WEIGHTS	52
FRUIT	39	PASSAGES	25	WHALE	16,42
GAME	24	PLANK	5,33	WILL	45
GARDEN	13	POINT	24	YOU	15,23
GASTRIC	18	PORTCULLIS	34		
		ROOM	9,49		

Still stuck? Send full details to:

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No SAE - no reply!

