

Philosopher's Quest

for the Acorn Electron

Hints and Answers

Due to pressure of work our chief philosopher is unable to answer your query in person. However, he has written out a list of the most commonly asked questions overleaf, together with a set of hints and answers.

The hints and answers are arranged in a jumbled order to make it harder to accidentally see the solution to other questions. If you do not want to risk spoiling the rest of the adventure, ask a friend to look up the hint or answer to your question for you.

Yours sincerely



The Chief Philosopher

Problems arising, and hints/answers to solve

1. I need more than two items out of the shop.
Hint 34, Answer 32
2. I die outside the shop/it's dark and I don't know what to do?
Hint 46, Answer 10
3. I can't get past the wall-crusher
Hint 31, Answer 9
4. I can't get past the cheese/I keep dying with the cheese.
Hint 23, Answer 30
5. I can't get past the portcullis.
Hint 47, Answer 24

6. I keep dying/falling into pits (in the Danger Room).
Hint 50, Answer 29
7. I'm trapped in the 'you don't exist' state.
Hint 1, Answer 51
8. I can't put the albatross down.
Hint 45, Answer 8
9. I can't see how to get the albatross without running my lamp down.
Hint 16, Answer 49
10. I lose everything when I don't exist.
Hint 43, Answer 15
11. I get lost in the mazes.
Hint 14, Answer 44
12. I get squashed by elephants.
Hint 42, Answer 6
13. I can't get the mouse.
Hint 17, Answer 7
14. The old lady keeps dying because I can't get her tea out of the shop.
Hint 18, Answer 41
15. I can't find the (first) dog.
Hint 5, Answer 38
16. I can't find the (second) dog.
Hint 28, Answer 4
17. I can't find the (third) dog.
Hint 3, Answer 27
18. How do I make the dog visible?
Hint 12, Answer 37
19. The will isn't worth anything.
Hint 48, Answer 33
20. I drown when I try to swim.
Hint 40, Answer 2
21. I can't find anything in the sea.
Answer 13
22. I keep dying by the octopus.
Hint 39, Answer 26
23. I can't map the whale's stomach.
Hint 20, Answer 25
24. I die when I take the tooth.
Hint 19, Answer 36

25. I get the bends and die.
Hint 22, Answer 35
26. I can't get the last point, I've got 249 out of 250.
Hint 21, Answer 11

Hints and answers

1. How can you prove you exist? How did the philosophers do it?
2. Take the aqualung with you.
3. Can you hear it near where it lives?
4. 'SPOT' north of the Danger room.
5. There are two other animals – where are they?
6. Take the mouse with you.
7. Hold the cheese while you do it.
8. Don't do the M.E. passage till you get the albatross.
9. Try throwing the steel rod.
10. Try 'GET' and then 'INV' outside the shop.
11. 'Blach' never achieved anything before; try it now.
12. Try coating it with something sticky.
13. Go down and south as far as you can.
14. The rooms look all alike, don't they. How can you make them not look alike?
15. Leave your lamp (on) and all your belongings behind and collect them later.
16. Better not to have it on!
17. What do mice like?
18. Where do old ladies keep their tea?
19. The whale hates smoke.
20. No you can't, as you enter it randomly and things get moved about. Remember what the octopus said.
21. Recall the instructions; nothing is a red herring.
22. How do divers solve the problem?
23. You need something to ease the smell.
24. Rub the amulet.
25. Strike a match; see which way the wind's coming from – that must be out!
26. Give him the ink.
27. 'GET' or 'GET DOG' in kennel room.
28. Try calling it in a suitable place.
29. Experiment with JUMP, RUN, CRAWL etc.
30. Look for a gas mask.
31. You need to wedge the walls apart with something strong, without going there yourself.
32. Try throwing something.

33. Take it to the solicitor's.
34. If you can't carry more than two items out, how else could you get something out?
35. Every turn you spend at mid-depth 'removes' five turns you spent at depth. When you've 'removed' them all you can surface safely.
36. Strike a match and light a fire with the driftwood.
37. Take the dog under the paint-dropper.
38. Past the elephants graveyard – but not till after tea.
39. What defence mechanism do octopuses have?
40. You need proper preparation.
41. Leave it there and check her larder.
42. How could you scare the elephant away?
43. So don't have anything when you go in there.
44. Drop an object in each room and map the maze.
45. Neither could the mariner till he found someone (you) to tell the story to. Can you find someone?
46. You need a light source. One is provided, and the game is fair!
47. You need some magic. Try waving or rubbing things.
48. No, it's only a piece of paper, but it's probably valuable.
49. Turn your lamp off, strike a match and move.
50. How would you avoid such danger in real life?
51. Try thinking.

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