

Philosopher's Quest

for the BBC Microcomputer

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

I need more than two items out of the shop.

Hint 34, Answer 32

I die outside the shop/it's dark and I don't know what to do?

Hint 46, Answer 10

I can't get past the wall-crusher.

Hint 31, Answer 9

I can't get past the cheese/I keep dying with the cheese.

Hint 23, Answer 30

I can't get past the portcullis.

Hint 47, Answer 24

I keep dying/falling into pits (in the Danger Room).

Hint 50, Answer 29

I'm trapped in the "you don't exist" state.

Hint 1, Answer 51

I can't put the albatross down.

Hint 45, Answer 8

I can't see how to get the albatross without running my lamp down.

Hint 16, Answer 49

I lose everything when I don't exist.

Hint 43, Answer 15

I get lost in the mazes.

Hint 14, Answer 44

I get squashed by elephants.

Hint 42, Answer 6

I can't get the mouse.

Hint 17, Answer 7

The old lady keeps dying because I can't get her tea out of the shop.

Hint 18, Answer 41

I can't find the (first) dog.

Hint 5, Answer 38

I can't find the (second) dog.

Hint 28, Answer 4

I can't find the (third) dog.

Hint 3, Answer 27

How do I make the dog visible?

Hint 12, Answer 37

The will isn't worth anything.

Hint 48, Answer 33

I drown when I try to swim.

Hint 40, Answer 2

I can't find anything in the sea.

Answer 13

I keep dying by the octopus.

Hint 39, Answer 26

I can't map the whale's stomach.

Hint 20, Answer 25

I die when I take the tooth.

Hint 19, Answer 36

I get the bends and die.

Hint 22, Answer 35

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 octopi 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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