Philosopher's Quest

by Peter Killworth

the best in
BRITISH
adventure games

TOPOLOGIKA

'Getting Started' Switch the computer system on, then follow the instructions on the disc label. The disc drive will whirr, and the program should start. Refer to the separate 'How To Play Adventure Games' booklet for details of how to use the program itself. If, after following all the instructions, you still can't get the program to start, or you are in any way not satisfied with its performance, return it to us in its original packaging, and we'll test it and replace if necessary. *This version does not use sound effects.*

SOME QUESTIONS ANSWERED:

I wanted to load a game I saved a week ago, but I couldn't remember what I called it. How do I find out? The only way to research names of saved games is to check them out before you start a game, ie from the A> prompt of DOS. (Use the DIR command, as described in your system manual under reference 'DIR'.)

I'm using a double disc system. Can I have the adventure disc in drive A, and my data disc in drive B? Yes. To save to drive B at the ':' prompt, type

        SAVE <RETURN>.   The computer will respond with:

        Please insert saved game disc.
        Save
        :

Put your 'data' disc in drive B, then type:

        B:gamename <RETURN>, where 'gamename' is the name that you are using for your saved position.

To get back to that saved position at a later date, type LOAD <RETURN> and follow the on-screen instructions, using B:gamename at the appropriate time.

I tried to save a game, but got a 'Disc full' message. This means what it says. The disc is full. You have two choices: either put another (formatted) disc in the drive that you are using, or use the DEL facility, from DOS, to delete one or more of your old files (see your system manual for details).

I tried to save my position, but it won't let me! If the name that you're typing in is too long (maximum 8 characters) the computer will just keep saying:

    Save
    :

until you use a name it likes. If you've inadvertently put a write-protect sticker on the disc, or if the disc itself is faulty, you will get the message:

    Abort, Retry, Ignore?

If a sticker is the problem, remove the disc, then the sticker. Put the disc back in the drive and type R <RETURN>. If a sticker isn't the problem, put a different (formatted) disc in the drive, and type R <RETURN>.

I want to back up the disc. Can I do this? The disc is copy-protected. Attempts to copy it may result in damage to the code. Replacement or back-up discs are available from TOPOLOGIKA for a nominal fee.

When I try to LOAD a saved position, I get the message: Open failure - please try again

The program can't find a file of that name on the disc. You may have just mis-typed the name (in which case just type it again). You may be trying to load a game that you think you've saved, when in fact you didn't! Finally, you may be using drive B for your saved game disc, and omitting the drive reference from the 'gamename' (see above.)

Philosopher's Quest

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'PHILOSOPHER'S QUEST'

Magic wands can be dangerous
things. The one you found in the junk shop
off Market Street was no exception. It was
a mistake to wave it while the cranky old
shopkeeper's back was turned... Instantly the
atmosphere turned inside out, taking you with it.
Then it twisted back again, dumping you back
inside the shop - but a strangely altered shop
indeed... No windows, precious little stock - and
no shopkeeper either! You were in part of a cave
system, to judge from the granite-grey walls,
ceiling and floor.

As you paused, uncertain what to do, a voice
seemed to weasel its way into your mind,
crawling between the wet layers of flesh and
skull:

"Go and seek the treasure, mortal,
and bring it back here in payment
for the misuse of my wand. You
will need every ounce of cunning to deal
with the serpent in the Garden of Eden,
the ancient mariner, the invalid old
lady, the whale, and myriad other
problems too difficult to mention.

"A word of warning - it is dangerous to
travel in the dark!

"One final thing - READ MY NOTICE!"

As the words began to fade from your
conscious mind, the temporary paralysis that
had gripped your limbs since you waved the
wand eased, and you began to realise that what
happened now was up to you...

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	OCTOPUS	27	UNDERWATER	2,41
	37,46,51	OFFICE	28	WALK	33
DOOR	32	PAINT	31	WATER	35
EDEN	13,50	PANTRY	32	WEIGHTS	52
ELEPHANT	14,19	PASSAGES	25	WHALE	16,42
FRUIT	39	PLANK	5,33	WILL	45
GAME	24	POINT	24	YOU	15,23
GARDEN	13	PORTCULLIS	34		
GASTRIC	18	ROOM	9,49		

27	How do I get the ******** chest from the ******?	23
28	What use is the *********'s ******?	4
29	How can I get the **** her ***?	14
30	How do I avoid running out of **** ****?	51
31	How do I use the *****?	47
32	How do I open the ****** ****?	7
33	How do I stay alive when ****ing the *****?	8
34	How do I get past the **********?	12
35	How do I enter the ***** safely?	10
36	How do I get more than two ******s out of the ****?	1
37	How do I find the old ****'s fourth ***?	44
38	How do I get the **** out to the ****** without dying in the ****?	13
39	What do I do with the ***** and the *****?	25
40	How do I take the ***** safely?	28
41	How do I find anything **********?	17
42	How can I get dry things into the *****'s *******?	20
43	What use is the word *****?	49
44	How do I open the *** ********?	18
45	How do I make the old ****'s **** valuable?	48
46	How do I find the old lady's second ***?	42
47	How do I enquire about the use of an ******?	52
48	How can I locate an item of ********?	53
49	How do I stay alive in the ****** **** the second time?	45
50	How do I get out of the **** outside ****?	38
51	How do I find the old lady's fifth ***?	46
52	How do I get the heavy ******* into the ******?	9
53	How do I find a ***** ******?	3

Still stuck? Send full details to:

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Fax 01326 376755

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About the Author . . .

By profession a theoretical research oceanographer — and an occasional anthropologist and magician — PETER KILLWORTH fell in love with adventures when he discovered 'Colossal Cave'. His own first attempt at this new art form ('Philosopher's Quest', originally published by Acornsoft) sold 25000 copies.

'The programming', he recalls, 'was totally functional, and fairly crude by my current standards. But the plot and the puzzles were good. It's very easy to write a bad adventure (it just needs hard work); but a good one needs plotting like a novel, the appropriate writing skills, and the ability to create new puzzle types instead of just repeating old patterns'.

His family occasionally see him away from his computer terminal at home. They do not play adventure games.

. . . About the Adventure

Magic wands can be dangerous things.

The one you found in the old junk shop off Market Street was no exception. It was a mistake to wave it at all, let alone while the old shopkeeper's back was turned . . .

Instantly the atmosphere turned inside out, taking you with it.

Then it swirled back again, dumping you back inside the shop — but a strangely altered shop indeed . . . No windows, precious little stock — and no shopkeeper either! You were in part of a cave system . . .

As you paused, uncertain what to do, a voice seemed to weasel into your mind.

'Go and seek the treasure, mortal, and bring it back here in payment for the misuse of my wand'. . . .

GAME SIZE: Compact, but with unexpected twists. RATING: Difficult.

Also from Topologika . . .

'ACHETON' by Jon Thackray, David Seal and Jonathan Partington

A mysterious body — known only as The Ruling Council of Acheton — has issued a challenge to life-forms everywhere: 'We hereby challenge the greatest adventurers in the universe to uncover the dread secrets of our Realm. Deeds of heroic valour will be required, and feats of intellect that Newton and Einstein would have boggled at . . . The rewards will be great: riches immense, and power supernatural, and the knowledge that you have succeeded where thousands have failed.'

GAME SIZE: Expansive, with a wide range and very high standard of problems. RATING: A real challenge.