

ACHETON



help sheet

'ACHETON' 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 'What do I do in the enchanted forest?' 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!

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hint

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2	What is the significance of the inscription beyond the west ***** of the Slab Room?	33
3	What do I do at the ***** of Ra?	84
4	How do I get past the wizard's **** *? 155	
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14	How do I get a new **** for my lamp?	101
15	How do I open the **** safely?	151
16	How do I get the bronze *****?	83
17	How do I climb the walls of the desert *****?	65
18	How do I open the *****'s front door?	32
19	How do I get hold of the wizard's *****?	36
20	How do I swim out of the **** again safely?	143
21	How do I get out of the ***** in the wizard's dungeons?	11
22	How do I get the case of wine out of the *****?	88
23	What is *****?	111
24	How do I get across the *****?	30
25	Why is something ***** nearby?	35
26	How do I get down the *****?	50
27	How do I avoid being ***** by the giant?	29
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29	How do I get past the *****'s back door?	155
30	How do I climb the walls of the ***** canyon?	65
31	How do I get into the *****?	52
32	How do I get the food from the wizard's ***** *? 34	
33	How do I carry more than one stone **** at a time?	161
34	How do I get out of the cells in the wizard's *****s?	11
35	How do I get down from the cliff *****?	140
36	What does "*****" mean?	102
37	What is the ***** for?	7
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40	How do I avoid being killed by the *****?	150
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43 How do I avoid ***** ** ***** in the ice area?	27
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46 How do I get out of the area near the **** of Isis?	126
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48 How do I win the *****'s combat?	164
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58 How do I avoid being ***** by the things I'm carrying?	74
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63 How do I get up to the cliff *****?	141
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65 What is the significance of the *****s in the desert canyon which look like giant handwriting?	70
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68 How do I get out of the enchanted *****?	3
69 How do I open the wizard's ***** *****?	32
70 How do I avoid being crushed by the *****?	29
71 What is the significance of the inscription on the ***** sheet?	55
72 Why does the ***** keep running away?	38
73 How do I get into the *****?	94
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75 What do I do in *****?	49
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78 How do I swim in the *****?	26
79 How do I turn the ***** off?	125
80 How do I get out of the *****'s dungeons?	96
81 How do I avoid freezing to death in the *** area?	27
82 How do I stop the **** killing me?	139
83 How do I recover treasure lost at the *****?	131

hint

84	How do I get hold of the ***** in the library?	136
85	What do I do in the **** with a faint impression of black magic and sorcery?	48
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87	How do I steer the *****?	54
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91	How do I catch the *****?	39
92	How do I take the ***** safely?	85
93	How do I get out of *****?	108
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96	How do I avoid the melting *** passages?	44
97	How do I get into the ***** safely?	115
98	What does "***" mean?	23
99	What is the significance of the ***** beyond the west alcove of the slab room?	33
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104	How do I let the ***** out of prison?	46
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120	How do I get hold of the **** **** safely?	19
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127 How can I locate ***** in the mine reliably?	41
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135 What is the significance of the ***** on the glass sheet?	55
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139 How do I *** the lower levels of the mine?	15
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155 In the small room below the *****, how do I go along the dark passage to the east safely?	124
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.65 What is *****?	110
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