

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.

The following pages 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		

		Hint
1	How do I find the old lady's ***?	43
2	How do I see *****?	16
3	How can I drop the *****?	39
4	How do I do anything in *****?	22
5	How do I walk the full length of the *****?	21
6	How do I avoid getting the *****?	30
7	How do I avoid losing almost all my ***** time when I visit the *****?	36
8	How can I get past the *****?	15
9	How can I stay alive in the ***** **** the first time?	19
10	Why do I keep dying in the *****?	2
11	How can I find the old lady's ***?	31
12	How do I get past the *****?	34
13	How do I get out of the ***** of *****?	33
14	How do I get past the *****?	27
15	How can I escape the '*** don't exist' *****?	37
16	How do I get out of the ***** *****?	26
17	How can I ensure that the old *****'s *** stays alive?	35
18	How do I avoid being dissolved by ***** *****?	29
19	How do I get back safely from the *****'s *****?	32
20	How do I lift heavy *****s?	5
21	How can I get the ***?	6
22	How can I get back to the old **** after getting her *** down safely?	41
23	How can I get ***** again after escaping the '*** don't exist' *****?	40
24	How do I finish the **** and get the last *****?	50

25	I don't understand the M. E.       *****	11
26	How can I pick up the *****?	24
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

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