

PHILOSOPHER'S QUEST (Topologika)

This is a very good and enjoyable and interesting game. All objects are necessary to solve one puzzle or another. The hints are a great help, though they do not tell you all that is needed to finish the game.

The following hints and walkthrough is for the expanded version of the game (315 points). There already exists a walkthrough for a 249 point version. While sections of this walkthrough may help, some of the objects are different, and many of the locations are not the same.

There are 53 hints, many with subhints and solutions. To see a hint, type HELP and enter a number (from 1 to 53) as the instructions dictate.

You need to find four dogs. Place you may have visited before which were not important, become so during later parts of the game.

Although you may collect treasures in any order, the amulet is the one treasure necessary to proceed further.

There is a time limit, as your lamp will eventually go out, so conserve light where possible, and save/restore often.

There are certain times that you cannot save game (e.g. in the Tower of Babel).

While you may wish to value treasures in the solicitor's office, don't bother since it uses up precious light. The exception to this is the will which you only get very near to the end of the game.

When returning from underwater, stay under until the last minute.

Some objects are needed more than once (keys, matches).

Enter the maze with sufficient objects to map it.

Bury the cheese in the elephant's graveyard before getting the dog.

Turn off your light and strike a match before approaching the mariner.

Get the albatross before going through the ME maze.

Ensure the biscuit is somewhere in the house before you get the dog.

Once the woman tells you her dog's name, say SPOT in the cell beyond the Danger Room.

When you hear the dog barking, take him even though you don't see him.

Walkthrough:

You start in a shop. TAKE AQUALUNG, THROW AQUALUNG, TAKE CUSHION, TAKE KEYS, S, FEEL, TAKE ALL, INVENTORY, ON, S, TAKE AMULET, N, E, D, N, TAKE BISCUIT, S, U, N, S, S, OFF, DROP AQUALUNG, DROP AMULET, DROP OILSKIN, W, W, W, W, W, NW, IN, N, TAKE KETTLE, TAKE CUP, UNLOCK DOOR, E, FILL KETTLE, TAKE TEABAG, W, BOIL WATER, MAKE TEA, ON, N, DROP BISCUIT, OFF, S, SE, E, E, TAKE DRIFTWOOD, E, TAKE BOTTLE, E, DROP ALL, W, TAKE COFFIN, W, W, UP, W, DROP COFFIN, OUT, E, TAKE STONE, UP, W, DROP STONE, OUT, E, E, TAKE BATH, W, UP, W, DROP BATH, E, E, E, TAKE GASMASK, W, W, D, E, E, E, E, TAKE LAMP, DROP GASMASK, E, N, ON, N, DROP LAMP, E, TAKE SLAB, N, S, DROP SLAB, N, TAKE LAMP, S, S, OFF, DROP LAMP, N, TAKE SLAB, S, S, W, W, W, W, UP, W, DROP SLAB, OUT, E, E, E, E, TAKE GASMASK, TAKE LAMP, N, ON, N, E, D, SE, S, TAKE CHAIN, N, TAKE CHEESE, NW, U, DROP CHAIN, DROP CHEESE, E, NW, TAKE CHEESE, N, S, S, DROP CHEESE, W, OFF, E, TAKE CHEESE, W, W, W, DROP CHEESE, E, E, TAKE CUSHION, E (the ledge is directly above you), DROP CUSHION, W, W, W, TAKE CHEESE, W, DROP CHEESE, E, W, TAKE CHEESE, U, E, E, DROP CHEESE (at the star), W, E, TAKE CHEESE, E, E, N, DROP CHEESE, S, ON, N,

TAKE CHEESE, TAKE MOUSE, N, N, DROP CHEESE, N, S, TAKE TUSK, TAKE CHEESE, BURY CHEESE, N, TAKE DOG, S, S, S, D, OFF, W, DROP GASMASK, DROP TUSK, W, W, W, W, NE, IN, ON, TAKE DOG, N, S, OFF, E, E, E, E, TAKE BOTTLE, E, N, ON, N, E, D, NE, TAKE MATCHES, SW, N, N, RUN N, CRAWL N, N, TAKE PLATYPUS, TAKE DOG, S, JUMP S, HOP S, S, S, U, N, S, S, OFF, TAKE AMULET, W, W, W, W, W, NE, IN, ON, N, S, OFF, SE, E, E, E, E, TAKE TUSK, E, N, ON, N, N, OFF, DROP PLATYPUS, DROP TUSK, DROP BOTTLE, S, ON, E, D, E, RUB AMULET, E, OFF, go NORTH several times until you hear several phrases. (Here you need to refer to the hints to find the way to move in the Tower of Babel), CUSHION (to go up), KEYS (to take garnets), TEABAG (to go back), SAUSAGE (to go south), NE, N, N, N, N, TAKE SNAKE about seven times until he gives you a hint, E, D, E, N, N, ON, GET DOG, S, OFF, SE, E, LIGHT MATCH, NE (wait for the mariner to finish his story), ON, NE, TAKE ALBATROSS, SW, W, OFF, NW, SW, W, THINK, E, TAKE MATCHES, W, LIGHT MATCH, NW, TAKE BOOK, SE, E, TAKE ALL, NE, SE, STEINBECK, ON, W, U, N, N, OFF, DROP ALL, TAKE MATCHES, TAKE LAMP, S, ON, E, D, D, S, W, W, W, N, N, N, N, TAKE PORTRAIT, S, N, W, E (you are back at Picadilly Circus), W, TAKE POLYTHENE, SE, U, TAKE CHAIN, N, N, OFF, DROP PORTRAIT, DROP CHAIN, DROP ALBATROSS, TAKE BOTTLE, TAKE DOG, S, ON, W, D, E, FILL BOTTLE, W, U, N, S, S, OFF, TAKE AQUALUNG, TAKE OILSKIN, W, DROP DOG, TAKE DRIFTWOOD, WRAP DRIFTWOOD, WRAP MATCHES, TAKE KEYS, ON, WRAP LAMP, S, D, D, S, S, S, SW, SE, DROP BOTTLE, TAKE CHEST, NW, NE, SE, OPEN DOOR, DROP KEYS, W, TAKE SLIPPER, E, NW, W, N, W, W, E, UNWRAP MATCHES, UNWRAP DRIFTWOOD, DROP OILSKIN, TAKE TOOTH, LIGHT MATCH, LIGHT WOOD, U, W, W, W, W, E, E, E, E, N, N, U, N, UNWRAP LAMP, OFF, DROP POLYTHENE, DROP AQUALUNG, E, TAKE DOG, W, W, W, W, NE, N, ON, N, OFF, S, SE, E, E, E, E, E, N, ON, N, E, D, N, N, HOP N, RUN N, N, TAKE TROPHY, SPOT, TAKE DOG, S, CRAWL S, JUMP S, S, S, U, N, N, OFF, DROP ALL, TAKE DOG, TAKE LAMP, S, ON, S, S, OFF, W, W, W, W, W, NE, IN, ON, N, OFF, S, SE, E, E, E, E, E, N, ON, N, E, E (you hear barking), TAKE DOG, NW, N, W, E, W, N, S, S, OFF, W, W, W, W, W, NE, IN, ON, N, N, TAKE WILL, S, S, OFF, S, SE, E, E, E, E, E, N, ON, N, W, D, W, W, OFF, DROP WILL, E, W, TAKE CHEQUE, ON, E, E, UP, N, N, OFF, DROP CHEQUE, BLACH. That's it.