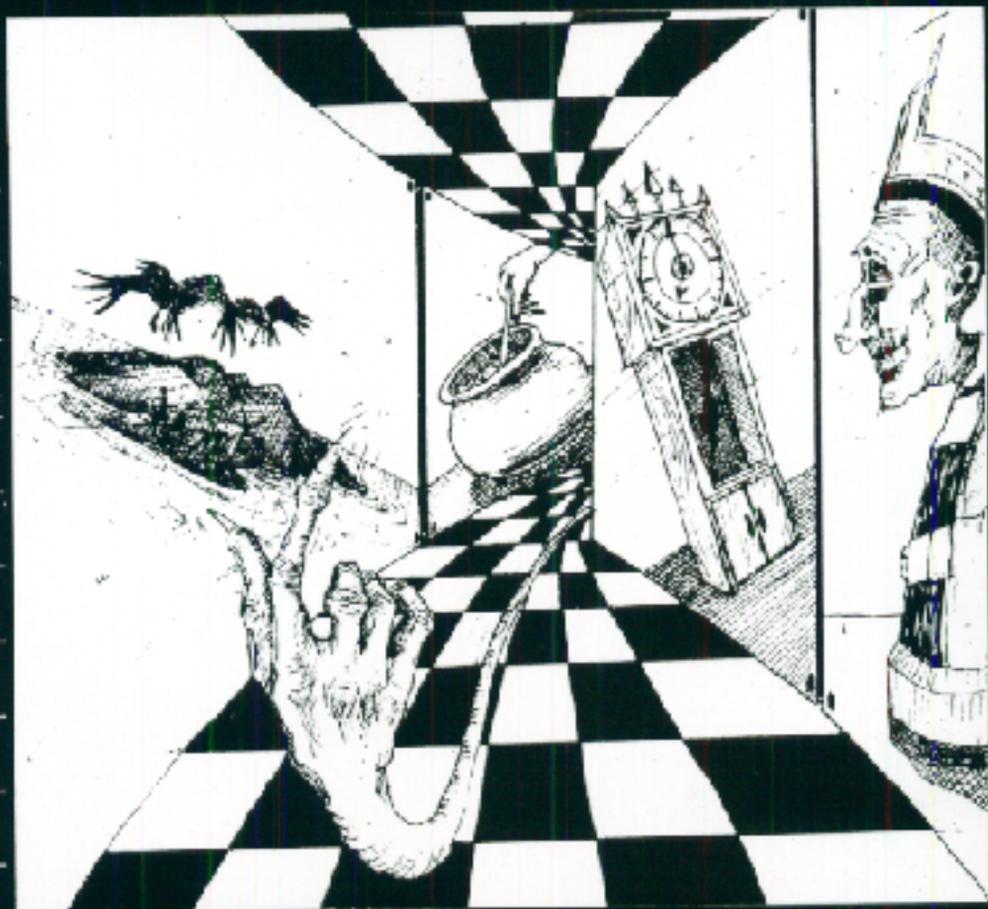


# ACHETON

by Jon Thackray

David Seal

Jonathan Partington



MS-DOS version  
for AMSTRAD PC 1612  
and compatibles

the best in  
**BRITISH**  
adventure games

TOPOLOGIKA



## ADVENTURE GAMES - Technical Notes for IBM/MS-DOS version

'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.)

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# ACHETON



(C) Jon Thackray, David Seal  
and Jonathan Partington

Published by

TOPOLOGIKA

1987

PO Box 39, Stilton, PETERBOROUGH PE7 3RU

A mysterious body, known only as The Ruling  
council of Acheton, issues the following challenge  
to sentient life-forms everywhere:

"We hereby challenge the greatest adventurers in the known universe to uncover the dread secrets of our realm.

"Acheton is no ordinary land. Although explorers are welcome, you may find that Death is the only reward. Deeds of heroic valour will be required, and feats of intellect that Newton and Einstein would have boggled at. Understanding of the arcane science known as Magic will be mandatory...

"For the successful adventurer, the rewards will be great: riches immense, power supernatural, and the knowledge that you have succeeded where others have failed...

"Good luck - you will need it!

*Signed and Sealed in the four thousand and twenty-seventh year of the Reign of Yelka-Dekkim IV. May his Dread Majesty live forever!*"



# 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!

ALCHEMIST	224	GARGOYLES	45	PYRAMID	155
ALCOVE	2	GATE	46	QUICKSAND	156
ALTAR	3,51,83	GIANT	47,70,104,231	REEF	157,174
BACK DOOR	4,52	GLADIATOR	48	REMBRANDT PORTRAIT	158
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BLACK FLAG	8	GREENHOUSE	73	SAIL	162
BLACK MAGIC	9	HABERGEON	74,92	SALVER	163
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CHIMING	25	LAST POINT	112	STONE LIONS	187,209
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	132,146,204	MINE	119,141,149,152	TRAILS	193
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DUNGEONS	34,62	MUMMY	122	UKREN	195
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EXAKCIP	36,64	NERKU	124	WALL/S	198,216,217,225
FARMHOUSE	37	NEST	125	WELL	199
FIRE	230	NINGY ROOM	126,144	WHITE FLAG	200
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FOREST	42,68,89,103	PIT	131	ZOOGE	203
FREEZING TO DEATH	43	POCKETS	153		
FRONT DOOR	44,69	PRISON	154		

hint

1	How do I prevent the *****'s front door from closing?	31
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
5	How do I avoid bumping into the *****?	147
6	Why does an invisible ***** block my way?	93
7	How do I avoid being killed by the adult *****?	134
8	What is in the ship with the ***** *? *	122
9	What do I do in the cave with a faint impression of ***** *? * and sorcery?	48
10	What does "BLEI AMEDI" mean?	73
11	How do I get hold of the alchemist's *****?	149
12	How do I get the wine out of the *****?	89
13	How do I get across the ***** safely?	142
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
28	How do I successfully negotiate the *****?	75
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
38	How do I avoid dying when I go through the *****'s back door?	156
39	How do I get across the *****?	17
40	How do I avoid being killed by the *****?	150
41	How do I stop the ice **** melting underneath me?	157

hint

42	What do I do in the enchanted *****?	2
43	How do I avoid ***** ** ***** in the ice area?	27
44	How do I prevent the wizard's ***** **** from closing?	31
45	What do I do with the *****?	60
46	How do I get out of the area near the **** of Isis?	126
47	How do I get past the *****?	21
48	How do I win the *****'s combat?	164
49	How do I get past the ***** sheet?	56
50	What is the significance of the ***** walls?	132
51	How do I avoid losing treasure at the *****?	130
52	How do I avoid dying when I go through the wizard's **** *****?	156
53	At the edge of the ***** pit, how do I get back safely?	148
54	What is the significance of the fissures in the desert ***** which look like giant handwriting?	70
55	Is there anything in the ***** on the island?	118
56	How do I avoid *****?	113
57	How do I climb the *****?	61
58	How do I avoid being ***** by the things I'm carrying?	74
59	How do I get out of the *****?	63
60	How do I sail the *****?	53
61	How do I stop the stone ***** exploding?	162
62	How do I get out of the wizard's *****s?	96
63	How do I get up to the cliff *****?	141
64	What does "*****" do?	103
65	What is the significance of the *****s in the desert canyon which look like giant handwriting?	70
66	How do I get out of the area near the *****?	152
67	How do I get the **** from the wizard's dining room?	34
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
74	What is a *****?	28
75	What do I do in *****?	49
76	How do I get out of the **** ** *****?	90
77	What is the significance of the fissures in the desert canyon which look like giant *****?	70
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
86	What is the significance of the fissures in the ***** canyon which look like giant handwriting?	70
87	How do I steer the *****?	54
88	How do I get out of the area with the stone *****?	163
89	What do I do in the ordinary *****?	4
90	How do I get out of the cells in the *****'s dungeons?	11
91	How do I catch the *****?	39
92	How do I take the ***** safely?	85
93	How do I get out of *****?	108
94	How do I get hold of the treasure in the **** of *****?	91
95	How do I get past the toll **** without paying?	12
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
100	How do I get out of the area near the Gate of *****?	126
101	How do I get into the cave?	1
102	How do I survive the ***** crash?	76
103	How do I get out of the ordinary *****?	5
104	How do I let the **** out of prison?	46
105	How do I navigate in the **** ** *****?	92
106	How do I recover things I've dropped down the toll *****?	13
107	In the *** passage where I see another *** passage below me, how do I get into this other passage?	86
108	What do the *****s on the signpost mean?	40
109	Is there anything in the caves on the *****?	118
110	How do I get through the wizard's *****?	37
111	How do I recharge my *****?	100
112	How do I get the **** ***** in the game?	165
113	How do I get hold of the books in the *****?	136
114	How do I control the direction in which I leave the ***** *****?	47
115	How do I get out of the *****?	9
116	How do I *** mazes and other areas where every location looks the same?	10
117	How do I get back up the ***** *****?	14
118	How do I map ***** and other areas where every location looks the same?	10
119	How do I go down the *****?	6
120	How do I get hold of the **** **** safely?	19
121	How do I get the ***** out?	59
122	How do I get past the *****?	82
123	Can I do anything useful with the *****?	79

	<u>hint</u>
124	What does "*****" mean? 97
125	How do I climb out of the ****? 135
126	Why am I sneered at when I leave the ***** *****? 16
127	How can I locate ***** in the mine reliably? 41
128	What is the significance of the *** walls that various places have? 8
129	How do I survive the *****' visit? 119
130	How do I prevent the ***** from strangling me? 95
131	At the edge of the balrog ***, how do I get back safely? 148
132	How do I stop the ***** crashing into the reef? 77
133	What use is the toll ****? 99
134	How do I stop the *** floe melting underneath me? 157
135	What is the significance of the ***** on the glass sheet? 55
136	How do I get through the *****'s laboratory? 37
137	How do I get a new bulb for my ****? 101
138	How do I get back to the mine from the ***** ****? 42
139	How do I *** the lower levels of the mine? 15
140	How do I get hold of the ***** in the Hall of Mirrors? 91
141	How do I map the lower levels of the ****? 15
142	How do I stop the **** **** being eaten? 20
143	What do I do with the *****? 80
144	What do I do with the holes in the east wall of the ***** ****? 22
145	What are the ***** doing when they are ashore? 121
146	What do I do while the ***** is sailing? 78
147	What is the significance of the scented *** tracks? 158
148	What is the significance of the ***** in the Slab Room? 58
149	How can I locate objects in the **** reliably? 41
150	Why are the pockets of the **** **** bulging? 24
151	How do I control the *****? 81
152	How do I get back to the **** from the lodestone room? 42
153	Why are the ***** of the mink coat bulging? 24
154	How do I let the giant out of *****? 46
155	In the small room below the ***** I go along the dark passage to the east safely? 124
156	What do I do in the *****? 62
157	How do I get through the ****? 114
158	How do I get the ***** ***** out? 109
159	How do I get past the *****? 67
160	How do I get onto the dark *****? 117
161	How do I close the **** safely? 25
162	Where is the **** for the dinghy? 64
163	How do I get the palladium *****? 105
164	What is the significance of the *****ed ice

hint

tracks?	158
.65 What is *****?	110
.66 How far away is the furthest interesting feature in the ***?	116
.67 How do I get past the glass *****?	56
.68 How do I attract the attention of a *****?	120
.69 What do the inscriptions on the ***** mean?	40
170 Why won't the ***** let me out?	106
171 What is the significance of the inscription beyond the west alcove of the *****?	33
172 How do I get out of the ***** maze safely?	133
173 Why am I *****ed at when I leave the niny room?	16
174 How do I stop the dinghy crashing into the *****?	77
175 What is the booming voice at the ***** talking about?	71
176 How do I avoid *****?	112
177 How do I swim in the ***?	51
178 What is the significance of the inscription on the glass *****?	55
179 What is in the ***** with the black flag?	122
180 How do I get past the ***** with all my treasure?	107
181 How do I avoid being killed by *****s?	128
182 How do I kill *****?	144
183 How do I get back up the *****?	127
184 How do I take the *****?	69
185 What are the ***** for?	57
186 Why did the ***** make a noise?	87
187 Why do the ***** ***** kill me?	137
188 How do I ***** in the harbour?	26
189 How do I avoid dying of *****?	66
190 How do I get past the ***** ***** without paying?	12
191 What use is the ***** *****?	72
192 How do I get hold of the *****?	18
193 What is responsible for the sinuous *****?	129
194 Why was the voice at the safe dubious about one of my *****s?	160
195 What does "*****" mean?	98
196 How do I get hold of the *****'s cauldron?	36
197 What is the booming ***** at the safe talking about?	71
198 What do I do with the holes in the east ***** of the niny room?	22
199 How do I go down the *****?	104
200 What is in the ship with the ***** *****?	123
201 How do I get the ***** out of the bottles?	89
202 How do I get out of the area near the ***** *****?	153
203 What does "*****" mean?	43
204 Where is the sail for the *****?	64
205 How do I open the ***** safely?	159
206 What is in the ***** with the white flag?	123
207 What do I do in the cave with a faint impression of ***** *****?	11

	<u>hint</u>
208 How do I take the stalactites?	68
209 How do I avoid being killed by the ***** *****?	138
210 How do I **** in the sea?	51
211 How do I recover things I've dropped down the **** *****?	13
212 What is the significance of the scented ice *****?	158
213 How do I avoid losing ***** at the altar?	130
214 How do I get the food from the *****'s dining room?	34
215 Why was the ***** at the safe dubious about one of my treasures?	160
216 What is the significance of the odd ***** that various places have?	8
217 What is the significance of the glowing *****?	132
218 How do I get the case of **** out of the cellar?	88
219 How do I avoid being killed by the ***** *****?	154
220 Why was the voice at the **** dubious about one of my treasures?	160
221 How do I **** out of the cave again safely?	143
222 What use is the **** *****?	99
223 How do I recover ***** lost at the altar?	131
224 How do I get hold of the *****'s book?	149
225 How do I climb the ***** of the desert canyon?	65
226 How do I get out of the snake **** safely?	133
227 How do I get the **** of wine out of the cellar?	88
228 How do I get past the skeleton with all my *****?	107
229 In the small room below the pyramid, how do I go along the **** ***** to the east safely?	124
230 How do I light a *****?	146
231 How do I get back from beyond the *****?	45
232 What do I do with the ***** in the east wall of the niny room?	22
233 How do I get off the *****?	145

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and Jonathan Partington

Still stuck?  
Send full details to:

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1987

No SAE - no reply!

## About the Author...

Jon Thackray first encountered adventure games in 1978 while studying for his PhD at Cambridge, and started writing his own game soon after.

In 1982 he joined Acorn Computers and started looking at putting adventure games onto micros in his spare time. He has maintained a keen interest in adventure games ever since, both single and multi-user, and is now an Arch-wizard on the British Telecom multi-user dungeon.

## ... About the Adventure

*A mysterious body, known only as The Ruling Council of Acheton, has issued the following challenge to sentient life-forms everywhere:*

"We hereby challenge the greatest adventurers in the known universe to uncover the dread secrets of our realm.

"Acheton is no ordinary land. Although explorers are welcome, you may find that Death is the only reward. Deeds of heroic valour will be required, and feats of intellect that Newton and Einstein would have boggled at. Understanding of the arcane science known as Magic will be mandatory...

"For the successful adventurer, the rewards will be great: riches immense, power supernatural, and the knowledge that you have succeeded where others have failed...

"Good luck — you will need it!"

*Signed and sealed in the four thousand and twenty-seventh year of the reign of Yelkha-Oekkim IV. May His Dread Majesty live forever!*

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

## Also from Topologika...

'COUNTDOWN TO DOOM' by Peter Killworth

You're orbiting the treasure-rich planet of *Doomawangara*. Deserts and jungles, glaciers and swamps, crashed spaceships and the dwellings of 'The Ancients' sweep mysteriously below, until your ship is attacked, disabled and crash-lands on Doom. If you can't find the spares to repair it, both you and your ship are, well, *doomed*...

**GAME SIZE:** *Medium, with an S-F flavour. RATING:* *Medium.*

'KINGDOM OF HAMIL' by Dr. Jonathan Partington

Night, blackest night. Bones weary after days and nights in the saddle, and always dreaming of *Hamil*, that land of sorcery and romance, of strange but loyal beings, the land that should be yours. Have you the intellect and the stamina to win it back?

**GAME SIZE:** *Moderate, with many unusual puzzles. RATING:* *Medium.*

'Acheton' Dr. Jon Thackray, 1987

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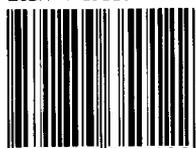
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