

Smog & Ambuscade Achievements and hints

3 Jul 24

Have you...

1. Built a hideout in High Wood or Windsor Wood?
 - a. Find a **tarpaulin** in a market or hardware shop
 - b. Buy an **axe** at a forge
 - c. Raise your ingenuity in prison or, temporarily, with some **white pills**

2. Earned some coins playing the piano?
 - a. Visit Boulter's Lock Hotel
 - b. Bring your **INGENUITY**
 - c. Increase your musicianship picking hops in Assendon Vale (*Highways & Holloways*)

3. Exacted vengeance on a rich playboy at Boulter's Lock Hotel?
 - a. Talk to the Vicar of St Nicholas Ibstone (*Highways & Holloways*)
 - b. Buy a beer at the Tankard (*The Reeking Metropolis*)
 - c. Visit Boulter's Lock Hotel, prepared for a stiff fight
 - d. Return to Ibstone (*Highways and Holloways*)

4. Won the Spenser Cup? (A **Great Deed**)
 - a. Bring a **letter of introduction** to West Wycombe House
 - b. Kidnap Lalage Harris at Littlewick Green Engine Shop (bring a **rope** or **net**)
 - c. A depressed shopkeeper on the road from Boulter's Lock to Maidenhead has something you'll need.
 - d. Talk to the mechanic at the Freighter's Haven (Lane End) for a smooth ride. Bring cash.
 - e. Use your invitation to enter Cliveden house - dressed in your very best.
 - f. Read the text clues to win the race.

5. Spared a mysterious Coal Board official?
 - a. Travel from Piddington to Wheeler End
 - b. Wanted Statuses will boost your **RUTHLESSNESS**

6. Encountered Mistress DeFancy?
 - a. Travel from Piddington to Wheeler End

7. Shown charity to a poor haulier?
 - a. Terrify a freighter between the High Heavens and Marlow

8. Been rescued by a nameless old woman?
 - a. Be wounded five times
 - b. Have no friends

9. Found Hard-to-Find Farm?
 - a. Search for an **initialled purse** in Horton Wood

- b. Ride west from Flackwell Heath
10. Gained a smattering of Legal Knowledge?
- a. Befriend Mr Hibbert at Hard-to-Find Farm
 - b. Enjoy his library
11. Crossed Cookham Weir?
- a. The weir offers another unguarded river crossing - and cascades into future books...
 - b. **Off-road tyres** will help
12. Repaired a riverside skiff?
- a. Ride to the southern bank of the Thames in the far west
 - b. Raise your **ENGINEERING** with equipment like a **pneumatic manual (ENG+3)**, **engineer's gauntlets (ENG+2)** etc
 - c. **Waterproof paint** and plumbing material can be bought at a good hardware store
13. Befriended Madame Juste?
- a. Wander the streets of Maidenhead on foot
 - b. Defend a dancer from a ruthless assault
14. Sabotaged the railway?
- a. **OPTIONAL:** Train to use explosives in the mines of Cornwall (*The Princes of the West*) or Wales (*Dark Vales & Dark Hearts*)
 - b. Obtain some **explosives**
 - c. Cross the tracks north of Maidenhead
 - d. Visit the Compact's Headquarters to claim a reward
 - e. **OPTIONAL:** Train the Compact in blowing things up (*The Reeking Metropolis*)
15. Followed a rainbow to its end?
- a. Pass through a brief shower between Pinkney's Green and Maidenhead
 - b. Head to Widbrook Common: bring a **telescope** or **binoculars**
16. Broken into Cliveden greenhouses?
- a. Share some **food** with a songster heading north-west on Frieth Road
 - b. Use what he gives you to find some fruit
 - c. Bring the exotic fruits to an old woman in Flackwell Heath to hear unique rumours
 - d. Keep hold of the key for future locks!
17. Travelled a narrow way through Boyn Hill woods?
- a. Give the old woman a **pineapple** when you read her a newspaper
 - b. Head east from Maidenhead Thicket
 - c. A crucial route into Maidenhead even if you are **Wanted by the Constables**
18. Defended a road convoy departing the Golden Ball?

- a. Buy drinks at the Golden Ball
 - b. Scout ahead on the road
 - c. Don't be too scary
19. Befriended Wellesley Garman?
- a. Buy drinks at the Golden Ball
 - b. Watch out for crossbow bolts
 - c. Defeat the brigand leader
 - d. Visit Wellesley and his family at Burchett's Green
20. Taught some tax collectors a lesson?
- a. Wander the Maidenhead streets
 - b. Turn the brown-coated bullies away
 - i. Prepare for a fight
 - c. Or pay her tax for her
21. Hunted deer in Heath Wood?
- a. Ride to Bockmer End in the west
 - b. Come ready to stalk: fine **guns** can be had at Boulter's Lock
 - c. Trust to luck!
22. Robbed Coulters Bank?
- a. Visit Coulters in High Wycombe
 - b. Stack your RUTHLESSNESS with **intimidating scars**, a **dark cloak** or other items
 - c. Take the **guineas**, seriously.
23. Opened a **strongbox**?
- a. Find an iron **strongbox** when robbing a carriage or bank vault
 - b. Head to your hideout at Windsor Wood
 - c. Raise your INGENUITY to 6 or higher - and you'll need a special **key** or some **welding tools**
 - d. Or visit Hunt's in Marlow
24. Taken work as an Abbot's enforcer?
- a. Visit Bisham Abbey while **Wanted by the Constables**
25. Tried life on the inside?
- a. Get thrown into gaol without trial (Abbot Sneer can do this for you)
 - b. Remain unwounded
 - c. Stay lucky!
 - d. Increase your RUTHLESSNESS or INGENUITY
26. Escaped from Gaol? (**Great Deed**)
- a. Get thrown into gaol without trial (Abbot Sneer can do this for you)
 - b. Remain unwounded
 - c. Stay lucky!
 - d. Solidarity Points + GALLANTRY >15

27. Joined the Compact for Workers' Equality?
 - a. (Starting game option) Tell the Miller in the Crooked Billet that the rich must be punished to gain **passdisc 101**
 - b. Visit a gin shop in Wooburn Green
 - i. Bring **passdisc 101** or answer Comrade Feaver's questions
 - c. There are three subquests
 - i. Deliver a heavy parcel
 - ii. Plant compromising letters
 - iii. Pursue Squire Lynch

28. Delivered a **heavy parcel**?
 - a. Take the interview to join the Compact for Workers' Equality
 - b. Disappoint Comrade Feaver
 - c. Take the **parcel** to Maidenhead Freight Yard
 - d. Return with **passdisc 21** to Wooburn Green

29. Planted compromising letters?
 - a. Return to the Compact Headquarters with **passdisc 21**
 - b. Visit Harleyford Manor
 - i. Use a **rope, rope ladder** or **grappling iron** and NIMBLENESS to break in
 - ii. Or rely on GALLANTRY

30. Pursued Squire Lynch of Burchett's Green?
 - a. Complete the earlier Compact quests
 - b. Ride to Hall Place
 - c. Defeat the Squire in a duel
 - d. Choose to spare him or kill him
 - e. Return to the Compact Headquarters

31. Robbed the Haulage Guild?
 - a. Prepare an ambush at Inkydown Hill
 - b. Settle in for a long wait
 - c. Use gunfire for a quick reward
 - d. Or threaten the crew to limit bloodshed

32. Stopped a school trip? (Extends into *Highways & Holloways*)
 - a. Ride down the hill from Hedsor to Bourne End
 - b. RUTHLESSNESS > INGENUITY
 - c. Kidnap and befriend Miss Evans
 - d. Visit Henley Park School north of Henley-on-Thames (*Highways & Holloways*)
 - e. Take a job as a supply teacher, relying on boosted ENGINEERING
 - f. Return and set Miss Evans free with a **fur coat** and fifteen guineas

33. Avenged a distraught mother?
 - a. Ride down the hill from Hedsor to Bourne End

- b. Follow the footman
34. Discussed ancient trees with a historical ecologist?
- a. Travel the lane between Bisham and Temple
 - b. Note that in some editions, Score 3-4 leads directly to Temple village, when it should lead to 461
 - c. Discover the professor in Horton Wood
35. Been poaching?
- a. Bring a **snare** to Heath Wood and get lucky
36. Fitted a **cargo crane** to your barge?
- a. Reach the old dock from Cookham Reach
37. Radicalised and armed the dockers of Wye Wharf?
- a. Bring your barge to Cookham reach and moor at the old dock
 - b. Bring a **revolutionary poster** to improve your chances of making an impression
 - c. Bring the **passdisc** to the Compact quartermaster
 - d. Travel by river to Medmenham and return to the Wye
38. Discovered a private river crossing at Harleyford?
- a. Buy a drink at the Cross Keys in Burchett's Green with at least **3 Solidarity Points**
 - b. Or steam a barge east from Medmenham
39. Jumped Hurley lock?
- a. A gas pressuriser will help
 - b. Discover the secret of Harleyford Bridge
 - c. Attract the Constables' attention at Inkydown Wood
 - d. Flee westwards
40. Earned a Doctor's Trust?
- a. Visit Doctor Smollet's surgery in Lane End
 - b. Request treatment for your **wounds**
 - c. Later, enjoy a glass of port in the Ship at Marlow
 - i. Take the Doctor on his errand
 - d. Or bring him a **bottle of whisky**
41. Helped build a flying machine?
- a. **Oiled silk** can be found with the gypsies of Maidenhead Thicket
 - b. **Ultra-tensed wire** can replace **telegraph wire** (this can only be found threatening the Haulage Guild on Inkydown Hill)
 - c. (note that in some uncorrected editions, 550 lacks the important instruction "You are now the **Friend of Arthur Smeaton**"!)
42. Cast gold bars in a village forge?
- a. First befriend Arthur Smeaton of Handy Cross forge

- b. Increase the value of minor **gold** items by bringing six objects to him
43. Heard a musical genius?
- a. Visit All Saints Church in Marlow
44. Taken work for the Haulage Guild?
- a. Bring an **ivory fan** or **parasol** to the Guild Compound east of Maidenhead
 - b. Ride from Handy Cross to High Wycombe and encounter the Co-operative
 - c. Destroy the engine for a reward
 - d. Encounter the Haulage Guild in Maidenhead Thicket, but wait for their rivals
 - e. Visit the Wethered Brewery in Marlow
45. Calmed the cows on Widbrook Common?
- a. Bring a **whistle** or your **animal friendship** skill (gained in other volumes!)
 - b. Travel south from Cookham
46. Protected an apprentice?
- a. Visit Bourne End Freight Yard
 - b. Beat the woman in an unarmed or blunt-weapon fight (eg **club**) for a better outcome
47. Drunk the yard of beer?
- a. Repeatedly buys rounds of drink at the Ship
48. Sought solace for bad dreams?
- a. Do something wicked, like allowing a steam carriage to crash on Inkydown Hill
 - b. Visit Father Bourdain in Bourne End
49. Become a **Legend in Song?** (**Great Deed**)
- a. Encounter the songster on the Frieth Road
 - b. > 15 Solidarity Points**
50. Argued your case in court?
- a. Get yourself arrested and taken to trial
 - b. Rely on GALLANTRY and **Legal Knowledge**
51. Become a Famed Lawbreaker?
- a. Argue your case in court, but neither too badly to be simply tossed into gaol, nor so well that you are let off
52. Bought off a jury?
- a. Spend at least 100 guineas from your bank account to swing a jury in your favour
53. Found the picnic celeste?
- a. Ride north through Horton Wood
54. Solved the mystery of the missing son? (Requires *Highways & Holloways*)
- a. Visit Judge Hector of Hedsor House
 - b. Hear his tale of woe
 - c. Travel to the woods north-east of Stokenchurch (*Highways & Holloways*)

- d. Return to Hedsor House with the evidence
- 55. Learned a woodcutters' dance?
 - a. Ride south from Cookham Dean
- 56. Stolen dropped cargo?
 - a. Spot an accident steaming south from Cookham
- 57. Learned card tricks from the Marvellous Jaffrey
 - a. Carry some **marked cards**
 - b. Ambush a private steam carriage on Inkydown Wood
- 58. Encountered the lady of the Burnt Rose?
 - a. Get entry to Cliveden Ball
 - b. Bring a **bottle of chloroform**
 - c. Prepare yourself for a visit to gaol...
- 59. Had your fortune told by a gypsy?
 - a. Visit the encampment in Maidenhead Thicket
- 60. Chatted with a legendary painter?
 - a. Climb onto the embankment south of Taplow
- 61. Aided a disabled veteran?
 - a. Steam north from Furze Platt and stop to give him a lift
- 62. Found a true friend in Barsali?
 - a. Ride north-west up Frieth road from Marlow with some **jewellery** in your pocket
 - b. Celebrate a birthday
 - c. Encounter the family again on Winter Hill
 - d. Use **wirecutters** to help with a rescue
 - e. Visit the encampment in Maidenhead thicket for rest, rewards and good prices for stolen goods
 - f. Barsali appears again in *Highways & Holloways*
- 63. Reconciled the Curtiss brothers?
 - a. Visit the steam fair on Pinkney's Green
 - b. Ask about the Curtiss Brothers at the Cross Keys (in revised editions)
 - c. OR Bring a **guildsman's medallion** to High Wycombe Freight Yard and talk with the roadsmen there
 - d. Find the widow at Bovingdon Green
 - e. Visit the Curtiss wagon at Pinkney's Green
- 64. Bought a cargo of discount beer?
 - a. Steam south along Cliveden reach aboard your barge
- 65. Found a sodden body in the river?
 - a. You'll need a **grappling iron** or **cargo crane** to get it out
 - b. Steam south along Cliveden reach aboard your barge
- 66. Passed through a literary moment on the Thames?
 - a. Steam south along Cliveden reach aboard your barge - watch out for the dog
- 67. Sponsored a workhouse apprentice?
 - a. Spend **£5** at Marlow Workhouse to buy a boy out of drudgery
 - b. Pass by the Cookham butcher to see how he fares
 - c. Meet him again in the Yard by Smithfield Market (*The Reeking Metropolis*)
- 68. Talked your way out of the noose?

- a. When on the way to execution, use Solidarity Points (at least 6), GALLANTRY, Wanted Statuses and the People's Champion to inspire a riot
69. Drunk everything there is to be drunk
- a. Ruby Red
 - i. The Cricketers, Cookham Dean
 - b. Wethered Fine IPA
 - i. The Cricketers, Cookham Dean
 - c. Cookham Orchard Cider
 - i. The Cricketers, Cookham Dean
 - d. The Wanderer's Ale
 - i. Wethered Brewery, Marlow
 - e. Thames Bitter
 - i. Two Brewers, Marlow
 - f. Southern Sour
 - i. The World's End, Maidenhead
 - g. Cottage Garden
 - i. The Three Horseshoes, Flackwell Heath
 - h. Traveller's Rest
 - i. The Bounty, Cock Marsh
 - i. Condor Ale
 - i. The World's End, Maidenhead
 - j. The Highwayman
 - i. The Cross Keys, Burchett's Green
 - k. Gin
 - i. Gin shop, Wooburn Green
 - l. Terrier Ale
 - i. Fighting Cocks, Taplow
 - m. Old Eel
 - i. The Drowned Badger, Medmenham
 - n. Hodge's Mild
 - i. The Swan Uppers, Cookham
 - o. Water Rat
 - i. The Drowned Badger, Medmenham - river hatch
 - p. The Traveller Stout
 - i. Red Lion, High Wycombe
70. Got a lame engineer back on his feet?
- a. Talk to Father Bourdain at St Marks, Bourne End
 - b. Visit the engineer in Loudwater
 - c. Bring cash, friendship with a powerful man, or some way for him to be affiliated with a faction
71. Played the good Samaritan when a landslide blocks the road?
- a. Ride west of Danesfield
 - b. Stop and help - bringing her to the Drowned Badger
 - c. Return to pay her dues
 - d. Continue the story at Bosahan House in western Cornwall (*The Princes of the West*)
72. Saved Wethered Brewery from closure?
- a. Visit the brewery in Marlow

- b. Provide a set of **punchcards (Aramanth A)** found with Mistress DeFancy, at the Red Lantern, as a reward from Mrs Petty or elsewhere
- 73. Robbed a paychest?
 - a. Buy drinks at the Freighter's Haven, Lane End
 - b. Cut a deal with the haulier
 - c. OR ambush her, with a **net** to simplify things
- 74. Talked with an army deserter?
 - a. Ride south from Cookham Dean in the rain
- 75. Become a Constabulary Informer?
 - a. Visit the Two Brewers while **Wanted by the Constables**
 - b. Complete a quest for the Compact and return to Mrs Petty
 - c. Follow your spymaster to *The Reeking Metropolis*
- 76. Explored a hilltop mausoleum?
 - a. A **skeleton key** is the simplest way to get entry to the cave beneath the West Wycombe mausoleum
- 77. Got vengeance on Colonel Snappet?
 - a. Take work as an ENGINEER at Danesfield house, and rely on high ENGINEERING scores
 - b. Confront Snappet at the Clivenden Ball
 - c. Defeat him in a midnight duel
 - d. Continue your adventure with **Colonel Snappet's pocket book in *Highways & Holloways***
- 78. Heard a rumour of hidden Cornish Gold?
 - a. Spend some time in gaol
 - b. Talk to Toothy Braddock
- 79. Had a fish mounted behind a pub bar?
 - a. Steam upriver from Bray at night
 - b. Use a **fishing line**
 - c. Take the **large pike** to the Bounty before it goes bad
- 80. Encounter a lookalike
 - a. Rob a private steam carriage in Maidenhead Thicket
- 81. Prepared a road train for a long journey?
 - a. Take work at Marlow Freight Yard
- 82. Treated a confectioner with a stick of rock?
 - a. Stop the school bus and kidnap the teacher
 - b. Bring the **stick of rock** to West Wycombe sweetshop
- 83. Fully upgraded your Ferguson velosteam?
 - a. Handy Cross: **muffled exhaust; enlarged fuel tank; reinforced boiler**
 - b. Littlewick Green: **gas pressuriser; muffled exhaust**
 - c. Lane End: **off-road tyres; gas pressuriser**
 - d. Maidenhead: **double headlamp; reinforced boiler**
- 84. Bet on the steam races?
 - a. Visit the track at the High Heavens
- 85. Ridden the Wall of Death?
 - a. Complete the Curtiss Brothers' quest
 - b. Return to the fair and motor carefully!
- 86. Loaded a bargain cargo of coal?
 - a. Encounter the charcoal burners in Horton Wood

- b. Head to Bourne End Wharf
- 87. Intercepted a barge of Constabulary supplies and given it to the poor?
 - a. Steam west along the Thames past Cock Marsh
 - b. Find the string of barges
 - c. Bring an **axe** for a quick unmooring
- 88. Held a rich woman hostage aboard your barge?
 - a. Sail towards Boulter's Lock from Maidenhead with a GALLANTRY >8
 - b. Don't forget the **bottle of chloroform**
- 89. Defended a woman and her children from an overseer?
 - a. Steam west along the Thames past Cock Marsh
 - b. Spot the workers in the osier beds
- 90. Brought gold bullion to fund the revolution?
 - a. Comrade Treasurer at the Compact hideout offers a good price for gold
- 91. Fitted your barge with a Perkins engine and carried frozen freight?
 - a. Freebody's Yard can fit a Perkins
 - b. Ice must be bought at Bisham Abbey
- 92. Found a **bargee's badge** and saved money on river tolls
 - a. Comrade Feaver will give you one as a reward
- 93. Heard a rumour about an imposter?
 - a. Ride south over the fields towards Burchett's Green
- 94. Shown a **clockwork bird** to the old gypsy?
 - a. The fortune-teller in Maidenhead Thicket will drop a few crumbs of information...