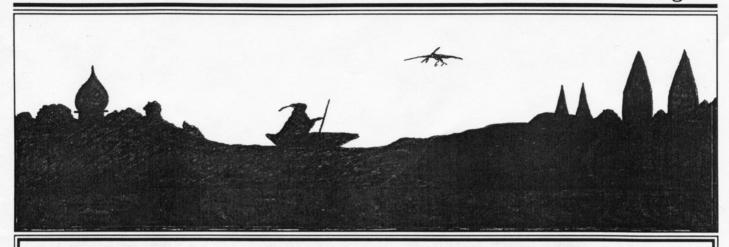
### The GUILD of THIEVES

### SOLUTION BOOK

By Magnetic Scrolls Ltd.



### Guild Of Thieves

#### BACKGROUND

Your return to Kerovnia sets you the task of entering the prestigious Guild Of Thieves, but first there are more than a few problems to overcome. For example, you will have to do a spot of daylight robbery as you ransack a well-guarded mansion, clearing all of its treasures. Or attempt some rope climbing. Or even a spot of grave robbing. Are you sure you want to join this Guild? Well, unfortunately, it's too late to change your mind now!

### HOW TO USE THIS BOOK

The layout of this solution book is divided up into sections for easy reference. These will give you different information, and collectively form the complete solution to Guild Of Thieves.

The first section lists all the locations, with a corresponding problem number as found on the various maps of the game, and a three-digit figure that refers to the coded answers in Section Two. If you are stuck in a particular room, refer to it on the map, find the problem number at the side of the location and then look it up on the list. Then read across to the answer number and turn to the next section to uncover the answer.

The second section is coded in a simple cypher; just take the letter of the code and read one letter back in the alphabet. For example if the clue says: Open the door with the JWPSZ LFZ, this translates to IVORY KEY.

Section Three lists all the objects that you will find on your travels throughout the game, their locations and uses. For the weak-willed amongst you, there is also a complete solution at the end of the book.

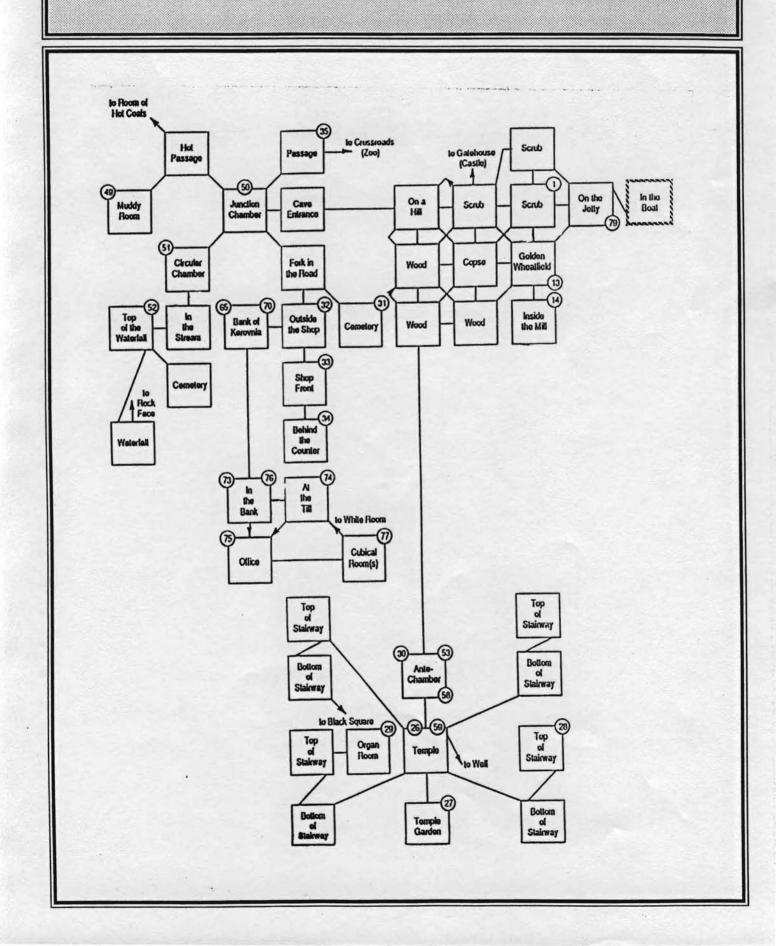
### **GENERAL HINTS 'N' TIPS**

1. The GO TO <Location> command saves a lot of typing time, but beware! Similarly described locations will confuse the program; Also, you cannot obviously go to a location where a puzzle needs to be solved beforehand in order to gain access to that location. Don't use GO TO command through the WOBNIAR room or to involve a route across the

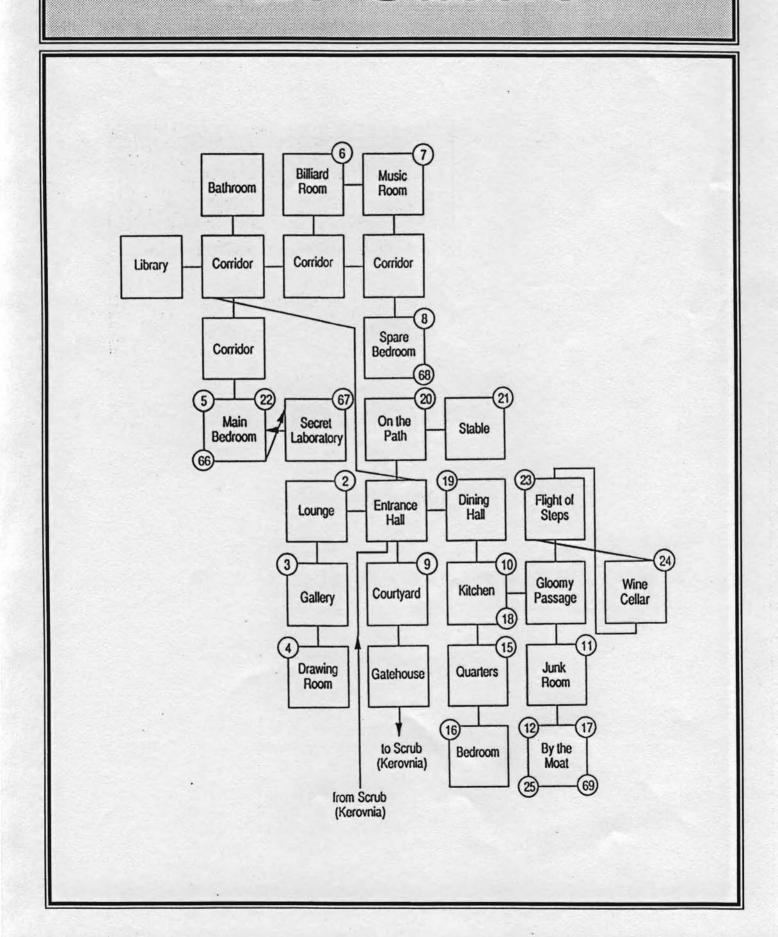
hot coals . However, you will be prompted prior to crossing the coals to confirm that you really want to do this.

- 2. You can take the honey after opening the hive, but you will be stung and subsequently die in two moves. The honey has no use in this game.
- 3. Read ALL books, magazines and pamphlets for important hints and clues.
- 4. Another command which is not widely appreciated is the FIND <Object> command. However, it can only be implemented where you have already found a particular object and need to re-discover it.
- 5. If the mynah bird doesn't squawk at the precise time restore a saved game and try again.
- 6. You only need to use a coin once at the Zoo gate, as it seizes in the open position after you first use it.
- 7. The Rat Race takes place in the Courtyard a little way into the opening part of the game. Do not miss it! You must bet on this race in order to acquire a very important object, which is vital to the completion of the game!
- 8. If you waste too much time in the boat at the start, then the Master Thief's patience will expire and he will pick you up and throw you onto the Jetty!! However, you'll miss 5 points if you allow this to happen.
- 9. Why do we choose five as the required number to obtain when rolling the dice in the White Room? Well, maybe it's because the geometry of these coloured rooms is identical to the layout of the 'five' on a die!
- 10. However long you wait, the Bank will not open until you have deposited all fifteen treasures.
- 11. In the Treasure Room: If you get it wrong the walls will crush you! So make sure you have saved the game beforehand. The knack is to keep the weights the same on the machine. Even a fraction out and the alarms will go off.

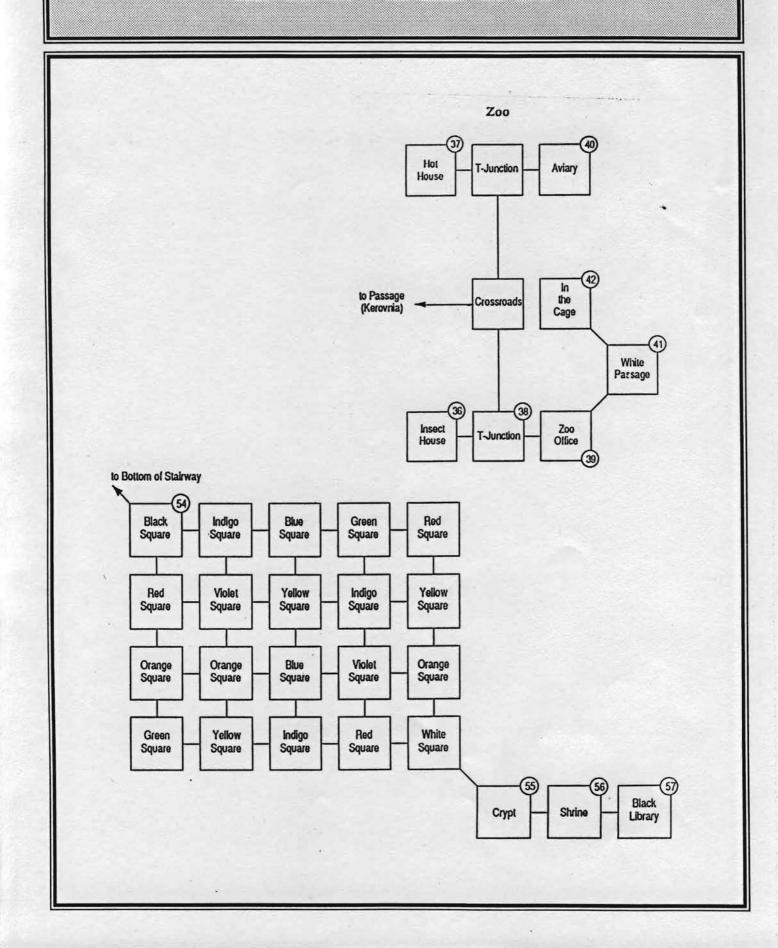
## Guild Of Thieves: Map One Outside the Castle



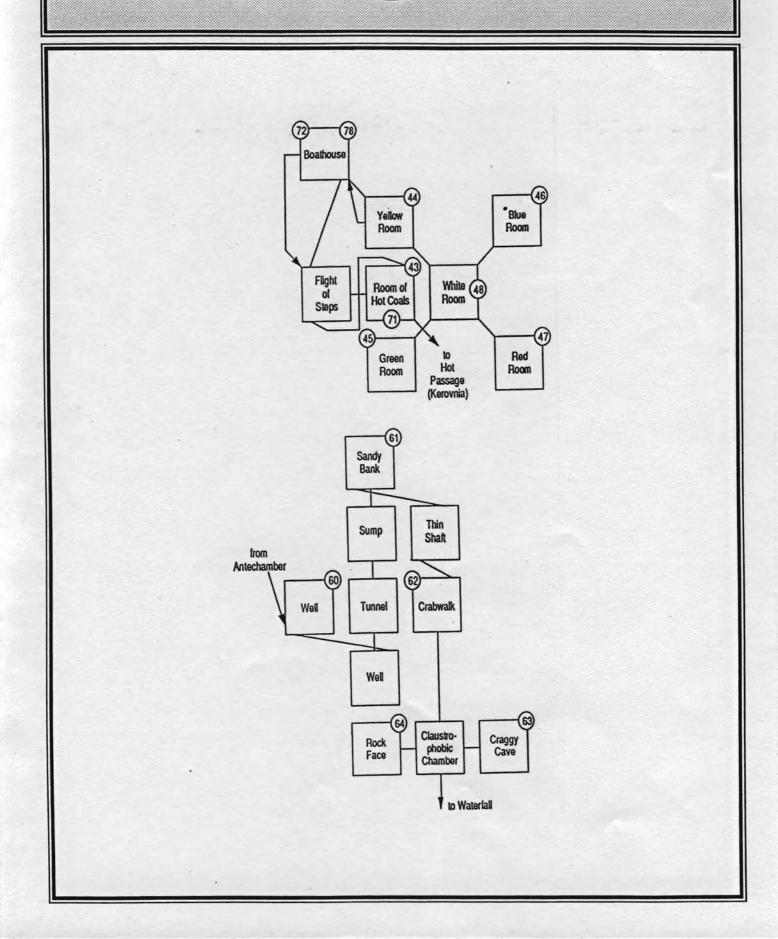
## Guild Of Thieves: Map Two The Castle



## Guild Of Thieves: Map Three



# Guild Of Thieves: Map Four Underground



### SECTION ONE

This section is linked with Section Two. If you are stuck on a particular problem, refer to the maps throughout this solution book and find the associated problem number (denoted by a circle on the side of the location). Next look up that number,

read across to check the location name and note the three-digit answer number.

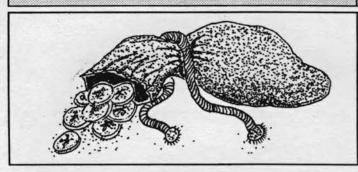
This is then used to look up in Section Two, the coded answer section.

circle on the side of the location). Next look up that number,			section.		
Problem	Location	Answer	Problem	Location	Answer
1	Scrub	345	41	White Passage	370
2	Lounge	487	42	In The Cage	238
3	Gallery	256	43	Room Of Hot Coals	266
4	Drawing Room	432	44	Yellow Room	291
5	Main Bedroom	320	45	Green Room	411
6	Billiard Room	444	46	Blue Room	333
7	Music Room	376	47	Red Room	273
8	Spare Bedroom	239	48	White Room	377
9	Courtyard	388	49	Muddy Room	257
10	Kitchen	403	50	Junction Chamber	386
11	Junk Room	222	51	Circular Chamber	488
12	By The Moat	327	52	Top Of The Waterfall	275
13	Golden Wheatfield	492	53	Ante-chamber	455
14	Inside The Mill	245	54	Black Square	393
15	Quarters	303	55	Crypt	224
16	Bedroom	353	56	Shrine	421
17	By The Moat	274	57	Black Library	338
18	Kitchen	462	58	Ante-chamber	329
19	Dining Hall	479	59	Temple	409
20	On The Path	378	60	Well	231
21	The Stable	221	61	Sandy Bank	347
22	Main Bedroom	301	62	Crabwalk	443
23	Flight Of Steps	255	63	Craggy Cave	337
24	Wine Cellar	395	64	Rock Face	270
25	By The Moat	466	65	Bank Of Kerovnia	366
26	Temple	417	66	Main Bedroom	464
27	Temple Garden	264	67	Secret Laboratory	282
28	Top Of Stairway	356	68	Spare Bedroom	379
29	Organ Room	216	69	By The Moat	459
30	Antechamber	452	70	Bank Of Kerovnia	258
31	Cemetery	219	71	Room Of Hot Coals	328
32	Outside The Shop	434	72	Boathouse	298
33	Shop Front	223	73	In The Bank	226
34	Behind The Counter	326	74	At The Till	460
35	Passage	240	75	Office	331
36	Insect House	360	76	In The Bank	284
37	Hot House	402	77	Cubical Room(s)	400
38	T-Junction	215	78	Boathouse	436
39	Zoo Office	242	79	On The Jetty	407
40	Aviary	467			

### SECTION TWO

Before consulting this section, make sure you have already found out which number to refer to from Section One.

When you have the answer number, look down the list (they are all in numerical order) and read the answer to that

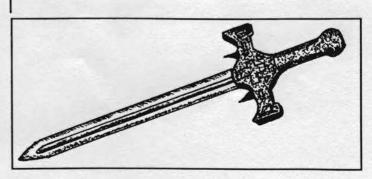


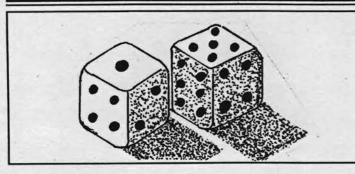
- 215. Open the door with the JWPSZ LFZ.
- 216. Take the LFZT.
- 219. Take the CFSSJFT.
- 221. PQFO the KBS.
- 222. NPWF the KVOL. Take the DVCF.
- 223. MJGU the GMBQ.
- 224. Open the sarcophagus with the CPOF. Take the FZF.
- 226. Say to mynah, IPPSBZ (repeat until the bird echoes you with "IPPSBZ"). Join MPOHFS line.
- 231. Drop the TUBUVF.
- 238. Put the mynah bird in the DBHF. Say "IFMMP".
- 240. Put the DPJO in the TMPU.
- 242. Open the ESBXFS. Take the HSPUUZ LFZ.
- 245. Buy the MVUP with the DIFRVF. Get BMM from the CBH. Put the MVUF in the CBH.
- 255. Take the QJQF. Open the TUPQDPDL. Wait. Close the TUPQDPDL.
- 256. Take the PJM QBJOUJOH.
- 257. TIJOF the beam at the XBY with the NJSSPS. Take the HFN.
- 258. Open the door. Examine the KFBOT. Look inside the QPDLFU. Take the QMBTUJD DBSE.
- 264. Take the HMPWFT.
- 266. SVC TVDDVMFOUT on feet.
- 270. Hit the NJOFSBMT with the QJDL. Drop the QJDL. Take the DIJQT.  $\cdot$

particular problem.

The code is worked out by taking the letter and referring to the previous letter in the alphabet. For example, the word JWPSZ LFZ would equal IVORY KEY (where J=I, W=V and so forth). Having the key words coded means that you cannot overlook any answers that you do not want to see.

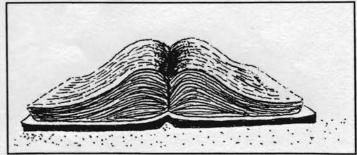
- 273. Take the SFE EJF.
- 274. Tie the DPUUPO to the DVF. Put the NBHHPU on the OFFEMF. Hold the DVF. Put the OFFEMF in the moat (you catch a GJTI). Untie the DVF from the DPUUPO. Drop the OFFEMF and the DPUUPO.
- 275. VOUJF the MBEEFS.
- 282. Put the DVCF, IFBSU, FZF, CFSSJFT and TOBLF TLJO in the cauldron. Open the TBUDIFU. Take the BOUJDVCF.
- 284. Put HVN in keyhole. Play MVUF and sing VSGBOPSF QFOESB. Go South, then East.
- 291. Take the ZFMMPX EJF.
- 298. Drop the DVF, CZH, MBNQ and TVDDVMFOUT.
- 301. Move the BCTUSBDU QBJOUJOH. Open the cabinet. Drop the cue.
- 303. Open the cabinet. Take the LFZ.
- Take the NJSSPS.
- 326. QVTI the CVUUPO. Take the DPJO.
- 327. Open the safe, put the ring, painting, fossil, plastic bag and dress in the safe (you will have to do this in several moves!). Close the safe. Drop the cue, cotton and needle. Put the mirror and cage in the swag bag.
- 328. Get the MVUF. Put the plastic die and anticube in the pocket. SVC TVDDVMFOUT on feet.
- 329. Open the safe. Put the statuette in the safe. Close the safe.
- 331. DIFX HVN. Drop bottle and cage. TIBLF bottle. XBJU (the Manager leads you out of his office).
- Take the CMVF EJF.





- 337. Drop the mirror, keys and bone. Take the QJDL.
- 338. SFBE the QBNQIMFU.
- 345. Say "DBO J IFMQ ZPV?"
- 347. Take the CSPPDI. EJH in the sand (you find some CPPUT). Wear the CPPUT.
- 353. Look under the CFE. Open the UVC. Take the NBHHPU.
- 356. Take the SIJOP.
- 360. Take the TOBLF TLJO.
- 366. Open the safe. Put the brooch and chips in the safe. Close the safe.
- 370. Open the door with the HSPUUZ LFZ. Open the cage.
- 376. Open the TUPPM. Take the QMBTUJD CBH.
- 377. Roll the EJDF. (Lady Luck asks what number you desire). Five (4 times). Put the red die in the first slot, the green die in the second slot, the blue die in the third slot and the yellow die in the fourth slot. Take the plastic die.
- 378. SVC the IPSTFTIPF.
- 379. Look under the CFE. Take the DIJOB QPU.
- 386. CSFBL the bars.
- 388. Before coming here, make sure you hear the gatekeeper shout "The rat race will start soon". Examine the rats. Bet on the HSFZ rat (he wins and you are paid off by cheque). Take the DBHF.
- 393. Move through the coloured squares in the order of the colours of the SBJOCPX ultimately winding up on the XIJUF square.
- 395. Take the DIBNQBHOF bottle. Open the SFE bottle. Take the SVCZ.
- 400. Roll die. Six. Down. Roll die. Five. West. Roll die. Two Northeast. Roll die. One. Northwest. Roll die. Four. Down. Take all. Put the die and anticube on the weighing machine. Take the cube and the anticube. Go Northwest (x3).
- 402. TIBLF the tree. Take the DPDPOVU. ESPQ the

- KBS. Take the TVDDVMFOUT.
- 403. Open the swag bag. Turn on the MBNQ.
- 407. QVMM on the rope. KVNQ to the boat.
- 409. NPWF the statue.
- 411. Take the HSFFO EJF.
- 417. Take the JODFOTF CVSOFS.
- 421. Take the TÜBÜVFÜÜF. Open the black door with the FCPOZ LFZ.
- 432. PQFO the cushion.
- 434. CSFBL the window.
- 436. Take BMM.
- 443. Wear the HMPWFT.
- 444. Take the DVF. PQFO the SFE ball. Take the SJOH.
- 452. Open the safe. Put the rhino and burner in the safe. Close the safe.
- 455. Open the safe. Put the gem in the safe. Close the safe.
- 459. Open the safe. Put the china pot in the safe. Close the safe.
- 460. Show the DBSE to the teller.
- 462. Open the cupboard. Take the QPJTPO and the KBS.
- 464. Take the cue. Sit on the CFE. QVTI the UPQ button with the DVF.
- 466. Open the safe. Put the ruby, plectrum and chalice in the safe. Close the safe.
- 467. Hit the large DBHF with the coconut (or use the spade to break it). Give the coconut to the NBDBX.
- 479. Put the QPJTPO on the GJTI to the CFBS. Open the cubic cage with the key. Take the DIBMJDF.
- 487. CSFBL the coal. Take the GPTTJM.
- 488. Take the CPOF. Open the DIFTU. Take the IFBSU.



#### SECTION THREE

This section lists most of the objects that you will encounter in the game. Use it as a quick reference if you are having a particular problem with a specific object.

The objects are arranged in alphabetical order, thus making it

easy to locate. Once found, the table allows you to look across and find where it is found and also a clue as to its use within the game.

This section can be used to cross reference Section's One and Two, or as a separate part to help you with the final solution of the game.

### **OBJECT**

### LOCATION

USE

ABSTRACT PAINTING

**ANTICUBE** BERRIES **BLUE DIE BOOTS** 

BOTTLE (champagne)

BOTTLE (red) CAGE **CARD BOX** CAULDRON CHEQUE COAL COCONUT COIN COTTON CUBE DIARY

**FINGERBONE** 

EYE

FISH **FLIES GLOVES GREEN DIE GUM** HEART HONEY **HORSESHOE** 

JAR KEY (Ebony) KEY (Gold) KEY (Grotty) KEY (Ivory) LUTE MAGAZINE MAGGOT MIRROR NEEDLE NOTE **PICK** PLASTIC DIE

**POISON RED BALL** SATCHET **SEWING BOX** SKULL **SNAKESKIN** SPADE SPOT BALL SUCCULENTS TOILET PAPER

WHITE BALL

YELLOW DIE

Main Bedroom

Made in Secret Laboratory

Cemetery (on tree) Blue Room Sandy Bank Wine Cellar Wine Cellar

Courtyard (after race)

Library

Secret Laboratory Winnings from rat race Lounge (in bucket) Hot House

Undertakers (in till) Inside sewing box Junk Room (under junk) Secret Laboratory (shelves) Skull in Sarcophagus Circular Chamber Catch in the moat

Stable

On the bee-hive Green Room Miller gives it to you

Circular Chamber (chest)

Bechive Stable door

Kitchen (in cupboard) Organ Keyboard Servant's Cabinet Zoo office (drawer) Organ Keyboard Windmill Zoo office

Gatekeeper's bedroom Main bedroom Inside Sewing Box Lounge (inside cushion)

Craggy Cave Inside Opaque case Kitchen (in cupboard)

Red Room In Cauldron Bedroom In Sarcophagus Insect House Zoo Office Billiard Room Hot House

Bathroom (in device) Billiard Room Yellow Room

Remove it Treasure Room An ingredient

Helps open opaque case

Wear them Potential bomb Contains Treasure Holds mynah bird Note missing suit Use ingredients **Buy lute** 

Break it! Feed Macaw Zoo gate Catching fish Put in cauldron Read it An ingredient Open Sarcophagus

Feed to bear Flies attract spiders! Wear for grip

Helps open opaque case Block keyhole in bank An ingredient

No use at all! Rub for luck Catch flies

Open black library door Open cubic cage Open door in white pass Open door to zoo office

Play at right time Read it

Put on needle A gem on reflection? Catching Fish Bet on the Rat Race Mine for chips Treasure Room Put on fish

Helps open Opaque case

A catalyst Open it Examine it An ingredient

Break coconut/skeleton Roll it if you wish Rub on feet No use at all Roll it if you wish Helps open Opaque case

### Complete Solution

WARNING: Idly reading the following solution will ruin the fun of playing the game. Only use this section as a last resort.

JUMP TO THE JETTY [5/501]

WEST (An old man is here, dragging an extremely

heavy trunk)

SAY CAN I HELP YOU (The old man is grateful for your help. The Gatekeeper of the Castle lowers the drawbridge allowing the old man to enter)

NORTH

WEST

EXAMINE THE BUCKET

BREAK THE COAL (A fossil is revealed)

[15/501]

TAKE THE FOSSIL

SOUTH

EXAMINE THE PAINTINGS (One is an oil that is a classic painted by Ripov during his dead period.

The second is a watercolour that depicts a

wandering minstrel, playing a lute and floating above the ground, singing the words "URFANORE

PENDRA". The third is a gaudy painting that is an object lesson in how to fail as an artist).

TAKE THE OIL PAINTING

SOUTH

**EXAMINE THE SETTEE** 

OPEN THE CUSHION

LOOK INSIDE THE CUSHION

TAKE THE NOTE

EXAMINE THE NOTE (It's a 5 Ferg note)

NORTH

NORTH

**EAST** HP

SOUTH

SOUTH

LOOK AT (or ON) THE CABINET (There is a

mirror on it)

TAKE THE MIRROR

NORTH

NORTH

EAST

NORTH

LOOK AT THE CUE RACK

TAKE THE CUE

LOOK AT THE CUE

LOOK AT THE TABLE

OPEN THE RED BALL [20/501]

LOOK INSIDE THE RED BALL (It contains a

diamond ring)

TAKE THE RING

EAST

LOOK AT THE STOOL

OPEN THE STOOL

LOOK INSIDE THE STOOL

TAKE THE PLASTIC BAG

LOOK INSIDE THE PLASTIC BAG (It contains

a sheet of music)

READ THE MUSIC (It's a mixture of musical and mathematical symbols)

SOUTH

SOUTH

EXAMINE THE BED (On it is a sewing box)

OPEN THE BOX

LOOK INSIDE THE BOX

TAKE THE NEEDLE AND COTTON (The cotton

is actually fixed to the needle) OPEN THE WARDROBE

TAKE THE DRESS

NORTH

WEST

WEST

DOWN (Keep wandering around the castle or wait right here until the Gatekeeper shouts: "The Rat Race will start soon")

EXAMINE THE RATS (The betting odds for the

grey rat are 10-1)

BET ON THE GREY RAT WITH THE NOTE

(The rats are off. The grey one wins by the length of a whisker. You get your winnings in the form of a cheque made out for 55 fergs. The Gatekeeper also leaves you a memento of the race - a small

bird cage) [28/501]

TAKE THE CAGE

NORTH

EAST

SOUTH

OPEN THE SWAG BAG

TURN ON THE LAMP

EAST

SOUTH

MOVE THE JUNK (You clear a path allowing you

to go South) [33/501]

TAKE THE CUBE

SOUTH

OPEN THE SAFE

PUT THE RING, PAINTING AND FOSSIL IN

THE SAFE

CLOSE THE SAFE [66/501]

OPEN THE SAFE

PUT THE PLASTIC BAG IN THE SAFE

CLOSE THE SAFE [76/501]

OPEN THE SAFE

PUT THE DRESS IN THE SAFE

CLOSE THE SAFE [81/501]

DROP CUE, COTTON AND NEEDLE

PUT THE MIRROR AND CAGE IN THE SWAG

BAG

NORTH

NORTH

WEST

NORTH

WEST

SOUTH

SOUTH SOUTH

SOUTHEAST

LOOK AT THE WINDMILL (In the open door,

you see the Miller)

SHOUT STOP THE WINDMILL

SOUTH (Inside the Mill - the Miller gives you some gum [86/501]

BUY THE LUTE WITH THE CHEQUE

EXAMINE THE LUTE (It has a silver plectrum on

GET ALL FROM BAG PUT THE LUTE IN THE BAG

NORTH [101/501]

NORTHWEST

NORTH

NORTH

NORTH EAST

SOUTH

OPEN THE CABINET

LOOK INSIDE THE CABINET

TAKE THE KEY

LOOK UNDER THE BED (You find a tub)

OPEN THE TUB

LOOK INSIDE THE TUB (It contains a maggot)

TAKE THE MAGGOT

NORTH NORTH

EAST

SOUTH

SOUTH

TIE THE COTTON TO THE CUE

PUT THE MAGGOT ON THE NEEDLE

HOLD THE CUE

PUT THE NEEDLE IN THE MOAT (You catch a

fish) [109/501]

UNTIE THE CUE FROM THE COTTON

DROP THE NEEDLE AND THE COTTON

NORTH

NORTH

WEST

OPEN THE CUPBOARD

LOOK INSIDE THE CUPBOARD (It contains rat

poison and a jar of jam)

TAKE THE POISON AND THE JAR

NORTH (At the end of the table stands a cage) LOOK INSIDE THE CUBIC CAGE (In it are a

bear and a chalice) PUT THE POISON ON THE FISH

FEED THE FISH TO THE BEAR

OPEN THE CUBIC CAGE WITH THE KEY

TAKE THE CHALICE

WEST

NORTH

EXAMINE THE DOOR (It has a horseshoe on it)

RUB THE HORSESHOE (For luck later on)

EAST

OPEN THE JAR (Some of the flies swarm into the

jar and become stuck there)

WEST

SOUTH

SOUTH

SOUTH

LOOK AT THE BED EXAMINE THE ABSTRACT PAINTING (It

really isn't a canvas at all. It's a thin sheet of metal)

MOVE THE ABSTRACT PAINTING (Behind it

is a dark hole) OPEN THE CABINET

DROP THE CUE

NORTH NORTH

DOWN

EAST SOUTH

NORTH

EAST OPEN THE DOOR

EXAMINE THE DRAINAGE SYSTEM

TAKE THE PIPE OPEN THE STOPCOCK

WAIT (The cellar is half flooded)

CLOSE THE STOPCOCK (Virtually all of the rats have drowned)

NORTH [124/501] LOOK AT THE BOTTLES (The champagne

bottle has a label on it which tells you that if you

first shake it and then say "Hooray" it will explode)
TAKE THE CHAMPAGNE BOTTLE

OPEN THE RED BOTTLE LOOK INSIDE THE RED BOTTLE

TAKE THE RUBY

SOUTH

SOUTH SOUTH OPEN THE SAFE PUT THE RUBY, PLECTRUM AND CHALICE IN THE SAFE CLOSE THE SAFE [169/501] NORTH NORTH WEST NORTH WEST SOUTH SOUTH SOUTH SOUTHWEST SOUTH SOUTH (to the Ante-chamber) READ THE NOTICE BOARD (In the "Laity' section, the name 'Kolth Kauth' catches your eye. In the 'Clergy' section, the name 'Doriman Grunchkev' catches your eye) SOUTH EXAMINE THE ALTAR (There is an incense burner on it) TAKE THE BURNER SOUTH EXAMINE THE HIVE (There are gloves on it) TAKE THE GLOVES NORTH SOUTHEAST UP TAKE THE RHINOCEROS DOWN NORTHWEST SOUTHWEST UP EAST EXAMINE THE ORGAN (There is an Ebony key and an Ivory key on it) TAKE THE KEYS WEST DOWN NORTHEAST NORTH OPEN THE SAFE PUT THE RHINOCEROS AND BURNER IN THE SAFE CLOSE THE SAFE [179/501] NORTH NORTH NORTH WEST WEST # SOUTHEAST OPEN THE GATE SOUTHEAST EXAMINE THE TREE TAKE THE BERRIES NORTHWEST SOUTH EXAMINE THE DOOR (It consists mainly of a large glass window in a wooden frame) BREAK THE WINDOW SOUTH [186/501] EXAMINE THE COUNTER (You see a flap) LIFT THE FLAP SOUTH EXAMINE THE TILL (It has a button on it) PUSH THE BUTTON LOOK INSIDE THE TILL TAKE THE COIN (It's worth 2 Fergs) NORTH NORTH NORTH **NORTHWEST** NORTHEAST EXAMINE THE GATE (There is a slot in it for

inserting a 2 Ferg coin)

PUT THE COIN IN THE SLOT

EAST SOUTH WEST TAKE THE SNAKE SKIN EAST NORTH NORTH WEST [196/501] EXAMINE THE TREE (It has a coconut on it) SHAKE THE TREE TAKE THE COCONUT DROP THE JAR (Sensing food, the spider crawls into the jar and gets stuck to the jam) TAKE THE SUCCULENTS [206/501] EAST EAST (A squawking macaw is here - he says he's hungry and you need some information) WEST SOUTH SOUTH OPEN THE DOOR WITH THE IVORY KEY EAST **EXAMINE THE DESK** OPEN THE DRAWER LOOK INSIDE THE DRAWER (It contains a magazine and a Grotty key) TAKE THE GROTTY KEY READ THE MAGAZINE (It has a feature article on macaws liking fresh coconut) WEST NORTH NORTH EAST HIT THE LARGE CAGE WITH THE COCONUT GIVE THE COCONUT TO THE MACAW (The bird talks about a potion the Baron made for him consisting of snake-skin, heart, eye and berries) [211/501] WEST SOUTH SOUTH EAST (Leave the food, although the spade could have been used to break the coconut!) OPEN THE DOOR NORTHEAST OPEN THE DOOR WITH THE GROTTY KEY OPEN THE CAGE NORTHWEST PUT THE MYNAH BIRD IN THE CAGE CLOSE THE CAGE SAY "HELLO" (Until the mynah bird responds similarly) [216/501) SOUTHEAST SOUTHWEST WEST NORTH WEST SOUTHWEST NORTHWEST **EXAMINE THE COALS** RUB SUCCULENTS ON FEET WEST [226/501] UP SOUTHEAST TAKE THE YELLOW DIE SOUTHEAST SOUTHWEST TAKE THE GREEN DIE **NORTHEAST** TAKE THE BLUE DIE SOUTHWEST SOUTHEAST TAKE THE RED DIE **NORTHWEST** EXAMINE THE CASE (It is opaque and has four coloured slots on it) EXAMINE THE SLOTS (The first is red, the second is green, the third is blue and the fourth is ROLL THE DICE (As you previously rubbed the horseshoe for luck, Lady Luck now appears and

Page 11 asks what number you require) FIVE (She tosses the red die on the floor - when you retrieve it, you notice that it now has five spots on it. Again she asks you what number you require?) FIVE (She tosses the green die on the floor... require?) FIVE (She tosses the blue die on the floor......and so on......What number do you require?) FIVE (She tosses the yellow die on the floor.....and so on) PUT THE RED DIE IN THE FIRST SLOT PUT THE GREEN DIE IN THE SECOND SLOT PUT THE BLUE DIE IN THE THIRD SLOT PUT THE YELLOW DIE IN THE FOURTH SLOT (The clasp dissolves as if by magic) [256/501] EXAMINE THE CASE (It contains a plastic die) TAKE THE PLASTIC DIE NORTHWEST **NORTHWEST** DOWN RUB SUCCULENTS ON FEET EAST SOUTHEAST SOUTHWEST EXAMINE THE WAX (A gem is stuck in it) SHINE THE BEAM AT THE WAX WITH THE MIRROR (The wax melts and the gem falls down) [261/501] TAKE THE GEM [266/501] NORTHEAST SOUTHEAST (Unbreakable - looking bars prevent passage to the southwest) BREAK THE BARS (Only polystyrene!) [276/501] SOUTHWEST EXAMINE THE SKELETON (One of it's finger bones is resting on a chest) TAKE THE BONE [NOTE: In some versions of the game, you will need to break the bone of the skeleton's hand with the spadel OPEN THE CHEST LOOK INSIDE THE HEART TAKE THE HEART SOUTH WEST EXAMINE THE LADDER (It's tied into a tight ball) UNTIE THE LADDER (For a way out later) [286/501] EAST NORTH NORTHEAST EAST EAST SOUTH SOUTH SOUTH OPEN THE SAFE PUT THE GEM IN THE SAFE CLOSE THE SAFE [296/501] SOUTH NORTHWEST DOWN (Engraved in large letters above the southeast exit is the word "WOBNIAR" which is "RAINBOW" spelled backwards) SOUTHEAST (To a black square - to get to the white square, move through the coloured squares in the reversed colour sequence of the rainbow!) SOUTHEAST NORTH EAST EAST SOUTHEAST SOUTH SOUTHWEST EAST [311/501]

SOUTHEAST

EXAMINE THE SARCOPHAGUS (It is locked) OPEN THE SARCOPHAGUS WITH THE BONE LOOK INSIDE THE SARCOPHAGUS (In it is a skull) EXAMINE THE SKULL (It contains an eye) TAKE THE EYE EAST **EXAMINE THE STATUETTE** TAKE THE STATUETTE OPEN THE BLACK DOOR WITH THE EBONY KEY EAST [316/501] READ THE PAMPHLET (It explains a new method of 'fire walking' - rubbing succulents on the soles of the feet before walking across hot coals) WEST WEST NORTHWEST NORTHWEST NORTH NORTHWEST EAST SOUTHWEST SOUTHWEST NORTHWEST NORTH NORTHWEST UP SOUTHEAST NORTH OPEN THE SAFE PUT THE STATUETTE IN THE SAFE CLOSE THE SAFE [326/501] SOUTH MOVE THE STATUE (You fall down the well) DROP THE STATUE (To slow your descent) DOWN NORTH NORTH [343/501] NORTH TAKE THE BROOCH DIG IN THE SAND (You find some boots) WEAR THE BOOTS DOWN DOWN WEAR THE GLOVES SOUTH EAST DROP THE MIRROR, KEYS AND BONE TAKE THE PICK WEST WEST HIT THE MINERALS WITH THE PICK (You break off some chips before the pick shatters) DROP THE PICK TAKE THE CHIPS EAST SOUTH UP EAST NORTH NORTHEAST SOUTHEAST SOUTH WEST OPEN THE SAFE PUT THE BROOCH AND CHIPS IN THE SAFE CLOSE THE SAFE [363/501] EAST NORTH NORTHWEST EAST EAST EAST NORTH NORTH NORTH UP

WEST

**EXAMINE THE DESK** 

OPEN THE BOX

LOOK INSIDE THE BOX (One particular denomination will be missing from the set. Make a note of which one) EAST SOUTH SOUTH **EXAMINE THE CABINET** READ THE PLAQUE (The bed is a folding bed now you need to make it fold up with you upon it) **EXAMINE THE BUTTONS** TAKE THE CUE SIT ON THE BED PUSH THE TOP BUTTON WITH THE CUE (The bed duly folds up, flinging you through the hole that you revealed previously when you removed the abstract painting. You wind up in the secret laboratory. It's time to prepare the Baron's potion) [370/501] **EXAMINE THE CAULDRON (It contains a** sachet) PUT THE CUBE (With the Baron's picture on it), HEART, EYE, BERRIES AND SNAKE SKIN IN THE CAULDRON OPEN THE SACHET (The cube is transformed into something strange) [390/501] LOOK INSIDE THE CAULDRON TAKE THE ANTICUBE WEST NORTH NORTH EAST EAST SOUTH LOOK UNDER THE BED TAKE THE CHINA POT NORTH WEST WEST DOWN EAST SOUTH EAST SOUTH SOUTH OPEN THE SAFE PUT THE CHINA POT IN THE SAFE CLOSE THE SAFE [395/501] NORTH NORTH WEST NORTH WEST SOUTH SOUTH SOUTH WEST WEST WEST SOUTHEAST SOUTH WEST OPEN THE DOOR **EXAMINE THE JEANS** LOOK INSIDE THE POCKET TAKE THE PLASTIC CARD EAST NORTH NORTHWEST NORTHWEST NORTHWEST GET THE LUTE PUT THE PLASTIC DIE AND ANTICUBE IN THE POCKET RUB SUCCULENTS ON FEET WEST DROP THE CUE, BAG, LAMP AND SUCCULENTS (You must drop the latter this side

of the coals!)

DOWN

EAST

SOUTHEAST SOUTHEAST (Don't worry about it being dark, just make your way back - using the map - to the bank) SOUTHEAST SOUTH WEST SOUTH [425/501] SAY TO MYNAH, HOORAY (Repeat until the bird echoes you and also says "Hooray") JOIN LONGER LINE [430/501] SHOW CARD TO TELLER (You are escorted into the Manager's Office) [445/501] **CHEW GUM** DROP BOTTLE AND CAGE SHAKE BOTTLE WAIT (until the Manager leads you out of his office and locks the door behind him) PUT GUM IN KEYHOLE (First you hear a squawk and them an explosion occurs - obviously the bird said "Hooray" thus causing the champagne bottle to explode as per the information on it's label. Everyone now rushes out of the Bank) PLAY LUTE AND SING URFANORE PENDRA SOUTH EAST (Into the Cubical Rooms) ROLL DIE (Now tell the Fairy what number you want - use ALL the numbers on the die in ANY order, as all the spots must be removed from the die in order for it to be the correct weight when you reach the bottom!) SIX DOWN ROLL DIE FIVE WEST ROLL DIE TWO NORTHEAST ROLL DIE ONE NORTHWEST ROLL DIE **FOUR** DOWN (You are now in a cubical room with all of the deposits you previously made in the night safe) TAKE ALL EXAMINE THE PILLAR EXAMINE THE WEIGHING MACHINE EXAMINE THE CUBE (It's the same size as the die - now the trick is to replace the cube with the die - minus its spots - without setting off the alarm. Here's where the anticube comes in handy) PUT THE DIE AND ANTICUBE ON THE WEIGHING MACHINE (The anticube cancels the weight of the cube and the die takes its place) TAKE THE CUBE AND THE ANTICUBE [485/501] READ THE SIGNPOSTS (Notice which exit corresponds with the suit missing from the card box. In this particular case SPADES to go NORTHWEST) NORTHWEST NORTHWEST NORTHWEST (Back to the Boathouse) [500/501] TAKE ALL DOWN (Now you see the relevance of leaving those succulents here!) RUB SUCCULENTS ON FEET EAST SOUTHEAST SOUTHEAST EAST EAST EAST FAST EAST PULL ON THE ROPE JUMP TO THE BOAT (You are congratulated and officially welcomed to the ranks of the Guild of Thieves) [501/501]

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TheGUILD of THIEVES SOLUTION BOOK

Produced by John Trevillian
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