## the GUILD ofTHIEVES



# 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 Irhe Castle



## Guild Of Thieves : Map Three Zoo Arrea



## Guild Of Thieves : Map Four Undergiround



| SECTION ONE <br> 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. <br> This is then used to look up in Section Two, the coded answer 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. TUOF 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.
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 $\mathrm{J}=1, \mathrm{~W}=\mathrm{V}$ 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.
283. Put HVN in keyhole. Play MVUF and sing VSGBOPSF QFOESB. Go South, then East.
284. Take the ZFMMPX EJF.
285. Drop the DVF, CZH, MBNQ and TVDDVMFOUT.
286. Move the BCTUSBDU QBJOUJOH. Open the cabinet. Drop the cue.
287. Open the cabinet. Take the LFZ.
288. Take the NJSSPS.
289. QVTI the CVUUPO. Take the DPJO.
290. 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.
291. Get the MVUF. Put the plastic die and anticube in the pocket. SVC TVDDVMFOUT on feet.
292. Open the safe. Put the statuette in the safe. Close the safe.
293. DIFX HVN. Drop bottle and cage. TIBLF bottle. XBJU (the Manager leads you out of his office).
294. Take the CMVF EJF.


295. Drop the mirror, keys and bone. Take the QJDL.
296. SFBE the QBNQIMFU.
297. Say "DBO J IFMQ ZPV?"
298. Take the CSPPDI. EJH in the sand (you find some CPPUT). Wear the CPPUT.
299. Look under the CFE. Open the UVC. Take the NBHHPU.
300. Take the SIJOP.
301. Take the TOBLF TLJO.
302. Open the safe. Put the brooch and chips in the safe. Close the safe.
303. Open the door with the HSPUUZ LFZ. Open the cage.
304. Open the TUPPM. Take the QMBTUJD CBH.
305. 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.
306. SVC the IPSTFTIPF.
307. Look under the CFE. Take the DIJOB QPU.
308. CSFBL the bars.
309. 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.
310. Move through the coloured squares in the order of the colours of the SBJOCPX ultimately winding up on the XIJUF square.
311. Take the DIBNQBHOF bottle. Open the SFE bottle. Take the SVCZ.
312. 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).
313. 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 TUBUVFUUF. 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 <br> LOCATION <br> USE

| ABSTRACT PAINTING | Main Bedroom | Remove it |
| :--- | :--- | :--- |
| ANTICUBE | Made in Secret Laboratory | Treasure Room |
| BERRIES | Cemetery (on tree) | An ingredient |
| BLUE DIE | Blue Room | Helps open opaque case |
| BOOTS | Sandy Bank | Wear them |
| BOTTLE (champagne) | Wine Cellar | Potential bomb |
| BOTTLE (red) | Wine Cellar | Contains Treasure |
| CAGE | Courtyard (after race) | Holds mynah bird |
| CARD BOX | Library | Note missing suit |
| CAULDRON | Secret Laboratory | Use ingredients |
| CHEQUE | Winnings from rat race | Buy lute |
| COAL | Lounge (in bucket) | Break it! |
| COCONUT | Hot House | Feed Macaw |
| COIN | Undertakers (in till) | Zoo gate |
| COTTON | Inside sewing box | Catching fish |
| CUBE | Junk Room (under junk) | Put in cauldron |
| DIARY | Secret Laboratory (shelves) | Read it |
| EYE | Skull in Sarcophagus | An ingredient |
| FINGERBONE | Circular Chamber | Open Sarcophagus |
| FISH | Catch in the moat | Feed to bear |
| FLIES | Stable | Flies attract spiders! |
| GLOVES | On the bee-hive | Wear for grip |
| GREEN DIE | Green Room | Helps open opaque case |
| GUM | Miller gives it to you | Block keyhole in bank |
| HEART | Circular Chamber (chest) | An ingredient |
| HONEY | Bechive | No use at all! |
| HORSESHOE | Stable door | Rub for luck |
| JAR | Kitchen (in cupboard) | Catch flies |
| KEY (Ebony) | Organ Keyboard | Open black library door |
| KEY (Gold) | Servants Cabinet | Open cubic cage |
| KEY (Grotty) | Zoo office (drawer) | Open door in white pass |
| KEY (Ivory) | Organ Keyboard | Opon |
| LUTE |  | Williard Room |

## Compplete 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)
[10/501]
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 (I's a 5 Ferg note)
NORTH
NORTH
EAST
UP
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 coton 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")
SOUTH
EXAMINE THE RATS (The betuing 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 DRES ${ }^{\text {IN }}$ 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 it)
GET ALL FROM BAG
PUT THE LUTE IN THE BAG
NORTH [101/501]
NORTHWEST
NORTH
NORTH
NORTH
EAST
SOUTH
SOUTH
OPEN THE CABINET
LOOK INSIDE THE CABINET
TAKE THE KEY
SOUTH
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
UP
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
EAST
OPEN THE DOOR
NORTH
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

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 bumer 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 fourt is yellow)
ROLL THE DICE (As you previously rubbed the horseshoc for luck, Lady Luck now appears and
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...........and so on.............What number do you 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 (Onc 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 spade]
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 se. 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. I'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 POTIN 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 $\mathbb{N}$
THE POCKET
RUB SUCCULENTS ON FEET
WEST
UP
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 botle 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
EAST
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]

## TheGUILD of THIEVES SOLUTION BOOK

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