

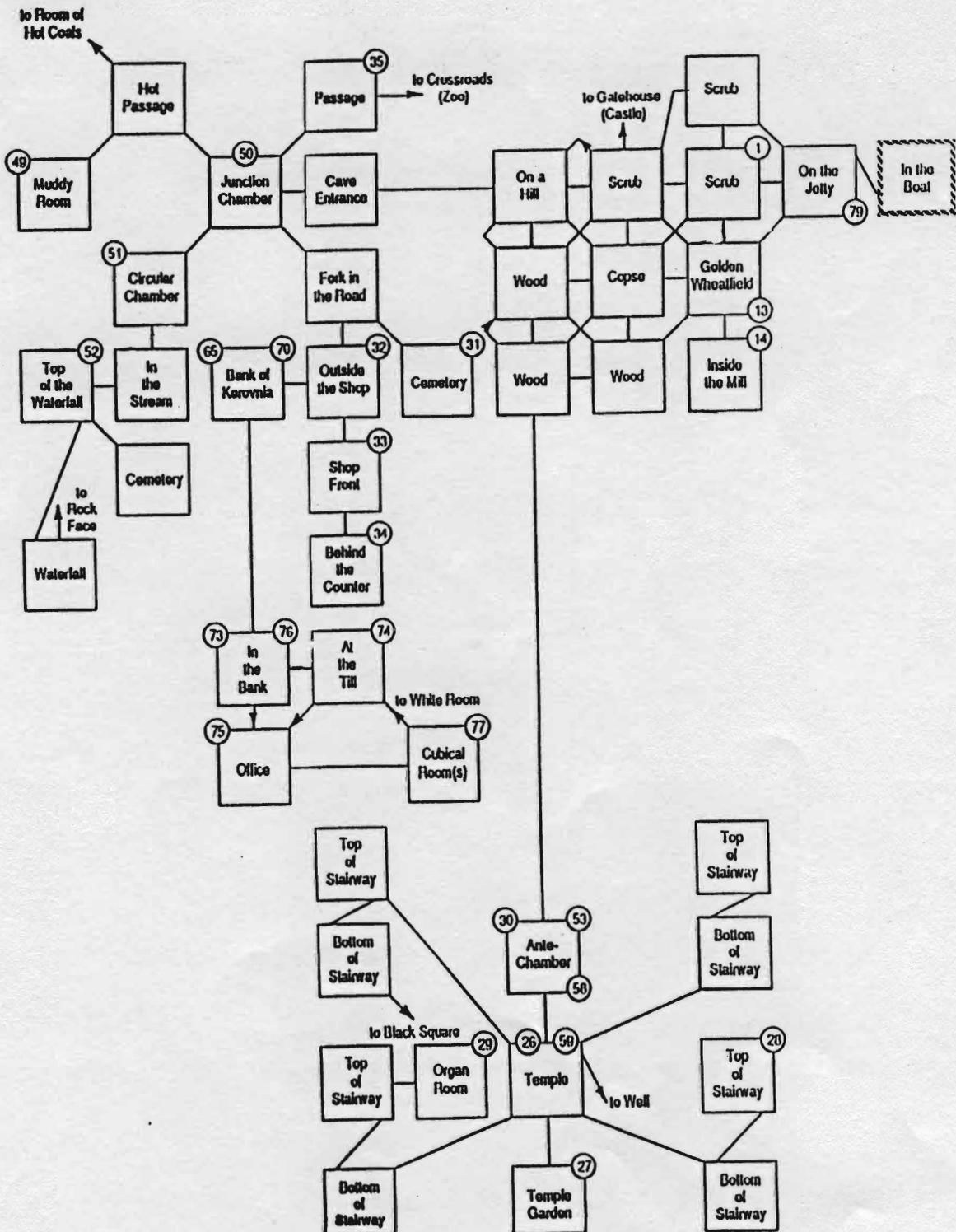
The **GUILD** of **THIEVES**

**SOLUTION BOOK**

By Magnetic Scrolls Ltd.

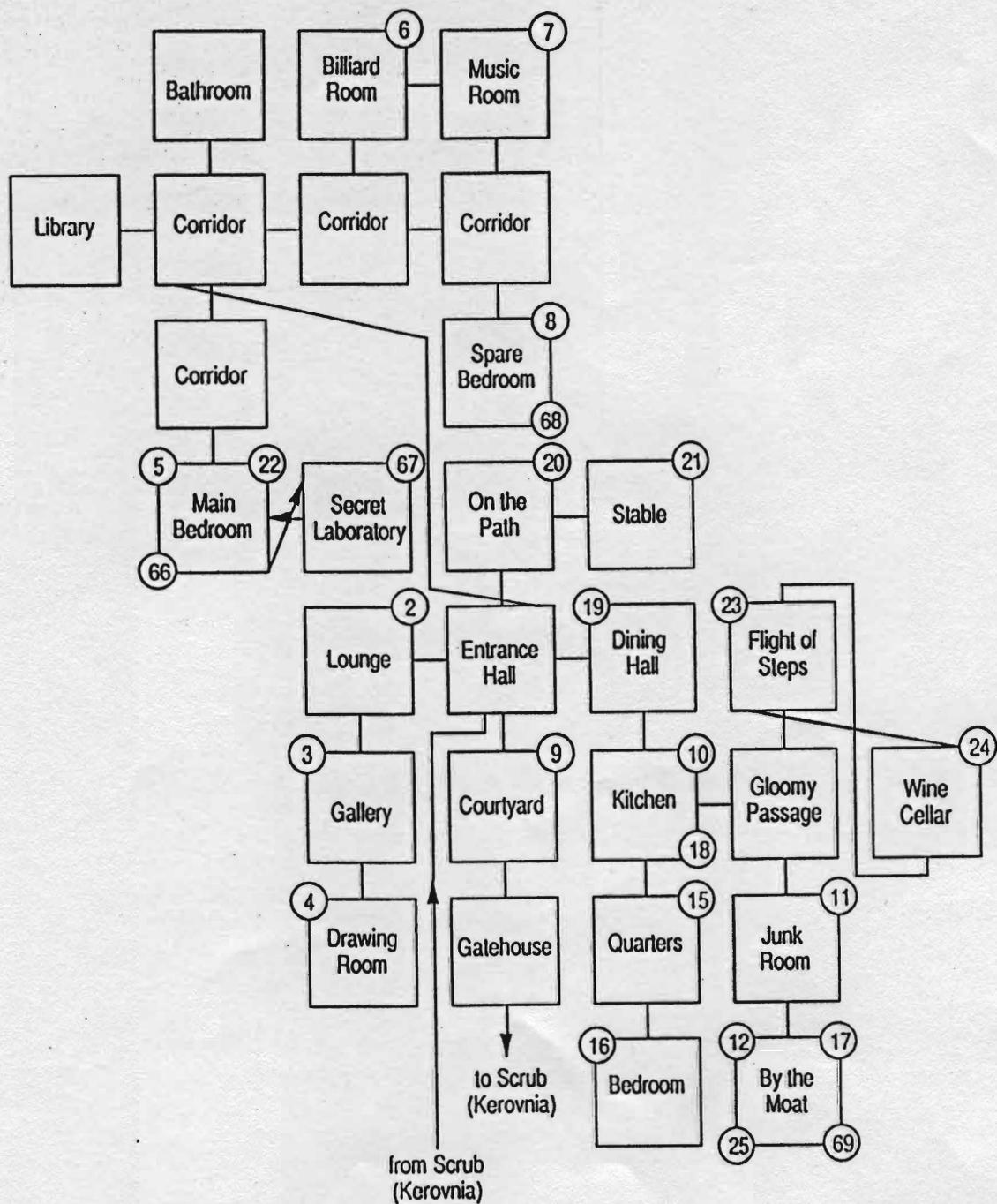
# Guild Of Thieves : Map One

## Outside the Castle



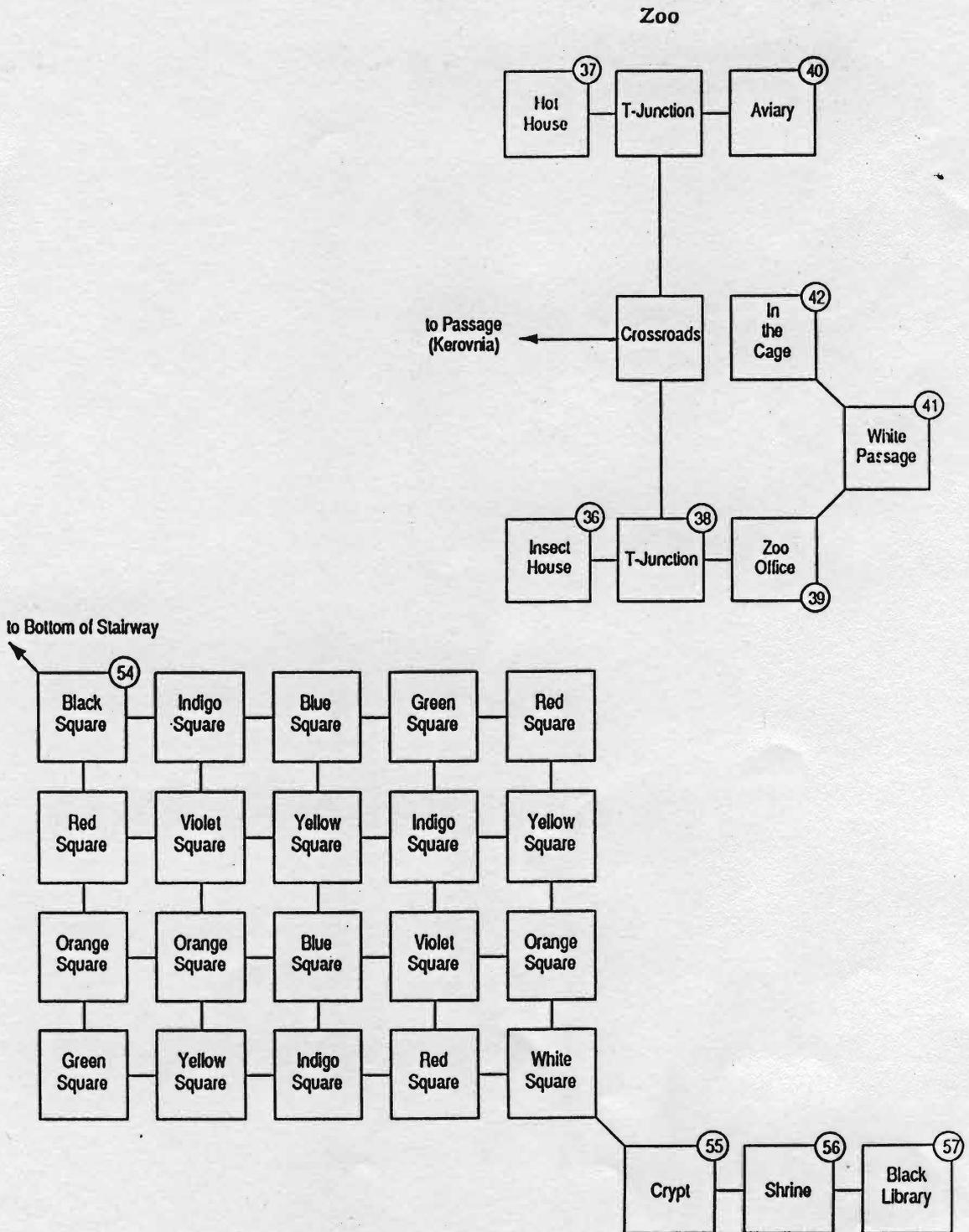
# Guild Of Thieves : Map Two

## The Castle

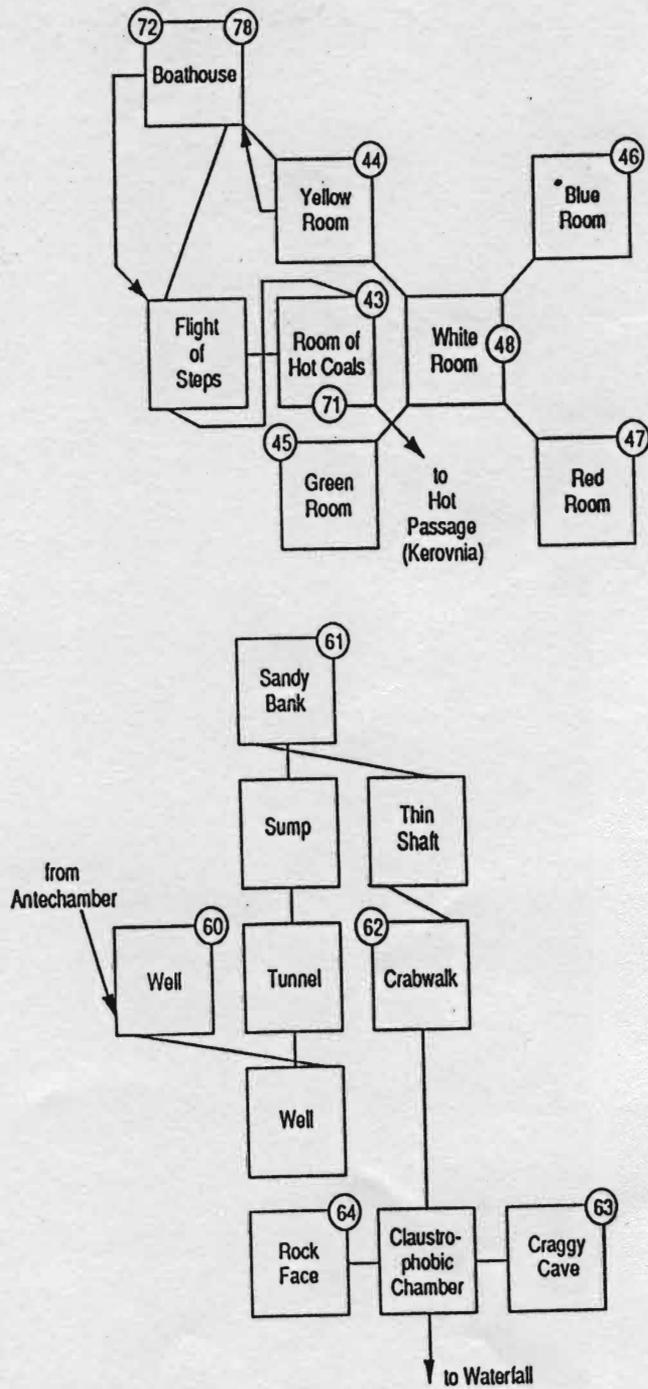


# Guild Of Thieves : Map Three

## Zoo Area



# 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.

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			

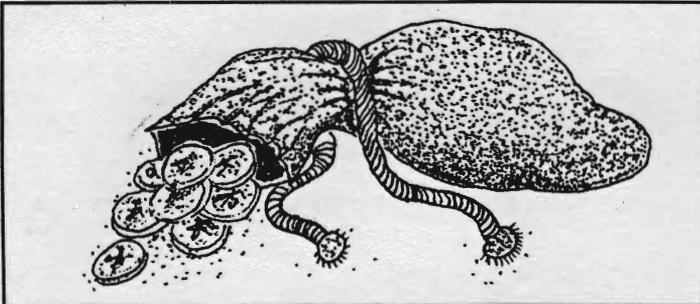
**SECTION TWO**

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

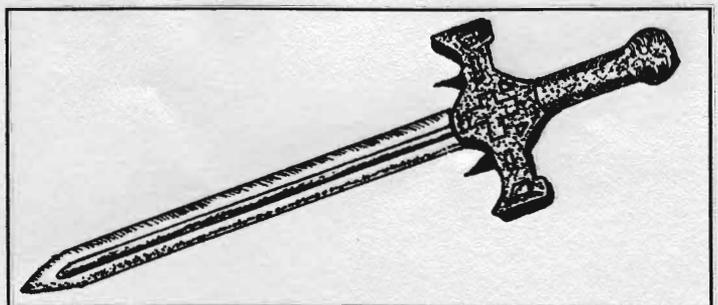
particular problem.

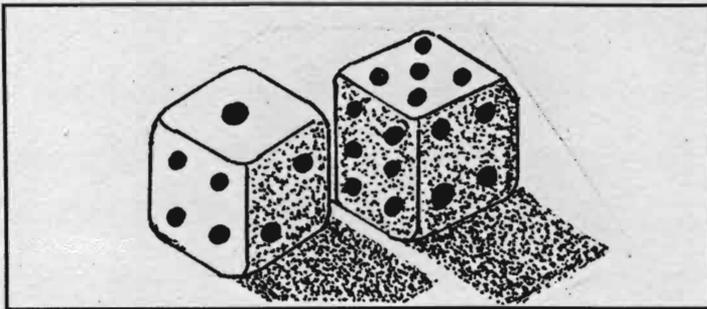
The code is worked out by taking the letter and referring to the previous letter in the alphabet. For example, the word JWPSZ LFZ would equal IVORY KEY (where J=I, W=V and so forth). Having the key words coded means that you cannot overlook any answers that you do not want to see.



- 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.

- 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. VOUIF 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.
- 320. 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).
- 333. Take the CMVF EJF.

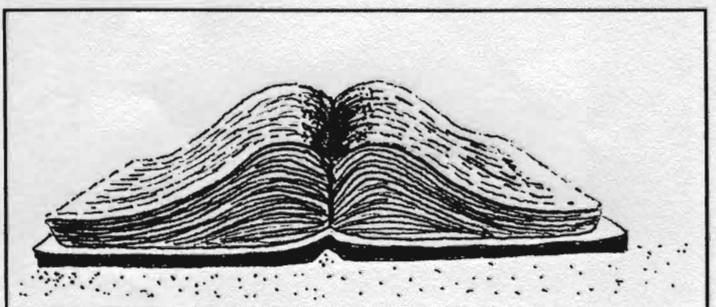




- 337. Drop the mirror, keys and bone. Take the QJDL.
- 338. SFBE the QBNQIMFU.
- 345. Say "DBO J IFMQ ZPV?"
- 347. Take the CSPPDI. EJH in the sand (you find some CPPUT). Wear the CPPUT.
- 353. Look under the CFE. Open the UVC. Take the NBHHPU.
- 356. Take the SIJOP.
- 360. Take the TOBLF TLJO.
- 366. 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 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	LOCATION	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)	Servant's Cabinet	Open cubic cage
KEY (Grotty)	Zoo office (drawer)	Open door in white pass
KEY (Ivory)	Organ Keyboard	Open door to zoo office
LUTE	Windmill	Play at right time
MAGAZINE	Zoo office	Read it
MAGGOT	Gatekeeper's bedroom	Put on needle
MIRROR	Main bedroom	A gem on reflection?
NEEDLE	Inside Sewing Box	Catching Fish
NOTE	Lounge (inside cushion)	Bet on the Rat Race
PICK	Craggy Cave	Mine for chips
PLASTIC DIE	Inside Opaque case	Treasure Room
POISON	Kitchen (in cupboard)	Put on fish
RED BALL	Red Room	Helps open Opaque case
SATCHET	In Cauldron	A catalyst
SEWING BOX	Bedroom	Open it
SKULL	In Sarcophagus	Examine it
SNAKESKIN	Insect House	An ingredient
SPADE	Zoo Office	Break coconut/skeleton
SPOT BALL	Billiard Room	Roll it if you wish
SUCCULENTS	Hot House	Rub on feet
TOILET PAPER	Bathroom (in device)	No use at all
WHITE BALL	Billiard Room	Roll it if you wish
YELLOW DIE	Yellow Room	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) [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 (It'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 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")

SOUTH

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 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 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 yellow)  
 ROLL THE DICE (As you previously rubbed the horseshoe 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 (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 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 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  
 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  
 NORTHWEST  
 GET THE LUTE  
 PUT THE PLASTIC DIE AND ANTICUBE IN 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 then 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  
 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]

