

Guild of Thieves

A treasure hunt of major proportions, this sequel to *The Pawn* is also set in the quaint land of Kerovnia. As an apprentice in the Guild of Thieves, you must steal everything in sight in order to qualify for membership: loot a castle, rob a bank—even steal from the dead! Most puzzles focus on getting into places (and sometimes back out again) and object manipulation, though a few require appropriate character interaction. There are also some devious and original mazes to circumnavigate. The parser and graphics are top-notch, though every location isn't illustrated. Magnetic Scrolls' sense of humor is as warped as ever and occasionally parodies puzzles in Infocom games such as *Trinity*. The basic premise, in fact, is a sort of takeoff on the Thief that appears in *Zork* and *Original Adventure*.

Type: Illustrated Text Adventure

Skill Level: Intermediate

Systems: C 64/128, Atari (48K), ST, Amiga, Macintosh, Apple II (text-only), IBM (EGA and 640K required for graphics)

Company: Magnetic Scrolls

The Solution

There are lots of objects and treasures in this game, so put treasures in the night safe by the Moat or at the Bank of Kerovnia. If something won't fit in the safe, close the door, open it and try again. The treasures are listed in the Map Keys section. If you are playing a saved game in which you've deposited objects needed to solve puzzles, you'll have to start over. Even then, you won't be able to carry all the items needed for puzzle-solving. Find a convenient place to store them and go back for them when needed.

In the Boat

Jump west. W. Ifmq nbo. N.

Entrance Hall

W. Examine bucket. Get coal. Csfbl dpbm. S. Get oil painting. S. Examine cushion. Open cushion. Get note. (Go upstairs to Billiard Room.) Get red ball and cue. Pqfo cbmm. Get ring. E. Pqfo tuppmm. Get plastic bag. (Return to Entrance Hall. If Gatekeeper calls you about Rat Race, drop every treasure in the Hall and go south to the Courtyard; return and complete this section after the race.) E. S. [Kitchen]. Open swag bag. Get lamp. Turn lamp on. E. S. Get cube. Npww kvol. S. (Deposit treasures in the night safe here, then return to Entrance Hall; go south

when Gatekeeper calls if that hasn't already happened yet.)

Courtyard and the Rat Race

Wait (till Gatekeeper sets up race). Cfu po hsbz sbu with opuf. Get cage. N. U. E. E. S. [Spare Bedroom] Examine bed. Search bed. Open wardrobe. Get dress, pot, box. N. W. W. D. E. S. S. S.

Gatekeeper's Bedroom

Search bed. Pqfo uvc. Get nbhhpu. N. Open cabinet. Get key. N. E. S. S. Open box. Get offemf. Put nbhhpu on offemf. Tie dpuupo to dvf. Gjt in moat. Drop dpuupo and offemf. N. N. W. Open cupboard. Get poison and jar. Put poison on gjt. N. Give gjt to bear. Unlock cubic cage with key. Open cage. Get chalice. S. E. Open door. N. Get pipe. Pqfo tupqdpdl. Wait. Dmptf tupqdpdl. D. Examine bottles. Get bottles. Open red bottle. Mpl jo sfcpuumf. Get svcz. (Deposit treasures in safe and return to Entrance Hall.) N. E. Pqfokbs. Dmptf kbs. Rub horseshoe (for luck when rolling dice later).

Scrub, South of Gatehouse

SE. S. Examine windmill. Tipvu to miller, tupq xjoenjmm. S. Wait (till miller offers to sell lute). Buy

Scrub, South of Gatehouse

SE. S. Examine windmill. Tipvu to miller, tupq xjoenjmm. S. Wait (till miller offers to sell lute). Buy lute with difrvf. Examine lute. Get plectrum. Put lute in swag bag. Close swag bag. N. NW. SW. S. S. S.

Inside Temple

Examine altar. Get burner. S. Get gloves. Wear gloves. N. SE. U. Get rhino. D. NW. SW. U. E. Examine organ. Get keys. (Put rhino and burner in safe and go to Junction Chamber.)

Junction Chamber

Qvmm cbst. SW. Examine skeleton. Get chest and bone. Open chest. Get heart. D. W. Untie ladder. (Return to Junction Chamber.) SE. Open gate. SE. Get berries. NW. S. Break window. S. Open flap. S. Examine till. Qvti cvuupo. Get dpjo. (Go to Junction Chamber.) Drop ebony key and bone. NE.

Zoo

Put coin in slot. E. S. W. Get skin. E. N. N. W. Tiblf tree. Pqfo kbs. Espq kbs. Get coconut and succulents. E. S. S. Unlock door with ivory key. Drop ivory key. Open door. E. Open drawer. Get magazine. Read magazine. Drop magazine. Get hspuuz lfz and spade. Open door. NE. Unlock door with hspuuz lfz. Open door. NW. Close door. Open cage. Get mynah. Put mynah in cage. Close cage. Tbz ifmump (until nzobi says it, then go to Zoo Office.) W. N. N. E. Csfbl dpdpovu with tqbef. Drop tqbef. Give dpdpovu to macaw. (Go to Junction Chamber, get ebony key and bone and go to Temple.)

The Colored Squares Maze and the Sarcophagus

NW (from Temple). D. SE. (To bypass squares, list dpmpst of the sbjocpx cbdxbset—VIBGYOR—and proceed accordingly. If stumped, go: SE, N, E, E, SE, S, SW, E, then SE into the crypt.) Unlock sarcophagus with cpof. Drop cpof. Open sarcophagus.

Get skull. Examine skull. Get eye. Drop skull. E. Get statuette. Unlock door with fcpoz lfz. Drop fcpoz lfz. Open door. E. Get pamphlet. Read pamphlet. (Deposit statuette in safe, then go to Temple: to exit the Squares maze from the White Square, go NW, N, NW, E, SW, SW, NW, N, NW.)

Temple and Statue

Drop cage, cube, skin, eye, berries, heart. Move statue (must be xfbjsjoh hmpwft). Wait. Espq tubuvf. N. N. N. Get brooch. Ejh in tboe. Get boots. Wear boots. D. D. S. E. Get pick. W. W. Hit mineral with pick. Get chips. Drop pick. E. S. U. E. N. NE (into Junction Chamber. Get cube, skin, eye, berries, heart, then go to Entrance Hall.) U. S. S.

Main Bedroom

Examine cabinet. Get mirror. Open cabinet. Examine plaque. Npwf qbjoujoh (get it if you don't have dvf). Dmjnc on cfe. Push top button with dvf (or qbjoujoh from previous room).

The Lab

Get diary. Read diary. Look in cauldron. Drop cage. Get sachet. Put cfssjft, tljo, ifbsu, fzf and dvcf in cauldron. Open sachet. Put qp xefs in cauldron. Get anticube. Get cage. W. (Go to Muddy Room.)

Muddy Room and the Gem

Examine wax. Sfgmfdu cfbn at xby with njssps. Get gem. (Take gem to Bank and put it in safe, then go to Coals Room.) Svc gffu with tvddvmfout. U. U. SE.

White Room and Opaque Case

Get die. SE. SE. Get die. NW. NE. Get die. SW. SW. Get die. NE. Examine case. Examine slots. Roll all dice (until a five comes up. Put this one in its respective colored slot and roll for another five and do the same until the others are finished.) Get plastic die.

Bank of Kerovnia

(Make sure you've deposited all fifteen treasures; sometimes you

must wait for the man to change a sign and open the bank.) Drop all except bottle, dbhf and gum. Difx hvn. Open door. Enter bank. Examine bottle. Nzobi, ippsbz (until bird says it). Enter mpoh rvfvf. Show dbse to teller.

In Manager's Office:

Opening the Vault

[Save] Drop dbhf and cpuumf. Tiblf cpuumf. Wait (till manager escorts you out). Put hvn in lfzipmf. (The nzobi will efupobuf the cpuumf by saying ippsbz, but sometimes he won't tbz ju in time—the reason for saving the game. If it doesn't fyqmpwf while you're outside, restore and try again.)

Getting Back in the Office

N. Get lute, lamp, succulents, plastic dice and anticube. Put die, anticube and succulents in pocket. S. Qmbz mvuf and tjoh Vsgbopsf Qfoesb. S.

Empty Office and Cubical Rooms

(Don't enter opening to the east yet.) Get die. Roll die (till you get a tjy). E. D. Roll die (till you get a gjwf). E. Roll die (till you get a uxp). D. Roll die (till you get a pof). NW. Roll die (till you get a gpvs). D.

Treasure Room

Get all (treasures; drop any extra items you may be carrying, except the ejf and boujdvcf). Examine pillar, machine and cube. Put ejf and boujdvcf po nbdi jof. Get dvcf and boujdvcf po nbdi jof. (You're now faced with four exits: NW, NE, SW, SE. The correct one is found by looking at the tjhot on the qjmmbs and going in the direction that's njttjoh in the cpy. Or just save the game and choose an exit. If you die, restore and choose another until you find the right one leading to the White Room.)

White Room

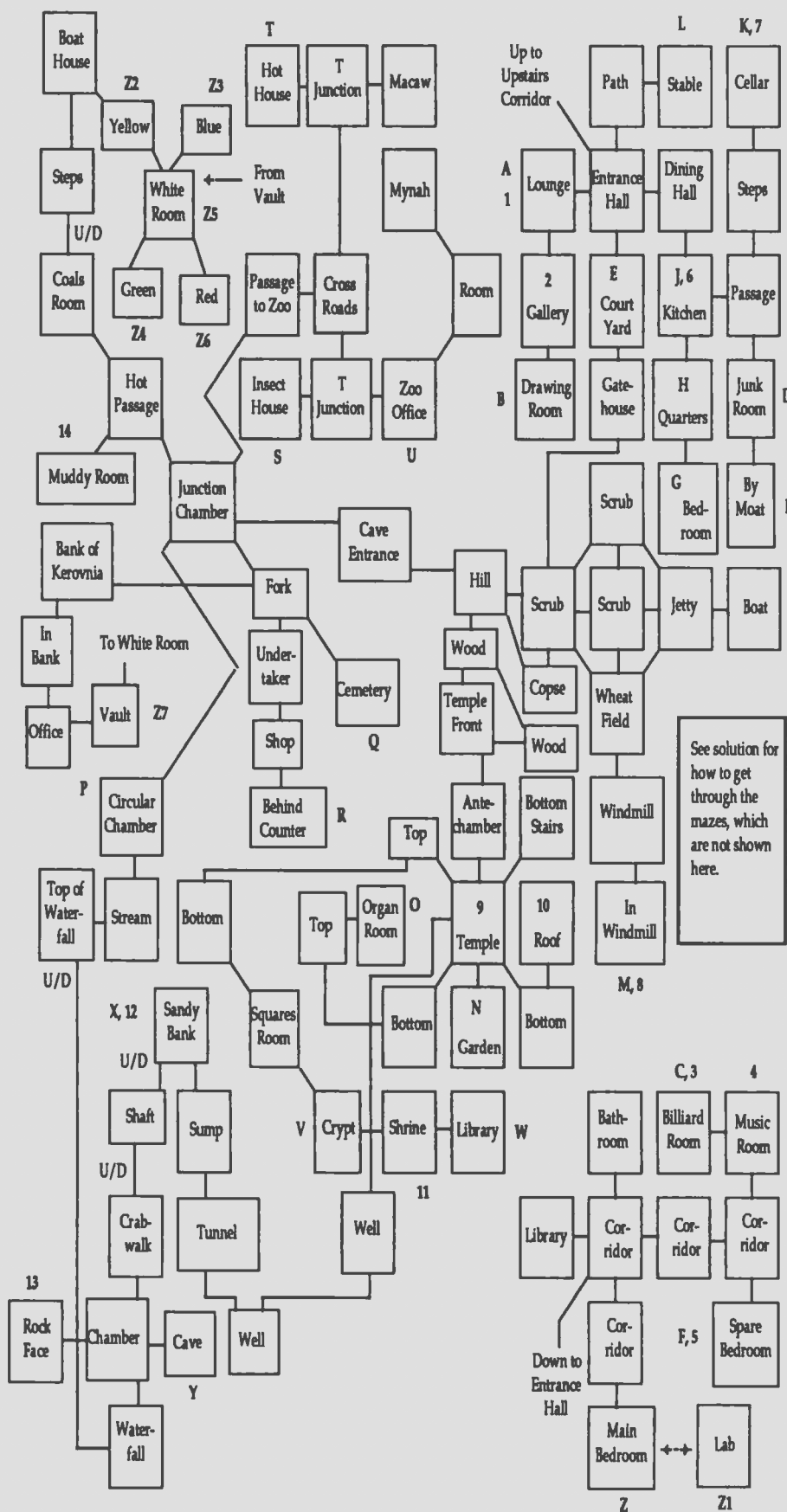
NW. NW. D. Get tvddvmfout (should be in pocket). Svc gffu with tvddvmfout. D. SE. SE. E (4). Pull rope. E.

Map Key:
Guild of Thieves

- A : Coal
B : Note
C : Red ball, cue
D : Cube
E : Cage
F : Box, needle, cotton
G : Maggot
H : Key
I : Fish, night safe
J : Poison, jar
K : Champagne bottle,
red bottle
L : Flies, horseshoe
M : Lute, gum
N : Gloves
O : Ebony and ivory
keys
P : Fingerbone, heart
Q : Berries
R : Coin
S : Skin
T : Coconut, succulents
U : Magazine, grotty
key, spade
V : Skull, eye
W : Pamphlet
X : Boots
Y : Pick
Z : Mirror, plaque,
abstract painting
Z1: Diary, cauldron,
sachet, anticube
Z2-Z5: Colored dice
Z6: Plastic die
Z7: Treasures deposited
in night safe

Treasures:

- 1 : Fossil
- 2 : Oil painting
- 3 : Diamond ring
- 4 : Plastic bag
- 5 : Designer dress,
china pot
- 6 : Chalice
- 7 : Ruby
- 8 : Plectrum
- 9 : Incense burner
- 10: Ivory rhino
- 11: Statuette
- 12: Brooch
- 13: Mineral chips
- 14: Gem



The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

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