

KEEF the THIEF



With its irreverent lampooning of roleplaying games, *Keef the Thief* became an instant favorite around the QuestBusters office. It's a one-character quest in which you play a teenaged thief whose long-range goal is to become God-King of the Tri-City Area. Looting and plundering are your main activities, though you won't be successful until you develop a knack for disarming traps. The main quest involves finding the Artifact of Mem and five other pieces of an idol.

Clues (as well as gags) crop up in dialogue with NPCs and in various books such as the Book of Swords, which explains that this world's most powerful sword is named Bruce. The charming magic system spoofs *Ultima* by having you mix reagents to cast spells like Flickus Bickus for a light

source and Bandus Aidus for healing. The combat system is unique. It's like a space combat game with a radar screen where blips show your location and that of your foes. A horizontal band below reveals a narrow 3-D picture of the monster and terrain; to move, you click on the band.

Sketched in an original and distinctive style, vivid 3-D graphics span the width of the screen when you're in a dungeon or town. Some are interactive, so you can click on things in the picture to examine or activate them. The ability to choose "Easier Monsters" and "Fewer Monsters" at any time is a boon for novices. There are only a few dungeons to explore, and the jungle-covered island is so small that veteran questers who take their adventures seriously may not have much fun here. But *Keef the Thief* is especially recommended to people whose favorite character class is the thief as well as for all roleplayers with a taste for satire.

Type:
Fantasy Roleplaying

Difficulty:
Novice

Systems:
MSDOS (512K, Hercules/CGA/EGA/VGA/MCGA/Tandy 16-color); Amiga, Atari ST, Apple IIGS (512K)

Company:
Naughty Dog/Electronic Arts

The Solution

Character Development

In the early stages of the game, wander around Same Mercon fighting whatever comes your way. Use the tree branch found just outside town for a weapon until you can steal or afford a better one. Buy or steal armor from the shop. Be cautious when stealing (and save first) — shopkeepers will call the guards if they catch you. You can't outrun the guards, but will get lots of experience points if you can kill them. To hold onto your gold, save the game before buying information; after buying it, restore.

Disarming Traps

Always save before disarming anything. The message "...what a graceful thing you are" means you're doing it right, but failed anyway and got hurt. "Just business" means you did it right, but failed anyway and got killed. References to "ice trap" and "bus boy" mean you're doing it wrong.

To boost your Trap Disarming skill, burglarize the homes in Same Mercon. Another method is to climb the tree in the southwest corner of the island, disarm the trap, and steal the Phoenix Eggs, which can be repeated. Note that your skill is increased only if you successfully disarm the trap.

Magic Reagents

Dragon's Drool: Fire
Peppermint Sprig: Healing
Scorpion Tail: Hatred
Skunk Juice: Protection
Owl's Eye: Sight
Rhino Horn: Opening
Glow Grass: Light
Wart Weed: Power
Black Pearl: Focus
Kiki Root: Magnification
Narcissus Root: Self
Phoenix Eggs: Infinity

Spells

Those marked with an asterisk (*) are not listed on the scroll. Clues to these spells are found in Bad Poetry.

Circle of Unity

Spell	Reagents	Effect	Cost
Bandus Aidus	Self, Healing	cure minor wounds	3
Flickus Bickus	Light, Fire	better dungeon light	4
Ernus Exesus	Hatred	minor damage to one	3
*Nudus Bunsus	Opening, Self, Focus	try it in Pink Dragon!	1

Pyramid of Power

Generus Elektrus	Fire, Light, Sight	light in dungeons	7
Huvius Vacuumus	Focus, Sight	find hidden objects	25
Cynus Arcenus	Hatred, Focus	moderate damage to one foe	6
Agenus Oranus	Hatred, Magnify	minor damage to all foes	10
Riteus Gardus	Self, Protection	minor protection	6
*Makus Foodus	Self, Heal, Power	makes food	20

Cube of Force

Takus Tylenus	Self, Heal, Power	cure medium-heavy wounds	15
Dranus Lique	Focus, Opening	opens unlocked objects	20
Qnus Arudes	Focus, Power, Hatred	heavy damage to one	15
Napus Almus	Magnify, Power, Hate	moderate damage to all	20
Mutus Omahaus	Power, Protect, Self	moderate protection	15
*Bigus Litus	Sight, Light, Power	best dungeon light	12
*Goodas Newus	Heal, Self, Infinity	cures all wounds	20

Pentagram of Infinity

Usus Carus	Infinity, Light, Sight	brief Charisma boost	15
Pizus Coldus	Infinity, Focus, Hatred	major damage to one foe	20
Olus Gayus	Infinity, Magnify, Hatred	heavy damage to all foes	25
Lyodus Londus	Infinity, Self, Protection	major self-destruction	20
Barbus Rubinus	Infinity, Self, Hatred	boosts combat damage	30
*Phonus Homus	Infinity, Sight, Self	teleports to outside Mercon	35
*Killus Deadus	Fire, Hatred, Focus	extreme damage to one foe	18
*Wastus Em!	Fire, Hatred, Magnify	major damage to all foes	20
*Elmus Pastus	Infinity, Power, Focus	creates idol	100

Same Mercon

Treasures: Dog, Goblet, Plate, Toothbrush, Painting, Charles, Gems, Glove, Ruby Necklace, Teapot, Green Necklace.

Traps: Candles (remove from wall), Fireplace (brush embers back into fire), Teapot (keep it from spilling).

Steal the following, preferably in this order: a weapon, a bow, armor, reagents, the Scroll of Unity, the Flower of Mem, and a Clydesdale. After the guard passes a house, enter and steal the objects from the houses. Take the first eight listed above and give them to the Collector in the Pink Dragon. (You may want to keep Charles until you find a better sword.) Use the money to buy a lockpick, knife, rope, and oil from the Master Thief (Nasty Dude). Remove traps from objects 9, 10, and 11 before stealing them. Exit Mercon and wander in the jungle, fighting till you reach level six.

Same Mercon Palace and Treasury

Treasures: Yang, Arm of Wealth, The Tortoise, Shard of Mem, Scroll of Force.

Traps: Walls (wave weapon ahead of you), Floor (tap it carefully), Right of Pedestal (stick knife in hole), Back Wall (twist upright sword), Front of Pedestal (push in the front panel).

Show the Flower of Mem to the Princess and go south. At (A), fight the guards and search for a secret door to the Treasury (B). Exit the Palace Halls (to save the game). Repeat the process of going to a trap, removing it, then exiting and saving if you were successful. If you fail, restore. After removing all necessary traps, steal the treasures.

Fiend Hole

Treasure: Nischtarr.

Fight your way to (C) and search to get the sword.

Tel Roca Bridge

Treasure: Passport.

Select "Other Command" and use the bow to shoot the guard. Search.

Al Handratta's Hut

Treasures: Hermit's Key, Scroll of Force, Gem of Wisdom, Tortoise and the Hare.

Show Clydesdale to Al Handratta to get the key. Enter the Hut. At (D), search and get the Scroll.

Fight the Hydra before using Al's key to reach the treasures at (E).

Land's End

Treasures: Five Phoenix Eggs (on each visit).

Traps: Egg (carefully taking it), Tree (use rope to secure yourself).

Climb the tree, remove the traps, steal the Eggs. Repeat to boost Disarm skill.

Waterfall and Behind the Falls

Treasures: Moe, Mermaid's Ring, Arm of Love.

Traps: Torch (pull it forward), Pedestal (slide knife under it)

Enter the waterfall. Fight the monsters. Search for treasures at (F) and (G). Exit and show the Mermaid's Ring to the Mermaid. Re-enter the waterfall to get the Arm of Love at (H).

Top of Lift and Mem Santi

Treasures: Yin, 500 Gold, Used Scrolls, Babh el Buhd, Key of Koran, Achilles, Artifact of Mem.

Traps: Floor (use knife to jam spikes), Right Wall (use knife to jam panel), Ceiling (squirt oil into cracks in ceiling), Sceptre (crush top of Specter), Gem (remove it from stand), Right Side of Bench (squirt oil inside hole).

Climb to the top of the hollow tree trunk and go up the lift. At the Foyer, show the Shard of Mem to the Curator and search to reveal a hidden door. Enter Mem Santi. You can return and get the treasure at (\$) on level three now or later. At (I), fight Mem's Second, Mem Santi. Search for Yin (use in combination with Yang as powerful sword). At stairs to the Maze, fight the enemy, search and get Achilles. Enter the Maze.

Mem Santi Maze

Only one of the six doors (all marked X on the map) will teleport you to (1). This is randomized, so try the doors until you find the right one. All others send you to (2), where you can try another door. When you get to (1), fight Mem's First, then go down the ladder and get the Artifact of Mem. Go through the door, and you'll be teleported to (2), where you can find your way back to the stairs and exit.

Ruins of Tel Empor

Treasures: Telloc's Log, St. George, Plate of Strength.

Traps: Leaking Brick (slip knife under it), Ceiling (use rope to secure loose rock), Front of Pedestal (push buttons one and three), Torches (pull Torch Holders forward).

Before entering the ruins, enter Al Handratta's Hut, climb down the stairs, and go to (J), the West Double Doors. Use the Koran Key and exit (the way you came in). Enter Ruins of Tel Empor and take the stairs down (d1) until you reach level four. Go to (*) and use the Koran Key. At (K), cast Huvius Vacuumus to get Telloc's Log. Go to (T1) on the same level, where you'll be teleported to (T1) on level one. Go down stairs (d4) through (d7). At (L) on level five, search and get the sword. Go down (d8). At (M) on level six, cast Dranus Lique to open the door. Remove traps from (N) and steal the Plate.

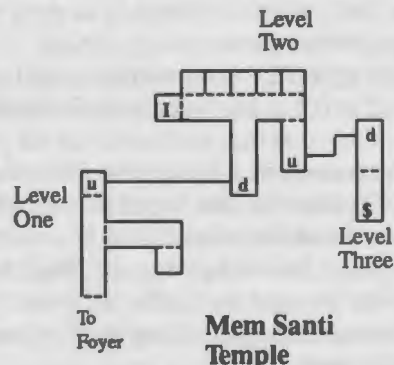
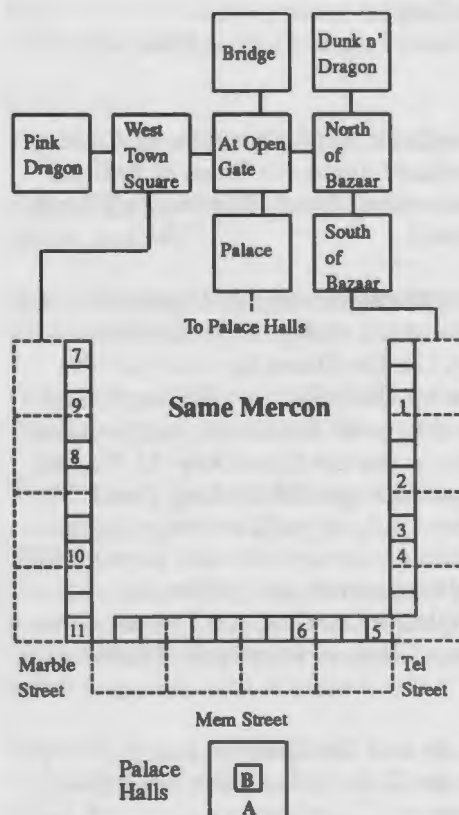
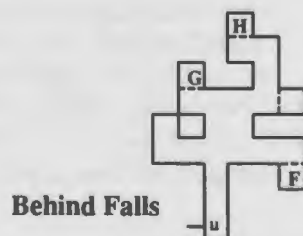
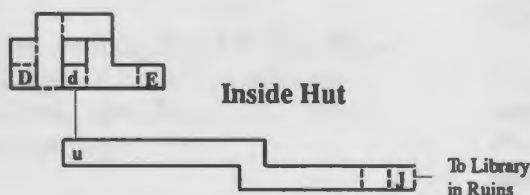
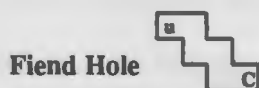
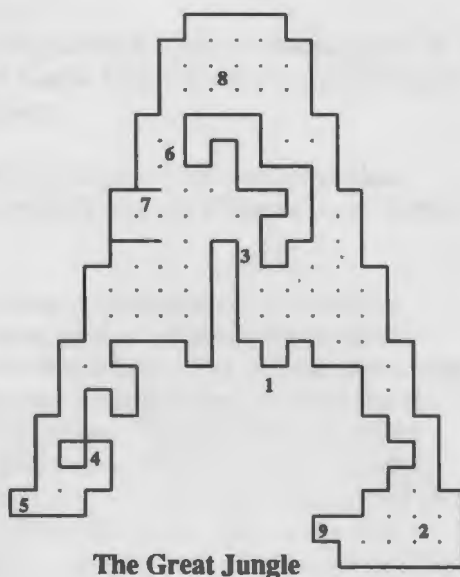
The Black Gate and Tel Hande

Treasures: Bruce, Telloc's Skull, Scroll of Infinity, Globe of Power.

You must have the Passport from the Tel Roca Bridge to enter Tel Hande. At (O) on floor one, you can enter the contest to get the sword, Bruce (though Tortoise is better). Go downstairs (d1) and get Telloc's Skull at (P) in the basement. Go back up to level one. Go up at (u3) and continue till you reach (u6) in the basement. Go up these stairs to level three. At (Q), cast Huvius Vacuumus to get the Scroll. Go up the stairs to level five. Have lots of Heal spells prepared before fighting the Magician King at (R), where you get the Globe of Power. Try casting four Wastus Ems, then using the Tortoise to finish off the Magician.

Ruins of Tel Empor

Enter the Ruins and climb down (d4) and (d5). On level three, climb up (u9). At (S) on level two, select "Other Command" (or use Skull) to throw the Skull into the Abyss. Exit the Ruins. Select "Other Command" to speak the word Uvob. Climb the staircase that appears. You should have all six artifacts by now. Cast Elmus Pastus to assemble them and become the God-King.



Keef the Thief

Map Key: Keef the Thief

Some of these numbers, mainly two-digit numbers indicating stairs, are placed beside their location on the map rather than in the specific square.

The Great Jungle

- 1: Same Mercon
- 2: Fiend Hole
- 3: Tel Roca Bridge
- 4: Al's Hut
- 5: Land's End
- 6: Waterfall
- 7: Mem Santi
- 8: Black Gate and Tel Hande
- 9: Ruins of Tel Empor

Same Mercon and the Palace Halls

- 1-11: Treasures
 - A: Secret Door
 - B: Treasury (Arm of Wealth, The Tortoise, Shard of Mem, Scroll of Force)
- Fiend Hole**
- C: Nischarr
- Inside Hut**
- D: Scroll of Force
 - E: Gem of Wisdom, the Hare
 - J: West Double Doors (to Library in the Ruins)

Waterfall

- F: Moe
- G: Ring
- H: Arms of Love

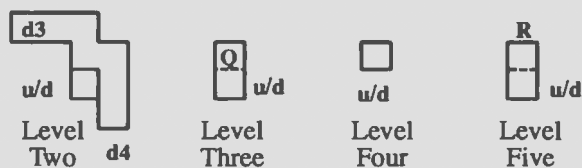
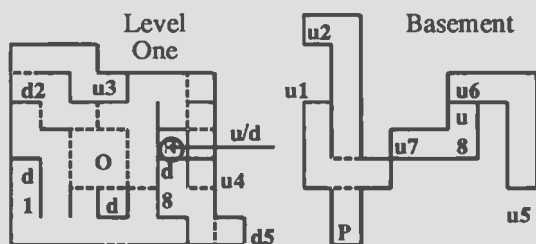
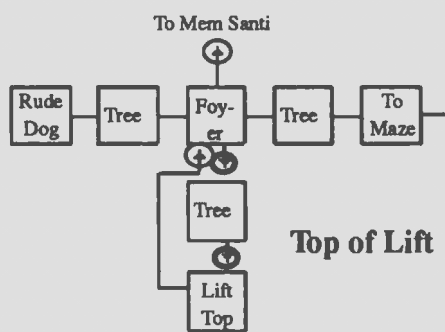
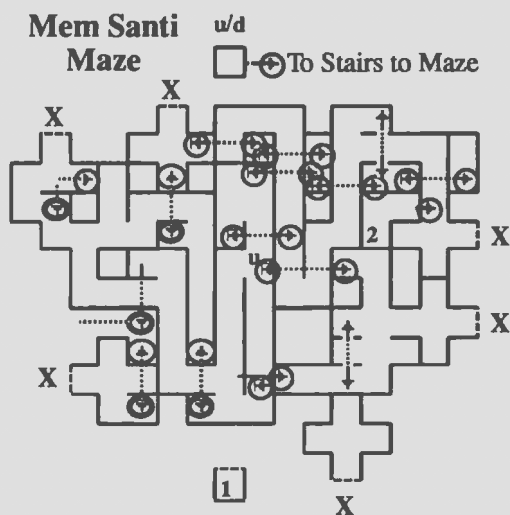
Mem Santi

- I: Mem's Second (Yin)
- Treasury: Hare, Scroll, Key of Koran

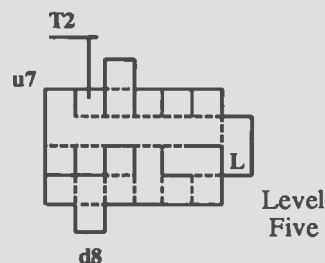
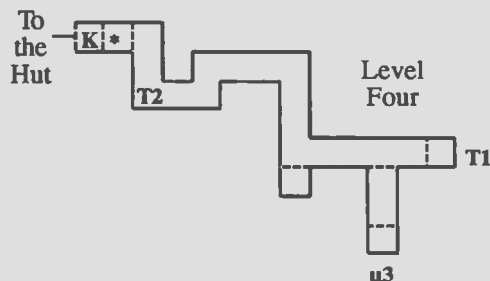
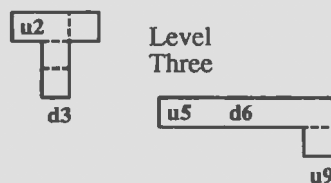
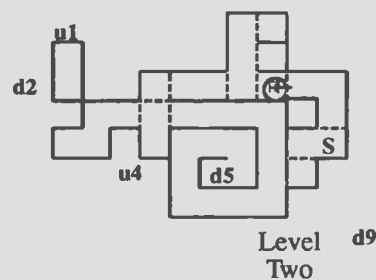
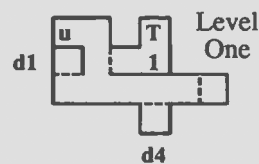
Mem Santi Maze

Dotted lines connecting arrows indicate halls that run over (or below) the room through which the dots pass.

Mem Santi Maze



Tel Hande



Mem Santi Maze

Dotted lines connecting arrows indicate halls that run over (or below) the room through which the dots pass.

1: Mem's First (Artifact of Mem)

Tel Empor

*: Use Koran Key

K: Telloc's Log

L: Sword St. George

M: Cast Dranus Lique

N: Plate of Strength

T1: Teleports from Level 4 to Level 1

T2: Teleports from Level 5 to Level 4

Tel Hande

O: Contest for Bruce

P: Telloc's Skull

Q: Scroll of Infinity

R: Magician King (Globe of Power)

S: The Abyss

Artifacts

Arm of Wealth (Mercon Treasury)

Gem of Wisdom (Hut)

Arm of Love (Waterfall)

Artifact of Mem (Mem Santi Maze)

Plate of Strength (Tel Empor)

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

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)