

AMSTRAD PCW GUIDE

Please make a back-up of the disk before using it. Always use the back-up, and preserve the original. Having made the back-up do not forget to write-protect it!

Loading

To load the adventure, first boot CP/M (by inserting side B of the Amstrad supplied disks and switching the machine on) then insert side A of your game disk, type GAME and press the <RETURNS> key.

Screen Layout

Once loaded you will notice that the screen is split into three sections.

The top line contains the following information:-

The top left is the name of the room that you are currently in.

The first figure on the right is your score.

The second figure on the right is the number of moves you have made.

The second section is the Graphics window, which is where the pictures are displayed. The window size can be set as high or low as you wish by using the 'up' arrow (to reduce the size of the window) and the 'down' arrow (to increase it).

The third section is the text window, where your commands and the game's responses are displayed.

Talking to the program

To communicate with the program, simply type in a sentence describing what you want to do. When it is waiting for a command, a '>' prompt and a block cursor are displayed. Once you have typed your command press the <RETURNS> key.

Editing Your Commands

The following allow you to edit the current line:

Move left one character	Left arrow
Move right one character	Right arrow
Move left one word	[+] (found to the left of the space bar)
Move right one word	[-] (found to the right of the space bar)
Delete one character to the left	<DEL
Delete one character to the right	DEL->
Delete one word to the left	ALT <-DEL
Delete one word to the right	ALT DEL->
Move to start of line	EXCH/FIND
Move to end of line	LINE/EOL

Re-editing Your Last Command

If you discover that you have made a small typing error on your last line, pressing the COPY key will bring it back for editing.

More

When there are too many lines to display on the screen, at once the message '<-MORE>' appears at the bottom right of the screen. Pressing any key will allow the game to continue.

Save

This command enables you to save your current position in the game. You will be prompted for a file name. This must be a valid CP/M file name, the extension '.GAM' is used for saved game files; thus the names SAVED.ONE and SAVED.TWO will both produce a file called SAVED.GAM. This name may be preceded with a drive specifier e.g. 'A:', 'B:'. Care should be taken not to save game positions onto your game disk.

Restore

To reload a previously saved game type 'RESTORE'; as with 'SAVE' you will be prompted for a filename.

Printer On (Printer Off)

You can record your game by use of this command which turns the printer on (and off).

Graphics On (Graphics Off)

If you prefer to play the game without the pictures being displayed they can be disabled with 'GRAPHICS OFF'. They can then be re-enabled with 'GRAPHICS ON'.

Stipple and Dither

When you enter a room that contains a picture, the program decides which is the best method of displaying the picture. You can override this decision with one of the above commands.

Bank of Kerovnia

4444 106 10 B0E

Kerovnia Guild Of Discreet Entry And Removal Operatives¹ (Dornbrook Branch)

INDENTURE AND CONTRACT OF SERVICE

Wherein and heretofore as otherwise previously notwithstanding the said applicant postulant apprentice novice trainee or otherwise hereinafter designated PERSON² has heretofore formally and earnestly applied for membership of to for by and with the said Guild

AND wherein and heretofore this contract has been previously drawn up drafted engrossed and otherwise written and inscribed most especially bereft of excluding and otherwise without any form of COMMA or SEMI COLON or any other form of punctuation which would otherwise allow the said applicant postulant apprentice novice trainee or otherwise to make HEAD OR TAIL of what this is about

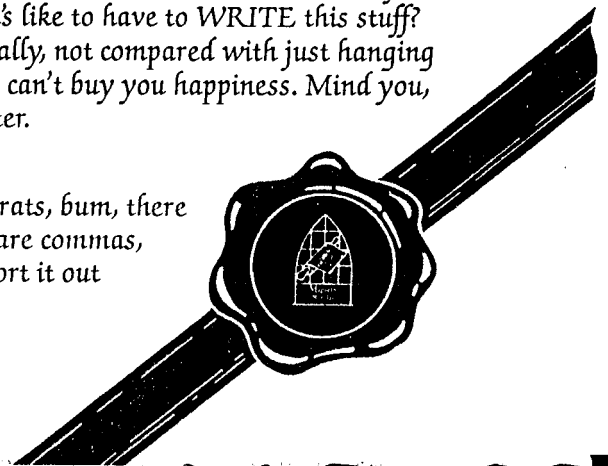
AND WHEREIN the said contract indenture agreement and earnest of good intent is DELIBERATELY AND POMPOUSLY written in difficult obscure archaic or otherwise out of date language which we do NOT UNDERSTAND either

IT IS THEREFORE AGREED covenanted contracted bargained engaged stipulated promised arranged settled signed sealed and executed that I, _____ do hereby covenant contract agree and do we REALLY have to go through all that again? to go off and rob all sorts of really great stuff from this weird place and moreover to hang about and not moan while we think of a more POMPOUS and FRIGHTENING way of expressing that last bit³

¹Hereinafter named called described as and otherwise else um er notwithstanding and um so forth referred to as "Guild of Thieves". Plus also where we wish hereinafter etcetera, also heretofore, um, where were we? Do you know what it's like to have to WRITE this stuff? Everyone laughs at lawyers, oh yes, ha ha ha, but it's no fun, not really, not compared with just hanging round on street corners talking dirty. Okay, you get rich, but money can't buy you happiness. Mind you, happiness can't buy you money, so it's as broad as it's long, hereinafter.

²Mirabilis condidisti et mirabiliter redemisti.

³Hereinafter referred to as the pre-existing condition of whoops oh rats, bum, there was a hyphen there, hyphens aren't legal jargon, oh RATS neither are commas, right, that's it, I've had enough, stuff the law, I'm going to Malibu. Sort it out yourselves.



Not tam with
Debian Gruchel

Creative use of White Space
courtesy of

Stripey & Stripey

What **BURGLAR**

3 Fg

Top Crook Slags Rookies Shock!

Top crook Silas Beaker says the profession will face disaster if young newcomers continue with their boycott.

Beaker, speaking from his Dombrook hideaway, added: "Frankly, the newcomers are rubbish. Greenhorns. Tenderfeet. Wet behind the ears."

"We just can't get the type of young person we want these days."

Frankly, they seem more keen on accountancy and merchant banking."

Beaker was speaking on the eve of new, stringent entry standards to the Guild of Thieves.

"These new tests aren't easy", he said. "Anyone who can pass them is ex-

ceptional material, and faces a bright future in the Guild.

Beaker said that he was "sick as a macaw" with young apprentices training at the Guild's expense and then "going off the straight and narrow - becoming doctors and shopkeepers and such."

He added: "We have to face it. This a divided society. It's us and them."

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AND MUCH MUCH MORE!

TIME FOR ACTION

by Our Special Correspondent A.Nonymous
Commuters on the Dombrook line are facing another expense today - the price of a wristwatch.

For burglars described as "audacious and cunning" have stolen the Victoria Station clock.

The famous clock, which has hung above platform 3,728 at Victoria - the world's largest station - went missing last night at around midnight.

"We aren't sure of the exact time," said spokesman A. Spokesman, "Because when we

noticed the clock had gone, it was too late to check what time it was, because it had gone, if you follow me.

"We heard it strike eleven, which some say means that that was when it was stolen. Others say it was just about to strike twelve. It's a matter of opinion, like everything else."

BURGLARY SUPPLIES

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Modern Burglary
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The Guild of Thieves: Now The Story Can Be Told

EXCLUSIVE! Our Man In Kerovnia Talks To Guild Librarian Sigismund Thing.

Reprinted from "Burglar's Gazette"

**What is the Guild?
How did it start?**

The Guild of Thieves (or, to give it its full title, The Worshipful And Partially Honourable Guild Of Professional Nocturnal and Surreptitious Entry And Removal Operatives Of Kerovnia, Get My Drift?) owes its existence to Judge Rhino Q. Q. Thrushwhacker II, appointed Master of the Bench some two centuries ago.

Thrushwhacker was a Popular Guy

No he wasn't. Thrushwhacker was a visionary, and, like many visionaries, had enemies.

But he must have had a great home life, right?

No. His worst enemy was Mrs Thrushwhacker. She was foremost among those enemies, remaining an implacable opponent of what she perceived as Rhino's heavy drinking, incessant telling of dirty jokes, nose-picking, and leaving his used handkerchiefs screwed up under the bed. She remained at odds with her husband for several years, finally leaving the Thrush-

whacker home to - as she allegedly put it - 'find herself'.

You're trying to say they got divorced?

Not as such. As a matter of fact, Mrs Thrushwhacker was eventually found by Milo Piston, a flange operative, under a pizza bush in Dornbrook, a pleasant but inconsequential dormitory town in the mountainous north of Kerovnia. Rhino Thrushwhacker loudly and strenuously denied all responsibility, although no body had ever asked him.

Enough of Mrs T. What was the Judge like?

Judge Thrushwhacker's attitude to criminal rehabilitation was novel. Although contemporary articles on Rhino portrayed him as a man of conscience, upright and moral, unwavering in his pursuit of justice and learned in the law, there was no evidence of any of these characteristics in the man himself. If you read a transcript of one of his "trials", you'd have an idea

what the old bastard - sorry, the old gentleman - was really like.

Do any transcripts exist?

Yes.

Do you have any of them?

Yes. Stop mucking about and show us one, then.

All right. All you had to do was ask. Here you are:

In The Kerovnian High Court. (Lord Justice Thrushwhacker Presiding.)

Mr PING (Prosecuting) *The accused is therefore charged with a heinous offence under Ch.XXXIV/B of QB4.86 in that he did...*

JUDGE R.Q.Q. THRUSHWHACKER *Hang on. Don't give me that drivel. What did he do?*

Mr PING *We were coming to that, my Lord. Under Ch.XXXIV/B of QB4.86...*

THE JUDGE *Oh, phooey. (To the Prisoner) What did you do? We obviously aren't going to get any sense out of old Ping here.*

The-PRISONER *Why*

nothing, my Lord.

THE JUDGE *You sure? (Peering at the Prisoner) Oh yes... you're the chap who sent me that rather jolly chest of gold.*

THE PRISONER *Mark of respect, my Lord.*

THE JUDGE *Quite so. And you didn't do anything?*

THE PRISONER *No. Definitely not.*

THE JUDGE *There you are then. Ping?*

Mr PING *Yes, my Lord?*

THE JUDGE *You're a bloody fool, Ping.*

Mr PING *Yes, my Lord.*

THE JUDGE *Ah, so you agree, eh? Right. The sentence of this Court is that you go to prison for ten years.*

Mr PING *But that's not fair.*

THE JUDGE *All right, twenty years.*

Mr PING *You can't do that.*

THE JUDGE *Yes I can. (To the Clerk of the Court) Can't I?*

CLERK *No.*

THE JUDGE *Oh ho. Right. Twenty years for you, too. Take them away, constable.*

CONSTABLE *Right you are, Sir.*

THE JUDGE *Oh - and, Constable...?*

CONSTABLE *Yes, Sir?*

THRUSHWHACKER *I*

What Burglar?

training or career structure, and certainly nothing resembling professional self-regulation. This means that criminals are also pretty incompetent. The more incompetent they are, the more likely they are to get caught. And the more they get caught, the more work it makes for good ol' Rhino Q. Q. Thrushwhacker. Which means the less time available for good ol' R.Q.Q.T. to spend in improving pursuits like studying, illicit distilling, amateur necromancy, target practice, watching gladiator shows and chucking up his sleeve about what happened to Mrs Thrushwhacker (which, of course, Rhino knew nothing whatever about).

So what can you do about it?

The answer came to Rhino one evening while he was practising the Egyptian Hat Dance.

Hold on a sec. What's the Egyptian Hat Dance? The Egyptian Hat Dance was a favourite pursuit of

don't like your face. Put yourself in prison for twelve years. And, mind you, I'm only being lenient because I like your face.

CONSTABLE *Jolly good of you, Sir. You're a gent.*

Quite a guy, eh? The crooks must have loved him.

Indeed so. Thrushwhacker's cavalier attitude naturally led to his becoming a popular figure with the criminal classes. Unfortunately, the criminal classes were not popular with Thrushwhacker. This was not because he disapproved of crime, but because he disapproved of the incompetence of criminals. His reasoning was, of course, entirely logical.

Logical? How do you mean, logical?

Look at it this way. There will always be criminals. Therefore there will always be crime. This is a Good Thing because it means that people like good ol' Rhino Q. Q. Thrushwhacker will be in a job. However, criminals are disorganised. There is no

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Thrushwacker's. It involved going to bed with a bottle of home-made and a hat, hanging the hat on the end of the bed, and drinking the home-made until the hat began to dance. Rhino was very good at the Egyptian Hat Dance, but liked to practise a lot.) The hat, an old lobster-stained Borsalino, had just turned into a chorus-line of high-kicking purple blowfish when Rhino had his brainwave.

What brainwave?

It was Rhino's masterstroke. It earned his place in history. It made the name of Rhino Q. Q. Thrushwacker a name to be conjured with when students of history gathered to drink a few beers, smoke a few cigars, and gaze open-mouthed at a few waitresses in short skirts. It gave posterity the example of a truly magnificent...

Oh, for heaven's sake... WHAT BRAIN-WAVE?

Rhino decided that he would start a Guild of Thieves and bring discipline to the Profession.

Is that it? Is that what all this fuss is about?

Yes.

Oh.

Sorry.

That's all right. What happened next?

Rhino spent a week or two in preparatory activities - consisting largely of threats and bribery, with a

stumbled throughout Kerovnia, as they said Even-song in pitch darkness); and a hundred hired leblings in starched shirt-fronts, their ears ironed and their little tails neatly plaited, stood at attention with trays of delicacies and pitchers of cool, foaming Bourbinskerry (a patent home-brew of Thrushwacker's, made from fake Bourbon, artificial gin, imitation whisky and ersatz sherry which on the one hand was guaranteed to enliven any social gathering but on the other hand was reputed to etch glass and eat through granite).

Sounds great!

Where can I get some?

You can't. It's illegal. May I continue, please? Or are you going to go on interrupting?

Yes. No. In that order.

Thank you... At the front door of Thrushwacker Towers stood Thrushwacker himself, with the quiet confidence that comes with the knowledge that one is perfectly dressed and groomed.

In Thrushwacker's case, the confidence was misplaced, for he was wearing, from the ground upwards, a Wellington boot and a bedroom slipper, a pair of yellow wading trousers, a small python worn as a belt, a *Sunday Satanist* special-offer Cloak of Invisibility with a broken zip and both arms in one sleeve, a pocket kaleidoscope jammed in one eye,

and a conjuror's hat, from which, periodically, a rabbit would extricate itself and clamber nervously towards the ground and freedom, only to be eaten by Rhino's belt, which had settled down to make the best of the situation and was in fact feeling quite pleased with the way things had turned out.

That's gross. How could he go out like that?

Strange as Thrushwacker's costume was to the naked eye, he himself had been trying the Bourbinskerry since teatime, and was utterly content. All that was needed to make things perfect was for the Princess of Wales to effect an elegant entrance on the arm of Boy George, but that was impossible; Thrushwacker had only the day before sentenced them both to life imprisonment on a charge of looking smug. This may seem harsh, as indeed it was. It may also seem curious, since neither of the prisoners was to be born for another 150 years, and, even then, nowhere near Kerovnia.

But Thrushwacker was a resourceful man, not to be put off by trifles, not even the ones prepared for his guests, which were so garish and repulsive in their biobby, flolloppy awfulness that even the tame and care-

fully-trained leblings refused to go near them (the trifles, not the guests, that is).

(Actually, the guests as well, come to think of it).

Nor was Thrushwacker put off when eight o'clock came, went, remembered it had forgotten something, came back again, forgot what it was which it had forgotten and went away again, leaving the field clear for five past eight, which had been hanging around in the shadows thinking about a rather pretty millisecond whose photograph it had seen in the current issue of Time magazine, and wondering when eight o'clock was going to get its act together.

And Thrushwacker remained undismayed when the clock chimed. *Bing dang dink splotch*, it said. "Eight thirty-six," Thrushwacker said to himself. "Nobody here. I suppose I must have sent them all to prison. Serves them right." And he mooched indoors, his twenty-seven stone of greasy white blubber (covered, like all the Thrushwackers, with matted black hair) wobbling cheerfully. He was, to tell the truth (a conceit completely foreign to Thrushwacker), rather looking forward to eating all the food himself, drinking all the drink himself, and rounding off the evening

nicely by kicking a few leblings in the backside.

So nobody showed up for Thrushwacker's party, then?

Quite the reverse. In fact, the scene in his drawing-room was glittering. To Thrushwacker's astonishment, the cream of Kerovnia's underworld was gaily assembled. The room was a veritable tone-poem of stripes and eye-masks; sacks labelled "SWAG" were piled on every available surface; chin upon blue-stubbed chin jutted aggressively at Thrushwacker, and eye upon beady eye regarded him shiftily.

"How did you cheaply smug conniving creeps get in?" he asked his guests, with that frank, cheery hospitality which had made Thrushwacker's name known and hated on seven continents and innumerable islands (not to mention a large-ish asteroid which had drifted into orbit one evening, heard Thrushwacker sentencing a greengrocer to death for selling vegetables, and promptly defied all the laws of physics by shooting off into deep space again).

There was a stunned silence from the burly crowd, which shifted from foot to foot and looked sheepish for a moment before thinking better of it and starting to look gorilla-ish again.

"Come off it, guv," said a

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swarthy burglar with a blue-stubbed chin, dressed in a striped jersey and eye-mask.

"How do you fink we got in?" said another swarthy burglar with a blue-stubbed chin, dressed in a striped jersey and eye-mask.

"You din't fink we wuz comin' in frew the front, um, wosname?" said a third swarthy burglar with a blue-stubbed chin, dressed

blue-stubbed chin, dressed in a striped jersey and eye-mask.

"Nah," said the first burglar, or maybe the second (or third, or fourth), "We come in frew the widney, speaking fer meself."

"Looking inconspicuous, right?" said the second burglar.

"Right," said the third burglar. "That's why we come in frew the widney. In order to look inspon..."

Bank of Kerovnia
regretfully announces its temporary closure
There have been too many 'Bank Jobs' for us to cope with and we now must wait for the Guild to give us sufficient business to continue.
We appologise for any inconvenience caused at this time of sadness.

in a striped jersey and eye-mask.

"Door," said yet another swarthy burglar with a blue-stubbed chin, dressed in a striped jersey and eye-mask: "He means, you din't fink we wuz comin' in frew the front door."

Thrushwhacker was finding it difficult to tell one swarthy burglar with a blue-stubbed chin, dressed in a striped jersey and eye-mask, from another swarthy burglar with a

I'm trying to give you the atmosphere of the occasion.

Don't care. Don't want the atmosphere. Just tell us what happened.

No.

Are you sulking?

Yes.

Why?

Feel like it. Don't want to talk about it. Don't feel very well.

the place, shouting and laughing and slapping each other on the back as they swap stories of their adventures. They come in here, clanking like...

Sorry? I thought you said "clanking".

Yes. Clanking. Their jemmies and things. Tools. Skeleton keys, bombs, knives, guns, jam-jars...

Hold on. Jam-jars?

Yes.

Why?

For the jam. You smear the jam on brown paper. Anyway, they come in here, clanking away and...

Why do you smear the jam on brown paper?

Oh dear oh dear. You smear the jam on the brown paper and then you stick the jammy-sticky brown paper onto the window. Then you break the window and the bits of glass stick to the jammy paper instead of making a noise.

Anyway, as I was saying, they come in here, clanking away, and...

Mum: Sorry. love, Elton.

Sorry. Time's up. You've had your rest. Back to the story.

Very well. Thrushwhacker got everybody plastered, filled them up with trifle and... I say, I know a song about trifle.

No thank you.

You're no fun. Okay.

What Burglar?

VoLLXVII No CXXIV

course or the casino to come and sentence some miserable flop of a crook to prison.

"It can't go on. Why, only last week I was in a very important one-to-one business situation with my personal assistant, FiFi 'Fifi' LaTouche when I was called away to deal with some miserable miscreant.

"And do you know what this fool had done? He had set out to burgle a perfectly ordinary, run-of-the-mill, semi-detached castle in a nice, quiet residential neighbourhood.

"And do you know how this so-called 'expert' had gone about it? He had stolen a tank, driven it up the street in broad daylight, and started firing off three-inch cannon-shells at the castle, oblivious to the fact that lace curtains were twitching in every battlement in the street.

"And, having demolished the entire front of the castle, he proceeded to go inside, collect every single item of value he could find, pile them all in a heap, and go to bed for a nap.

"When I had got dressed," said Thrushwhacker...

Hold on. Why did Thrushwhacker have to get dressed? I thought he was in a business meeting.

A lot of people asked that, on the evening in question.

And?

Be like that. When everyone was full and happy, Thrushwhacker stood on a chair and held up a hand for silence.

"Gentlemen," he roared, "I have asked you here this evening because I am troubled in my mind.

"As many of you know, I am the Master of the Bench. Or is it Master of

Kerovnian Pawn Brokers. Cash paid same day - no documents needed - Best rates going. Worst ones coming soon. Call in and see us at: 3, Galley Walk. Kergos

the Rolls? I can never remember. Anyway, I'm Chief Judge, and anyone who wants to argue will be taken away, shot, garrotted, guillotined, hanged, clubbed, gassed and electrocuted, then sent to prison for life. Is that clear?"

The burglars had heard all this before, so just smiled and nodded.

"I am appalled," continued Thrushwhacker, "at the incompetence of your so-called 'profession'. You are a disgrace. Burglary, breaking and entering, robbery, theft, larceny, felony and embezzlement are fine by me. You know my terms. Ten per cent, and no questions asked.

"That is how I like to do business.

"But your incompetence is intolerable. Look at you. You keep getting caught. And what happens then? I'm called away from pressing business on the golf-

ing business on the golf-

They were all thrown into prison. May I continue?

Yes.

"When I had got dressed," said Thrushwhacker, "I discovered that the incompetent fool was claiming that he was the victim of police brutality. That's what the police are for, you fool," I told him, but would he listen? No. Finally I asked him in what way the police had brutalised him.

"The miserable wretch looked up at me and snivelled. They woke me up, Your Holiness," he said.

"Pshaw! It was then that I realised that something had to be done about professional standards.

"And so I propose to establish the Kerovnian Guild of Thieves. You will all immediately volunteer to become members. You will pay me three hundred fergs a head membership fees, and we shall draw up a charter by democratic means."

The burglars looked at each other. "Three hundred fergs? But that's a ruddy fortune," said one.

"So," said Thrushwhacker, "go and steal it." The burglars looked at each other...

Again?

Yes. They looked at each other a lot. Usually when they met it was dark, and this was one of the few chances they got to see what each other looked

like.

As I said, they looked at each other. "We'll have to have a committee," said one, "if it's to be democratic like you said."

"Democracy," said Thrushwhacker, "means one man, one vote."

"Right," said the burglars.

"And in this case," said Thrushwhacker, "I'm the one man, and I've got the one vote."

"Call that democracy?" said another burglar. "I vote we all resign."

Thrushwhacker glared at the unfortunate thief.

"Right!" he boomed. "We'll vote on it. All those in favour?"

All the burglars put their hands up.

"All against?" said Thrushwhacker, putting his own ham-like hand in the air. "Right. The motion is lost. The Guild of Thieves is officially formed. You are all members. I am in charge. You will now all please fill out your membership cards."

Thrushwhacker then handed out a card to each of the burglars, who obediently filled it in.

"Right," said Thrushwhacker, when he had collected all the money, "Just one more thing."

The burglars looked up expectantly. "You're all under arrest."

do MacAaaaargh and the dog's ear-wax if you like. There was this guard dog with an infected...

No thanks.

Really - it's quite good...

No!

But Waldo MacAaaaargh was of great importance in the history of the Guild.

You see, this dog - you have to picture the scene: great yellow teeth, slaver's jaws, a terrible smell of blood and hot breath - and that was only Waldo MacAaaaargh...

I said NO!

All right. But it was Waldo MacAaaaargh who re-wrote the Guild's Charter, Statutes and Rules, and made it the organisation it is today. I've got a copy of the rules for you:

KEROVNIAN GUILD OF THIEVES RULES OF CONDUCT

- 1) Members shall at all times dress inconspicuously in the Guild Uniform (i.e., striped tee-shirt, mask and a minimum three day's growth of stubble [except in the case of female members, where two days' growth is permitted]).
- 2) Members shall not punch other members.
- 3) That includes in the gob.
- 4) It is an offence punishable by death to

Is that it? I mean, is that all the rules there are?

No.

Where are the rest of them, then?

Um...

Come on. Don't muck me about. Where are the rest of the rules?

They've been stolen.

Who by?

I can't tell you. Professional confidence, you understand.

What you might think of as "honour among thieves?"

Oh I say. Oh, very good. Very good indeed. Is it original?

Not as such. What about more rules?

Hundreds, actually.

New recruits have to commit them all to memory. Then we test them.

What happens if they fail the test?

They go to prison.

Of a really good-quality recruit. Someone with imagination, flair, fortitude, courage and resourcefulness. Someone who doesn't mind taking risks and positively enjoys adventure and the romance of being thrown, alone and friendless in hostile territory, on his or her own resources. Someone who realises the rewards of success... and the penalties for failure.

Where are such people to be found?

Actually, most of them seems to be in merchant banking these days. We're thinking of starting a branch of the Guild there, as a matter of fact. Except we're worried.

What about?

Well... we, as professional thieves, robbers, burglars and criminals, have a fairly rigid code of conduct and ethics. Where-as merchant bankers, on the other hand...

I see what you mean. Sorry to be a bore...

That's all right. I'm getting used to it.

...but could you give me a few more rules? Just for the readers, you understand?

Oh - does anyone read *What Burglar?* I only ever see it in the dentist, ha ha ha, O gosh sorry but you have to laugh, don't you?

Rules, buster, or I

And if they pass? Well... actually, most of them go to prison anyway. We can't get the quality of recruits we used to... mind you, we live in hope.

Of what?

Guild of Thieves Supplement

EXCLUSIVE to *What Burglar?* readers Special membership offer

Once again your favourite magazine brings you a Guild of Thieves offer just complete the form (as shown on page 21) and mail it to us. When you are satisfied that it would have reached us (don't expect a reply) read the following instructions. Once these have been totally memorised (It is helpful to ask a friend to test you. [remember if you can cheat, cheat.]) It will be up to you. Don't expect any more help from this journal.

MOVEMENT

Naturally a thief like yourself will want to wander around the place to see what valuable objects can be stolen. You would normally do this by typing one of the eight points of the compass: NORTH, NORTHEAST, EAST, SOUTHEAST, SOUTH, SOUTHWEST, WEST and NORTHWEST, as well as UP and DOWN. You can abbreviate these to N, NE, E, SE, S, SW, W, NW, U and D.

If you knew that through an open door to the south there was a Bank vault, you could type:

>NORTH

>N

>GO NORTH

>QUIETLY WALK NORTH

However, you might be in a bit of a hurry and forget in which direction the vault lies. In that case, you could type any of these:

>GO THROUGH DOOR

>GO IN

>ENTER BANK VAULT

>GO INTO THE BANK

VAULT

>QUIETLY WALK INTO

Which was what?

Getting eaten to death without making a fuss. In a way, that was responsible for the fall-off in membership. Also for a lot of very fat rats, and quite a few Giant Kerovnian Pythons with stiff tails and cricks in their necks.

So what do you do now?

We have an examination. Apprentices are given a basic kit of striped clothes and stuff and sent off somewhere to carry out a crime. Or a series of crimes. If they are caught, they fail. They also die. It concentrates the mind marvellously.

And if they succeed?

Well... it's a fairly new examination, so we haven't actually had any successes as yet. But we are quietly confident that if we get the better sort of recruit, we can see the old Guild taking its rightful place in society once more. Personally, I would be delighted.

So would we all. Thank you very much.

Was that all right?

Fine.

Fancy a beer? They do Farthington's at the Worm & Giblet.

Wouldn't mind. Just let me turn off the tape recorder...

I say - do you know the one the three women, the Guinness, the turtle and the Click.

lems. Membership is fairly steady but we have trouble over subscriptions.

The members won't pay?

Oh dear me, not at all. Oh no, nothing like that. Oh no no no. If they didn't pay, they wouldn't get their membership cards.

What is the problem, then?

They send us the money, we send them their membership cards, then they break in and steal their money back again. Of course, there are some who are slow payers.

What happens to them?

Er... they tend to break in and steal their membership cards.

Is there a lot of interest among the young in joining the profession?

Not as much as we'd like. We've tried to make the Guild attractive...

How?

Well, we've changed a lot of our traditions. We felt that some people thought, for example, that the old initiation ceremony was a bit stuffy...

What was the old ceremony?

You were tied to a Giant Kerovnian Python and lowered down a shaft into a mine full of rabid rats, and you had to stay there without screaming until you'd passed the test of courage.

blow your brains out.

That's one of them. Number 186, actually.

"Nobody to blow anyone else's brains out unless they feel like it". We try not to be too rigid. But I'll tell you what...

What's that?

Hee hee hee.

Put it away at once or I shall terminate the interview.

Just try it, wise guy. Just try it. I'll terminate you....

Right. That's it. I'm off.

Don't go. I'm sorry. I don't often get a chance to shoot people and it's such a nice gun.

I thought guns were illegal in the guild.

Under certain circumstances.

What circumstances?

Well... you aren't allowed to drive, drink, smoke and shoot at the same time.

And if you do...?

We blow you away, man! Har har har!

How do people manage, then?

I don't know about the rest of them, but I gave up driving. Still need three hands, though. It's a tough life, huh?

Tell me about the recent history of the Guild.

We've had some prob-

THE BANK VAULT

It is, of course, important for a thief to make a precise map of his territory. There is, however, a short cut. If, on a previous visit, you had noticed a location called "The Notorious Bar", and, you had been too busy downing the local ale to take note of its position, you could type:-

>GO TO THE NOTORIOUS BAR

If there are no major obstacles between your current position and the Notorious Bar, the computer will move you in that direction until you reach it.

Having drunk quite a bit of Farthington's, on your way home you dropped a very important object (your umbrella), which you want to get back. Unfortunately you cannot remember exactly where you left it, and large clouds are forming. If you type:

>FIND UMBRELLA
>SEARCH FOR UMBRELLA

then the game will find your umbrella - in time, we hope, to stop you getting drenched.

If there is more than one umbrella - or, indeed, more than one Notorious Bar - then the game will pick one for you.

Things are getting better.

You've found your umbrella and lurched back to the Notorious Bar. Now what?

You notice a bar-stool and think you might stand a better chance of being served if you sat down. You could therefore:-

>SIT DOWN
>SIT ON THE STOOL
>SIT ON THE TATTERED VELVET BAR STOOL
>GET ON THE STOOL
>GO STOOL

Unfortunately, the local Landlord does not relish people sitting on his only bar stool. In fact, to be served you must be standing up:-

>GET UP
>STAND UP
>GET OFF THE TATTERED VELVET BAR STOOL
>GO OUT (also leaves the bar)

As you so obviously wish to take your drinking habits elsewhere you could:-

>LEAVE BAR
>GO THROUGH BAR DOOR
>GO NORTH
>N
>OUT
>EXIT
>EXIT BAR
>EXIT NORTH

It could be that there are several exits from this bar. By typing OUT or EXIT one will be chosen for you.

ACTIONS

The game understands many different verbs - words which you use to tell the game what you want to do. The simplest form of command is a verb (e.g. DRINK) and a noun (e.g. ALE). So:

>DRINK ALE

performs the single action. However if you were in a hurry to get drunk and had ordered some ale, some sherry and a bottle of whisky you could type:

>DRINK ALE, SHERRY AND THE BOTTLE OF WHISKY

Suppose these were all on a tray together with a large Cognac belonging to a scar-faced, tattooed gentleman (whom you called 'SIR'). You could type:

>DRINK ALL ON THE TRAY EXCEPT THE LARGE COGNAC

>DRINK ALL THAT IS ON THE TRAY EXCEPT THE GENTLEMAN'S DRINK

Most verbs can be used in this way; thus:

>GIVE ALL ON THE TRAY EXCEPT THE COGNAC TO THE GENTLEMAN

is obviously a sure offering of friendship.

Naturally the meaning of the word ALL will change depending on the context. DROP ALL will refer to all that you are carrying. GET ALL will refer to all that is in the room.

Occasionally there is more than one of the same sort of object in a room, and it becomes necessary to differentiate between them. This is normally done by using adjectives:-

Supposing that you wished to obtain one of the glasses on the

bar. You would probably type :-

>GET GLASS

As the game cannot disguise which glass you mean, it will prompt you by saying:

Which one? The beer glass, the wine glass, the sherry glass or the cognac glass.

At this point you can type:

>WINE

>WINE GLASS

>THE WINE GLASS

You can also retype the whole sentence, or even a completely new command.

>GET THE WINE GLASS

>GET THE GLASSES EXCEPT THE SHERRY GLASS, THE COGNAC GLASS AND THE BEER GLASS

If you refer to a noun with the wrong adjective such as:-

COUNTER

It could mean "put the coin onto the counter", or "put the coin that is on the counter" (into what?). If there was not a coin on the counter, the game would assume that you meant the first option; if there was a coin on the counter, the game would ask you:

Into what?

At this point you can finish the sentence, or start a new one.

>THE POCKET

The game will prompt you every step of the way if necessary:-

>PUT

What do you want to put?

>HAT

Which one? the green hat or the yellow hat?

>THE GREEN ONE

Into what?

>THE CHEST

Which one? the large chest or

>GET THE TATTOOED GLASS

The game will respond with: What tattooed glass?

There are times when you cannot remember exactly which object you require only where it is, you can therefore reference it by its location:-

>GET THE GLASS THAT IS ON THE BEER MAT

Will hopefully stop you from drinking that nice scar-faced gentleman's drink.

If two glasses had been on the beer mat, the game would have prompted you further.

Where there are possible ambiguities, the game will try to work out the most obvious command. In the case of the sentence:

>PUT THE COIN ON THE

the small chest?

>THE LARGE CHEST

The green hat is now in the large chest.

So far we have only looked at individual commands. It is also possible to string together many commands into a very powerful sentence.

>GET ALL THE BOTTLES THAT ARE ON THE BAR EXCEPT THE GREEN ONE, OPEN THEM AND THROW THE CONTENTS OF THE BOTTLE OF WHISKY AT THE SCAR FACED MAN THEN QUICKLY RUN THROUGH THE DOOR AND HIDE UNDER THE BUSHES.

This sentence can be broken down into five individual commands:

>GET ALL THE BOTTLES THAT ARE ON THE BAR EXCEPT THE GREEN ONE.

This will get all the bottles that

are on the bar except the green bottle. Fortunately the green bottle was yours to start with. Unfortunately, though, the bottle of beer and the bottle of whisky belong to that nice scar faced man who is now frowning rather nastily.

>OPEN THEM.

This will open the bottle of whisky and the bottle of beer. (It is worth noting that 'them', 'it', 'his' and 'her' can be used in this game.) You notice that scarf is looking distinctly irritated, and is absent-mindedly bunching his huge fist.

>THROW THE CONTENTS OF THE BOTTLE OF WHISKY AT THE SCAR FACED MAN.

A mistake. If the bottle had been filled with acid by the dastardly landlord, it might have worked. All that has happened, however, is that scarf is now

even more angry at having been drenched in the whisky he's paid for.

>QUICKLY RUN THROUGH THE DOOR

The most sensible thing you've done so far. Good thing the door was open...

>HIDE UNDER THE BUSHES

A perfectly sensible thing to do, in that scarf can't spot you in the thick undergrowth. On the other hand, the nest of Kerovnian vipers *do* spot you, and Kerovnian vipers don't beat around the bush. They just bite people to death. Including you. Sorry about that.

ABBREVIATIONS

After you have played the game for some time you will find that lots of words are used repeatedly. You can use abbreviations for these common words. Here

is a list of some of them.

DROP	DR
GET	G
INVENTORY	I N
NORTH	S
SOUTH	E
EAST	W
WEST	NE
NORTHEAST	NW
NORTHWEST	SE
SOUTHEAST	SW
SOUTHWEST	U
UP	F
DOWN	O
OUT	L
LOOK	PN
PRONOUNS	WI
WITH	F
FROM	

In addition to the abbreviations, you will soon notice that the game will not object if you allow your English to become a little sloppier. For example, the following commands are all accepted by the program:-

>GET THE GLASS AND THE BOTTLE AND THE SHIRT THEN USE THE SHIRT TO TIE THE GLASS AND THE BOTTLE TOGETHER.

>G GLASS,BOTTLE,SHIRT USE SHIRT TO TIE GLASS

TO BOTTLE.

OR

>GET EVERYTHING AND THEN PUT THE PYJAMAS ON

>G ALL WEAR PYJAMAS

CONVERSATION

While you're standing in the bar drinking, you may feel the need to talk to somebody.

This can be done in any of the following ways:-

>ASK someone ABOUT something
>ASK SCAR FACED MAN ABOUT WHISKY

>SAY TO someone "something"
>SAY TO MAN "HELLO"

>SAY "something"
>SAY "LEAVE THE BAR"

>someone, something
(for example, >MAN, BUY A BOTTLE OF WHISKY)

SPECIAL COMMANDS

These are mostly one word commands which can be used at any time during the game as you see fit. They cannot (apart from INVENTORY) be used as part of multiple action commands, as anything following them is ignored.

>INVENTORY

This gives you a list of the objects that you are carrying or wearing.

>AGAIN

This repeats the last command

>EXITS

This lists the ways out from your current location.

>SCORE

This displays your current score along with the maximum possible.

>QUIT

When you feel it is time to go to bed (or to work), this is how to end your game.

>RESTART

This lets you replay the game from the beginning without having to reset your machine and reload the game.

Please see your 'machine guide' for further commands.

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PERSONAL

J -- Still love you, miss you, need you. You have stolen my heart. Meet me under the clock at Victoria. R. PS Please return my diamond brooch and no questions will be asked.

Boofles -- tried to meet you under clock at Victoria as requested but could not find clock. What now? Stripty.

Cracksman seeks moll for nighttime fun. Must be beautiful, amusing, have 38-26-27 figure, aged 20 - 28. Must have own machine gun. Please send photo of machine gun. BOX 192943

YOU visited my boudoir on the night of the 23rd. You were wearing striped tee-shirt

What Burglar?

and mask and had forgotten your box of Cadbury's Milk Tray. My heart aches. Please contact Box 185694

JIM - Received your letter. You must be joking. I wouldn't dream of it. A.

FOR SALE

FINE ANTIQUE CLOCK, station-style, unique. F200 o.n.o. Contact Fingers (tel. Ramsey 229 2929)

JEWELLERY STOLEN? We can probably supply EXACT replacements. You wouldn't tell the difference. Call Meretsky & Berez (Trade Only).

STUCK IN THE RAT RACE? Get ahead with our Guide to Form. Win what you need with our infallible method. Rodent Sports Ltd., Dornbrook 8827.

BABY ELEPHANT SKIN JACKET, soft, supple, surplus to ideological requirements. Also for sale: New York apartment, Islington flat, Porsche, Saab, computers, synthesizers etc. Owner retiring to Madagascar. Apply D. Adams, Box 57485

PLATYPUS EGGS - the new yuppie delicacy. Impress your friends. F25/dozen from Moriarty & Co. Tel Aku-Aku 8849.

WANTED

MEMBERS for Kerovnian Guild of Thieves. Apply to S. Thing, B Block, Dornbrook Nick.

MEMBERS of Kerovnian Guild of Thieves, dead or alive. Apply Sergeant Duffy, Dornbrook Police Station.

MILK MEN, newspaper boys etc: earn extra Fergs for part-time intelligence work for thriving removals firm. Apply Scarface Galley, Behind The Third Tree On The Left, Slye Street, Spaulding.

GOLD CHAINS, medallions, necklaces wanted for cash. Also chest wig. M Davies, W3D (Lubricants) Ltd. Box 26271.

Cor, Wot A Steal!

Clumsy villains in dual-blag mix-up

by A.J. Sheepflifter Jr

Two half-baked villains went out "on the pinch" last week - and turned over each other's "cribs".

The bad-luck baddies thought they were in for an ordinary evening's work - but were their faces red when they got home to find that a colleague had called!

Said one, drainpipe specialist Monty Quink, "I couldn't believe my eyes. Everything was gone. I took one look at it and said 'That's Reggie's work'. I

mean, you'd recognise it anywhere."

Said Reginald Throat, the other victim, "I could see it was a drainpipe job instantly, and I thought 'Monty', just like that."

"He's cleaned the place out. Everything has gone. You've got to hand it to Monty, he's a pro, right?"

Neither "victim" has been to the police. "No point," says Monty. "Nah," agrees Reggie, "we'll just go up each other's places again tonight and nick everything back again. No problem, my son."

Mystery Thief Shocks Small-Town Housewives.

by Violet Voss, Women's Ed.

A mystery-man is terrorising women in the sleepy hamlet of Macbeth.

Daily life in Macbeth is normally quiet, with only the odd nuclear meltdown, outbreak of plague or alien spacecraft to disrupt its tranquillity.

But the new mystery thief - described as a "mystery man" by housewife Doreen Zzzzz - has changed all that.

"We live in fear", said Mrs Zzzzz, 43. "Nobody has seen him. Nobody knows what he looks like, or when he will strike. We don't even know what he's after."

"In fact, we've no trace of him at all. He might not even exist. But he could strike at any time. There ought to be a law."

Please cut around the dotted lines and send to: (completion optional)

What Burglar?

c/o Magnetic Scrolls Ltd, 1 Chapel Court, LONDON SE1 1HH, United Kingdom

YES! YES! YES! I have/have not taken advantage of your terrific/terrible/disgraceful/wonderful offer of membership to the Guild of Thieves.

Please put me on your mailing list/remove me from your mailing list as soon as possible and make sure that I hear of all your special offers/never hear from you again in the future/past.

I think you are the best/greatest/most amazing/most brilliant company in the world and I am simply completing this form to tell you so/because I'm bored/to let you know when my house is normally vacant.

Were I to have any complaints about your product I would enclose a sheet of paper listing them but, as I haven't, I didn't.

I first heard about your magazine from a friend/another magazine (which was of course not nearly as good as yours)/picked it up in a house I was searching/okay I stole it/actually I bought it in a computer shop, which I thought at the time was a bit of a shifty place to sell magazines like this.

If I had to compare your magazine with other similar magazines on the market, out of ten I would rate it _____.

To take advantage of your 'exclusive' hints offer I bought a computer it was an Atari ST/Apple Macintosh/Amiga/Apple II GS/IBM PC/Apple II/Commodore 64/128/Atari 800/130/Spectrum 128/Amstrad 6128/Amstrad 8256/other _____.

Please send me details on the following: Guild of Thieves Tee-Shirt/Guild of Thieves Sweat Shirt/ Another issue of this magazine/ Stripy furry dice and I promise/will think about/will not buy any of the above.

Name _____

Address _____

(if you do not wish to ruin your magazine by cutting this out send us the details anyway)

DOWDY?
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Get with the Crowd at Michael's Boutique!

Latest range of high-fashion burglary gear, including:

Striped shirts
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PRINTERS: Someone has stolen the photograph of Sizzling Samantha. I have my suspicions but do NOT print this page until you get the picture. Try not to foul up like last time. Please. - Ed.

What Burglar's soaway Page 20 cutie Sizzling Samantha is set for stardom - but she's not just a pretty face. Sam, 19, is one of Kerovnia's most accomplished concert artists. But when it comes to looks, she certainly delivers the goods! We'd pick her lock any day of the week!?!?!?!?

SUBSCRIBE NOW AND SAVE NOTHING!

We want your money!

Yes, Kerovnia's most successful burglary mag, serving all branches of the profession, is growing yet again! Our ABC Circulation Figures are stunning.

Our readership is 2,118,679. This means that 73% of the population are reading us regularly.

But our SALES are just 186. This means that ALMOST ALL our readers are stealing this magazine.

PERHAPS WE'RE JUST TOO SUCCESSFUL!

So - subscribe now, or we'll steal your wallet. Can't say fairer, can we?

ARTS & REVIEWS PAGE

There's been a revival of live theatre in Kerovnia lately, writes *Theatre Critic Je-hosophat Thumb*, *smugly* which is good for me. But is it good for you?

The answer, I fear, must be "no." Last week I attended a performance of *Macbeth* given by the Dornbrook Amateur Dramatics and Jam Club, and frankly I was disappointed.

Technically, the performance was weak. The scene where Macbeth breaks into Duncan's bedroom was a disgrace. Macbeth

made no attempt to check for alarm systems, even the most rudimentary scan for infra-red beams. He opened the door without oiling the hinges, and, far from making a quiet and unobtrusive exit, ran screaming around the place.

Mind you, his main mistake was killing King Duncan. Any professional will tell you that violence is absolutely *our*. It only leads to trouble, as Macbeth discovered. I suggest the group sticks to marmalade.

BOOKS by A. Page

A poor crop this week, largely due to improved security precautions at Kerovnian bookshops, making the business of getting hold of review copies rather tedious.

Still, we have to take what we can get, although this week's is a mixed bag. First of all, *Noddy Goes to the Seaside*. One expects the character of Big-Ears to develop, but for all his obvious criminality, he remains resolutely "good" - this despite his ambiguous relationship with the epicene Noddy. Not recommended.

The Big Bad Rabbit is more promising, beginning with a nicely-executed bag- (or actually carrot-) snatch; unfortunately the perp is shot by a farmer, so the moral influences are (Cont. p94)

CINEMA: Blues Brothers

Oh dear oh dear. (*Writes Kathy Pathe*)...

This one was a disappointment and no mistake. Although people have said the plot is good, the acting excellent and the photography perfect, no professional worth the name should waste time on this travesty of a major heist.

As everyone knows, the way to make money fast is to steal it. This "movie" suggests that it can be done honestly. I may be stuffy, but frankly I despair when our children's minds are poisoned by this filth. How will they grow up? I urge readers to boycott this seedy disgrace.

TRAINING FILMS FROM THE GUILD OF THIEVES

These high-quality professional educational movies are available on VHS or Betamax formats. Guaranteed bootlegged copies delivered under plain wrapper by shifty courier with sunglasses and big fists. Get ahead in your career!

Titles include:

The Great Train Robbery; How To Steal A

Million; Gumshoe, The

Big Sleep, The Italian

Job, Rambo, The

French Connection, Dr

No, Twelve Just Men

and many more.

What Burglar?

Top Chummy Nicks Blag Club Snoop Sheet Shock Horror!

By Our Special Correspondent

In a shock sneak move last week, a top burglar removed top secret so-called "cipheric help files" from the offices of the Kerovnia Guild of Thieves.

• *The thief admitted breaking into the Guild offices under cover of darkness.*

"Yurs!" he told *What Burglar* yesterday. "I nicked the goods. It was dark. "In a shock sneak move last week, a top burglar removed top secret so-called "cipheric help files" from the offices of the Kerovnia Guild of Thieves.

The thief's identity remains unknown. Police describe him as "blue-chinned, wearing a mask and a striped pullover."

"This has enabled us to eliminate at least five per cent of the population", said Detective Chief-Inspector Gently's friend Jeremy from their secret love-nest in the sleepy hamlet of Reeve last night.

• *Investigations by your soara-way *What Burglar* reveal that the so-called "cipheric help files" are in fact cipheric help files.*

And they could help trainee criminals crack the tough membership exams of the Guild.

Guild Librarian Sigismund Thing said yesterday from his dusty, book-sirewn offices in the quiet little village of Joel's Bottom: "What?"

He then fell asleep.

Sources close to the Rat & Syphon Lounge Bar 'n' Disco told *What Burglar*:

"These files are dynamite. All you have to do is type them into your computer and

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find me."

• *Your favourite magazine REJECTS OUTRIGHT cheque-book journalism of the sort practised by other so-called "newspapers".*

However, we persuaded Anderson to provide *What Burglar* with a copy of the illicit help files by threatening - in the public interest - to expose him as a man who might find an envelope stuffed with money if he looked in his left-hand coat pocket.

• Anderson warned readers:

"If you type HINT at the prompt, be sure to type the coded message exactly.

"And if you see a "+" sign at the end of the decoded message, it means the hint continues in the next piece of code."

He added: "Don't try this when you've had a few, narmean? Like, after a few Farthingtons, yeah? Otherwise you could find yourself totally bug..., um, up shi..., er, up a gum tree. Right?"

Guild of Thieves Cheat-Sheets

A *What Burglar* Exclusive!

How Do I Get Out Of The Boat?

<5n c6 ef pq x6 t6 i7 ag ho co ea pt xj cp ex p5 xv cf em pt xz ce ie
am h7 tu iq as hh tl iy an hi t5 en ag 5g >

<an y6 nf oq 76 56 rk mi 7i yg ny or 75 yi r5 i5 >

<tn op 7l y6 na ma gu 5d rm mf 70 x0 >

How Do I Get Into The Castle?

<5m ca ia a5 hy tr i7 ax hn cn ex po xr ce e6 p9 xr ch el al hw tv e0
po xs cb ex pn hm th it au xu cv ee pv x1 cg ew av 5v >

<am ye nr o7 g5 5u nu ot 7m yq rq ma gp 5m rh m7 77 y6 nw ol gl

any berk can sail through the wossnames, exams, without difficulty. No sweat, my son. Follow my drift?"

MEANINGLESS

We understand that the cypheric help files give would-be Guild members the answers to the examination tests... but, thanks to fiendish, greasy-haired boffins in smoke-filled rooms, the answers are completely meaningless - until they are typed into a computer!

UP YOURS

All the trainee criminal has to do is find the "question" which refers to his current problem, type in the word "HINT" when prompted by his computer, and then carefully type the "letters" and "numbers" to be found between the < and > marks in the cypheric help files.

"It's simple", said notorious criminal T. Anderson, who declined to be named. "If you've got a copy, just look up yours.

"Otherwise, you know where you can

5d r9 mj 7j yu nv ow gl 5g ng ow 7r y1 n8 oj gj 5v rk mv gl 5t nt oj
7f yj rj md gu 5v ra mk 7k y1 n6 on gn 5i r5 ms 7i xi >

<am h8 tq is af hj tq ey 7y >

How Do I Bet On The Rat Race?

<am yf nl ow gw 51 r9 mr gh 57 rm m7 gq 58 r5 o5 7q y1 n8 ol gl 5j
rv mu gb 51 rs os 7x y7 nx on 7d ys rs me g7 5u r1 o1 7l yw ng o1 g1
56 r9 o9 71 y8 np mp gx 5o rg og 75 ye rt it >

<tm io aa hb cb em pa xq cx ix ai hw ty i1 p1 xl cw e9 p8 x5 cs is ad
hj t1 e1 pi xg ch er ar hk ti ig a9 hr tk eu 7u>

How Do I Placate The Bear?

<5m cb ev pu xb tb is av xv ck eu au y9 ni og 7i yt rt ek pw xq ca eh
pm hh rh >

<5m cx ep px x5 t5 ir ak xk ci ee pa ha tb i5 ar ho tg eg p5 xe te io aa
hs t5 eh ah he t6 i5 au xu cv ed pv hv tn ir ah xh cz eg pe xs c5 ii gi >

<mm p8 x9 cu e7 py xe te i8 ak hz cz ej pb xa cp is gs >

How Do I Catch A Fish?

<5m ca ia ad hl tk ek pw xv cd id as hx t7 ih a5 hs cs ey pr xb tb i8 aq
xq c0 el al ht tm ig ao xo cz eh pr hs cs e7 p8 xe te im at ha cx eb ab
hf tj ip ah hr t9 e9 pr xe tt mt>

<tm i5 an hy t1 e1 py x5 cs is ad ha tm i8 p1 y1 >

<am yp nz mz gz 5s ns of 7q y1 nk mk gi 5e r7 m6 76 y7 ng oo go 5h
rs mf gl 5q rj ml 7l yq nx mx ga 5h ra m7 77 yi n5 m5 gu 51 rj oj 7k
yw ny o1 7b yv rv m0 gq 5f rm oh ph >

Where Do I Get A Fishing Rod?

<am ya ra m5 gg 5n r8 me gu 5n rm mf gz 5r rh oh 7t y9 nt oz 7b yd
n8 ok gk 5t rm mq gw 5z nz oq 78 yl ni m5 a5 >

<mm pa ha tv i1 ag he t8 e8 pe xr tr i9 av hb cb e1 pv xq cs ex pf xg tg
im aa hk ck ev p6 xv cb em am ha tt et px xo cj eb pq xz cp is gs >

<mm pf xl cq ex ax h7 t8 iq pq xl ct it al hd t1 ij ai he t7 i6 p6 xv c1
eg p7 xi cp ej aj ht ts ix ao xo cl ef p6 h6 tz il at hj cj ew pi xk tf ef pz
xj tj i5 ag hk cd od >

<tm ie ar h7 c5 eu au h0 tq ix an xn cv e9 p0 h0 th ix af h6 t8 if pk hk
ta ih aj xl c8 el al hj t1 iy py x1 cu ed ad hn ti i7 ar h9 c6 o6 >

Why Can't I Open The Safe?

<ta on 7x y7 ne o6 75 ys rs m1 g6 5e nn o6 7f 5f r0 mq ga ya nm oh
gh 5r rd mn gx 5f rm om 7d yb nf o6 g6 5b rm ma g5 5p ri m1 78 x8
>

<aa yn nx o7 7e y6 n5 os gs 5d rj m1 71 y6 n9 od 7y 5y r1 mu g9 56
ru ou 7a yp nm on 7r 5r rk mi gg 5n rs mf 7f yq rq mu g1 59 r6 mb gv
yv nk o1 g1 56 ra me gy 5n rg my 7y yn nv ml al >

<ma go 5j nj ot 7s y5 r5 mu g1 5j rp me gr 57 r8 md g9 50 rj mp 7p yg
no o1 7v yf n6 m6 gx 5h rs me gi ym rm mv gb yb nd oa 7e 5e ru md
g9 5u rv mq gw 5m nm op 7s ya nh ol 76 yf n8 mk 7w 58 nl mv av >

<ma go 5j nj ob 7l 5l rz oz 7w y8 nu o8 7q ys n5 oi 7k 5k ry mt gh 55
rt ot 7m yx rx eg po x0 cq en pg xe c7 ir gr >

<ma px xt cw el al hp tw ev 7v >

How Do I Get Into The Wine Cellar?

<mm pp xe cf e6 pn x8 c9 e6 p8 xe ca ia aq hz tk ek go 5a re mm 7m
h8 tw ip ai h1 c8 o8 >

<tm ou 79 yi n7 o6 g6 5o rs mb gm ym ni on 7m ya ng mg px xn c6
el po xx ct eh pm hm ti i7 as hq tf ix a9 x6 n6 >

<5m cr eh pl xd c7 er p5 xn cg ig ap hj t0 id az hl tj i1 p1 xg cf es pd
xu cj eo ao hp tj i1 p1 x8 c9 er ar hz tl ib au hv tj eu px xf cj ef pb hl
rl >

<5m cx ey p7 xy ch ih a0 hb tv ev pf x6 cz e6 p8 x5 th eh pi xw cg ig
ap hx to et pj hj to ie ag hz cz eo pk hu ru >

What Do I Do In The Toilet?

<am yv n9 o1 7y 5y rd ml gp yp ng o5 g5 5r r7 o7 76 yw nl ml go 5s
rh m5 gs 5d nd o0 7p 5p rs mo 7o yr ne oy 7p yi n1 o8 g8 59 rw ow
7f yz nd ou gv hv >

<am yv nb o1 7b 5l n1 ov 76 56 ro ms gb yb nm o7 7e yo ne oz gz 5y
ir m7 g6 y6 n8 m8 gn 5u r6 mu gd 5m rf mz gb 5l n8 m8 gk 5v rm
om 7a yn ni ow 7g 5g r9 m0 gj 59 ru mk g9 y9 n1 mq aq >

<mm g5 5g r5 mp 7u xu >

What Do I Do With The Cauldron?

<5m cf el pq xx tx it al xl cz iz at hy tp im a8 hq cq ed pl xh th iz ao
hr to ig al hg cn on >

<tm on 7i y5 n6 oe 7o yl rl mr g5 5u r1 o1 7y y5 ns ms gy 5r ro mp
g1 y1 nk ov 77 57 re oe 7o ya nb ox gx 5p rt ot 7x yo nt oz 7k yl nq
o8 7i yy nw mv av >

<mm pf xl cw iw a9 hu tk iw aq xq cl eb pq xs c5 ex pt xy ce e8 a8
hw ty ey p5 xr c7 e6 pf x8 t8 i6 a7 x7 ci e5 a5 hu t1 ij pj 5w rk my g7
5r ni o9 g9 5j rb md ga 5k nu eu >

What Can I Do With The Billiard Balls?

<tm o8 7l yz ne me gx 5t rn mt gx 5s rq m6 g5 yn cn >

<5m ce ea pv x1 c9 er ph hh to i0 aq hk ck ei pe xa ta ib ax hf tq il aj
hd ts es px xo ci ii a5 hn t6 in ai hj cq oq >

<tm oa ga 5b rx mf gq 5l rj md gs ys nx oo 7j yi np oj gj 5b ra oa 7h
yj nt mt gm 5x nx ob 70 y9 r9 mh gj 5l rg mw g8 59 r6 o9 p9 >

<mm pf xl cw iw ak hu t7 ib av h7 c7 ei p9 h9 tl id az hp to ia at hy th
eh pw x8 ce ei p7 xr t7 m7 >

How Do I Get Into The Mill?

<5n cx el pj xp cy en p8 xq tq ii an hu te ee po xz cd ef ps hp rp >

<5n cv eu p0 x6 t6 i7 ay xy c1 eu pd hd tl ir a7 hm tb eb pz xj tj it as
h5 c5 et px xy cx io go >

<mm p8 xk cv e5 pu hu t5 ig pg xw c6 ef af hw t8 il a8 hq ts er ar hk ti
in ad xd cs et py hy ts ih a5 hh cm om >

How Do I Get The Lute?

<tm on 7u y7 ng oe 7r y7 r7 ml gd 5x rf of 7q yx nq o8 7e yv rv mq
gi yi n7 or 7z yk nr o9 7u yk n9 m9 go 5a rb mv gj 55 ni ei >

<tm on 7r yh ng ox gx 5p rl mo 7o yl nf o6 g6 5u rv mn gx 5g ro mg
gz 5k ry og 7l 5l ru mw gj 5w rm oh ph >

<mm pf xl cw er ph hh ts if pf xw cu ek pz xe te i8 a9 x9 cz ek ak hq
tf i8 aq xq cf em am hf tl iw pw xr cy ep pi x9 t6 m6 >

How Do I Stop The Lute From Breaking?

<5m cg ee py xh th iv ak hg t9 e9 pi xk cz eg ai 5i >
<am y8 n7 o6 g6 5k ri oi 79 y8 nz ok 7t ys n5 o8 7q 5q rx ms ga 5e
ne ox 7n y7 ny ok 7z 5z rp mo gn 5y re mn 7n y5 r5 mb gv 57 ri mm
gt 50 rp op 70 yh nr oj gq hq >
<am y5 ns ms ge 5r r7 m6 gf 50 rh oh 7w y8 ne oi gi 5j rd mb gx yx
nt ol gl 5q rj oj 75 yg nk oy gy 5w rh mt go yo ny or 7i 55 t5 >

How Do I Climb The Slippery Rope?

<mn pe xa cq iq af xf cb ej pp xe te in a6 hk to ex 7x >
<mn p5 h5 tm i7 am xg cx en px xu cd ea aa hu tw ii am he ce ei pg
xj c1 i1 a8 h9 c9 et pz xb c8 el pw xf tf il aw hr th em 7m >
<mn pf x6 c8 e5 a5 hu tl ij pj xl c8 e9 pp xi c9 i6 g6 >

How Do I Get Down The Thin Shaft?

<am yq nx on gn 58 r9 mb gv yv nu ox 7u ye nr oj 7p ym na oq 78 58
ru mw gu 55 rj m8 g6 5n ng eg >
<tm oa 7b yw rw mm gt 50 ro mj g1 5b rf of 7n yr nb mb gx 5h rr mw
gl yl nz ot 7y 5y rx md g1 5h rz oz 7f y0 r0 mh gx 5n nn o8 76 y9 nj
mq aq >
<mm pe xg cy iy an hg cg ew p6 xf tf is ax ho ti e5 75 >
<mn pv x9 cu e7 a7 hi t9 e9 pj x1 c9 ej aj h1 t9 ii aq xw tw ik af hm
to is ab hq tz ez pe xr c1 i1 ad hb tr er pn x5 cf e6 a6 h7 ty ey pr x7 cu
ea pe xu tu iv pl yl >

<an ha td iu av hl tq ij al xl cz ed pv hv tb il ao hg t9 iu ak h9 c9 el pf
xq cs em p7 hr rr >

<5n c0 eq pm hs tr is ps xt ch ek pz hz tl el pt x5 cn e8
pk x6 c9 ek ak hi t7 io ag xg c0 ed ps xt tt ij ad h0 tp ep
px xo cg in gn >

<mn ga 5d ru mv gl yl no om 77 57 r5 mh gt 5l rt oa pa >

How Do I Get Past The Counter?

<tn os 7o yx ra mq 7q yb nv on gn 5y re oe 77 57 rn mt gh 51 n1 o9
7z yb ns od gd 5s rt mx gq yj cj >

<5n cu ek pl xw cr e9 p1 xq c8 e5 a7 hu cu ej p0 xn tn ig a5 hu cu ef
p6 h6 t8 ib a1 hj cj et pm hm tb id a0 hp ti ei pk x8 cq iq a6 hf tq i6
p6 xd cx eb ab hx th ir ab xb c0 ej pg xo tn mn >

<tn ig a5 x5 cb em pt xg ca ee pp hp tl iv an hr cr eg pa xm c8 en ag
5g >

How Do I Open The Till?

<mn pd xa ce ev pe he t8 ik az xz c9 ey p1 xy c7 er a7 57 >

Why Do I Keep Getting Buried?

<5m ce er p7 h5 tu eu pt xm cq iq aa hp tm ih a7 x7 cl ed px ha td iu
pu xv ce et px xo ct it ap hx tf ef pz xp tu mu >

Why Does The Mynah Bird Do Nothing But Squawk?

<tm o5 7s ye n7 o8 7n yx rx mt gj 5o no o1 76 yb nd o6 7e yo np oj
75 55 rr mk 7k yf nz o8 7w yg no oi gi 5g rw ow 7g y7 nm mm gg 55

rt my ge 58 n1 e1 >

<tm o5 7s ye n7 o8 7n yx rx m9 g8 57 n7 og 7i y0 n9 o6 gu 55 n5 ou
7v y5 n7 og 7w 5w r8 me 7e y8 n9 m9 gi 5g rf of 7q yj n5 ou 7i yv
nw o1 g8 h8 >

<am hd tb ir pr x9 c8 i8 az he ty ir an xn ca eo p0 x1 tb eb p0 x9 cd
e9 p8 h1 r1 >

How Do I Get Rid Of The Snake?

<mm pd xs cb eu pt ht tj id au xu c1 ev pe x8 c9 eg pf hf tj iz pz xp ca
ee ae hv ts i5 aa ho tg i1 p8 y8 >

<am yo ns od g1 5k rv mk gi yi n7 o6 g6 51 rr m9 79 y8 nu mu g5 5y
rt mz gk yu cu >

<5m co eg pi xo to ih aa hd cd eb ab h7 te iu aj h1 ti ei pt xn cy es px
xb cv iw gw >

How Do I Get Past The Spider?

<am ya ra mb gx 5t ri ms g1 y1 nh ol 7d y6 nz ok 7q 5f tf>

<5m n5 ia ah hn tx ex pt xa cq e0 a0 hv th eh p1 x9 cg ea ph xj cp ir
pr xk cw e8 pf hf tm io ag xg cr es p1 h1 ty i7 p7 x6 cw el al ht t9 iu
ab hv t7 er 7r >

<mm pf xl cw er ph hh ts if pf xq tq ix ab hd t6 iz ak xk cy et pn x5
cu e9 p8 x1 cg e7 pi xl ti i1 aj ht tk iz ak hu cu e5 py xt tt i7 ae hp cp
en p5 x8 t8 i6 a9 hj cj et ps x5 tp mp >

<tm id an hy th ir aw xv nv >

How Do I Get The Information From The Macaw?

<5m c5 e8 p7 xu c1 i1 ar hj cj ef p0 h0 tm ii aw hr cr em ph xa cu e0
p9 xj cl ew aw hk t0 iq am hf cf em po xg tg ip am h7 t6 in a0 x0 cy
ek pz xj c1 ei pp xs ce ea pb hb tz ij p8 y8 >

<am yr nh ol 7d y7 nr o5 7n yg rg mm ga 55 m mf gs yp cp>

<5m cb ev pu xb tb id az he ce e1 p6 x1 cb ez p0 xd c8 e6 pz hz t8 i6
au hv tg ie ay ht tl el p7 xy c9 i9 al hd t1 ij pj x0 cw er pe xv ce iy gy
>

<mm pd xj c0 e6 pf hf tm io ag xg ch ea p5 xg cn eu p5 h5 tu ie aa he
cy oy >

<tm os 7h yk nz mz gq 5l r6 o6 78 58 rb mm g7 5e rt on gn 5v r9 m0
70 yl nd ol 7k 5k ru md gu 5b ra oa 7b ys nh o0 7j yw nq o8 g8 5m rb
mv gs 5x rf mq ga 5o rs mp 7s xs >

How Do I Get The Honey?

<mm pa xq tq ia ap hi ci e5 pv xf ck ez pl xh th i1 a6 hx tn i6 p6 x5
cu ev pn xy c7 er as xs ce er ps xr ch eg pw hw tg i7 am xm cb ed pv
x1 c6 e8 pd xs ch ek pz hu ru >

<5m rp m0 gq 5a rh m1 gj 5o no op 7s yn m ms g5 5b rz mh gs 5d nd
os 7t yy ns ms gh 5m nm of 7l yw rw m6 gk 5h rr o7 g7 xb cd e0 ph
hh to is aq xq ca ep pi hs rs >

<5m rh mr gd 5s ns om 77 yr nh ol 7z yp nm ot 7a 5a rh mo 7o y7 ne
oo 7h ya nd ol 7j y9 r9 mz gk 5z rh oh 7w y6 nk oj 7d 59 n9 ox 7p yl
tj mv gj yj nz of 70 y1 rq iq >

<tm io ap h9 t0 e0 pf xj tj io al hq tj il pz yz >

How Do I Cross The Coloured Squares?

<tn oa 7d yl nr ok 7z 5z rp ma gd 5l rp mh gx yx n9 o8 77 yv rv mj gf
5v ru m0 70 h6 tf ix ap h9 t6 ik aw hv cv ej pb x8 c5 en p6 xo tx mx >

<tn ov 7u yz nk mk gw 5v nv ob 71 yj nu od 7z yp no o0 7n 5n rm mt
g0 5o rj m1 71 yv nw mw gp 5a rk mr g5 5a rb ol pl>

<mn p5 xi ti in a6 hq t8 i5 as hn cn e5 pb x5 c8 e9 p1 xz cq iq aa hh
ch mw pu 5f c0 md pb 5m nm og 7i yq rq mw g8 5v r9 mr 7r y9 nv
ob gb 57 re mz 7d xd >

How Do I Open The Sarcophagus?

<am yr nh or 7j 5j rt ms g5 y5 ne og 7n ye na od gd 5l rb ob 7x yh nr
mr gj 5h r5 m6 gf y0 c0 >

<5m cd el p6 xf tf ie aa hh tl ib av xv c9 el po xg tg iw a6 hf ts i5 p5
xr c7 i7 a6 hw tl iq as xs ce eo ps xf c6 e7 pu hk rk >

<5m cp ih a5 hh ch ex ps x6 cf if aq xq cv ek pu xd td is ao xo ck e6
pb xw tw ih as hd tj ej p5 xg ck ik a6 hv cv en pr x5 c6 i6 ab h1 tr ih
ph xs cf e0 az hp c5 o5 >

<tm id ax hm tx it ai h7 tm ih a0 xf nf >

How Do I Cross The Hot Coals?

<tn o6 7o 5o rj mf gw 5l nl oh 7r yy nh os 7p yh rh ms gp yp nz oq 78
58 rb m1 g9 5l rv ov 7j yb n8 o5 7n y6 no mx ax>

<mn pd xb cr ir ay xy cl eq px xt cj ij at hm cm ef pl xw tw in ai hn
cg og >

<tn o6 7e yx rx ms 7s yd nj o1 7i ya nm oi gj 57 rr mk gg 5a rm mf gj
5p np ox 7o yl nd md gy 57 r8 m5 75 ye na oe 78 51 tl >

How Do I Get The Gem From The Wax?

<mn p5 h5 th is ad hs tr ih ph xl cw e9 pd xu cq ea po xs cp ip ax ho
co el pf x6 t6 i5 av hq t9 i0 aw hg cg em pa xk tk i8 aq hw tp es 7s >

<mn pv x9 c0 i0 ag hi tf ef pw xk ca ia au hv t7 io po xl cd id ay h7 t8
i5 p5 xn c7 en px x7 c6 ek pv xw tv mv >

<tn ov 79 y0 no og gg 5e rv ov 7u 5u r7 mp gm 5s rt mj 7j yk nw og
7h yx rx mt ga 5v rk mf g5 5s rn og pg >

How Do I Open The Opaque Case?

<5m cs eh pk xz cd id as ht ty ey pp xx cf ex pn xm cf if ae ha td im
a8 hq tu i5 ar hz tk ek pi xe cg en pe xv tv im ap h7 tp ep pn xu c7 e6
a6 h5 th ia aq xq cl eb px xp tp iw aq hf tv ib pl yl >

<am yi nn oi 7s 5s rx mb 7b yx nh or gr 5j rp mx ge 5o rg mm 7m yx
nf oj 7u 5u rv mw 7w yu ne oy 7n yv n9 o8 7l yd nf oz 71 y9 nd md
g7 5i rp m1 gh 5a ro mx gb yl cl >

<5m co ep p9 x0 t0 in ai hw cw ef pq x6 cf if aq xq ck ew
pp hp tj il az hk tu i5 ah hv co oo >

Why Can't I Get Inside The Bank Of Kerovnia?

<tx oe 7a y5 nn ou 77 ym rm mp gz yz nf os gs 5e ro ms gf 56 rq ow
gw 5u re oe 7m yp ng on ge 58 n8 op 7x yd rd mz gb 5x rt mi gp yu
cu >

<5x ct ej aj hb ta ea pb xd cq e8 a8 he tr er py xw cy e9 pb xv tv in ar
hy tl e1 p0 x9 ct em pd x0 ch ez az hl th ir pr x9 cv eb ab hw tl i7 p7
x6 cl i1 ag h5 thrk az hd t8 ip ps ys >

<ax yb n0 o9 g9 5z rl mb gw yw n6 o8 7n 5n rd ma gh 5k r6 mq g8 5f
nf o0 7d yf nl oo go 5j r0 ml gw 5y ny oz 7q yl n9 ov gv 5m r7 mv gb
yb nz ot 7x ya no ox 7s yr ns ol gq hq >

<ax ht ta iq a8 h1 t0 i9 aj xj cz eb pm hm tq ix an xn ci ew pg x1 cv
ed pu hu tw i9 p9 x6 cl ei pa xm ci ii an h7 tn iy ap hi ci ee pr x1 ci
e9 a6 56 >

<ax y5 ns ov 7k yr n5 ou 79 y6 nu mu g7 58 ru m8 gw 50 rd mu gk 5i ni o0 7j yv n5 on 7a yg no oj gj 5i r7 mp g7 y7 n5 os 7p yi n1 o9 7r yh rh m0 gb 5v nv ow 7l y9 n0 op 70 yj np o8 gj hj >

<ax he t6 i5 ar h7 tm id am xm cx ep pj hj tt is a5 x5 cm ea pt xe te i8 a9 x9 cg eo a7 hy t0 i9 a6 x6 ck ei ar hk ck el pd xl ch ez az hp tx ex pb x0 c9 i9 at h0 tk if az h1 c8 o8 >

What Do I Do In The Bank?

<5x ci en py xe te i7 p7 xf ca ee p6 xf tf iq aj h9 c9 e1 pp xo ca eq aq hi tn iu ae xe c8 e7 pv xw tv mv >

<tx oo 7s 5s iq m8 gn 5d ru mq ga 5m r5 mh gr yr np oo 7x yg rg m0 gd 59 rd od 7b y1 nb oz 7y 5y rr or 7l yq na op 7g y9 n1 op 7o ye re md g0 5h rx mp gl 5o no ok 7y y7 nq o8 75 5p tp >

<5x rt mr gh 5m rf mz gj 5b r6 m8 ge 5g r5 mi 75 x5 >

<ax yt np mp gz 5q r8 mp 7p y1 n6 o9 gk 5i ni or 75 yf n6 m6 go 5s rb ob 7r ye n6 on gn 5s rb mv ge ye n8 ok 7z yd rd my g7 58 nv oj 7v 5v rz mo gj 5t nt os 7x y8 nq mq ga 5h n7 e7 >

<tx ib ad hk tz ez pp xa ce ep ap xe te i7 an hv tb im pm xa cg ea ag xg cf ej ph hh tt iz ak xk cw iw ag h7 ti ip at xa na >

<5x cf ej pw hw tg i7 am xm c5 en pg xx to mo >

How Do I Open The Bank Vault?

<mx p5 xs ca eo px xt cj e1 pb xr tr iy py xs ch em pt xz tz ig a9 h8 tb i1 aj hu cv ov >

<tx oh 7s yv rv e9 pu xx to ex ao 5o >

<ax y9 n8 o7 7v 5v re m7 gn 5x nr op 77 yy nz of 70 yz rz mk gp 5l

rq m7 go 5g rn mv 7v yw nl ow 7z yh rh m0 gq yq nv ob gb 5j rq oq 7u y0 nq ox 7n 5n rd ma gh 5u r9 mb gj 5t ru oz pz >

<mx gb 5z nz op 7a ye re mb gd 5x ry m1 7l y0 nq o0 7o 5o rl md 7d y6 nf mf g6 5v r6 mf gv 5n ry ml gw yv cv >

<5x cr ey pe x7 c5 es py xt ca eq aq h0 ty i0 aq hs td ix ao ha tq il aw hy cy es px x9 t9 iz ak xk cy et pl xo c0 ed p8 xe ca e7 a7 hi ty ey pl xu cd id as hh tn iy ae hn cn ey pw hb rb >

<5x rf mz g0 5b rx oo po >

<mx pn xg cl er pw xl tl io am h7 tv ib pq xx tx is ps xf cm ep py xa ck ik az hd tv ew 7w >

What Is The Chewing Gum For?

<ma pm hm td is ah hg tx ex pp xt tt io az h8 c8 ef pj x1 cg en ae h8 c8 ez pk xy ct en p0 h0 t1 ij ao hr tw i8 ab hv cv e1 py hg t1 e1 pg x7 ce ef p6 h9 r9 >

<5a cm e8 pm xi c7 em pe he tg in pn xv c9 e0 a0 hy tk iv as h5 t8 e8 pz xl cb el pw xr tr i5 au xu cq ef p0 h0 tk izpz xi cw e8 pe xa ta ii ag hn t5 i7 am hb t8 il aw xv nv >

<5a cm im a5 hh ta i5 ap hi to eo pk xw cy ew pk x9 c0 i0 a1 h6 tf is ap xh c0 i0 af h6 tb iv ae hv tu ie ag ha tk ek pq x8 c6 e9 a9 hr tn i5 au xu ct em pq hq tz il ay ht ct eh a7 57 >

<aa h5 tg ia a7 xr nr >

What Do I Do With The Lute?

<aa yi nw oy 7n ym rm ma gt 5r nr oy 7k yiri mg g9 50 n0 ow 7u yk nr o9 7l y8 ne me gv 5k rg m9 gl 5w ry oy 77 yn rn my ge 5v rs mh gl 5z rp mm gt 5a nt et >

<ta oq 7z yk rk mq gl 58 rl mw gr yr n5 o6 g6 5l rq mx gb 5d rk mz
gd yd nb o8 79 yy n1 m1 pu xw cv eb pa xq tq o9 78 yk nu o7 g5 y5
n6 o8 7l yw ny os 7x yo rx ix >

<ta oq 7z yk ny ot gt 55 rm m0 70 yg no oe 7o 5o ry mt 7t yh rh en py
xe cv en p6 xf ck ik a6 h9 c9 er pn xx tx oa 7m yi nm o7 7v yh r5 o5
7m yq na ma go 5l nl ok 7v yb na ot go 5l nv ev >

<ta ii ap ho tx ex ph xr tr io ae hg tm i5 as hn cn ev p9 x0 t0 ip az hl
tq is af x0 n0 >

<5a ci ew pyxncm im aa ht tr er pk xv cwe1 a1 hz tl ib pb 5m c7 me
po 5ecz iz a6 hk t1 iy py xd cl ep pj hj to ik a6 hn ty i1 agxnnn >

Where Do I Go From The Cubical Room?

<5x cb e0 p9 h9 t0 i5 ar h9 ti ei pg x9 c0 i0 av hu tk ia pa xm ch ey ay
hl tz it ax hn ts es pb xl c8 eq px xq tq ii an hu cu eb pm xa cu iu av
xv cq ew pk xu cz id gd >

<mx pb x0 c9 i9 a8 hf t8 in pn xh ct eu au hf t6 e6 p5 xu cv ef p9 x0
c1 i1 a9 hk tw i8 a1 hg tw ew pm xt c0 i0 ak hg tw ew pg x7 cm im
av hu tt et px xo to ia ab xb cv eu p7 xl tv mv >

<tx ib az xz ch e1 p6 x7 tr mr >

<tx o9 78 y7 r7 mo gp 58 n8 ob 7v 5v rd m0 gw 58 r1 mw 7w yh ns
od 7j 5j r9 m0 gj 5t rs os 77 y8 ne me pt xy ck ev pa xt cx es pp hp tz
il ai hp t0 ih al h7 c7 eb pv xu cm e7 pv xe tt mt >

<tx ig an hi tj ej pd xl cr ir a9 h8 c8 eq pn xx co io al hf t6 e6 p1 x0
c1 eg an 5n >

How Do I Stop The Alarms Going Off?

<mx pb x0 c9 i9 7z yl nh oa 7t 5o rj oj 7t ys nh om 7r y5 ni or gr 5x
rs m1 7l yl nw mw gv 5b rq mf gm 5p r9 m0 70 yk ng ow gw 58 re

oe 7i yg n1 m1 g9 5g r9 mu gm 57 ra oa 7m yf rf mq 71 x1 >

<ax hq t0 iu an hv t1 i6 a9 x9 cr ee ae hz tb is aq xq c7 ev pb xu c9 el
pz x8 cq ej pt ha ra >

<5x cn eb ps xx cy iy ar h7 ta ea ph x1 ch ea pb xj ct ey ay hi tn i6 ab
hv te ee ps xx co er ph x5 t5 is a9 h1 tz ip a7 hl cb ob >

<tx o5 7r yt rt mu gw 5i ni o9 7t ym nf mf gm 5o rg og 7p ym nx om
77 yv nb ol 79 y0 r7 i7 >

I Think I Have All The Treasures, Why Haven't I Won?

<tx ob 70 y9 r9 mb gd 5m rf m6 gn yn nv o9 7u yd nq mq g5 5r rs mr
7r yy nw oy 7t yl nt mt gu 5w ri m1 71 yu nw ok 7y yh rh ms ga ya
nk ov 75 55 r8 mq ga 5f rx mo 7o yl nd md gs 5t ry oa pa >

<mx ge 5r ry m1 71 yp nm of 7l 5l rq ma 7a ym nd md gj 5l n1 o9 7i
yz n5 ox gx 59 r8 m7 77 y6 n1 m8 a8 >

I Have All The Treasure But Not A Full Score, Why?

<5s cv ek p6 x9 cr ek ak hw tr ih ph xt ck ew pr xt cy eh ah ho ts iq
pq x7 c8 ey p8 xl cw if as ho te ib aj hq tb eb pd xz cw iw az hk to is
af hz tp im ah hp c5 o5 >

<ts id aa he t7 iu an h6 tf is ps xh cm im af hl tw ew pv x1 cw e6 p7
h7 tu iv a6 hf ts ep ap y8 n9 oy gy 5s rx m9 79 yv nu om 77 57 ro ma
gb 5a re mm 7m ya ra m6 ge 5l re mo gg yn cn >