

HINT SHEET for 'The Thief'.

As you are restricted to carrying just 4 objects in the game and the fact that 'The Thief' takes and hides any object that you drop, it is important that the player finds some means of carrying items as quickly as possible.

The item that you need is a magical chest that gets washed ashore among some flotsam. To trigger off the arrival of the chest you must climb the tall tree adjacent to the beach and EXAMINE SEA or LOOK OUT TO SEA. The chest can now be found once you have dealt with the playful bear.

Objects, uses and how they can be found.

The bottle - dig on the beach, you need a spade. It has 3 uses. To capture the bees. To pacify the lion and lastly to balance the scales of Justice. Wear the net and carry the bottle to capture the queen bee and swarm. Fill the bottle with water at the pool and and give the lion a drink. Lastly, fill it with sand and then balance the scales.

The boots which help you cross the marshy ground are found beyond the lion.

The net which you need to wear in order to capture the bees is found in the sea cave at the south end of the beach.

Carrot needed to entice the rabbit from its hole is found by digging in the poor soil with the spade. DROP CARROT DOWN HOLE.

To pass the dog you need to be invisible. Eat the bean. Take the TUSK as well whilst the dog cannot see you.

The Shield is your only form of illumination and also protects you against the MUTANT MOLE. It is found in the guardroom of the castle.

The reed which you need to carry when underwater in dirty pool is found by cutting a reed at the pool of pure water. If you use the knife for this purpose you will lose it as it slips from your grasp and is lost in the water. You need the knife for two additional tasks.

The card which allows you to pass the sentry in the Treasury into the secret room where the Thief deposits all the items stolen from you, is giving to you by a poacher after you have released him from the trap. N.B. You cannot open the trap unless you are wearing the BRACELET.

Skeleton found beyond the sea cave. CUT STRAP with the knife to obtain the LARGE KEY. The key unlocks the drawer in the hut.

Prospector's hammer is found in a small cavern south and down from the castle courtyard. EXAMINE the leaves. The hole found in the floor after moving the leaves is a short cut back to the cavern guarded by the dog. Make sure that you have prepared your escape route if using the hole.

Gloves found when you EXAMINE or SEARCH the suit of armour. Wear them when you EXAMINE or SIFT the ASHES in the cabin to find the screwdriver.

Black box found in the Temple. UNDO SCREW with the screwdriver.

Ornate Robes are found in secret room in the Temple. KNEEL or PRAY in the Annexe to open up the exit to this room. Wear the robes at the Statue and then RUB or TWIST or TURN RING to move the Statue and reveal some steps.

The knife - SEARCH the robes.

The rope ladder is found in cavern beyond the dog. LOWER LADDER on the NE Tower then DOWN LADDER.

The silver coin is in the chest. This is needed to get the axe from the Gypsy.

The Tangler roots - CHOP ROOTS to open up a safe route.

The Temple doors are opened by inserting or fitting the tusk.

The mound of earth outside the hut was made by the Mutant Mole and is one route into its tunnels. DIG here to open up a hole. You must carry the shield with you when you enter the tunnels.

The password for the Gamekeeper's Cottage is given to you once you have freed the poacher. N.B. If you are not wearing the bracelet when you trigger off the trapped poacher then he will die after a pre-determined number of moves and two men will arrive and cart the dead body away. LISTEN or SHOUT twice in ECHO WOODS.

You need to carry the ELFBONE in order to see at the bottom of the dirty pool.

N.B. The Thief will not steal the chest if you drop it because it is too awkward for him.

The spade is found by LOOKING or FEELING or SEARCHING UNDER BUSH which is beyond the rickety bridge.

The bone is found by EXAMINING or SEARCHING the exotic plants. Give the bone to the hyena.

The 5 TREASURES.

*SUNSTONE found under the Statue in the Temple.
BRACELET is in the drawer in the hut.
SCEPTRE is given to you by the rabbit.
ORB found in recess in Temple of Justice.
ELFSTONE is in the black box once the lid has been removed.*

The 9 gems.

*PEARL by the pool after you have picked up the necklace.
DIAMOND found by digging in the Mole's lair with the spade.
SAPPHIRE is at the bottom of the dirty pool.
GOLD NUGGET found on roof of cabin.
OPAL is in the urn in the gamekeeper's cottage.
TOPAZ found after you go into the Mole's tunnel. GO DOWN EAST
then WEST.
EMERALD left after you have TAPPED ROCK with the hammer. The rock
has a green vein running through it.
AMETHYST revealed up tree with a split in it. EXAMINE SPLIT. You
need the knife to PRISE AMETHYST out but in any event you will
lose it and can only recover it if you have the CARD.*

*The Gems are automatically dispatched once you open the chute in
the Dispatch Room.*

*The Treasures are automatically taken from you when you enter the
Treasury.*