GUIDE: You often have to wait a week or so to get safely across.

MERCHANT: Well, well, well! He even advises him to take his time and hold on to his precious life! A dangerous fellow, that one. He'd only back his Cudde up.
In any case, not the man to put the job through. No telling what he might do either. In short: as of today, they're two against one. At any rate, it's clear he's afraid to boss his own underlings now we're entering uninhabited territory. I must definitely get rid of the fellow. (He joins the other two.) I gave you the assignment of checking if the things are properly packed. Let's see how you carry out my assignments.
(He takes hold of a strap and gives it a terrific pull. It breaks.) Call that packing? Breaking a strap means a day's delay. But that's just what you want: delay!

GUIDE: I do not want delay. And the straps don't break if you don't pull at them like that.

MERCHANT: What? Is the strap broken or not? Just you dare tell me to my face it's not broken! You are unreliable. I made a mistake treating you decently, you people don't appreciate it. I've no use for a guide who can't command the respect of the personnel. It seems to me you should be a carrier, not a guide.
There are grounds for believing you stir up the personnel.

GUIDE: What grounds?

MERCHANT: You'd like to know, wouldn't you? Very well: you're dismissed!

GUIDE: But you can't dismiss me when we're halfway there.

MERCHANT: Think yourself lucky if I don't report you at the agency in Urga. Here are your wages, up to