

# The Fool's Errand<sup>®</sup>

BY CLIFF JOHNSON



© copyright 1987, 2002 by Cliff Johnson. All Rights Reserved.

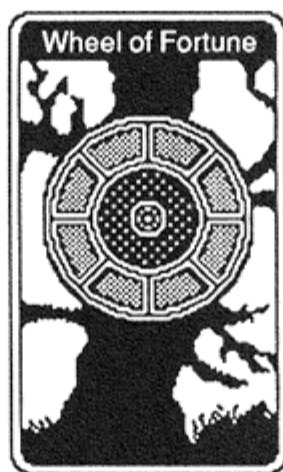
Booklet production by Paul Mithra.

Visit [The Fool's Errand et al.](http://www.fools-errand.com) website — [www.fools-errand.com](http://www.fools-errand.com)

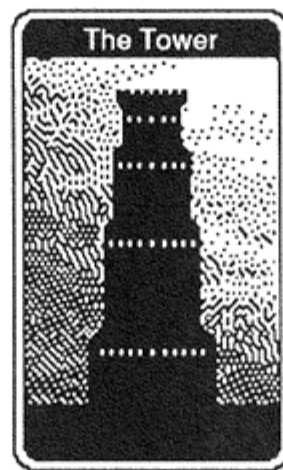
eMail [Cliff Johnson](mailto:the fool@gte.net) — [the fool@gte.net](mailto:the fool@gte.net)



A shadow falls over the ancient land of Tarot.  
Its people grow eccentric and forgetful.

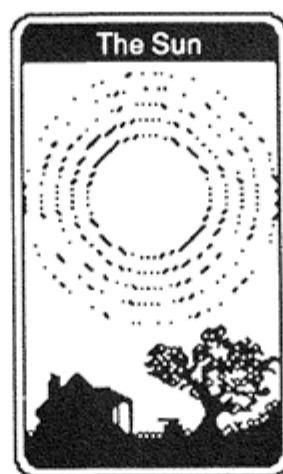


Hidden enchantments prevent safe passage  
along the familiar paths.





The four kingdoms are on the verge of war.



Only the magic of the Sun's Map  
can undo the evil of this treachery.





And this map is held  
by a wandering fool  
who hopes to find  
the fourteen lost  
treasures of  
the land.

## Getting Started

The Fool's Errand is a three-disk game.

The Game Disk contains the System Folder and the program 'The Fool's Errand'.

The Puzzle Disk contains the file 'Fool's Puzzles' which stores all the puzzle and picture information for the game.

The Show Disk contains the program 'Prologue - Finale'. It shows a visual prologue and finale to the story of The Fool's Errand. The finale cannot be seen, however, until you have solved the game.

Now, before you do anything else, make a backup copy of all three disks. If you do not know how to do this, consult your Macintosh manual.

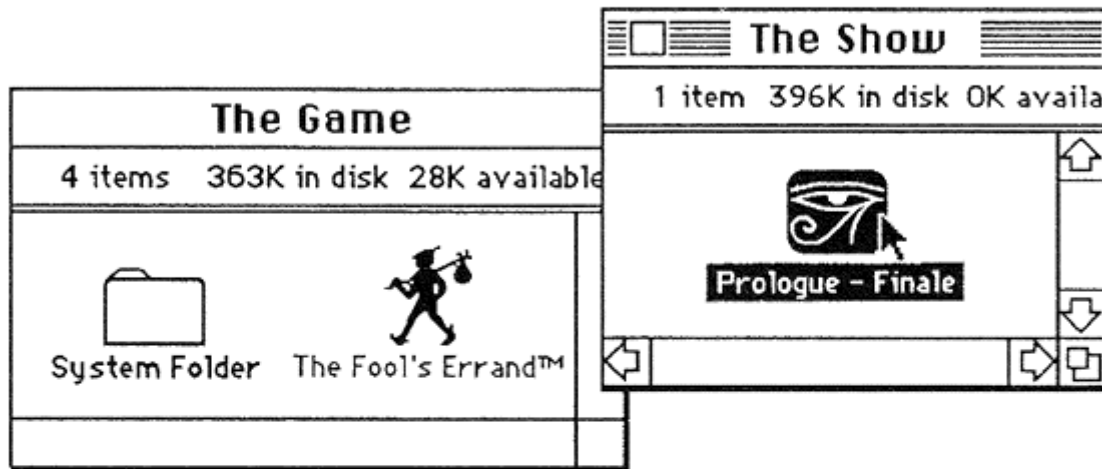
Store the original disks in a safe place and use only your backup copies to play the game.

The Fool's Errand is not copy protected. We do this as a courtesy to you. All we ask in return is that you do not make illegal copies of this game for other people.

# Showing the Prologue

To view the prologue to the story of The Fool's Errand, insert the Game Disk in the internal drive and the Show Disk in the external drive.

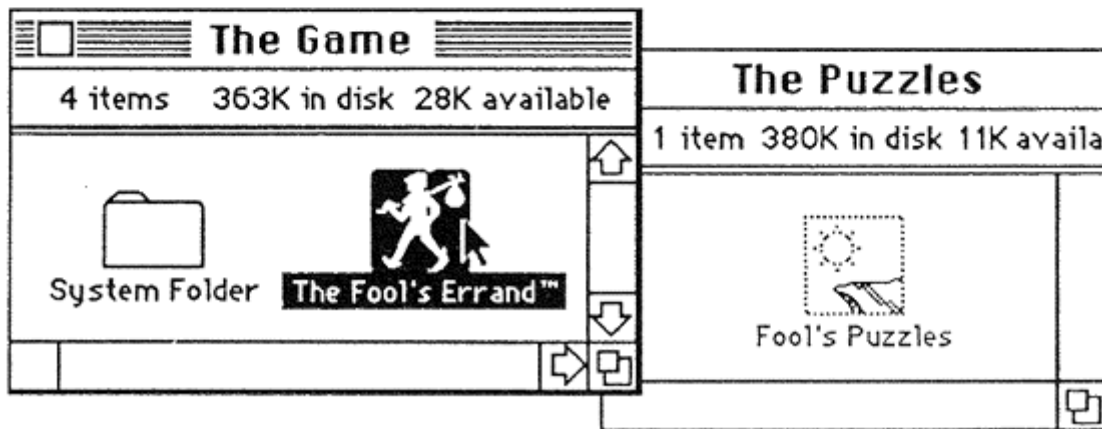
Then double-click the 'Prologue - Finale' program.



# Playing the Game

To start the game, insert the Game Disk in the internal drive and the Puzzle Disk in the external drive.

Then double-click the 'The Fool's Errand' program.



Whenever you open 'The Fool's Errand' from the desktop, the program creates a new untitled game.



If you double-click a previously saved game from the desktop, the program will open to that particular game.

## The File Menu

The File Menu provides the standard functions found in most Macintosh programs.

File	
New	⌘N
Open	⌘O
Save	⌘S
Save As	⌘A
Quit	⌘Q

To start a new game,

select 'New' from the File Menu and a directory will appear. Type a name into the 'Name of New Game?' box. Press the 'Drive' button to select the disk you wish to use. Press the 'Save' button.

To open a previously saved game,

select 'Open' from the File Menu and a directory will appear. Press the 'Drive' button to select the disk you wish to use. Choose a saved game and then press the 'Open' button.

To save the current game,

select 'Save' from the File Menu. Be sure to save your game often.

To save the current game with another name,

select 'Save As' in the File Menu and a directory will appear. Type the new name in the 'New Name?' box. Press the 'Drive' button to select the disk you wish to use and press the 'Save' button.



To quit the game and return to the desktop,  
select 'Quit' from the File Menu.



Game File

A saved game file can occupy up to 5K on a disk.

It is best to save your games to the Game Disk, the one containing 'The Fool's Errand' program, not to the Puzzle Disk or the Show Disk.

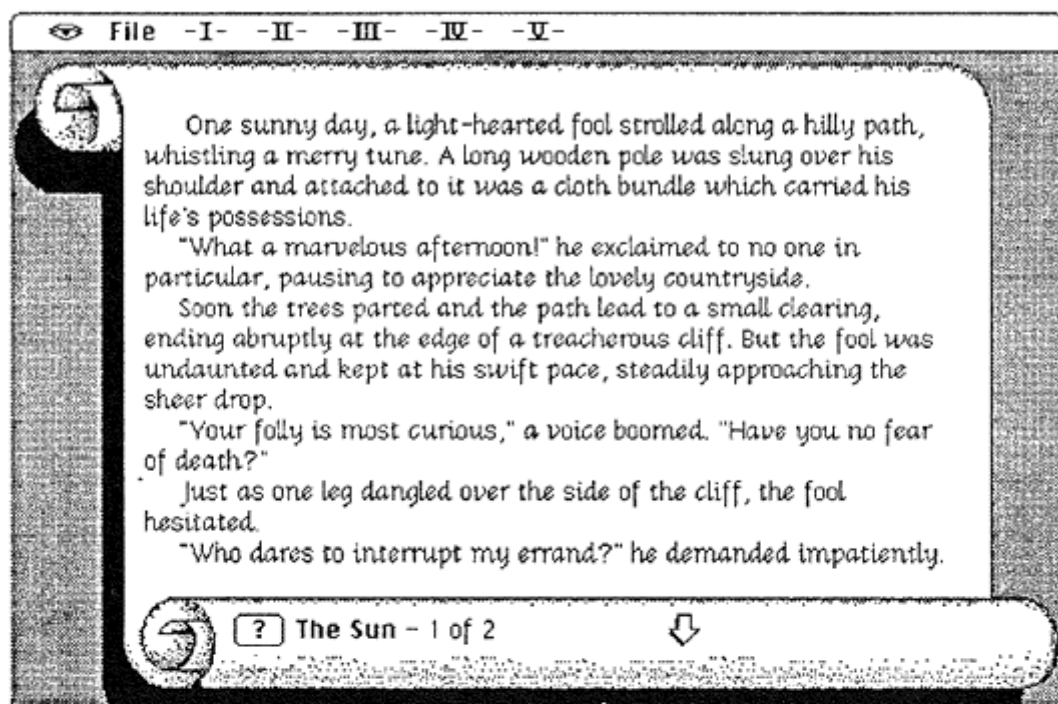
You cannot "die" in The Fool's Errand. So rest assured that your saved game will never become extinct.

Whenever you leave your current game by selecting 'New', 'Open' or 'Quit', the game will ask you "Do you wish to save this game?" only if your game is untitled. Once your game has a name, the program will simply save and update that game automatically.

Nonetheless, you should save your game every-so-often, just to be safe. No sense in letting an unexpected power surge ruin your day. (*Just ask the 3 of 3 in Three.*)



# The Story



The story is vital to solving the game.

It chronicles the adventures of the fool as he wanders throughout the land.

It provides a description of the land, necessary to restore the Sun's Map.

It gives important clues to the names of the fourteen treasures.

The story has 80 parts. The **-I- -II- -III- -IV- -V-** menus show the names of all 80 parts in the order that they will appear in the story.

At the beginning of the game, however, only 21 parts are available to be read.



If a name is in black, then that part of the story is visible on the scroll.

If a name is in gray, then that part of the story is hidden by an enchantment and does not yet appear in the scroll.

**-V-**

♦ **The Chariot**  
The King of Swords  
The King of Pentacles  
The King of Cups  
The King of Wands  
The Thief  
The Madness  
♦ **The Hermit**  
The Straight Path

To scroll through the story, move the cursor toward the bottom of the screen. Notice that the cursor changes shape.



To go forward in the story, click the mouse when the cursor changes into the white downward arrow.



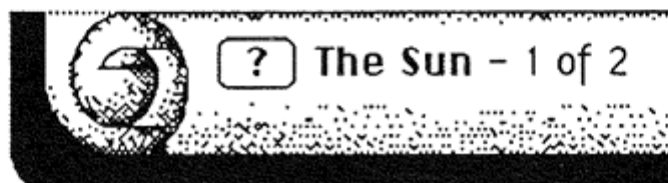
To go backward in the story, click the mouse when the cursor changes into the white upward arrow.

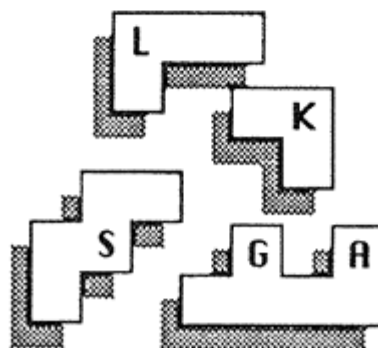
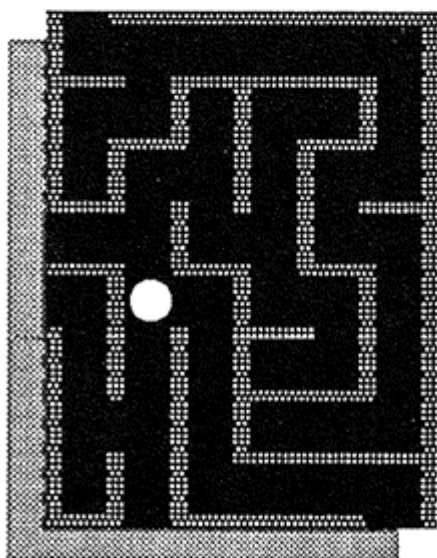
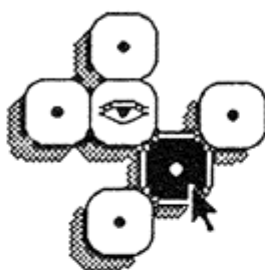
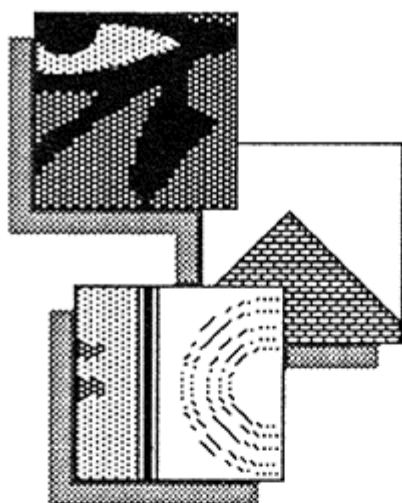
Another way to move through the story is to use the **-I-II-III-IV-V-** menus.

Just select a name and the scroll will jump to that part of the story.

The Plain of Bones  
♦ **Death**  
♦ **The Magician**  
♦ The Lovers

The name of the story part is displayed at the bottom of the scroll. Some story parts are more than one scroll long.





# The Enchantments


An enchantment is a magical barrier that prevents you from traveling to the hidden parts of the land.

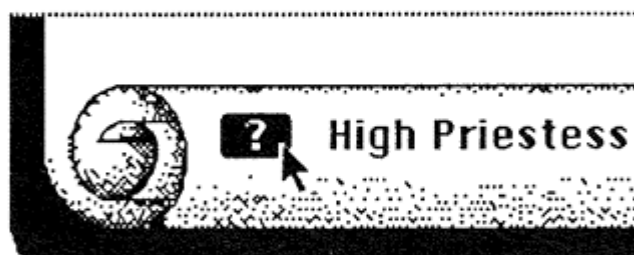
Once an enchantment is overcome, a new part of the story is revealed and a new piece is added to the Sun's Map.

If there is a diamond next to a story name in the -I-II-III-IV-V- menus, then there is a hidden enchantment at this location in the scroll.

The Madness
♦ The Hermit
The Straight Path
♦ Judgement
The Tower
The Devil

You can move to an enchantment in one of two ways.

Scroll to that part of the story and press the  button which appears at the bottom of the scroll.



or hold down the Option key as you select that name from the menu.



The Plain of Bones
♦ Death
♦ The Magician
♦ The Lovers

When you enter an enchantment, a new menu appears to the right of the -I-II-III-IV-V- menus.

This menu usually includes a set of instructions, telling you how to solve that particular enchantment.

### **Temperance**

**Return to Scroll**

⌘R

**This puzzle is jumbled. To solve it, rearrange all the jumbled letters into their correct positions.**

**To do this, select a letter by clicking it with the mouse. Then select a second letter. The two letters will swap positions.**

Yet some instructions are vague.

### **Justice**

**Return to Scroll**

⌘R

**A secret hides here if twenty-five appear.**



And a few have no instructions at all.

### **Kingdom of the Cups**

**Return to Scroll**

⌘R

The Fool's Errand is a game of discovery. All you need to solve the many enchantments is contained within the game. And sometimes, just figuring out what to do is part of the puzzle.

Whenever you solve an enchantment, the  button on the scroll changes to a  button.

Pressing it allows you to view the solved enchantment. In a few cases, the enchantment can be played over again, but this is optional. No additional clues will appear.

To leave an enchantment select

**Return to Scroll** 

from its menu.

Or, from the **-I- II- III- IV- V-** menus,

select any story name in black and the scroll will jump to that part of the story

or hold down the Option key and select a story name with a diamond next to it. You will be transported to the new enchantment.




**-V-**

**The Chariot**

**The King of Swords**

**The King of Pentacles**

**The King of Cups** 

The Plain of Bones

♦ **Death**

♦ **The Magician** 

♦ **The Lovers**

## Strategy


The Fool's Errand offers a challenge like no other.

Intertwined in a tale of fantasy and enchantment lurks a hidden puzzle—to help the fool name the fourteen lost treasures of the land. To accomplish this, you must reveal the complete story of the fool's adventures and restore the Sun's Map. And to do this, you must overcome all of the many enchantments blocking your way.

When the game begins, there are 21 parts of the story already visible on the scroll. Before you do anything else, read this story from beginning to end. It provides all the background for the game.

The very first part of the story, the Sun, contains the Sun's Map. The Sun's Map is vital to the game, but it too is enchanted and most of its pieces are missing.

Solve the enchantments in any order you wish. If one seems too difficult, move on to another. There may be clues waiting elsewhere.

To receive a progress report of your game, select any item from the  menu.

Whenever you solve an enchantment, you will be rewarded with another part of the story and another piece of the Sun's Map.

Each piece of the map represents an episode from the fool's adventures. To restore the map, all the pieces must be arranged so that the completed map represents a correct view of the land.

The map has a single path. It is a continuous line, having only one starting point and one ending point.

Each piece can be identified by its symbols, letters, or numbers. The trick is to determine which piece goes with which part of the story. Some are easier to identify than others.

The path on the completed map should pass through the pieces in the same order as their corresponding story names in the -I-II-III-IV-V- menus.

It may be a good idea to work on the map as you go rather than wait to the very end.

Once you have restored the Sun's Map, be sure to read its menu, for there will be new instructions.

To discover the names of the fourteen treasures, study both the story and the map very carefully. Between the two is all the information you need to solve the game.



All **bold** and **shadow** text in the story is important.

Everything on the Sun's Map is important.

Look for relationships between the characters and events in the story and their counterparts on the Sun's Map.

Seek the hints hidden within The Book of Thoth.

Use your imagination. Try anything and everything.

All clues are used only once.

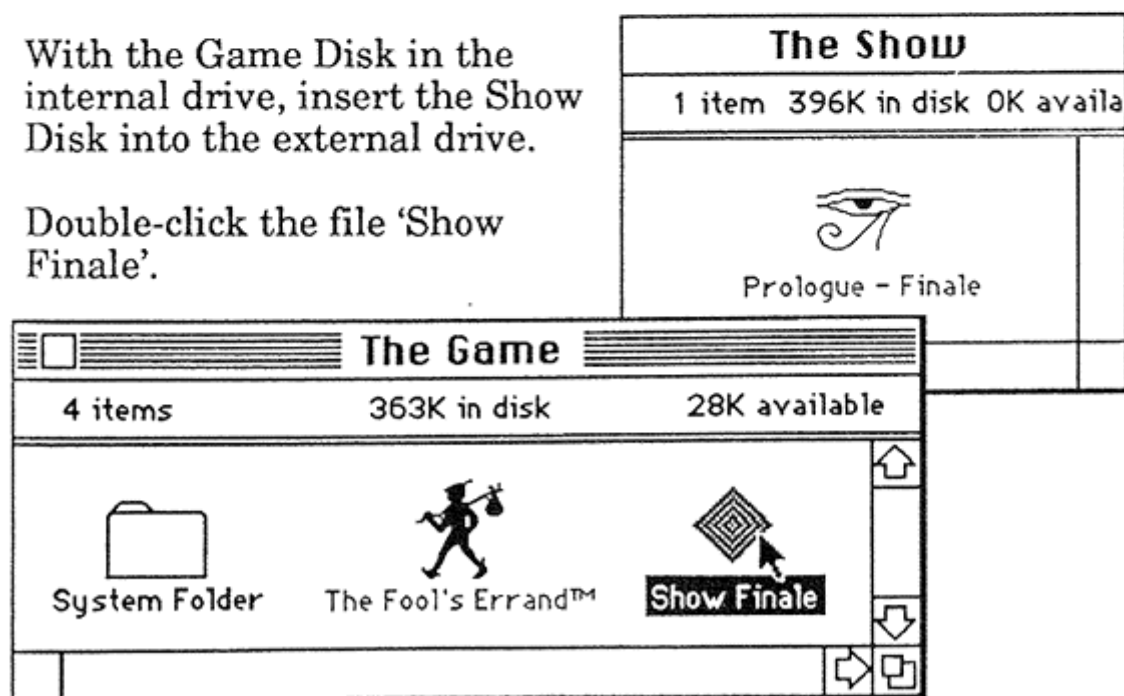
## Showing the Finale

Once you have entered the names of the fourteen treasures into The Book of Thoth, you have solved the game!

When you return to the desktop, look for a file entitled 'Show Finale'. It should be on the same volume/disk as your saved game.

With the Game Disk in the internal drive, insert the Show Disk into the external drive.

Double-click the file 'Show Finale'.





**Cliff Johnson** is age 33, much to his surprise. He survived high school in Connecticut by convincing the faculty that making Super 8 movies was a viable substitute to good grades. He subsequently found himself building fiberglass monsters for five of the nation's amusement parks, all but two of which have been condemned. He attended the USC School of Cinema and can now claim to have personally known several famous film directors. His three years as a teaching assistant in film animation led him to the field of instructional films, directing and producing such notable works as "Heating, Air Conditioning and Ventilation" and other film classics. In his spare moments he writes treasure hunts and mystery games strictly on an outpatient basis. Cliff is a newcomer to computer programming and his wife regrets every minute of it.