The Fool's Errand®

BY CLIFF JOHNSON

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Death   **The Moon**   **High Priestess**

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

The Hierophant   **Wheel of Fortune**   **Temperance**

Hidden enchantments prevent safe passage
along the familiar paths.

The Chariot   **The Tower**   **The Devil**

The Empress   **Judgement**   **The Emperor**
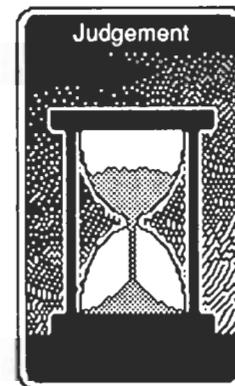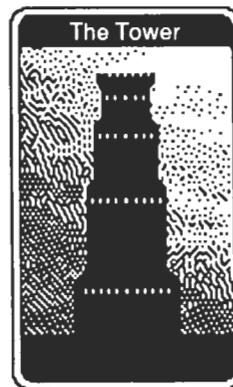
The four kingdoms are on the verge of war.

The Hermit   **The Sun**   **The Hanged Man**

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

The Lovers   **The Magician**   **Justice**

The Fool

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

The File Menu

The File Menu provides game playing functions as described below. When you start 'The Fool's Errand,' a new untitled game is automatically created.

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. Specify which drive you wish to save to, then select the 'Save' option.

To open a previously saved game,

select 'Open' from the file Menu and a directory will appear. Specify which drive you wish to use, choose a saved game, then select the 'Open' option.

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. Specify which drive you wish to save to, then select the 'Save' option.

To turn the sound on and off,

select 'Sound' in the File Menu. A checkmark next to the 'Sound' option means the sound is on, no checkmark means it is off.

To receive a progress report of your game,

select 'About Fool's Errand' from the File Menu.

To quit the game,

select 'Quit' from the File Menu.

By the way, you cannot "die" in The Fool's Errand, so wherever you go, there you are.

Printing the Story

For most of the game, the 'Print Story' option is in gray and cannot be used.

Once you have restored the Sun's Map, the 'Print Story' option can be used.

Before you print the story, however, make sure that your printer is set up and ready.

Then select 'Print Story' and take a break. The story is very long.

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 lost 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 on the scroll.

To scroll through the story, use the commands shown on your *System Information Sheet.*

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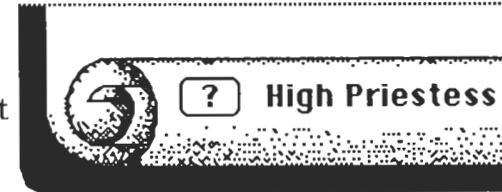
The Enchantments

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 symbol 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.

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

Scroll to that part of the story and select the button which appears at the bottom of the scroll,
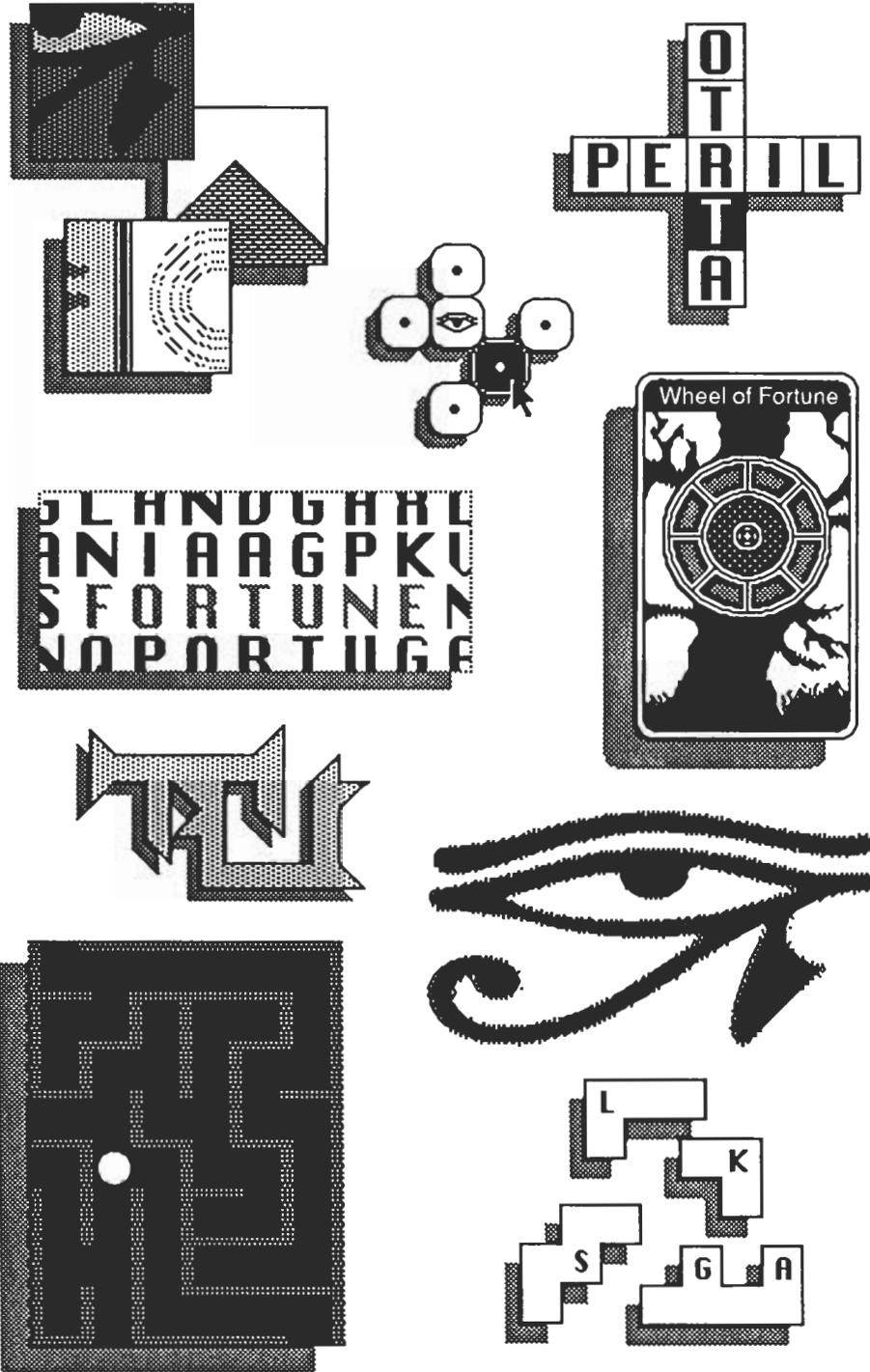
or hold down the Ctrl key as you select that name from the menu.

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.

Yet some instructions are vague.

And a few have no instructions at all.

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.

Selecting 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 and you will return to that enchantment's part of the story.

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 Ctrl key (or Option key, please see your *System Information Sheet* for details) and select a story name with a symbol next to it. You will be transported to the new enchantment.

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.

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 pieces 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 menus.

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

Once you 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 colored or highlighted 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.

The Fool

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.