

Hints and Answers to **The Fool's Errand[®]**

BY CLIFF JOHNSON

You will find what you seek within these pages.

In keeping with the spirit of the game,
the hints and answers have been designed to prevent a
casual glance from giving an unwanted answer.

Having found what you need, consider resisting the urge to
come back to this booklet too often. Remember, the value of
this game is in the satisfaction of solving the puzzles.

© 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

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

Solving the Enchantments

(prior to completing the Sun's Map)

-I-

The Sun	
The Singer	4
The Warrior	
The Page of Wands	4
The Stream	
The Knight of Wands	4
The Wheel of Fortune	5
The Archway	5
The Pyramids	
The Canopy	6
The Fighting Boys	6
The Stone Wall	7
The Watchtower	
The Queen of Wands	7
The Wand	
Three Ships	8

-II-

The Juggler	8
The Farmer	9
The Knight of Pentacles	
The Blacksmith	9
The Cathedral	10
The Chapel	10
The Humbug	11
The Merchant	
The Maze of Hedges	11
The Maze of Thorns	
The Queen of Pentacles	11
The Pentacle	12
The Page of Pentacles	
The World	12
Strength	13
Temperance	13

-III-

The Hanged Man	14
The Page of Cups	14
The Knight of Cups	14
The Children	15
The Couple	15
The Dancers	16
The Family	16
The Not-A-Merchant	
The Queen of Cups	17
The Cup	
The Cloud	17
The Vision	17
The Enchantment	18
The Abandoned Cups	
The Hierophant	18
The Moon	19

-IV-

The Emperor	19
The Empress	20
The Star	20
The High Priestess	20
The Sentry	22
The Knight of Swords	22
The Chant	22
The Dream	23
The Nightmare	
The Queen of Swords	23
The Sword	
The Boat	24
Despair	25
The Dead Warrior	
Justice	25
The Page of Swords	

The Chariot	26
The King of Swords	
The King of Pentacles	
The King of Cups	
The King of Wands	
The Thief	26
The Madness	
The Hermit	26
The Straight Path	
Judgement	27
The Tower	27
The Devil	28
The Plain of Bones	
Death	28
The Magician	29
The Lovers	29



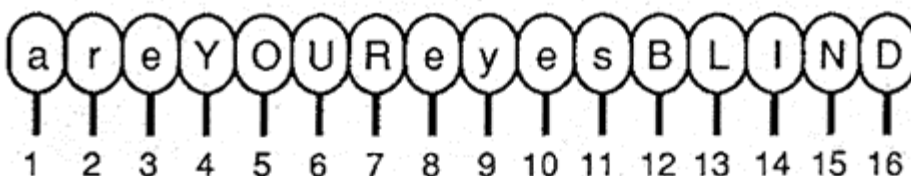
Completing the Sun's Map 30



Solving the Fourteen Treasures 32

Order of the Enchantments 38

The Singer



the first button to press is $5 + 7 - 4 =$

the second button to press is $9 + 6 - 5 =$

the third button to press is $11 + 7 - 2 =$

the fourth button to press is $6 + 12 - 3 =$

the fifth button to press is $8 + 5 - 6 =$

the sixth button to press is $5 + 3 - 7 =$

the seventh button to press is $12 + 9 - 8 =$

The Page of Wands

Circle every third word from the following groups.

first every search pocket down the hair lint screen

television host with through down the any piece mouse

second usually especially going while along open closet the

upper torso bottom to each of two beat the far away screen

The Knight of Wands

A = M	E = W	I = X	M = S	Q = N	U = P	Y = D
B = O	F = R	J = G	N = Q	R = H	V = L	Z = I
C = A	G = F	K = Z	O = E	S = B	W = T	
D = C	H = K	L = J	P = Y	T = U	X = V	



The Wheel of Fortune

To solve this enchantment, you must learn the rules of the card game and use your skill (and luck) to win.

A TRIPLET is any three cards from the same set. A PAIR is any two cards from the same set. From highest to lowest value, the sets are . . .

HIGH cards = The Sun, The Magician, The Fool

DARK cards = Death, The High Priestess, The Devil

ASTRAL cards = The Sun, The World, The Moon, The Star

COUNCIL cards = The Hierophant, Justice, Judgement, Temperance

ROYAL cards = The Hierophant, The Emperor, The Empress, The Hermit

MORTAL cards = Strength, The Hanged Man, The Hermit, The Chariot

LUCKY cards = The Hanged Man, The Wheel of Fortune, The Lovers, The Fool

LOW cards = The Tower, The Chariot, The Lovers, The Fool

Individual cards, from highest to lowest, are

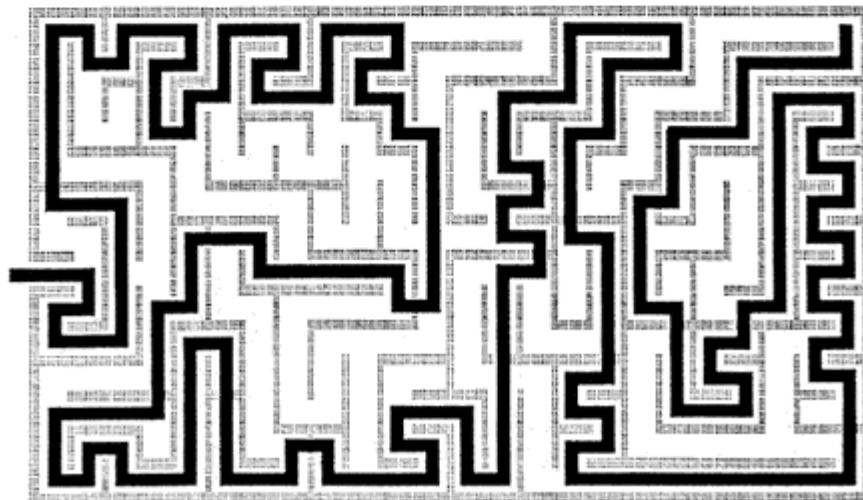
The Sun, Death, The Magician, The High Priestess, The Devil, The World,
The Moon, The Star, Justice, Judgement, Strength, The Emperor,
The Empress, The Hanged Man, The Hermit, The Wheel of Fortune,
Temperance, The Tower, The Chariot, The Lovers, The Fool

The Old Man cannot see the card in the lower-right hand corner, but he can see the other two. If he sees that he cannot win and that your potential score is greater than 27 points, he will always yield. To win, you too will have to learn when to yield.

The Old Man is an expert player, but luck is on your side, for you always have the first choice of three cards. Whenever possible, try to form pairs using your hidden card, thereby foiling the Old Man's yield strategy.

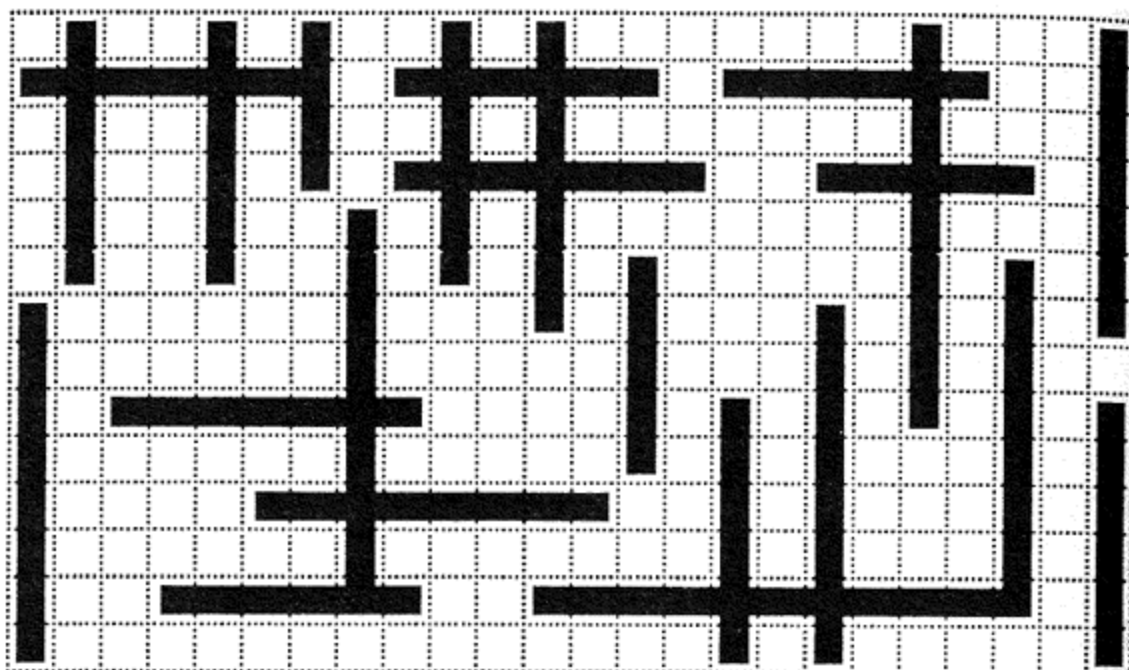
The Archway

The answer shown below is upside-down.



The Canopy

The locations of the hidden words are shown below.



The Fighting Boys

the first button to press is $5 + 4 - 6 =$

the second button to press is $3 + 7 - 8 =$

the third button to press is $2 + 4 - 5 =$

the fourth button to press is $6 + 5 - 7 =$

the fifth button to press is $3 + 8 - 6 =$

A = X	E = H	I = W	M = B	Q = E	U = A	Y = Z
B = P	F = T	J = F	N = Q	R = Y	V = G	Z = S
C = I	G = N	K = O	O = D	S = R	W = J	
D = C	H = V	L = K	P = M	T = L	X = U	

The Stone Wall

A = G E = Q I = D M = L Q = O U = E Y = X
 B = J F = S J = U N = W R = Y V = I Z = K
 C = H G = C K = T O = Z S = P W = A
 D = M H = R L = N P = F T = V X = B

first hint
 F U M U G K Q L U M U K K U H P H Q D
 U W G C T V L U W L I U L K U H V K
 V L K Q K C U X Q Y X U M Q N

second hint
 L W D U K C U W L U D W M
 V L K C U S U G K J H U

third hint
 L W D U K C U S M W L K
 V L K C U S U G K J H U

the answer H W K U T R

The Queen of Wands

There are two ways to solve this one.

1	2	3
4	5	6
7	8	9

1 = S 2 = A
 3 = D 4 = I
 5 = C 6 = E
 7 = N 8 = E
 9 = W

1	4	7
2	5	8
3	6	9

The Three Ships

A=Q E=K I=O M=I Q=D U=H Y=N
 B=M F=G J=C N=L R=T V=E Z=F
 C=P G=J K=S O=U S=V W=X
 D=Z H=Y L=A P=R T=B X=W

first hint
 N I I E R I R U U C N L M Y I Z
 T I Y U K Z I P J I O Y K U N

second hint
 R U U C I M Y R K I Z R U U
 J I B C L K K L P U Y K U X

last hint
 R H C U R U U N U R R U P Y
 L Y Q K U U X U L R U L C C U Y K

The Juggler

A=S E=Q I=Z M=I Q=A U=M Y=H
 B=K F=G J=L N=R R=B V=P Z=Y
 C=T G=V K=J O=W S=X W=E
 D=N H=D L=U P=F T=O X=C

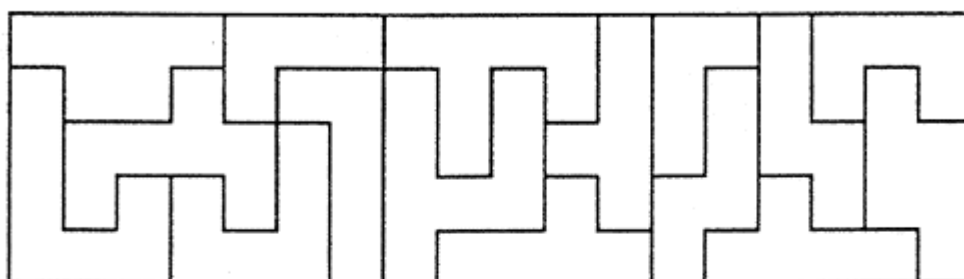
M Q U Q P N Q M H C Y Q C M Q U
 D T C C Y W U W A A W D F W N Z T L
 W S U W X C R L C M O Q A C T J H C T
 O Q N D Z T L C Y Q C C O T A Y M V A
 Q U V N T Q X Y P N T U C Y W A T L C Y

The Farmer

The Hint - The completed puzzle will spell a sentence. And this sentence can be found by circling every second letter from the group below.

H I E A G M J H A E K R B E X A Z T M T B H V E
L Q K U J E H E G N F S F R D E S Q A U P E O S I T

The Answer shown below is upside-down.



The Blacksmith

Each pair of words is spelled backwards.

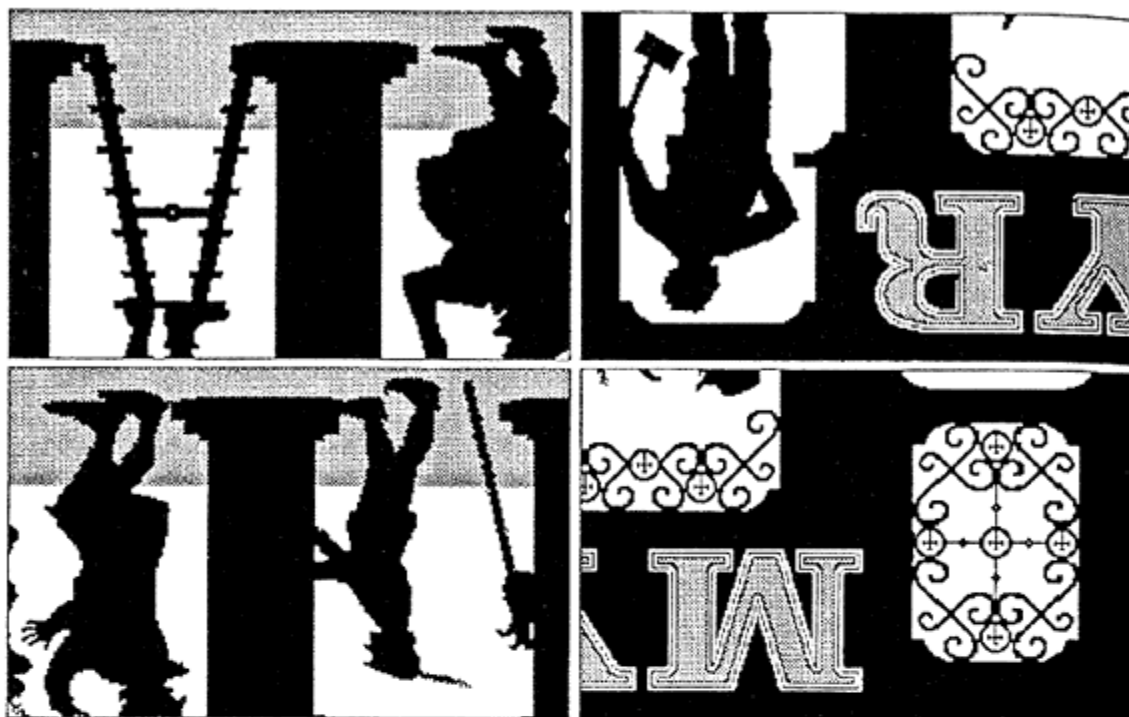
Y	N	L	S	L
R	W	L	S	W
YRROS	NWORC	KCIUQ	SSILB	LWOCS
E	R	U	M	R
M	B	Q	A	G

H	T	E	L
T	S	E	L
HTROW	LUOHG	BORHT	LLITS
O	H	H	H
N	G	T	C

A = X	E = H	I = W	M = B	Q = E	U = A	Y = Z
B = P	F = T	J = F	N = Q	R = Y	V = G	Z = S
C = I	G = N	K = O	O = D	S = R	W = J	
D = C	H = U	L = K	P = M	T = L	X = U	

The Cathedral

This should be enough to solve the puzzle.



The Chapel

A=H E=O I=X M=U Q=P U=B Y=R
 B=Y F=K J=D N=I R=Q V=M Z=G
 C=Z G=J K=T O=W S=V W=S
 D=N H=F L=E P=L T=A X=C

first hint

P E E F H E Y K A T K O A N X A N W D E K
 []

second hint

K A L Y L T Y L K O L D K B K A Y L L
 []
 P L K K L Y W E D K A L W X Y L L D
 []
 T D J K A Y L L U P T D F U E I L W
 []

the answer H N L
 [] [] []

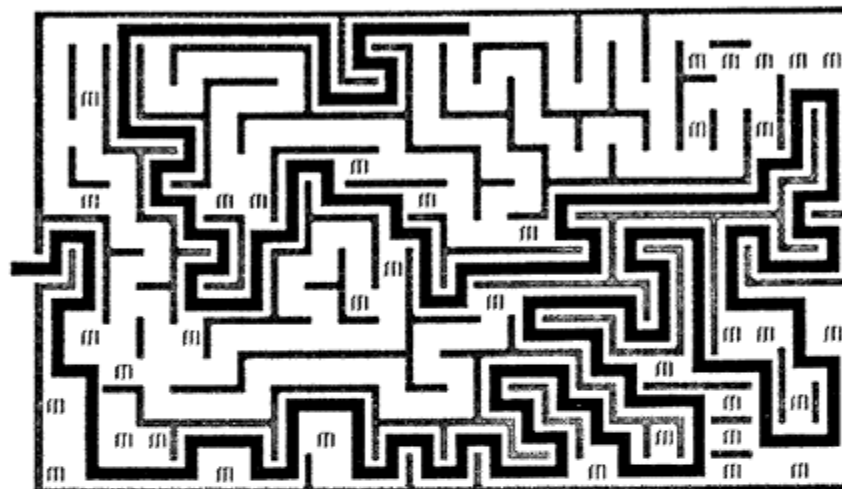
The Humbug



Use the mouse to guide the first button along the path until it aligns with the second button.

The Maze of Hedges

The answer shown below is upside-down.



The Queen of Pentacles

There are two ways to solve this one.

1	2	3
4	5	6
7	8	9

1 = A 2 = R
3 = M 4 = T
5 = O 6 = O
7 = E 8 = B
9 = B

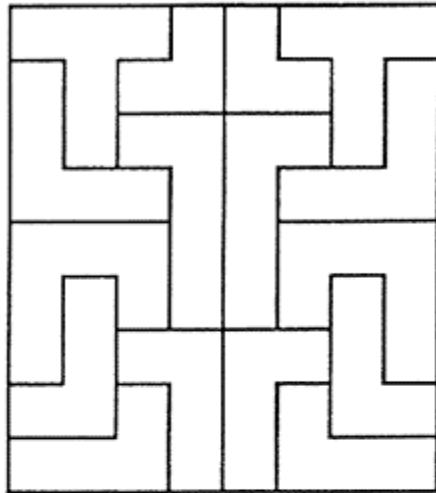
1	4	7
2	5	8
3	6	9

The Pentacle

The Hint - The completed puzzle will spell three words. And these three words can be found by circling every second letter from the group below.

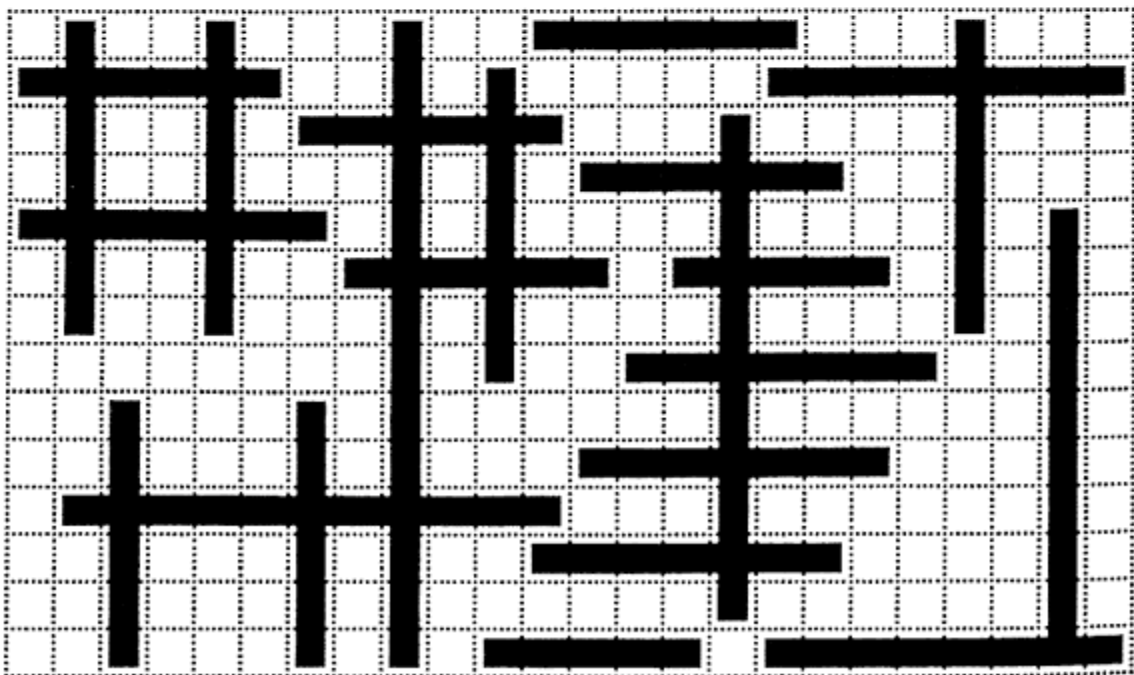
MTNHB E V F C O X U Z R W S E A R G T E Y S

The Answer shown below is upside-down.



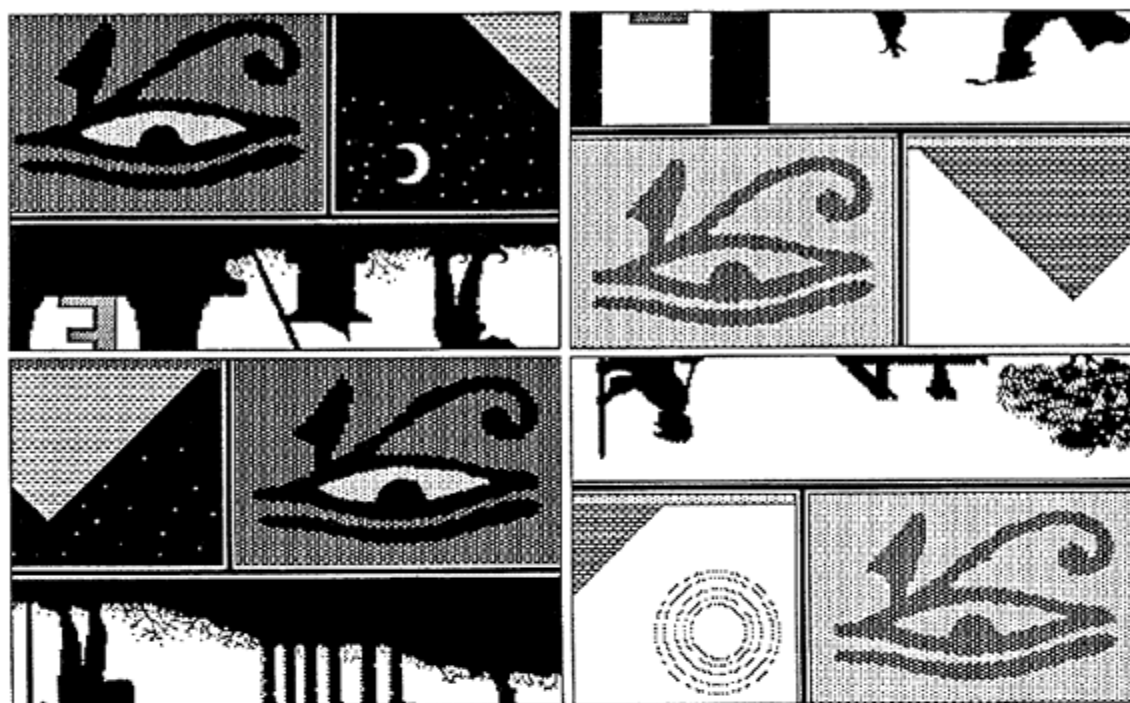
The World

The locations of the hidden words are shown below.



Strength

This should be enough to solve the puzzle.



Temperance

Circle every second letter to find the words you seek.

ZWJOFOLD

FBERJODNAZTE

GPSAKPWEGR

JSKINLCVFEMR

HLDEXANTFHKEVR

VTNUDRKQVULOBIFSDE

A = M	E = W	I = X	M = S	Q = N	U = P	Y = D
B = O	F = R	J = G	N = Q	R = H	V = L	Z = I
C = A	G = F	K = Z	O = E	S = B	W = T	
D = C	H = K	L = J	P = Y	T = U	X = V	

The Hanged Man

This should be enough to solve the puzzle.



The Page of Cups

Circle every second letter to find the words you seek. All are the names of fish.

HPDEBRKCGH JTFRMOCUZZ
 GMCIANVNLOFW GSFACRZDHIDNFE
 HGKONLCDBFZIDSJH AHCAMLCIDBQUF

The Knight of Cups

A=Q E=K I=O M=L Q=D U=H Y=N
 B=M F=G J=C N=L R=T V=E Z=F
 C=P G=J K=S O=U S=V W=X
 D=Z H=Y L=A P=R T=B X=W

LNLK M QI UV KMFUVQ HIOP
 EYMFUR KLHK RULR YI KUMC
 ULK NLYQUQ OCIV HIOP KUIPV

The Children

the first button to press is $4 + 5 - 7 =$

the second button to press is $4 + 9 - 8 =$

the third button to press is $5 + 7 - 8 =$

the fourth button to press is $9 + 4 - 7 =$

the fifth button to press is $2 + 3 - 4 =$

the sixth button to press is $7 + 4 - 8 =$

The Couple

A = Q E = Z I = Y M = A Q = P U = S Y = I
 B = V F = L J = D N = X R = M V = O Z = N
 C = G G = F K = T O = J S = W W = R
 D = H H = U L = B P = C T = K X = E

first hint S D M K K D X G U V F U M I U
 Y U Y R Q U W K M Z K

second hint
 D U S R M Z I S U W J U J U X U D X
 U Q X M T M Z J D U S R M Z I L F M Z T
 L U N X U M W X K D X W X

third hint
 U Z F I K D X G Y W U K
 F X K K X W U M W X Y R Q U W K M Z K

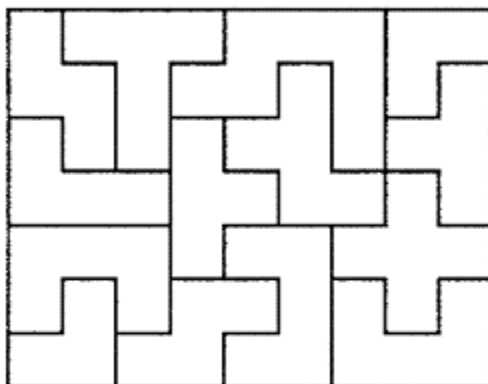
the answer F X M Q G U W O U I

The Dancers

The Hint - The completed puzzle will spell four words. And these four words can be found by circling every second letter from the group below.

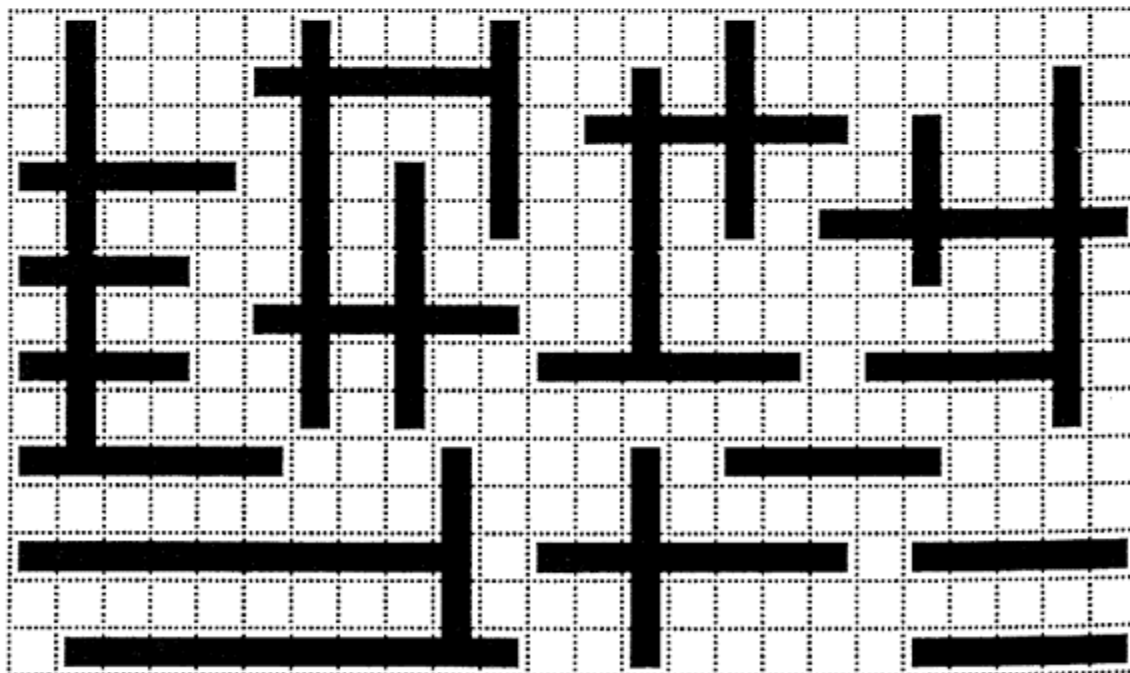
K T R H I E G R Z A L I Q N D B K O H W
A O D F W H B O X P A E

The Answer shown below is upside-down.



The Family

The locations of the hidden words are shown below.



The Queen of Cups

There are two ways to solve this one.

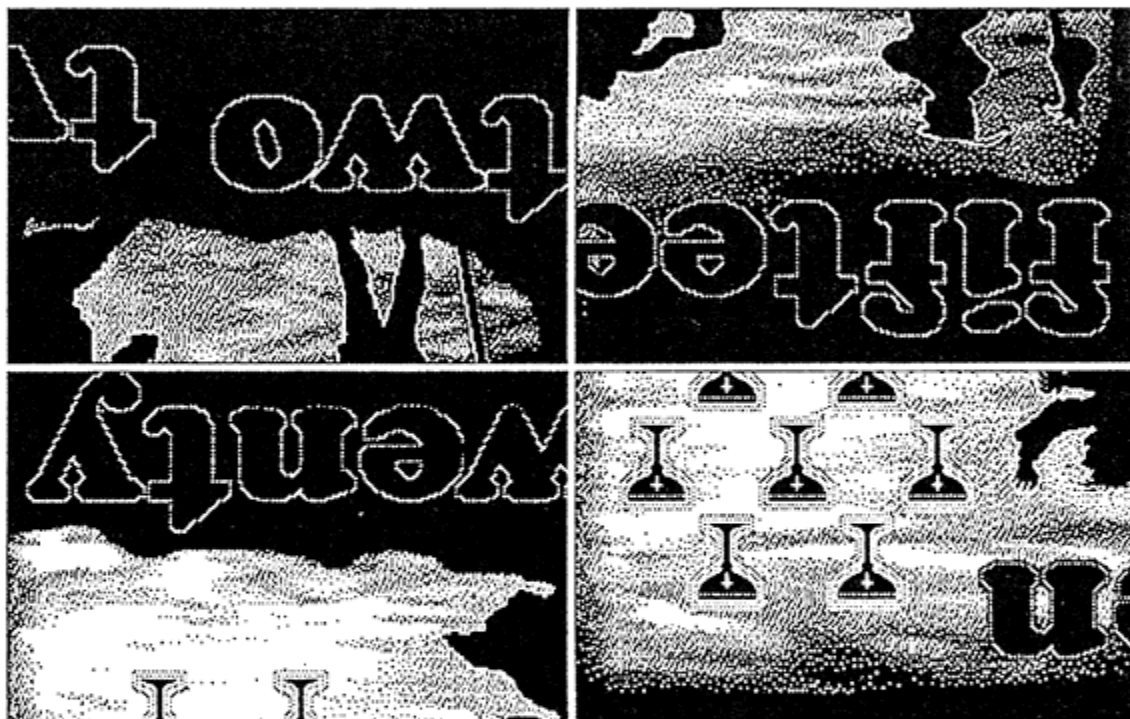
1	2	3
4	5	6
7	8	9

1 = T 2 = W
 3 = O 4 = O
 5 = I 6 = L
 7 = E 8 = N
 9 = D

1	4	7
2	5	8
3	6	9

The Cloud

This should be enough to solve the puzzle.

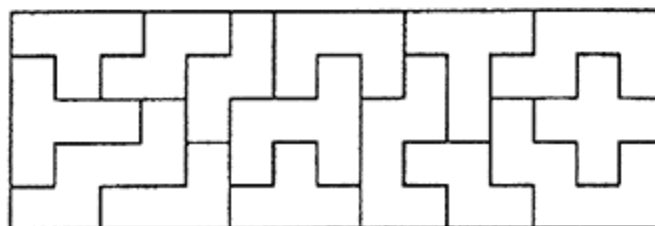


The Vision

The Hint - The completed puzzle will spell three words. And these three words can be found by circling every second letter from the group below.

A F S O D U F R G T H E J E K N L E Z I X G C H V T
 B F N I M F W T E E R E T N Y

The Answer shown below is upside-down.



The Enchantment

the first button to press is $5 + 2 - 6 =$

the second button to press is $5 + 8 - 9 =$

the third button to press is $8 + 7 - 9 =$

the fourth button to press is $6 + 4 - 3 =$

the fifth button to press is $5 + 3 - 6 =$

the sixth button to press is $6 + 7 - 8 =$

the seventh button to press is $9 + 2 - 8 =$

The Hierophant

The words you seek are numbers between ZERO and TWENTY.

ONE + TWO = ? SIX + EIGHT = ?

FIVE - THREE = ? FIVE + SEVEN = ?

SIX - FIVE = ? ELEVEN + EIGHT = ?

TWO + THREE = ? EIGHT + NINE = ?

TWO + FOUR = ? SIX + SEVEN = ?

A = S	E = Q	I = Z	M = I	Q = A	U = M	Y = H
B = K	F = G	J = L	N = R	R = B	V = P	Z = Y
C = T	G = V	K = J	O = W	S = X	W = E	
D = N	H = D	L = U	P = F	T = O	X = C	

The Moon



the first button to press is $7 + 8 - 9 =$

the second button to press is $8 + 6 - 5 =$

the third button to press is $9 + 6 - 3 =$

the fourth button to press is $11 + 8 - 3 =$

the fifth button to press is $13 + 8 - 6 =$

the sixth button to press is $4 + 2 - 3 =$

the seventh button to press is $11 + 7 - 4 =$

the eighth button to press is $12 + 3 - 11$

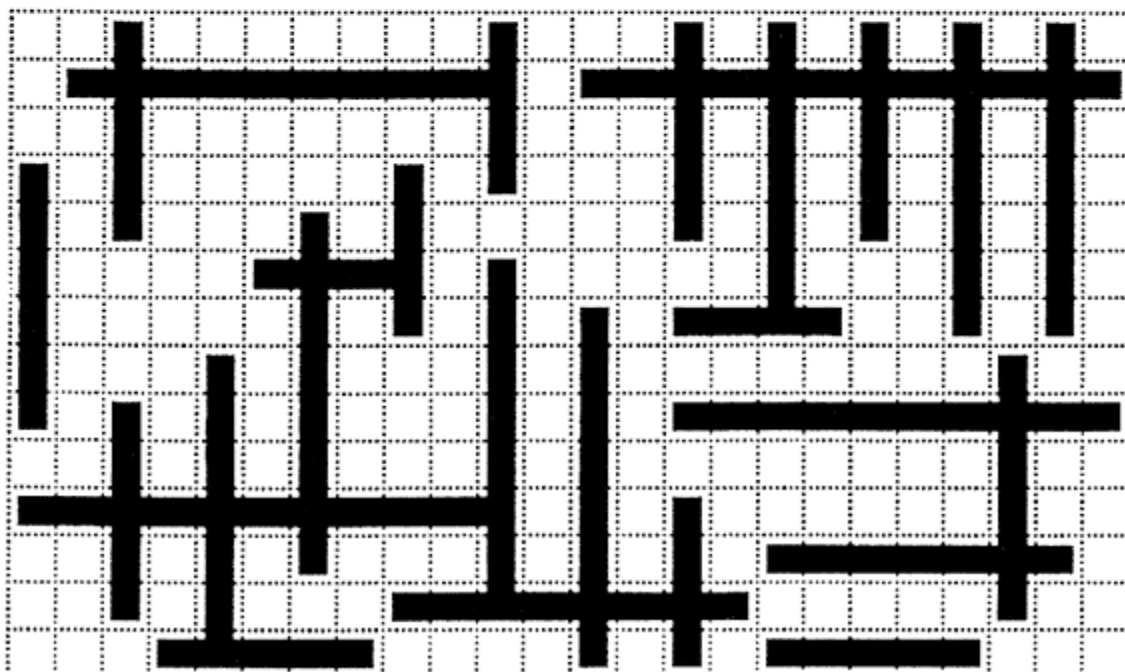
the ninth button to press is $9 + 4 - 6 =$

the tenth button to press is $7 + 6 - 3 =$

the eleventh button to press is $14 + 8 - 9 =$

The Emperor

The locations of the hidden words are shown below.



The Empress

Circle every second letter to find the words you seek.

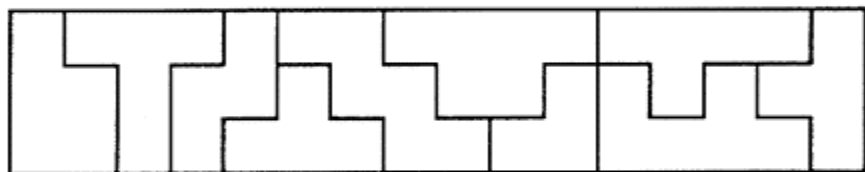
NMJIDSFS GTKWLIDG JIFDSEBA
JRLOGODT VWKECELP GYMOAUGR
VHXANIGR HABRXEKA SWHOGRBM
JIGRQOJN HLWANRKD FSLOTUHP

The Star

The Hint - The completed puzzle will spell two words. And these two words can be found by circling every second letter from the group below.

AMSYDSDTFIGCHAJLKCLHTAWNIT

The Answer shown below is upside-down.



The High Priestess

To conquer the 99 Enchantments, use the mouse to press each button in descending order from 99 to 1.

What lies beyond is the gateway to the sacred Book of Thoth. However, it, too, is enchanted and must be unlocked with the First Key of Thoth. The treachery that follows is insidious, and you may, through your own ingenuity, be able to overcome it. If not, there are three other keys to assist you.

If you wish to know the location of the each key, circle every second letter from the groups below.

BTDHGELTMHVRZEAESLHQIGPDS
HTFHWELHZUGMSBKUAG
KJDUXSNTKISCLE
NTZHDEKHAEBRKMQIGT

Each Key of Thoth is intuitive and, in its own way, instructs you how to overcome a portion of the High Priestess' evil enchantment. If you solve these without discovering the Second, Third, or Last Keys, their clues will never be revealed.

How to use each of the four keys of Thoth

To learn an answer, start with the last word of the paragraph and read it in reverse order.

The First Key of Thoth

AWAITS WHAT OF CENTER THE INTO KEY THIS GUIDE AND PRIESTESS HIGH
THE TO RETURN • THOTH OF KEY FIRST THE BECOMES CURSOR THE SHIPS
THREE THE SOLVE YOU WHEN

The Second Key of Thoth

THOTH OF KEY SECOND THE IN DID YOU AS SQUARES FOUR SAME THE PRESS
AND LOCATE IS DO TO HAVE YOU ALL YET SQUARES HIDDEN SEVEN ARE
THERE THAT DISCOVER WILL YOU • KNOWLEDGE THIS APPLY AND PRIESTESS
HIGH THE IN CHAOS VISUAL OF TYPE SAME THE FOR LOOK NOW • ORDER
PROPER THE IN NUMBERED SQUARES FOUR ALL DISPLAYS SEQUENCE THIS
COMPLETING CORRECTLY • AGAIN OVER SEQUENCE THE START TO HAVE
WILL YOU ORDER WRONG THE IN ANY PRESS YOU IF • MOUSE THE WITH THEM
PRESS AND SQUARES FLICKERING OTHER THREE LOCATE MANNER SAME THE
IN • MOUSE THE WITH IT PRESS AND SQUARE A OF SHAPE FLICKERING THE
FOR LOOK CHAOS THE AMIDST • THOTH OF KEY SECOND THE REVEAL WILL
YOU HUMBUG THE SOLVE YOU WHEN

The Third Key of Thoth

THOTH OF KEY THIRD THE IN LEARNED YOU TASKS SAME THE REPEAT TO
MOUSE THE USE SIMPLY YOU GUIDE TO CLUES FLICKERING NO ARE THERE
THOUGH EVEN • PRIESTESS HIGH THE TO KNOWLEDGE THIS APPLY NOW •
THIS DO YOU AS CLUE EACH OF ORDER THE AND LOCATION THE OF NOTE A
MAKE • AREAS FLICKERING THREE NEXT THE WITH SAME THE DO • SCREEN
THE COVERS COMPLETELY IT THAT SO AREA THIS DRAG AND CLICK TO
MOUSE THE USE • SCREEN THE OF EDGE THE ALONG AREA FLICKERING THE
NOTICE • THOTH OF KEY THIRD THE REVEAL WILL YOU JUSTICE SOLVE YOU
WHEN

The Last Key of Thoth

PRIESTESS HIGH THE FOR KEY THIS OF SHAPE THE TRACE TO HAVE WILL YOU
TIME APPOINTED THE AT • SHAPE AND LOCATION EXACT ITS REMEMBER AND
KEY THIS OF OUTLINE THE TRACE TO MOUSE THE USE • THOTH OF KEY LAST
THE REVEAL WILL YOU HERMIT THE SOLVE YOU WHEN

The Sentry

When you select a box from the puzzle, a clue appears at the bottom of the screen. From this clue, subtract the letters of the four letter word from the letters of the five letter word.

For instance, HEDGE - HEED = G.

The Knight of Swords

A=G E=Q I=D M=L Q=O U=E Y=X
 B=J F=S J=U N=W R=Y V=I Z=K
 C=H G=C K=T O=Z S=P W=A
 D=M H=R L=N P=F T=V X=B

U XHULA W DUFFWAU PHQD
 RQJH ZLVACK CU KUMMF QP
 WL WKKWZ XR UVACK
 DWAUGHM NWLIF

The Chant

A=H E=O I=X M=U Q=P U=B Y=R
 B=Y F=K J=D N=I R=Q V=M Z=G
 C=Z G=J K=T O=W S=V W=S
 D=N H=F L=E P=L T=A X=C

T ZNTDK OALLP WKEEJ DLT Y
 KAL QBYTVNJW TDJ N WTO
 KAYLL VBWKXTP OEYJW EDL
 TKEQ KAL EKALY

The Dream

the first button to press is $5 + 8 - 7 =$

the second button to press is $3 + 5 - 7 =$

the third button to press is $9 + 6 - 8 =$

the fourth button to press is $7 + 5 - 8 =$

the fifth button to press is $7 + 4 - 8 =$

the sixth button to press is $9 + 7 - 8 =$

the seventh button to press is $3 + 4 - 5 =$

the eighth button to press is $2 + 4 - 1 =$

The Queen of Swords

There are two ways to solve this one.

1	2	3
4	5	6
7	8	9

$1 = R$ $2 = A$
 $3 = W$ $4 = O$
 $5 = W$ $6 = E$
 $7 = B$ $8 = E$
 $9 = E$

1	4	7
2	5	8
3	6	9

A = Q	E = K	I = O	M = I	Q = D	U = H	Y = N
B = M	F = G	J = C	N = L	R = T	V = E	Z = F
C = P	G = J	K = S	O = U	S = V	W = X	
D = Z	H = Y	L = A	P = R	T = B	X = W	

The Boat

Each word is spelled backwards.

HCTID YTPME TSAOR
THGIF KCERW RETTU
WORHT TORAT KCIRT
EFINK EGEIS
HGUOR ESAHC SSORC
YRROW DLEIY
HCEEL ETALS OSROT
KCARC SSARC
GNORW DEERG
SOAHC NIAHC EGDUN
PSIRC YNNEP YRTNE
ILIBA ESIRA
AMORA DIOVA
ECNUO EGNAR
TOIDI NGILA
RIAPSED

A = G	E = Q	I = D	M = L	Q = O	U = E	Y = X
B = J	F = S	J = U	N = W	R = Y	V = I	Z = K
C = H	G = C	K = T	O = Z	S = P	W = A	
D = M	H = R	L = N	P = F	T = V	X = B	

Despair



the first button to press is $6 + 7 - 8 =$

the second button to press is $8 + 9 - 7 =$

the third button to press is $7 + 13 - 4 =$

the fourth button to press is $12 + 4 - 9 =$

the fifth button to press is $11 + 3 - 10 =$

the sixth button to press is $7 + 8 - 9 =$

the seventh button to press is $9 + 8 - 4 =$

the eighth button to press is $13 + 7 - 5 =$

the ninth button to press is $9 + 7 - 5 =$

the tenth button to press is $7 + 8 - 3 =$

the eleventh button to press is $13 + 4 - 8 =$

the twelfth button to press is $7 + 8 - 13 =$

Justice

The Hint - These are significant shapes.



The Answer - If there is more than one button on the screen, press the center button to clear it. Then, to solve the puzzle, press the buttons in the order shown.

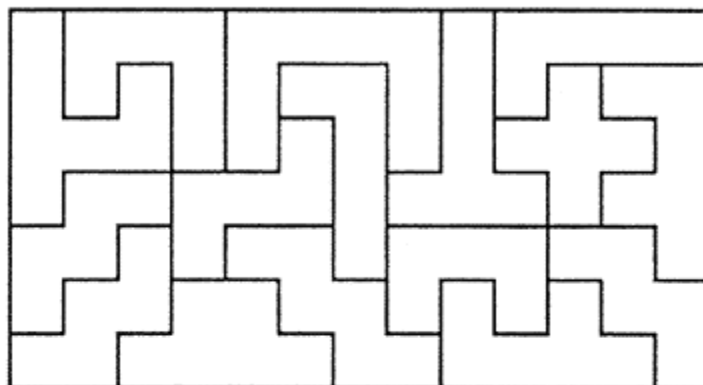
18	7	22	8	19
6	14	2	15	9
23	3	1	4	24
13	16	5	17	10
20	12	25	11	21

The Chariot

The Hint - The completed puzzle will spell four words. And these four words can be found by circling every second letter from the group below.

R P A E J N W T H A K C I L O E H S X C M U G P L S
U S D W K O T R E D I S X W H A Y N E D U S

The Answer shown below is upside-down.



The Thief

Circle every third word from the following groups.

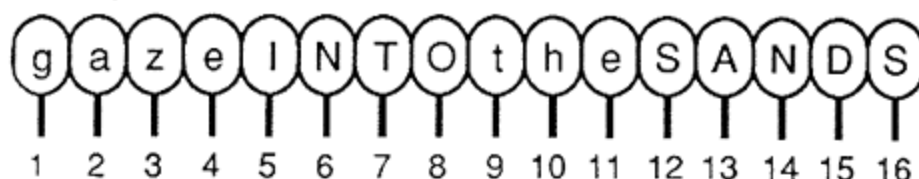
first only search shirt sky the feet safe screen radio dial with
tiny mice the forgetful town mouse

second gone especially peep north toward close red the
lower calf center from both of three rock the flap blue screen

The Hermit

Study the line being shown. To solve the puzzle, click and drag the mouse, tracing the exact path of that line.

Judgement



the first button to press is $6 + 3 - 8 =$

the second button to press is $9 + 6 - 8 =$

the third button to press is $7 + 4 - 3 =$

the fourth button to press is $13 + 6 - 10 =$

the fifth button to press is $11 + 8 - 4 =$

the sixth button to press is $4 + 17 - 5 =$

the seventh button to press is $9 + 8 - 6 =$

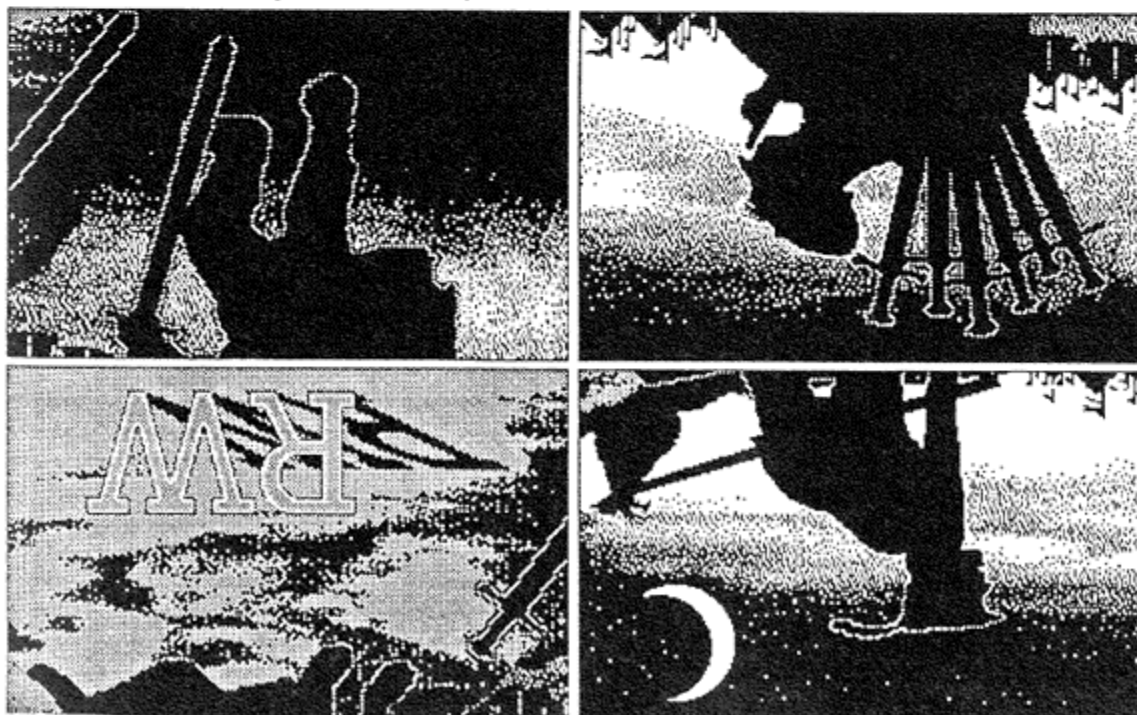
the eighth button to press is $13 + 4 - 11 =$

the ninth button to press is $7 + 4 - 9 =$

the tenth button to press is $8 + 9 - 7 =$

The Tower

This should be enough to solve the puzzle.



The Devil

A=Z E=W I=E M=I Q=S U=R Y=X
 B=N F=Q J=D N=V R=P V=T Z=B
 C=L G=Y K=H O=K S=F W=J
 D=G H=C L=U P=A T=M X=O

U X Q I H L U I U K P V E K M H K
 H P B B X U Z I D X U V I B G X L
 T L Q V M B N X O I U K I R X M B U Q
 X S P H X T R P Q Q P B J
 H X B N M B H I M U U X H X T I U X G X L

Death

A=S E=Q I=Z M=I Q=A U=M Y=H
 B=K F=G J=L N=R R=B U=P Z=Y
 C=T G=V K=J O=W S=X W=E
 D=N H=D L=U P=F T=O X=C

first hint

what happens when you

U T G W C Y W U T L A W
 C T C Y W U W D L R Q N

second hint

what happens when you

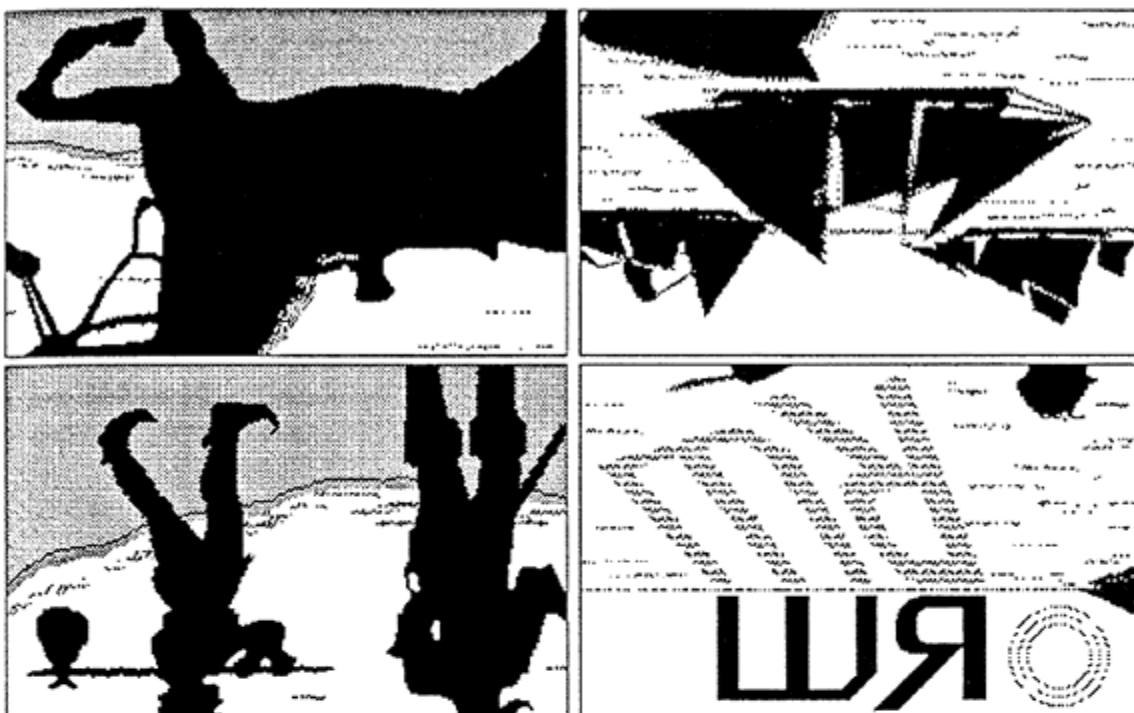
A W J W X C Q U W D L

the answer

A W J W X C Q U W D L Q D H C Y W D
 H N Q F H T O D C T C Y W O Y M C W
 R L C C T D Q D H X J M X B

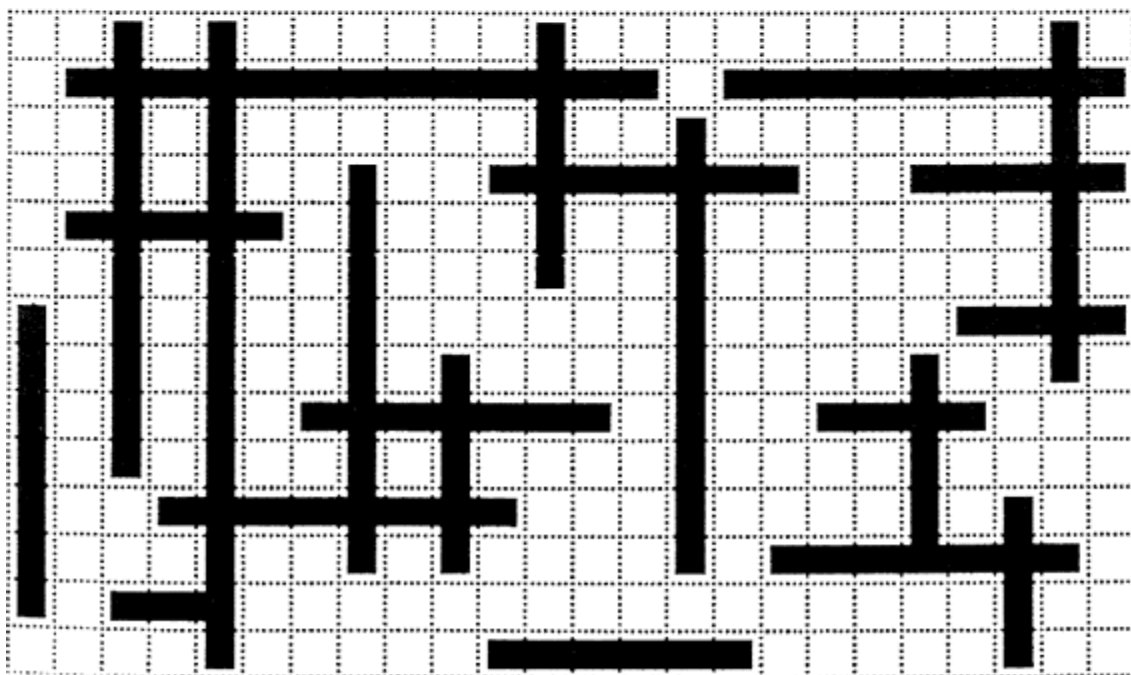
The Magician

This should be enough to solve the puzzle.



The Lovers

The locations of the hidden words are shown below.



Completing the Sun's Map

Each piece of the Sun's 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 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.

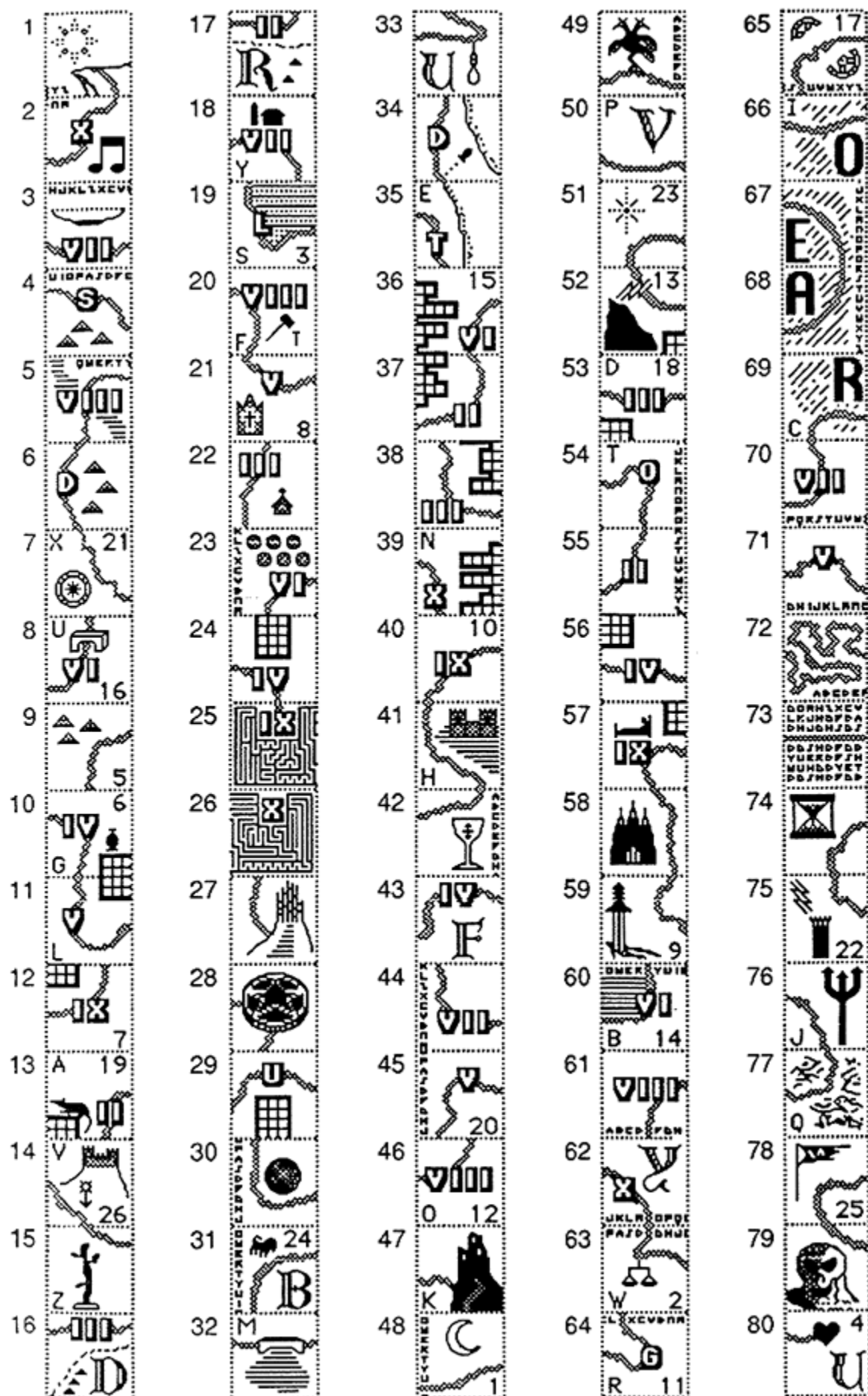
A Roman numeral indicates the number of wands, pentacles, cups or swords found in that particular episode.

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.

The numbers below show the correct locations of each map piece.



51	50	49	48	47	40	39	36	35
52	53	54	45	46	41	38	37	34
57	56	55	44	43	42	31	32	33
58	61	62	65	66	67	30	29	28
59	60	63	64	69	68	23	24	27
74	73	72	71	70	1	22	25	26
75	76	5	4	3	2	21	20	81
78	77	6	9	10	13	14	19	18
79	80	7	8	11	12	15	16	17



The Fourteen Treasures

To solve the game, you have to discover the names of the fourteen lost treasures of the land and enter their names into the Book of Thoth.

81



To open the Book of Thoth, go to the Sun's Map and select this map piece with the mouse.

Now, use the mouse to select a few different boxes within the puzzle. Notice the clues that appear in the lower left hand corner.

These clues will serve as a table of contents for the hints and answers for each of the fourteen treasures. Read the hints in reverse order from the last word of the paragraph to the first.

The Kings are confused. . . the hint

WORDS LETTER SIX TWO INTO THEM REARRANGE • JUMBLED ARE LETTERS TWELVE THESE • LETTER A HAS EACH AND KING THE LORDSHIP HIS OF SYMBOL A IS EACH • STORY THE IN SWORD THE AND , CUP THE , PENTACLE THE , WAND THE TO LOOK • LETTER A CONTAINS EACH • KINGS FOUR THE OF PIECES MAP THE TO LOOK • LETTER A HAS EACH • STORY THE IN KINGS FOUR THE TO LOOK • LETTERS TWELVE LOCATE TO NEED YOU

Within the Kingdom of the Pentacles. . . the hint

TREASURE LOST A OF NAME THE REVEALS PUZZLE CROSSWORD THE AND ORDER CORRECT THE IN WORDS THESE ENTER • WORDS LETTER THREE EIGHT GATHER AND STORY THE IN EPISODES THESE TO LOOK • HUMBUG THE AND , CHAPEL , THE CATHEDRAL , THE BLACKSMITH THE ARE THESE • HIM PRECEDE WHO FOUR THE OF WORDS THE NEEDS HE SAYS MERCHANT THE • MAN HANGED THE AND , TEMPERANCE , STRENGTH , WORLD THE ARE THESE • HIM AWAIT THAT SAGES FOUR THE WITH CONSULT MUST HE SAYS PAGE THE • PENTACLES OF PAGE THE AND MERCHANT THE • PIECES MAP FOLLOWING THE ON LIES IT THAT NOTICE • MAP SUN'S THE ON PUZZLE CROSSWORD RIGHT MIDDLE THE IS PENTACLES THE OF KINGDOM THE

The Queens are confused. . . the hint

WORD LETTER EIGHT AN AND WORD LETTER SEVEN A FORM TO LETTERS THE REARRANGE • JUMBLED ARE WORDS MAGIC THESE OF LETTERS COMBINED THE • WORD MAGIC A FOOL THE GIVES EACH • STORY THE IN QUEENS FOUR THE TO LOOK

Within the Kindom of the Wands. . . the hint

TREASURE LOST A OF NAME THE REVEALS PUZZLE CROSSWORD THE AND ORDER CORRECT THE IN WORDS THESE ENTER • WORDS LETTER THREE TWO CONTAINS PART EACH THAT AND PARTS FOUR INTO DIVIDED IS PUZZLE CROSSWORD THE THAT NOTICE • WORDS LETTER THREE TWO OF SPEAKS CHARACTER EACH THAT NOTICE • STORY THE IN EPISODES THESE OF EACH TO LOOK • WATCHTOWER THE , WALL STONE THE , BOYS FIGHTING THE , CANOPY THE : PIECES MAP FOLLOWING THE ON LIES IT THAT NOTICE • MAP SUN'S THE ON PUZZLE CROSSWORD BOTTOM THE IS WANDS THE OF KINGDOM THE

The Path of Six is disguised. . . the hint

MAP SUN'S THE ON CODE SECRET HORIZONTAL UPPER THE INTO WORDS THESE OF LETTERS THE ENTER , THIEF THE , CHARIOT THE , BOAT THE , CHANT THE , CUPS OF PAGE THE , SHIPS THREE THE : ORDER FOLLOWING THE IN WORDS THEIR OF EACH GATHER • SIX OF PATH THE IS THIS • ANOTHER SEEK TO WHERE HIM INSTRUCT THEN AND WORD MAGIC A FOOL THE TELL STORY THE IN CHARACTERS CERTAIN

The Mystical Chant is disguised. . . the hint

MAP SUN'S THE ON CODE SECRET HORIZONTAL LOWER THE INTO CHANT MYSTICAL THE ENTER • STORY THE IN STREAM THE TO LOOK

The Knights and Pages are confused. . . the hint

WORDS LETTER FOUR TWO INTO THEM REARRANGE • JUMBLED ARE LETTERS EIGHT THESE • LETTER SHADOWED A CONTAINS EACH • PAGES FOUR THE AND KNIGHTS FOUR THE OF PIECES MAP THE TO LOOK • LETTERS EIGHT LOCATE TO NEED YOU

The Maze of Thorns is disguised. . . the hint

MAP SUN'S THE ON CODE SECRET VERTICAL UPPER THE IN LETTERS THESE ENTER • APPEAR WILL LETTERS OF SET A AND THORNS OF MAZE THE SOLVE

The Hierophant is disguised and confused. . . the hint

WORD LETTER SIX A AND WORD LETTER SEVEN A INTO LETTERS THESE REARRANGE • LETTERS INTO CHARACTER EACH FROM NUMBERS THE CONVERT TO IT USE • CODE NUMBER A IS THIS • MAP SUN'S THE THROUGHOUT SCATTERED LETTERS AND NUMBERS OF PAIRS SIX TWENTY THE NOTICE • NUMBERS MAGIC OF TELL EACH HIM PRECEDE THAT CHARACTERS FOUR THE AND HIEROPHANT THE

If Justice be done. . . the hint

WORD LETTER SEVEN A AND WORD LETTER SIX A FORM TO LETTERS
REMAINING THESE REARRANGE • JUMBLE A IS RESULT THE • WORDS HER OF
LETTERS THE FROM WORDS HIS OF LETTERS THE SUBTRACT • WORDS MAGIC
TWO SPEAK EMPRESS THE AND EMPEROR THE BOTH • CLUE IMPORTANT AN
YOU GIVES JUSTICE

Within the Kingdom of the Swords. . . the hint

TREASURE LOST A OF NAME THE REVEAL WILL THIS • ORDER CORRECT THE IN
PUZZLE CROSSWORD THE IN THEM ENTER AND LETTERS AND WORDS THESE
OF ALL GATHER NOW • SINGER THE OF EPISODE STORY THE IN FOUND BE CAN
WORDS THESE • SONG HAUNTING A SINGS WHO MAN A OF TELLS NIGHTMARE
THE • WORDS CORRECT THE WITH CARD TAROT FORTUNE OF WHEEL THE
REVEALS IT • MOUSE THE WITH IT CLICK AND MAP SUN'S THE ON FORTUNE OF
WHEEL THE LOCATE • WORDS MYSTICAL THREE AND WHEEL GIANT A OF
SPEAKS DREAM THE • WARRIOR THE AND WARRIOR DEAD THE OF EPISODES
STORY THE IN FOUND BE CAN WORDS THESE • WARRIOR OUTNUMBERED AN
OF WEAPON THE AND TEN BY KILLED MAN A OF BLOOD THE OF TELLS SENTRY
THE • DEATH AND TOWER THE OF EPISODES STORY THE IN FOUND BE CAN
LETTERS THESE • DEATH OF BANNER THE FROM LETTERS THE AND TOWER
DARK EVIL THE FROM INSCRIPTION THE WANTS PRIESTESS HIGH THE •
NIGHTMARE THE AND , DREAM THE , SENTRY THE , PRIESTESS HIGH THE :
PIECES MAP FOLLOWING THE ON LIE WHICH PARTS FOUR INTO DIVIDED IS
PUZZLE CROSSWORD THE THAT NOTICE • MAP SUN'S THE ON PUZZLE
CROSSWORD LEFT UPPER THE IS SWORDS THE OF KINGDOM THE

Follow the Straight Path. . . the hint

POINT STARTING CORRECT THE FIND TO IS TRICK THE • MAP SUN'S THE ON
PATH STRAIGHT THE SOLVE TO KNOWLEDGE THIS USE • JUDGEMENT AND
HERMIT THE OF ADVICE THE SEEK

Eight in the Land are disguised. . . the hint

MAP SUN'S THE ON CODE SECRET VERTICAL LOWER THE INTO LETTERS
THESE ENTER • LOVERS THE , WARRIOR DEAD THE , EMPRESS THE , CLOUD
THE , MAN HANGED THE , STRENGTH , JUGGLER THE , SHIPS THREE THE :
ORDER FOLLOWING THE IN LETTERS THE GATHER • LETTERS DECORATIVE
EIGHT FOR LOOK AND MAP THE ON PATH THE FOLLOW

Within the Kingdom of the Cups. . . the hint

TREASURE LOST A OF NAME THE REVEAL WILL THIS • ORDER CORRECT THE IN
PUZZLE CROSSWORD THE IN THEM ENTER AND WORDS THESE OF ALL GATHER
NOW • MERCHANT-A-NOT THE OF THAT IS SEEK TO WORD LAST THE • JUMBLED
ARE WORDS HIS • STORY THE IN EPISODE THAT TO LOOK • FARMER THE TO
SEEDS FERTILE SOME DELIVERING IS PENTACLES OF KNIGHT THE RECALL
MAY YOU AS • SEEDS FERTILE OF FOOD THE FOR ASKS THEN AND WORD ONE
YOU GIVES FAMILY THE • THEMSELVES WORDS TWO MENTION DANCERS THE •
NAME SAME THE OF EPISODES STORY THE IN FOUND BE CAN WORDS TWO
EXTRA THESE • DESPAIR AND DEVIL THE OF TALK THEN AND WORD ONE YOU
GIVE COUPLE THE • PYRAMIDS THE OF WORD THE DISCOVER WILL YOU AND
LETTERS THREE THESE UNSCRAMBLE • PYRAMIDS THE AND , WANDS OF
KNIGHT THE , WANDS OF PAGE THE : PYRAMIDS THE MENTION THAT STORY
THE OF PARTS THREE THE TO LOOKING BY FOUND BE CAN PYRAMIDS THE OF
WORD THE • WORD ITS FOR STORY THE IN STAR THE TO LOOK • PYRAMIDS THE
OF WORD THE AND STAR A OF WORD THE FOR ASK CHILDREN THE • FAMILY
THE , DANCERS THE , COUPLE THE , CHILDREN THE : PIECES MAP FOLLOWING
THE ON LIES IT THAT NOTICE • MAP SUN'S THE ON PUZZLE CROSSWORD RIGHT
UPPER THE IS CUPS THE OF KINGDOM THE

The Maze of Thorns

There is no truth to the rumor that the Maze of Thorns is a
satire of adventure games.

HIM AROUND GET TO TRY TO NORTHEAST THE TO HEAD AND MAZE THE OF
CENTER THE IN START • FEAR NO HAVE • DEMON SUN THE TO GET CANNOT
YOU—OOPS AND DISRUPTION OF SPELL THE GAIN • DOOR GOLD THE OPEN
AND KEY GOLD THE LOCATE • TROLL THE TO THEM BRING AND COINS BRASS
FIVE LOCATE • NYMPH THE TO IT BRING AND BARK HICKORY THE LOCATE •
PIXIE THE TO IT BRING AND DAISY THE LOCATE • SPRITE THE VANQUISH AND
SILENCE OF SPELL THE GAIN • DOOR SILVER THE OPEN AND KEY SILVER THE
LOCATE • DWARF THE TO THEM BRING AND PEARLS THREE LOCATE • VAMPIRE
THE REPEL AND CROSS SILVER THE LOCATE • ELF THE TO IT BRING AND
CRYSTAL QUARTZ THE LOCATE • OGRE THE VANQUISH AND PROWESS OF
SPELL THE GAIN • DOOR COPPER THE OPEN AND KEY COPPER THE LOCATE •
GENIE THE TO IT BRING AND LAMP BRASS THE LOCATE • BANSHEE THE TO IT
BRING AND DAGGER THE LOCATE • WITCH THE TO IT GIVE AND ROOT GINGER
THE LOCATE • LEPRECHAUN THE TO IT BRING AND SHAMROCK THE LOCATE
THEN • APPEAR LETTERS ELEVEN THAT SO MAZE THE OF RESIDENTS ELEVEN
ALL LOCATE FIRST • TASKS OF NUMBER A PERFORM MUST YOU THORNS OF
MAZE THE SOLVE TO

The Answers

The Kings are confused. . .

M	S	K	G	Y	Q

Z	F	U	F	X	Q

use the code at the bottom of page 6

Within the Kingdom of the Pentacles. . .

Y	E	S	T	A	R	M	F
E	R		O	I	O	Y	I
S	A	P	H	P	R	I	E

The Queens are confused. . .

circle every second letter H C K R L Y X S F T J A K L G N S E L C M K F L D A M C F E

Within the Kingdom of the Wands . . .

U	M	Y	T
N	E	V	A
G	N	I	B
M	D	N	D
V	V	B	E
Y	B	U	B

The Path of Six is disguised . . .

circle every second letter K O A N J Y K X K M Q E C D O A G L S L E I X O D N

The Mystic Chant is disguised. . .

P	U	E	K	U	U	G	R

Z	F	U	J	J

use the code at the bottom of page 9

The Knights and Pages are confused. . .

J	B	U	Y

Y	T	M	W

use the code at the bottom of page 13

The Maze of Thorns is disguised. . .

H	M	Q	U	T	D	H	R	N	Q	X	W	J	W	C

use the code at the bottom of page 18

The Hierophant is disguised and confused. . .

Circle every second letter DEKMFEZRHAKLGDEFSLHOCWZEFR

If Justice be done. . .

circle every second letter KSNICLVZEJRSCKHZAKLAIDCFE

Within the Kingdom of the Swords . . .

O	C	D	I	D
Г	I	Б	O	Б
E	G	O	I	O
Σ	V	B	O	M
O	W	Б	U	Σ

Follow the Straight Path . . .

circle every second letter KJXANDYEKIJDEOGL

Within the Kingdom of the Cups . . .

the bottom right corner is the top right corner

M	I	M	E	
		W	I	S
		C	O	R
		E	R	R
			C	A
				B
D	E	V	D	E
		H	X	
			E	A
			F	
R	I	C	E	
			M	H
				E
G	R	I	E	F
			Y	O

Eight in the Land are disguised. . .

W	D	U	K	C	R	F	K

use the code at the bottom of page 24

Order of the Enchantments

This shows how the enchantments, when solved, lead to the others.

The Sun — The Sun's Map — The Book of Thoth

The Wheel of Fortune — The Archway — The Pyramids

The World — The Maze of Hedges — The Maze of Thorns

Strength — The Page of Wands — The Knight of Wands —
The Queen of Wands — The Wand

Temperance — The Canopy — The Fighting Boys — The
Stone Wall — The Watchtower

The Hanged Man — The Page of Cups — The Knight of
Cups — The Queen of Cups — The Cup

The Hierophant — The Cloud — The Vision — The
Enchantment — The Abandoned Cups

The Moon — The Blacksmith — The Cathedral — The
Chapel — The Humbug (Second Key of Thoth) — The
Merchant

The Emperor — The Farmer — The Knight of Pentacles

The Empress — The Children — The Couple — The
Dancers — The Family — The Not-A-Merchant

The Star — The Stream

The High Priestess — The Sentry — The Boat — Despair
— The Dead Warrior

Justice (Third Key of Thoth) — The Page of Swords

The Chariot — The King of Swords; The King of Pentacles;
The King of Cups; The King of Wands

The Hermit (Last Key of Thoth) — The Straight Path

Judgement — The Chant — The Dream — The Nightmare

The Tower — The Thief — The Madness

The Devil — The Plain of Bones

Death — The Knight of Swords — The Queen of Swords —
The Sword

The Magician — The Three Ships (First Key of Thoth) —
The Juggler — The Queen of Pentacles — The Pentacle
— The Page of Pentacles