

Q1> What are the two strange things the guru & his disciple find in the Kingdom of Fools?

- The two strange things the guru and his disciple found in the Kingdom of Fools are:
- Everyone sleeps during the day and does work and other regular chores at night
- Everything costs the same - one dudu whether one buys a measure of rice or a bunch of bananas.

Q2> Why does the disciple decide to stay in the Kingdom of Fools? Is it a good idea.

The disciple decides to stay in the Kingdom of Fools because everything was cheap in that Kingdom. He wanted to have good cheap food.

No, it was not a good idea. The guru even ~~warned~~ warned the disciple that if it was the Kingdom of Fools & it won't last very long. He said that one can't tell what the people of this Kingdom will do next.



Q) Name all the people who are tried in the king's court & give the reasons for their trial.

The people who are tried in the king's court are: the merchant, the bricklayer, the dancing girl, the goldsmith & <sup>a gain</sup> the merchant (second time).

The merchant was tried because the burglar died when the wall of the merchant's house fell on him.

The bricklayer was tried because he was the one who built the wall so weak that it fell upon & killed the burglar.

The dancing girl was tried as she distracted the bricklayer by walking up & down on the road with jingling anklets while he was building up the wall.

The goldsmith was tried because he didn't complete the jewelry orders given by the dancing girl & that's why she had to go numerous times to check if the order was ready.

Again the merchant was tried again because the goldsmith couldn't work on the dancing girl's order as he was completely occupied with the jewelry order of the merchant's father. As his father was dead, the merchant was the one to be punished.