

Ch-3 THE KINGDOM OF FOOLS

Think About It.

1) What are the two strange things the guru and his disciple find in the Kingdom of Fools?

Ans) The strange things found by the guru & his disciple were:-

→ All of the people of the kingdom would sleep in the day & work during the night time.

→ Everything in the Kingdom of Fools - a bag of rice / bunch of bananas costs only a single daddu.

2) Why does the disciple decide to stay in the Kingdom of Fools? Is it a good idea?

Ans) → The disciple was fond of food. He was ~~excited~~ excited to realise that ^{the} food is so cheap in the Kingdom. As he wants to relish more & more food, he stays back in the Kingdom.

No, it was not a good idea. The guru even warned the disciple that 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.

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

Ans) → The names of the people who were tried in the king's court are as follows:-

- (a) The merchant was tried because the burglar died when the wall of the merchant's house fell on him.
- (b) The bricklayer was tried because he was the one to construct the wall.
- (c) The dancing girl was tried because she distracted the bricklayer by walking with gongling anklets while he was building up the wall.
- (d) The goldsmith was tried because he did not complete the jewellery orders given by the dancing girl & that's the reason she had to go numerous times to check if the order is ready or not.
- (e) The merchant was tried again because

The goldsmith ~~count~~ could not work on the dancing girl's orders as he was completely occupied with the ~~jewellery~~ ~~order~~ of the merchant's father. As merchant's father was dead, the merchant was the one to be punished.