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Introduction

Ever wonder what really goes on inside that computer of yours?

3 in Three takes you on a madcap journey inside your personal computer when a freak power surge zaps the number 3 off a Petty Cash Report and abandons her in a land where numbers don't count and the letters spell disaster! A tour de force of animation and sound, *3 in Three* challenges you to help the stranded 3 repair the damaged system, evade a virus detector, outwit an annoying pi symbol, and thwart a host of misfit vowels, all in her desperate attempts to get back home.

3 in Three is an interactive treasure hunt, an unfolding trail of word puzzles, logic dilemmas, and sinister brain twisters, over eighty in all. As you conquer each and every challenge, you are rewarded with new scenes of outrageous animation and the clues you will need to unlock the sacred Temple of Rhyme nor Reason.

When all the pieces fall into place, an animated grand finale awaits those who help the 3 find true happiness!

Starting the Game

Copy the two files **3 in Three** and **3 Puzzles** from the two disks into the same folder on your hard disk. Be sure to make backup copies of your original disks.

The game can be played in black and white, 16 colors, or glorious 256 colors. Set your monitor in the Control Panel accordingly.

The game is a memory hog. You will need 700K for B&W, 1200K for 16 colors, 1500K for 256 colors. If you get a memory error, you will have to turn off certain INITs and other memory gobbling goodies while you play the game.

3 in Three will run on the Macintosh Plus, Classic, SE, LC and II family of computers. It is fully compatible with System 7.0 and requires at least System 6.05. *3 in Three* is MultiFinder friendly.

The Menus

In the **Apple** Menu, selecting **About 3 in Three** tells you how many scenes you have yet to solve.

In the **File** Menu:

NEW	starts a new game
OPEN	opens a previously saved game
SAVE	saves the game
SAVE AS	saves the current game under a new name
SOUND	toggles the sound on or off
QUIT	quits the game

The **-1-2-3-4-5-** menus list the names of the 60 scenes in the game. To go to a scene, select the scene name with the mouse. If a scene is in gray, it not yet available to be played. If a scene is unsolved, a triangle appears before the scene name.

The last menu, or **Scene** menu, displays the current scene name and contains instructions for the puzzle in progress.

When the message **click to continue** appears in the menu bar, click the mouse anywhere on the screen to continue the action (or press the space bar).

When you complete the game (and we know you will complete it...) you may go back and play any puzzle again. Simply select the puzzle you wish to play and then **Reset** in the **Scene** menu.

Playing The Game

Watch THE PROLOGUE.

THE PROLOGUE brings you to the first puzzle THE LIFT. You may stay here or you may visit any another available scene listed in the **-1-2-3-4-5-** menus.

The game can be played in any order you wish. All partially solved puzzles will be saved in their current condition. 3 in Three has puzzles of all shapes and sizes, each requiring a unique perception or skill to solve. Always read the instructions given in the scene menu. If you are still not clear as to what to do, then figuring out what to do is part of the puzzle.

The elevators that confound the 3 grow more difficult with each occurrence. The numbers indicated at the base of the elevators will help you plan your strategy.

The word puzzles are not as straightforward as they seem. Each has its own little trick or play on words.

The trapdoor puzzles are logical and cannot be solved by random selection. Note that each door has two sets of moves, one when opened, one when closed.

The mesh puzzles are best accomplished by working from one corner outward. Hold the shift key while using the mouse to constrain the movement of a row of tiles.

With the jumbled word puzzles, be sure that you have tested each letter so that you are aware of all paths of possible movement.

The logic puzzles containing true/false statements are based on a specific sequence of clues. Determine which clue is the starting point and the rest should fall into place.

Use the mouse to click the 3 and other characters on the screen. There may be hidden messages.

You cannot complete the LETTER LEGISLATURE until all 52 upper and lower case letters are present in the council chambers. However, whenever you solve another scene, a new letter will appear there.

To solve the TEMPLE OF RHYME NOR REASON, you must look elsewhere in the game for the correct response.

To solve the INSIDE TRACK, you will need to locate 36 key words from throughout the game. Some of these words are obvious. Others are jumbled. A few are in pieces. The rest are cleverly disguised. Be sure to read the clues in the TEMPLE OF RHYME NOR REASON.

WARNING!

The next section of the manual contains hints to most of the puzzles. Although no actual answers appear in this section, some of the hints are quite specific.

We recommend that you use these hints only when you feel you have tried everything.

Hints

PROLOGUE

In case you were wondering, there are no important clues hidden in the Prologue.

FOR LETTER OR WORSE

Type the letter that correctly answers the question. For example: What letter makes males angry? Or men mean? The letter A.

ACCOUNT FOR YOURSELF

The goal is to restore the spreadsheet to its original numbers.

When you select a box, it triggers a set of moves that affects it and other surrounding boxes. Each box is capable of performing four unique moves: one when it contains '!?#\$%&', one when it contains '####', one when it contains '<*>', and one when it contains a number.

To solve this puzzle, observe and record which boxes affect which other boxes and when. Then, using this knowledge and your intuition, logically determine a correct solution. There's no easy way around it.

Selecting the 'reset' feature in the scene menu resets any incorrect rows to their original starting positions. Solved rows remain solved.

Each row can be solved in three moves. If things get too confusing, you may wish to 'reset' the puzzle and start from scratch.

MELTDOWN

What letters come next in the series?

In the letter series, J F M A M J, the next letters would be J A S O N D because the letters represent the months of the year.

OUTSIDE IN

The goal is to close all 24 security doors on the screen.

When you select a box, it triggers a set of moves that affects it and other surrounding boxes. Each box is capable of performing two unique moves: one when its door is open and another when its door is closed.

To solve this puzzle, observe and record which boxes affect which other boxes and when. Then, using this knowledge and your intuition, logically determine a correct solution. There's no easy way around it.

This puzzle can be solved in 12 moves. If things get too confusing, you may wish to select the 'reset' feature in the scene menu and start from scratch.

LEVEL TWO

Does every word you think of seem to be a few letters too long for the given boxes? Enter the word, but be absurd. And remember: the title of this puzzle is an important hint.

SAFETY IN NUMBERS

The goal is to open all the security doors.

When you select a box, it triggers a set of moves that affects it and other surrounding boxes. Each box is capable of performing two unique moves: one when its door is open and another when its door is closed.

To solve this puzzle, observe and record which boxes affect which other boxes and when. Then, using this knowledge and your intuition, logically determine a correct solution. There's no easy way around it.

This puzzle can be solved in nine moves. If things get too confusing, you may wish to select the 'reset' feature in the scene menu and start from scratch.

MIND'S EYE

The puzzle requires a 9 letter word. The orb speaks a 9 word sentence. Perhaps, one letter from each word, but which letter?

THE LIFT

What does the number on the base of the elevator mean?

The number tells how many spaces that elevator will move if selected.

A positive number goes upward. A negative number goes downward.

Knowing this, position the elevators so that the 3 can hop from one elevator to next.

Because the numbers cycle 1, 2, 3, 2, 1, it may not always be possible to align two elevators at a given point. If so, select a new point and try to align them there.

LEVEL FOUR

Does every word you think of seem to be a few letters too long for the given boxes? Enter the word, but be absurd. And remember: the title of this puzzle is an important hint.

DOVE OWLS

If a given idiom is elusive, experiment with each and every letter until you gather a few correct letters and recognize the answer.

SHOW YOUR COLORS

The three jumbled words are colors.

These puzzles require a cool head and logical thinking. You must plan your moves carefully.

Save the game at key moments. If a bad move ruins your carefully planned setup, simply open your saved game and revert back to your last position.

CRASH OF THE SYMBOLS

If you figure out which clues are the most important and use them first, then the rest of the clues will fall into place.

TRUST IN US

You are trying to change the word 'strut' into the word 'trust' in three moves. The letter atop the elevator determines what kind of move will occur when that elevator is selected. Each elevator has three possible moves. To solve this puzzle, observe and record the letter/elevator combinations and their resulting moves. Then, using this knowledge and your intuition, determine a solution.

LEARN YOUR ABC'S

The \$ and the ¢ are plotting against you. If the \$ sees that she cannot win, she will try to help the ¢ get the highest score.

Since you have the first choice of letters, however, you are destined to win if you can figure out how this game is played.

The secret lies in how the point values are calculated.

ROAMING NUMERALS

If you figure out which clues are the most important and use them first, then the rest of the clues will fall into place.

LEVEL EIGHT

Does every word you think of seem to be a few letters too long for the given boxes? Enter the word, but be absurd. And remember: the title of this puzzle is an important clue.

HALF A NOTION

The trick is that each answer, except one, is a two word phrase. Each of these phrases begins with the same word, so you only need to enter the second word of every phrase. The one answer that is not a two word phrase is the first word of each of the other answers.

LIFT OFF

This puzzle acts the same as THE LIFT with a twist.

If two empty elevators align, they will repel. One will move up and the other will move down.

This makes your task more difficult, but by no means impossible. Persistence is the best strategy.

BEG THE QUESTION

The three jumbled words are the most common answers to a question.

These puzzles require a cool head and logical thinking. You must plan your moves carefully.

Save the game at key moments. If a bad move ruins your carefully planned setup, simply open your saved game and revert back to your last position.

ON SPEAKING TERMS

Locate the clues. They are hidden somewhere in the picture.

Once you have located the clues, talking out loud is the key to success.

A SOUL SOLE

If a given set of homonyms is elusive, experiment with each and every letter until you gather a few correct letters and recognize the answer.

HALF A MIND

The trick is that each answer, except one, is a two word phrase. Each of these phrases begins with the same word, so you only need to enter the second word of every phrase. The one answer that is not a two word phrase is the first word of each of the other answers.

BY VIRTUE OF

The three jumbled words are virtues.

These puzzles require a cool head and logical thinking. You must plan your moves carefully.

Save the game at key moments. If a bad move ruins your carefully planned setup, simply open your saved game and revert back to your last position.

FALL FROM GRACE

You are trying to change the word 'saint' into the word 'stain' in three moves. The letter atop the elevator determines what kind of move will occur when that elevator is selected. Each elevator has three possible moves. To solve this puzzle, observe and record the letter/elevator combinations and their resulting moves. Then, using this knowledge and your intuition, determine a solution.

LIFT UP

This puzzle acts the same as LIFT OFF with another twist.

If you select an empty elevator ahead of the 3, the elevator directly behind the 3 will sneak up and attempt to grab the 3.

The best way to avoid this is to continually move the elevator behind the 3 as far away as possible.

This makes your task more difficult, but by no means impossible. Persistence is the best strategy.

RACE AHEAD

You are trying to change the word 'trace' into the word 'crate' in three moves. The letter atop the elevator determines what kind of move will occur when that elevator is selected. Each elevator has three possible moves.

To solve this puzzle, observe and record the letter/elevator combinations and their resulting moves. Then, using this knowledge and your intuition, determine a solution.

WHALE OF A TIME

The three jumbled words are times.

These puzzles require a cool head and logical thinking. You must plan your moves carefully.

Save the game at key moments. If a bad move ruins your carefully planned setup, simply open your saved game and revert back to your last position.

HALF HEARTED

The trick is that each answer, except one, is a two word phrase. Each of these phrases begins with the same word, so you only need to enter the second word of every phrase. The one answer that is not a two word phrase is the first word of each of the other answers.

THIRD DEGREE

Do you select two boxes that you know are a match and then look for a third? This may be slowing you down.

Instead, select three boxes. Memorize their contents. Then select three different boxes. Most likely, between the six boxes, you will now be able to find a match.

Otherwise, persistence is the only solution to this puzzle.

FOREIGN OBJECTS

If you figure out which clues are the most important and use them first, then the rest of the clues will fall into place.

**THE MESH
ANOTHER MESH
YET ANOTHER MESH
MESHER UP
MESH ABOUT
MESH AROUND
WHAT A MESH**

The way to solve the mesh puzzles is to start in the corner and work your way outward until only one outside horizontal row and one outside vertical row are incorrect.

At this point, be sure to save the game, just in case everything gets 'meshed' up accidentally. If so, simply open your saved game and revert back to your last position.

As you work on these last two rows, you will eventually find yourself with only a few wrong pieces remaining. To solve the puzzle, make sure that the last two wrong pieces are in different rows. This way, you'll be able to exchange one piece in one row with one piece in the other row in one last triumphant move.

B'S IN HER BONNET

The goal is to open all the security doors.

When you select a box, it triggers a set of moves that affects it and other surrounding boxes. Each box is capable of performing two unique moves: one when its door is open and another when its door is closed.

To solve this puzzle, observe and record which boxes affect which other boxes and when. Then, using this knowledge and your intuition, logically determine a correct solution. There's no easy way around it.

**TAKE YOUR PICK
PICK UP THE PIECES
WHY PICK ON ME
PICK A FIGHT
PICK ON YOU
PICK UP THE TAB**

Persistence and good eyesight is the only solution to these puzzles.

ACTIONS SPEAK LOUDER

Locate the clues. They are hidden somewhere in the picture.

Once you have located the clues, talking out loud is the key to success.

LIFT A FINGER

This puzzle acts the same as LIFT UP with yet another twist.

If you select an empty elevator behind the 3, the elevator directly ahead of the 3 will try to move as far away from the 3 as possible.

This makes your task more difficult, but by no means impossible. Persistence is the best strategy.

BIRDS OF A FEATHER

If a given idiom is elusive, experiment with each and every letter until you gather a few correct letters and recognize the answer.

CENTRAL PROCESSING UNIT

All numbers 2 through 9 must be changed to 1's and 0's.

If the selected number is in the range 2-9, then it will change to a 1 or a 0.

If the selected number is a 1 or a 0, then it will change to a number from 2-9.

Go to the middle of the grid and select the same number four times in a row. Notice that each move affects the box selected and two adjacent boxes. Also notice that with each move the selection process changes direction: to the North, to the West, to the South, and to the East.

Now go to the western edge of the grid and select the same number four times in a row. Notice that the west move only affects the box selected and none other. The edge moves are the key to this puzzle.

Work from the center of the grid towards the edges.

CHARACTER RECOGNITION

The clues are CL, DL, IL, JL, VL, YL. What does this mean? The first and last letters of the word? Not really.

Once again, talking out loud is the key to success.

MIND YOUR P'S AND Q'S

Ask the 3 for help and think about what she says.

The 3 is hinting at the notion that two of the same letter cannot move in concert without forming a blockade to the other approaching letters. In this case, QQQQPP_PP, the 2 P's have effectively blocked the Q's approach.

The correct approach would include a sequence that would look like QPQPQPQP.

HANG IN THERE

You are trying to change the word 'there' into the word 'three' in three moves. The letter atop the elevator determines what kind of move will occur when that elevator is selected. Each elevator has three possible moves. To solve this puzzle, observe and record the letter/elevator combinations and their resulting moves. Then, using this knowledge and your intuition, determine a solution.

THIS, THAT, AND THE OTHER

Have you ever played Twenty Questions?

These puzzles require a cool head and logical thinking. You must plan your moves carefully.

Save the game at key moments. If a bad move ruins your carefully planned setup, simply open your saved game and revert back to your last position.

LIFT AND SEPARATE

This puzzle acts the same as LIFT A FINGER with one last twist.

This makes your task more difficult, but by no means impossible. Persistence is the best strategy.

LETTER LEGISLATURE

Ask the 3's advice. She is absolutely correct. Once this letter is in its proper position, the rest of the clues will guide you to the location of each and every other letter.

TEMPLE OF RHYME NOR REASON

The correct answer is told by angry letters impatiently waiting elsewhere. In other words, in a scene seen previously.

INSIDE TRACK

Have you gathered all suspicious looking words, letters, symbols, etc?

Have you looked at all 14 clues in the TEMPLE OF RHYME NOR REASON?

NO BUSINESS DOING

The trick is that numbers and letters have been jumbled together in the same code.

Try to locate small words first like 'I', 'a', 'an', 'the'.

FINDER'S KEEPERS

Try using your keyboard instead of the mouse to start and stop the various letters. Just be sure to type the correct letter. This is a good way to tell the true identity of a misfit vowel.

If a misfit vowel collides with a stopped letter, that letter will start moving again. Therefore, it might be a good idea to stop all the vowels in safe positions and then stop everything else. The silence will allow you to think about what words you're supposed to spell and how on earth you're going to spell them.

Persistence is the best strategy. Gads, aren't you getting sick of hearing that?

Click the 3 and ask for hints. She sometimes has useful ones.

FINALE

The Finale can be viewed once all the puzzles in the game are solved. Also, you can now replay any puzzle in the game.



Cliff Johnson survived high school in Connecticut by convincing the faculty that making Super 8 movies was a viable substitute to good grades. He built monsters in Haunted House rides 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. Inspired by the movie "The Last of Sheila", he creates annual treasure hunts and mystery games to torture his friends and loved ones. Introduced to a Macintosh in 1986, he wrote the award winning games The Fool's Errand and The Puzzle Gallery. The fact that both his first and second publishers went out of business is irrelevant. At this writing, Cliff is still trying to figure out what he wants to be when he grows up.