

ORIGINAL EXCITEMENT. NEW VALUE.

# SierraOriginals

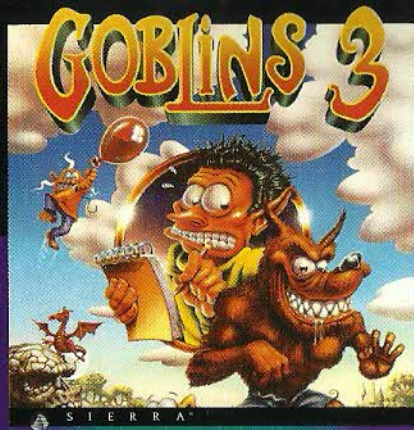
## SierraOriginals

Sierra, the recognized leader in interactive entertainment, proudly presents "SierraOriginals". Our most exciting titles are now available at an amazingly low price. Each title offers outstanding value for money.

So Experience the Excitement, Enjoy the Challenge,  
and Discover the Value.

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A D V E N T U R E

## **IMPORTANT**

### **THIS MANUAL CONTAINS YOUR WARRANTY CARD!**

In order to benefit fully from all our customer support services, you should return this card asap. We can't help or support you if we do not know who you are!

### **SIERRA Customer Services**

#### **- Technical Support**

In order to provide you with the best possible service, we have two hintlines and a direct technical support hotline where our specially trained technical support team will be ready to take your call.

#### **- Free subscription to the Sierra group's very own magazine**

In order to keep our valued customers better informed, our free of charge magazine will provide you all the latest information on all our new products as well as practical advice and useful tips.

#### **- The free SierraOriginals catalogue**

The SierraOriginals catalogue contains details of all the forthcoming titles in the range.

**WE WOULD LIKE TO TAKE THIS OPPORTUNITY TO THANK YOU FOR PURCHASING A SIERRAORIGINALS TITLE. WE SINCERELY HOPE THAT YOU ARE COMPLETELY SATISFIED WITH YOUR PURCHASE AND HAVE FUN PLAYING IT.**

## How to send us your warranty card

1. Complete the details on the warranty card (found on the last page of the manual)
2. Cut along the dotted lines.
3. Send your warranty card (in a stamped envelope) to the following address :

Sierra on-Line Ltd  
Customer Services  
4 Brewery Court  
Theale, Reading  
Berks RG7 5AJ

Customer Services Hotline 01734 303 171  
Customer Services Faxline 01734 303 362

Dear SierraOriginals Customer,

You hold in your hands a part of computer gaming history. All these titles have the original storyline and technological innovations that have helped define and create the PC-Gaming industry as it appears today. Consider these titles as pictures in a scrapbook - a snapshot of history that has helped to evolve the computer gaming industry. All of the SierraOriginals titles have been kept in their original form. No attempt to modernize or improve the game was made with these titles in order to maintain the sense of nostalgia.

Some of the CD's may contain a **PATCH** directory. To determine if your program has a PATCH program, go to your CD-ROM prompt in **DOS** (i.e., your D:\> assuming your CD-ROM drive is labeled D) and type:

**DIR (ENTER)**

If the directory listing has a [PATCH] option, then you will need to add these patch files into the game directory after installing the game to your computer. For example, if you installed King's Quest V, and you noticed a directory called [PATCH], you would use the following command to copy the patches into the KQ5 directory:

**COPY D: \PATCH\\*.\*C: \SIERRA\KQ5 ((ENTER))**

NOTE: the above example assumes that your CD-ROM is labeled as your D drive, and you installed the game to your C hard drive into the directory \SIERRA\KQ5. Please substitute the correct path information in the example above.

Windows '95 users may also have to play the game under DOS, since many of the titles are true DOS games and were created before Windows '95 was released. When using Windows '95, you can re-start your computer in a true DOS mode by clicking on the START button, selecting the SHUT DOWN option, and selecting the "Restart the computer in MS-DOS mode?" item.

Finally, many of these products were released before many of the high quality sound cards such as the AWE 32, Gravis Ultrasound and Ensoniq SoundScape have been released. When selecting an audio/music option for the game, your best bet is to select the AD-LIB option.

On behalf of Sierra On-Line, thank you for purchasing this SierraOriginals product. We appreciate the opportunity to share our history with you and your entire family!

Respectfully,

Sierra Quality Assurance Department.

## START UP PROCEDURE

### WINDOWS INSTALLATION

1. Place the SierraOriginals CD into your computer's CD drive.
2. Start Windows.
3. Click on [File].
4. Select [Run].
5. At the Command bar, type the letter of your CD drive, followed by "\Setup.exe". Click on OK or press [Enter]. For example, if the letter of your CD drive is "D", type "D:\Setup.exe" and click on OK or press [Enter].
6. Follow the on-screen installation instructions.
7. To run your SierraOriginals software, double click on the game icon.
8. Be sure to check the "Readme" file for the latest information.

Windows is a trademark of Microsoft Corporation.

### DOS INSTALLATION

1. Place the SierraOriginals CD into your computer's CD drive.
2. Type the letter of your CD drive, followed by a colon. For example, if the letter of your CD drive is "D", type "D:". Press [Enter].
3. Type "Install" and press [Enter].
4. Follow the on-screen installation instructions.
5. To run your SierraOriginals software after loading, all you have to do to start is to go to the directory where the game have been installed by typing **(CD:\COKTEL)**, and then typing **(CD:\COKTEL\GOB3)** then pressing **[ENTER]**.
6. Be sure to check the "Readme" file for the latest information.

**ATTENTION: YOU HAVE TO LOAD GOBLINS 3 THROUGH DOS.**

## COMMENTS:

**A/** If you wish to change the configuration of the sound card of your PC all you have to do is to get into the directory , then load the game by typing SETUP and validate. A table allows you to change the configuration.

**B/ If you don't have enough RAM** (you will be informed of this on the screen).

- Please check if a driver for extended memory (HIMEM) is available in your computer.

- Check to see that the extended memory thus managed is not already being used for other programmes (e.g. SMARTDRIVE, PC-CACHE, etc.).

**C/** To make the most of your machine's capacities, reorganize regularly your hard disk (e.g. by using the COMPRESS tool).

**D/** In case of a problem, please check all the above-mentioned points, then set up the configuration of your sound card (channel DMA and IRQ number) using the advanced configuration option of the Set-up menu. Check with the instructions of your sound card, to adjust the mix of the different sound sources (e.g. ADLIB music, SOUNDBLASTER voices and noises or other sound programmes , and CDROM version : HIFI music).

## GOBLINS 3

### THE STORY

For thousands of years the two kingdoms ruled by Queen XINA and King BODD have fiercely competed to be the first to conquer the labyrinth in the bowels of Mount Foliandre. According to the legend, the goblin who manages to come through all the tests in the Labyrinth of Foliandre will win eternal well-being for his people.

So far, all those who have tried their luck have returned completely insane, and a river of bitterness continues to flow from the Mountain through the two hostile kingdoms...

This ancestral struggle has for years fascinated all the greatest historians and especially the readers of "GOBLINS NEWS". BLOUNT, one of the most talented journalists of the newspaper, has for a long time dreamed of obtaining a sensational scoop.

But something new has occurred: BEHORN, the guardian of the Labyrinth and the only person who can guarantee that the tests have been passed fairly, has just died of extreme old age. More disturbing is the fact that the

key to the entrance has disappeared! And, what is even more serious: his daughter, WYNNONA, who is his natural successor, cannot be found!

Has WYNNONA been kidnapped? Is she in danger? Without the key, how can the champions now try to overcome the obstacles of the Labyrinth? Has one of the monarchs stolen the key to be able to explore the Labyrinth, despite what the rules say?

BLOUNT wants to find the answers to these questions. He has made up his mind: he will go to the two kingdoms and interview the two rivals. While he's there, he'll try to draw their portraits, since nobody has any idea what the two hostile monarchs look like.



## THE JOURNEY

BLOUNT starts out by boarding a flying vessel, for Mount Foliandre is in a very remote region. But when he leaves his cabin the following day he finds that the captain, the crew and the rats have abandoned the vessel... which is then bombarded by huge rocks. Great holes have already appeared in the hull and the nose is dipping slowly but surely... BLOUNT must get off this ship before it capsizes completely...

This is only the beginning of a long series of hair-raising adventures... Very soon he meets WYNNONA who is being maltreated by King BODD's henchmen. He immediately intervenes and comes up against a fierce wolf who leaves him for dead and now possessed of a Werewolf personality which reveals itself any time he is exposed to the Moon.

BLOUNT has to find a means of transport and then concoct weird potions in the laboratory of an alchemist, potions such as the "Winglixir" or wing elixir which will enable him to reach the kingdoms of XINA and BODD. He will, of course, obtain these two interviews.

He will even be able, thanks to his double personality, to try to overcome the obstacles of the Labyrinth and become the champion of both XINA and BODD. Maybe then he will be able to successfully resolve the conflict that opposes the two kingdoms.

## THE AIM OF THE GAME

BLOUNT must get into the castles of King BODD and Queen XINA. The places he passes through are grouped into small worlds made up of 2 or 3 screens that link up. Each world contains an enigma whose solution is scattered about in different elements of the screens which make up the world.

BLOUNT sets out on his own, but he meets other characters in the course of the game. These include CHUMP the parrot, FULBERT the boa-constrictor and Ooya the sage. Though you can select them and make them move like BLOUNT, they will not pick up objects and their actions are few and selective. BLOUNT can only succeed by combining his actions with those of the characters who accompany him.

For example: while FULBERT swings the candelabra, BLOUNT can hold on to it.

In this case, the timing is all important: to succeed, you must make your move neither too early nor too late.



## INTERACTIVITY

When BLOUNT and one of his companions are on the screen at the same time, they can be manipulated simultaneously. But the orders must be given alternatively by activating one character at a time. When activated, the character you select is seen in profile on the screen. To change to another character, all you have to do is to click the left button of the mouse on him.

THE SCREEN is divided into four areas:

- the **control panel** which appears on the top of the screen when the arrow cursor touches the first three lines of the screen,
- the **central part** where the action takes place, which we see scrolling over more than one screen,
- the **dialog window**,
- the **command line**, or the last line of the screen.

## THE CURSOR'S ROLE



When you move the cursor arrow about the screen it corresponds to the act of investigating.

A text appears on the command line when you move into a special zone.

**This allows you to find:**

- **Special places or objects,**
- **Characters:** you can show them or give them objects or allow them to express themselves,
- **Exit:** the cursor "arrow" changes into a door.



**When you click the cursor "arrow":**

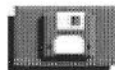
- **on the ground:** the goblin goes to the chosen place.
- **on an active zone:** the goblin moves up to the place indicated and carries out the corresponding action.  
E.g: on a button, he presses it.

- **on an object:** the goblin moves towards the object and picks it up. This will cause the "object" cursor (a barred arrow) to appear. This means that you are folding the object. The phrase "**USE (name of object) ON**" appears on the command line. The object can be put into immediate use or placed in the inventory.



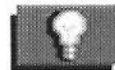
## THE CONTROL PANEL

All you have to do to call it up is to place the cursor at the top of the screen: six icons then appear. Choose one function by clicking on the icon with the left button.



**1. GAME MANAGEMENT:** a menu "SAFEGUARD", "LOAD", "QUIT".

- **Safeguard:** there are positions for safeguarding your place in the game onto the hard disk or an external disk. Select a line, write the name of your safeguard.
- **Load:** each of the positions can be called up. The game will be as you left it.
- **Quit:** allows you to leave the game.



**2. JOKERS:** you have several jokers available per situation, which will give you extra clues should you be really stuck.



**3. GOBLINS NEWS:** the cover page of each edition, giving a summary of the current achievements of the hero in his quest, may be consulted on each screen.





**4. INVENTORY:** another way of gaining access to the inventory.



**5. AIM OF THE CURRENT PHASE:** a map indicating the local puzzle and your precise actual location.



**6. OPTIONS:**

- **Music:** this allows you to turn the sound track on or off. The symbol ">" indicates that the "music on" option was chosen.

- **Info:** gives you the date, the hour and the time spent on the game.



## SOME ADVICE



- When you get to a new screen, start by picking out the important zones and objects.
  - Don't spend too much time in a single screen. Explore the nearby screens to find clues.
  - Click on the same character several times: he can say different things each time.
  - There is no need to wait for a character to finish his action before activating the next.
  - There are no stale-mate situations; the key objects are inexhaustible. As the characters cannot die, you just have to start the action again if an action or series of actions fails.
  - Don't forget to try each character on each zone: they don't always react in the same way, and can give you different results.
  - Use the objects often on the zones, even in the most far-fetched combinations, with each of the characters.
- Don't forget that they like joking!



# CUSTOMER SERVICE

SERVICES	NUMBERS	HOURS AVAILABLE
Customer/ Technical Support	(01734) 303 171	9 a.m. to 5 p.m. Monday - Friday
Customer Service Fax	(01734) 303 362	24 hrs.
Bulletin Board Service	(01734) 304 227	24 hrs Requires a modem.
Hintline (Older Games)	(01734) 304 004	24 hrs. Requires a touch tone phone
New Hintline - UK only	0891 660 660*	24 hrs. Automated Service Available in the UK only. Automated Service

\* Costs 39p min. cheap rate, 49p at other times. Max. call length 7.5 mins, max. charge cheap rate £2.93, max. charge at other times £3.68 (UK only).

\* Charges correct at time of printing.

*For further information, please write to:*

**SIERRA**

Attention: Customer Service, 4 Brewery Court, Theale,  
Reading, Berkshire RG7 5AJ - U.K.

## SIERRA ORIGINALS WARRANTY CARD TO BE RETURNED (Please complete in capitals)

Here are 3 great reasons why you should return your coupon today:

- Any faulty disk is guaranteed for 90 days and will be exchanged within that period of time.
- Our Customer/technical support - tel: (01734) 303 171 - will answer all your questions from Monday to Friday (9 am to 5 pm) and will solve your technical problems.
- We will regularly notify you of new releases, special offers, and competitions.

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• Type of product most often purchased:

Adventure  Strategy  Arcade/Action  Simulation  Sport  Educational Games

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Less than one per month  One per month  More than one per month

• Which magazines do you read regularly? (in order of preference)

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1 _____ 2 _____	1 _____ 2 _____
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