SierraOriginals

GOBLiiNS 2

SIERRA

ADVENTURE

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2. Cut along the dotted lines.

3. Send you warranty card (in a stamped envelope) to the following address :

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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 dive 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,

Quality Assurance Department.

THE GOBLIIINS

<u>START UP PROCEDURE</u>

1) ATARIST AND AMIGA

Insert the disk in the drive. If the software has more than one disk, insert DISK 1. Switch on your computer, the software will be automatically loaded.

2) IBM PC and COMPATIBLES, HARD DISK

Insert DISK 1 in Drive A (or B) and type A: (or B:) and then press (ENTER). Type INSTALL and then press (ENTER), follow the instructions on the screen. Once the game has been installed all you have to do to start is to get into the directory in your hard disk where the game has been stored and type GO, then press (ENTER).

COMMENTS

A/ If at a later point you wish to change the configuration of your PC (graphic card, sound card, mouse, etc.), load the game by typing LOADER, then press (ENTER).

B/ IF YOU DON'T HAVE ENOUGH RAM

(you will be informed of this on the screen).

You can increase conventional memory space, you can do this by:
- Decreasing the number of files and buffers in your CONFIG.SYS file. To make changes to this file consult your micro-computer manual. After using the game it is imperative that you restore the CONFIG.SYS file to its original state.
- Creating a bootable system disk using a virgin disk. To do this follow the instructions in your MS-DOS manual. Whenever you want to use this game, insert this disk in the drive before switching on the computer. Start the game in the manner indicated above.

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

CARRY OUT THE PROTECTION TEST
You have a small booklet made up of colours with a letter and number on them. The test takes place on the screen where you will see three displays and a keyboard with coloured and numbered keys. A code will appear made up of a letter and three figures:
e.g. C 127. Take your booklet, find the colour corresponding to this code e.g. Green. Press the number key corresponding to the said colour, then press (ENTER).

3) CD ROM
Insert the CD in the CD-ROM drive. You have a hard disk. Get on to your

CD path (e.g. D:), type INSTALL and follow the instructions on the screen. To start the game aga in, all you have to do is get into the hard disk directory where it has been stored (COKTEL/GOB2), then type GOB2 and press (ENTER).

COMMENTS
A/ If at a later point you want to change the configuration of your PC (graphic card, sound card, mouse, etc.), load the game by typing SETUP, then press (ENTER) and follow the instructions on the screen.

B/ IF YOU DON'T HAVE ENOUGH RAM
(you will be informed of this on the screen).
You can increase conventional memory space, you can do this by:
- Decreasing the number of files and buffers in your CONFIG.SYS file.
- Deactivate the line which runs your microsoft CD ROM drive in the AUTOEXEC.BAT file. This line usually starts with MSCDEX.
To deactivate this line write the word REM at the beginning of the line, then reinitialise your computer.
To modify these files consult your micro-computer manual. After using the game it is imperative that you restore the CONFIG.SYS file and AUTOEXEC.BAT files to their original state.

GOBLiiiNS I

THE STORY-LINE

CATASTROPHE ! King ANGOULAFRE has suddenly become as mad as a March hare ! How can he be cured ? You have to go and seek out the irritable but talented wizard NIAK, only him might be able to find a remedy for this mysterious illness, which has left the court doctors scratching their heads in confusion.

OUPS, IGNATIUS and ASGARD, three inseparable, daring and humorous goblins prepare to set off in search of the miracle cure. Unfortunately the goblins have never before left the comfortable security of the kingdom and all kinds of terrifying stories abound concerning the characters and animals that live on the other side of the kingdom's boundaries.

Here are some of the things rumoured about the OUTSIDE:

NIAK the wizard doesn't like noise and won't open his door to just anyone... at least not unless they pay ! Luckily he lives close to a diamond mine. In his absence his bad-tempered guard-dog RAGNAROK guards the door. Oddly enough, this strange dog is fond of little birds.

NIAK grows carnivorous plants in his thatched cottage and in he hides his magic potions and objects in the depths of his cottage. It is said that his house has access underground where foul spiders and vile zombies guard the much saught- after alchemic treasures.

Stories of **SHADWIN'S** reputation have also reached our ears. This extremely influential old rat has access to other worlds through doors in his lair. He is strongly inclined to help those who work in the name, and cause, of Good and his words of advice are precious. He lives under a field of carrots which provides his only food-source. However he sleeps a great deal and being as he is as deaf as a post it's really difficult to wake him up when he is deep in his own mysterious thoughts.

It appears that in a far-flung country there exists a huge floating statue symbolising Serenity, which destroys all Evil and regener ates Strength. **GEMELLOR** the two-headed, fire-breathing dragon lives nearby. It's difficult to get close to him but his magic flames have the power to consume even the strongest curses and magic spells. Even further away in his run-down castle lives **MELIAGANTE,** a very, very sad giant. His only past-time is reading the books that his librarian writes for him. However since he was bitten by a werewolf, **BARBONEK** only writes very desolate   stories in which he laments the loss of his human condition. Consequently MELIA-GANTE has fallen into the deepest depression. It is said, however, that in the ru ins of the castle is hidden the Secret Weapon which could destroy all evil powers...

THE AIM OF THE GAME

The Goblins have to cross these strange countries strewn with plots that they have to overcome by helping each other and by each one of them using his particular, special talents.

* **ASGARD** is a warrior who only uses his fists - he hits everything in sight and is strong enough to pull himself up ropes and still continue to fight.

* **IGNATIUS** is a magician who can cast spells at a distance. Unfortunately,

he's not always able to control their effects completely.

* OUPS is the technician of the group, who deliberately collects and uses the various objects he comes across on the journey. His weak constitution only allows him to carry one object at a time.

Each array is an original mystery punctuated with jokes which you have to solve whilst conserving as much of your energy as possible. There is an energy quota for the group which is reduced with each incorrect action you take.

Amongst the things that take up your energy are:

- Falls
- Blows received
- Shocks
- Loss of useful objects
- Incorret usage of objects

BEWARE: Certain particularly inept actions make you use up a lot of energy and will send you back to the beginning of the scene. To tal loss of your energy quota will bring an end to the game (GAME OVER). You can either quit or recall the array with the help of it s code.

INTERACTION

The three Goblins are on the screen together but are manipulated one at a time. The head of the elf appears in the crystal ball as soon as he is put into action and then puts himself in profile on the screen.

In order to change goblins:

- Space bar
- Place mouse on ball and press left button

- Place mouse directly on chosen goblin and press left button.

1) The counter

The counter consists of:

* Inter-active zones (press left button of mouse directly on them).
  - A crystal ball which shows the goblin in use.
  - A skull, to quit or recharge the game (same result obtained by pressing the ESC button)

* Neutral zones
  - An energy line which diminishes with each energy loss.
  - The name of the object in the technician's possession.
  - Four magic objects which you should find in the course of the quest. Once you have them they are underlined.

2) The cursors. They change shapes when the right-hand button on the mouse is pressed.

* The arrow serves to move things around. Press the left button of the mouse to designate the spot or the object to be moved.

* The fist: serves to instigate an action. The left-hand button on the mouse should be pressed to indicate the place or the object to be activated

The actions differ according to the goblin operative in the chosen spot:
  - The magician casts a spell either behind him or at his feet.
  - The warrior takes a blow: when it involves a rope he hangs from it.
  - The technician uses the object in his possession either
    • on himself
    • randomly
    • on a precise spot on the screen or

• on another character

* The hand: this only appears with the technician. It serves to collect or deposit objects. In order to pick up an object, place the cursor directly on it and press the lefthand button. In order to deposit the object, place the cursor on the ground and press the left-hand button. As the technician can only have one object in his possession at a time if he should collect a second object, it will be exchanged with the first.

3) Quit or re-load

The safeguard is automatic. At each array the code of the following array will be displayed. In order to quit or re-load the game, place the mouse on the skull icon, press the left-hand button and choose your action. If you want to reload an array enter the corresponding code on the keyboard.

SOME ADVICE

Your aim is to find the wizard and get your hands on the remedy that will cure the king. But this task won't be easy, you will be hi ndered by nume-rous obstacles or illintentioned characters. This begins with the wizard himself who won't allow you to get too close too easily.

A word of advice to put you on the right track - in the first array try to get your hands on a pickaxe in order to extract a diamondfrom the mine. With this in your possession the wizard will deign to receive you... In addition :

- Give a lot of thought to the usage of each object.
- Use the magician to transform them.
- Don't forget that the warrior climbs and hits.

GOBLIIINS 2

THE STORY

WHAT A TRAGEDY ! King ANGOULAFRE's son has disappeared ! The governess, who was with him at the time, saw him be carried off by a winged creature.

Has he been kidnapped ? Will he, still so young and confident, be able to resist horrendous treatment at the hands of the infamous torturer ? Driven by despair, ANGOULAFRE rushes off to see MODEMUS, the wise man, in the hope that he with the aid of his magical powers, will be able to find the child. It was true - the Prince had definitely been kidnapped. His captor is a horrible demon called AMONIAK from afar, distant land, a land so distant that it can only be reached by magic. DOMENIC, a powerful warrior and king of this king dom has been seized by the demon who now rules over the starving subjects of this land.

To take revenge against the noble ANGOULAFRE who had defeated him fifty years earlier in hand-to-hand combat, AMONIAK has made the Prince his jester ! What else is there to do but to call upon several daring adventu-rers, ever-ready to confront a ferocious dragon in the name of honour and glory ? Who should show up but two talented gobliins, as different as they

are complementary to each other, ready to rescue the delicate child from the clutches of the cunning demon. FINGUS is a serious, polite and careful little fellow. WINKLE is an oddball and a joker, cheeky and reckless.

THE AIM OF THE GAME

After passing through strange lands the gobliins have to get to DOMENIC'S castle which is being held by the demon AMONIAK, rescue the Prince Buffoon and bring him back. The places which are passed through are divided into small worlds made up of 2 - 5 screens which are connected to each other. Each world has a mystery to be solved and the clues are hidden in the screens which go to make it up. The gobliins are blessed with an extraordinary vitality, they cannot die. They can only successfully carry out the key actions by working in unison.

E.g. FINGUS works the fountain whilst WINKLE fills the bottle. Timing is therefore essential. In fact, in order to win you have to act at precisely the right moment - neither too soon nor too late. Towards the end of the game you will acquire a third character, the Prince Buffoon. Even though he can be selected and moved around like the others, he cannot collect objects and seldom acts.

INTERACTIVITY

The two gobliins are on the screen at the same time and can be manipulated simultaneously. The orders have to be given alternately by activating one gobliin at a time. When the gobliin is put into action he appears on the screen in profile. To change gobliins, click the left button of the mouse directly on him. The gobliins share objects, there's one inventory for the two of them. But each of them can have a different object in his hand. We can change gobliins, even if they are holding something, by clicking on the other one.

THE SCREEN is divided into four zones:
- The information panel which appears at the top of the screen when the cursor arrow is placed on the top part of the screen.
- The central part where the adventure unfolds.
- The dialogue window.
- The help line or bottom line.

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 help 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 gobliin goes to the chosen place.
- On an active zone: the gobliin moves up to the place indicated and carries out the corresponding action. E.g: on a button, he presses it.
- On an object: the gobliin 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 help line. The object can be put into immediate use or placed in the inventory.

THE USE OF OBJECTS:

Once you have the cursor on the object, you can:
- Put it in the inventory. Press the right button.
- Use it in a zone. If you move the "object" cursor into an active zone "USE (name of object) ON" appears on the help line followed by the name of the place or character chosen by the "object", cursor. If you press the left button you will be able to use the object in the chosen zone e.g. "USE key ON lock". The action is determined by the object, the gobliin moves and carries out the action.
- Personal use: If you use an object anywhere outside a special zone the gobliin moves to there and uses the object on himself. If you click on him he carries out the action on the spot.

THE INVENTORY:

When you press the right button of the mouse on the cursor arrow the inventory of the objects in your possession appears in a window. Choose the object by putting yourself on the correct line and pressing the left button. Thus you can "USE ON" or "PUT BACK IN INVENTORY" (see previous example). To close the inventory press the right button or the left button outside the inventory window.

THE INFORMATION PANEL: Access:

- Place the cursor at the top of the screen.
- Click on the desired symbols.

There are seven symbols. According to your need choose a function by pressing the left button on the required symbol.
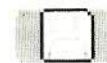
1) GAME MANAGEMENT: a menu "SAFEGUARD", "LOAD", "QUIT".
- **Safeguard:** there are 15 positions for safeguarding your

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 15 positions can be called up. The game will be as you left it.
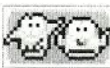- **Quit:** allows you to leave the game.

2) JOKERS: you have several jokers available per situation, which will give you extra clues should you be really stuck.
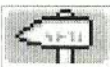
3) NOTE-PAD: type the clues you want to remember Press the right-hand button of the mouse in order to quit.
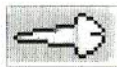
4) INVENTORY: another way of entering the inventory.

5) OBJECT EXCHANGE: a way of passing objects from one gobliin to the other without using the inventory.

6) MOVEMENT: this menu will allow you direct access to "worlds" you have already visited without going back through all the intermediary screens.

7) OPTIONS:
- Typo: allows you to change the character font in the dialogue window.
- Music: allows you to control the background music.
- Date: allows you to see the time and date.
- Help: allows you to see the names of the active zones.

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.
- Use the objects (anywhere or on a gobliin) just for curiosity's sake, to try out their uses.
- You needn't wait for a gobliin to finish an action before activating the other one. They can act simultaneously.
- There are no stale-mate situations; the key objects are inexhaustible. As the gobliins cannot die, you just have to start the action again if an action or series of actions fails.
- Don't forget to try each gobliin 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 gobliins. Don't forget that they like joking.

Advice before beginning:
Distract the OLD MEN's attention by getting WINKLE to steal the NOTABLE's salami ; while they're laughing, try to get FINGUS to pinch the bottle.

INTERNATIONAL TECHNICAL SUPPORT & CUSTOMER SERVICE

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