



Gobliins



C O N T E N T S**GOBLIINS**

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THE STORY

The king has gone off the deep end.

Somewhere out there is a voodoo doll with his name on it, and the king keeps getting the point.

How can he regain his sanity? There is only one person who can possibly help – NIAK, a talented but testy wizard. If he can be found, he's bound to have a cure for this mysterious illness which baffles the court medics.

Hooter, Dwayne and BoBo, the three inseparable, courageous and fun-loving Gobliins, set out to procure this miraculous medicine. However, our dear Gobliins have never ventured outside the comfort and peace of the realm, because, as rumor has it, the world outside is populated by terrible men and beasts.

Here are some of the facts that have been handed down: NIAK the wizard is allergic to noise and will not open his door unless you can pay! Fortunately, there is a diamond mine next door. When the wizard is away, he leaves RAGNAROK in charge, a strange dog who loves getting his teeth into little birds.



In his house, NIAK breeds carnivorous plants. He hides his mixtures and magic ingredients at the back of his workshop. They say his house has subterranean corridors, where mean spiders and horrible ghosts are the guardians of a much coveted treasure.

Word has come to the Gobliins of SHADWIN, an old creep who is a powerful bigwig of a magician. From his dwelling, gates lead into other worlds. He helps those who are good and proper, and he gives them good counsel. He lives under a carrot patch, his diet consisting entirely of carrots. But he sleeps a lot and is hard of hearing, which makes it difficult to wake him when he is plunged into his mysterious reveries.

It seems that in this far away land a massive figure hovers over the earth, a symbol of the happiness that drives evil away and regenerates drained energies. Not far away lives GEMELLOR, a double-headed dragon with fiery breath. He is difficult to approach, but his magic flames can free afflicted victims from the most powerful enchantments.

MELIAGANTE lives a bit further away, in the ruins of a castle. His only pastime is reading books which the librarian writes for him. However, since the time that CARBONEK (the librarian) was bitten by a werewolf, he has taken to writing the most melancholy works, lamenting his lost humanity. These writings plunge MELIAGANTE into the depth of melancholy too. As legend has it, a magic weapon which could destroy all wizardry is buried deep under the rubble.

OBJECT OF THE GAME

The Gobliins must venture through enchanted landscapes littered with hidden traps that must be avoided at all cost. Each of the Gobliins should use his special skills to get around them.

- Bobo is a warrior who knows nothing but sheer muscle power. He uses it when he sees fit. He is of strong physique and uses ropes for climbing and for getting around.
- Hooter is a magician who casts spells from a distance. However, he cannot always control their effects.



- Dwayne is the technician of the group. He collects the objects he finds along the way and applies them sensibly. Unfortunately he is weak and can therefore only carry one object at a time.

Each screen is an original puzzle, full of funny surprises. The puzzle must be solved using as little energy as possible.

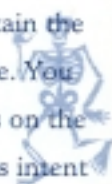
The group is given a certain amount of energy which is tapped every time a wrong action is taken. The following events cost energy:

- falls
- blows received
- big fright
- loss of useful object
- wrong use of object

BEWARE: Some clumsy actions lead to high energy loss and send you right back to the initial position of the screen. When all energy has been consumed, the game ends (GAME OVER). You can then quit or load a new screen by entering its code.

HINTS

Your aim is to locate the wizard in order to obtain the cure for the sick king. This task is by no means simple. You will encounter many obstacles and terrifying enemies on the way. For one thing, there is the wizard himself who is intent on not letting anyone get close to him.



It would be a good idea at the start of the first screen to pick up an axe to dig up a diamond from the nearby diamond mine. For whoever approaches the wizard with a diamond in his pocket will be received graciously.

More generally:

- always think carefully about the best use for each object
- the magician can be useful for transforming objects
- do not forget that the warrior can climb and deal out blows

QUICK START

Make a working copy of your software so as to keep the original intact. To get started, check out the section about your machine on the following pages.

AMIGA

For Amiga 1000:

1. Boot with Kickstart program.
2. When your computer asks for the Workbench disk, insert game disk 1.

For all other Amigas:

1. Insert game disk 1.
2. Switch your computer on or restart it. This will automatically load the software.

MS-DOS

Hard Drive Version

1. Insert game disk 1 in disk drive (example A:)
2. Type A: (enter)
3. Type **INSTALL** (enter)
4. Default directory will be GOBLINS. You may specify another directory at this point.
5. Follow prompts on-screen.
6. To play Goblins at the DOS prompt type **CD\GOBLINS** <enter>. Next type **GO** <enter>.
7. Select mouse or keyboard and sound source from on-screen menus.



INTERACTIVE GAMEPLAY

Even though the three Gobliins appear simultaneously, only one can be moved at a time.



The head of the active goblin appears in a crystal ball in the counter display and can be seen on the screen in profile.

To change to another goblin using mouse:

- left-click on the crystal ball
- left-click on the goblin.

To change to another goblin using keyboard:

- press spacebar
- press the enter key with the arrow positioned on the crystal ball
- press the enter key with the arrow positioned on the goblin



THE COUNTER DISPLAY

The counter display shows:



- the interactive zones (left-click to activate) - found at the bottom of the screen, this zone provides the following functions;
 - the crystal ball with the active goblin
 - the skull when the game is quit or restarted (for mouse users, the same result can be achieved by pressing the ESC key)
- neutral zones - found at the bottom of the screen, this zone provides the following information;
 - an energy line which decreases when energy loss occurs
 - the name of the object carried by the technician
 - 4 magic objects that can be found during the game and that they are underlined when you collect them

ARROW SHAPE: indicates movement. Left-click on your destination. For keyboard users, move the arrow on the screen using the directional keys on your keyboard and press enter.

FIST: initiates an action. To change the cursor shape to a fist, right-click using your mouse. Next left-click on the destination or the desired target (object). For keyboard users, press the ESC key to display the action cursor. Use the arrow key on your keyboard to select the destination. Press enter to begin the action.

ACTIONS

There are a variety of action sequences, depending on the goblin and the target location.

- Hooter casts his magic spell either in front of him or at his feet
- BoBo deals out a blow or jumps onto a rope
- Dwayne uses the object in his possession
 - on himself
 - on a particular location on the screen
 - or applies it to another object
- The open hand: appears only in connection with Dwayne. It is used to pick up objects or to drop them.

To pick up an object or to drop one that you are carrying, left-click on it. If using a keyboard, simply position the open hand cursor on the object and press enter. Since only one object can be carried at a time, an exchange takes place if Dwayne collects an object while he is already carrying one.



QUIT AND RESTART

Saving of game positions is automatic. Upon solving the task for each screen, the code for the next one is displayed.

Be sure to write down the code. To quit or to start over, left-click on the skull image in the counter display and choose the action. If you wish to re-load a screen select LOAD and enter its code by typing it in on the keyboard.

For keyboard users, move the arrow over the skull located in the bottom right hand corner of the screen and press enter. Select the action by moving the arrow key over the choice and pressing the enter key.



PROBLEM DISK

TECHNICAL HELP (MS-DOS ONLY)

If you receive any of the following messages while playing your Coktel Vision game:

TO RUN CORRECTLY, THIS PROGRAM NEEDS AT LEAST 550000 BYTES FREE MEMORY You Have only " ____ " Bytes Free. In Case Of Malfunction, Consult Your Manual. Do You Want To Exit Or Continue(C/E): this message means that there is not enough free memory to successfully run the program. You may need to boot your system with a Boot Disk. See **BOOT DISK INSTRUCTIONS**.

SYSTEM_ERR: may mean you need to free some RAM. See boot disk instructions.

CRC ERROR: this message means you have a bad disk. It stands for Cyclic Redundancy Check, a way to check for errors.

DATA ERROR READING DRIVE A: this message means you have a bad disk.

GENERAL FAILURE READING DRIVE A: this message means you probably have a low density floppy drive and are trying to read incompatible high density disks.

SECTOR NOT FOUND READING DRIVE A: while reading any MS-DOS game disk means you have a bad disk. See the Sierra No-Risk Guarantee for more information.

NOTE: Coktel Vision's games require 550K of free memory (RAM) in order to function properly. If you have problems and want to see how much memory is available through DOS, type: **CHKDSK [ENTER]**. One typical system will have: 655360 Bytes total memory (640K) 597842 Bytes free (584K).

If the free memory of your computer is less than 550,000 (537K), please use a boot disk.

If you attempt any of these solutions and the problem persists, call Sierra Technical Support for assistance at: (209) 683-8989.

BOOT DISK INSTRUCTIONS/MS-DOS ONLY

Booting your computer system with a Boot Disk before you play your Coktel Vision game will keep any TSR (Terminate-and-Stay-Resident) programs from being loaded into memory. **PLEASE NOTE: THE FORMAT COMMAND MUST BE USED WITH CARE TO AVOID ERASING ALL STORED INFORMATION ON YOUR HARD DISK. PLEASE FOLLOW THE INSTRUCTIONS BELOW EXACTLY.** If you are going to use a mouse with this program please refer to the mouse driver section prior to making the Boot Disk.

FORMATTING FROM A HARD DISK

1. Insert a blank disk into Drive A: (Note: The disk must be created in the "A:" drive of the computer you intend to play the game on).

2. At the C: prompt, type: **format a:/s [ENTER]**.

Note: If your A: drive is a 5.25" high density drive, and you're using a low density disk, type: format a:/s/t:40/n:9 [ENTER]

Note: If your A: drive is a 3.5" high density drive, and you're using a low density disk, type: format a:/s/t:80/n:9 [ENTER]

3. Follow the DOS prompts.

FORMATTING FROM A DISKETTE DRIVE

1. Insert your original DOS system disk in Drive A.
2. At the A: prompt, type: format a:/s [ENTER].
3. When prompted, insert a blank disk into Drive A and follow the DOS prompts.

NOW YOU NEED TO CREATE A CONFIG.SYS FILE FOR YOUR BOOT DISK:

1. Insert your formatted blank disk into Drive A.
2. Type: a: [ENTER].
3. Type: copy con config.sys [ENTER].
4. Type: files=20 [ENTER].
5. Press the [F6] key, then press [ENTER].

You should see the message: 1 File(s) copied.

NOW YOU NEED TO CREATE AN AUTOEXEC.BAT FILE FOR YOUR BOOT DISK:

NOTE: Step 4 only needs to be done if your mouse driver is a COM file, (example: MOUSE.COM). For more information see heading MOUSE DRIVERS.

Step 5 only needs to be done if you are running DOS version 4.00 or 4.01.

1. Type: a: [ENTER].
2. Type: copy con autoexec.bat [ENTER].
3. Type: prompt=\$p\$g [ENTER].
4. Type: mouse [ENTER].
5. Type: set comspec=c:\command.com [ENTER].
6. Press the [F6] key, then press [ENTER].

MOUSE DRIVER

If using a mouse, you must copy your mouse driver onto your Boot Disk. The mouse driver might be called **MOUSE.SYS** or **MOUSE.COM**. Once the mouse driver is copied to the boot disk, either the CONFIG.SYS file or the AUTOEXEC.BAT file must be setup to load the mouse driver. The following is an example of the statement that must be included in your CONFIG.SYS:

DEVICE=MOUSE.SYS. If using MOUSE.COM for your mouse driver, include the following statement in the AUTOEXEC.BAT file on the boot disk: **MOUSE**. Please refer to your mouse manual for information on how to install your mouse driver, or call Sierra Technical Support for assistance at (209) 683-8989.

IMPORTANT!! After you have created a boot disk, you must reboot your computer with the disk. Leaving the boot disk in Drive A:, press [ctrl]-[alt]-[del] at the same time. Your computer will now reboot, with a: as the default drive. Type c: [ENTER] to change back to your hard disk. Follow the instructions in the manual to start the game and have a great time!

If you have created a Boot Disk and booted your system with it before playing your Sierra game, and your problem is still evident, something else is wrong. Call Sierra Technical Support for assistance at (209) 683-8989.

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TECHNICAL SUPPORT

If you're experiencing difficulties with your program, here are some suggestions;

1. Reboot your system with the Boot Disk you created. (see Boot Disk Instructions)
2. Select "PC Internal Speaker" for music.
3. Reinstall the game under a Boot Disk environment.

If you're still having problems, technical assistance is only a telephone call away. Call (209) 683-8989 for convenient person-to-person service, or if you prefer, you may request assistance by fax (209) 683-3633 or mail. If you choose to write us with your request, please give us detailed information on both your computer system and the nature of the problem. In addition, please include your address and telephone number should we need further information.

Send to:	Sierra Technical Support is also available through:
Sierra On-Line, Inc.,	Sierra BBS (209) 683-4463
P.O. Box 800,	Compuserve - Gampub Forum
Coarsegold, CA	Prodigy - WBWW55A (user ID)
93614-0800	America On-Line
ATTN: Technical Support	Genie

NEED MORE HINTS?

If you want an immediate response, you can call our 24-hour Hint Line at: 900-370-5583 or in California, call 900-370-5113. Fee for this service is: \$.75 for the first minute, \$.50 each additional minute. Long distance charges are included in the fee. Callers under the age of 18 must get their parent's permission before calling the hint line. ABSOLUTELY NO HINTS WILL BE PROVIDED THROUGH SIERRA'S CUSTOMER SERVICE LINES. At this time, the automated hint system is only available within the United States. All contents are copyrighted by Sierra On-Line, Inc. and may not be reproduced in any form without express permission.

A Goblins Hint Book can be obtained at your local software store or by mail directly from Sierra On-Line, Inc. To order a Hint Book, call toll free (800) 326-6654 or request information by fax at (209) 683-4297.

If you have a modem, hints are also available from the Sierra Bulletin Board Service (BBS) at: (209) 683-4463. Our settings are 300, 1200 or 2400 Baud; 8 Data; N Parity; 1 Stop Bit. Many other bulletin boards also provide hints. For more information, you can call these toll free numbers: CompuServe (800) 848-8199, Prodigy (800) 822-6922, PC Link (800) 458-8532, America On-Line (800) 827-6364, GENie (800) 638-9636

Game hints are available by mail. Please specify the name of the game and what version it is. Describe where you are in the game and what situation you're hung up on. Write to: Sierra On-Line, Hint Department, P.O. Box 200, Coarsegold, CA 93614-0200

THE SIERRA NO-RISK GUARANTEE

If you find that you need to send for replacement diskettes, send the original disk #1 in the size you need (3.5" or 5.25") to:
Sierra On-Line, Inc.
P.O. Box 485, Coarsegold, CA 93614-0485
ATTN: RETURNS

Be sure to include a note stating your computer type and the size disk you need. We will gladly replace your program free of charge for the first 90 days of ownership (please include a copy of your dated receipt with your request). After 90 days there is a \$10.00 service charge.

THE PROMISE

We want you to be happy with every Sierra product you purchase from us. If for any reason you're unhappy with the product, return it within 30 days for an exchange or full refund.

THE ONLY CATCH

You gotta tell us why you don't like it. This keeps us on our toes and helps us to continue learning ways to increase the quality of our products.

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