GOBLIINS™ 2

THE PRINCE BUFFOON

CREDITS

THE COKTEL TEAM

Created by
Pierre Gilhodes
Program Manager
Roland Lacoste
Project Manager
Muriel Tramis
Programming
Emmanuel Maguet
M.D.O.
Graphics
Pierre Gilhodes
Kaki
Christian Laly
Jean-Michel Jullien
Music and Sound
Effects
Charles Callet

THE SIERRA TEAM

International
Project Manager
Sabine Duvall
Product Manager
Michael Weizer
Programming
Gary Kamigawachi
Sean Mooney
Quality Assurance
Gordon Owens
Roger Pyle
Manual Text
Vince Geraci
Cover Illustration
Terry Robinson
Manual Design
Mark Empey

TABLE OF CONTENTS

GOBLIINS 2: THE PRINCE BUFFOON

Yikes! The King has gone berserk!

Someone has kidnapped his son. The governess, who was with him at the time, saw him being carried off by a bat-like, winged creature. Will the young boy be able to live through the horrendous treatment of the brutal torture master?

His captor is a horrible demon called Amoniak. He lives in a far-away distant land. In fact, it is so distant that it can only be reached by magic. Domenic, a powerful warrior and king, has also been seized by the demon Amoniak.

Amoniak is seeking revenge against the noble King Angoulafre, who defeated him fifty years earlier in hand-to-hand combat. Now, Amoniak has made the King's son, the Prince, his jester!

Driven by despair, Angoulafre rushes off to see Modemus, the wise man, in the hope that he will be able to find the child with his magical powers.

HELP WANTED: THE KING IS LOOKING FOR A FEW GOOD ADVENTURERS

Who else would apply for this outrageous journey through a corny cornucopia of crazy and silly situations than our two misguided but talented gobliins, Fingus and Winkle? They have completely opposite personalities, but they work amazingly well together. They're as prepared to rescue the King's precious child from the clutches of the cunning demon as they are to battle a ferocious dragon in the name of honor and glory. Fingus is a serious, polite, and careful little fellow. Winkle is an oddball, a joker, and a reckless comic.
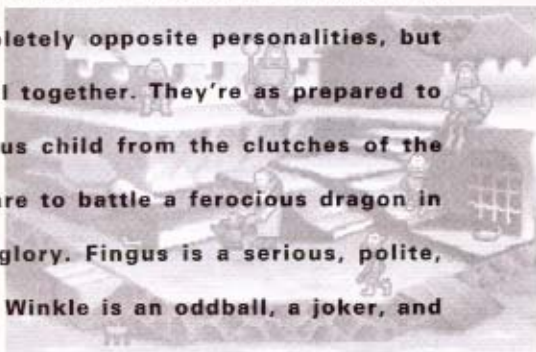
Before teleporting them, Modemus gives them his last words of advice: "I'm going to send you off by magic to the little village adjoining the castle. All the inhabitants of this village, with the exception of a few privileged individuals, are dying of starvation and thirst. First of all, go and pay a visit to Tazaar, my colleague who is the village magician. He's a bit grumpy but full of common sense."

THIS DEMON IS A FUNKY DUDE

The evil demon, Amoniak, has built a moat around the castle and he decides who may come in and who may leave. The wise man Soka is immune to the ill-doings of Amoniak and meditates day and night to try to exorcise the little village. Since Amoniak took over the little world around the castle, he's turned the good citizens' lives upside down.

Tom, the master clock maker, has had his melodious clock chimes turned into a harsh tick-tock. Kael, the walking apple-tree, is now permanently thirsty. And then there's Vivalzart, the music-mad heron, who, in an effort to cure his insomnia, is looking for mushrooms that will send him to sleep. The castle is guarded by a band of merry-makers who are more stupid than they are dangerous. Amoniak controls them with an idol they superstitiously hold in great esteem.

The King's son, who has now been turned into The Prince Buffoon, is not the only prisoner. There is a Scientist who Amoniak has forced to build a shrinking machine to punish Domenic. Domenic has been shrunk and
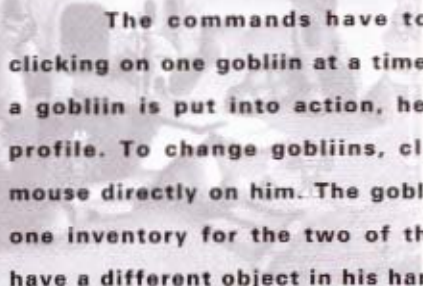
locked into his own armor. Although the Scientist is working for Amoniak, he is planning to gather up the followers of the fallen King in rebellion.

To rescue the Prince you have to get into the Throne Room. The best way to do this is to use the sea-passage beneath the castle. The gobliins have to use a combination of Magic and Science to return the Prince to Tazaar's house and to his father.

A TALE OF TWO DOLTS.. ...OR HOW TO SAVE THE PRINCE BUFFOON

They are the best of friends, they are the worst of friends. It's not that they don't like each other, it's just that in spite of their differences they usually have to work together. The two gobliins are on the screen at the same time and they can be manipulated simultaneously.

The commands have to be given alternately by clicking on one gobliin at a time. Timing is essential. When a 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 is one inventory for the two of them, but each of them can have a different object in his hand.

Gobliins 2 is divided into 7 worlds or episodes. Each episode consists of several different scenes and each scene is interrelated to one or more of the other scenes.

Important note: The gobliins can never die. It's a good thing too because they get hit, stepped on, strangled and mangled, but they never die. It's a nice feature of the game because this is a mighty tough game.

Near 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.

THE GAME SCREEN

The game screen is divided into four areas:

▶ The icon bar appears when you move the cursor to the top of your screen.

▶ The main (center) section is where the adventure takes place.

▶ Just below the adventure screen is the dialogue box in which text appears.

▶ The HELP line is at the very bottom line of the screen.

USING THE CURSOR

Most of the actions are controlled by pressing the left button of the mouse. Moving the cursor back and forth around the screen serves as a form of exploration. This allows you to pinpoint objects, characters, and places worthy of note. Their identities will appear at the bottom of the screen. This helps you to find:

▶ Special places or objects.

▶ The characters that you can show or give objects to, or allow them to express themselves.

▶ When you want to exit a room you will notice that the cursor arrow changes into a 'swinging door'.

USING THE CURSOR 'ARROW'

> When you click on the ground, the gobliin goes to the chosen place.

> If you are in an action sequence, click on the object or character you wish to have the gobliin act on. The gobliin moves to the place indicated and carries out the corresponding action. For example: When you click on Fingus and then click on the Notable, he will walk and talk to him.

> When you click on an object, the gobliin moves toward it and attempts to pick it up. This will cause the 'object' cursor (a circled arrow) to appear. This means that you are holding the object.

THE USE OF OBJECTS

Once you have the cursor on the object, you can:

> Put it in the inventory by pressing the right mouse button.

> Use it in an action sequence. NOTE: If you move the 'object' cursor into an active area, '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. For example: 'USE KEY ON LOCK'. The action is determined by the object, the gobliin moves and carries out the action.

► If you use an object anywhere outside an area where it is not needed, the gobliin moves to the area and uses the object on himself. If you click on him, he carries out the action where he is.

THE INVENTORY

When you press the right mouse button, the inventory of the objects in the gobliins' possession appears in a window. Choose the object by placing the cursor on the correct line and pressing the left mouse button. Now you can 'USE ON' or put the object back in the inventory. To close the inventory, press the right mouse button or press the left mouse button outside the inventory window.

THE ICON BAR

When you move the cursor to the top of the screen an ICON BAR will appear with 7 symbols.

GAME MANAGEMENT

▶ SAVE: There are 15 positions for saving games onto your hard disk. Select a line and type a name for the place in the game you wish to save. You also have the option to save over previously saved games.

▶ LOAD: This allows you to restore any of the places in the game that you saved and return to that specific place.

▶ QUIT: Allows you to leave the game and return to the DOS prompt.

JOKERS

The JOKERS serve as a hint section and will give you specific instructions for an area of the game where you are stuck. However, there are only a few JOKERS available throughout the game so use them sparingly and as a 'last resort' option.

NOTEPAD

From time to time you will get important messages that you will want to remember. Write them down on the NOTEPAD so you can quickly and easily retrieve them.

INVENTORY

You can access the INVENTORY from this icon (in addition to using the right mouse button). It can be especially useful when you need to quickly use an item from your inventory.

EXCHANGE OF OBJECTS

This is a quick way to exchange objects between the gobliins without having to use the INVENTORY. Click the 'object' cursor on the gobliin's name.

MOVEMENT

To complete many of the episodes, you will have to go back and forth between scenes. The MOVEMENT icon gives you easy access between scenes. In this way you do not have to use the on-screen 'swinging door' cursor.

OPTIONS

▶ FONT (type style) allows you to change the type style of the text in the dialogue box and icon bar windows.

▶ MUSIC allows you to turn on or off the background music.

▶ DATE shows you the time and date.

WORDS OF WISDOM

- When you get to a new scene, start by looking for the important areas and objects.

- Don't spend too much time in a single scene. Explore the nearby scenes to find clues, objects, or characters.

- Use the objects you find on everything else you find, even on the gobliins, and see what happens. Remember the gobliins never die, so have fun and try all kinds of variations of strategy.

- You need not 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 and you can use them over and over.

- Don't forget to try each gobliin on each area or character. They don't always react in the same way to the objects in each scene.

- Use the objects often, even in the most far-fetched combinations, and try things with each of the gobliins. **Don't forget that they like to joke around.**

Inside tip to get you started: Distract the Old Men's attention by having Winkle try to steal the Notable's sausage. While they're laughing, have Fingus steal the bottle.

START-UP PROCEDURE

IBM PC and compatibles with a hard disk

- Insert 'DISK 1' in Disk Drive (eg. A: or B:).

- Type **A:** (or **B:**) and press ENTER.

- Type **INSTALL** and press ENTER. Follow the on-screen instructions.

Default directory will be GOB2 (C:\GOB2). You may specify another directory (eg. C:\SIERRA\GOB2) at this point.

➤ Once the game has been installed, change directory (type **CD**) to the directory where you installed the game (eg. C:\GOB2 or C:\SIERRA\GOB2).

➤ Type **GO** and press ENTER.

To bypass the Introduction and Credits, press the ESC key when they appear on the screen.

*NOTE: If at a later point you wish to change the configuration of your sound device, reload the game by typing **SETUP** at the DOS prompt, then press ENTER.*

The 'Advanced Configuration' option allows you to adapt the program to a non-standard configuration of your sound card.

If you have changed the jumper settings on your sound card, 'Advanced Configuration' allows you to configure the game to the non-standard setting.
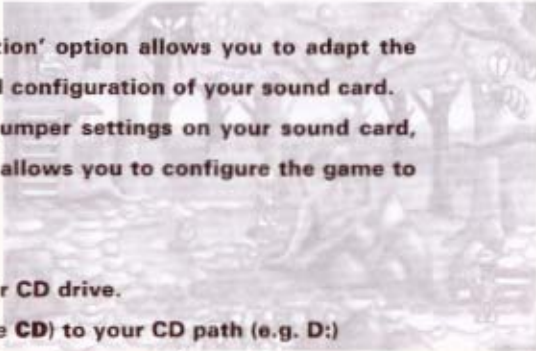
CD ROM VERSION

➤ Insert the CD into your **CD** drive.

➤ Change directory (type **CD**) to your CD path (e.g. D:)

➤ Type **INSTALL** and follow the instructions on the screen.

To start the game, go to the hard disk directory where the game has been stored, type **GO** and then press ENTER. If this doesn't work, re-install by typing **BGO** and then press ENTER. After installation is complete type **GO** and press ENTER.

IMPORTANT ➤

If you have any problems after trying the Start-Up Procedure as described in this manual, call Sierra On-Line Technical Support service at (209) 683-8989.

TIPS FOR ADVENTURERS

LOOK everywhere. Thoroughly explore your surroundings. Open doors and drawers. Look closely at all objects you encounter or you may miss important details.

EXPLORE each area of the game very carefully, and **DRAW A MAP** as you progress through the game. Make a note of each area you visit, and include information about objects found there.

BE CAREFUL, and remain alert at all times — danger may lurk in the most unlikely of places!

DON'T GET DISCOURAGED. If you come to an obstacle that seems insurmountable, don't despair. Every problem in the game has at least one solution, and some may have more than one. If all else fails, click on the Joker in the icon bar for some hints.

BRING ALONG SOME HELP. You may find it helpful (and fun) to play the game with a friend. Two (or more) heads are better than one at interpreting clues and solving problems.

"ROBO TECH" → Sierra On-Line's Automated Technical Support Representative

Sierra On-Line, in our commitment to provide the best Customer Service in the industry, offers a 24 hour automated Technical Support Line. "Robo Tech", our automated Technical Support Representative, has answers to our most frequently asked technical questions and is available by calling our Technical Support Line at (209) 683-8989 and pressing 2 on your touch tone telephone (a touch tone telephone is required for automated support).

If your specific issue is not addressed, an option to speak to a Technical Support Representative will be available during our normal business hours Monday through Friday 8:15 a.m. to 4:45 p.m. Pacific Time.

CUSTOMER SERVICES

The best customer service in the industry... "You don't just buy our games, you buy the support of the whole company."
Sierra On-Line is dedicated to helping our customers with each and every question or problem. Whether it's memory shortages, software compatibility, or any other issue that has to do with our products, Sierra will go to any length to solve, repair or fix your problem. Your satisfaction is our number one priority.

CUSTOMER SERVICE

Direct your inquiries to the **Customer Service** department for issues pertaining to returned merchandise, back orders, defective merchandise, company policy, and general game information. See page 24 for address and phone number information.

TECHNICAL SUPPORT

Direct your inquiries to the Technical Support Department if your question is regarding hardware and software compatibility that are specific to Sierra games (i.e., sound card configuration and memory management). If you choose to write or fax us with your request, please give us detailed information on both your computer system and the nature of your problem. In addition, please include your address and telephone number should we need further information. See page 24 for address and phone number information.

ORDERS

Order games or hardware directly from Sierra On-Line, redeem coupons, use special discounts, or get a list of software dealers in your area where you can purchase Sierra games. See page 24 for address and phone number information.

PATCH DISKS

If you have spoken to a Sierra Technical Support Representative or have read about an available patch disk in our InterAction Magazine, please send in your request for a patch (repair) disk to the "Patch Disk" address given on page 24. Please let us know the game and disk size you are having problems with.

HINTS

Game hints are available by phone, in hint books (orders available through the Sierra Sales Department), through the Sierra Bulletin Board Service (209-683-4463) or by mail (see address on page 24). If you want an immediate response, you can call our 24 hour Hint Line at: 900-370-5583.

Cost for this service is $.75 each 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 OUR CUSTOMER SUPPORT LINES. A touch tone phone is required to use this service. At this time, the automated hint system is only available within the United States. All contents are copyrighted by Sierra On-Line and may not be reproduced in any form without express written permission.

TECHNICAL HELP (MS-DOS only)

You may receive one or more of the following messages when playing your Sierra game or during installation. The following paragraphs show the possible error messages in bold with explanations and solutions detailed afterwards.

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

DATA ERROR READING DRIVE A or B: This message means you have a bad disk. See "The Sierra No Risk Guarantee" on page 23 for more information on disk replacement.

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

YOU NEED "_____" MORE BYTES OF FREE MEMORY AVAILABLE TO RUN THIS GAME: 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 on the following pages.

SECTOR NOT FOUND READING DRIVE A: (While reading any MS-DOS game disk) This message means you have a bad disk. See "The Sierra No Risk Guarantee" on page 23 for more information on disk replacement.

MEMORY REQUIREMENTS

Sierra's programs require a large amount of memory (RAM) in order to function properly. If you are encountering difficulties and want to see how much memory is available through DOS, type CHKDSK [ENTER]. (DOS 5.0 users may type MEM.) An example of a typical system is:

655,360 Bytes Total Memory (640K)

597,842 Bytes Free (584K)

If the "Bytes Free" line is below 563,200 (550K), please use a Boot Disk.

BOOT DISK INSTRUCTIONS

Booting your computer system with a Boot Disk before you play your Sierra game will keep any TSR (Terminate-and-Stay-Resident) programs from being loaded into memory.

CREATING A BOOT DISK

PLEASE NOTE: The format command must be used with care to avoid erasing all stored information on your hard disk. Please follow the instructions on the following pages exactly.

Formatting From A Hard Disk

1. Insert a blank disk into Drive A:.

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

Note: If your A: drive is a 3.5" high density drive, using a low density disk, type: **format a:/s/t:80/n:9** [ENTER]

Note: If your A: drive is a 5.25" high density drive, using a low density disk, type: **format a:/s/t:40/n:9** [ENTER]

3. Follow the DOS prompts.

Formatting From A Diskette Drive

1. Insert your original MS-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.

NOTE: Goblins 2 must be played with a mouse. Please refer to the mouse driver section prior to making the Boot Disk.

FOR MS-DOS BELOW 5.0

Now you need to create a CONFIG.SYS file for your Boot Disk.

CREATING A CONFIG.SYS FILE

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: If you are using DOS 4.0 or 4.01, and your hard disk partition is greater than 32 megabytes, you may get a warning message which mentions SHARE.EXE. You may ignore this message; SHARE.EXE is not required by Sierra products.

CREATING AN AUTOEXEC.BAT FILE

1. Type: **a:** [ENTER].

2. Type: **copy con autoexec.bat** [ENTER].

3. Type: **set comspec=c:\command.com** [ENTER].

4. Type: **prompt pg** [ENTER].

5. Type: **path=c:\dos** [ENTER].

6. Press the [F6] key, then press [ENTER]. You should see the message: "1 File(s) copied."

FOR MS-DOS 5.0 USERS

Now you need to create a CONFIG.SYS file for your boot disk.

CREATING A CONFIG.SYS FILE FOR 286 COMPUTERS WITH 1 MEG OR GREATER

1. Insert your formatted blank disk into Drive A:.

2. Type: **a:** [ENTER].

3. Type: **copy con config.sys** [ENTER].

4. Type: **device=c:\dos\himem.sys** [ENTER].

5. Type: **dos=high** [ENTER].

6. Type: **files=30** [ENTER].

7. Type: **buffers=30** [ENTER].

8. Type: **stacks=0,0** [ENTER].

9. 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. Please follow the AUTOEXEC.BAT instructions below.

CREATING A CONFIG.SYS FILE FOR 386 OR 486 COMPUTERS

1. Insert your formatted blank disk into Drive A:.

2. Type: **a:** [ENTER].

3. Type: **copy con config.sys** [ENTER].

4. Type: **device=c:\dos\himem.sys** [ENTER].

5. Type: **device=c:\dos\emm386.exe ram** [ENTER].

6. Type: **files=30** [ENTER].

7. Type: **buffers=30** [ENTER].

8. Type: **stacks=0,0** [ENTER].

9. Type: **dos=high,umb** [ENTER].

10. 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.

CREATING AN AUTOEXEC.BAT FILE FOR 286, 386 OR 486 COMPUTERS

1. Type: **copy con autoexec.bat** [ENTER].

2. Type: **prompt pg** [ENTER].

3. Type: **path=c:\dos** [ENTER].

4. Press the [F6] key, then press [ENTER]. You should see the message: "1 File(s) copied."

MOUSE DRIVERS

A mouse is required to play this Sierra game. In order to activate your mouse when using a boot disk, you must copy your mouse driver onto your Boot Disk. The following are examples of statements that are required to be added to either the CONFIG.SYS and AUTOEXEC.BAT files for the automatic loading of the mouse driver.

THE CONFIG.SYS FILE:
(If MOUSE.SYS was copied to the Boot Disk).

► If you're following the MS-DOS 5 Boot Disk instructions type: **devicehigh=mouse.sys.**

► If you're following the Boot Disk instructions for versions of DOS below 5.0 type: **device=mouse.sys.**

THE AUTOEXEC.BAT FILE TYPE:
(If MOUSE.COM was copied to the Boot Disk).

► If you're following the MS-DOS 5 Boot Disk instructions type: **lh mouse.**

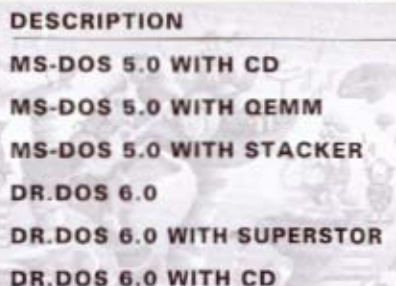► If you're following the Boot Disk instructions for versions of DOS below 5.0 type: **mouse.**

Refer to your mouse manual for further information on how to install your mouse driver. You may also call or fax Sierra Technical Support for assistance.

Tel: (209) 683-8989   Fax: (209) 683-3633

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. Then type cd **GOB2** [ENTER] to change to the Gobliins directory. Follow the instructions in the manual to start the game, and have a great time!*

Boot Disk instructions for other DOS formats are also available for downloading from the Sierra BBS (209-683-4463). Here is a list of the most commonly requested instructions:

DESCRIPTION	BBS FILE NAME
MS-DOS 5.0 WITH CD	BDMS5CD.EXE
MS-DOS 5.0 WITH QEMM	BDQEMM.EXE
MS-DOS 5.0 WITH STACKER	BDMS5STK.EXE
DR.DOS 6.0	BDDRD6.EXE
DR.DOS 6.0 WITH SUPERSTOR	BDDRD6SS.EXE
DR.DOS 6.0 WITH CD	BDDRD6CD.EXE

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 may be wrong. Following are some trouble-shooting tips that Sierra's Technical Support Department recommends.

QUICK TROUBLE-SHOOTING TIPS

1. Boot your system with the Boot Disk you created.
2. Reinstall the game under a Boot Disk environment.
3. If you are experiencing any form of program hesitation or lock-ups during game play and are using a Sound Blaster or compatible sound card, the following information is a temporary solution to have you up and running quickly. Run the Setup Utility and use the advanced configuration option for the sound card or select AdLib for sound. For correct sound card functionality, a call to Sierra On-Line's Technical Support or your sound card manufacturer's Technical Support is recommended.
4. If you continue to encounter difficulties with your program please refer to the "Technical Support" section on the following page for available options concerning contacting Sierra On-Line's Technical Support Department.

TECHNICAL SUPPORT

All Systems

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

Send to: ▶ Sierra On-Line, P.O. Box 800,
Coarsegold, CA 93614-0800
Attention: Technical Support

Sierra Technical Support is also available through:
*Sierra BBS: U.S. (209) 683-4463
CompuServe-GAMAPUB, Section 11 (Technical Support ID - 76004,2143)
Prodigy (Technical Support ID - WBWW55A)
America's On-Line
GEnie

*Answers to our most frequently asked questions are available through our Sierra BBS. At the main menu, select option "8" for Technical Help and then select "T" for Top 10 Technical Issues.

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") to: Sierra On-Line, P.O. Box 485, Coarsegold, CA 93614, Attention: RETURNS

Be sure to include a note stating your computer type, and the size of diskette you need (3.5"). We will gladly replace your program free of charge for the first 90 days of ownership (please enclose a copy of your dated sales receipt with your request). After 90 days there is a $10.00 charge for 3.5" diskettes.

If for any reason you're unhappy with the product, return it within 30 days for an exchange or full refund. The only catch is you've got to tell us why you don't like it. Otherwise we'll never get better. (Please remember your sales receipt.)

To ensure prompt and efficient service, direct your requests to the appropriate department below:

CUSTOMER SERVICE	TECHNICAL SUPPORT	ORDERS	PATCH DISKS	HINTS
SIERRA	SIERRA	SIERRA	SIERRA	SIERRA
Customer Support	Technical Support	Sales Dept.	Dept. 10	Hint Dept.
P.O. Box 600	P.O. Box 800	P.O. Box 978	P.O. Box 485	P.O. Box 200
Coarsegold, CA	Coarsegold CA	Oakhurst, CA	Coarsegold, CA	Coarsegold CA
93614-0600	93614-0800	93644-0978	93614-0485	93614-0200
1-800-SIERRA-5	Monday-Friday	For direct orders:		24 hour Hint Line:
	8:15 a.m - 4:45 p.m PST	Call 1-800-326-6654		900-370-5583
	Ca. 209/ 683-8989	Fax 209/ 683-4297		$.75 each minute
	Fax 209/683-3633			