

GOBLIINS 2



The Prince Buffoon

COKTEL VISION

GOBLIINS



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 a far, distant land, a land so distant that it can only be reached by magic. DOMENIC, a powerful warrior and king of this kingdom 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 adventurers, ever-ready to confront a ferocious dragon in the name of honour and glory? Who should show up but two talented goblins, 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.

Before tele-transporting 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 TAZAR, my colleague who is the village magician. He's a bit grumpy but full of common sense. Your first problem will be to get





out of the village due to a giant who was banished from the village for a month by TAZAR on account of his drinking bouts, he prevents anyone from leaving.

As for AMONIAK, he has created a moat around the castle to control the comings and goings of everybody. There, the wise man SOKA levitates, immune to the ill-doings of the demon, meditating day and night to exorcise the place.

There's no need to tell you that since AMONIAK'S arrival, the little world around the castle has been turned upside-down. No-one more so than TOM, the master clockmaker whose melodious chimes have been turned into a harsh tick-tock.

And KAEI, the walking apple-tree who is now permanently thirsty. Not to mention 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 itself is guarded by a band of merry-makers, more stupid than dangerous. AMONIAK controls them with the help of an idol which they superstitiously hold in great esteem. The Prince Buffoon is not the only prisoner. There is also a scientist whom AMONIAK has forced to build a shrinking machine to punish DOMENIC, who has been shrunk and locked into his own armour. Even whilst working for the enemy, the scientist is just waiting for the opportunity to muster the followers of the fallen king. For example, the dwarf blacksmith whom AMONIAK has kept close by in order to have him make weapons.

As for the cook, he is forced to prepare gloubagoulbi balls, the favourite food of OUMKAPOK, AMONIAK'S right-hand man and the cook's only company is the sad COLIBRIUS who is locked up in a cage and cries unceasingly for his love. 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.

It's up to you to get back - perhaps by combining Magic and Science. If you return to TAZAR'S house with the Prince you will have won.

Be on your way! Good luck!*



THE AIM OF THE GAME



After passing through strange lands the goblins 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 goblins 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 goblins are on the screen at the same time and can be manipulated simultaneously. The orders have to be given alternately by activating one goblin at a time. When the goblin is put into action he appears on the screen in profile. To change goblins, click the left button of the mouse directly on him.

The goblins 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 goblins, 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 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 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 goblin moves and carries out the action.
- Personal use: If you use an object anywhere outside a special zone the goblin 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 goblin 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 goblin) just for curiosity's sake, to try out their uses.
- You needn't wait for a goblin 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 goblins cannot die, you just have to start the action again if an action or series of actions fails.
- Don't forget to try each goblin 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 goblins. 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.





START UP PROCEDURE

1 - ATARI ST 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 **↵**.

Type **INSTALL** and then press **↵**, 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 **↵**.

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 **↵**.

B/ IF YOU DONT 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).

3 - CD ROM

Insert the CD in the CD ROM drive.

If you don't have a hard disk insert a new, but formatted, disk in drive A (or B).

Get on to your CD path (e.g. D:), type **INSTALL** then press **↵**. Follow the instructions on the screen to load it onto a disk. After loading, to start the game, type **GO** after A:\> has appeared, then press **↵**. If this doesn't work, start again by typing **BGO** and then press **↵**.

If you have a hard disk, get on to your CD path (e.g. D:),

type **INSTALL** and follow the instructions on the screen. After loading, to start the game, all you have to do is get into the hard disk directory where the game has been stored, type **GO** and then press **↵**. If this doesn't work, start again by typing **BGO** and then press **↵**.

IMPORTANT

In the case of any malfunction after trying the start-up procedure as described in this manual and if you have a disk with your CD, use the following start-up procedure:

If you don't have a hard disk after switching on your computer, insert your start-up disk in drive A, then type A: and press **↵**, then type **GO** and press **↵**. If this doesn't work start again by typing **BGO** (instead of **GO**).

If you have a hard disk, copy all of the start-up disk in your game directory, type **GO** and then press **↵**. If this doesn't work type **BGO** and then press **↵**.

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 **LOADER** and then press **↵**.

B/ IF YOU DONT 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.

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 **↵**.

		A	B	C	D
REPRODUCTION INTERDITE	1	Black	Red	Yellow	Blue
	2	Purple	Green	Blue	White
	3	Black	Yellow	White	Green
	4	Yellow	Grey	Red	Grey
	5	White	Green	Black	Red
	6	Green	Red	White	Blue
	7	Red	Grey	Yellow	Grey
	8	White	Purple	Black	Yellow
	9	Blue	White	Green	Black
	10	Yellow	Blue	White	Green

REPRODUCTION INTERDITE	11	Grey	Yellow	Red	White
	12	Blue	Black	White	Purple
	13	Yellow	Grey	Red	Black
	14	Purple	White	Blue	White
	15	Grey	Green	Red	Yellow
	16	Green	Yellow	Grey	Black
	17	Blue	White	Purple	White
	18	Red	Green	Yellow	Grey
	19	White	Purple	Blue	Green
	20	Red	White	Grey	Yellow

		A	B	C	D
FORBIDDEN TO RE-PUBLISHED	21	White	Yellow	Black	Red
	22	Blue	White	Grey	Purple
	23	Green	Blue	Yellow	Black
	24	Red	Purple	White	Grey
	25	Yellow	Grey	Green	Black
	26	Blue	White	Purple	Purple
	27	White	Yellow	Red	Yellow
	28	Black	Green	Grey	Red
	29	Yellow	White	Purple	Green
	30	Blue	Black	Green	Black
	31	Red	Grey	Purple	White

PROHIBIDO REPRODUCIR	32	Purple	White	Red	Grey
	33	Green	Black	Blue	Black
	34	Purple	Green	Yellow	White
	35	Grey	Red	Black	Green
	36	Red	Yellow	White	Yellow
	37	Purple	Purple	Blue	White
	38	White	Green	Yellow	Blue
	39	Green	Black	Blue	White
	40	Black	Yellow	White	Purple
	41	Yellow	Grey	Red	Grey

		A	B	C	D
VERVIELFALTIGUNGEN VERBOTEN	42	Purple	White	Red	Grey
	43	Green	Black	Blue	Black
	44	Purple	Green	Yellow	White
	45	Grey	Red	Black	Green
	46	Red	Yellow	White	Yellow
	47	Purple	Purple	Blue	White
	48	Green	Black	Yellow	Grey
	49	White	Grey	Red	Purple
	50	Yellow	Black	Green	Blue
	51	Grey	Purple	Blue	White
	52	Black	Red	White	Yellow

REPRODUCTION INTERDITE	53	Grey	Red	Black	Green
	54	Red	Yellow	White	Yellow
	55	Purple	Purple	Blue	Grey
	56	White	Green	Yellow	Blue
	57	Green	Black	Blue	White
	58	Black	Yellow	White	Purple
	59	Yellow	Grey	Red	Grey
	60	White	Blue	Green	Red
	61	Black	Red	White	Green
	62	Red	Grey	Yellow	Grey

		A	B	C	D
FORBIDDEN TO RE-PUBLISHED FORB	63	Yellow	Green	Black	Grey
	64	Green	Purple	Blue	White
	65	Red	Yellow	White	Yellow
	66	White	Red	Black	Green
	67	Purple	Green	Blue	White
	68	Yellow	Black	White	Grey
	69	Green	Purple	Blue	Purple
	70	Red	Yellow	White	Yellow
	71	Black	White	Blue	Green
	72	Purple	Green	Grey	White
	73	Green	Black	Yellow	Grey
	74	Purple	Purple	Blue	White

PROHIBIDO REPRODUCIR PROHIB	75	Purple	White	Red	Grey
	76	Green	Black	Blue	White
	77	Purple	Green	Yellow	White
	78	Grey	Red	Black	Green
	79	Blue	White	Purple	Purple
	80	White	Yellow	Red	Yellow
	81	Black	Green	Grey	Red
	82	Yellow	White	Purple	Green
	83	Blue	Black	Green	Black
	84	Purple	Purple	Blue	White
	85	Red	Yellow	White	Yellow

	A	B	C	D	
VERVIELFALTIGUNGEN VERBOTEN	86	Blue	White	Purple	Purple
	87	Yellow	Grey	Green	White
	88	Grey	White	Purple	Green
	89	Blue	Green	Black	White
	90	White	Yellow	Red	Yellow
	91	Blue	Purple	Green	Purple
	92	White	Grey	Yellow	Black
	93	Yellow	White	Purple	Green
	94	Black	Green	White	Red
	95	White	Yellow	Red	Yellow
	96	Blue	White	Green	Purple
	97	Black	Grey	Yellow	Green
	98	Black	Green	Grey	Red

REPRODUCTION INTERDITE	99	White	Yellow	Red	Yellow
	100	Blue	White	Purple	Purple
	101	Yellow	Grey	Green	Black
	102	Red	Purple	White	Grey
	103	Green	Blue	Yellow	Black
	104	Blue	White	Grey	Purple
	105	White	Yellow	Black	Red
	106	Black	Red	White	Yellow
	107	Grey	Purple	Blue	White
	108	Yellow	Black	Green	Blue

	A	B	C	D	
FORBIDDEN TO RE-PUBLISHED / FORB	109	Green	Purple	Blue	White
	110	Red	Yellow	White	Yellow
	111	White	Red	Black	Green
	112	Purple	Green	Blue	White
	113	Yellow	Black	White	Grey
	114	Green	Purple	Blue	Purple
	115	Red	Yellow	White	Yellow
	116	Black	White	Blue	Green
	117	Purple	Green	Grey	White
	118	Green	Black	Yellow	Grey
	119	Purple	Red	Blue	White
	120	Purple	Purple	Blue	White
	121	Red	Black	Yellow	Grey
	122	Purple	Green	Grey	White

PROHIBIDO REPRODUCIR / PROHIBIDO	123	Green	Black	Yellow	Grey
	124	Purple	Purple	Red	White
	125	Purple	Purple	Blue	Red
	126	Green	Black	Yellow	Grey
	127	Purple	Green	Grey	White
	128	Black	White	Blue	Green
	129	Red	Yellow	White	Yellow
	130	Green	Purple	Blue	Purple
	131	Yellow	Black	White	Grey
	132	Purple	Green	Blue	White
	133	White	Red	Black	Green
	134	Red	Yellow	White	Yellow
	135	Green	Purple	Blue	White

A B C D

VERVIELFALTIGUNGEN VERBOTEN

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REPRODUCTION INTERDITE REPRODUCCION VERBOTEN

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FORBIDDEN TO RE-PUBLISHED FORBIDDEN

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	A	B	C	D
192	Red	Yellow	White	Yellow
193	Purple	Purple	Blue	White
194	Green	White	Yellow	Grey
195	White	Grey	Red	Purple
196	Yellow	Grey	Green	Blue
197	Grey	Purple	Blue	White
198	Grey	Red	White	Yellow
199	White	Yellow	Grey	Red
200	Blue	White	Grey	Purple
201	Green	Blue	Yellow	Grey
202	Red	Purple	White	Grey
203	Yellow	Grey	Green	Grey
204	Blue	White	Purple	Purple
205	White	Yellow	Red	Yellow
206	Grey	Green	Grey	Red

207	Grey	Red	White	Yellow
208	Grey	Purple	Blue	White
209	Yellow	Grey	Green	Blue
210	White	Grey	Red	Purple
211	Green	Grey	Yellow	Grey
212	Purple	Purple	Blue	White
213	Green	Yellow	White	Yellow
214	Red	Grey	Yellow	Grey
215	Grey	Red	White	Green
216	White	Blue	Green	Red
217	Yellow	Grey	Red	Grey
218	Grey	Yellow	White	Purple
219	Green	Grey	Blue	White
220	White	Green	Yellow	Blue

	A	B	C	D
221	Yellow	Blue	White	Red
222	Blue	White	Purple	Green
223	White	Green	Grey	Yellow
224	Red	Grey	Yellow	Grey
225	Grey	Red	White	Green
226	White	Blue	Green	Red
227	Yellow	Grey	Red	White
228	Grey	Yellow	White	Purple
229	Green	Grey	Blue	White
230	White	Green	Yellow	Blue
231	Purple	Purple	Blue	White
232	Red	Yellow	White	Yellow
233	Grey	Red	Grey	Green
234	Purple	Green	Yellow	White
235	Green	Grey	Blue	Grey
236	Purple	White	Red	Grey

237	Grey	Grey	Yellow	Green
238	Blue	White	Green	Purple
239	White	Yellow	Red	Yellow
240	Grey	Green	White	Red
241	Yellow	White	Purple	Green
242	White	Grey	Yellow	Grey
243	Blue	Purple	Green	Purple
244	White	Yellow	Red	Yellow
245	Blue	Green	Grey	White
246	Grey	White	Purple	Green
247	Yellow	Grey	Green	Grey
248	Blue	White	Purple	Purple
249	White	Yellow	Red	Green
250	Grey	Grey	White	Red
251	Yellow	White	Purple	Green

	A	B	C	D
VERVIELFALTIG	252	Yellow	Green	Grey
	253	Green	Purple	Blue
	254	Red	Yellow	Yellow
	255	White	Red	Green
	256	Purple	Green	Yellow
	257	Yellow	Black	Grey
	258	Green	Purple	Blue
	259	Red	Yellow	Yellow
	260	Black	White	Blue
	261	Purple	Green	Grey
	262	Green	Black	Yellow
	263	Purple	Purple	Blue
	264	Yellow	White	Purple
	265	Grey	Black	Red
VERVIELFALTIGUNGEN VERBOTEN	266	White	Yellow	Red
	267	Blue	White	Purple
	268	Purple	Green	Yellow
	269	White	Red	Grey
REPRODUCTION INTERDITE	270	Red	Green	Yellow
	271	Purple	Purple	Blue
	272	Green	Yellow	Grey
	273	Purple	Green	Grey
	274	Black	White	Blue
	275	Red	Yellow	Yellow
	276	Green	Purple	Blue
	277	Yellow	Black	Grey
	278	Purple	Green	Blue
	279	White	Red	Black
	280	Red	Yellow	White
	281	Green	Purple	Blue
	282	Yellow	Green	Black

	A	B	C	D
PROHIBIDO REPRODUCIR	283	Blue	Black	Yellow
	284	White	Yellow	Grey
	285	Black	Grey	Green
	286	Red	Black	Blue
	287	Yellow	Green	White
	288	Red	Blue	Black
	289	Green	Red	Purple
	290	Black	Blue	Yellow
	291	White	Purple	Grey
	292	Blue	Yellow	Blue
	293	Green	White	Grey

PROHIBIDO REPRODUCIR	294	Grey	Black	Red
	295	Blue	Blue	Green
	296	Grey	White	Red
	297	Yellow	Black	Grey
	298	Purple	Blue	White
	299	Black	Red	Blue
	300	White	Yellow	Green
	301	Blue	Red	White
	302	Green	Black	Blue
	303	Grey	White	Red
	304	Yellow	Green	Purple

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