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Goblins Quest 3TM



Goblins 3 Quest 3



SIERRA®

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T H E S T O R Y



For thousands of years the two kingdoms ruled by Queen Xina and King Bodd have competed fiercely to be the first to conquer the labyrinth in the bowels of Mount Foliandre. According to legend the goblin who manages to come through all the tests in the Labyrinth of Foliandre will win eternal benefit 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.

For many years this ancestral struggle has captivated the attention of the greatest historians and especially the readers of *Goblins News*. Blount, one of the most talented journalists of the newspaper, has dreamed of obtaining a sensational scoop for a long time.

But recently there have been new and alarming developments. Behorn, the guardian of the Labyrinth and the only person who can guarantee that the tests have been passed fairly, has just died of old age. This is bad news, plus the disturbing discovery that the key to the entrance has disappeared! Even more serious, Behorn's daughter, Wynonna, cannot be found!

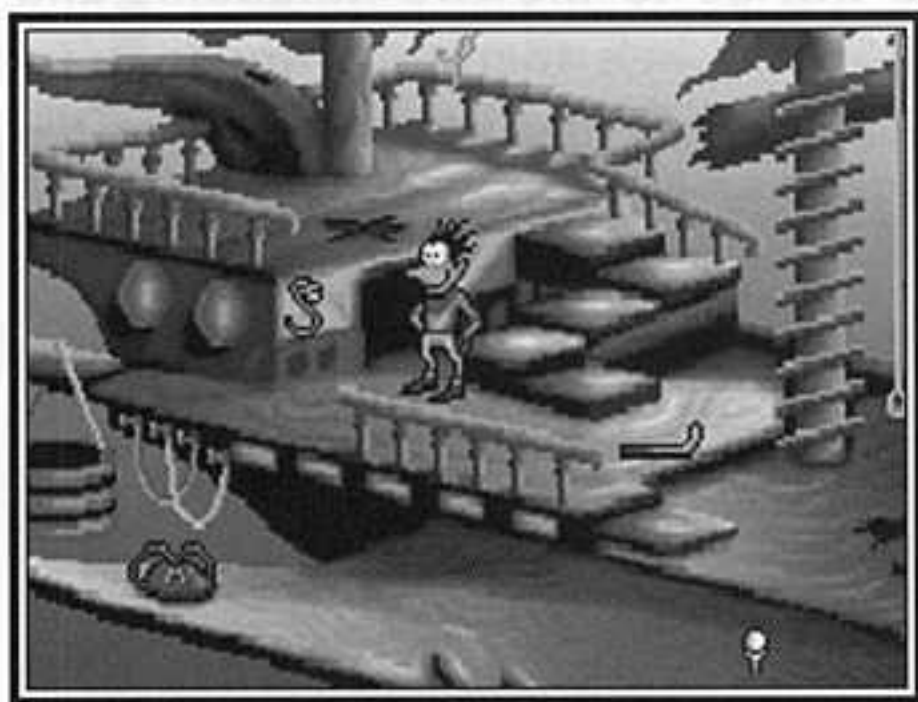
Has Wynonna been kidnapped? Is she in danger? Without the key, how can the champions try to overcome the obstacles of the Labyrinth? Has one of the monarchs stolen the key to be able to explore the Labyrinth, despite what the rules say?

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 even the rats have abandoned the vessel which is now being bombarded by huge rocks. Great holes have already appeared in the hull and the nose is slowly but surely submerging. Blount must get off this ship before it capsizes completely.



This is only the beginning of a long series of hair-raising adventures for Blount. Very soon he finds Wynonna being mistreated by King Bodd's henchmen, and he immediately intervenes. As

a result he comes up against a fierce wolf who leaves him for dead **and** 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 speedixir or growthixir which will enable him to reach the kingdoms of Xina and Bodd. He is late for the story!

Thanks to his double personality, he might have a chance to try and overcome the obstacles of the labyrinth and become the champion of both Xina and Bodd. Maybe he will also be able to resolve the conflict that divides the two kingdoms.



THE AIM OF THE GAME

Blount must get into the castles of both King Bodd and Queen Xina. His adventures take him through small worlds made up of two or three connected scenes. Each world contains an enigma. The pieces of the solution to the puzzle are scattered about in the different scenes that make up the world.

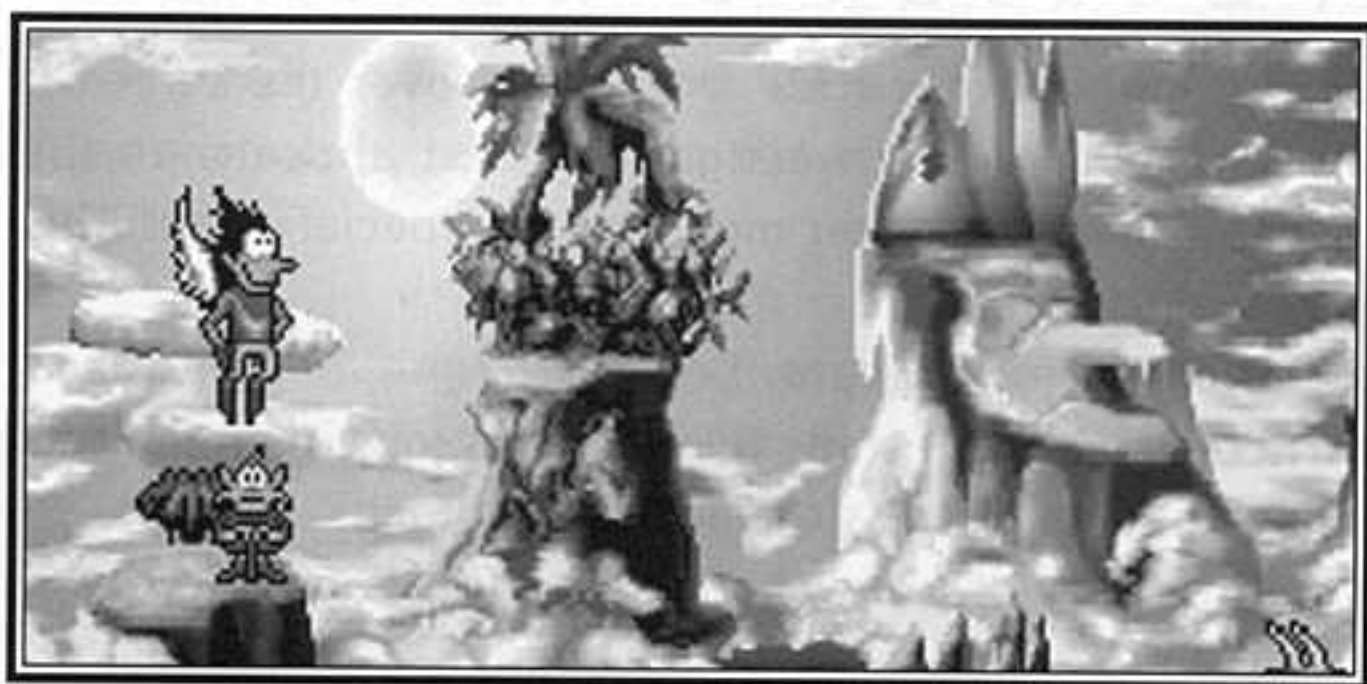
Blount sets out on his own, but he meets other characters in the course of the game. These include Chump the parrot, Fulbert the boa-constrictor and Ooya the sage. Though you





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 timing is all important. To succeed, you must make your move exactly right, neither too early nor too late.



I N T E R A C T I V I T Y

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 alternately 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 click the left-hand mouse button on him.

T H E S C R E E N

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. The action is seen by scrolling through more than one screen.

The Dialog Window.

The Command Line, or the last line of the screen.

T H E C U R S O R ' S R O L E

When you move the cursor <<arrow>> over the screen it corresponds to your investigation. 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 objects, give them objects or allow them to express themselves.

Exit. The cursor <<arrow>> changes into a door.

Following are places and results 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. For example, click the cursor on a button and he presses it.

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

T H E C O N T R O L P A N E L



To call up the control panel move the cursor to the top of the screen. An Icon Bar with six icons will appear. Choose a function by clicking on the icon with the left mouse button.

1. Game Management. A menu including:

<<SAVE>>, <<RESTORE>>, <<QUIT>>.

Save. There are positions for saving your place in the game onto the hard disk. Select a line, write the name of your save game.

Restore. Each of the positions can be restored. The game will be as you left it.

Quit. Allows you to leave the game.

2. Jokers. You have five jokers available for the game. These give you extra clues if you get really stuck.

3. Goblins News. The cover page of each edition gives a summary of the hero's current achievements in his quest. It may be consulted in each scene.

4. Inventory. Another way of gaining access to the inventory, other than right clicking the mouse.

5. Current Goal. 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 scene. Explore the nearby scenes 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 action.
- There are no stalemate situations; the key objects are unlimited. 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, and on each of the characters. Don't forget that they like joking!

START UP PROCEDURE

IBM PC and compatibles with a hard disk

Insert 'DISK 1' in Disk Drive (e.g., A: or B:).

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

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

Default directory will be GOB3 (C:\sierra\GOB3). *Once the game has been installed, change directory (type CD) to the directory where you installed the game (e.g., CD\SIERRA\GOB3).*

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**.*

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

C D R O M

Insert the CD into your CD drive.

Change drive to your CD drive (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**. 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 (206) 644-4343.

T I P S F O R A D V E N T U R E R S

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.

S I E R R A O N - L I N E ' S A U T O M A T E D T E C H N I C A L S U P P O R T R E P R E S E N T A T I V E

Sierra On-Line, in our commitment to provide the best Customer Service in the industry, offers a 24 hour automated Technical Support Line. Our automated Technical Support Representative, has answers to our most frequently asked technical questions and is available by calling our Technical Support Line at (800) 376-2683 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.

C U S T O M E R S E R V I C E S

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 their 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 and guarantee your satisfaction.

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 22 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 22 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 22 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 on page 22. Please let us know the game you are having problems with.

H I N T S

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 22). If you want an immediate response, you can call our 24 hour Hint Line at: 1-900-370-5583.

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.

T E C H N I C A L H E L P

(M S - D O S O N L Y)

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 22 for 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 22 for 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 3 must be played with a mouse. Please refer to the mouse driver section prior to making the Boot Disk.

MS-DOS 5.0 & ABOVE USERS

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

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 386 OR 486 COMPUTERS

1. Type: **copy con autoexec.bat** [ENTER]
2. Type: **prompt \$p\$g** [ENTER]
3. Type: **path=c:\dos** [ENTER]
4. Press the [F6] key, then press [ENTER].

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

M O U S E D R I V E R S

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 or AUTOEXEC.BAT for the automatic loading of the mouse driver.

THE CONFIG.SYS FILE:

(If MOUSE.SYS was copied to the Boot Disk)

Devicehigh=Mouse.sys

THE AUTOEXEC.BAT FILE TYPE:

(If MOUSE.COM was copied to the Boot Disk)

lh 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: (206) 644-4343

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 sierra\GOB3** [ENTER] to change to the Goblins 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). Download the file BDAll.EXE for a complete listing of the instructions commonly requested most.

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 lockups 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 (206) 644-4343. 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 (Sierra BBS access through Compuserve - Go Sierra)

CompuServe-GAMaPUB, Section 11 (Technical Support ID - 76004,2143)

Prodigy (Technical Support ID - WBWW55A)

America's On-Line (Keyword: SIERRA)

GEnie (Private E-Mail SIERRA.SUP)

*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*.

SIERRA ON-LINE'S AUTOMATED "800" TECHNICAL SUPPORT SERVICE

Sierra On-Line, in our commitment to provide the best Technical Support in the industry, offers a 24 hour automated Technical Support Line. Our automated Technical Support Representative has answers to our most frequently asked technical questions and is available by calling (800) 376-2683. If you do not find the answer to your specific technical issue, you can call our Technical Support Department at (206) 644-4343 and speak to a Technical Support Representative Monday through Friday, 8:15 a.m. - 4:45 p.m. Pacific Time.

WRITE TO SIERRA SERVICES

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

CUSTOMER SERVICE	TECHNICAL SUPPORT	ORDERS	PATCH DISKS	HINTS
SIERRA Customer Support P.O. Box 600 Coarsegold, CA 93614-0600 1-800-SIERRA-5	SIERRA Technical Support P.O. Box 800 Coarsegold, CA 93614-0800 Monday-Friday 8:15 a.m.- 4:45 p.m. PST Call (206) 644-4343 Fax (209) 683-3633	SIERRA Sales Dept. P.O. Box 978 Oakhurst, CA 93644-0978 For direct orders: Call 1-800-757-7707 Fax (209) 683-4297	SIERRA Dept. 10 P.O. Box 485 Coarsegold, CA 93614-0485	SIERRA Hint Dept. P.O. Box 200 Coarsegold, CA 93614-0200 24 hour Hint Line: 1-900-370-5583 \$.75 each minute.

THE SIERRA NO-RISK GUARANTEE!

If you find that you need to send for replacement diskettes, send the original disk #1 to: Sierra On-Line, P.O. Box 485, Coarsegold, CA 93614, Attention: RETURNS

Be sure to include a note stating your computer type. 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.)

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The Software Publishers Association
1101 Connecticut Avenue NW, Suite 901
Washington, DC 20036

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