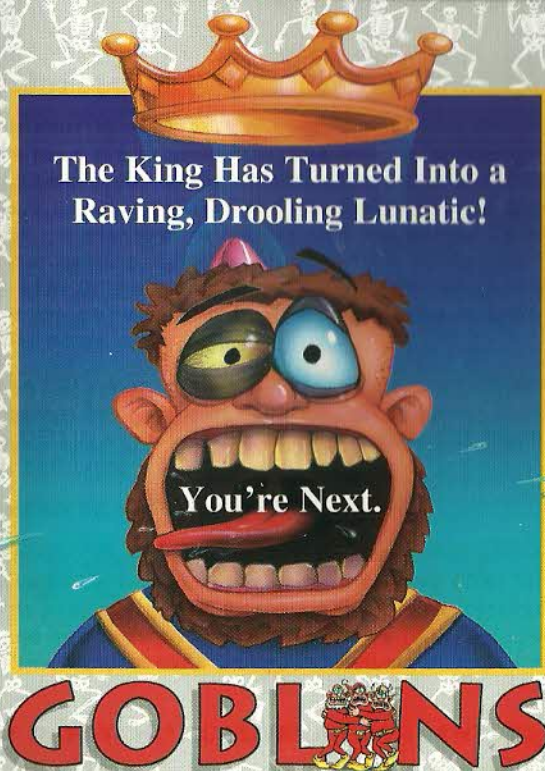


SierraOriginals™

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WARNING: Contains hard puzzles for hard-core players!

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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 drive 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,

Gary Brown
Corporate Quality Assurance

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.

START-UP PROCEDURE

CD ROM VERSION

1. Insert the CD into your CD drive.
2. Change directory (type CD) to your CD path (e.g. D:)
3. Type INSTALL and follow the instructions on the screen.
4. 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.

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 work-shop. 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 Goblins 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

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Direct your inquiries to the Technical Support Department if your question is about hardware and software compatibility specific to Sierra games (e.g., sound card configuration and memory management). Technical assistance is available by phone, fax, on line or mail.

Sierra On-Line
Technical Support
PO Box 85006
Bellevue, WA 98015-8506
Phone: (206) 644-4343
(M-F, 8:15 am - 4:45 pm)
(24 hour Automated)
Fax: (206) 644-7697

MODEM SUPPORT

For on-line support and hints:
U.S.: Sierra BBS: (206) 644-0112
U.K.: (44) 1734-304227
CompuServe: GO SIERRA
America Online: Keyword SIERRA
Internet: HTTP://WWW.SIERRA.COM

U.S. HINTS:
1-900-370-5583
\$.75 per minute

SIERRA ON-LINE

Attn: Hints
PO Box 53210
Bellevue, WA 98015-3210

CANADIAN HINTLINE:

1-900-452-3356
\$1.25 per minute
(U.S. and Canadian hintline users must be 18 years or older, or have parental permission.) You may also contact Direct Sales to purchase a hint book.

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New Games Hint Line:
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(0) 891-660-660

Old Games Hint Line: (within UK):
(0) 1734-304-004

Old Games Hint Line (outside UK):
(44) 1734-304-004

FRANCE HINTS

Hint Line: (33) 1-36-68-4650
Costs 2,19F la minute; tarif
en vigueur au 20 mai 1994
(France métropolitaine seulement.)

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