



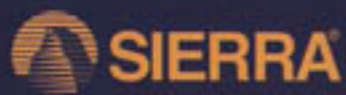
# GOBLIINS 2

TM

HINTBOOK

  
COKTEL VISION  
Part of the Sierra Family





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# GOBLIINS 2™

HINTBOOK

**COKTEL VISION**  
Part of the Sierra Family





# GOBLIINS 2

H I N T B O O K

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# Gadzooks! The King has gone berserk!

**HIS SON HAS BEEN KIDNAPPED. 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 faraway, distant land. In fact, it is so distant that it can only be reached by magic. Domenic, a powerful warrior and ruler of this far-off land, 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 Prince his jester!

Driven by despair, King 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.

In the meantime, the King's son has been turned into a Prince Buffoon. But, he 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 Domenic in rebellion.



## **THIS WIZARD 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, 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.

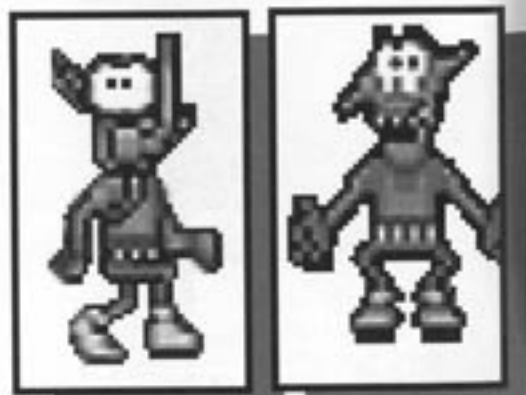
All the inhabitants of the village, with the exception of a few privileged individuals, are dying of starvation and thirst.

### **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 goblins, FINGUS and WINKLE? They have completely opposite personalities, but they work amazingly well together.

### **A TALE OF TWO HEROES**

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.



And, they're the only ones in the Kingdom courageous enough (or crazy enough) to rescue the King's precious child from the clutches of the cunning demon, Amoniak. FINGUS is a serious, polite, and careful little fellow. WINKLE is an oddball, a joker, and a reckless comic. The game begins as they are summoned by the soothsayer, Modemus.

# STRATEGY TIPS FOR PLAYING GOBBLINS 2



Gobblins 2 is divided into 7 worlds. Each world contains several different interrelated scenes. Upon completion of all the scenes the goblins will journey to the next world.

The two goblins are on the screen at the same time. You control them individually and at times you must control them simultaneously. Also, the goblins share objects. There is only one inventory for both of them, but each goblin can have a different object in his hand at the same time.

1. When you complete the adventure in one of the worlds, save the game at that point. Under GAME MANAGEMENT click on SAVE and give the saved game a name. Sometimes there are particularly tough sequences that you may wish to save before you complete the entire episode. You have the option to save over previously saved games.

2. Timing. Always keep in mind that the order of events can be very important. That means you may have to redo the sequence of events several times before you get all the timing down just right.

3. The goblins can't die and that is very good and bad. It's good because you can keep trying a task over and over until you get it right. It's bad (well, not really bad) because the game designers took that into consideration and you will be challenged to some real teeth-gnashing sequences.

4. Positioning is often crucial. Play and replay a sequence over and over while you observe the action taking place. Develop a plan. Place the goblins as near as you can to where their duties will be quickly accomplished and most convenient for their role in the sequence. For example: In the first scene, after you've spoken to all the other characters, you want to position FINGUS near the bottle by the two old men before you attempt to steal the sausage with WINKLE.

5. Whenever you enter a new scene, scan the entire screen with your mouse and look for objects. Their names appear at the bottom left of your screen. Once you become familiar with all the objects, you can proceed to experiment with them and see how they interact with other objects or characters. Special note: Some objects or characters are not revealed until you complete a task. Therefore, each time you complete one task, search the screen for any new objects that may have appeared. For example: In World 6, you must figure out how to light the candle before the ball of wax appears.

6. Always keep in mind that Goblins 2 is a fantasy adventure. It's magical and bizarre. Let your imagination go wild and try even the craziest leaps of logic. This game is truly the tops when it comes to a challenge and the best part of it is the humor and fun. Good luck my friend, I'll see you back at the castle.

# WORLD 1



## IN THE VILLAGE

**This looks like a nice village. I've been walking around with FINGUS and WINKLE, but I don't know what to do.**

Be kind to your elders and go and speak to the Notable. He's the guy sitting on the porch. Then continue being polite and have FINGUS and WINKLE talk to the two old men.

**Hey, I was trying to be nice, but when I tried to pick up the bottle one of the old men whacked me with his cane.**

You need to get their bottle, but you've found out it's not easy. Try this, have WINKLE steal the sausage.

**When I try to get the sausage, that old buzzard, the Notable, slammed me with it.**

Well, what did you expect. Get into this. While WINKLE tries to steal the sausage, the Notable hits him and the two old men laugh. Forget about WINKLE and snatch the bottle with FINGUS while the old men laugh. Now go to the Fountain.

## AT THE FOUNTAIN

**I figured out how to get the Fountain to spray water, but I feel like a wet noodle. What should I do?**

Isn't that a cute frog by the fountain? That reminds me, did you hear what happened when the frog parked next to a fire hydrant? He got toad. (Ok, ok, back to the hints.) Now, if you recall, FINGUS grabbed the bottle from the old men. Now, you need to give the bottle to WINKLE and have FINGUS press on the fountain while you place the bottle under the jet of water with WINKLE.



## Should I have the goblins drink from the bottle? Or, should I just turn off my computer and croak?

You're on the right track, sort of, kinda. Use the full bottle of water on the frog with WINKLE. Pick up the stone under the frog, knock on the Wizard's door and talk to him with FINGUS and WINKLE.

## Even when I try to bluff the Wizard, he says he's too busy to talk. How can the goblins get in to talk with him?

Use the stone on the chimney and the window with WINKLE. Then, give the stone to FINGUS and have him use the stone on the chimney and window. It may seem like nothing is happening, but you do this to aggravate the Wizard.

Now, use the stone with FINGUS on the mechanism. Get FINGUS to pull down the ladder rung and have WINKLE go up the ladder to the roof. Then send FINGUS up the ladder. Take them one at a time to the window and try to get in the Wizard's house. Have WINKLE try to go down the chimney in the Wizard's house. The Wizard will finally give in.

## IN THE WIZARD'S HOUSE

### I tried petting the tiger skin rug and it bit me! What's going on?

Remember your manners. First, talk to the Wizard with WINKLE and FINGUS. Set WINKLE near the tiger's tail and place FINGUS by the tiger's head. Have WINKLE step on the tiger's tail. When the tiger growls have FINGUS take the matches in the tiger's mouth. You must react very quickly.



## What should I do with the matches? The fire is going great and I don't smoke.

Take the matches over to the teapot on the stove and light the burner beneath it. You should still have your bottle, so pour some water into the kettle. As the teapot steams it loosens the poster on the wall and it will fall partly off the wall.

## Ouch! I can see a key on the wall behind the poster, but I keep getting burned.

"You can't change the laws of physics, Captain." First blow the fire out under the kettle, and now it's safe to take the spring key.

## I can't seem to find anywhere to use the key, it's driving me cuckoo.

Hang on, it's still early in the adventure. Instead of you going cuckoo have FINGUS use the key on the cuckoo-clock. Position WINKLE underneath the clock and when the cuckoo comes out with the big key, throw the stone with WINKLE and knock the key down. Take the big key and leave.

## AT THE FOUNTAIN

### I'm at the fountain again, I've been looking around and I don't know what to do.

Over to the left you'll see a cellar door. Use the big key to open it and take the wine.

## **IN THE VILLAGE**

**I'm back at the village and I thought I did everything there was to do here. What's next?**

Take some time to smell the flowers and, while you're there, use the bottle of water on the flowers. Be a good neighbor and have FINGUS give a flower to the Notable. While the Notable is snoozing, place WINKLE on the porch platform and have FINGUS press the switch. After WINKLE is thrown onto the roof, have him steal the sausage. Then go to see the giant.

## **AT THE GIANT**

**I tried to get past the dog with both goblins and he won't let them by. Should I give him the sausage?**

Well yes, you should give the dog the sausage, but not in the way you think you should. Have FINGUS use the sausage on the lower pot hole and take advantage of the moment to let WINKLE pass by the dog.

**FINGUS really gave it to the dog with the sausage and WINKLE got by, but how do I get FINGUS past the dog.**

WINKLE should jump in the hole in the tree and burrow his way through an underground tunnel and open up a passageway on the lower right side of the path.

**Hey, that was easy except, now that I have both goblins by the giant, what should I do?**

Take each of them separately and try to wake up the giant.

**Oh great, good hint, sheesh! The giant nearly knocked the goblins' heads off. What should I really do?**

What good is an adventure if you don't have some fun? Go back through the burrow with both goblins and take them over by the chicken. While WINKLE tickles the chicken have FINGUS use the sausage to hit the chicken on the head.

**That's one way to get a chicken to lay an egg. What should I do with it?**

Take the egg with FINGUS. Go back through the burrow to the giant and light the wood pile with the matches you got from the tiger's mouth. Place the egg on the fire with FINGUS.

**Well, that woke up the giant, but he still seems uncooperative. What should I do?**

Don't forget he is a giant and he has a big appetite. As you are talking to the awakened giant, give him the wine and sausage. WINKLE and FINGUS can now exit at the top.



# WORLD 2



## AT THE TRENCH

### How am I supposed to get across the trench?

Whoa! There are several things you'll have to do before you get across the trench. Let's get started. Enter the small tower with FINGUS. After picking up the bomb with FINGUS, have WINKLE light the fuse. The guard will explode. Enter the small tower with WINKLE. Once again pick up the bomb with FINGUS and light the fuse with WINKLE. The carpet will drop and a hand will catch it.

**I feel like someone pulled the rug out from under me. What do I do now, wipe my feet?**

If they're dirty, yes. Try this: Enter the small tower with FINGUS again. This time pick up the bomb with WINKLE and transfer it to FINGUS to light the fuse. The hand will drop the carpet. Walk onto the carpet and talk to Soka. He will advise you to go and look for "the sand of time" so you can cross the trench.

## AT TOM

**Who's this little kid hanging around and what should I do with him?**

He's just a kid looking for some fun. Why don't you help him out? Use the stone on the ball and when it drops, the little boy catches it and goes to the window of a house.

**I thought he wanted to play, but he went inside the house.**

Let's see what he's up to. Have WINKLE enter the door of the house with the boy in it. The little boy will disappear and reappear through the door on bottom right. During the little boy's brief reappearance, FINGUS must go in through the door on the top right so he can come out behind the boy and catch him by the collar.

**I guess the little boy didn't want to play, he just wanted to take the ball. FINGUS has him by the collar, what should I do with him?**

Take the ball from the kid and have FINGUS give the ball to the basketball player, who throws it into the basket. As the ball bounces, make WINKLE jump up into the basket and hit the ball with his head, bouncing it into the mayor's window. When the mayor comes out, talk to him.

**The Mayor was interesting, but a little weird. What do I do now?**

The Mayor's a politician, what did you expect? Let's leave him and go over to see Tom, the master clock maker. His house is on the top right. Speak to Tom about the hourglass. Don't forget there's no such thing as a free lunch, he will demand a melody. Don't worry about not having a melody, you will get one later on in the game and come back.

## **AT KAEI, THE WALKING TREE**

**This game gets more bizarre with every click of my mouse. How do you interact with a walking tree?**

It's always good to hug a tree, but in this case it's not necessary. First, have WINKLE use the bottle on the nymph to wake her up and then go over and give the tree a drink. Climb onto the tree's hand with WINKLE.



While WINKLE is on the tree, place FINGUS on the rock under the branch. Use WINKLE to knock down a flower by shaking the branch and have FINGUS ready to catch it.

**The flower is pretty, who should I give it to?**

Sounds like you're between a rock and a hard place, so use the flower on the stone under which the bees live. Then touch the stone with FINGUS. When a bee flies out, FINGUS gets the honey. Put FINGUS on the big rock to the left of the stone.

**There must be more to it. Everyone is just standing around. How do I get things moving?**

Remember these goblins always work together. Use WINKLE on the stone and the bee will come out. Put FINGUS on the bee's back. When the bee takes FINGUS near the nymph, have him give the honey to the nymph, who will point out the right mushroom to take.

**She was a nice nymph. What should I do with the mushroom?**

Pick the mushroom and use WINKLE to knock on Vivalzart's door. Show him the mushroom with WINKLE and enter Vivalzart's house.

## **IN VIVALZART'S HOUSE**

**I'm inside Vivalzart's house. What should I do now?**

Put the mushroom into the machine with WINKLE and start it up with FINGUS. When the machine starts, the liquid is blocked by the clothespin.



## **I can't get the clothespin out of the machine, what gives?**

Obviously the clothespin won't, so take a worm from the jar with WINKLE. Then place FINGUS on the left trap door under the vulture. When you click on the shelf button with WINKLE, FINGUS will be tossed up to the vulture. While FINGUS is hanging, throw the worm to the vulture with WINKLE. FINGUS will drop with a piece of meat.

## **What do I do with the meat?**

Give the meat to the piranha who spits out the bone. Place either goblin on the trash can. Then take the bone with the other goblin and give it to Vivalzart. When he throws it into the trash can, the goblin will bounce onto the shelf.

## **What's the shelf life of a goblin?**

It's not much of a life yet. Have the goblin on the shelf get the 'kind elixir'. Now you can take the clothespin blocking the pipe. The liquid from the machine will go into the container. Use the bottle to give each goblin a few drops to drink. Watch the goblins disappear into a dream.

## **ALL THAT JAZZ**

### **Wow, where am I? This is a bizarre room. How do I get these musicians to play?**

They do appear somewhat lifeless, so let's get to work and see if they'll play. Put a hand on the headlight with WINKLE to recover the drumstick. Next, have WINKLE put the drumstick on the stocking cap to create the net.

## **I successfully made the net. Should I try to use it on the musicians?**

Did you ever hear of a catchy melody? Well, there are several more things that have to be taken care of first. Jump on the spring with FINGUS and a bicycle pump appears for a short time near the drummer. Play fast now, during the brief period the bicycle pump appears, put WINKLE'S hand on the headlight and put the bicycle pump in your inventory.

## **I've got the bicycle pump, now what?**

Place a goblin on the spring. With the other goblin, jump on the spring. The goblins will jump together and a door on the left opens. Go through the door with either goblin.

## **The left door opened, but the way is blocked by a water hose. It won't budge, what should I do?**

Here's how to put out the fire of this dilemma. Use the clothespin you got at Vivalzart's house and clip it on the base of the hose with the other goblin. Then take him through the bottom right hole to get to the top right. Speak to the guitarist with the first goblin. He plays and a note flies out at the top right. Capture the note with the net. Catchy tune, get it?



**Excuse me, but this game is tough enough without your corny humor. What do I do next?**

If you can't name that tune in one note, here's how to get the rest. Have WINKLE use the bicycle pump to pump up the saxophone player. Have FINGUS get ready with the net and catch the mosquito that comes out of the sax.

Give the bicycle pump to FINGUS and have him use it to pump up the sax player. Be ready with WINKLE and catch the note that comes out of the sax with the net.

What good is a melody without a beat? Use the mosquito on the headlight with WINKLE and the drummer will play. Have FINGUS ready and catch the last note with the net. Now you have a melody you can play with.

#### **AT TOM**

**I don't want this melody to be a sad song. How can I make it a happy melody and use it in the game?**

It may not be a classic masterpiece, but if you use it on the bottom left door it will enter the clock. Go see Tom and he will give you the hourglass.

#### **AT THE TRENCH**

**Should I leave the hourglass in my inventory?**

The hourglass is your ticket out of this world. Use the hourglass on the trench. Now go through the opening and enter the castle and the next world. Sounds scary, but it's not. You'll have fun there.

# WORLD 3



#### **AT THE GUARDS**

**I've found the mayonnaise and the guards. Should I make a sandwich with two guards, or hold the mayo?**

Well, I prefer Dijon mustard, but here's what to do seriously. Put the mayonnaise near Gromelon. Take FINGUS up on the shelf and have him jump on the mayonnaise.

## What a mess. Is that supposed to happen?

You're right, they should have given the goblins some salt and pepper. But, while Gromelon is drenched with the mayonnaise, pick up the sword with WINKLE and then use him on Rustic. Get ready with FINGUS because when Stalopicus' mouth is open, take his chewing-gum with FINGUS. Use the gum on the cupboard lock and make an imprint. Hold on! Make sure you take the mayonnaise before leaving.



### AT THE FORGE

**This is the smallest blacksmith I've ever seen. Can he help the goblins?**

A big body does not a big man make. Give the dwarf blacksmith the imprint and the sword. Although he is a good blacksmith, he will ask the goblins for help with the bellows.

**I'd like to help him with the bellows, but I can't seem to get up there. Should I use the mayonnaise?**

Forget about the mayonnaise for right now. Use the stool with WINKLE on Otto to get him mad. When he shakes his lance, hang FINGUS on it. FINGUS can then jump on the bellows and the dwarf blacksmith can forge the key. Take the key from him.

## All right! I got the key. Can I leave now?

Nope. It's time to use the miracle mayonnaise again. First, use the mayonnaise on Focus with WINKLE. You'll see a slab of meat being lowered. While it is being lowered, use the stool with FINGUS and take a piece of the meat. Too bad you don't still have the mayonnaise, you could have a nice snack. But, business first, take the anvil before leaving.

### AT THE GUARDS

**My goblins are back by the guards. I knew I should've kept the mayonnaise. Now what can I do?**

Listen, forget about the mayonnaise, you won't need it anymore. Try this: Make FINGUS use the meat on Aridal to get his false teeth, believe me you'll need them later. Now, open the cupboard using the key. Dive in and take a diving suit for each goblin.

### AT THE WELL

**Well, well, well, what should I do at the well?**

Well, that's a deep thought. Here's what I think you should do on the whole ('hole', get it? I should keep my day gig, eh?). Enter the tunnel with WINKLE. He will press the button which reveals a door into the monster. Have WINKLE lift the hatchet to reveal a switch and press the switch with FINGUS before the hatchet drops back. The monster's door opens.

**The monster's door is open. Will I need a weapon? I knew I should've kept the mayonnaise.**

Enough about the mayonnaise, if anything you should've kept the sword. Now you will need your wits and speed. Enter the tunnel with FINGUS and when the monster starts to speak, dart through the door with WINKLE, act fast. The combination of the monster's maw moving and WINKLE's voice has a stunning effect on Schwarzy.

**This Schwarzy is a nasty dude. What should the goblins do before he wakes up?**

He thinks he's a lot tougher than he is, but while he is stunned, use the stool on the hoist with FINGUS and hitch Schwarzy to the hoist. Use the false teeth with WINKLE to scare Schwarzy, who'll hang there for a moment. Quickly throw the anvil at Schwarzy before he comes up. He will go down farther and the cover of the well will lift off. Make sure each goblin uses the diving suit to go down into the well.

# WORLD 4



## AT THE WRECK

**This old wreck gives me the creeps, and it's so dark in here. Should I just grope around in the dark until I find something?**

You must be thinking of a different game. Go on the lower deck and through the door with WINKLE to move the skull. Light the lamp with FINGUS and a lamp-fish will arrive. Next, catch the lamp-fish.



**How do I catch the lamp-fish? I don't have any bait or a fishing pole. I knew I should've kept that mayonnaise.**

Please, are you going to start with the mayo again? FORGET ABOUT THE MAYONNAISE! It's gone, kaput, no more. It's out of the game, the only time you'll ever need it again is when you make a sandwich. To catch the lamp-fish, place WINKLE on top of the mast. Once you have the lamp-fish use it on the area where you detect 3 question marks (???) and a chest will appear.

### **AT THE MERMAID**

**HEEEY! I see a sea horse. Should I ride it?**

NAAAAY! Use the stool on the sea horse. From now on, the goblins will use the sea horse when they want to go up on the left. Go with FINGUS through the cavity on the right. Use the shell with WINKLE, who throws it up, and catch it with FINGUS (nice catch). Take WINKLE through the hole on the right and bring FINGUS down..

**I clicked on the cavity and a hand came out. Should I shake it?**

Well, that would be the choice of a gentleman, but the goblins are still a little rough around the edges. Click on the cavity with FINGUS. When the gloved hand comes out, it stops for a moment. Have WINKLE ready with the shell and drop it onto the hand while it is stopped. Pick up the shell with WINKLE and take the glove. There's a starfish inside. Silly me, I figured it'd be Charlie the Tuna.

### **AT THE WRECK**

**What do the 3 question marks mean? Is it a code? What secrets are behind the 3 question marks? How do I use them? What are they for? Are they dangerous? Will I....**

Hold it and chill. The 3 question marks are just that, 3 question marks. They hold no secrets or usefulness, they're just 3 question marks used as a point of reference. Sorry, but that's the best I can do for you, pal.

**Ok, I believe you. Now what should I do about the chest that appeared?**

Place FINGUS on the big shell. Now light the lamp with WINKLE. When the moray eel appears, click on the rudder. This will throw FINGUS over by the statue.

**That was a close one. But what about the chest?**

Oh yeah. Use the starfish on the chest with WINKLE and, while the chest is open, quickly click on the statue with FINGUS to get the sword. Use the sword on the skull and pick up the diamond.

### **AT THE MERMAID**

**Yech! What should I do with the blob?**

Use the glove on the blob to neutralize its slime. Grasp the bottle with FINGUS. It contains a parchment with an "SOS" message from Prince Buffoon. Now, grasp the bottle with WINKLE. It contains a pearl, take it.



**I have a pearl and a note and I don't know what to do with them.**

Seek out the Mermaid. Don't you just love mermaids? Be nice to her, give her the pearl and then give her the diamond. The Mermaid will open part of the passage. When FINGUS uses the parchment on the octopus, another part of the passage will open. I don't envy you when you come to this next part. You have to go and retrieve the glove you used on the blob. Take the stool while you're at it. Now you can exit through the passage.



# WORLD 5



## AT THE STOREROOM

**The swordfish looks like trouble, what should I do?**

Don't be afraid. Click on the swordfish with FINGUS and take the salt. Lift the large pot cover with FINGUS and, while he's holding it, pour the salt on the little guy with WINKLE. Take the file from the small pot with WINKLE.

**I found a file in the small pot. Maybe I could use it on WINKLE's nose...really, I don't know what to do with it.**

He wouldn't like that too much, even though he could use a nose job. Move FINGUS over to the rope on the right and have him hold on to it. Take WINKLE to the rope on the left and click on it, this will pull FINGUS up onto the shelf.

Here's what you do with the file: With FINGUS, use the file on the chain holding Colibrius to free him. He will fly off with his cage. Grab one of the thumbtacks on the wall.

**What's that smell? It looks like meatballs.**

Man, is there no end to what computers can do? Anyway, salt the dish of meatballs with WINKLE.

**Who is this guy? He just grabbed the cook and he won't let go. Help!**

Think fast. When Oumkapok's hand grabs the cook, have FINGUS put the thumbtack on the case under the cook. When the cook, in pain, throws the meatball up in the air, use the kind elixir on the meatball with WINKLE. Oumkapok is now neutralized and you can go to the Throne.



## AT THE THRONE

**I can't figure out how to get over the cornice of the wall.**

To get to the cornice, use the stool with WINKLE and have FINGUS climb up using his hands. To get WINKLE up, press the switch with FINGUS and have WINKLE go through the door that opens in the bottom right eye.

**How do I get the crown?**

Become a king. No, just kidding. To take the crown, have WINKLE walk into the ear. Quickly click on the tongue with FINGUS.

**This really bugs me. What am I trying to find?**

I think you've answered that yourself. You want to make a cockroach come out. To do this, have FINGUS walk into the ear and quickly click on the tongue with WINKLE.

**This cockroach is a frisky little devil. How do I catch it?**

The going gets a little gross in this episode. I would just spray the thing with a can of bug spray, BUT...you have to catch the cockroach. To do this, use WINKLE on the left orifice, then quickly use FINGUS on the right hole with the glove. Put the cockroach in front of the right hole and pour kind elixir on it. Glotziok will eat it and become neutralized.

**That was bizarre and I'm glad it's over with. So what's next, chief?**

Well, sorry about this, but you have to catch another cockroach. To do this, make a cockroach come out again and quickly use FINGUS on the right hole with the glove to take it. Pick up the pepper, return to the left side of the room and exit out the door on the left.

### **AT THE ARMOR**

**OK, I've got the cockroach and the pepper. If the next hint is that I have to eat it, this game is over for me.**

Oh, come on now. I've read that cockroaches are very clean creatures. But wait, don't hit that CTRL ALT DELETE, you don't have to eat it. However you do have to make it look like a tasty treat for Amoniak. To do this, the cockroach must be disguised as a ladybug and coated with the kind elixir. Take the helmet feather and dip it in the paint pot. Put the cockroach in front of the hole through which the painter feeds the king. Paint the cockroach red and pour pepper on it. Now pour the kind elixir on it.

**What's next? I still haven't found the King's son.**

You're very close. First, speak to the guy in the armor. To do this, click on the stone to help you up and then click on the helmet. Give Domenic back his crown by putting it on the helmet to return him to normal size.

### **AT THE THRONE**

**It looks like Amoniak has disappeared. But his two goons are still here. How do I get past them?**

You've done an excellent job and should be proud. Yes, Amoniak has disappeared and his two henchmen, Glotziok and Oumkapok, have silly smiles. (Personally, I think there's something wrong with them.) So, just go ahead and take the BUFFOON.

### **AT THE ARMOR**

**I thought this was my mission, to get the Prince Buffoon. You mean there's more to do?**

Your mission is to get the Prince Buffoon back and return him to his father, King Angoulafre. Muster up your hero courage and let's get to work. First, take the BUFFOON to the shrinking machine. Next, place the goblins under it, one at a time. The BUFFOON starts the machine and both goblins shrink. The BUFFOON then follows and all three of them jump out the scientist's window.





# WORLD 6



## AT THE PARCHMENT

**This game is really sharp, but what do I do with the knife?**

Bring FINGUS near the handle of the knife and take WINKLE close to the point. This takes good timing. To move the knife, click on the knife handle with FINGUS, and then quickly click on the knife point with WINKLE. They will move the knife slightly, so you'll have to repeat the procedure. Next, click FINGUS on the bookmark, and have him use it on the candle.

**I assumed the next logical step was to use the match on the candle. It doesn't work. How do I light the candle?**

Soon you will see the light. Take WINKLE down the stairs and get the match. Use it with WINKLE on the eye. Have the BUFFOON go over to the eye and kick it by clicking on it. It will break the glasses. Pick up the shard of glass and use it on the ray of light with FINGUS. Now you see the light.

**A gunky ball of wax fell off the candle. What should I do with it?**

Well, if you'd like to remove the hair on your legs you could use it there. However, in the game you should pick up the lump of wax and use it on the seal, this makes an imprint. Use the imprint on the keyhole, a seed will appear. Pick up the seed, Jack, and use it on the village map, a beanstalk will grow. Now if you remember your fairy tales, you know what Jack had to do with the beanstalk. Climb down the beanstalk with the BUFFOON and the two goblins.

## AT THE PLANT

**The goblins made it down to the ground ok, but the BUFFOON won't come all the way down. What's his problem?**

He's not called a BUFFOON for nothing, believe me. He's hungry and he doesn't want to come down.

**What can I feed the BUFFOON to get him down from there?**

Ain't life grand? One person won't cooperate and you have to do all kinds of things to compensate for their inaction. Well, here goes. Kael the tree is a sport and offers his apples, but a container is needed. Go through the hole in the vine with WINKLE and try to get to the BUFFOON. The BUFFOON reacts violently and a bean drops from the vine.

This next part is tricky, so get the goblins in position first. Bring WINKLE on one side of the stone and FINGUS on the other side. Click on the stone with WINKLE and a mole appears, use the bean on the mole. While they struggle, take the mole's cap with FINGUS. Use the match on the apples with WINKLE and, while the apple is bouncing, use the cap on it with FINGUS.

### **It's impossible to catch a bouncing apple in the cap. Is there an easier way?**

Honestly, the answer is yes and no. Have WINKLE hit the apples with the match several times and note the pattern the apple bounces in. There is one stair where the apple bounces several times, that is where you should position FINGUS. Give the apple to the BUFFOON.

### **I tried to give the BUFFOON the apple and he just bopped me on the head. What's wrong?**

I wouldn't bring this up if it didn't happen to me several times. FINGUS catches the apple, but WINKLE must give it to the BUFFOON. Then he comes down and rushes to eat the mushrooms and vanishes. Have each of the goblins eat the mushrooms, they vanish and you'll enter the land of Toys.

## **AT THE TOYS**

**I've always liked playing with toys, but FINGUS just got his head smashed like a pancake by the cymbal player. Sure, it was funny, but what am I supposed to do here?**

Go into your inventory and get the butter and syrup to put on FINGUS' pancake head. Just kidding.

Take careful note here on the procedure, you have to use it more than once. First put WINKLE near the star on the right, then use FINGUS on the bowling pins. As the bowling ball crashes into the pins, put WINKLE on the right star. He'll try to jump on the ball and intercept it, this could take some practice. Take the bowling ball with WINKLE and place it on the lid on the left and place him on the lid too. Click on the bottom flagstone with FINGUS. The safety pin drops and lands on the umbrella.

### **What did I do wrong? The safety pin is stuck on the umbrella and I can't get to it.**

Catch another bowling ball. Put it on the lid and this time place WINKLE on the catapult at the bottom left. Click on the bottom flagstone with FINGUS. Use WINKLE on the feeler and make him jump on the bubble. The bubble will float down with him on it over to the lid. You must click on the bottom flagstone with FINGUS at precisely the right time or the bubble will burst and you will have to repeat the previous procedure. When the bubble is blown towards the umbrella, the safety pin can be taken by WINKLE.



### **All right I got the safety pin. Now can we rescue the Prince Buffoon?**

Why rush things, relax and bowl some more. Catch another bowling ball in the same manner as you did before. This time put the bowling ball on the lid and WINKLE on the catapult again and click on the bottom flagstone with FINGUS. Place FINGUS on the flagstone near the rainbow's end. Now have WINKLE go up and click on the top flagstone.

**I can't get FINGUS to go past the cymbal player back to the bowling pins. What's up?**

If necessary, FINGUS can be returned to the bowling pins by using the catapult. Put him on the catapult and have WINKLE jump from the star on the left onto the catapult.

**Wow! This game doesn't mess around. I must've put a thousand miles on my mouse roller ball during that sequence. What's next?**

You may need retreads on that roller ball after this sequence. All I really can do is tell you the premise of the scenario. The timing and skill will have to come from you. Basically this is the sequence: You'll click on the switch with WINKLE to make the BUFFOON fall. In the short time he's in the bubble maker's circle, quickly use FINGUS on the feeler to make the statue blow a bubble with the BUFFOON enclosed. Get WINKLE over to the rainbow fast and burst the bubble with the safety pin to free the BUFFOON.

## **AT THE PLANT**

**This statue's giving me the evil eye. What should I do, ask him, "Hey! what are you looking at?"**

Watch it. He might just respond with, "How would you know I was looking at you if you weren't looking at me!" So, here's what to do. Place the BUFFOON on the catapult, then press the button with one of the goblins. When the key comes out of the statue's eye, click on the catapult with the other goblin. As the BUFFOON is catapulted up, he will grab the key and be taken off by a bird. Exit at the rear to go to the mountain.

## **AT THE MOUNTAIN**

**I'm at the mountain, where's my climbing gear?**

Goblins don't need gear, they are small enough to fit anywhere. Place one of the goblins on the upper platform. Have the other goblin lift the stone and the first goblin will place it on the 2nd level. Repeat the operation to put the stone on the 3rd level.

**Sheesh, that was a lot of work. Does it get easier?**

Hardly. Now place a goblin on the lion. With the other goblin, throw the stone from level 3. When the first goblin is on the giant's right shoulder, click on the red head, it will fall off. Come down and take the stone to level 2. This time place WINKLE on the lion and throw the stone from level 2 with FINGUS. WINKLE is now on the giant's left shoulder. Go through the shoulder hole and bring him near the fallen red head. Place FINGUS on the lion and click on the head with WINKLE. FINGUS will land on the levitating rock.



## Hey, this is like surfing. Should I 'hang ten'?

Cowabunga, dudes and dudettes! When FINGUS lands on the levitating rock, move him to the rock's "center of balance" by the 3 exclamation marks (!!!), they're just a point of reference. When he starts jumping the rock will descend. When it gets to WINKLE'S level, make him jump on it. The rock rises. Use WINKLE on the small rock near the bird cage and quickly make FINGUS walk over him. Use the file on the cage with FINGUS and get back the key.

### AT THE PLANT

I feel a stupid answer coming to this stupid question I need to ask. What should I do with the key?

Excellent prediction. Use the key on the door.

# WORLD 7



### AT THE LAB

This looks like a mad scientist's laboratory. Should I have the goblins create a troublemaker potion?

I'd a thought you'd know by now that these goblins don't need any help making trouble. Try this: Use the fountain water on the BUFFOON. An evil creature will take him to the Kingdom of Gloom and Doom. Take the pencil and use it 3 times with WINKLE on the blackboard. Then take the sponge that the furious magician throws at him. (Remember when teachers used to throw blackboard erasers at kids who were talking?) Have FINGUS use the pencil on the magician's portrait. While he's being hit by the boomerang, jump on the armchair with WINKLE to catch it in flight.



## The magician seems a bit angry, what should I do?

Have WINKLE use the mug on the magician who will bang on the table, knocking a toothpick to the other side of the room. While the toothpick is bouncing, have FINGUS throw the boomerang at it.

Use the toothpick with WINKLE on the skeleton to open the rib cage. A bottle will smash on the ground leaving a puddle. Use the sponge on the puddle. Click on the pipe with WINKLE and use the wet sponge on the smoke with FINGUS. When the door to the Kingdom of Gloom and Doom opens, go through it with the goblins.

## AT THE KINGDOM OF GLOOM AND DOOM

### Uh-oh, this place looks like trouble. Will the goblins get out alive?

That depends on your magnificent mouse manipulation, or in other words, you've got to be fast and right on. Here goes: Place FINGUS on the bottom right eye and WINKLE on the left edge of the top right platform by the 3 exclamation marks (!!!). WINKLE jumps and FINGUS is thrown. Pick up the mouse. Use it on the mud and quickly jump on the crocodile's head, he'll throw the goblin up to the top.

### Help! Amoniak caught the goblin. Is it curtains for the little guy?

No, try the whole sequence again. But this time, as Amoniak reaches to catch the goblin, use the boomerang with the other goblin on the teeth. The BUFFOON will fall. Quick now, before the little demon can send the BUFFOON back to Amoniak, have one of the goblins jump from the 3 exclamation marks (!!!) on the top right platform. The eye will pop out and hit the little demon.

## What do the 3 exclamation marks (!!!) mean?

We've come this far, so let's just put those questions behind us and get to work (actually they are used to mark an area that has no other significant point of reference). Place the sponge on the rock and then move the BUFFOON onto the eye on the floor to the lower right. Take WINKLE up to the top right platform and have him jump from the 3 exclamation marks (!!!). This throws the BUFFOON onto the sponge which wets the rock. Use the pencil with FINGUS on the rock while the water is flowing.

### I keep having FINGUS use the pencil on the rock and a door appears, but it only lasts for an instant.

Since this is your last hint, I'm going to tell you exactly how to do this. First, have FINGUS close to the right of the rock. Bring the BUFFOON down to stand on the eye again and have WINKLE go to the top right platform and jump from the 3 exclamation marks (!!!). As soon as the BUFFOON lands on the sponge and wets the rock, have FINGUS use the pencil on the rock, he draws a door. Quickly bring WINKLE over to the door and grab the handle. When the door opens, the three heroes go out the door and you have successfully completed the game.



# **ABOUT COKTEL VISION**

Coktel Vision began publishing computer entertainment software in 1984. They are a European based company and in the past their software has been distributed throughout Europe.

Presently Coktel Vision publishes educational software and CD-ROM software along with their amusing, intriguing, and exciting adventure games. They are now marketed and distributed in North America by Sierra On-Line.

Sierra On-Line chose Coktel Vision with the goal that, as the world becomes a global village, Sierra will be prepared to present computer entertainment and education to the whole world.