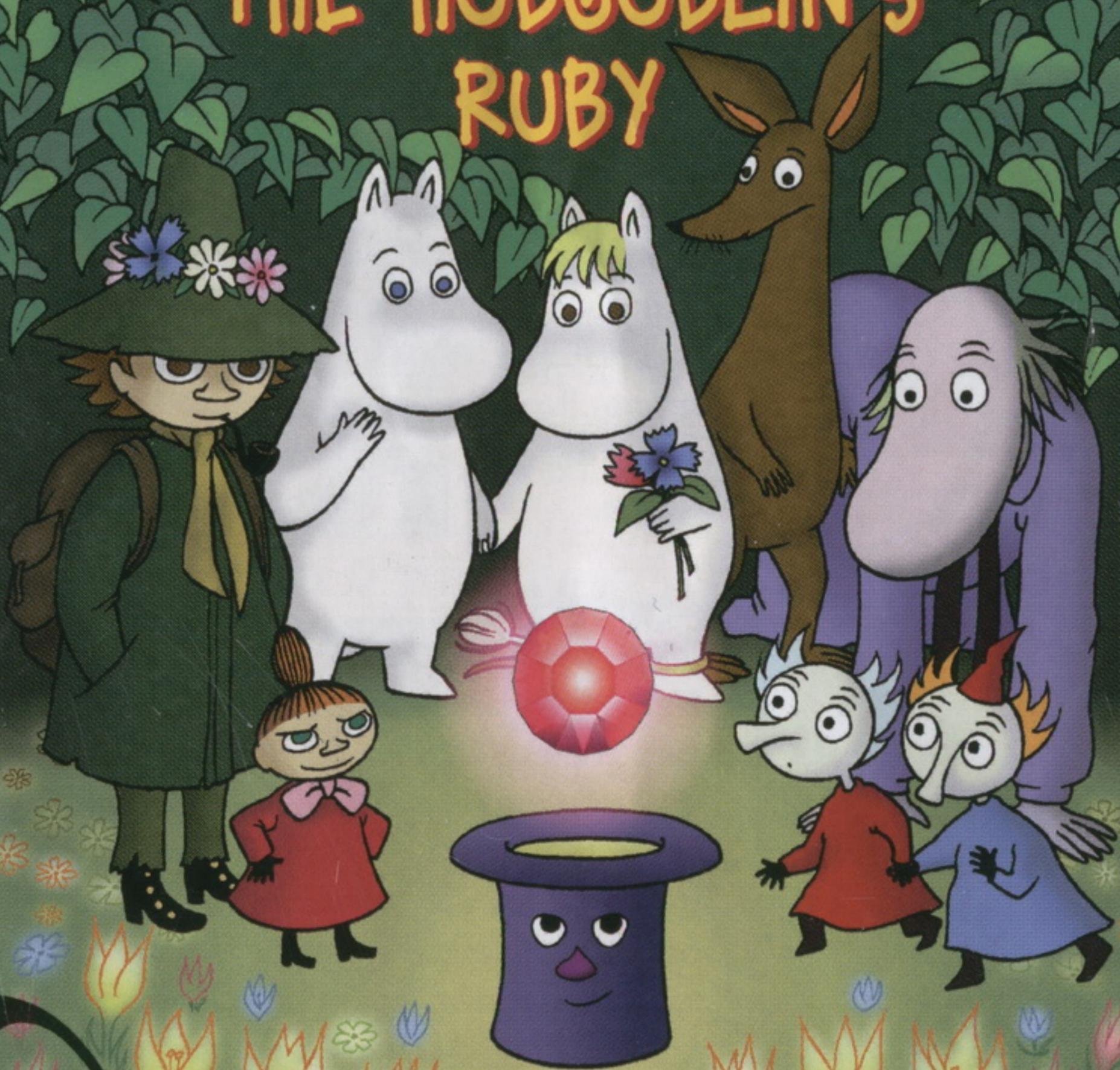


MOOMINTROLLS

The Quest for
**THE HOBGOBLIN'S
RUBY**

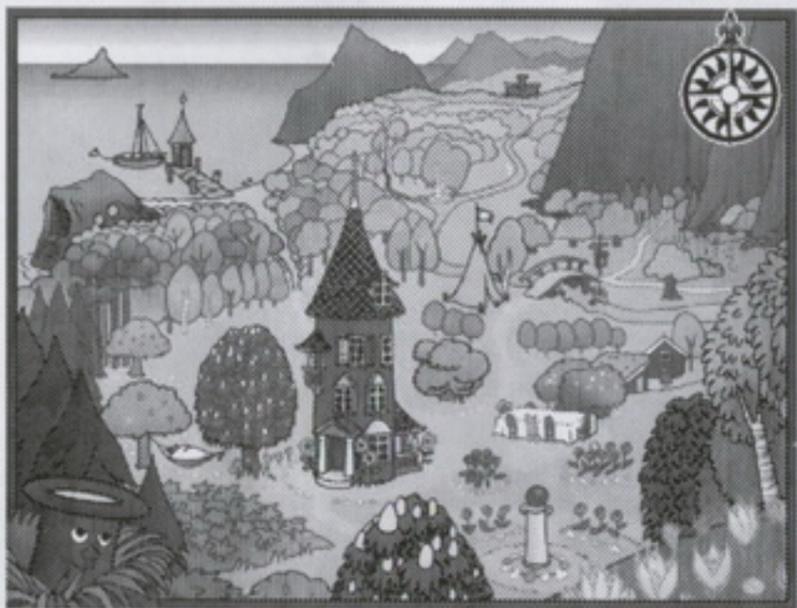


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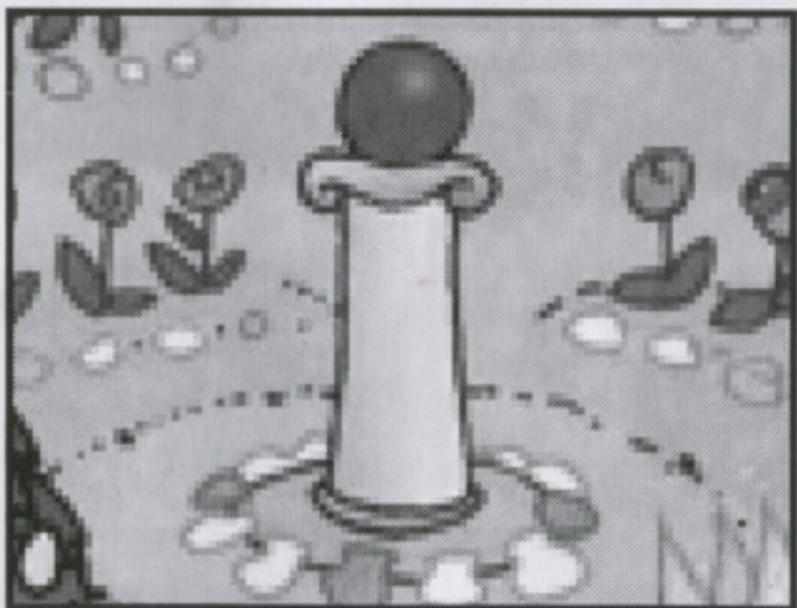
THE MOOMINTROLL 'THE QUEST FOR THE HOBGOBLIN'S RUBY'

In the Hobgoblin's castle you get to know why the Hobgoblin is so sad and what you can do to help him. All we can say at this moment is that it has something to do with a broken ruby and that the bits are lost amongst our friends in the Moominvalley.



Moominvalley

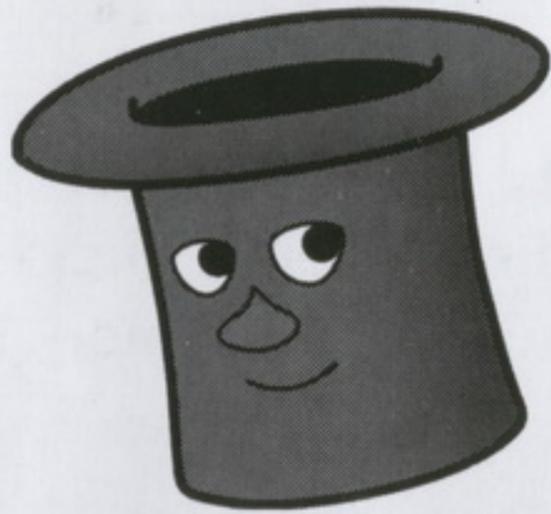
By using the small-scale map of the Moominvalley you can find the way to the different games. If you click a place, someone might come to life or something else will happen. It may be the introduction to a game. If you double-click the figure(s) you abort this introduction and go directly to the game.



Crystal ball

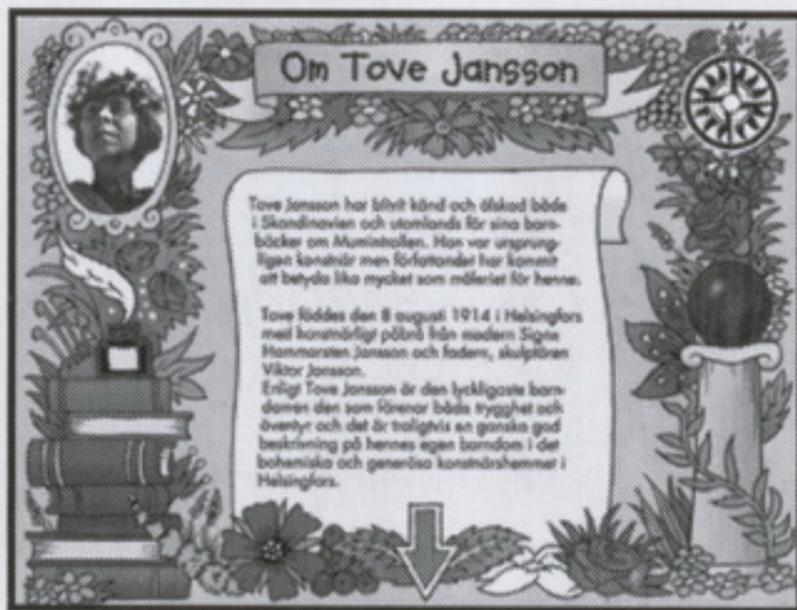
If you click the blue crystal ball in the Moominfamily's garden the small-scale map gets a new function. All the figures appear and you can click on the ones you wish to know more about. Click the blue crystal ball again when you want to go back to the ordinary small-scale map. The crystal ball's small-scale map has a blue frame while the ordinary small-scale map has a red frame.





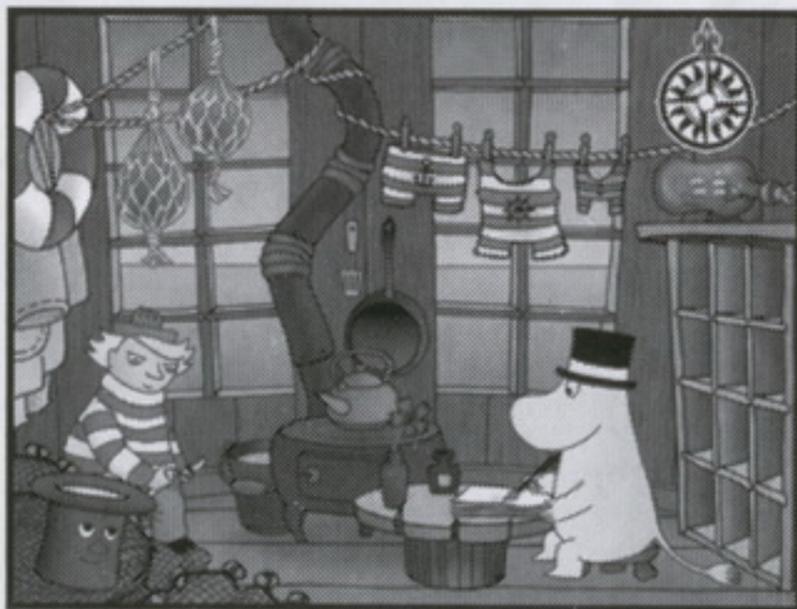
The magic hat

The magic hat will follow you through the different games and collect all the bits of ruby you find. After each game you can see how the bits fall into place in the bottom of the hat. In the small-scale map or the main menu you can check how many bits of ruby you have found by clicking the magic hat.



About the Moomintrolls

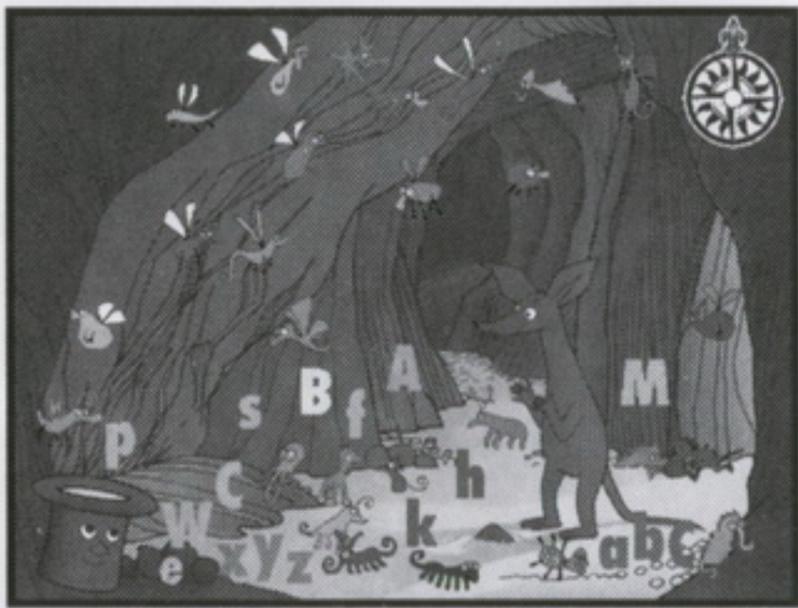
In 'About the Moomintrolls' you can read about Tove (she who created the Moomintrolls) and about her books. The narrator reads the text aloud. You can turn the narrators voice on or off by clicking the text.



HOW TO PLAY THE GAME

Sauna

In the sauna you shall connect words to form short stories. There is only one correct connection for each chapter. As reward for your effort you get to see each part of Moominpappas life as it is passing in review. If you succeed in putting together all the 12 chapters you get a big reward. The short films are based on the stories in the book 'The exploits of Moominpappa'.



Sniff's Cave

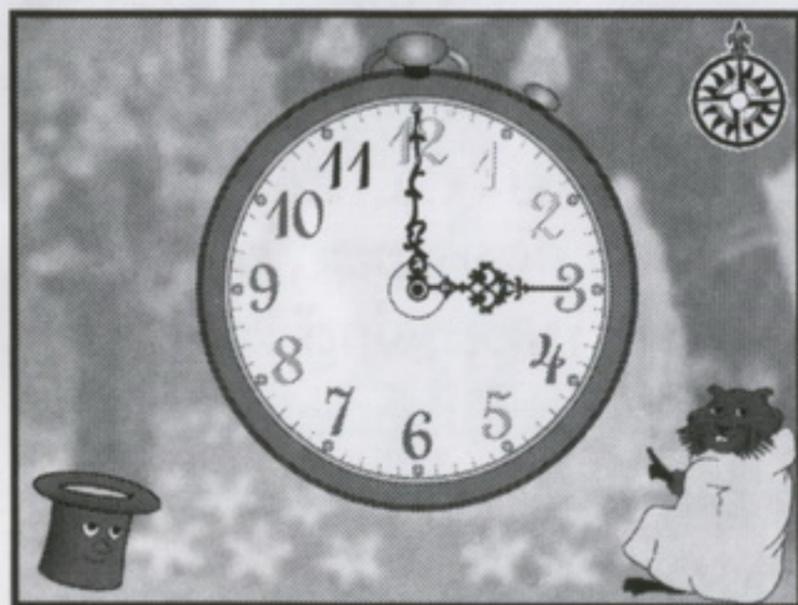
In the cave Sniff discovered, the letters are transformed into small crawling insects. If you manage to catch them they turn into letters. The magic hat wants to eat these letters - in alphabetic order of course! But how do you get the reward? Sniff does not give anything away voluntarily, but dig and you will find...



Kitchen

A big cake needs to be decorated. Little My can throw high, but you are the one who has to tell her where to put the icing. If you click to her left she will take a step in that direction. Click straight at her and she will throw.

If you manage to decorate the whole cake, you and the Mymble's daughter can share what's left...



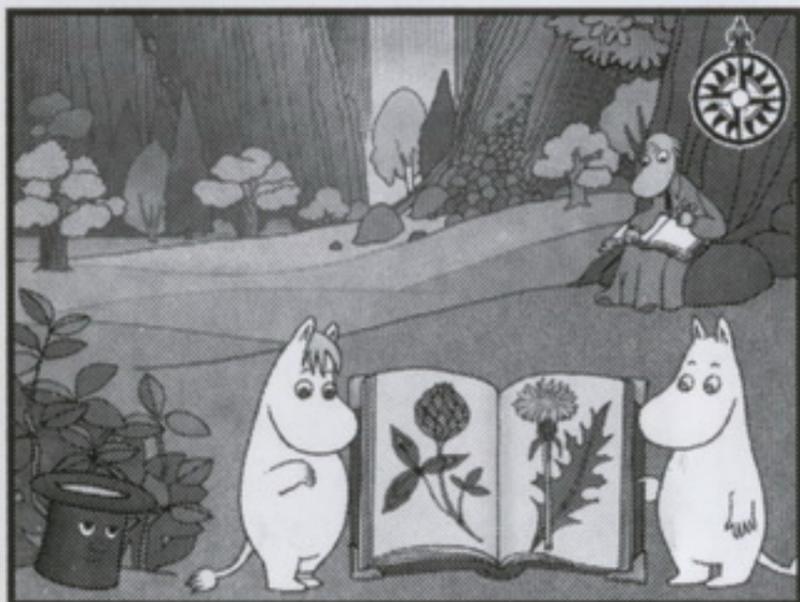
Muskrat's old clock

Muskrat owns a fine old clock that he would like to show you. If you click on the small clock, a bigger one will occur. With this you can set the time as you wish. The clock has a magic button that you can try clicking. You have to figure out for yourself how to make the clock into a wheel of fortune.



Thingummy and Bob

Thingummy and Bob would like to play a memory game with you. The task is to put the berries in the right place. You do that by clicking, hold down and pull the berries up to the right box. The game is started by clicking the ruby.



Hemulen's flowers

The Hemulen is a scatterbrained fellow and it doesn't take anything to make him lose his composure. Can you find all the flowers that are blown across the field? The mouse's arrow enlarge the flowers so that you can see them, then press down the mouse button and pull them into the book where they belong. If you click on the Moomintroll or Snore maiden you may get some help.



Fillyjonk's home

Fillyjonk's home is always neat and tidy. If you click the Magic Hat a dusting brush appears and it has many uses. Click on the duster and then click the furniture to redecorate the living room a little. The aim is to click everything that will transform. Then the monkey game begins. You are now to help Fillyjonk Jones to find the idol (a small statue). Click on the monkeys to



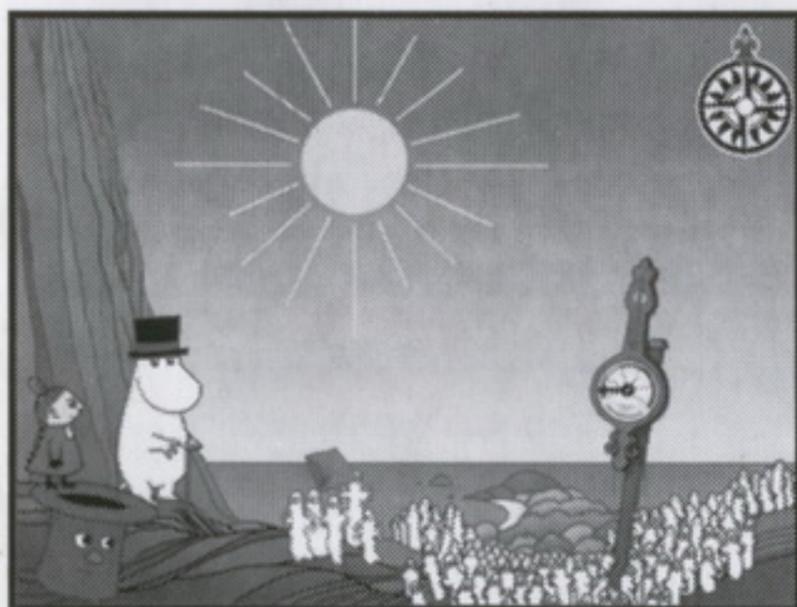
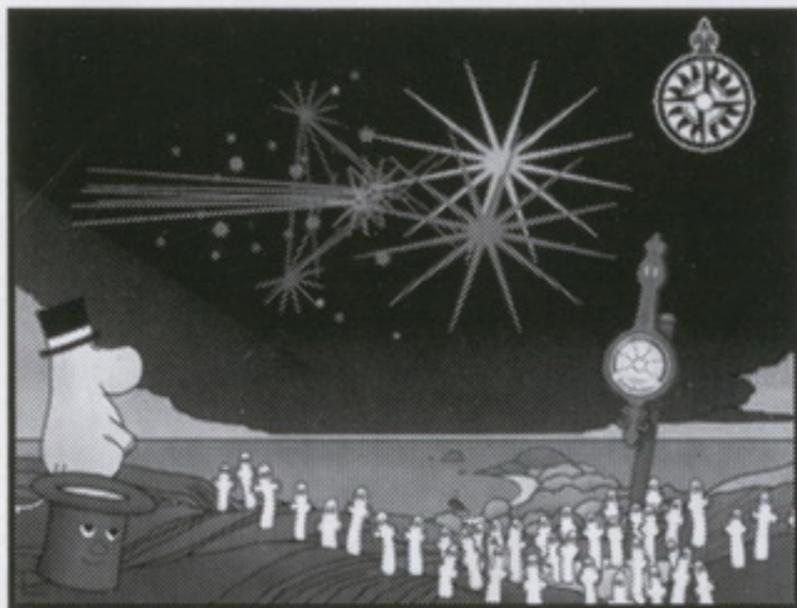
catch them, but if you hit Moomintroll, Fillyjonk or Snore maiden, one of the monkeys will escape. When you have caught all ten monkeys you can enjoy the treasure.

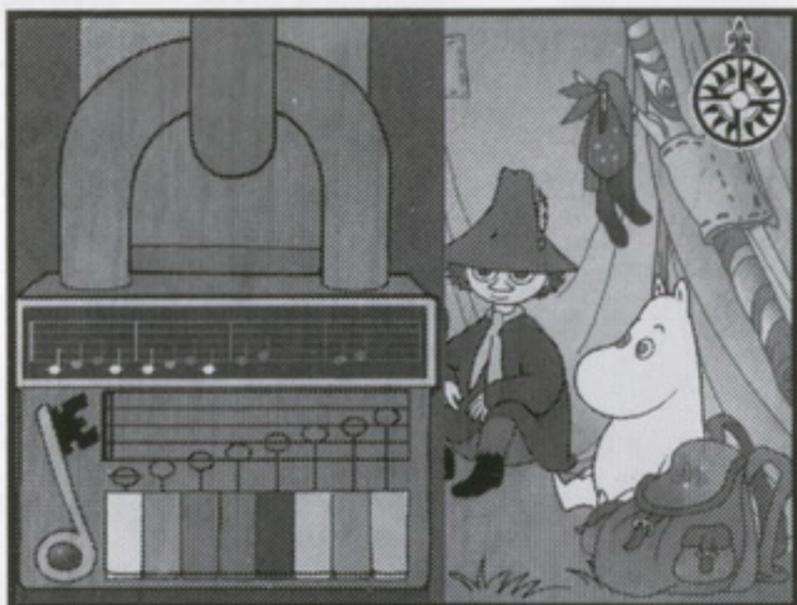
Hattifnatter's island

On the Hattifnatter's island out in the ocean, Moominpappa and Little My let you come along to make magnificent electric art.

Choose a magic wand by clicking it. Click, hold the button down and move the magic wand around in the sky to create art. Energy from all four magic wands are needed to discharge the thunder clouds.

The arrow on the barometer falls one notch with every strike of lightning or thunderclap. What do you think will happen when it reaches zero? When you stop painting the Hattifatteners appear to say hello to Moominpappa. Since they are electric this is an unpleasant experience to Moominpappa. After three electric shocks the has had enough and heads off home. Then you have to start over again, from the small-scale map if you want the ruby.





Snufkin's tent

In Snufkin's tent stands a chest with secret contents. The chest has a code lock that will pop open if you punch in the right code. Click the key on the lock to reveal the code. Then click the keys in order after the notes. With the musicordion you can play music with colours. Click the colours on the palette, then click the board and when you have finished - click an instrument. If Snufkin enjoys the melody he might trade it with something from his big rucksack.

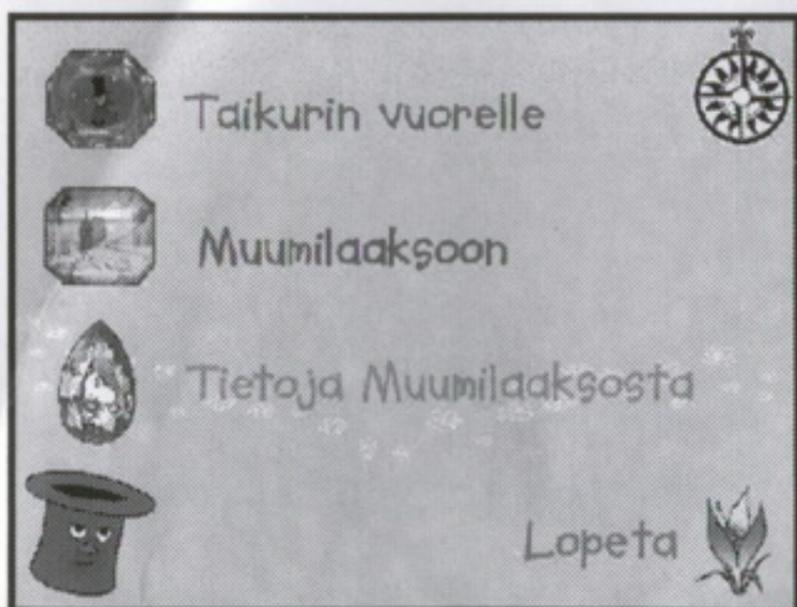


How to end the game

Click on the red flower in the bottom of the right corner when you wish to end 'The Quest for the Hobgoblin's Ruby'.

How to save the game

You can save the game by clicking the magic hat and choosing 'save game' on the appearing Ruby screen.



INSTALLATION

Windows 95/98

- Insert the disc in the cd-rom drive
- Choose Run from the Start-menu
- In the command line box, type d:\install (where d is the letter of your cd-rom drive), then click OK or press Enter. Follow the instructions that appear on your screen
- After the installation, run the program by choosing Programs/Moomin/The Hobgoblin's Ruby from the Start-menu

Macintosh

- Insert the disc in the cd-rom drive
- Double-click on the Moomin CD icon
- Drag the 'Moomin - The Hobgoblin's Ruby' - folder onto your desktop or harddisk
- Open the folder and double-click on 'The Hobgoblin's Ruby' -icon

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