Gobliiins

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 Gobliiins, set out to procure this miraculous medicine. However, our dear Gobliiins 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 workshop. 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 Gobliiins 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 writing 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 Gobliiins must venture through enchanted landscapes littered with hidden traps that must be avoided at all cost. Each of the Gobliiins 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 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.

Interactive Gameplay

Even though the three Gobliiins appear simultaneously, only one can be moved at a time. The head of the active Goblin appears in a crystal ball in the counter display and can be seen on the screen in profile.

To change to another Goblin using mouse:
- Left-click on the crystal ball,
- Left-click on the Goblin.

To change to another Goblin using the keyboard:
- Press spacebar,
- Press the enter key with the arrow positioned on the crystal ball,
- Press the enter key with the arrow positioned on the Goblin.

The Counter Display

The counter display shows:
- The interactive zones (left-click to activate) – found at the bottom of the screen, this zone provides the following functions:
    The crystal ball with the active Goblin,
    The skull when the game is quit or restarted (for mouse users, the same result can be achieved by pressing the ESC key).

- Neutral zones – found at the bottom of the screen, this zone provides the following information:
    An energy line which decreases when energy loss occurs,
    The name of the object carried by the technician,
    4 magic objects that can be found during the game and that they are underlined when you collect them.

Arrow shape: indicates movement. Left-click on your destination. For keyboard users, move the arrow on the screen using the directional keys on your keyboard and press Enter.
Fist: initiates an action. To change the cursor shape to a fist, right-click using your mouse. Next left-click on the destination or the desired target (object). For keyboard users, press the ESC key to display the action cursor. Use the arrow key on your keyboard to select the destination. Press enter to begin the action.

Actions

There are a variety of action sequences, depending on the Goblin and the target location.
- Hooter casts his magic spell either in front of him or at his feet,
- BoBo deals out a blow or jumps onto a rope,
- Dwayne uses the object in his possession:
    On himself,
    On a particular location on the screen,
    Or applies it to another object.
    The open hand: appears only in connection with Dwayne. It is used to pick up objects or to drop them. To pick up an object or to drop one that you are carrying, left-click on it. If using the keyboard, simply position the open hand cursor on the object and press Enter. Since only one object can be carried at a time, an exchange takes place if Dwayne collects an object while he is already carrying one.

Quit and Restart

Saving of game positions is automatic. Upon solving the task for each screen, the code for the next one is displayed. Be sure to write down the code. To quit or to save over, left-click on the skull image in the counter display and choose the action. If you wish to re-load a screen select Load and enter its code by typing it on the keyboard.

For keyboard users, move the arrow over the skull located in the bottom right hand corner of the screen and press Enter. Select the action by moving the arrow key over the choice and pressing the Enter key.