



Another  
Mindbending  
Plottwisting

Brainteasing  
Puzzle  
Adventure



# Goblins 3 Quest 3

H I N T B O O K



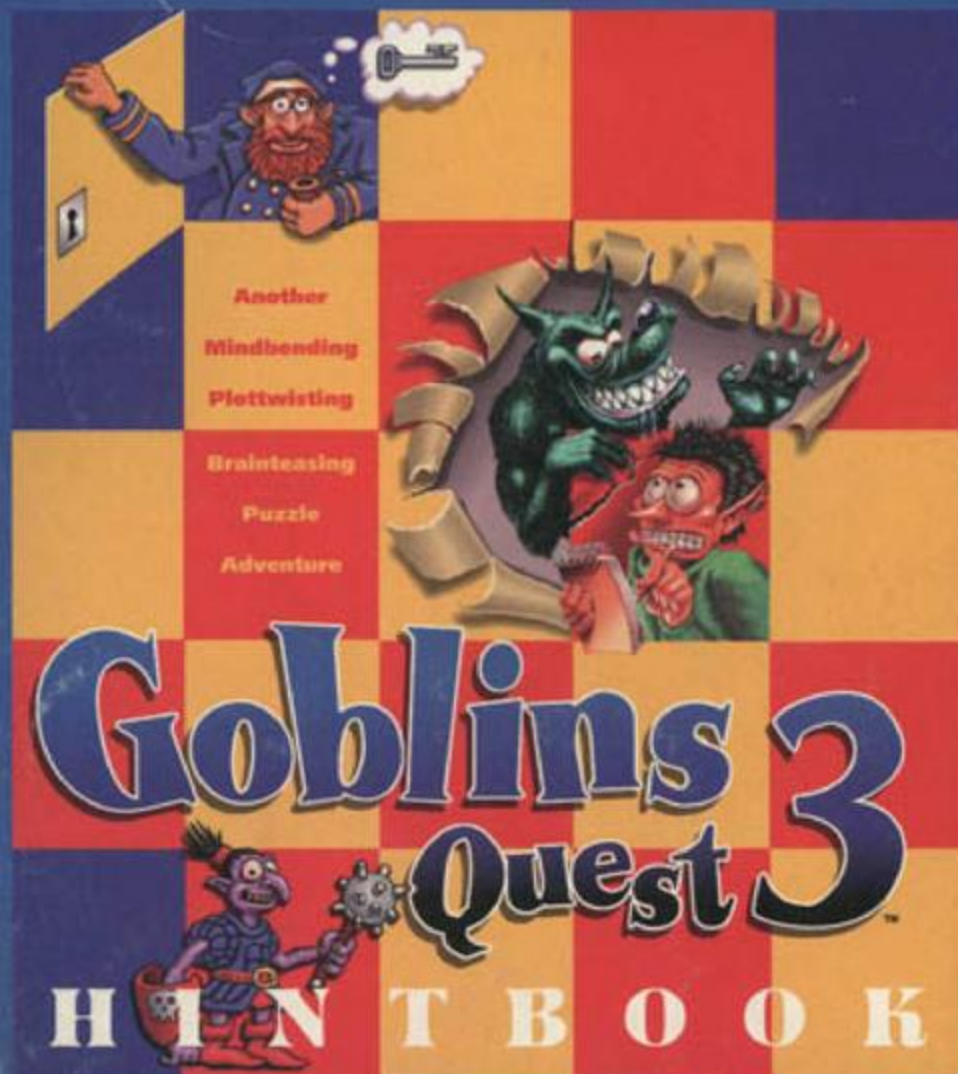
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S I E R R A

# Goblins 3 Quest 3



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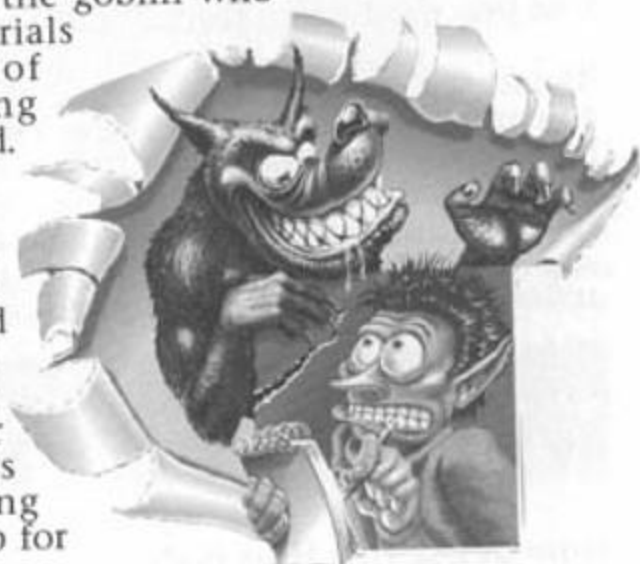
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# I N T R O D U C T I O N

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 Mt. Foliandre. According to legend, the goblin who comes through the trials of the Labyrinth of Foliandre will bring prosperity to all the land.

This ancestral struggle has captivated the attention of the greatest historians and especially the readers of *Goblins News*. Blount, a reporter for the newspaper, has dreamed of obtaining this sensational scoop for a long time.



Recently there have been new and alarming developments. Behorn, the guardian of the Labyrinth, has died, and his daughter, Wynnona, has disappeared! Blount decides to investigate. He will travel to the two kingdoms and interview the two rivals.

Blount starts out by boarding a flying vessel, but on his first morning he finds that the Captain and crew have abandoned the vessel, which is now being bombarded by huge rocks. Great holes have already appeared in the hull. Blount must get off the ship before it capsizes!

# THE OBJECT OF THE GAME

Blount must pass through a series of worlds and arrive at the labyrinth in the bowels of Mt. Foliandre. Here he must reunite the kingdoms of Queen Xina and King Bodd so that peace will reign throughout the land.

Blount sets out alone, but he meets other characters in the course of his quest. These include Chump the parrot, Fulbert the boa-boa, and Ooya the wizard. Though you can select them and control their movements, these characters will not pick up objects, and their actions are few and selective. Blount can succeed only by combining his actions with those of his companions.

## GENERAL HINTS

### How to Use this Hint Book

We hope you enjoy *Goblins Quest*. Some of the puzzles are difficult or well-hidden. This may be your first experience with an adventure game. Whatever the reason you've decided to buy this book, we want to make sure your questions are answered. If you have a problem that isn't mentioned here, please call Sierra at 206-644-4343, Monday through Friday from 8 AM to 5 PM Pacific Time.

When you get stuck, look through this hint book for a question close to your problem. Use a piece of paper over the other answers to avoid temptation.

### How not to Use this Hint Book

Use the book only for the hints you really need. It defeats the purpose of playing an adventure game if you simply read this manual cover to cover to learn all the answers.

## TIPS FOR ADVENTURERS

Look everywhere. Thoroughly explore your surroundings. Open doors and drawers. Look closely at all objects you encounter, or you may miss important details. When you arrive at a new screen, begin by picking out the important zones and objects. But don't spend too much time in a single scene: in *Goblins Quest*, certain rooms are interrelated, and an object you need for one scene might be found in the next.

Click on the same character several times; he may provide different clues each time. There's no need to wait for a character to finish his action before activating the next action.

Use the objects often in the zones, even in the most far-fetched combinations, and on each of the characters. And remember, there are no stalemate situations; the key objects are unlimited. As the characters cannot die, you simply restart a failed action or series of actions.



## VESSEL

Blount awakens on the flying vessel which was to take him to King Bodd's kingdom. Rocks are falling from the sky, and threaten to destroy the ship. The Captain and crew have abandoned the ship, leaving only Blount, a parrot named Chump, and the rats. So far, only the rats have succeeded in finding a way off the ship. As Blount, you must find a means of escape. Bon voyage!



**I'm on the vessel, but I can't figure out what to do first.**

Untie the rope at the back of the boat, and wait a moment. Someone will appear who can help you get off this ship.

**I hit the ball with the golf club, but nothing constructive happens.**

Better stop before you get a concussion. The golf club has many uses, but playing golf isn't one of them.

**What should I do with the golf club?**

Whack Chump with it while he's hanging from the rope. And keep in mind that no animals were hurt during the making of this computer game.

**Chump the Parrot is stuck in a hole. How do I help him out?**

There's something in the tool box which will help you.

**I still can't get Chump out of the hole.**

In the tool box is a plunger. Use the plunger on Chump and he will pop out of the hole.

**There's something else in the tool box. What do I use it for?**

Patience, little goblin. All good things to those who wait.

**There's a hook attached to the wall by a screw. How do I get it off?**

Unscrew it with the coin you have in your inventory.

**What is the hook for?**

There's a looped rope hanging from the mizzenmast. Hang the hook from the loop.

**The barrel seems to be the only way to get off the ship, but I can't figure out how to cut the rope.**

There's a tooth on top of the figurehead. That will cut the rope quite effectively.

### How do I get the tooth on top of the figurehead?

You need Chump's help for this one. Have Blount stand on the right hand of the figurehead. Then, as Chump, jump on the spring board. Blount will sail up to the head and be able to pick up the tooth.

### When I get in the barrel and try to saw the rope, Blount says that I need to put an umbrella in the knothole.

You do. Put an umbrella in the knothole, and you'll sail gently down to earth. Without an umbrella, gravity will treat you very cruelly.

### I've searched this vessel from stem to stern, and I can't find an umbrella anywhere.

There's one in the hole beneath the looped rope.

### How do I get the umbrella?

Take the hook and attach it to the end of the looped rope. Position Blount very near the hook. Then, as Chump, hop up the mast and leap onto the weight. The hook will snag an umbrella. As it comes up out of the hole, have Blount grab it.

### What do I do with the umbrella?

Go and sit in the barrel. Put the umbrella in the knothole in the barrel. Now cut the rope with the tooth. What could be easier?



## THE IDOL

Blount lands right in the middle of King's Bodd's Royal Guard, who are holding both the fair Wynnona and the evil Fourbalus prisoner. They are taking the key to the labyrinth to King Bodd. In this scene, Blount will first fall in love with Wynnona, and then attempt to free her. To accomplish this he must get past the sentries guarding her.



I keep trying to do things, and am told that there's no reason to do this yet. What's the secret?

Before you do anything else, you must fall in goblin love with the fair Wynnona.

### How do I fall in love with Wynnona?

You must get close to her. Take the umbrella, and use it on the hot air hole farthest to the left. Then stick your head through the crevice in the idol's teeth. Nature will take its course.

**Wow, that Wynnona is something. I want to save her from the guards, but can only reach the one named Hercules.**

You must defeat the guards in a certain order. Hercules must be the first to go.

**How do I get rid of Hercules?**

Whack him with the golf club.

**How do I get rid of Gromelon?**

Whack him with the golf club.

**How do I get rid of Mac?**

First, hand him the coin. When he picks it up, whack him with the golf club. (And you always thought golf had no possible use.)

**How do I get rid of Banzai?**

This one requires a bit of effort. First, pick up the piece of toast. Put the piece of toast in Mac's helmet, and use the golf club to grind up the bread. Get behind Banzai, and drop the crumbs down his collar. When he scratches — yes, that's right — whack him with the golf club.

**I can't figure out how to get behind Banzai.**

There is a springy rock near the idol. If Blount stands on it, he will be flung over to the area behind Banzai. Now Blount can stuff crumbs down Banzai's collar all day long.

**How do I get rid of Kendo?**

Shake hands with him ... only use the stone hand. While he's shaking the stone hand, whack him with the golf club.

**How do I get rid of Zembla?**

Put the shield Kendo dropped on the branch in front of Zembla. Now get behind Zembla and blow pepper on him. When he sneezes, he'll bump his head on the shield and knock himself out.

**How do I get rid of Django?**

Chump's kind of bored. Why don't you use him to distract Django?

**Chump is distracting Django. Now what do I do?**

Grab Django's rubbery tongue and snap it.

**How do I get rid of Punky?**

You need to position Blount over Punky, and drop the boulder on him.

**I can't seem to climb up to the boulder.**

Use the stick Zembla dropped to finish the ladder up to the boulder.

**Punky isn't in position for me to drop the boulder on him.**

Get Chump to distract him. When Punky steps forward toward Chump, nail him.

**How do I keep Fourbalus from stealing the key and escaping?**

If we let you do that, *Goblins 3* would be a very short game, and you'd be mad at us. Just let Fourbalus go. Wynnona will follow him. You'll catch up with these kooky kids later.

**How do I keep from getting killed?**

Ironic, isn't it? You did so well freeing Wynnona, and yet the result is that Fourbalus escapes with the key to the labyrinth, and you're murdered by a ravening wolf. Now, be a good goblin and lie down. You're dead, and there's no way around it.





## DEATH

Now you've done it. You've upset the mean wolf, and he's killed you. To resurrect Blount from death, you must correctly place all of the wisps into the bowl. When you have accomplished this, a ray emitted by the bowl will be reflected by objects in the room and will then return to the bowl.



**It's me, Blount, in a pitch-dark room. Is this some sort of hardware problem?**

No, Blount. You've been killed, and this is an artist's conception of death.

**What do I do? I can't see anything.**

There are matches on the floor to the left. Pick them up and strike them on all the rough areas you encounter. At one point you'll be able to light up the room.

**Should I take the ladle?**

Definitely. The ladle will allow you to remove wisps from the bowl later on.

**How do I get in the wisps' dens?**

Break off a piece of the skeleton's scythe, and use it to pry the dens open.

**What do I do with these wisps?**

Put them in the bowl the skeleton is holding. Alone and in different combinations, the wisps will cause the room to change colors; these colors will reveal certain secrets. You must create every combination of colors in order for the room's secrets to be revealed.

**I can't grab the yellow wisp.**

Light the pirate's wooden leg with the matches. When you put out the fire, you'll be able to pick up the wisp.

**How do I put out the fire?**

The clown at the left of the screen is sporting a squirting flower. With the scythe you can cut off the bulb, which is full of water. Now put the fire out with it.

**I can't grab the blue wisp.**

Open the top of the skull; when the skull is opened, the wisp will enter. When you close the skull and reopen it, you will be able to pick up the wisp.

**How do I get the skull to open?**

The clown on the left has spectacles in his pocket. Put them on the skull, and the top will pop open.

**Every time I try to take the spectacles, the flower squirts me.**

Cut the flower's tube with the scythe. When the flower is gone, you can take the spectacles.

**I can't grab the red wisp.**

Use the ladle on the inscription written in blood. Now pour the blood into the pirate's bottle. Take the bottle and set it on the pedestal. The red wisp will fly into it. Put the cork into the bottle. Now when you uncork the bottle, you will be able to pick up the wisp.

**Where's the cork?**

You can't see the cork until you combine the yellow and blue wisps in the bowl. The green hand which appears will be holding the cork.

**What must I accomplish when the room is blue?**

Talk to the blue ghost who appears through the grating.

**What must I accomplish when the room is green?**

You must take the cork from the green hand which appears. Set the bottle of blood on the pedestal, and the red wisp will enter. When this happens, cork the bottle. When you uncork it, you will be able to capture the red wisp. After you have the mirror, you must make the room green a second time. Then, put the mirror in the hand to provide a carom for the ray.

**What must I accomplish when the room is red?**

Speak to the red vampire. Then insert the end of the scythe in his mouth to replace the missing fang.

**What must I accomplish when the room is yellow?**

Push the button which appears in the middle of the blood inscription. The mirror will be released; pick it up.

**What must I accomplish when the room is purple?**

Put the spectacles on the ghost skull.

**When I put the three wisps into the bowl, a ray zips out. How do I make the ray stay in the bowl?**

The ray must carom off three objects in the room which you must position. It will then go back into the bowl and you will be allowed to reenter the world of the living.

**What does the ray have to hit to go back in the bowl?**

It has to hit the mirror, the ghost skull, and the vampire's fang.



## COUNTRYSIDE

After you outwit Death, you receive a letter from Wynnona with instructions on how to find her. You and your faithful sidekick, Chump, are to drink a magic elixir and become giants. Here in the country, you must find a potion called memorum, and give it to a dragon who has been terrorizing everyone.



**Should I put out the fire?**

Yes.

**How do I put out the fire?**

Soak the haystack in the basin of water near the dragon's den. Then squeeze the haystack out over the fire. That should do the trick.

**Every time I try to take the meat, the mousetrap snaps down on my hand.**

Try taking the meat with the pitchfork.

**How do I get the pitchfork? The fire prevents me from getting far enough to pick it up.**

Extinguish the fire first.

**I want to talk to the king, but I'm too far away. How do I get up to him?**

You must catapult yourself onto the roof.

**I try to reach the knight, but the thorns get me every time. How do I talk to him?**

Drop a stone on the thorns. You can get a stone from the formation to the left of the castle.

**The knight gives me something. What do I do with it?**

This is the memorum. You must give it to the dragon. It will restore his memory so that he will remember his promise not to harm the people of the countryside.

**Every time I near the dragon's den, he breathes fire. How do I make him drink the potion?**

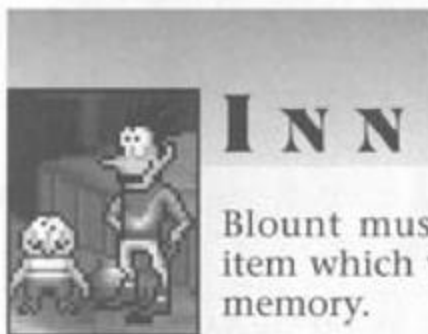
You can't, yet. For now, just pour the memorum into the water basin next to the dragon's den. You'll have to find a way to make him drink the water.

### How do I get onto the roof of the castle?

Position Chump on the mousetrap lever. Now, touch the mechanism with the stone hand. Chump will land on the roof. Position Blount on the lever, and have Chump jump from the roof. Blount will be catapulted onto the roof. He can speak with the king, and with the princess.

### I think I've done everything here in the countryside.

In that case, go to the inn. The door is located at the top right of the screen. You will be able to return to the countryside from the inn.



Blount must now return to the Inn for an item which will help him restore the dragon's memory.



### Should I talk to these people?

Certainly. Talk to the characters by clicking on them several times. They'll tell you what you need to do to get their help.

### I tried to talk to the guy all the way to the right, but I can't figure out how to get up to him.

Go through the crevice under the cage.

### I tried to go out the door on the right, but couldn't. How do I get out?

You have to take care of everything in the inn first.

### How can I go into this door?

You need the key to open the door.

### I keep giving the customer in the back a sugar cube, and nothing happens.

Position Chump on his right hand. Now give him a sugar cube, and watch what happens.

### What do I do with this leash?

Use it to get up to the cage.

### How do I get to the cage?

Use the plunger on the base of the cage. Then tie the leash to it. Now Blount can climb it to speak to Othello.

### Where do I find Othello's key?

Othello himself has it. You must exchange a coin for the key.

**What do I do with the key?**

Use it to open the tiny door to Othello's home.

**Othello's door is too small for either me or Chump to enter.**

Send in the dragon.

**What do I do with the note?**

Give it to the Captain.

**I gave the Captain the lost note, but I still can't leave.**

The Captain threw a letter on the table in exchange for the note. It is a letter of instruction to the spice merchant, who will provide you with alternate transportation.

**There is a stone near the door as I come in, but I can't pick it up. What should I do?**

The stone can be used as a fulcrum, but can't be picked up. Find something to set on the stone.

**What's the spoon for?**

Set it on the stone to create a method of catapulting Chump onto the shelf.

**Blount steps on the spoon, but Chump just lands on his head. How do I get him onto the shelf?**

Instead of using Blount to propel Chump, use a lump of sugar from the table on the right side of the screen.

**How do I get to the paprika?**

Catapult Chump onto the shelf.

**What do I do with the paprika?**

Use it to make the dragon thirsty.

**When I click on Chump and then on the paprika, Chump just sniffs it and sneezes.**

It's very spicy. You'd sneeze, too.

**I give up. What do I do with the paprika?**

Stand Blount on the table next to the Captain's arm. Click on Chump, then on the paprika. As Chump sneezes, click on Blount and then on the meat. When the paprika lands on the meat, it will get spicy.

**What do I do with this spiced meat?**

Go back to the countryside and give it to the dragon.

## C O U N T R Y S I D E II

**I tried to pass the meat into the dragon's den, but can't seem to manage it.**

Use the pitchfork.

**How do I put the meat on the pitchfork?**

First, put the pitchfork into the nostril. Now put the meat on the pitchfork.

**The dragon eats the meat, but then drinks the wrong water. How do I make him drink from the basin?**

You must prevent him from sticking his head out of the ear hole.

**How do I prevent the dragon from going out the ear hole?**

Block him with the coin from your inventory.

**The dragon's memory is now restored, and he owes me one. But where did he go?**

He's in your inventory. You can use him when the time comes.

**What do I do now?**

Go back to the inn.

## INN II

**Where is the stone Korin asks for?**

It is in the country, on the left side of the screen.

**I've given Korin the stone, and she says I can now look for Wynnona. What do I do?**

Click on Korin's sword. Wynnona will be revealed to you.



## FORT

Wynnona has cornered Fourbalus, and is trying to reclaim the key to the maze her father gave her. As Wynnona, you must try to make Fourbalus surrender the key.



**Every time I try to talk to Fourbalus, he throws something at me. How do I get to him?**

Although Wynnona abhors violence, she must blow Fourbalus' hide-out to smithereens. Make bombs.

**What do I do with the little animal?**

Pull out some of his fur. You can use his bristles as fuses.

**Who's the Inca?**

He's a friendly visitor from another game.

### **Can I use the flute for anything?**

Yes. Whack the flute with the flint. Then pick up the resulting pipes.

### **How do I get the flint?**

Pick up the stick lying next to the monk. With it you can make the flint fall, at which time you can pick it up.

### **Who is Ooya?**

He's a friendly magician. Ooya can assist Wynnona in the same way that Chump helps Blount.

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

You can make bombs with them. Put powder and a fuse into a pipe. Strike the flint on the stone head, and the dynamite stick will light. Now throw it at Fourbalus' tower.

### **I threw dynamite at the tower, but it just bounced off. How can I make it stick?**

Use the sticky bark on the stump to the right of the screen.

### **I can't figure out how to collect the sticky bark.**

First, hit the stump with the flint. When sap pours out, scoop it into the helmet. Now you have glue to use on the dynamite.

### **I blew up the beam, but I still can't get to Fourbalus.**

You must blow up the entire tower, and that will take several sticks of dynamite. Blow up the bricks, the beam, and the door.

### **I tried to blow up the barred window and the grate, but the dynamite wasn't big enough. What do I do?**

There is bamboo under the rock on the lower right side of the screen.

### **How do I get under the rock?**

Try blowing it up.

### **I clicked on the bamboo, but Wynnona won't pick it up. Why not?**

The bamboo is too small to be of any use. Ooya must use his magic to make the bamboo grow.

### **Ooya's magic bag is with Fourbalus. How do I get it back?**

When the Inca plays his pipe, a condor will appear which Ooya can ride to the tower. He can then retrieve his bag from Fourbalus.

### **I destroyed the Inca's flute.**

You can recreate the flute by placing a pipe in the hollow and clicking the flint on it. Now give the flute to the Inca.

### **A bird appears when the Inca plays his new flute, but he won't land. How should I coax him down?**

There's no need to do that. Click on Ooya, and then click on the condor. Ooya will leap onto his back, fly up to the tower, and retrieve his magic spells.

### **Ooya says that Fourbalus still has one of his magic spells. How do I retrieve it?**

I'm afraid you can't. You'll just have to deal with the consequences when the time comes.

### **How do I make the bamboo grow?**

Use Ooya to cast a growth spell on it.

### What do I use the bamboo for?

Use it to make a bomb. A very big bomb.

### I ran out of fuses. What now?

Ooya can cast a spell on the skull to make hair grow. Pull the hair to use as fuses.

### I used the bamboo to blow up a chunk of the tower, but Fourbalus is still just sitting there.

Keep blowing up parts of the tower until Fourbalus waves the key at you. When that happens, try to take the key from him.

### Fourbalus cast a spell that turned me into a butterfly! How can I avoid the spell?

You can't, fair Wynnona. And now that you are an insect, your hero Blount will have to save you.

*Wynnona talks to Fourbalus*

## I N N I I I

As Blount, you must find a way to rescue the fair Wynnona from permanent insectitude. If your job at the Inn is finished, you can exit to Town.

### I tried to exit, but can't.

You must finish your work before you can exit. If you must first give the Captain the lost note, look to Othello, the mouse in the cage.



## T O W N

From Town, Blount needs a love letter, the feather of an amorous boucassier, a shoe sole, and a floriane petal to make the required potions. It may take several visits to gather the items.



There are so many things I could do in this room! What should I do first?

Talk to the Nanny.

The Nanny is complaining about the hole in the roof. How can I fix it for her?

Put the umbrella in the hole.

How do I get to the roof?

Go up the stairs on the left side of the screen.



**I fixed the roof. Now what?**

Go back to the Nanny. She'll give you something.

**What should I do with the object the Nanny gave me?**

Put it on the egg on the roof.

**The bird is hungry. What can I feed it?**

Don't worry about that now. The bird won't starve. Enter the grocery store.



## THE GROCERY STORE

Wolfy must obtain a boa-boa egg, a key, the horn of a gidouille, the bone of a crocomouth, and soap. These items, combined with others, will help make the needed potions. It may take several visits to gather the required items.



**The shopkeeper won't talk to me.**

Give him your coin.

**The shopkeeper still won't talk to me.**

Give him the letter from the Captain.

**The shopkeeper still won't talk to me.**

The shopkeeper, the shopkeeper. You're obsessed! Find something else to do for a minute.

**The shopkeeper won't let me pick up the spaghetti.**

You must find a way to intimidate him first.

**I tried to pick up the boa-boa egg, but the mouse bit me. How do I get rid of the mouse?**

You must first make the shopkeeper take the letter.

**How do I get the shopkeeper to take the letter?**

Give him the coin first.

**What do I do with the key?**

Use it on the moon lamp.

**The moon lamp is locked. How do I open it?**

Use the key under the boa-boa egg.

**Hey, how do I keep from turning into a wolf?**

Lycanthropy is, unfortunately, a hazard of the trade. Garlic, crosses, wooden stakes ... all are pretty much useless to a weregoblin. But look at the possibilities: for one, now you can trash the shopkeeper.

### How do I get into the cupboard?

As Wolfy, throw the cupboard across the room. Now climb onto the cornice over it, and jump.

### There's a gidouille trophy on the mantle. How do I get up there?

As Wolfy, jump on the sofa. When the spring appears, jump on it. You'll be catapulted onto the mantle.

### I'm on the mantle. Is there anything up here I need?

Mais oui. You need the gidouille horn, naturellement.

### I'm on the mantle, and am trying to get the gidouille horn. What's the secret?

Whack the gidouille with a hammer.

### How do I find a hammer?

There is a hammer hidden in the cupboard.

### How do I get into the cabinet under the moon lamp?

As Wolfy, whack the cabinet with a hammer.

### How do I get the meat?

You need help for that one. Get it on your next trip.

### There's a bar of soap under the night stand, but I can't seem to get it.

You'll get by with a little help from your friends. Get the soap next time.



## LABORATORY

You must concoct three elixirs: growth elixir, speedixir, and wingixir. Additionally, you must help the boa-boa egg to hatch by warming it.

The Laboratory has certain rules which must be followed. The right hand picks up objects, while the left hand manipulates objects. Each object or ingredient has a specific location in the Lab. Prepared elixirs must be poured into specific containers before they can be administered. If you make a mistake mixing a formula, and if the Laboratory doesn't blow up because of your negligence, you can get rid of the potion by throwing it into the trash.



### Hey, where's my inventory?

Everything you need for elixirs will either be in this room, in Town, or at the Grocery Store. When you enter the Lab, however, your inventory will appear as objects in the room rather than as inventory.

**What am I supposed to accomplish here in the Lab?**

On the first trip you must hatch the egg and create the growth elixir. Then you must administer the growth elixir to the hatched boa-boa.

**Where do I put the boa-boa egg?**

On the hot water bottle. If you haven't yet gotten a hot water bottle, you need to go to Town and get one.

**What's in the growth elixir?**

There are three ingredients in growth elixir: burned horn of gidouille, crushed eggshell, and cooked spaghetti.

**Where's the horn of gidouille?**

It's on the shelf between the faucet and the tridose mixer.

**How do I burn the horn?**

Place the horn in the ashtray, and light it.

**Where do I put the burned horn?**

Put it in the tridose mixer.

**Where is the eggshell?**

After you place the boa-boa egg on the hot water bottle, it will hatch. Lying on the floor will be a piece of the shell.

**How do I crush the eggshell?**

Put the eggshell in the mortar, and crush it with the pestle.

**Where do I put the crushed eggshell?**

Put the crushed eggshell in the tridose mixer.

**Where's the spaghetti?**

It's on the shelf above and to the right of the tridose mixer.

**How do I cook the spaghetti?**

Use the pot on the left side of the screen. Light the heater under the pot with the lighter. When the pot stops smoking, remove the spaghetti.

**I tried to put the spaghetti in the pot, but it wouldn't let me.**

Put water from the faucet in the pot before you put in the spaghetti.

**After I've cooked the spaghetti, where do I put it?**

Put it in the tridose mixer.

**What do I do with the tridose mixer?**

Turn on the tridose mixer after you have put in the three ingredients necessary to make a growth elixir.

**What do I do with the growth elixir?**

Make something in the Lab grow.

**Whom do I make grow with the growth elixir?**

Fulbert. You know ... the boa-boa!

**After I make elixir and administer it, what do I do?**

Your Lab work is through for now. Exit to Town.

# TOWN II

You have the growth elixir. Use it to make living things grow. Keep in mind that Fulbert is here to help you accomplish your task.

**How do I, Blount, get up to the right side of the rooftops?**

Press the lever on the right. A cannonball will descend. Step on it as Blount. Now have Fulbert press the lever, and Blount will ascend to the rooftops.

**How do I get Fulbert up to the right side of the rooftops?**

Have him climb the tree outside the grocery store.

**The tree outside the grocery store is too short for Fulbert to get up to the roof.**

Before Blount goes up on the roof, he should spike the plant with growth elixir.

**What do I do on the roof?**

Get the shoe sole.

**There's an impassable gap between the rooftops. How do I get across?**

Use Fulbert to make a bridge between the rooftops.

**How do I get down from the rooftops?**

Down the chimney on the Nanny's house.

**How can I talk to the young woman?**

You won't get what you need from her by talking to her. Use Fulbert and scare her!

**How can Fulbert get up to the young woman?**

Fulbert should climb the plant next to the young woman.

**The plant next to the young woman is too short for Fulbert to climb.**

Spike the plant with growth elixir. When it grows, Fulbert will be able to climb up to the young woman.

**What do I do with this letter?**

Hold it up to the mirror.

**How can I get flowers from the floriane plant?**

Only the young woman can get flowers from the floriane. However, if Fulbert climbs the plant, he will startle the young woman into dropping the floriane she has in her hand.

**The flower falls, but I can't seem to retrieve it before it disappears.**

This one is a matter of timing. Even before the young woman drops the flower, click on Blount. Then, just as the flower hits the gutter, click on it. You might have to try several times, but you'll get it.

**About the egg on the rooftop ...**

Try hatching the egg the same way you hatched Fulbert.

**This boucassier baby is hungry!**

And wouldn't you be hungry if you spent all day trying to pronounce your name?

**How do you pronounce "boucassier," anyway?**

Sorry, for the answer to that question you must buy Sierra's Berlitz French for Business Travelers, available in all fine software stores.

**Now back to the Lab, right?**

If you were so smart, you wouldn't be a weregoblin. Into the grocery store with you, Blount.

## THE GROCERY STORE II

Here you are with your buddy Fulbert. Retrieve the two items you need help to get.

**I tried to push the button, but Wolfy is afraid of spiders.**

Fulbert isn't.

**The meat just disappeared!**

I'm sorry to be the one to tell you this, but you have to go after it.

**I sent Wolfy down, but he just got beaten up.**

Send him down with the hammer.

**Which items am I supposed to retrieve?**

The crocomouth bone and the soap.

**Where's the soap?**

It's under the night stand.

**How do I get the soap?**

Timing is critical, or Fulbert will get his tail squashed. As Wolfy, pick up the night stand, and then click on Fulbert and then the soap. He will knock it aside with his tail, so that Wolfy can pick it up.

**Is there anything else?**

Actually, there is one thing you can do. It's the shopkeeper's birthday! Hit him with the hammer again, he likes that. Then it's off to the Lab.

## LABORATORY II

On this trip you will create the speedixir.

**What are the ingredients for speedixir?**

Crushed bone of crocomouth, essence of floriane, and boiled sole, of course. Hey, is this the first time you've made speedixir?

**Where is the crocomouth bone?**

It's on the table on the right side of the Lab.

**How do I crush the crocomouth bone?**

Crush it in the mortar with the pestle in the same way you crushed the eggshell.

**What do I do with the crushed bone?**

Put it in the tridose mixer.

### **Where is the shoe sole?**

It's on the floor in the middle of the Lab.

### **What do I do with the shoe sole?**

Boil it in the pot in the same way you boiled the spaghetti: fill the pot with water from the faucet, put the sole in the pot, and light it with the lighter. Congratulations, you're boiling water!

### **Where do I put the boiled sole?**

Put it in the tridose mixer.

### **Where is the floriane?**

It's on the shelf just under the still.

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

Distill it in order to make essence of floriane.

### **Distill it ... what does that mean, exactly?**

Did you sleep through ninth grade science, or what? Put it in the still and extract its essential elements. Honestly, do you think I'm standing up here talking for my own benefit? Oh, sorry. Flashback. Put the floriane in the still and light it.

### **What do I do with the essence of floriane?**

Put it in the tridose mixer.

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

Turn it on. The result should be speedixir.

### **Oops, I made a mistake.**

Throw the mistake in the Lab trash can, and begin again.

## **TOWN III**

### **What should I accomplish on this trip to Town?**

Make the boucassier grow up, and obtain a boucassier feather.

### **How do I make the boucassier grow up?**

With the growth elixir, naturellement.

### **I tried to pluck a feather from the boucassier, but couldn't.**

In point of fact, the boucassier needs to, er, molt. Molting can be provoked through the boucassier's falling in love. Use the decoy to attract a female.

### **I blew the bird call, but nothing happened.**

It isn't loud enough. You need to make it really loud.

### **How do I make the bird call loud?**

Stand inside the bell and blow it.

### **How do I get to the bell tower?**

Use Fulbert as a plank. Now walk on him.

### **The female landed. Now what?**

Rush over to the other boucassier and get his attention by tapping him on the shoulder. When he sees the female, he'll lose a feather.

### **I keep losing the feather.**

You've got to be quick. As soon as you've tapped the boucassier on the shoulder, rush down before the feather has a chance to disappear, and grab it.

**I've got the feather. Now what?**

To the Lab, Dr. Blount.

## **LABORATORY III**

Now you must make wingixir potion. This will enable you to fly.

**What are the ingredients of the wingixir potion?**

You can find them on the love letter by holding the letter up to the mirror.

**Where do I get the feather?**

You'll find the feather in Town.

**Where is the feather in the Lab?**

It is on top of a boot.

**What do I do with the feather?**

Burn the feather in the ashtray.

**What do I do with the ashes of the feather?**

Put them in the tridose mixer.

**Where do I find the memorum?**

It is on the table just to the right of the Book of Spells.

**What do I do with the memorum?**

Distill it in the still.

**What do I do with the tears of joy?**

Put them in the tridose mixer.

**Where do I get soap?**

The soap is under the night stand in the grocery store.

**Where do I find the soap in the Lab?**

It's on the sheets of paper.

**What do I do with the soap?**

Use the fan to make soapy water.

**How do I make soapy water?**

Put water in the basin on the window. Now dip the soap in it.

**I have soapy water, but how do I blow a bubble?**

Create a wind to make a bubble.

**How do I create wind?**

Use the coin on the table in front of the still to turn on the fan.

**There's wind. Now what?**

Now dip the key into the soapy water and hold it up to the fan. Voilà! Instant soap bubble.

**What do I do with the tridose mixer?**

When the three ingredients have gone into the mixer, turn it on with your left hand. The resulting mixture is the wingixir potion.

**Where do I put the wingixir potion?**

Put it on the third bottle from the left on the shelf above the tridose mixer.

**Where do I put the soapy water?**

Put it in the tridose mixer.

**What do I do with the mixer?**

After you've put the three ingredients into the mixer, turn it on. The resulting liquid will be the wingixir potion.

**Oops, I made a mistake.**

Throw the mistake in the Lab trash can, and begin again.



## CLOUDS

Here in the clouds, Blount must discover the identity of the curious speck and then free it. Ooya will assist him.

You can freely move back and forth between the Clouds and Foliandre. Some of the objects you need from the Clouds will be found in Foliandre, and vice versa.



**There's Ooya, the magician. How do I rescue him from the floating island?**

You need to bring him the hot air balloon. For this, you need to use the air pump.

**I tried to pick up the fishing line, but can't. What's the secret?**

A fishing line isn't any good without a fishing pole. Use the golf club.

**I have the fishing line. What do I do with it?**

Go into Foliandre. You'll find the door on the left of the clouds.



## FOLIANDRE

Blount must retrieve something from Foliandre which will help him in his quest.





**I tried to take the telescope, but Colossus keeps swatting me.**

Use the fishing pole to get the telescope.

**How do I cut the pole holding the hammock?**

You need a saw for that task.

**Where can I get a saw?**

Attendez, mon petit chou. All good things to those who wait.

## CLOUDS II

**How do I free Ooya?**

Push on the air pump. When the balloon gets close to Ooya, have him grab it. The balloon will take him to the next island.

**Now Ooya's on the next island, but so what? He's still marooned.**

You're splitting hairs. And speaking of hairs, have Ooya cast a spell on that big tuft behind him.

**How do I unmaroon Ooya from the second island?**

Inflate a balloon with the air pump. When Ooya is within reach, he can grab it. As soon as he's hovering there, stab the cloud with the knife. The giant will sneeze and blow Ooya over to the island with the geysers.

**I'm having major difficulty trying to get the timing of moving Ooya right.**

The key word is timing. When the balloon hovers for the first time, have Blount move quickly over to the cloud and click on Ooya. Then when the balloon is next to Ooya, click on it and he will jump. Immediately click on Blount, the knife in his inventory, and the cloud.

**There's no cloud over the tuft.**

You'll have to hook the cloud to the left of the island with your fishing pole and pull it over.

**Where is the giant?**

He's behind the floating island to the left. Use Ooya to make his face appear.

**Where do I get a knife?**

It's on the island where the goat is grazing.

**The goat keeps butting Ooya so that he can't get over to the island with the geysers.**

The goat will have to be neutralized.

**How do I neutralize the goat?**

Knock him out with ballast from the hot air balloon. Cut the ballast off with the knife while the hot air balloon is just above the goat. And please remember, no goats were harmed during the making of *Goblins 3*.

**How can I get the hot air balloon to move?**

Take a sand bag and add it to the balloon's ballast. That will reposition the balloon.

**Ooya is now on the island with the geysers. What should he do?**

Ooya must next move to the island with the meteorologist. Have him stand on the extinct geyser. Now have Blount cover the geyser next to the sand bags.

**Ooya is on the island with the meteorologist. What should he do?**

Ooya must next move to the glacier. Blount should manipulate the hot air balloon so that Ooya can step into it.

**How can Ooya get into the hot air balloon?**

Blount should cut some ballast from the balloon. The balloon will rise. Position Ooya on the upper ledge of the island. He can now step into the balloon.

**How should Blount move the hot air balloon?**

When Ooya has stepped into the basket, Blount should move it by adding sand bags.

**I still don't know what the speck is. It's too small to see with the naked eye ... hey, wait a minute!**

Yes, you have a telescope. Blount can see what the speck is by looking through it.

**How do I warm Bizoo up?**

Ooya can accomplish that feat. Now aren't you glad you went to the trouble of bringing him along?

**Bizoo's warm. Now what?**

Pick her up and go to Foliandre.

## FOLIANDRE II

Here in Foliandre you need to get some bait for your fishing pole.

**How do I get to the cheese?**

Use the catapult.

**How do I get up to the catapult?**

Stand on the shovel. It will toss you up to the catapult.

**Here I am. How do I make it work?**

Colossus controls the catapult. You'll have to think of a way to cause him to turn on the catapult. Position Ooya on the catapult first.

**There's a broken robot on the second floor. How can I repair it?**

You'd probably have to replace the gearing for that.

**How can I get the gearing?**

You'd need to break the machine to get the gearing.

**How can I break the machine?**

You could probably manage that with something as small as a grain of sand.

**I tried to talk to Colossus, but he just slugs me.**

He believes that violence solves things. You must make him think a ship is coming. Go and look through the large telescope on the right side of the screen.

**Ooya didn't land on the ledge with the cheese on it.**

There are three positions to the catapult. In order to get Ooya to the cheese, the catapult must be in the front position. Keep trying. The good news is, Colossus isn't very smart.

**Ooya can't pick up the cheese.**

No, but he can cast a spell on it.

**Ooya can't pick up what just came out of the cheese.**

No, but Blount can. It's time to get Ooya off the ledge, and catapult Blount onto it.

**I tried to get Blount onto the catapult from the shovel, but he keeps flying over it.**

There are three positions to the catapult. In order for Blount to land on the catapult, it must be in the middle position. Reposition the catapult and try again.

**Blount missed the ledge with the cheese on it.**

There are three positions to the catapult. In order for you to land on the ledge as Blount, the catapult must be in the front position.

**If I'm on the catapult, how can I do the trick with the telescope?**

You can't. Ooya will have to cast a spell on the picture with the ships on it.

**I tried to pick up the cheese and what's in the cheese, but got a little woozy.**

Use your fishing rod and try again.

**Got the bait. Now what?**

It's back to the clouds for a little fishing.

## CLOUDS III

Find a fishing hole and a saw.

**I've looked everywhere. Where's the fishing hole?**

It's just to the left of the glacier. Click the pole on it, and you'll find a sawfish.

**I got the saw. Where to?**

Back to Foliandre.

## FOLIANDRE III

On this trip to Foliandre, Blount must put Bizoo on Colossus' face.

**How can I get Colossus to remove his helmet?**

Knock it off with a rock.

**I tried to pick up a rock, but couldn't.**

Only the crusher robot can manipulate the rocks. What you want to do is to catapult a rock onto Colossus' helmet.

### **How do I get the rock up on the catapult?**

Use the crusher robot. It is manipulated with the top button of the catapult.

### **I tried to get a rock onto the catapult, but missed.**

In order for the rock to land on the catapult, it must be in the center position. Move it with the bottom button.

### **I threw a rock, but it didn't go where I wanted it to go.**

The catapult must be in the left position for the rock to hit Colossus.

### **How do I turn on the catapult?**

You can either peek through the big telescope at the right of the screen, or Ooya can cast a spell on Colossus' picture of ships.

### **His helmet's off. Now what?**

Now put Bizoo on his face.



## **BIZOO**

You are Bizoo. Your objective is to get a grain of sand to take to Blount.



### **I opened the left eyelid. How do I get to what's in it?**

You have to hold the eye open with a toothpick.

### **Where can I get a toothpick?**

There's one in Colossus' mouth.

### **How do I get into the mouth?**

Click on the loose tooth.

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

Use it to prop up Colossus' left eyelid. See the grain of sand?

### **Where is the grain of sand?**

The grain of sand is in Colossus' left eye.

### **I tried to get the grain of sand, but couldn't reach it.**

To get the grain of sand, you must go through Colossus' right ear while the left eye is open.

### **I tried to pick up the grain of sand, but can't.**

You have to kick it off the face after you accomplish everything.

### **How do I get the grain of sand to move?**

First, kick it onto Colossus' cheek. Now pull the nose hair to create a tear.

### **There's a flea with a pacifier in Colossus' beard!**

There's a whole family of fleas in his beard, and you will have to defeat all of them.

### **What do I nail the fleas with?**

Grab the toothpick. Position Bizoo at the top of the scar in Colossus' beard. When the fleas appear, quickly whack them with the toothpick in the order in which they appear: Junior, Chubby, Meme, Gege, Mama, and Papa.

### **I can't get to the grain of sand.**

Pull the nose hair. When another tear forms, ride it down to the grain of sand.

### **How do I pick up the grain of sand?**

You don't need to pick it up. Just kick it to Blount.

### **How do I get off Colossus' face?**

Move the cursor to the top right of the screen. When the portal appears, click on it.

## **F O L I A N D R E I V**

On this trip to Foliandre, you must repair the broken robot.

### **Colossus won't let me pick up the grain of sand.**

Try cutting the hammock with the sawfish.

### **Hey ... I did what you said and ended up in a cage! How do I get out of here?**

Have Ooya cast a spell on you.

### **Who's this new character?**

Let's call him Blount-shadow. He can pick up the grain of sand.

### **I have the sand. Now what?**

As Blount-shadow, put the grain of sand in the machine. Now have Ooya cast a spell on the painting of the ships.

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

Use it to repair the robot next to Fourbalus.

**I can't open the robot.**

Use the knife in your inventory.

**What do I do with this pollen?**

Put it on Colossus' face.

## BIZOO II

As Bizoo, make Colossus sneeze.

**I can't get to the pollen.**

Use the nose as a catapult. Stand on it. When Colossus bounces you off, quickly hop back to the tip of the nose.

**I have the pollen, but it has no effect on Colossus' nose.**

Instead of using the pollen on Colossus' nose, use the toothpick on his right nostril.

**How do I get the pollen in Colossus' nose?**

You get it in his nose through his left ear.

**How do I get the pollen all the way in?**

Use his shirt collar as a springboard. That way you can force it in.



## QUEEN

Because Colossus sneezed such a colossal sneeze, you are propelled to Queen Xina's kingdom. Extremely flattered that you would travel such distances to see her, she grants you an interview. But just as you're asking a question, moonlight enters the room, and you become ... a weregoblin!

As Wolfy, you must find a passageway to King Bodd's throne room. When you return to Queen Xina's throne room, you must return her slipper and then take King Bodd's ancestor's skull and return it to him. And you must still find a way to free the fair Wynnona!



**Isn't there some way to keep from becoming a weregoblin?**

In a word, no.

**I try to talk to the Queen, but the bodyguard prevents me from getting any information.**

You'll have to whack the bodyguard with the hammer. Then take his gun.

**Is there anything in the bookcase I want?**

Yes. Just beside the colonnade is a box with something in it you'll need.

**I can't reach the box.**

Use Filbert to climb the colonnade. He can nudge the box so that the object you want falls out.

**The glasses keep breaking.**

Put Wolfy on the spot where the glasses fall.

**Wolfy can't catch the glasses. He bobbles them, but they end up falling to the floor and breaking.**

While Wolfy is bobbling the glasses, have Fulbert go to the lower level where the glasses land. He can cushion the fall so that they don't break. Now Wolfy can retrieve them.

**I can't pick up the onion; it's too smelly.**

Put the glasses on before you try to pick up the onion. Accomplish this by clicking the glasses on the onion.

**I tried to pick up the magic wand, but Mrs. Pythie stopped me.**

You must make her hide her eyes, so that you can retrieve the magic wand without her seeing.

**How can I make her cover her eyes?**

Kiss the Queen.

**How do I get on the mantle?**

Put Fulbert in the plate, and have Wolfy hit the vegetables. Fulbert will bump the chandelier. As Wolfy, quickly stand on the chair next to the Queen and click on the left chandelier. That should get you where you want to be.

**How do I get the skull?**

You don't yet have what you need to retrieve the skull. Patience.

**How do I get the candle?**

Fulbert can knock the candle off for you.

**What do I do with the candle?**

Place the candle in the candelabra near the fountain, and light it.

**How do I light the candle?**

Use the magic wand.

**What do the words signify?**

Who knows? What you must do is to put them in order so that they make the most sense.

**What order should I put the words in?**

Light the candles in order so that the proper sentence appears. The logical order of the sentence is: "I, the shadow of the fountain, order the opening of the passage that leads to Bodd."

**This is frightening! Should I go through the passage?**

Flip a coin and see.



## K I N G

As Blount, you must get up to the mantle and talk to the butterfly there. You must also retrieve Queen Xina's slipper and return it to her.



**King Bodd demands proof of my allegiance. What should I do?**

Give him the hand. You'll then be able to move about the room freely.

**One of the guards has an ax I could use. How can I get it?**

Take a bite of onion, and breathe on him. While he's gasping for air, take the ax.

**How can I get on the mantle?**

Have Fulbert climb the spear and swing the chandelier. Then leap onto the other chandelier and swing over to the mantle. Timing is critical, and this may take several attempts.

**How can I get that slipper?**

You must distract the King to get the slipper.

**How can I distract the King?**

Make a cockroach come from the roach motel next to him.

**I tried to make a roach appear, but nothing happens.**

Have Fulbert try.

**When the King is done with the slipper, he just puts it back on the shelf. How can I get it away from him?**

Startle the King. Give the buffoon the wand. While the King is trying to whack the cockroach, give the buffoon a dish you've gotten from the table on the left side of the room. If your timing is perfect, the King will throw the slipper on the floor. Now all you must do is pick up the slipper before the guard with the spear does.

**I've got the slipper. Now how do I get out of here?**

Go through the fountain. Make the opening larger by extinguishing the candles.

**How can I put out the candles?**

Use the magic wand.

**What do the words signify?**

Who knows? What you must do is to put them in order so that they make the most sense.



### **What order should I put the words in?**

Put out the candles in order so that the proper sentence appears. The logical order of the sentence is: "Have you ever thought that your passage would reunite these two solitary monarchs?"

### **This is frightening! Should I go through the passage?**

Flip a coin and see. Stand up on the fountain, and click the coin on the opening.

## **QUEEN II**

On this trip to Queen Xina's kingdom, you must retrieve the skull of King Bodd's ancestor.

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

Give it to the Queen.

### **The skull is too high for me to reach.**

It's attached to a rope. You must cause it to hang from the rope, and then sever the rope with the ax.

### **How do I cause the skull to hang from the rope?**

First, get up on the mantle in the same way you did before and talk to the cook.

### **The cook has only one thing on his mind: feline revenge.**

Give the cook the means to get revenge on the cat. Put the ax in the pot. Now climb down, and hide in the fireplace.

### **All sorts of characters are popping up!**

Watch the skull. See the rope? If the rope is in the right place when the cook throws the ax, the skull will fall to the floor.

### **How do I get the rope in the right place?**

When the characters appear, send Fulbert up the candlestick. He'll take care of it for you. The timing is tricky; if at first you don't succeed, keep trying. You'll have to return the ax to the cook each time you miss.

### **I have the skull. Now what?**

Return with it to King Bodd's kingdom.

## **KING II**

### **What should I accomplish here?**

Return the skull to King Bodd.

### **I've returned the skull. Now what?**

Exit through the door on the left of the room.



## CHESS BOARD

The Chess Board will be critical to Blount's success, but at some future time. Patience, Blount.



### What should I accomplish here?

Nothing yet. For now, simply pass through this room on the way to Book Land.



## BOOK LAND

Your goal in Book Land is to create two game pieces for the chess game, and to gather materials to make two other game pieces when you return to the Chess Board.



### I tried to get past the spider, but he frightens me.

Get Fulbert to distract him by tapping on the web. While the spider is posturing at Fulbert, you can slip past.

### How can I pick up the ruler?

Don't pick it up, chop it up with your ax. Now you can pick up a wooden block.

**There's a guy in the tree who wants arrows. Where do I get them?**

There are arrows in the geometry book. Try jumping up and down on the geometry book three times. On the third time the arrows will come tumbling out.

**Where do I get ink?**

Stand next to the piece of paper with calculations written on it. Now have Fulbert pound on the pile of dust with his tail. Wolfy will sneeze and blow the numbers all over the room. Take all the numbers except zero and put them in the inkwell.

**I don't have enough numbers to make ink.**

Do you have the six, the eight and the nine?

**Where's the six?**

The six is on the hook near the shrink.

**Where's the eight?**

You have to write the eight yourself. Take the compass from the sculpture book and write an eight on the sheet of paper just above the drawer. Now add it to the inkwell.

**How do I get the nine away from the spider?**

As Wolfy, stand next to the spider. Now click Fulbert on the moonlight scenery.

**Here is a wagon with a broken wheel. How can I fix it?**

Use the coin from your inventory.

**The wagon is fixed. How can I pull it?**

With the ink brush, draw an ox in front of the wagon.

**The wagon doesn't go anywhere.**

No, but it pulls its cargo into the picture. Take one of the items you are now able to reach.

**How do I turn the page of the book?**

Grasp the right corner of the book and turn the page.

**What must I accomplish on page two of the big book?**

Entice the knight out of the tower.

**How can I get the knight out of the tower?**

First, finish the road by clicking the ink brush on the book. Then click on the tower.

**Wolfy indicates there's something I might provide for the knight.**

Yes. Provide him with a mount by giving him the horse next to the spider web.

**What must I accomplish on page three of the big book?**

Provide Prince Charming for the young lady.

**How do I give the young lady what she wants?**

Draw the Prince on the page with the ink brush. When she sprinkles him and he disappears, draw him again. Take the mandolin that he drops.

# CHESS BOARD II

Your goal is to provide the missing game pieces and play the game. You must make a Lover and a Killer; the Knight and the Bowman will appear if you have successfully created them in Book Land.

## How do I create the Lover?

The Lover is created with the wood chisel and the hammer. Take the hammer in the right hand. Without setting it down, immediately click on the left hand and pick up the wood chisel. Click on the right hand and then click on the chisel.

## The Lover doesn't come out right, and the hands throw him away. What do I do?

You must get another block of wood from Book Land and begin again.

## Where can I find a wooden block?

With the ax, break up the wooden ruler in Book Land. The pieces form blocks.

## How can I make sure my wood carving comes out as the Lover?

Before you begin carving, outline your idea on the wood with the piece of chalk.

## Where can I find chalk?

There's chalk in Book Land.

I've created a rough piece from the wood. How do I finish it?  
Dip it in the paint.

## It's still not finished.

Use the ink brush to finish the detail work. Now you can set it on the board.

## How do I create the Killer?

Take the chisel with the left hand and the hammer with the right hand to carve out rough pieces. First, take the hammer with the right hand. Without setting it down, immediately click on the left and pick up the chisel. Click on the right hand and then click on the chisel.

## The Killer doesn't come out right, and the hands throw him away. What do I do?

You must get another block of marble from Book Land and begin again.

## Where can I find a marble block?

There are marble blocks in the wagon in the back of Book Land.

## How can I make sure my marble carving comes out as the Killer?

Before you begin carving, outline your idea on the marble with the compass.

## Where can I find a compass?

There's a compass in the sculpture book in Book Land.

**I've created a rough piece from the marble. How do I finish it?**

Dip it in the paint.

**It's still not finished.**

Use the ink brush to finish the detail work. Now you can set it on the board.

**I still can't start the game because I need four finished pieces.**

You must place a mounted knight, a Bowman, a Lover and a Killer on the board before you can play the game.

**Where can I find a mounted knight?**

The knight you can find on page two of the big book in Book Land. The mount is next to the spider web in Book Land.

**Where can I find a Bowman?**

You can find a Bowman on page one of the big book in Book Land. The arrows are in the geometry book in Book Land.

**I've created and placed the pieces. What must I do to cause the game to start?**

Juggle the balls with both hands. While the hands are juggling, click on the pig to crack a coin slot. Now click on the chess board.

**The pig is now a piggy bank.**

So put the coin in the bank. Othello will serve as another game piece.

**I try to pick Othello up, but he runs away.**

Put the coin in the bank to make Othello return. Now you must hypnotize Othello.

**How can I hypnotize Othello?**

Play the large mandolin left-handed. That is, pick the mandolin up with the right hand. Now strum with the left hand. Othello will now be docile.

**Where should I put Othello?**

Place him on the board.

**I can't seem to set Othello anywhere.**

Set him on the blue square diagonally right of the Chaperon.

**What are the rules of the game?**

Each game piece can move one square at a time, with the exception of the Knight. The Knight moves three squares at a time in the shape of the letter "L." The Lover and the Killer can move on any color square; the Bowman moves on green squares only.

**What is the goal of the game?**

There are two goals to the game. First, the Lover must get into the tower. Second, the enemy King must be neutralized.

**Where does the Knight go?**

Move the Knight to the blue square between the Lover and the Killer.

**Where does the Bowman go?**

Move the Bowman one green square at a time to the green square to the left of the Lover. Then move him to the green square just above the Lover.

**Where does the Lover go?**

Move the Lover, one square at a time, to the square where the Chaperon started. Now give him the small mandolin.

**There's no mandolin in here. Where can I find a mandolin?**

You can get a mandolin from Prince Charming on page three of the big book in Book Land.

**How does the Lover get into the tower?**

He must first serenade Wynnona. Then he must get the key to the tower, and stand on the square with the key.

**How can the Lover serenade Wynnona?**

Move the Lover, one square at a time, to the square where the Chaperon started. Now give him the small mandolin.

**How does the Lover get the key?**

You must move the Bowman to the green square below the hangman.

**What are they doing up there?**

Discussing Descartes.

**The Headsman keeps killing everyone who gets near the King.**

Move the Killer to the square with the lever. He'll take care of the Headsman.

**How do I kill the King?**

Move the Killer to the square with the Headsman's ax. The King will move away from his square, then move back. In order to finish off the King, you must block his paths of escape. And please remember, no Kings were harmed during the making of *Goblins 3*.

**How can I block the King's escape paths?**

Move the Bowman, one green square at a time, to the tree stump square. Now move the Knight, in three moves, to the square just right of the King.

**How do I get the Knight where I need him in three moves?**

Move him to his original green square; to the blue square in the middle of the board; then to the square to the right of the King.

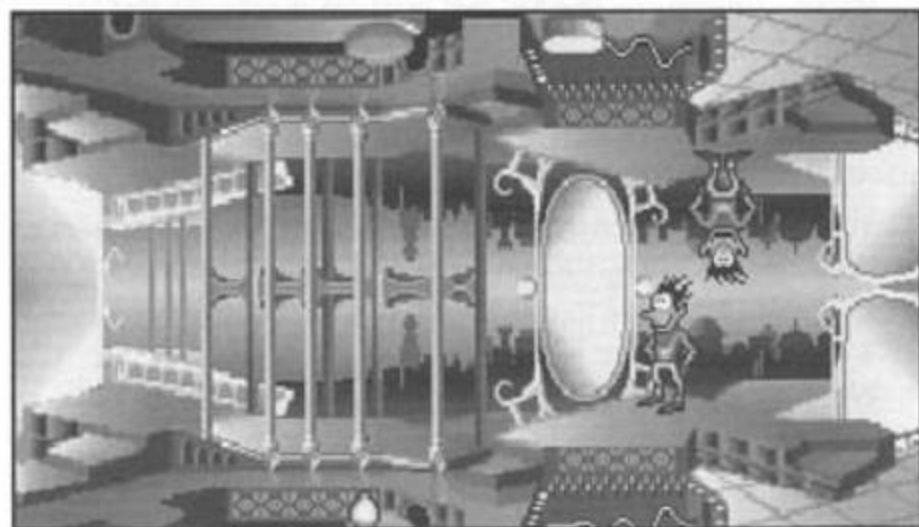
**How do I finish the King?**

When you have blocked his escape paths, move the Killer to the square with the ax. Ouch!



## MIRRORS

All of the mirrors in this room have different effects on things. They can make things beautiful, ugly, fat, thin, old or young. Your objective in this room during this visit is to make the Old Demon awaken.



### The clock is broken.

You and your reflection must fix the clock by placing the chick in the hour hand and minute hand openings.

### Where do I get a chick?

From the chicken egg. Pick it up and place it in the mirror of time.

### Which did come first, the chicken or the egg?

"What does it matter which came first? We shall all die." - Jean-Paul Sartre

### What do I do with this chick?

Fatten it up by placing it in the fat mirror.

### What do I do with the fat chick?

Pass the chick to your reflection.

### How can I pass objects between myself and my reflection?

Use the passages just to the left of the Old Demon. Click on Blount to put the chick in the passage and give it to the reflection of Blount. Quickly click on the reflection, then on the chick.

### What should my reflection do with the chick?

Your reflection should place the chick in the hour hand opening.

### How can I fix the minute hand of the clock?

Have your reflection pass the chick back to you. Now place it in the minute hand opening.

### The chick is too fat to fit in the minute hand opening.

Before your reflection passes the chick back to you, he should twice place the chick in the skinny mirror.

### What should I do with the chick?

Put the thin chick into the fat mirror once. Now put the baby chick into the mirror of time. It will become a chicken.

### The Old Demon is awake. Now what should I do?

Exit on the right into the Brain.



## BRAIN

Blount must complete many tasks in the brain, but that shouldn't be a problem. He's a brainy goblin!



**How can I get to the box behind the fence?**

Burn down the fence.

**What do I use for fire?**

You need the dragon, and to attract the dragon you'll need the decoy.

**How do I get up to the shelf with the decoy?**

You'll have to sail up there.

**How can I get to the lake?**

Get in the rail cart and fly over.

**What should I do at the lake?**

Have Wolfy jump in.

**What about all these eyeballs?**

Drop a grain of sand in one of them.

**Where can I get a grain of sand?**

From the image of Colossus.

**Where is the image?**

Above the bridge is a mirror of memories. Scroll through them and you will find Colossus' image.

**How can I get the mirror of memories to work?**

Get Wolfy to break the glass and push the button.

**How do I get the grain of sand?**

Have Wolfy get it.

**The rail cart is going in the wrong direction, and I can't get to the lake.**

Change the direction of the rail cart by pushing the lever.

**I can't move the lever.**

Wolfy can.

**What's this bubble that rises from the lake?**

Have Wolfy pop it to see.

**What should I do about this fish?**

It's a sailfish. Sail on it. But hurry, because it's about to sail away.



**How do I get on the fish?**

Have Wolfy ride the rail cart into the fish after changing the switch to point to the fish.

**What does Wolfy do when he lands?**

Have him hit the decoy on the wall and knock it off.

**He won't pick up the decoy.**

No, Wolfy doesn't keep an inventory. Blount will need to get up there the same way to get the decoy.

**How does Wolfy get off the shelf with the decoy?**

He goes down the well.

**How does Wolfy get off the platform with the puddle?**

He goes through the door.

**How does Blount get the decoy?**

Blount drops the grain of sand into the lake. When the bubble appears, he steps on the red stone, goes to the rail cart, and sails through the bubble to burst it. He immediately steps on the red stone again. Wolfy switches the lever of the rail cart to point straight for the sailfish. Blount gets into the rail cart, grabs the fish, and hitches a ride to the shelf where the decoy has been knocked loose by Wolfy. Now, wasn't that easy?

**How does Blount get off the shelf where the decoy is?**

He goes down the well.

**How can I get up to the window on the right?**

You need to hit the red button and create a step.

**I can't get up to the red button.**

Have Fulbert go up and push it.

**How can we get up to the red button?**

Put growth elixir on the plant under the window. When it grows, put Fulbert on it.

**What do I do up here on the window?**

Use the decoy to call the dragon.

**The dragon is small.**

That's what they invented growth elixirs for.

**What will the dragon do for me?**

Ask not what your dragon can do for you, but what you can do for your dragon. Give him the chance to burn down the fence. Now you can get to that box.

**The box is locked.**

You'll need the key to unlock it.

**Where's the key?**

It's in the puddle.

**I can't pick up the key.**

You'll have to dry up the puddle before you can pick up the key.

**How can I dry up the puddle?**

The dragon can do the job.

**I have the key.**

Great. Open the box and remove the ointment. Great job! Now get on the dragon's back and fly up to the pile of grain.

**How can I separate the good grains from the bad?**

Use the chicken.

**The chick is too small.**

In that case, you must go back to the mirrors and thrust the chick through the mirror of time. Only then will you have a full-grown chicken.

**The chicken is too small.**

Put it through the fat mirror to make it a fat chicken. Now try separating the grains.

**There's a grain left.**

Pick it up. It's the "folly grain," and you'll need it later.

**Now what?**

Now you must go back to the mirrors and deal with the Old Demon.

## MIRRORS II

Your goal is to pass through the mirror of beauty/ugliness into the Deities room.

**What should I do about the Old Demon?**

He has the ugliness you require. You must extract it.

**How can I extract ugliness?**

Give the Old Demon the folly grain.

**How do I get the extract of ugliness?**

Blount can't get it; Blount's reflection will have to pick it up.

**How do I pass through the mirror?**

If you have the ugliness extract and the beauty ointment, you can now pass through. Walk both Blounts over to the mirror. Move Blount close to the mirror, and click the beauty ointment on the mirror. Quickly, as Blount begins to use the ointment, click on Blount's reflection and then on the mirror. When the timing is correct, both will pass through the mirror.



## DEITIES

At last, brave goblin, you are at the final point in your quest.



**Who's the big guy with two heads?**

He is the positive pole and negative pole. Talk to the positive pole.

**What's this thing that fell from the sky?**

It's the thread of time. Pick it up.

**How do I get the hands out?**

Break the fence with the ax and the wall with the hammer.

**What are the hands supposed to do?**

They're supposed to join at the chain. Ring the left doorbell. Then, quickly go to the right doorbell and ring it. The two hands will lift the chain out of the water.

**The chain is out of the water. What should I do?**

Stand on it.

**What's this thing that fell out of the sky?**

It's a musical score.

**Who gets the music?**

The angel, but not yet. First we must find a musical score for the demon.

**Where do we get more music?**

Throw the score in the spring. Now ring the bell on the left, then the one on the right. When the hands pull the chain from the water and the spring of bitterness drains, jump into the basin to recover both scores.

**Who gets the music now?**

The yellow score is for the angel and the red score is for the demon. Place the scores on the music stands.

**How can I cause the angel's music to play?**

Drop a coin into the halo.

**How can I cause the demon's music to play?**

Hit the cloud with the hammer.

**What must I do with the two notes over the spring?**

Tie them together with the thread of time. Ring one doorbell, then the other. When the two hands are near the spring, click the thread of time on the notes. They will tie the thread of time around the notes and reunite the two kingdoms.