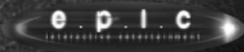


Robin Hood

THE LEGEND
OF SHERWOOD



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WARNING TO EPILEPSY SUFFERERS

To be read before the use of any video game by yourself or your child.

Certain persons are susceptible to epileptic fits or consciousness upon viewing certain types of flashing lights or high-speed displays within their daily environment. These persons may be at risk when watching certain televised images or playing certain video games. This phenomenon can arise even when the individual concerned has no medical history of such a reaction or has never suffered an epileptic fit. If you or a member of your family have ever displayed symptoms linked to epilepsy (fits or loss of consciousness) brought about by electronic simulations, you are strongly recommended to seek medical advice before using this product. We would advise parents to closely supervise their children when they are playing video games. In the event that you or your children do display any of the following symptoms: dizziness, problems of orientation, spasms or convulsions; you should stop playing immediately and seek medical advice.

General precautions to be taken by everyone using video games:

- Do not position yourself too close to the monitor.
- Play the game at a safe distance from the screen.
- If possible, always play video games on a small screen.
- Avoid playing when tired or sleepy.
- make sure you play in a well-lit room.
- Take a 10 to 15 minute break for every hour of use.

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INTRODUCTION

Are you familiar with the Legend of Robin Hood?

Well, at that time, King Richard the Lion-Hearted had gathered together the finest knights in the land and sailed for the Holy Land to fight the infidels. In his absence, he left his brother Prince John in charge of the Kingdom. Then, as he returned from the Crusades, King Richard was taken prisoner by Duke Leopold, who demanded an enormous ransom in exchange for the King's freedom...

A young companion of the King's during the Crusades, Robin of Locksley, decided to return to England to raise the sum necessary to pay the ransom. But on his return, Robin discovered that a disreputable individual, the Sheriff of Nottingham, had seized control of his land and possessions in his absence. And that wasn't all: he was tormenting the local population by imposing heavy taxes on them...

At this point, we are close to the real beginnings of the famous legend of Robin Hood, kind-hearted thief and friend to the people. From the depths of Sherwood Forest you will have to find companions to help you organise your missions and defend those who can't defend themselves, all the while sparing as many enemies as possible... Will you manage to overcome all these obstacles and raise the ransom to free King Richard?

INSTALLATION AND GETTING STARTED



THE GAME MENUS

MAIN MENU

When playing for the first time, the game will offer to create a player profile. Enter your name and select a difficulty level. Confirm with the blue 'tick' button.

If not playing for the first time, you will be brought straight to the Main Menu when you launch the game.



The following information appears on the left-hand side of the screen:

- Player name
- Level of difficulty
- Money collected
- Score
- Number of lives saved
- Progress %
- Game time

If playing for the first time, all the above will be set at zero.

Play!

If you only created one player profile, you can launch the game instantly with 'Play!'.

If several player profiles have been created, you will first have to 'select player'. If you don't select a profile, the last one saved will be loaded by default.

The mission in progress at the last save will then be loaded.

Load

Once you have played and saved the game at least once, this menu will allow you to load a named save or a 'quicksave'.

Select Player

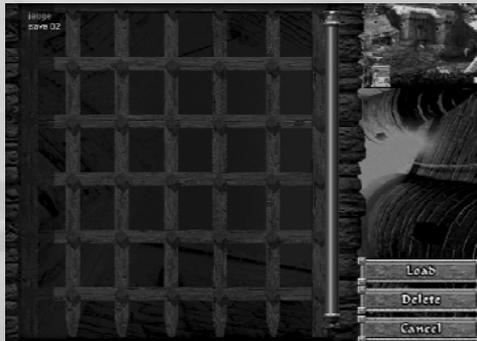
Select the player profile you want from the list.

Show Movies

View the game's movie scenes.

LOAD MENU

This menu can be accessed from either the MAIN menu or the ESCAPE menu.



To load a saved game, select the one you want from the list of saved games corresponding to your player profile. Click on the one you want and confirm by clicking on LOAD.

PLAYER MENU**Select**

Select the player profile you want from the list. Confirm by clicking on SELECT.

New

Select this option if you want to create a new player profile. Enter a name and the new profile will be added to the list.

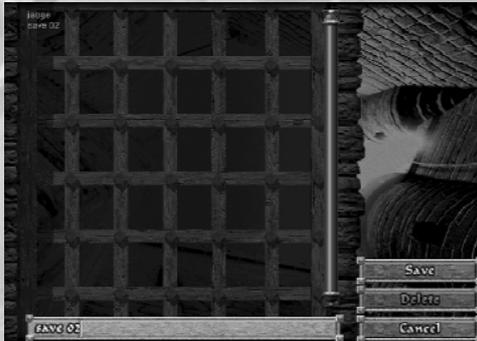
ESCAPE MENU

You can pause the game and access this menu by hitting ESC.



This menu also serves to remind you of the primary and secondary objectives of the mission in progress.

SAVE MENU



Enter the name you want to give the saved game and click on SAVE to confirm.

You can also use shortcut keys to perform quicksaves and quickloads.

F1 is the default key for quicksave and F5 the default key for quickload. You can change these settings in the SHORTCUTS section of the OPTIONS menu.

Using these shortcuts, you can bypass the Save and Load menus. Quicksave creates a file called simply 'QuickSave'. A subsequent quicksave will not erase the first one, but will cause it to be renamed 'ExQuickSave'.

OPTIONS MENU



The SHORTCUTS option lists all the shortcuts available when playing Robin Hood..

You can also customise the shortcuts used. To do this, select the User Defined option. Click on the control you want to customise and type in your new shortcut.

If you make a mistake, press CTRL-Button and click with your mouse to cancel it. Your changes will be saved once you hit OK to quit the menu.

THE GAME

The different mission types
What you need to know before playing a mission

PLANNING A CAMPAIGN

Select 'PLAY!' from the MAIN menu. The first mission is played with Robin Hood on his own. Once it's completed, the second mission will launch automatically.

When the second mission is completed, you will be able to enter Sherwood Forest. This becomes Robin's headquarters and from now on all missions will be launched from here.

When you're in Sherwood, a 'MAP' (in the top right of the screen) lets you select your next mission. You will often be able to choose between several different missions.

Once you have selected the mission to play, you have to choose your team. Then simply bring them to the top-right of the forest and the mission will start.



Once the mission has been successfully completed, your team will return to Sherwood where you can start preparing for the next mission.

THE MISSIONS

A mission is a game phase in which a group of Merry Men (up to 5 characters, sometimes less for certain missions) must reach a given location in order to accomplish certain objectives.

At the start of each mission, a message will appear on-screen describing its objective. Stay alert, as these objectives may be modified or new objectives may appear in the course of a mission! These changes will be displayed on the screen, so make sure you read all the messages that appear.

If you can't remember the mission's objectives, simply use the ESC menu to pause the game and review the objectives.

Once you have accomplished the mission's objectives, a message will let you know that you've won. You can then either quit the mission or remain where you are in order to accomplish some secondary objectives (find money, interrogate characters, etc.).

If you choose to continue, a Seal will appear on the top right of the screen. Simply click on it to quit the mission at any time.

A mission will be considered lost if one of your team's main characters is killed by the enemy... So make sure you don't take any unnecessary risks!

In some missions, especially those in which Robin is setting an ambush for the Sheriff's men, the Seal will be displayed on the top right from the very start. This means that if the ambush backfires on Robin and his men, you can click on the Seal if you want to retreat! The mission will be lost, but at least your men will still be alive...

THE INTERFACE

Game zone

The place where our Heroes must carry out their mission. This is where they must find their enemies, move about, fight, collect gold, etc.

1. Game information

Money: sum of money earned by Robin and his men.

Clover: number of Clovers gathered by the team.



2. The Mini-Map

- Click on the 'Map Scroll' to reveal a MINI-MAP showing the area in which the mission is taking place. Click on any point on this map to view that point up close.
- You can close the MINI-MAP by clicking with pressed CTRL-Button.
- The MINI-MAP provides you with the following information: a green dot indicates the location of one of the Merry Men, a blue dot indicates a civilian, a red dot an enemy, a purple dot a personality. A grey dot indicates the presence of a character who could be either friend or foe (see Silhouettes, page 19)... Yellow crosses indicate an object which can be collected by the Merry Men.

3. Zoom

There are three different zoom levels: normal, near and distant. To switch between them, you can either use your mouse wheel or click on the 'Towers'.

Change viewing angle

The area where the mission is taking place is often much larger than what appears on the screen.

4. Hero portraits

5. Draw up a plan (programming quick-actions)

6. Field of vision

Displays an enemy's field of vision and detection.

7. Crouch

Make the selected characters less visible by clicking on the 'CROUCH' icon on the bottom left of the portraits.

8. Health meter

9. Bugle (launching quick-actions)

SHERWOOD FOREST

Sherwood Forest is the headquarters of Robin Hood and his Merry Men, and can be entered after completion of the second mission.

In Sherwood, you can recruit new Merry Men, prepare your team for a mission, set your men to work making items needed for missions, etc.

New recruits

During certain important missions (aside from simple ambushes), Robin will have the opportunity to show that he can behave as befits a hero. At the end of the mission, and depending on how he has conducted himself, Robin will receive a message informing him that he has just recruited some new Merry Men! These will then join him in Sherwood where he can send them on missions or put them to work in one of his workshops.

These new recruits are downtrodden peasants who have decided to join Robin in his battle against the oppressor.

They aren't particularly fond of violence, which is why Robin will get more recruits the more he spares enemy soldiers' lives. Robin must behave like a hero, not a butcher!
Equally, they will desert the team if too many men are lost during the missions...
Avoid killing too many enemies and new companions will flock to you!



Selecting characters in Sherwood

If you select more than five characters, two arrows on the character bar will allow you to scroll between the different characters.

If no character is selected, a button in the middle of the character bar lets you select all the characters with one click.

The workshops

The workshops are located in Robin's headquarters in Sherwood.

Most of them produce a specific type of object. When you return from a successfully completed mission, a certain number of objects will have been constructed, depending on the number of men assigned to the task. All you have to do is go and collect them!

Every time you return from a mission, a parchment near the tree in the middle of the forest will let you know how many objects each workshop produced.

The central characters all have special skills for producing certain types of object. If assigned to the right workshop, they will increase the team's output. For example, if Robin stays in the arrow workshop, he will increase its production.

Other workshops can be used by the characters for resting and feeding (the 'feast' workshop), training at archery (the 'archery' workshop) and training at hand to hand combat (the 'combat' workshop). The more they train, the more they gain experience.



Experience

The Merry Men have varying degrees of ability at archery and combat. To find out a character's abilities in these two fields, place the cursor over him when you're in Sherwood. A small parchment will appear showing one or more sword icons and one or more bow icons (if the character can use a bow and arrows). The greater the number of swords and bows, the greater the character's abilities.

Characters gain experience (and so increase their number of swords and bows) by fighting or firing at an enemy. They can also gain experience by training in the workshops of Sherwood Forest.

Selecting a mission

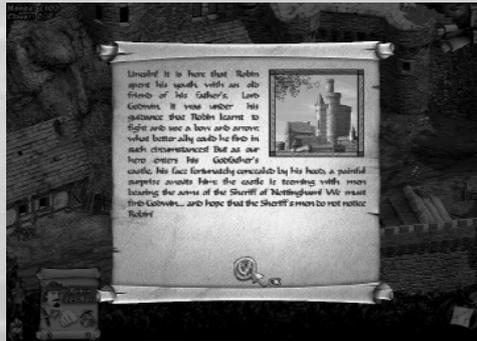
To select a new mission, you must click on the 'MAP' icon (on the top right of the screen) while in Sherwood Forest.

A map showing Sherwood Forest and the surrounding area will then appear. Highlighted arrows and castles indicate locations where you can send your men on missions.



Place the mouse pointer over these locations to view a brief mission description.

Click on the location to receive a more detailed mission description. You can either accept the mission or close the parchment in order to study the description of a different mission.



Once you have selected a mission, you will return to Sherwood. A red seal will appear (on the top right of the screen) as well as a series of boxes representing character portraits or action icons.

You now have to select a team to send on your chosen mission.

The icons at the top of the screen indicate the maximum number of characters you can send on the mission as well as the abilities which at least one member of your team must possess. If a portrait appears at the top of the screen, this means that that character must be included in your team.

Give the characters you want to send on the mission the order to gather on the path leading out of Sherwood Forest (on the top right of the screen).

As the characters take their positions, the boxes will fill with their portraits. If the characters have the required abilities, then the boxes will be coloured green.

You can send your team on its way more quickly by clicking the 'SEND' icon (on the top right of the screen).

Once you have gathered a team with all the required abilities, you can click on the blue seal which will appear: your mission is now under way...

SELECTING AND MOVING AN ACTIVE CHARACTER

Selecting an active character

The name and face of each team member taking part in the mission will be displayed on the bottom of the screen, as a PORTRAIT. In order to select a character to give him orders, simply click on his portrait, or on the character himself (only a selected character can receive orders).

If you double-click on a PORTRAIT, then the view of the game area will centre on that character.

You can select several characters at a time. There are two means of doing this:

- Hold down the LEFT SHIFT KEY (default setting) while you click on the portraits of the characters you want to select,
- Click on the map and hold down the mouse button. Now all you have to do is draw a 'box' on the screen with the mouse: when you release the button, all the characters inside the box will be selected.

Once a character is selected, a green circle appears around his feet and his PORTRAIT scrolls to show the actions he is capable of.

Once a character receives an order, he will try to carry it out, even if he is no longer selected. You can therefore give a first character an order and then select a second character to give him an order.

Be careful, though: if you give a selected character a new order before he has completed the first one, he will try to carry out the new order and forget about the first one. However, you can use the 'Quick Actions' to give a character an order that he won't carry out straight away.

Moving

Once a character is selected, you can order him to walk by clicking on his destination. Double-click on his destination to make him run there (watch out though, running makes a lot of noise).

Certain locations are inaccessible to given characters. If the cursor changes to a cross when placed over a section of the game zone, then the selected character can't go there!

Crouching:

Characters are less visible when crouching, but they move more slowly. To make a character get up, click on the 'Stand up' icon.

Climbing:

Some characters are capable of climbing ivy-covered walls. If the selected character can do so, the cursor will change to a double vertical arrow when placed over such a wall. Simply click on the wall and the character will go over to it and start climbing. You can also click directly on a building's roof: if there is a way up, and if the character can climb, then he'll find the way himself!

Jumping:

Some characters are capable of jumping, but only in certain locations. If placed over such a location, the cursor will change to a curved arrow and a blue line indicating the jump's trajectory will appear! Simply click on the jump's destination and the character will hop over by himself!

Doors and Buildings:

The cursor will change to a 'DOOR' when placed over doors. Click on the door and the selected character(s) will enter the building. Be careful though: it may be full of enemies!

NB:

To cancel an order, either movement or action, click with pressed CTRL-Button the selected

character or give him a new order.

INFORMATION AND BONUSES

Parchments

In the game zone, you will come across scrolls of parchment on the ground. All characters can pick these up.

These parchments provide information once picked up. This may consist of information important to the mission, or giving the location of an object, or revealing the exact nature of the silhouettes in the game zone.

There are three types of parchment.

- Those tied with a red ribbon generally disappear after being read. These are the most common.
- Those tied with a blue ribbon don't disappear after being read. You can reread them later if you wish. These are generally 'tutorial' parchments, explaining certain aspects of the game.
- Those with no ribbon are parchments which you have already read or which contain information which you already know. There is therefore no point in going out of your way to read them...

Beggars

Robin (or the other principal characters) can meet beggars in most towns. These beggars know many things and can be persuaded to share them with you in exchange for small sums of money.

Just click on a beggar with one of the merry men to buy information from him – providing you have money to give him!

The information purchased will appear in the form of a parchment somewhere in the game zone. The mini map will then be displayed to show you where the parchment appeared.

Some information is so important that the beggars won't want to tell you unless you pay them several times... But don't worry, the beggars are honest: they'll tell you if they have no more information to give you!

Speaking to characters

Some characters – mostly civilians – have something to reveal to Robin or his men. They're easy to recognise: they have a 'DIALOGUE:(!)' icon over their heads. Just click on them to start the dialogue playing.

Sometimes circumstances will cause dialogues to be played, as when Robin spies on his enemies... When a dialogue is playing, you can skip directly to the end by clicking on the red seal at the bottom of the dialogue parchment!

Clovers

In the course of his adventures, Robin will receive Clovers as reward for his heroism and good deeds (the number of Clovers earned appears in the top left corner of the screen). These Clovers bring good luck to Robin and his men.

For example, if one of the merry men receives a fatal blow – and if you have a Clover in reserve – then the character won't die but will fall down wounded instead. His opponents will stand around him, guarding him, but he'll still be alive (you'll see stars spinning around his head).

Once all danger has been cleared away from around him, you can click on the Clover which appeared over his portrait. He'll then come back to life – in poor health, admittedly, but alive!

But be careful: the wounded man needs to have at least one active comrade remaining in the mission, otherwise you won't be able to revive him and you'll lose the mission.

INDIVIDUAL MISSIONS

Ambush Missions

In some missions, you'll often be able to see large targets in the trees. These are for setting off traps.

Whenever one of your characters hits the target with an arrow, he'll set off the corresponding trap. These can include catching enemies in a net or sending a signal to merry men hiding in the forest.

In the latter case, the merry men will attack of their own accord once the signal is given. But they'll also retreat once they've defeated an enemy.

Other traps include hidden holes in the ground for catching enemies, unstable boulders that can be pushed onto enemy soldiers, etc.

Strategic Missions

There are two types of strategic missions: defensive missions and attacking missions.

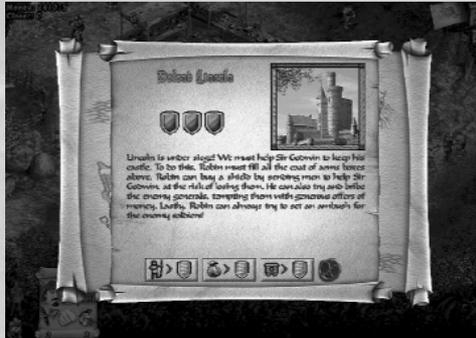
At a certain stage in the campaign, Robin will have to help his allies in the war against the Sheriff of Nottingham.

The objective is to earn a certain number of Shields (as indicated in the mission description).

Each Shield corresponds to a strategic advantage controlled by the enemy.

- **Defensive Missions**

Some strategic missions consist of defending a castle held by Robin's allies. Robin's only way of helping his allies is to send reinforcements to defend the castle.



The instructions for defensive missions will include three empty Coat of Arms which must be filled by Shields.

The three buttons beneath the window read 'BUY A SHIELD', 'SEND MERRY MEN' and 'ATTACK AN ENEMY CONVOY'. These are three ways of earning a SHIELD.

- **Attacking Missions**

These missions consist of helping Robin's allies lay siege to an enemy castle.

In these missions, it isn't enough to intercept a few convoys or send a few men out foraging. Instead, you have to infiltrate the enemy castle in order to prepare the way for the siege!

While preparing for his mission, Robin can get up to 6 Shields (of the 12 needed) by:

- Giving money to his allies so they can better defend themselves ('BUY A COAT OF ARMS'),
- Sending his men out spying ('SEND MERRY MEN'). You must select a group of men in Sherwood and set them on the path out of the forest. Each group of five men will earn you a Shield. However, you can't send any main characters out on spying missions,
- Playing an ambush mission ('ATTACK AN ENEMY CONVOY').



Your team will still need to earn 6 Shields 'on the field of battle' (the 'INFILTRATE THE CASTLE' button).

When you infiltrate the castle, you'll find your enemies on the verge of attacking – it's all or nothing now!

Inside the castle, you'll be able to earn Shields by, for example, opening a drawbridge or capturing the enemy's general, etc.

Objectives which will earn you Shields, will have a spinning Shield icon beside them.

WHAT YOU NEED TO KNOW TO PLAY A MISSION

Silhouettes

At the start of a mission, Robin and his men know nothing about their enemies' defences... That is why the characters visible in the game zone appear as identical black silhouettes.

In order to find out whether a silhouette is hiding a friend, enemy soldier or a civilian, one of your men will have to get close to it, or find out in a different manner (from a beggar, for example), or use certain special abilities.

Objects

Objects are always visible (unless they can only be used under certain conditions, in which case they will only appear on the game zone once those conditions have been fulfilled). Objects are easy to recognise, as they rotate in position.

Only a character capable of carrying out the action corresponding to the object will be able to pick it up. Be careful: characters can only carry a limited number of each type of object!

Displaying an enemy's Field of Vision

Soldiers and civilians can't see everything happening around them. In fact, they can only see people and things that come into their FIELD OF VISION.

To display a character's field of vision, just click on the Eye (on the top right of the screen) or use the keyboard shortcut (default setting: hold ALT down). This will turn the cursor into a question mark. Move the cursor over a character to display his FIELD OF VISION.

But first of all you have to know who the character is: the FIELD OF VISION won't be displayed if the character still appears as a silhouette...

To get rid of the 'question mark' cursor, just click with pressed CTRL-Button.

To hide a character's field of vision, click with pressed CTRL-Button on the Eye icon (top right of the screen).

If one of your men or an object such as a corpse passes through a character's field of vision, there is a good chance they'll be seen... this could cause the character to raise the alarm, so make sure you aren't seen!

You can only display one character's field of vision at a time.

Emoticons

Emoticons are little symbols which appear over civilians' and soldiers' heads and which indicate how they're feeling. In this way, you can observe several people's reactions at once.

Question mark:

The soldier has noticed something, but hasn't figured out what.

Exclamation mark:

The soldier has just been alarmed by something!

Sun:

The character has just seen something which interests him. He will undoubtedly head for the object in question (such as a purse of money, for example).

Storm cloud:

The character has just seen or been subjected to something which has made him angry (such as being stung by a wasp, for example).

Rain cloud:

The character has seen something which doesn't interest him.

Z:

The character is sleeping... He can't see anything, but loud noises will wake him up!

Spiral:

The character is drunk, he is slower and less alert than normal.

Hidden characters

In some missions, your characters start out by being hidden under a pile of leaves or under a cloak which hides their face. In this case, a small portrait of the character will appear over his hiding place.

Hidden characters won't be noticed by your enemies as long as they haven't been given any orders.

THE CHARACTERS

ROBIN AND HIS MERRY MEN

Robin Hood



Our hero, Robin of Locksley, has just returned from the Crusades where he fought beside the valiant King Richard the Lion Hearted. However, he discovers that the King has not yet returned: the Kingdom is in the hands of the King's brother, Prince John, and it would seem that he is incapable of maintaining order. Indeed, when Robin's father died while he was away, the Sheriff of Nottingham took over Robin's land, by claiming that he was dead too!

The Sheriff is also terrorising the local population by imposing heavy taxes on poor villagers. Robin decides to reclaim his rightful due and free the people from the tyrannical Sheriff by defeating him. But the Sheriff is only a pawn...

Stuteley



This grumpy craftsman is an old friend of Robin's family and an enemy of the Sheriff. Shrewd and good with his hands, Stuteley is skilled at building traps that are useful in attacking the Sheriff's convoys. Stuteley is well organised and far-sighted: it was he who set up the secret headquarters in Sherwood.

Maid Marian



This charming young lady is a childhood friend of Robin's... He is still in love with her, but hasn't heard from her in a long time. What will she think when she learns that Robin has become a brigand?

Will Scarlet



One of Robin's nephews, Will Scarlet has a bad reputation: he is said to be brutal and violent. Scarlet loves fighting and is always looking for trouble... some say that he dresses in red so that nobody will notice the blood stains on his clothes...

Little John



Big and strong, Little John is a real force of nature. A woodcutter in a small village on the edge of Sherwood Forest, he wants to join Robin's group but hasn't yet had the chance to meet him...

Friar Tuck



This portly monk is Maid Marian's confessor. Although his first encounter with Robin was somewhat... brutal, he eventually decided to work for him as a spy in return for the occasional feast...

Moustachioed Merry, Aggressive Merry and Strong Merry

These are three types of minor characters who fight alongside Robin.

ENEMIES

There are different types of soldier, all with different types of weapons. They wear different coloured uniforms which serve to indicate their experience. For example, a black lancer is much more deadly than a blue lancer. Here is a list of the different colours and their meanings:

Blue: an inexperienced soldier who barely knows how to fight.

Yellow: a low-ranking soldier with very little experience.

Orange: this soldier is well trained and fights with skill and cunning.

Red: a highly skilled veteran. Very dangerous.

Black: an elite soldier. Extremely competent, efficient and dangerous. Avoid them until you're sure you're ready!

Green: These are soldiers fighting for Ranulph and Godwin. The first time you encounter them, you will have to fight them... but don't kill them, as they will soon become your allies...

You will find a list of different actions or stimuli the soldiers are susceptible to in annex 3.

Lancers

Lancers are low level soldiers, generally they are simple peasants who have been forcefully recruited by the Sheriff of Nottingham. They fight with long spears, which makes it hard for their opponents to get close to them. Luckily, they aren't particularly tough.

Halberdiers

Like the lancers, they also fight with a long weapon. But these are real fighters, and often stand guard outside castle gates. They rarely leave their post, preferring to send other soldiers to see what is going on.

Swordsmen

The best lancers go on to become swordsmen. They are more 'professional' than the lancers, and use a short weapon as well as a large shield which they use to protect themselves from enemy arrows – or to protect a comrade, usually an archer.

Archers

Archers aren't much good at close quarters combat but can be deadly at a distance. They are cowardly and delicate. But be careful when they're fighting alongside swordsmen, as these will use their shields to protect the archers...

Crossbowmen

Like the archers, they attack from a distance but are much more courageous and deadly... Their crossbows make them particularly dangerous. Their chain mail armour also provides them with good protection against blows.

Officers

Officers are good fighters, but are especially valued for their tactical abilities. They know how to organise their troops in battle, and can also prevent their men from succumbing to the temptation of gold and beer... Officers prefer sending their men into battle to attacking themselves but, should they decide to wade in, they can be fearsome. They are very tough and are hard to knock out. However, it is a good idea to get rid of them first as this weakens their troops.

Knights

Knights are noblemen who take part in battle. Decked out in armour and carrying a long double-handed sword, knights are fierce fighters. Too proud to fight a lowly bandit when there are others to take care of him, they will wait until you have got rid of the other troops before attacking you...

Their armour provides them with excellent protection against arrows and they are very tough and VERY dangerous...

Cavalrymen

Having exchanged their sword for a heavy flail they lost nothing in the process: heavy armour, lethal weapon. They are very quick and deadly when they charge. Arrows bounce off them and the only way of hurting them is to use a blunt weapon such as a staff, mace or flail (swords can't penetrate their armour).

CIVILIANS

You will encounter many civilians in the towns around Sherwood. Many of these are poor, honest folk who support Robin's cause: you have nothing to fear from them, they won't raise the alarm and sometimes will even send your pursuers off in the wrong direction.

Others are the Sheriff's allies: corrupt merchants, greedy nobles, castle spies... they won't hesitate in raising the alarm and you need to be ready to avoid them or knock them out... But don't kill them!

ROBIN'S ALLIES

Godwin

Godwin is Robin's godfather. At the request of Robin's father, Godwin shaped our young hero into a valiant knight. He taught Robin all he knew about sword fighting and archery before sending him off on the Crusades to prove himself.

Godwin is a warrior who loves life but who can also fly into fierce rages... He trains continually for battle in his castle in Lincoln (he is in very good shape for his age). Robin would like to meet up with him in Lincoln in order to enlist his help in fighting the Sheriff, but a surprise is waiting for him there...

Ranulph

Ranulph is a career soldier and a noble knight. He is extremely battle-hardened and is much appreciated by the King, who gave him the fief of Leicester. Robin has never met him, but he would undoubtedly make a heavyweight ally! However, Robin will first have to convince him to become a brigand's friend...

PRINCIPAL ENEMIES

Some enemies are immune to anything your characters can throw at them, including swords and arrows. Only Robin himself can take on these enemies by duelling with them. But be careful, they won't be easy to beat!

The Sheriff of Nottingham

Charged with "maintaining order in the area around Nottingham", the Sheriff is a greedy individual who abuses his power and gets rich off the backs of the region's poor. He took over Robin's land and some say that he had a hand in the death of Robin's father...

He is a powerful warrior and a cunning opponent...

Prince John

Prince John is the brother of Richard the Lion Hearted. He was made regent of the Kingdom in Richard's absence but has the reputation of being weak-willed... the Kingdom would seem to be falling into chaos. But perhaps appearances can be deceiving...

William Longchamp

Of Norman origin, William is Prince John's right-hand man. Cunning, competent and a skilled politician, he serves the Prince with dedication and employs the services of many skilful spies. He is an astute political opponent but is also a skilled swordsman and a hardened warrior...

Guy of Guisbourne

This outstanding warrior is a member of Prince John's court. He has a violent temper and recently fell in love with Maid Marian – and is prepared to do anything it takes to marry her...

Scathlock

Scathlock terrorises the region around his castle in Derby. This great general has a reputation for being cruel and bloodthirsty and is feared by his peasants. He is a personal friend of the Sheriff of Nottingham and a loyal servant of Prince John.

CHARACTER ACTIONS***CHARACTER ACTIONS***

Under each character's portrait, you will see the icons representing the actions they are capable of. By clicking on one of the icons, you can order a character to carry out an action by directing him towards a target.

You can deselect an action by clicking with pressed CTRL-Button over an empty area.

As long as an action is selected, you can't give any other orders to a character. Remember to cancel the first order before giving any more!

Some actions require that the character use objects (such as a purse, a wasps' nest, etc.). In this case, a number will appear on the character's portrait, below the action icon. This represents the number of objects the character has at his disposal. If he has none, the icon will be shaded grey and he won't be able to carry out the action. He will have to find more objects before he can carry out the action again.

You will need to confirm certain actions. Generally, these are actions where you are sending the character off in a given direction. Once the action has been selected, the cursor will take the shape 'OK'. Move the cursor about to point the character in the right direction and then simply click to confirm the action.

COMBAT MODE

Sooner or later, you're going to have to fight... Whether one of your characters starts the battle (by clicking on an enemy) or whether an enemy spots one of your men and attacks, it's too late for stealth...

Unselected characters know how to fight by themselves, without help from you, but they will be much more effective if you take control.

In combat (when they have a red circle around their feet), characters can perform a series of different attacks. You can decide which attack they'll use with the mouse button. Now hold the button down: a coloured line will appear on the screen as you move the mouse

around. Draw the figures below with your mouse to make your character perform specific attacks.

List and descriptions of different attacks (from the point of view of the character fighting):

- Quick forward jab: Click on your opponent or draw a straight line backwards
- Slow powerful forward blow: Draw a line forwards
- Attack left: Draw a line to the left
- Attack right: Draw a line to the right
- Semi-circular blow to the left: Draw a counter-clockwise semi-circle
- Semi-circular blow to the right: Draw a clockwise semi-circle
- Circular blow to the left: Draw a counter-clockwise circle
- Circular blow to the right: Draw a clockwise circle
- Draw an infinity sign (∞). This is a very slow but very powerful attack...

You can also block your opponent's attacks: click with pressed CTRL-Button to assume a defensive position. Watch out though, your character won't stay in this position forever!

Energy

In the case of prolonged combat, your characters are in danger not only if being wounded, but of growing tired: every time a character completes a special attack, he loses energy.

During battle, your selected characters' energy appears as a small blue gauge underneath them. Certain attacks require more energy than others.

When his energy levels reach zero, a character will be completely worn out and in need of rest to regain his energy – he will stop fighting and you'll see stars spinning around his head.

Be careful, during this 'rest break', your character will be very vulnerable as he won't be able to attack or defend himself!

But your opponents will also need to rest occasionally – a good opportunity to deliver a crippling blow...

Treatments

There are several ways of treating wounded characters.

- Characters who can EAT can use a leg of lamb to heal themselves.
- The HEAL action lets a character heal himself or a comrade in exchange for a MEDICINAL HERB.
- A wounded character can be placed in the 'FEAST workshop' in Sherwood. He will regain part of his health while you undertake the next mission.

Health

Every character, be they friend or foe, has a certain number of life points.

- Each time a character is wounded, he loses life points. The amount he loses depends on the seriousness of the blow.
- When a character has no more life points, he dies...
- Whenever a character is wounded, a number appears briefly over his head, indicating the number of life points he has just lost.

- You can always check your characters' health levels by looking at the top half of their portraits: if the character is wounded, the scroll will start to 'burn' and blacken. The greater your character's injuries, the more the scroll will be burnt.
- A blow can put a character out of action without killing him. This is often the case with weapons such as the staff or mace: a character wounded by these will probably be knocked out but not killed.
- Characters remain knocked out until the stars above their head disappear or until someone revives them (use the revive action on your characters – your enemies will revive their own wounded).
- Every character has their own type of weapon and these vary in power and effectiveness. Some characters can fight better than others and some use weapons which knock others out more easily.
- Your chances of knocking someone out are greater if his health is already low...

When a character dies

Whenever a character dies, his portrait becomes inaccessible and he can no longer be selected.

If one of your principal heroes is killed and you have no Clovers, then you lose the game...

If one of your minor characters dies, an icon representing an arrow with a parchment wrapped around it will appear over his portrait (providing you have more characters of the same type available in Sherwood).

Just click on the icon to summon a replacement from Sherwood... Be careful though, the new arrival may well turn up in a dangerous part of the forest!

CONTEXT-BASED ACTIONS

A context-based action is one which is not indicated on a character's portrait. These can only be performed on certain targets and in certain circumstances.

Whenever such an action is possible for a selected character, the cursor will change whenever it passes over a valid target.

- Pick up object
- Search
- Tie someone up
- Finish off an unconscious enemy
- Transport
- Revive
- Activate mechanism
- Knock over boulders or tree trunks
- Pick locks

QUICK-ACTIONS

You can give orders to your characters in advance and have them carry them out on your signal. These are called Quick Actions.

- To program a Quick Action, select the character you want to give an order to and click on the 'DRAW UP A PLAN' icon (bottom right of the screen). A question mark icon will appear over the character's portrait
- Inform the character of the order you wish to give him, as you would in normal

play (double-click on a location to make him run there, select a purse to throw it, etc.). He won't carry out the action but the icon over his portrait will change to represent the order he has been given.

- To launch a Quick Action, just click on the icon above the character's portrait. He will then carry out the programmed order, assuming he can.
- You can program up to three Quick Actions per character, and each one will correspond to an icon above his portrait.
- Click on the 'BUGLE' icon (on the bottom right of the screen) or press the SPACE BAR to order every character with programmed Quick Actions to carry out the first one on their list.
- To erase a Quick Action from a character's memory, just click with pressed CTRL-Button on the icon of the Quick Action in question.

Annexes and Tables

Items list

Objects	Actions
 Beer	Put down a beer
 Purse	Put down a purse
 Net	Throw net
 Arrows	Archery
 Medicinal Herbs	Heal
 Leg of lamb	Eat
 Wasps	Throw Wasps
 Stones	Catapult
 Apples	Throw apple
 Money	Pick up
 Coat of Arms	Pick up
 Scroll	Pick up
 Clover	Pick up

Controls

ACTION	DEFAULT 1
Zoom In	Num +
Zoom Out	Num -
Scroll up	Up Arrow
Scroll down	Down Arrow
Scroll left	Left Arrow
Scroll right	Right Arrow
Select first character	1
Select second character	2
Select third character	3
Select fourth character	4
Select fifth character	5
Select all	q
Unselect all	d
Crouch down	c
Get up	s
Go behind house (key + click)	Left Shift
Display outlines	Left Shift
QuickAction 1	g
QuickAction 2	h
QuickAction 3	j
Move during action (key + click)	Left Ctrl
Save QuickAction	a
Start QuickActions	Space
Clear QuickActions	Backspace
Display field of vision	Alt
Quick Savegame	F1
Quick Load	F5

Table of actions per character

									
Actions									
 Catapult		Yes							
 Archery	Yes				Yes		Yes		
 Punch (KO)	Yes		Yes						
 Throw Purse	Yes								
 Protect a comrade behind a shield		Yes					Yes		
 Strangle		Yes							
 Whistle			Yes						Yes
 Give someone a leg up			Yes						
 Throw Wasps' nest				Yes					
 Put down ale				Yes					
 Eat				Yes					Yes
 Heal					Yes			Yes	
 Eaves drop					Yes				
 Throw net						Yes			
 Impersonate beggar						Yes			
 Throw apple						Yes		Yes	

	 Robin Hood	 Will Scarlet	 Little John	 Friar Tuck	 Maid Marian	 Stutley	 Moustached Merry	 Aggressive Merry	 Strong Merry
Actions Contextuelles									
 Fight	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
 Climb	Yes	Yes				Yes		Yes	
 Jump	Yes	Yes					Yes		
 Be given a leg up	Yes	Yes					Yes		
 Give money to beggars	Yes	Yes	Yes	Yes	Yes	Yes			
 Search (Copper Chest/Charist)	Yes				Yes				
 Activate mechanism	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
 Finish off enemy		Yes						Yes	
 Move			Yes						Yes
 Revive			Yes		Yes			Yes	
 Tie someone up				Yes		Yes	Yes		
 Pick lock				Yes		Yes		Yes	
 Activate trap			Yes						Yes

Stimuli the soldiers respond to

SOLDIER TYPE		 PURSE	 BEER	 APPLE	 WHISTLE
 Lancer		ok	ok		ok
 Halberdiers			ok		
 Swordsmen		ok		ok	ok
 Archers		ok			ok
 Crossbowmen			ok	ok	
 Officers			ok		ok
 Knights				ok	
 Cavalrymen				ok	ok

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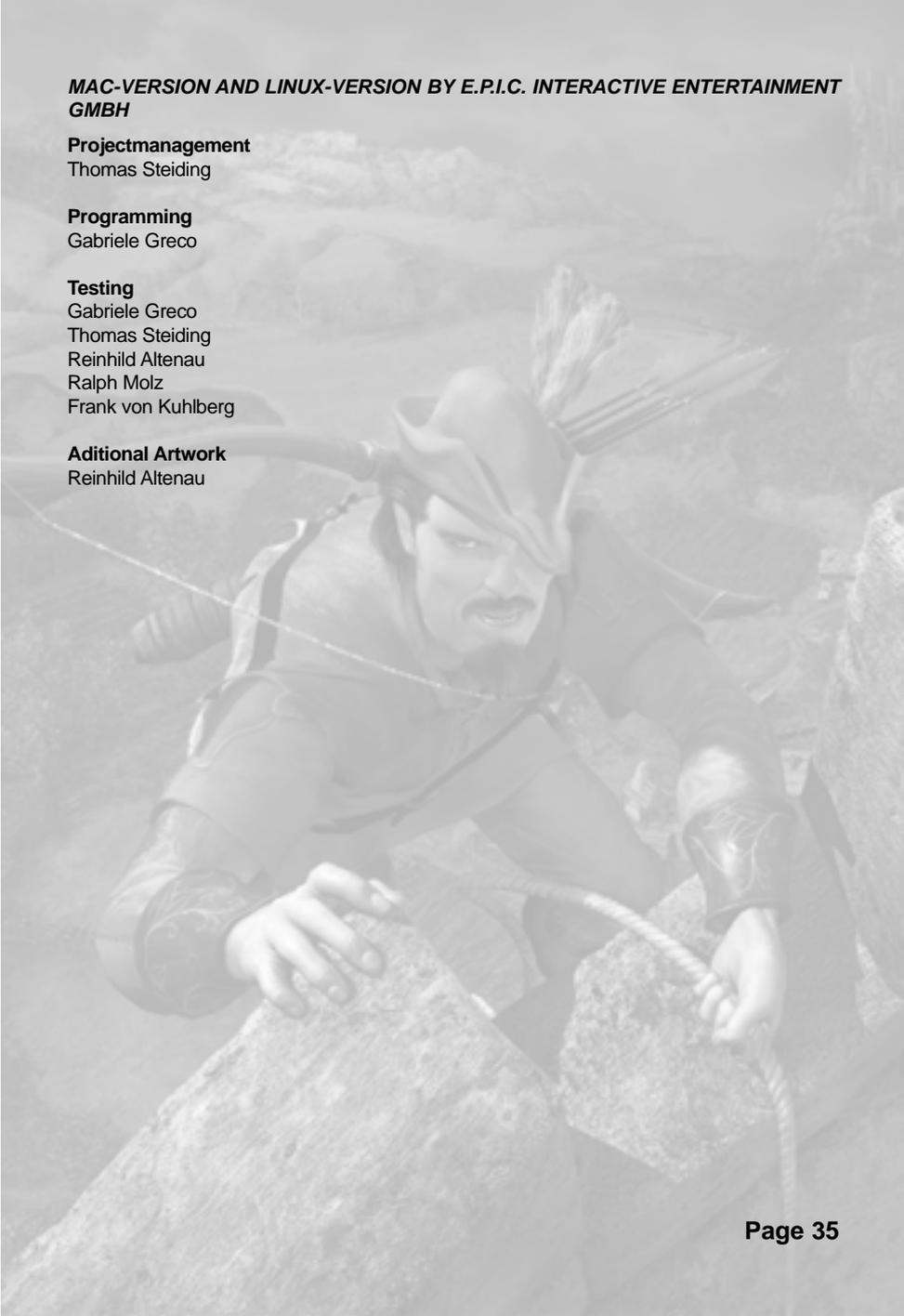
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