Robin of Sherwood

THE TOUCHSTONES OF RHIANNON

ADVENTURE INTERNATIONAL U.K.

85 New Summer Street, Birmingham B19 3TE

In the days of the "Lion spawned of the Devil's Brood", the Hooded Man shall come to the forest. There he will meet Herne the Hunter, Lord of the Trees, and be his son and do his bidding. The Powers of Light and Darkness shall be strong within him. And the guilty shall tremble. — *Prophecies of Gildas*.

Over a hundred years after the Normans conquered England rebellion still flared, like embers from a dying fire. One such rebellion was led by Ailric of Loxley. Ailric and many of the English secretly believed in the ancient legend of Herne the Hunter, the Horned God of the forest. A hooded man – a fugitive – would be chosen by Herne to be his Son and to do his bidding and to lead the English against the Norman tyranny.

Ailric, the Thane of Loxley, is dead and the rebellion is seemingly over. Robert de Rainault is High Sheriff of Nottingham and King Richard spends much of his time at the crusades leaving the running of his country to the evil Barons.

The time is ready for the appearance of the Hooded Man, i.e., you.

In this adventure you will play the part of the Hooded Man, alias Robin Hood.

Your adventure starts with you as a prisoner in a cell in Nottingham Castle, both yourself and Much the Miller's son have been caught breaking the law of venison by Sir Guy of Gisburne and now face a terrible punishment. You need to escape from there and from Nottingham Castle as quickly as you can, then Herne will appear and give you your instructions.

Remember to talk to people that you meet, and that if you want your outlaw band to follow you, just enter the commands "say follow", or if you want them to wait, just enter "say wait".

If you get stuck a free hint sheet is available from Adventure International, just send a large stamped addressed envelope and we will send it to you, by return of post, together with details of the rest of our range – please do not forget to say which adventure you are playing and what computer you have.

STUCK AT THE BEGINNING? READ THIS

To get out of the jail cell at the start read the following clues and then decode them from the dictionary.

```
5   7   1   9   15
10  2
3   13  4
6   1   14  12  11  16  19  18  17
12  11  19  20  21
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Dictionary

1.	something	6.	find	11.	grating	16.	with
2.	someone	7.	on	12.	open	17.	bolt
3.	look	8.	grab	13.	around	18.	undo
4.	you	9.	close	14.	to	19.	then
5.	stand	10.	strangle	15.	by	20.	go
						21.	out

HOW AN ADVENTURE WORKS

If you've never played an adventure before, you're in for a real treat. Adventuring permits the player to move at will from location to location within the game "environment" and to examine objects for clues that will help reach the objective of the game. For example, an adventure might begin something like this:

I'M IN A ROOM. VISIBLE OBJECTS ARE A RUBY-ENCRUSTED BOX AND A CLOSED DOOR. TELL ME WHAT TO DO.

You might want to begin by entering a direction (North, South, East, West) to see if you can leave the room. Chances are, though, that you will have to find a way to get through the closed door. Let's try something basic. You type:

OPEN DOOR

. . . but the computer tells you in no uncertain terms:

SORRY, IT'S LOCKED. WHAT SHALL I DO?

GET BOX

. . . and the computer responds with:

OK

By saying "OK", the computer has let you know that the command has been accepted and the box "picked up". Now that you're "holding" the box, let's see if we can peek inside. You type:

OPEN BOX

This time the computer understands and you are rewarded with the following response:

OK. INSIDE, THERE IS A KEY AND A RARE POSTAGE STAMP.

Since we still want to exit the room, trying the key to unlock the door might be a good idea. The postage stamp might come in handy later, so you type:

GET KEY AND THE STAMP

But the computer responds:

SORRY, I CAN'T DO THAT . . . YET!

Ah, yes – asking the computer to get both the key AND the stamp is most definitely a COMPOUND command, something that your computer can't understand. Try again, this time asking for the objects separately. You type:

GET KEY

. . . and then:

GET STAMP

The computer will answer "OK" each time and you will have what you need.

By "getting" the key and the stamp, they are stored for later use as you are, in effect, carrying them. As for your next series of moves, you might want to go to the door (GO DOOR), try the key in the lock (UNLOCK DOOR), and move down the hallway that's just outside (GO HALLWAY).

You're on your way!

SOME USEFUL NEW FEATURES

There are several new features which have been introduced in Robin of Sherwood to help you interact more easily with your computer.

1. Stringing together of more than one command using a full stop (.) or a comma (,), e.g.

GET THE BOX, OPEN THE BOX, TAKE THE KEY

2. The use of full sentences, e.g.

STEP UP THE STAIRS   GET THE STAR FROM THE BOX
LOOK UP AT THE TREE

SOME USEFUL WORDS

Although the vocabulary accepted by your computer is extensive, you may find the words listed below to be of great help as you set about your adventure. Remember: These are just a few of the words available:

Climb	Take	Inventory	Pull	Save	Take
Drop	Examine	Leave	Push	Say	Hit
Enter	Go	Look	Quit		

ONE LETTER COMMANDS

You may use the following single keys to perform a variety of tasks and to expedite playing time. Type the letter for the function you wish to use and press RETURN.

N, S, E, W, U, D, – Go North, South, East, West, Up or Down
I – Display Inventory of items on your person
Q – Quit

SAVING YOUR ADVENTURE FOR LATER PLAY

An Adventure will often last far longer than the time available in a single sitting. You may save the game you are playing and return later to take up where you left off. To save a game in progress, type SAVE GAME at any time, the WHAT SHALL I DO? message appears on your screen.

To restore a saved game, type LOAD GAME before you begin a new game. The computer will ask: DO YOU WISH TO RESTORE A SAVED GAME? Type YES. The Adventure will resume at the point which you saved it.

Note: Before you attempt to load or save a game, consult the loading instructions under your individual computer system as listed in this manual.

To end a game in progress, type QUIT. If you intend to continue the game later, be sure to save it before using this command.

Some Playing Tips

Be sure to examine the items you find during your Adventure. Also, keep in mind that most problems and solutions require no more than common sense to solve; special knowledge and information are rarely required. For example, if an area is too dark to see in, you are going to need a light to avoid disaster.

If you get stuck, type HELP and press RETURN. You may or may not receive assistance, depending on what you are carrying, where you are at, and a number of other factors. Too, be careful about making assumptions—they can be fatal!

Finally, if you are seriously stuck, special Hint books are available from Adventure International (U.K.). Call (021) 359 0801 for ordering information.

LOADING INSTRUCTIONS
B.B.C.

To load a Scott Adams Adventure for the BBC computer, ensure that your cassette recorder is correctly connected, insert the cassette, ensuring it is fully rewound and switch on your computer. Ensure that your machine is in the correct loading mode by typing ***TAPE** then press **RETURN** and, if you have a filing system other than Tape installed, type **PAGE=&EOO** then press **RETURN** (if you are uncertain as to whether this applies then do it anyway).

Type **CHAIN " "** then **RETURN** followed by PLAY on the cassette recorder at which point the screen will display Searching then when the program is found, Loading. Shortly after a load a title page will appear whilst the main program is loaded.

When a load is complete a message will appear asking if you wish to start a new game or load a saved game. To commence play simply answer the prompt for a new game and you will be at the start of one of the most fascinating computer experiences available. If you wish to continue a Saved game, respond appropriately to the prompt and insert the cassette of your saved game (fully rewound) into your cassette recorder, press PLAY and then press RETURN as instructed on the screen.

If you wish to save a game to continue at a later time, simply insert a blank tape into your cassette recorder then press PLAY & RECORD. Type **SAVE GAME** and press **RETURN** and follow the instructions on the screen which will prompt you to ready your cassette and press RETURN – Do so and your current position will be saved. Please note that, as per the instructions above, it is essential to load the program first before loading a Saved game.

ELECTRON

As for BBC.

COMMODORE 64

When loading a Scott Adams Adventure for a Commodore 64 computer, ensure that your cassette recorder is correctly connected and insert the cassette, making sure it is fully rewound and that your computer is switched on. Press SHIFT-RUN, RETURN and then PLAY on your cassette recorder as instructed on the screen which should then display SEARCHING. When the program is found the display will change to LOADING and when completed the program will run with an initial message asking if you wish to start a new game or continue a saved game. To commence play simply answer the prompt for a new game. If you wish to continue a Saved game, respond appropriately, remove the Game cassette from the recorder, replacing it with the cassette of your Saved game (fully rewound) and follow the instructions of the screen to press PLAY on the recorder and then return. If you have any problems loading, check that your recorder is correctly connected, rewind the tape completely and try again.

If you wish to continue a game at a later time, insert a blank tape into your cassette recorder then press PLAY & RECORD. Type SAVE GAME and press RETURN then follow the screen prompts which tell you to ready your cassette and press RETURN – Do so and your current position will be saved. Please note that, as per the instructions above, it is essential to load the program before attempting to load a Saved game.

SPECTRUM

When loading a Scott Adams Adventure into your Spectrum ensure that your cassette recorder is correctly connected, put the tape in your recorder and check that it is fully rewound. Type LOAD"" then press PLAY on your cassette recorder and ENTER on your Spectrum. If you have any loading problems check that your recorder is correctly connected, that any tone control is on maximun treble, the tape is fully rewound and, if necessary, experiment with the recorder's volume. See Chapter 20 of your Spectrum manual.

When the load is completed you will be asked if you wish to start a new game or reload a Saved game. To commence play simply answer the prompt for a new game and your computer will open the doors on a new world for you. If you wish to continue a Saved game, respond appropriately to the prompt and insert the cassette of your Saved game (fully rewound) into your recorder. Press PLAY and then press RETURN as instructed on the screen. If you have any problems loading a Saved game, bear in mind that your recordings are probably at a different level to commercial tapes and you may need to adjust the recorder's volume level in compensation.

If you wish to save a game to continue at a later date, insert a blank tape into your cassette recorder and type SAVE GAME and RETURN on your Spectrum. Follow the instructions on the screen to ready your cassette, press PLAY & RECORD, then press RETURN. Your current position will now be saved but please note that, as per the instructions above, it is essential to load the program first before attempting to reload a Saved game.

AMSTRAD

When loading a Scott Adams Adventure on an Amstrad computer use the command RUN "" and follow the instructions on page F1.10 of your user manual. Save game instructions as for Commodore 64.

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MICHAEL PRAED AS "ROBIN OF SHERWOOD"
(approx. size 3' x 2')

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