

Runesoft



Robyn Hode

Robyn and his men were in their favourite inn, full of venison and mead, enjoying each other's company when in burst Much, the Miller's son, hot and breathless from a hard run.

"Robyn," he said as he fell on to a bench.

"Bring Much here a drink," said Robyn to Lytell Johnn.

"Marion has been taken captive and locked in Nottingham Castle," panted Much.

At this, all activity in the inn ceased as everyone wanted to know all the details.

"Don't stop," said Allen-A-Dale as Much looked round at the silent group.

"The Sherryffe has locked Marion in one of the towers on a charge of Treason."

"Treason?" echoed Robyn.

"Yes — because you are an enemy of King John and she aided you with information."

"I am no enemy of the true king," said Robyn, and all around him murmured agreement.

"This time the Sherryffe has gone too far," said Lytell Johnn.

"I agree," said Robyn, "and I am away to Nottingham to sort it out."

All the men offered to go with him but Robyn turned them down saying: "No — you continue with our plan for the Bishoppe of Hereforde. He owes me 400 pounds in gold. The money I lent to Richard de Leas."

"But Robyn," protested Will Scadlock, "it's bound to be a trap."

"I know that — but a trap that is obviously a trap is bound to have a way in and out. My mind against the Sherryffs, you might say."

The men knew Robyn of old and so did not try to change his mind.

Robyn knew the dangers for a man travelling alone in 250 square miles of forest. He knew also the dangers involved in entering Nottingham, but also he knew that one man could possibly outwit the Sherryffe better than a group could.

Could YOU be Robyn Hode for a day? A week? However long it takes you to explore over 400 locations?

To get to Nottingham Castle means a trek through two forests: Bernesdale and Scherwode, numerous villages and towns and facing the dangers of both. Then, when Nottingham is reached you must face a perilous journey through the town and then through Nottingham's famous caves to the castle — and then to find Maid Marion and escape.

All the locations in the adventure actually existed in the latter half of the 13th century, which is where we've placed Robyn Hode. Painstaking research into such diverse works as "The Domesday Book," the earliest maps available and as many tourist info. sheets we could get our hands on ensured as much accuracy as possible.

All the place spellings and names are taken from the earliest recorded ballads of Robyn Hode and the extent of Scherwode Forest has been worked out by studying geological maps of the county of Nottinghamshire and old manuscripts.

The adventure has well over 400 locations. To make this possible for the 48K SPECTRUM the program has been split into two parts. Both parts are on this cassette. There are no more parts to come.

You have in your hand probably one of the largest adventures on one tape, at anything like this price.

The adventure is 100% machine Code. We would like to thank the following people for their help and knowledge: Nottingham City Library; the staff of Nottingham Castle; the Robin Hood Society and the authors of all the books we read who are too numerous to mention.

We would also like to dedicate this program to Diane and Christine for their help and support.

— Jon A. Slack & Don Stevenson 1984.

LOADING AND PLAYING INSTRUCTIONS

To LOAD 'ROBYN HODE,' Type LOAD
" " ENTER and press 'play' on your cassette recorder.

When playing, the computer will ask for your instructions. Decide upon your actions and then key in what you wish to do by way of VERB — NOUN combinations. i.e.: To pick up an object: Type 'GET BOW' or 'TAKE KEY'. Directions can be entered in full: NORTH; SOUTHEAST, etc., or as abbreviations: N: SE, etc.

Other examples of instructions are: EXAMINE DOOR; TALK (TO) MAN; or any combination of well over 120 words. It will help if you draw a map as you explore the 400+ locations. There is a SAVE/LOAD facility to enable you to SAVE the state of the game to LOAD in later.

On completion of part 1, you will be given a two part code. Make a note of this. LOAD part 2 in exactly the same way as part 1 and answer the prompts.

Good Luck.