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|                               Robin Hood                               |  
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Version 1.0 (08/29/2005)

Version History:

-3/27/2006, added lup as a host.
1.0: Basic Guide Complete - (08/29/2005)

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Legality:

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Websites with permission to use this Guide:

www.GameFAQS.com
www.neoseeker.com
faqs.IGN.com
www.lup.com

Game by Xonox

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|                               R1: Intro                               |  
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Robin Hood is certainly a merry man, but when he looks at this daunting game he likely slinks off. Xonox made a fairly unforgiving game here, which is a result of flawed control and gameplay. While it's not an excruciatingly hard game, it can take you by surprise and lay you out pretty quick. At four screens you should be able to conquer it, however.

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|                               R1: Gameplay                               |  
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Move Robin around the maps, tapping fire to use your weapon, or later on to open doors. Fight through enemies until you storm the castle, then inside the castle seek our Marian or gold.

Screen:

-When the enemies have been eliminated, pass off the screen over the bridge.

Stage 2

-You are in another field. There are many enemies on the screen, no new enemies will appear.

-Again, your movement is limited to only about 2/3 of the screen.

-You may swim in the water, but it serves no real purpose in this area.

-Your weapon is a club. Press fire to swing it and move up or down while you swing to swing it up or down.

-The enemies all have clubs as well. They cannot kill you, but they will send you back to the bridge if they hit.

-You can't just run into the enemies, or else it is very difficult. They will club you if you get too close.

-The best way to attack these enemies is to get above them and move at a down diagonal towards them swinging. This seems to have the highest hit ratio of all attacks.

-No new enemies spawn in this area, what you see is what you get.

-Defeat all enemies on the screen, then head off to the right of the screen to progress.

Stage 3

-You're again in a field, but this time there is a castle on the right side of the screen.

-You will die if you touch the moat.

-More bow and arrow action in this game. The same enemies from stage 1 are back so take them out.

-There is a new sniper enemy, it attacks from the castle. It can appear in any of the castle's towers. Shoot it before it disappears to another tower.

-Enemies again, can shoot each other, and the sniper often shoots the ground enemies.

-The biggest threat is honestly the moat. It is thin and unassuming. Do not wander into it.

-Stay towards the centre of the screen. Ground enemies appear from the trees and the sniper in the towers. Staying near the middle gives you the best chance of responding to shots and new enemies.

-Keep on slaying your foes for quite some time. Eventually, a small purple square appears near the door. Shoot this square.

-The square switch causes a drawbridge to be lowered. Cross this into the castle to progress.

-Enemies still spawn even after the switch has appeared. They also appear after the drawbridge has been lowered. Keep an eye out for snipers.

-The moat still kills you when you touch it, after the drawbridge is lowered,

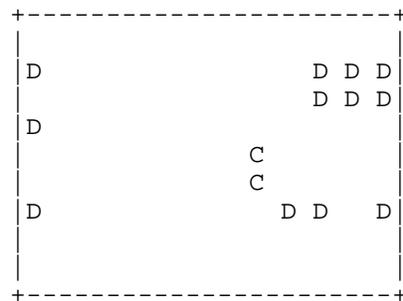
Stage 4

-You're in the foyer of the castle.

-You have no weapon.

-You'll notice a number of doors.

Here's the map of the area, doors given by D, chandalier given by C:



Stairs and floors not given.

-Open a door by pressing fire.

-Most doors contain enemies, which kill upon contact.

-Enemies chase you around the foyer. Up to six can chase you.

-Open a door as you pass by, that way you can see what is inside without being killed.

-Open the top right doors from right to left, though if you see your goal you probably won't be able to get it.

-Your goals are either Maid Marian or a pile of gold. Your maiden is the blue thing behind the door, the gold is yellow.

-You have to press towards the goal while pressing fire to get it, but it can take a few tries.

-They are not always behind the same door once you find them, they could move and an enemy could take their place. So always use caution.

-To climb stairs, you need to press towards them while being lined up at their exact bottom. Enemies can climb stairs too.

-Enemies aren't very smart, they more or less move left or right as you do. So if you are on a different floor than them, they won't just use the stairs and rush you. They will only come up or down the stairs if you lead them to. So use

that to your advantage. Have a bunch of dudes below or above and check out the doors there.

-The chandalier is a passage only Robin Hood can use. If you press down over it he will slide down it back to the bottom floor. Use this as a means of escaping pursuers.

-Find both goals for an assured win. Get your ranking, the game's over.

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|                                     M6: Credits                                     |
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Thanks to the hosts for letting you read this.

Thanks to Xonox, I don't really care for the game - but I felt it needed some writing.

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