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-3/27/2006, added 1up as a host. 1.0: Basic Guide Complete - (08/29/2005)			
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Game by Xonox			
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R1: Intro			
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.			
R1: Gameplay			

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:

T L M Where T is time, L are lives, and M is Mode.

Modes: The skill levels influence the voracity of the enemies. The higher the skill level, the more vicious they are.

Lives: Your stock of teh amount of times you can be struck by a fatal blow.

Time: How much time it takes you to complete the game. Use to determine rating.

Rating is just something the game gives you based on how well you've played.

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	R3	: Stages
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\*\*\*\*\*\*\*\* Stage 1

You're in a field with a river, some trees, and a happy sun.

- -Your weapon is a bow and arrow, fire at enemies to defeat them. You can fire in eight directions. Your arrows are rather big, just so you can see them I suppose. You cannot fire an arrow until the other arrow has expired.
- -Your enemies have a green upper body and brown pants. They also have a bow. Do
- not get lined up with them or else their arrows may strike you. Only line up to

shoot and get out of the way. Keep killing enemies.

- -Keep in mind that the enemies are the same colours as the trees. They may get the jump on you because of this. But they mostly appear near the top and bottom  $\,$
- of the screen, more to the left side of the screen than the right.
- -Stay near the bridge, I find this the best vantage point. Pick off the enemies
- as they appear. You cannot outrun an arrow, or at least you probably won't. So play a game of marksmanship and try to come out more or less unscathed.
- -Trees do not interupt your shots, so don't try to use them as cover and do not

neglect shooting your foes because they are behind trees.

- -You will die if you attempt to go into river.
- -You will die if an arrow strikes you.
- -You will die if you touch an enemy.
- -Enemies can kill each other.
- -You only have about 2/3 of the screen to move around in. Where the ground is level enar the top, that is the cutoff point.

-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 teh screen, no new enemies will appear.
- -Again, you're 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 teh 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  $% \left( 1\right) =\left( 1\right) +\left( 1\right) +\left($

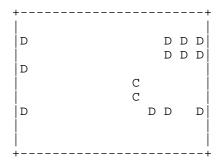
teh drawbridge has been lowered. Keep an eye out for snipers.

-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 teh 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 ona 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.

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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