

JOYSTICK
OR
KEYBOARD

WELCOME TO LEGENDARY
TIMES OF ROBIN HOOD
The Sheriff of Nottingham has
kidnapped Maid Marian and
locked her in the East Tower. He
will only release her when the
outlaw Robin Hood surrenders
to him. Gallantly, Robin sets out
through Sherwood forest to
Nottingham Castle to free his
love, oblivious to the inevitable
dangers that lie before him.
Once he has crossed the moat
and entered the castle the game
begins, he must fight his way past
the guards and mediaeval
animals protecting the castle.
Only by fast reflexes and
accurate manoeuvring do you
stand a chance of rescuing Maid
Marian.

MUSIC BY
JON-PAUL
ELDRIDGE

LOADING

464: RUN"(ENTER)

664/6128: !TAPE (ENTER) RUN" (ENTER)

CONTROLS:

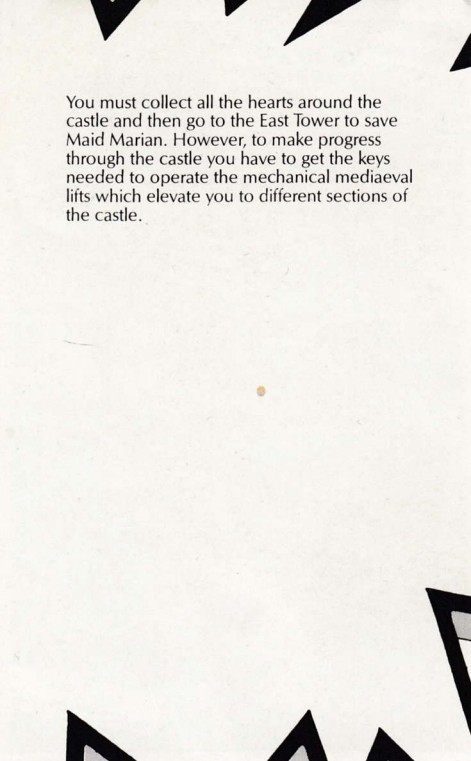
JOYSTICK OR KEYS

Press O to change the options and redefine the keys.

You can choose if you want a background in the game, this does not affect the gameplay. The speech and music may also be turned on or off.

JOYSTICK	ACTION	KEYS
Left	runs left	Z
Right	runs right	X
Up	jumps or climbs up ladders	J
Down	ducks or climbs down ladders	\
Fire	shoots an arrow	SPACE

You will need skill and quick reflexes to survive in the dangerous castle complex. Watch out for the guards who shoot bolts at you with their crossbows, you can duck or jump to avoid them, or even run away. If you get hit you will lose vital HEALTH points. These start at 99 and if they fall below 00 you are a dead man! There are tablets lying around which will increase your HEALTH points if you can get them.



You must collect all the hearts around the castle and then go to the East Tower to save Maid Marian. However, to make progress through the castle you have to get the keys needed to operate the mechanical mediaeval lifts which elevate you to different sections of the castle.



Handwritten text: "The High Noon" (partially obscured)



Handwritten text: "L.R.H."



Handwritten text: "FIRM"



Made in England

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