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XONOX™

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K-TEL

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For ColecoVision™

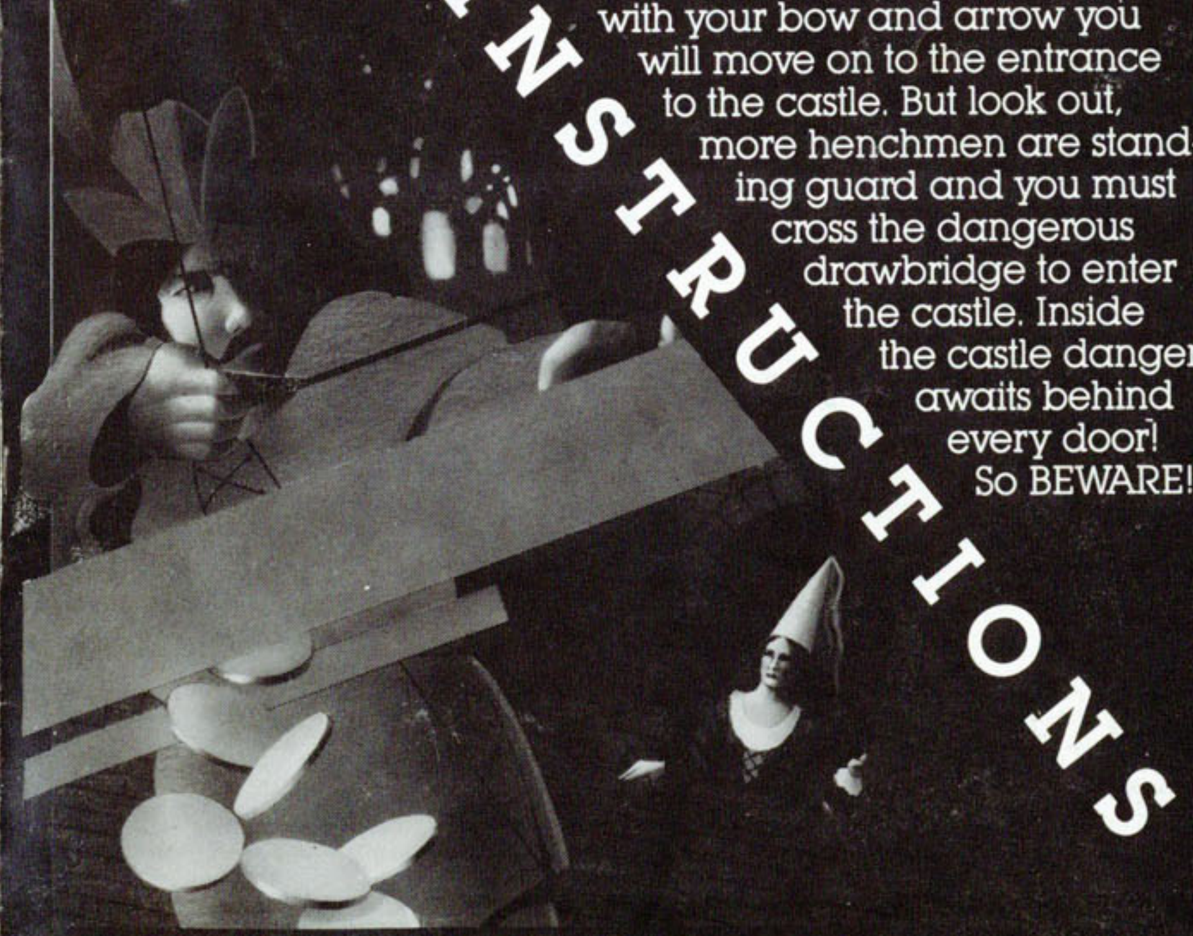
XONOX™

HI-RES VIDEO GAMES

ROBIN HOOD™

GAME INSTRUCTIONS

You are "ROBIN HOOD" in medieval England and you are trying to enter the Sheriff of Nottingham's castle. Inside the castle, lovely MAID MARIAN is being held captive by the evil Sheriff, and the Sheriff's GOLD is locked away in a vault. Before you can enter the castle and find the GOLD and save MAID MARIAN, you must cross treacherous Sherwood Forest where the Sheriff's henchmen lie in ambush. If you are skilled with your bow and arrow you will move on to the entrance to the castle. But look out, more henchmen are standing guard and you must cross the dangerous drawbridge to enter the castle. Inside the castle danger awaits behind every door! So BEWARE!



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Get Ready to Play ROBIN HOOD™

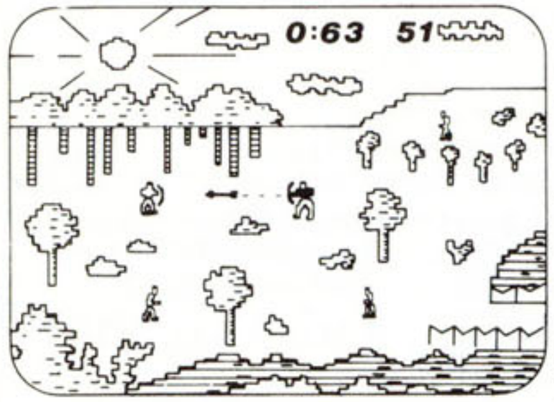
1. Hook up your video game system. Follow the manufacturer's directions.

2. Always turn the console power switch "OFF" when inserting or removing a XONOX cartridge. This will protect the electronic components and help prolong the life of your XONOX games.

3. Now turn the power "ON." If no picture appears, check connection of your game console to TV, then repeat steps 1, 2 and 3.

4. For a single player game, use LEFT JOYSTICK and FIRE BUTTON. For a two player game, attach both joysticks. Player #1 use the left joystick and fire button, and player #2 use the right.

5. Follow the screen instructions for selecting difficulty and number of players. Press keypad to enter your selection. Press "Reset" to start a new game.



ROBIN HOOD Video Game

You, "ROBIN HOOD," are in medieval England trying to right the injustices of the evil Sheriff of Nottingham. The Sheriff has overtaxed the poor peasants and hoarded their gold in his castle. He is also keeping the lovely MAID MARIAN against her will in his castle. Your goal is to save MAID MARIAN and steal the GOLD so you can return it to the peasants. You must cross the dangerous Sherwood Forest where the Sheriff's henchmen lie in ambush. Then on to the castle gate where again you must fight your way into the castle. You will fight with bows and arrows, your sword, and use your cunning and speed if you make it into the castle.

1. OBJECT of the GAME:

Fight your way through the dangers of Sherwood Forest into the Sheriff of Nottingham's Castle in order to save MAID MARIAN and steal the Sheriff's GOLD. You must do this as fast as possible.

2. CONTROLS:

Use your keypad to select number of players and the difficulty levels for each player. Player #1 use the left joystick and player #2 use the right. To pause game in play, push #9 on keypad. Hit joystick to restart.

3. SCORE DISPLAY:

The Score Display is located at the top of each game screen.
a) Each player's time is located at the top center of the screen.
b) The number of lives remaining is located to the right of the time display.

4. SKILL LEVELS:

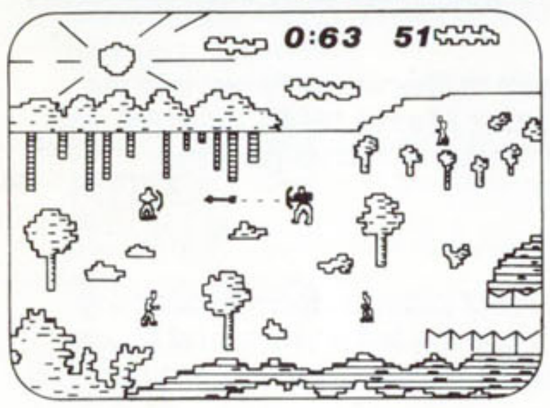
There are four skill levels which are available for each player. Players may start on different skill levels by making the appropriate keypad selection when starting the game. Start on the Novice (#1) level and when your skills improve, move up to the highest Expert (#4) level.

GAME LAYOUT:

There are five different screens in the game, a player number and skill level selecton, Sherwood Forest Ambush, Sword Fight on the Meadow, Nottingham Castle Entrance and Search the Castle.



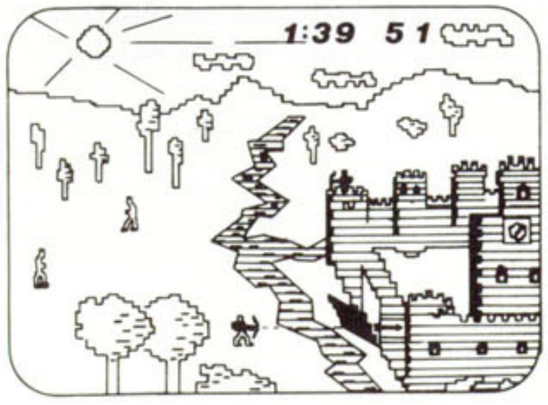
1. Screen #1 — PLAYER # and SKILL SELECT
After you turn on the game "ROBIN HOOD" will appear on the screen and you must select on your keypad 1 or 2 players and the skill level, 1-4, for each of the players.



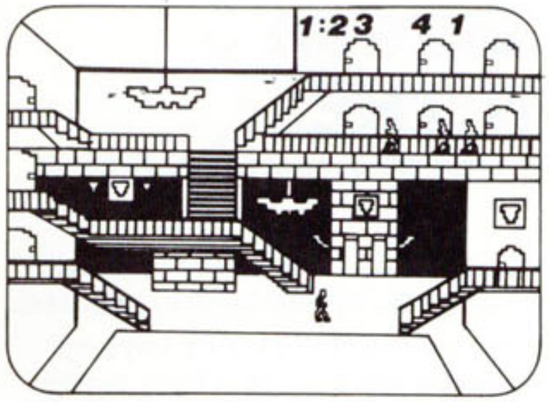
2. Screen # 2 — SHERWOOD FOREST AMBUSH
ROBIN starts off the game at the edge of Sherwood Forest where the Sheriff's henchmen lie in ambush. ROBIN must shoot, with his bow and arrows, fifteen (15) of the henchmen before he can move off to the right over the bridge and into the next screen.



3. Screen # 3 — SWORD FIGHT ON THE MEADOW
Once ROBIN crosses the bridge, he must face a whole platoon of henchmen. He must defeat them all as fast as possible, using only his sword, before moving off to the right side of the screen. ROBIN will have unlimited lives in this scene only — so time is of the essence.



4. Screen #4 — NOTTINGHAM CASTLE ENTRANCE
When ROBIN has shot five (5) of the tower guards on the castle rampart a secret target will appear next to the drawbridge and Robin must shoot the target to lower it and allow him into the castle. Outside guards patrol the entrance and must be avoided or shot, but only the tower guards count to make the target appear.



5. Screen # 5 — SEARCH THE CASTLE
When ROBIN is inside the castle, he must search and locate both Maid Marian and the Sheriff's Gold. ROBIN is no longer armed so speed is important as he opens the doors searching for treasures. ROBIN will be rated on how fast he was able to journey from Sherwood Forest into the Sheriff's castle and find both the Gold and Maid Marian.

PLAY ACTION — Screen 1 PLAYER # and SKILL SELECT

During this screen, the player(s) may choose their skill levels and/or the number of players who are going to play (see skill levels). When the two player game is selected, the play action will alternate between player #1 and player #2

PLAY ACTION — Screen 2 SHERWOOD FOREST AMBUSH

You, ROBIN HOOD, are on your way from your hide-out deep in Sherwood Forest to the Sheriff of Nottingham's castle in order to save MAID MARIAN and return the Sheriff's GOLD to the peasant farmers.

As you reach the edge of the forest, you are attacked by the Sheriff's henchmen. They will shoot their arrows or sneak up and stab ROBIN. Stay away from the trees where they are hiding. There are fifteen of them and all must be eliminated before you can travel on over the bridge on the right of the screen. ROBIN can shoot his bow in eight directions by using your joystick and fire button.

Sometimes it is better to run than to stand and fire from one spot. Remember ROBIN can't swim.

PLAY ACTION — Screen 3 SWORD FIGHT ON THE MEADOW

Once ROBIN crosses the bridge, he will see a whole platoon of the Sheriff's swordsmen. He must defeat all of these henchmen before he can proceed.

To swing ROBIN'S sword, press the fire button on the side of your keypad. Combine the swing with an upward push on the joystick for a high swing. Right or left on the joystick and the fire button for a lunge and down and fire for a low swing. Use your moves to counter the henchmen's attacks.

You will have unlimited lives, so this is a place where speed really counts. Try to be on the same line as your opponents to be most effective. Once you have eliminated all of the swordsmen, you may move off to the right to the Castle Entrance.

PLAY ACTION — Screen 4 NOTTINGHAM CASTLE ENTRANCE

When ROBIN reaches the Castle, he finds it guarded by armed henchmen on the rampart towers and patrolling the outside entrance. He must shoot with his bow and arrows five (5) of the tower guards. He must avoid or shoot the outside guards. When he has shot the five henchmen, a secret target will appear next to the drawbridge.

Shoot it and the drawbridge will open. Be careful of the water, for ROBIN can't swim. When the drawbridge is down, ROBIN can enter the castle and begin his search for MAID MARIAN and the Sheriff's GOLD.

PLAY ACTION — Screen 5 SEARCH THE CASTLE

ROBIN will appear at the basement floor of the castle. Behind one of the doors is the Sheriff's GOLD and behind another is MAID MARIAN (press fire button to open). All the rest have henchmen behind them. ROBIN must find the GOLD and MAID MARIAN (a special tone will be heard when this happens). Never stand and wait in front of a door after you have opened it, for a henchman could come out and stab you.

There are some special tricks for running away and avoiding the henchmen since ROBIN no longer is armed with bow or sword...but it is part of the game for you to find the special strategies for success in the last screen. Once you have found both MAID MARIAN and the GOLD, you will be rated according to the speed and skill level at which you played the game.

ROBIN HOOD RATINGS

SKILL	TIME	RATING
Level 1	3:00 or less	Merryman Jr.
	3:01 - 3:15	Serf
	3:16 - 3:30	Sword Polisher
	3:31 plus	Stable Sweeper
Level 2	3:00 or less	Merryman
	3:01 - 3:15	Merryman Jr.
	3:16 - 3:30	Serf
	3:31 - 3:45	Sword Polisher
	3:46 - plus	Stable Sweeper
Level 3	3:00 or less	Robin Jr.
	3:01 - 3:15	Merryman
	3:16 - 3:30	Merryman Jr.
	3:31 - 3:45	Serf
	3:46 - 4:00	Sword Polisher
	4:01 - plus	Stable Sweeper
Level 4	3:00 or less	Robin First Class
	3:01 - 3:15	Robin Second Class
	3:16 - 3:30	Robin Jr.
	3:31 - 3:45	Merryman
	3:46 - 4:00	Merryman Jr.
	4:01 - 4:15	Serf
	4:16 - 4:30	Sword Polisher
	4:31 - plus	Stable Sweeper

*** If you loose all your lives no matter what level, you are rated a Stable Sweeper