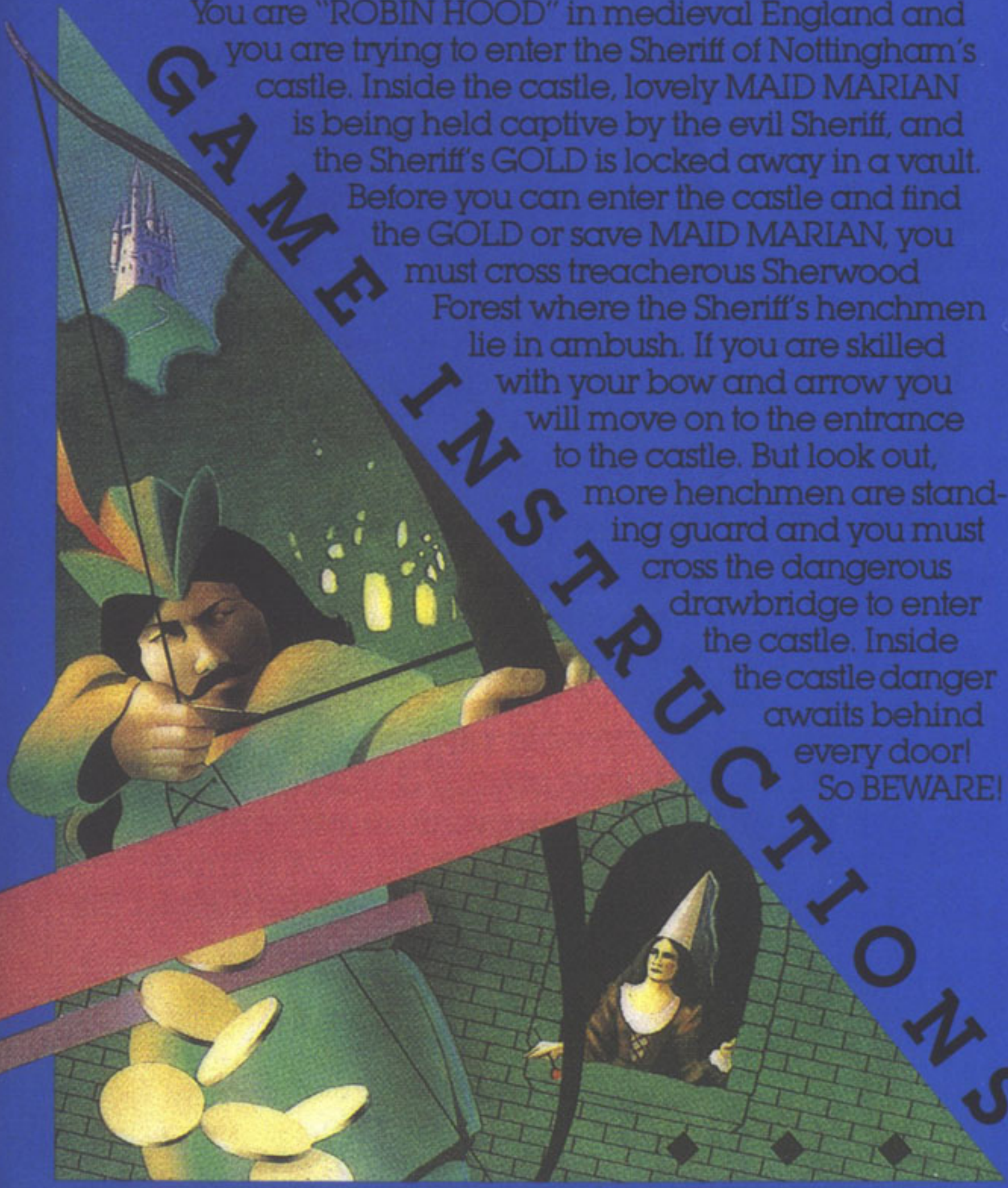
For Atari® 2600 VCS™ and Sears Video Arcade™

XONOX™

DOUBLE-ENDER™

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 or 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.

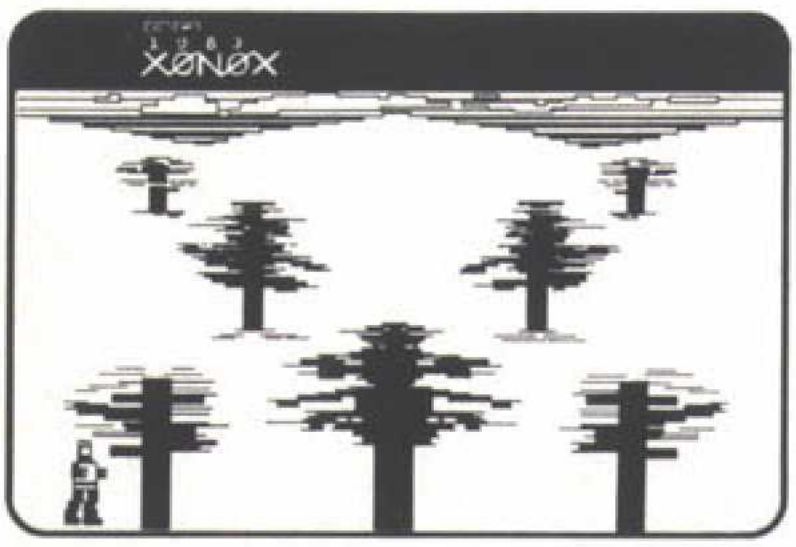
2. With the power "OFF," plug in the game cartridge. The XONOX Double-Ender with ROBIN HOOD and SIR LANCELOT gives you twice the fun with two totally separate games, one on either end of the cartridge. To play ROBIN HOOD, insert the end of the cartridge labeled "ROBIN HOOD" into your video game system.

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. The console game select switch allows you to choose one or two players and three difficulty levels. Game reset restarts the game to player #1.

NOTE: 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. You may need to adjust your Vertical Hold on your T.V.



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. Be sure not to shoot your own Merry Men and watch out, they occasionally might mistake you for one of the henchmen—fighting with bows and arrows is dangerous!

1. OBJECT of the GAME:

Make your way into the Sheriff of Nottingham's castle and save either the MAID MARIAN or steal the Sheriff's GOLD so you can give it back to the poor while collecting as many points as possible before you lose all of your lives. ROBIN may only carry one or the other prizes back to Sherwood Forest.

2. CONTROLS:

Press game select switch. The left number indicates 1 or 2 player game.

a) One player game: Use LEFT JOYSTICK and FIRE BUTTON

b) Two player game:
   Player #1: Use LEFT JOYSTICK and FIRE BUTTON
   Player #2: Use RIGHT JOYSTICK and FIRE BUTTON

3. SCORE DISPLAY:

a) The top row of numbers is your score.

b) The colored bar below the numbered score shows the amount of arrows ROBIN has left. He starts with 16 arrows for each life. (In a two player game, players have different colored bars.)

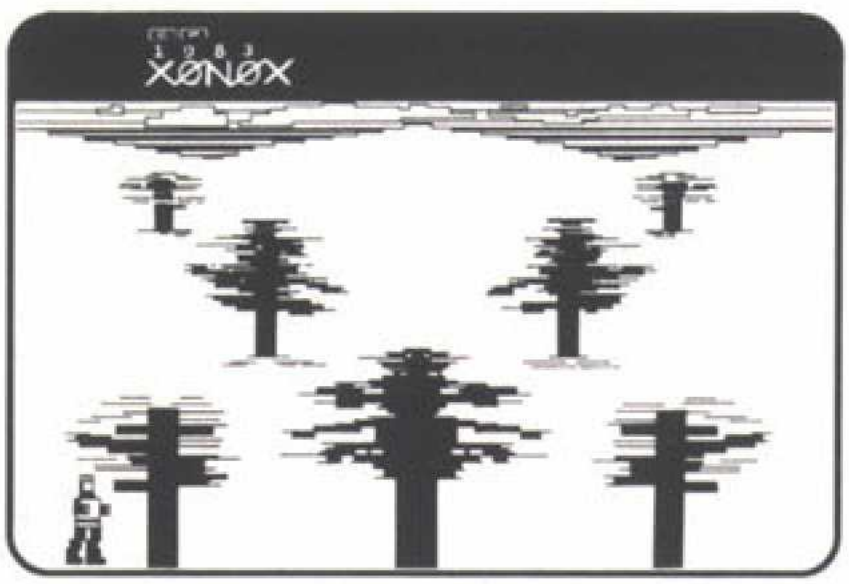
c) The characters inside this bar show the number of lives ROBIN has left.

4. SKILL LEVELS:

There are four skill levels in the game. After each successful trip to the Sheriff's castle, the difficulty automatically increases through three levels. Players may start on different skill levels by pushing the game select switch. The right number indicates what level the game is on. #1 is for novice, #2 is for intermediate, and #3 is for experienced players. Also, the A and B difficulty switch allows a fourth level and provides a handicap feature for the two player game. (A level is for experienced play and B level for novice.)

GAME LAYOUT:

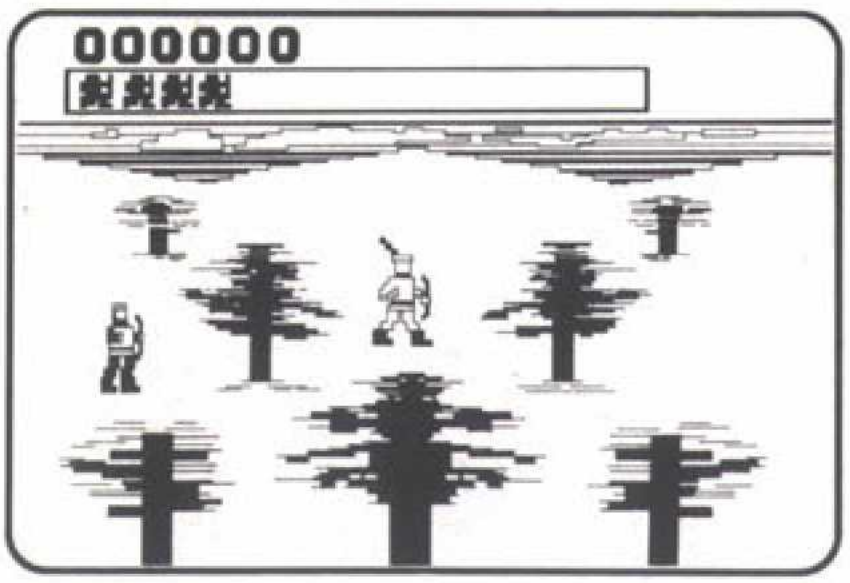
There are four different screens in the game, an attack mode with game player and skill level select, Sherwood Forest ambush, the Sheriff of Nottingham's castle entrance, and inside the castle.



1. Screen #1 — ATTRACT MODE/ GAME SELECT

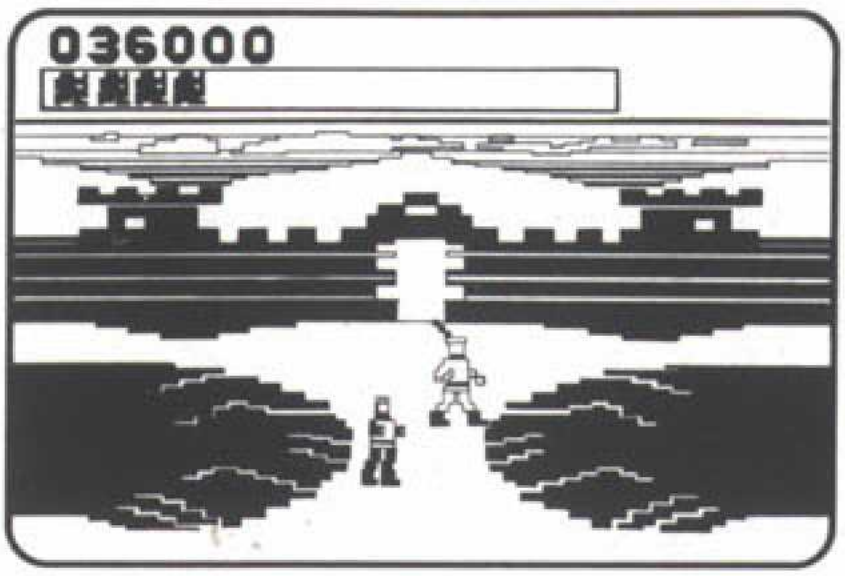
After you turn on the game, a musical tune will challenge you to play ROBIN HOOD. You will notice one of the Sheriff's men patrolling the forest, looking for ROBIN.

At this time choose the number of players and the skill level by using the game select switch. The right number under the XONOX name is the skill level. The left number is the number of players. Make your selection and move on to screen #2 by pressing Game Reset.



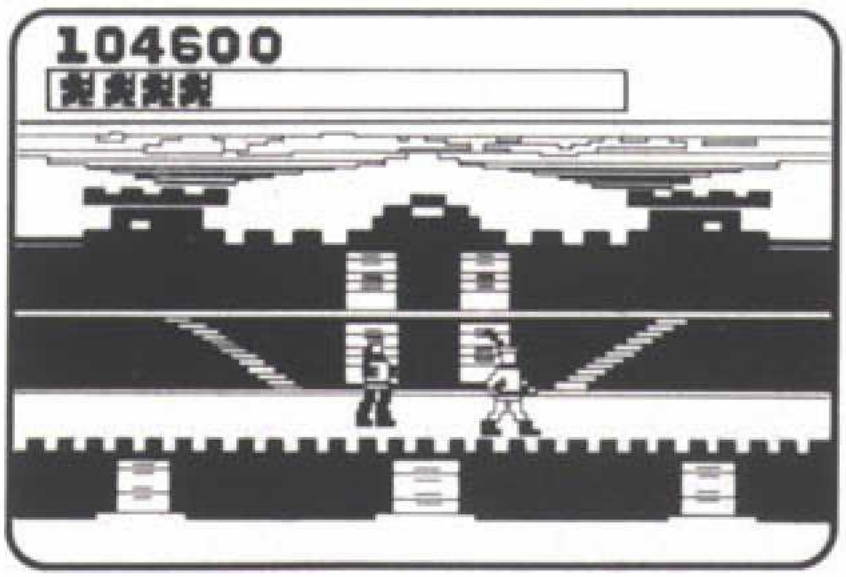
2. Screen #2—SHERWOOD FOREST AMBUSH

ROBIN starts off at the lower left-hand side of the screen. He must shoot eleven henchmen in order to proceed to the entrance of the castle. The Sheriff's men are hiding behind the various trees and bushes. ROBIN must be facing them when he shoots his bow and arrow (press FIRE BUTTON). Watch out for ROBIN'S Merry Men, for if ROBIN shoots them by mistake, he will lose a life. When ROBIN has shot eleven henchmen, the score will flash indicating that you may move off the screen on the right side of the forest and on to the next screen.



3. Screen #3—NOTTINGHAM CASTLE'S ENTRANCE

ROBIN must eliminate the henchmen guarding the castle grounds before he can attempt to enter the castle. Six of these guards will appear one at a time and try to foil ROBIN'S plans. Once you have accomplished this task, your score will again flash. ROBIN may choose one of two ways to enter the castle. He must always beware of arrows coming at him from off screen, but he can scale the right or left wall or sneak over the drawbridge and into the castle.



4. Screen #4—INSIDE THE CASTLE

Now ROBIN is inside the Sheriff of Nottingham's castle and he must make his way from the basement dungeon to the upper levels where either MAID MARIAN or the GOLD is hidden. There are henchmen behind two of the doors and a hidden stairway behind one.

On the upper levels of the castle, more doors must be looked into. Some have henchmen and others have treasure. Carefully use the stairs to escape the Sheriff's men, for ROBIN is no longer carrying his bow and agility is his only safety. Once ROBIN locates either MAID MARIAN or the GOLD he is returned to Sherwood Forest and he continues to play on the next higher skill level acquiring more points, and again returning to the Sheriff's castle.

PLAY ACTION — Screen 1
ATTRACT MODE — GAME SELECT

When you insert the ROBIN HOOD end of your Double-Ender™ and turn on your game console, Screen #1 will appear on your screen. One of the Sheriff's henchmen will be walking through Sherwood Forest setting up the ambush of ROBIN HOOD.

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 after each life ROBIN loses. The game will return to the screen level each player was on when last in play.

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 to save MAID MARIAN and return the Sheriff's GOLD to the peasant farmers.

As you approach the edge of Sherwood Forest from the lower left part of the screen, the Sheriff's henchmen have hidden in ambush and you must fight your way out of the forest. You will have a total of six lives to complete your task, and each ROBIN will have a total of 16 arrows (see Score Display). The Sheriff's men will try to shoot ROBIN with an arrow or sneak up on him and stab him with a knife. Usually the henchmen will appear from behind the trees where they are hiding.

By facing the henchmen and being on the same line on the screen, you can shoot these men by shooting your arrows (press FIRE BUTTON). You must shoot at least eleven of the Sheriff's men before you are able to go on to screen #3 (your score will flash to indicate you are able to move on to the castle entrance).

To move to screen #3, simply move ROBIN off to the right side of screen #2, but watch out! There may still be some men in ambush. Occasionally, ROBIN'S Merry Men appear, so be careful who you shoot at! ROBIN loses a life if he shoots his own men.

PLAY ACTION — Screen 3 NOTTINGHAM CASTLE'S ENTRANCE

As ROBIN comes out from Sherwood Forest at the entrance to the Sheriff's Castle, he will appear at the lower left corner of the screen. ROBIN should move to the center of the castle foreground for he must defeat six of the henchmen who are guarding the castle ground. Again, ROBIN has sixteen arrows to complete his entrance, and must be sure not to shoot any of his own men.

When ROBIN has shot at least six men (your score will flash), he can sneak through the drawbridge or scale the right or left outer wall of the castle.

To open the drawbridge, he must go to the middle of the screen just under the drawbridge itself. It will begin to open and close. A crossbow arrow from far away gives added security to the castle and danger for ROBIN. He must time his entry to catch the drawbridge open and not be hit by the arrow.

To climb the left or right side wall of the castle is very, very difficult. You must position ROBIN to the right of the stone ladder located on the right side of the screen, or to the left of the stone ladder located on the left side of the screen. The feather in ROBIN'S hat should be just under the crossbow arrow that is protecting that part of the castle. The arrows sometimes are low and sometimes high, so watch carefully! When you see that ROBIN can climb the stone ladder and avoid the crossbow and drawbridge guard's arrows, move him straight up so his feather is just higher than midway up the wall. Next, move ROBIN over to the ladder and move quickly over the top of the wall. Tough!

PLAY ACTION — Screen 4
INSIDE THE CASTLE

ROBIN will appear at the left of the screen in the castle's basement dungeon. There will be three doors on this floor, one of which hides a secret passage to the floor above, and the other two are guarded by henchmen. ROBIN must touch the door to open it and be prepared either to go through it if a henchman comes out of another door, or run for another door if a henchmen is behind the one he touched. When he finds the secret passage, he will appear on the next floor where two doors are located in the center of the room. You can see that there are stairs leading up to another level and two more doors. Behind one of the doors is either the Sheriff's GOLD treasure (taken from the poor peasants) or MAID MARIAN. Behind the other doors are henchmen with knives who will run after ROBIN and stab him.

ROBIN has run out of arrows so he has only two ways of escaping from the Sheriff's men:

1. Run up the stairs to the upper level (to run up the stairs you must keep ROBIN'S feet close to the top of each step by using the diagonal position of the joystick). Be careful! If ROBIN steps off the stairs he will fall and be killed.
2. Jumping off the stairs from the upper level
   (ROBIN may jump off the farthest right or left-hand step as long as he is facing left on the left side and right on the right side, and his feet are in the area just over the top step. After he jumps he must then quickly run to the opposite side of the room to escape the henchmen).

Once ROBIN finds and touches MAID MARIAN or the GOLD treasure, he returns to Sherwood Forest and play resumes in screen #2 in the next higher skill level.

GAME ENDING

The game ends when ROBIN runs out of lives.

The two player game will end after both players lose all their lives.

If the players were in different screens when their games ended, then the different ending screens will flash on the screen and show each players' score.

POINT SCORING

- Each henchman is worth 2,000 points.
- Saving MAID MARIAN is worth 20,000 points.
- Stealing the Sheriff's GOLD treasure is worth 20,000 points.
- Successfully moving ROBIN through each screen is worth 8,000 points.

Winners Log

Name	Date	High Score

90-Day Limited Warranty

XONOX warrants to the original consumer purchaser of this XONOX video game cartridge that it will be free from defects in materials and workmanship for 90 days from the date of purchase. If this cartridge is discovered to be defective within the warranty period, XONOX, at its option, will repair or replace this cartridge free of charge upon receipt of the cartridge (postage paid), a completed XONOX warranty registration card (if not previously mailed) and proof of date of purchase. The cartridge, the warranty card and the proof of purchase should all be sent to the address nearest you, as shown on the back of the package.

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