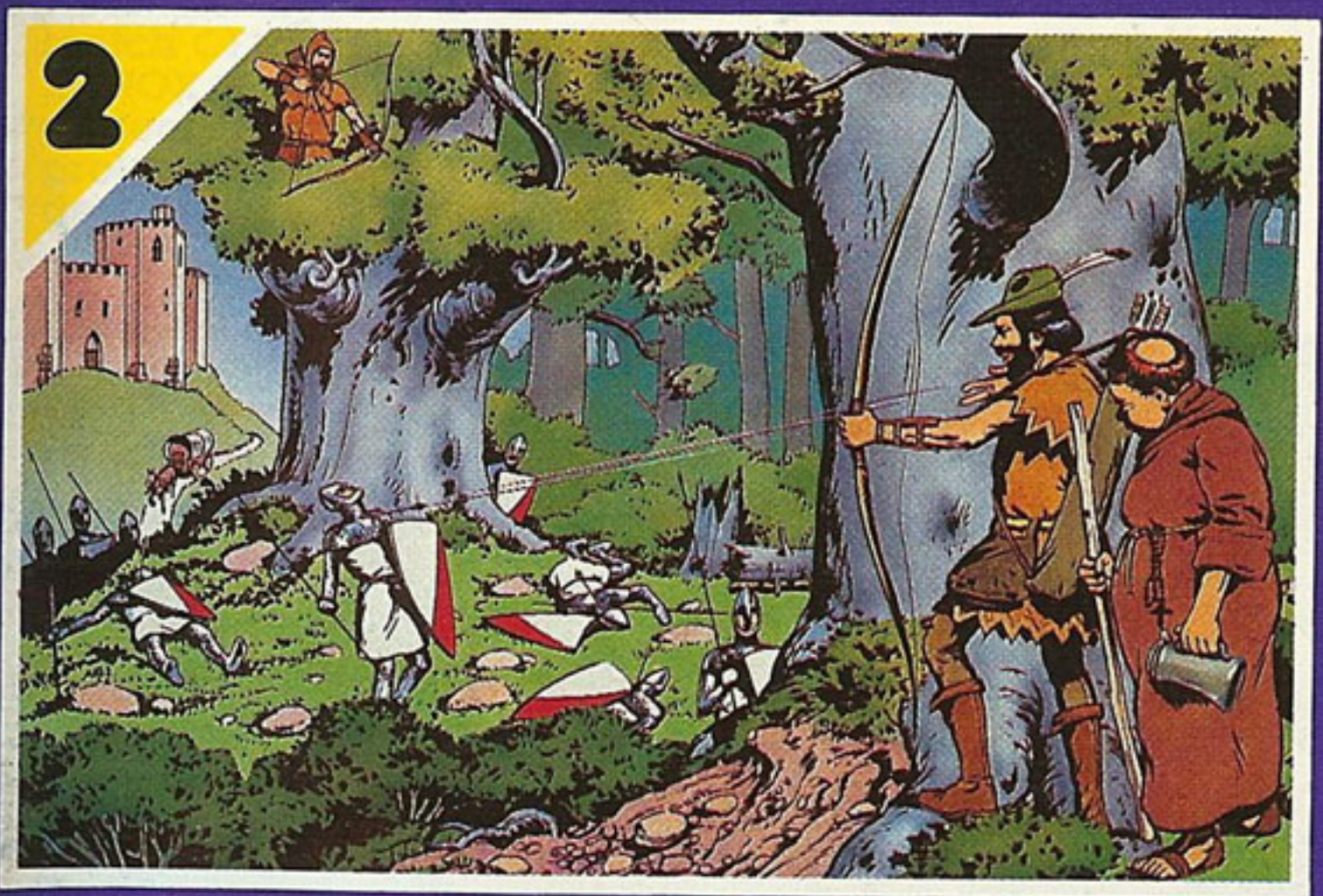


XONOX[®]

DOUBLE-ENDER

TWO VIDEO COMPUTER GAMES

Robin Hood



Deutsch

Français

English

Nederlands

Italiano

Español

Spielanleitung

Mode D'Emploi

Game Instructions

Spelinstructie

Guida per gioco

Instrucciones del Juego

Hinweis: Schalten Sie vor dem Einschieben oder Herausnehmen einer XONOX Programm-Cassette den Konsolenschalter (POWER) stets aus (OFF). Dadurch werden die elektronischen Bestandteile geschützt und die Nutzlebensdauer Ihres ATARI 2600™ Video-Computer-System™ Spieles verlängert.

deutsch

4 - 8

Remarque: Avant d'introduire ou de retirer une cassette de jeu d'XONOX, mettez toujours à l'arrêt (OFF) l'interrupteur marche-arrêt (POWER) de la console. Cette mesure de précaution préservera les composants électroniques et prolongera la durée de vie de votre jeu Système d'ordinateur de Vidéo™ ATARI 2600™.

français

9 - 12

Note: Always turn the console POWER switch OFF when inserting or removing a XONOX Game Program cartridge. This will protect the electronic components and prolong the life of your ATARI 2600™ Video Computer System™ Game.

english

13 - 16

Tip: Zet de aan/uit schakelaar van uw XONOX Spel Computer altijd op de stand OFF bij het plaatsen of verwijderen van een XONOX Spelprogramma cassette. Dit beschermt de elektronische onderdelen en verlengt de levensduur van uw ATARI 2600™ Video Computer System™ spel.

nederlands

17 - 21

Nota: Prima di inserire o rimuovere una cartuccia di gioco XONOX portare sempre l'interruttore di alimentazione (POWER) della console nella posizione OFF. In tal modo si proteggono i componenti elettronici e si prolunga la durata utile del gioco Sistema Video-Computer™ ATARI 2600™.

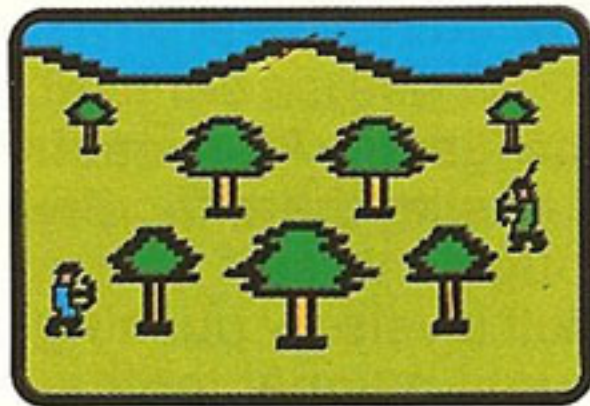
italiano

22 - 26

Nota: Cuando inserte o extraiga un cartucho de juego XONOX gire siempre el interruptor principal (POWER) de la consola a la posición OFF. Esto protegerá los componentes electrónicos y prolongará la vida de su juego Sistema Video-Computador™ ATARI 2600™.

español

27 - 31



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 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 No. 1:

Use LEFT JOYSTICK and FIRE BUTTON.

Player No. 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. No. 1 is for novice, No. 2 is for intermediate, and No. 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.)

PLAY ACTION - Screen 1

ATTRACT MODE - GAME SELECT

When you insert ROBIN HOOD end of your Double-Ender™ and turn on your game console, Screen No. 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 No. 1 and player No. 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 henchman 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 No. 3 (your score will flash to indicate you are able to move on to the castle entrance).

To move to screen No. 3, simply move ROBIN off the right side of the screen No. 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 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 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 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 henchmen 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 No. 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 player were in different screens when their games ended, then the different ending screens will flash on the screen and show each player's 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.

Weitere XONOX Double-Enders werden regelmässig erscheinen. Information erhalten Sie direkt über XONOX : Deutschland/K-tel International GmbH, Schlitzer Strasse 6, D-6000 Frankfurt/Main 63. (0611/4015-0)

De nouveaux Doubles programmes XONOX paraîtront régulièrement. Pour tous renseignements complémentaires XONOX : France/RCV, 255, Rue Gallieni, 92100 Boulogne-Billancourt. (01/605.76.80)

Further XONOX Double-Enders will be released regularly. Information directly from XONOX : United Kingdom/K-tel International Ltd., 620 Western Avenue, London W3 OTU. (01/9928000)

Er zullen regelmatig nieuwe XONOX Double-Enders worden uitgebracht. Informeer rechtstreeks bij XONOX : Nederland/K-tel (Holland) B.V., Oude Schipholweg 885, 2143 CD Boesingheliede. (02505-1683)

Altre XONOX Doppie-Cassette veranno pubblicate periodicamente. Informazioni darà XONOX : Italia/Melchioni S.P.A. Concessionaria esclusiva per l'Italia Via P. Coletta 37, 20135 Milano (02-5794219/221)

Más XONOX Doble-Cassettes de juegos serán publicados periodicamente. Información directamente de XONOX : España/Lauson S.A., Avda. Hospital Militar 58, entlo. 2.ª, Barcelona-23. (214 24 28)