

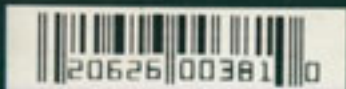
*the Legend of*  
**Robin of Hood**



*Conquests of the Longbow*



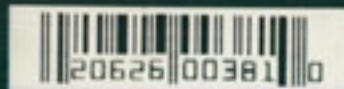
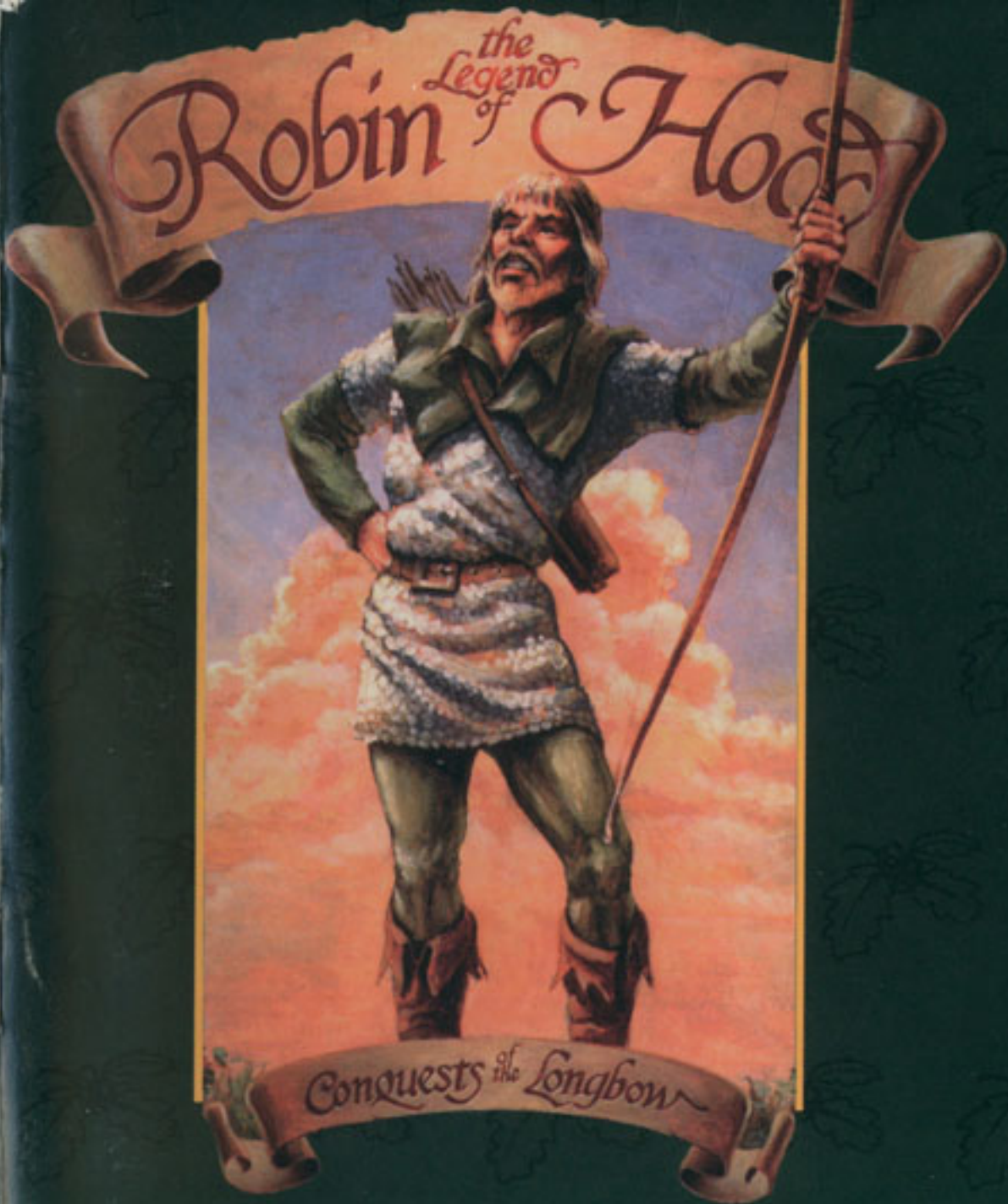
**SIERRA**

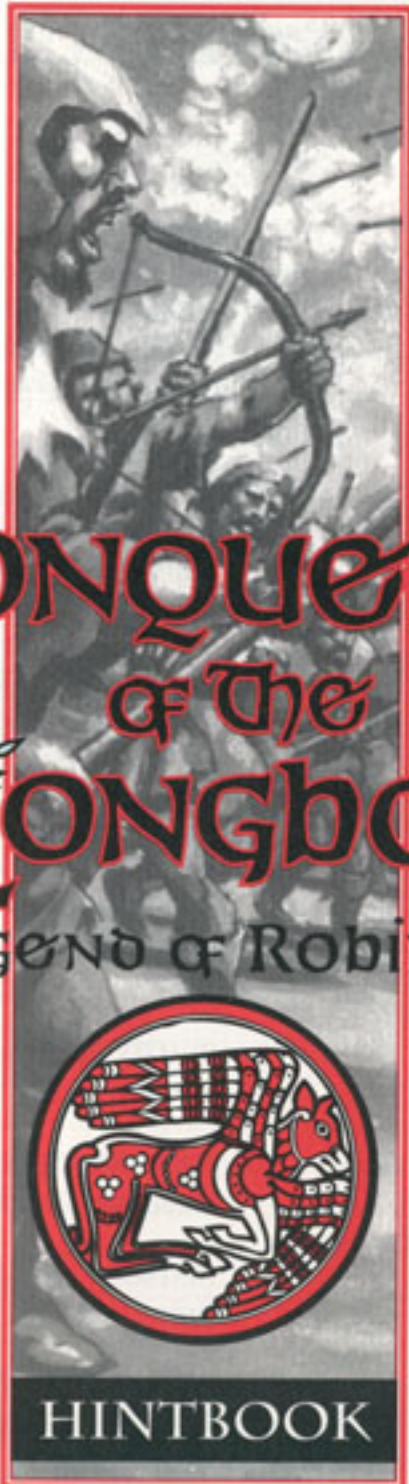




™ designates a trademark of  
Sierra On-Line, Inc.  
© is a registered trademark of, or licensed  
to, Sierra On-Line, Inc.  
© 1992 Sierra On-Line, Inc. All Rights  
Reserved. Printed in the U.S.A.  
Sierra On-Line, Inc.  
Coarsegold, California 93614

003811800





**C**ONQUESTS  
of the  
**L**ONGBOW

The Legend of Robin Hood

HINTBOOK

## ◇ CREDITS ◇

### EXECUTIVE PRODUCER

Ken Williams

### CREATIVE DIRECTOR

Bill Davis

### DIRECTOR

Christy Marx

### PRODUCER

Guruka Singh Khalsa

### GAME DESIGNER

Christy Marx

### ART DESIGNER

Kenn Nishiuye

### LEAD PROGRAMMER

Richard Aronson

### MUSIC DIRECTOR

Mark Seibert

### ANIMATORS

Ernie Chan, Gerald Moore, Eric Kasner,  
Deanna Yhalkee, Frances Powell,  
Al Roughton, Diana Wilson, Nathan Larsen,  
Tamra Dayton

### BACKGROUND ARTISTS

Ernie Chan, Al Roughton, Arturo Sinclair, Jay Allan  
Friedmann, Terrence C. Falls, Jerry Jessurun, Dana  
M. Dean, Roger Hardy, Jr, Phyllis Cucchiara, Teresa  
D. Tidd, Gerald Moore

### PROGRAMMERS

Bob Fischbach, Robert L. Mallory, Todd Powers,  
Vana Baker, Cynthia L. Goff,  
Yoko Hayashi, J. Mark Hood, Krishnan Shankar,  
Brian K. Hughes, Carlos Escobar

### DEVELOPMENT SYSTEM

Jeff Stephenson, Robert E. Heitman, Dan Foy, Larry  
Scott, J. Mark Hood, Eric Hart, Mark Wilden, Chris  
Smith, Terry McHenry, Chad Bye, Ken Koch, John  
Rettig, John Crane, Steven Coallier, Randy Moss

### ADDITIONAL MUSIC AND SOUND EFFECTS

Aubrey Hodges, Chris Braymen, Ken Allen, Orpheus  
Hanley

### QUALITY ASSURANCE

Dan Scott

### HINTBOOK WRITERS

Christy Marx, Patrick Bridgemon, Bill Larkins

### HINTBOOK DESIGN

Nathan Gams

### HINTBOOK ILLUSTRATIONS

Ernie Chan, Al Roughton

## ◇ TABLE OF CONTENTS ◇

A GAME IS BORN .....	4
HOW THIS BOOK WORKS .....	18
GAME HINTS .....	19
IN THE OUTLAW CAMP .....	22
IN SHERWOOD FOREST .....	23
WATLING STREET .....	28
DAY 1: EXPLORING .....	30
DAY 2: SLIPPER .....	31
DAY 3: BEGGAR .....	32
DAY 4: SILVER COMB .....	34
DAY 5 .....	35
DAY 5 OR 6 (FENS MONK) .....	36
RIDDLES OF THE GEMSTONES .....	37
DAY 5 OR 6 (ABBAY MONK) .....	42
THE ABBOT'S PUZZLE BOX .....	47
DAY 7: HAND CODE .....	48
THE GREEN MANS RIDDLES .....	51
DAY 8: PUCK/NOTTINGHAM FAIR .....	53
DAY 9: JEWELER .....	56
DAY 10: MARIAN'S RESCUE .....	58
DAY 11: TREASURE TRAIN .....	60
DAY 12: FALSE KNIGHT .....	61
DAY 13: QUEEN'S KNIGHT .....	63
DURING THE TRIAL .....	65
AFTER YOU HAVE COMPLETED THE GAME .....	65
FULK'S VERSES .....	66
LATIN TRANSLATIONS .....	69
NINE MEN'S MORRIS GAME .....	70
POINTS LIST .....	76
LIST OF INVENTORY OBJECTS .....	83
MONEY .....	83
MAPS .....	87



# A GAME IS BORN...

by Christy Marx



When the idea of doing a Robin Hood game was suggested to me, I was delighted. Robin Hood has always been one of my favorite heroes, not to mention how much I love the Medieval time period in general. Just about any ancient time period, in fact. I'm fascinated with the details of how people lived their lives, how they thought and reacted, what they ate and wore, and so on. I'm fascinated by ruins, by ancient writing and tantalizing hints of lost knowledge.

So here was another chance to mix legend and history. Robin Hood himself is pure legend, but the setting of twelfth century England allowed me to explore and use history.

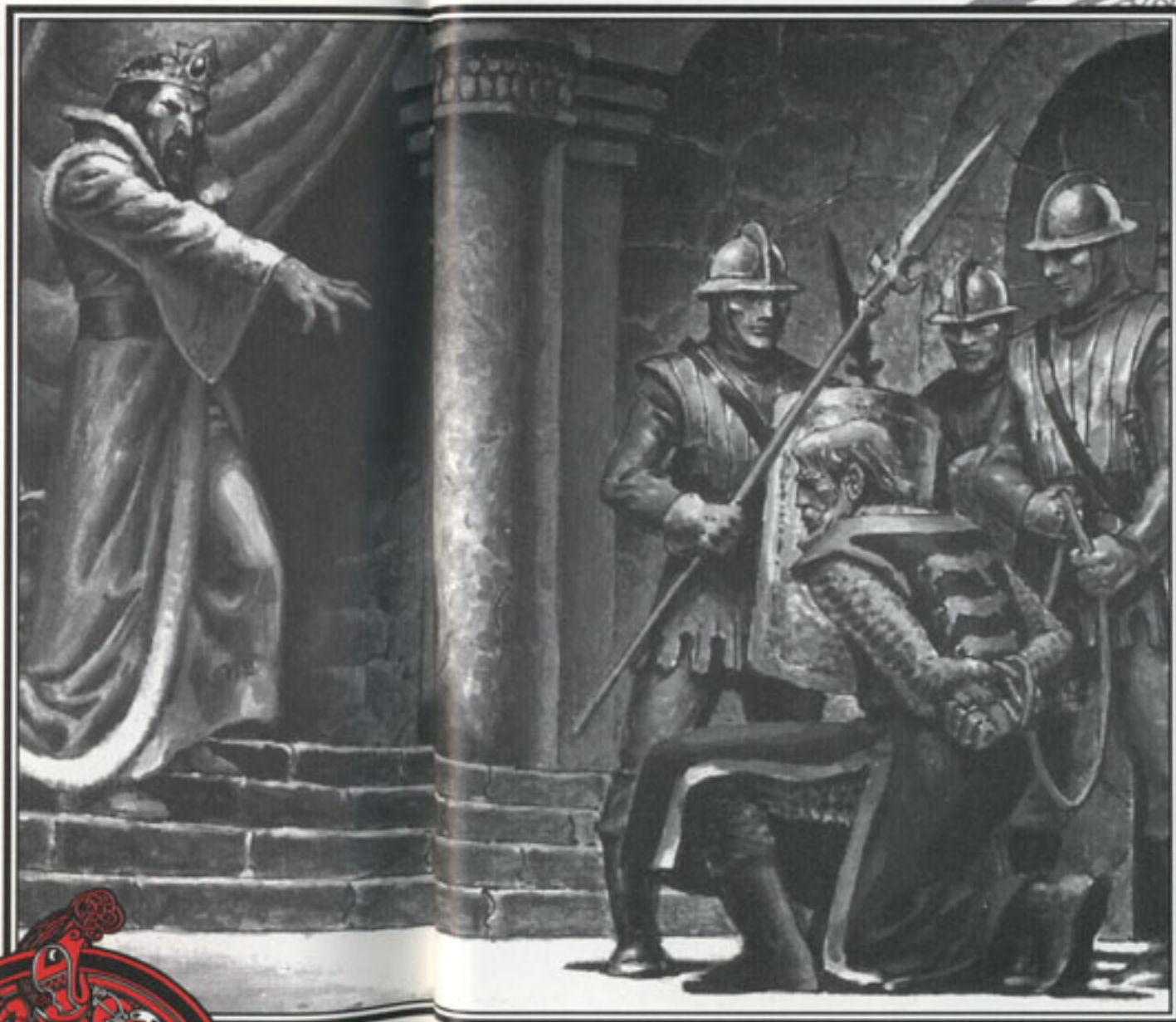


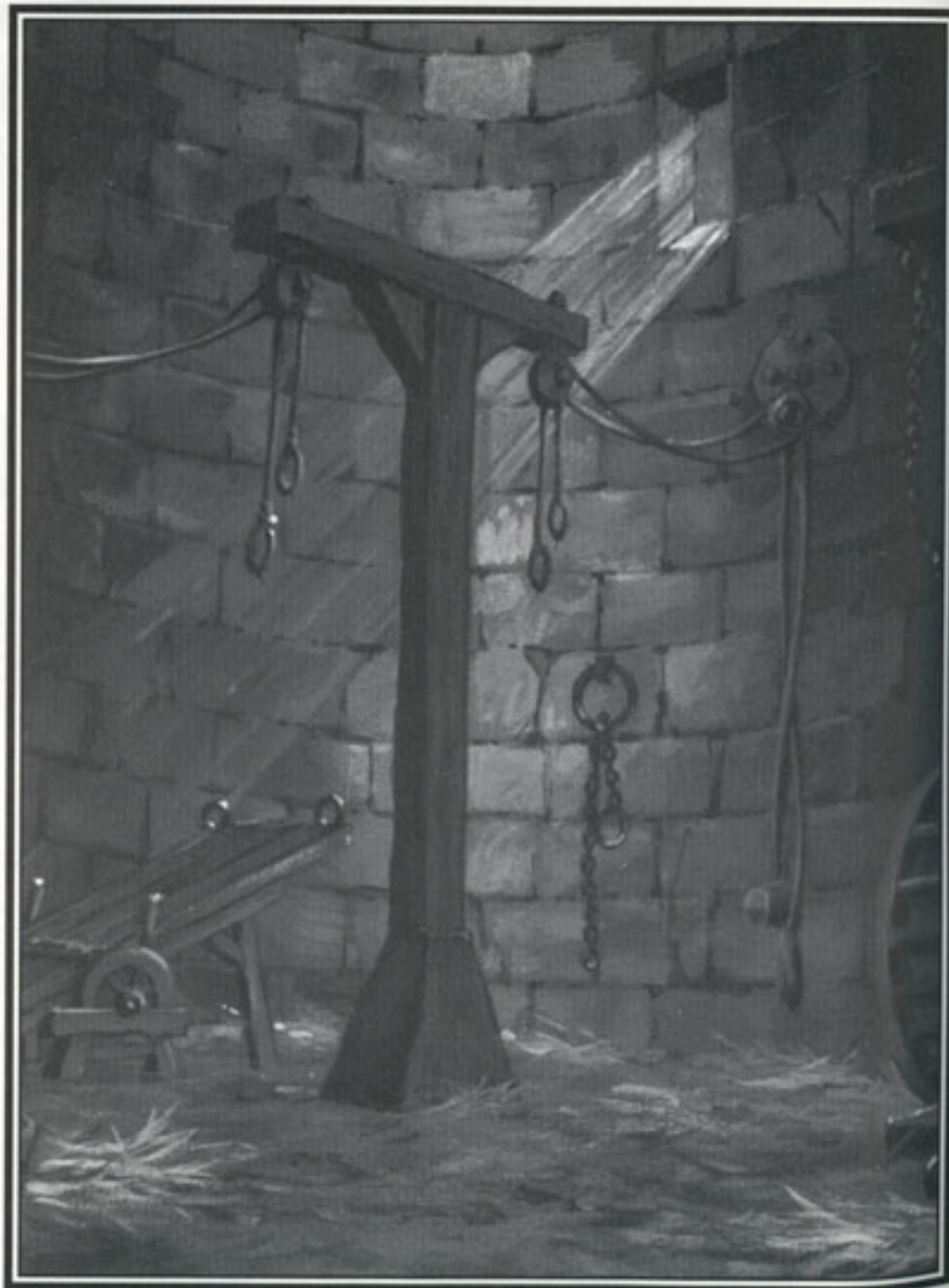
**I** began my preparation for designing the game by reading different versions of the Robin Hood stories. Then I obtained some excellent books which provided the original ancient ballads and lots of scholarly research into the outlaw legends.

I read and researched many aspects of the time period, including reading fanciful ballads written about King Richard, which featured an amazing mishmash of historical battles and wildly improbable adventures.

I contacted the historical library of Nottingham and obtained all sorts of wonderful information about the town which included maps, drawings of the castle, descriptions of their Fairs and market products, and all those obscure, but useful bits of background information that become so vital to the richness of a game.

Reading and absorbing all of this took a couple of months. Then I began to formulate the direction I should take. I wanted one large goal for the game, with lots of secondary goals and subplots. I decided to use historical fact as my jumping off point and selected the capture of King Richard in 1192 as he was





attempting to return from the Third Crusade. He was travelling through Europe in disguise when he was betrayed and taken prisoner by King Leopold of Austria. The ransom demanded varies from source to source as being either 100,000 or 150,000 marks. He was released early in 1194 after a great deal of intrigue by Prince John and others failed to prevent it.



his provided me with an excellent backbone for a story: to raise ransom and save the King.

I began to work out which characters to use and what their relationships would be. One of my early decisions was to skip all the various stories about how Robin met his men. Those stories have been told in plenty of movies and other forms and didn't contribute much to game play.

Marian was another character to whom I gave a lot of thought. I knew I had to give her some new and different twist.

Slowly, an entire plotline took shape. I grabbed elements directly from the old Robin Hood ballads, added historical tidbits, threw in bits and pieces from the King Richard ballads, and incorporated a lot of my research into the Druids.

Why the Druids? Because one of the biggest characters in the Robin Hood legends is one that is most often ignored — the forest itself. The forest was the only thing that made the existence of a Medieval outlaw possible. An outlaw was literally that — a man outside the law. No law-abiding citizen was allowed to help an outlaw in any way. No town or village or dwelling was supposed to admit him. There was nothing left except the forest.





he Druids worshipped many trees and had lots of forest lore that fit beautifully with my desire to make Sherwood Forest something more than a mere backdrop. And also gave me the special twist I wanted for Marian.

Next, I wrote a game outline which told the whole plot of the game, rather like a short story, and mentioned each puzzle, riddle or type of problem that had to be solved along the way. This ran to sixteen single-spaced, typed pages.

Rough sketch of the cathedral.



Miniature painting for color key.



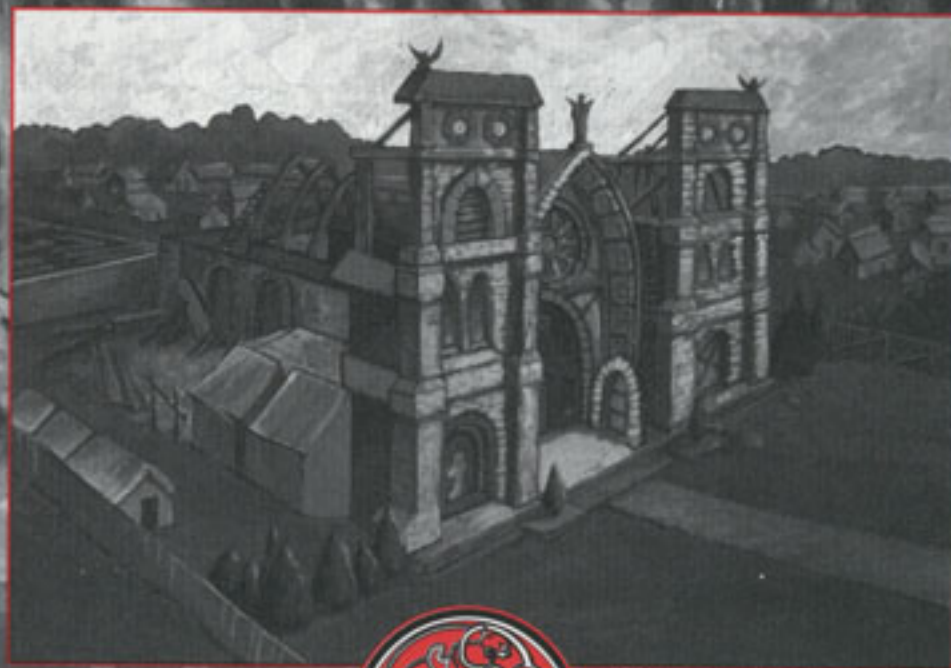
Finished line drawing of the Cathedral.



The Art Director went to work turning the outline into a storyboard. Storyboarding is a process commonly used in movies and always in animation. In movies and animation, the script is broken down into single-panel drawings of all the actions in each scene with the lines of dialogue pasted underneath.

Our storyboard consisted of hundreds of single-panel illustrations, one for each screen shot that would appear in the game. When they were laid out so that they

Finished painting of the Cathedral ready for scanning.





showed every step in the entire game outline, they covered two boards that were forty-seven inches by ninety-four inches each!



Our Producer and other people looked it over, we discussed various aspects, and made changes as needed. By having the game laid out visually step by step, we could look for problems in how the player would get from one place to another, or how the overall game design would flow from one event to another.

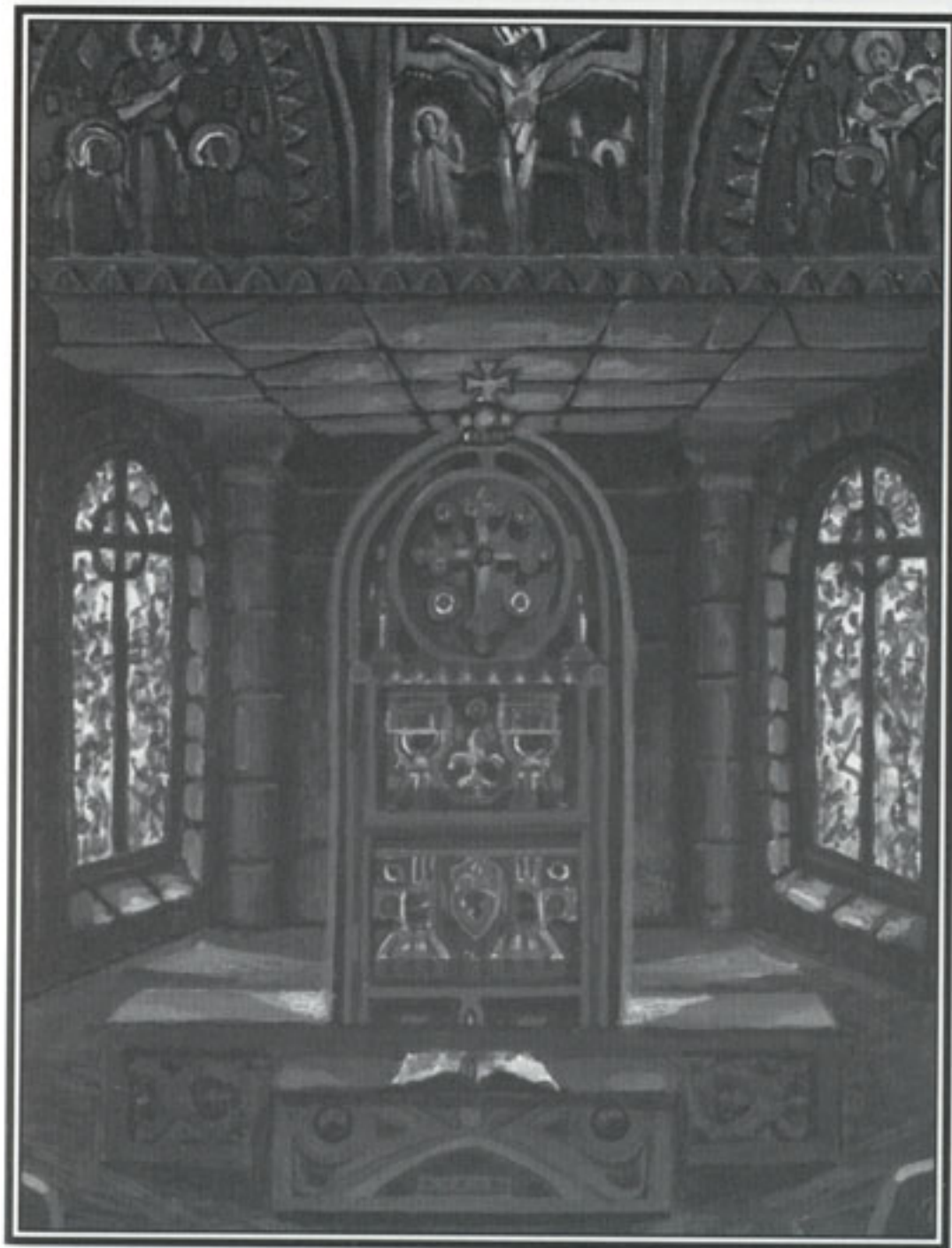
I then wrote descriptions for all the characters in the game, covering everything from their personality traits to what kind of clothes they should wear. The artists did character sketches which were approved or revised.

Another major part of the game design was to decide upon and then write descriptions of each picture that had to be painted for a background. I needed to determine the setting for each piece of action and describe what we needed to see in each one.

To help the artists as much as I could, I brought in whatever reference material I could find: costume books with Medieval clothing, hats, boots, etc.; what the earliest form of spinning wheel looked like; what the coin of that time looked like; the maps of ancient Nottingham, and so on.

With storyboard, character designs and picture sketches approved, the art team was divided into background artists and animation artists.

The background artists drew the pictures. Then the drawing was either painted by one of our artists, or was sent to an animation studio overseas to be painted, and then usually touched-up once it came back.





Finished line drawings for two of the action sequences.



Miniature painting for color key.



Final painting of Robin Hood ready for scanning.

**B**y the way, this is a very common practice now in the animation business, though you may not realize it. Virtually every studio that produces animation today (nearly all the Saturday morning cartoons and the syndicated cartoon series), with one or two rare exceptions, has its artwork produced at various animation studios overseas in such places in Japan, France, Korea, Ireland and Australia.

At the same time as the pictures were being painted, the animation team selected people to act out the roles of our characters so that they could be videotaped. When it came to getting Robin right, especially using the bow, I found a genuine

longbow archer from Fresno who brought up his own longbow. We taped him firing the bow from all the angles, then taped him walking and jogging on a treadmill with bow in hand, and various other actions.

For the love scene between Robin and Marian, however, we opted for a pair of real-life lovers and used one of our own programmers and his fiancée. A merry time was had by all. She also performed all of the other actions for Marian, such as the dance which I choreographed on the spot.

The videotapes of the actors were digitized and the artists turned them into the finished animations that you see on your computer screen, complete with costumes.



During the production of the artwork, which took many, many months, I was writing the actual documentation and text for the game. By documentation, I mean a detailed description for the programmers of every single action and variable possibility that could occur in the game.

The text is whatever you see on the screen (or, in CD, what you hear): every response that comes up when you click an icon, all of the dialogue between characters, riddles, etc.

I have on my desk three 3-inch binders and two 2-inch binders that are packed full of hundreds of pages of documentation. I figure I've generated easily enough material for five screenplays or one whole novel.

At the time I write this, we have over 1,500 separate pieces of animation for the game and 81 pictures.

Once pieces of art and documentation reached completion, the programmers could start their work. They put in months of hard work writing the code that makes it all come together into a game.

Along with my writing, I was consulting with the composer to work out the music. He agreed with me that we should go for the sounds of the Medieval instruments, like the psaltery and lute. Because of my background playing the Celtic harp, I have good books



of folk tunes and I was able to bring in several traditional Robin Hood songs to serve as a basis of inspiration for some of our music.

We had to determine how many pieces of theme music we'd need and for which characters, and also generate a list of every single sound effect that had to be done. We ended up with something on the order of over three-hundred sound effects.

As Director of the game, I was equally involved in developing art for the box cover, writing the game book, and overseeing all aspects of the game.

But a game isn't created by any one person. It's the result of a wondrous alchemy in which many creative people contribute. So to the producer, artists, programmers, composers, and QA (game testers), I owe a debt of thanks for helping turn my design into a finished product and improving it along the way.

I hope you've enjoyed this tour through the birth and development of a game. Your feedback is always welcome. You may write to me at the following:

Christy Marx

c/o Sierra

P.O. Box 600

Coarsegold, CA 93614-0600



# HOW THIS BOOK WORKS

The whole point of playing *Conquests of the Longbow* is to discover its puzzles and solutions to them. However, some puzzles may be so well hidden that you don't even know where to begin. Or this may be your first experience with an adventure game. If you feel that you're really stuck, look through and find the question that best describes your problem.

Think of this book as your complete reference to *Conquests of the Longbow*. The hint answers are arranged to progress from a slight hint to an out and out solution to each puzzle. In fact, an answer with a star (\*) beside it will be very specific, often giving you the exact actions you need to solve the puzzle. We recommend you read only the hints you need and avoid reading the last answer of each question unless you're completely stumped. In fact, if you read every answer (one after another) in this book, you'll complete the game very quickly, but you'll miss the challenge and excitement of this game. You get the point, right? Please use this book with discretion.

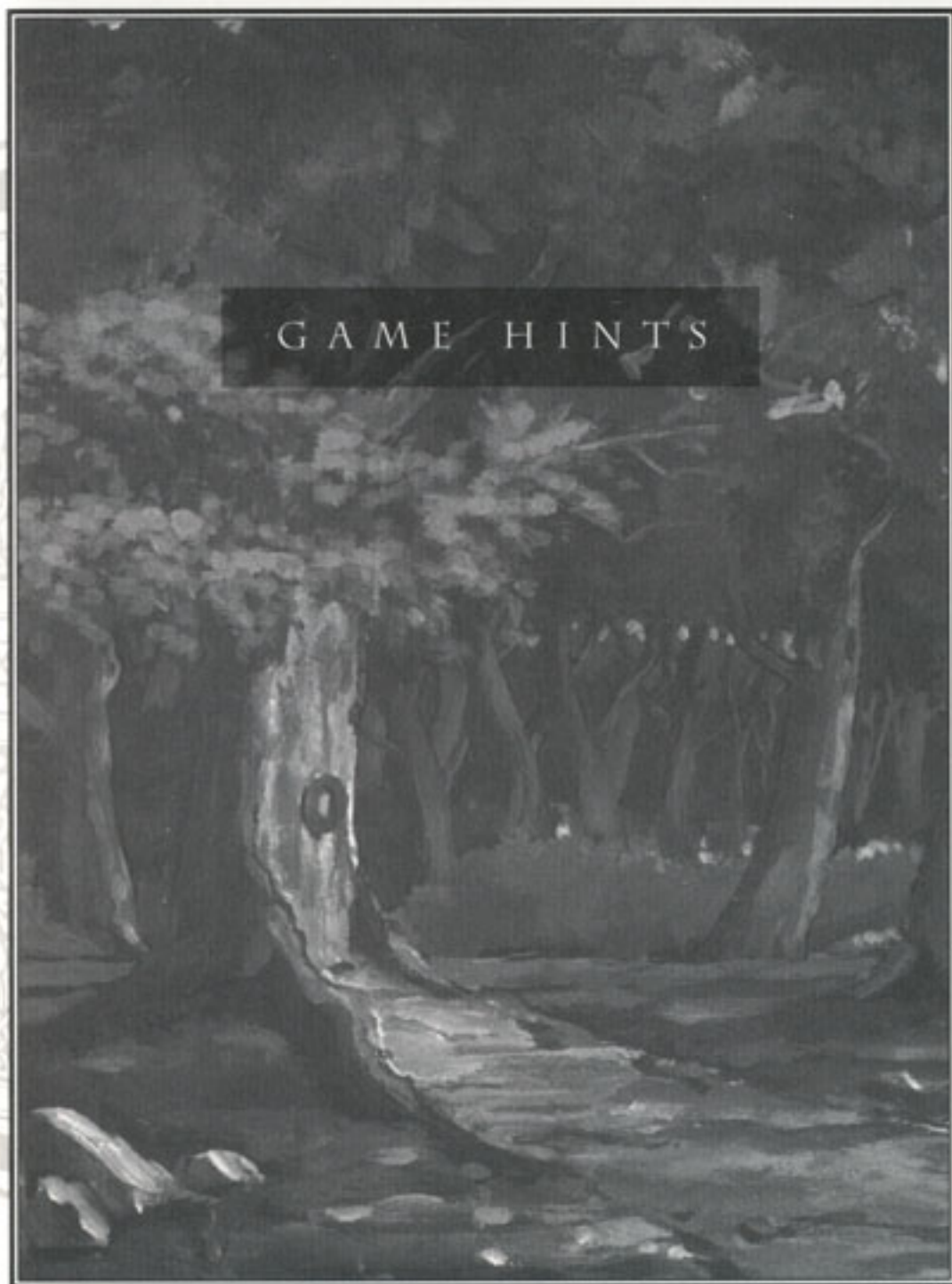
## Note to Beginning Adventurers

If you've never played a Sierra 3-D Animated Adventure Game, here are some tips to help get you started:

- 1) Remember to save your game frequently, especially whenever you're about to try something that could be risky. If you mess up, you can restore to your previous position and try something different. Your game manual has more details on saving and restoring games.
- 2) Pay attention. Look at everything and talk to everyone. Pick up anything that's not nailed down. You never know where you might pick up a valuable object or clue.
- 3) Try anything. Anything you try might be the solution to a game situation, though some solutions have better results than others. Just remember to save first.

## If You Have Finished *Conquests of the Longbow*

The last section of this hint book entitled *After You've Completed the Game* contains a points list, an object list, a list of things you may not have tried in the game, maps, and some other interesting detailed information. If you've played through and want to see how to improve your score or see what you might have missed, take a look. Thank you for purchasing *Conquests of the Longbow*. We hope you have as much fun playing it as we had creating it.



## General Questions

Before reading the hints here, please take a look at the game click-through in your Longbow game documentation.

### Robin moves too fast! Robin moves too slow!

On the Icon Bar you'll find a computer icon. Choose it to bring up the control panel. You'll see a slider for adjusting the animation *speed*. If your game still runs too slowly, adjust the animation *detail* slider down until you find a combination of speed and detail levels you can live with.

### How do I look at things, talk to people, etc.?

Check out the Icon Bar at the top of the screen (press ESC or place the mouse cursor at the very top of the screen to see the Icon Bar). These icons represent all possible game activities.

When you choose an icon, the cursor will change to that shape. You can also click your right mouse button (or SHIFT-Click) to cycle through the cursors and the middle mouse button (or CTRL-Click) to toggle between the walk cursor and the last cursor used.

Or, if you're using your computer's keyboard, press a direction key on the numeric keypad, or cursor keys. To stop your character, press the same direction key again. To execute a command, press ENTER. To cycle through the available cursors, use the number five key on your numeric keypad.

#### Example:

To talk to someone, click the talk cursor on him. (With the keyboard, position the cursor on him using your cursor keys and press ENTER.)

To look at something, click the eye cursor on it. (With the keyboard, position the cursor on it using your cursor keys and press ENTER.)

To walk somewhere, click the walk cursor on that screen position. (With the keyboard, simply press your arrow or cursor keys to move in that direction.)

To take action on something or someone, click the hand cursor on the person or thing. (With the keyboard, position the cursor on the person or thing using your cursor keys and press ENTER.) This cursor performs many different game actions. You will want to use it liberally.

### I don't understand how time works in this game. How long is a day?



### How many days are there?



### How will I know when a Day should end?



### I have some money, but how valuable IS a penny anyway?



## General Questions

Before reading the hints here, please take a look at the game click-through in your Longbow game documentation.

### Robin moves too fast! Robin moves too slow!

On the Icon Bar you'll find a computer icon. Choose it to bring up the control panel. You'll see a slider for adjusting the animation *speed*. If your game still runs too slowly, adjust the animation *detail* slider down until you find a combination of speed and detail levels you can live with.

### How do I look at things, talk to people, etc.?

Check out the Icon Bar at the top of the screen (press ESC or place the mouse cursor at the very top of the screen to see the Icon Bar). These icons represent all possible game activities.

When you choose an icon, the cursor will change to that shape. You can also click your right mouse button (or SHIFT-Click) to cycle through the cursors and the middle mouse button (or CTRL-Click) to toggle between the walk cursor and the last cursor used.

Or, if you're using your computer's keyboard, press a direction key on the numeric keypad, or cursor keys. To stop your character, press the same direction key again. To execute a command, press ENTER. To cycle through the available cursors, use the number five key on your numeric keypad.

Example:

To talk to someone, click the talk cursor on him. (With the keyboard, position the cursor on him using your cursor keys and press ENTER.)

To look at something, click the eye cursor on it. (With the keyboard, position the cursor on it using your cursor keys and press ENTER.)

To walk somewhere, click the walk cursor on that screen position. (With the keyboard, simply press your arrow or cursor keys to move in that direction.)

To take action on something or someone, click the hand cursor on the person or thing. (With the keyboard, position the cursor on the person or thing using your cursor keys and press ENTER.) This cursor performs many different game actions. You will want to use it liberally.

## I don't understand how time works in this game. How long is a day?

- The days in this game will vary in duration. Some will be very short, others could take you a very long time to complete. This depends on both your skill as a player and on the number of events and problems that have to be solved before each day will end. And each day is different. Some are simple, some are complex.
- \* These days aren't running on a clock. A day will end only when these events and problems have been played out.

## How many days are there?

- \* There are thirteen days in the game. Though you'll see reference to things happening on certain Days of the game, they aren't necessarily consecutive within Robin's reality. Days or weeks may pass for Robin between some Days of game play. Text messages will tell you so in between the night and day scenes. But for practical purposes, count a Day each time Robin wakes in his cave after a night scene.

## How will I know when a Day should end?

- \* A Day will end automatically only when you've done everything that you have to do on that Day. If a Day hasn't ended, you know there's still something you have to do or see.

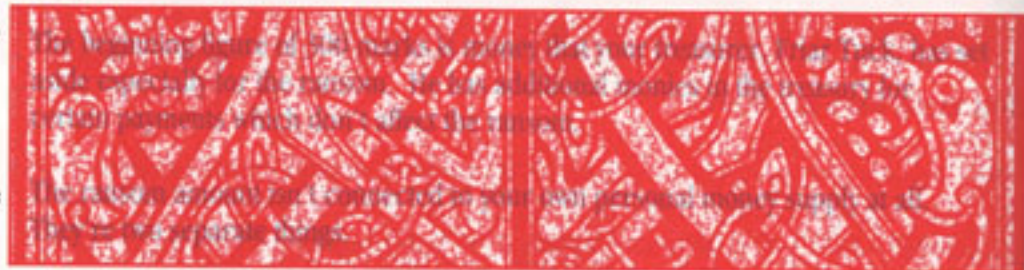
## I have some money, but how valuable IS a penny anyway?

- Let's put it this way, you shouldn't need to give more than a penny to a poor person to make that person very happy. Even a ha'penny or a farthing will do, but a penny is good.
- In other places, people will want specific amounts of money and will tell you so. Three or four farthings is a very decent amount of money (meaning roughly the amount that will usually bribe guards and so forth). Someone like the Sheriff would require slightly larger amounts, like nine or ten farthings, to gain his interest.





• Why doesn't the ransom amount change when I give large amounts of money to someone?



• Why does my map icon disappear sometimes?



## IN THE OUTLAW CAMP

• How do I get money?



• How do I get my horn?



• How do I use my horn?



• How do I change clothes?



• What happens to the things I was carrying when I change into another disguise?



## IN SHERWOOD FOREST

• I need help! How do I get my men to appear?



- Gambling would only require a farthing or ha'penny. You'd be a serious gambler to gamble a penny or more.

### Why doesn't the ransom amount change when I give large amounts of money to someone?

- The beginning figure of 300 marks is money that your treasurer, Friar Tuck, has set aside especially for the ransom. He has additional monies in the treasury for certain payments which don't affect the ransom.
- \* The ransom amount isn't connected to your own personal money supply at all. They're two separate things.

### Why does my map icon disappear sometimes?

- Remember that although the map icon is a handy shortcut, you must still think that you are passing through all of the territory between one spot and another on the map. So if you're in the Oak Grove and you click on the Willow Grove, it's as though you've walked through the forest and crossed Watling Street to get there.
- \* The map icon will be disabled at certain times in the game, such as the following:
  - a) when you're inside a room or building,
  - b) if you're in a location that requires a special exit,
  - c) when the Sheriff's men are sweeping through the forest,
  - d) when you're in the middle of a programmed sequence, such as shooting the bow at someone.

## IN THE OUTLAW CAMP

### How do I get money?

- \* Click the hand cursor on the small chest inside your cave.

### How do I get my horn?

- \* Click the hand cursor on the horn hanging in your cave.

### How do I use my horn?

- \* Select the inventory icon from the Icon Bar. The inventory window will open. Click on the arrow in the inventory menu, click the arrow on the horn, the horn cursor will appear, click the horn cursor on the OK button. The horn is now your selected inventory item. Click the horn cursor on Robin.

### How do I change clothes?

- \* If you have a disguise, it's in a pile on top of one of the skins in your cave. Click on it with the eye cursor if you need to identify it. Click the hand cursor on the pile of clothes to change into that disguise. Your outlaw garb will then become a pile of clothing. Click the hand cursor on your outlaw clothes to change back again.

### What happens to the things I was carrying when I change into another disguise?

- \* Certain inventory items remain either with your outlaw clothes or with specific disguises. You can carry around money at any time, but it wouldn't make sense for a Monk to carry a horn around, or for a Beggar to have a bow. Assume that you've been clever enough to know what is safe or wise to carry and have left the rest behind. You'll get them back when you change clothes again.

## IN SHERWOOD FOREST

### I need help! How do I get my men to appear?

- \* Blow your horn. It's hanging inside your cave, if you don't have it. To get the horn in the cave, click the hand cursor on the horn. The horn goes into your inventory.
- \* To blow the horn, open the inventory, select the horn as your inventory item, then click the horn cursor on Robin.



I keep wandering around Sherwood forest, but nothing happens. What am I supposed to do?



The forest is really bewildering. How can I figure out where I am? I keep getting lost!



But how do I tell what kind of tree is what?



Why does a close-up of a branch appear when I click the eye cursor on some trees and not on others?



Why can't I use the main map of Nottinghamshire to shortcut to the groves?



## I keep wandering around Sherwood forest, but nothing happens. What am I supposed to do?

- The most important thing you need to know about this game is that each day of the game continues until you've done everything you have to do on that day. So if the day hasn't ended, there's still something you have to see or do, so keep looking.
- There are key places to visit that will cause certain events to be triggered. The most important is the Watling Street Overlook. You reach this by leaving your outlaw camp to the west (the left side of the screen) and continuing to travel due west through the forest until you reach the hill which overlooks the street.
- You only need to travel through the forest this way once to get to the Overlook. After you've been there one time, you will be able to find an icon for the Overlook on the main map of Nottinghamshire and can just click on it to go there.
- Be sure to remain on the Overlook for at least a minute or so, long enough to make sure that there is or is not a traveller reaching this part of the road. Sometimes, you'll receive a hint or clue about this ahead of time from one of your men, so pay attention to everything they tell you.
- Visit other places such as the Widow's Cottage, which are indicated on the main map as well.
- \* Sometimes it will be necessary to wander around within the forest for a while to trigger an event. Take advantage of this to become familiar with the locations of the groves of Druid trees. This becomes important later. There's also a map of Sherwood Forest provided at the end of this hint book.

## The forest is really bewildering. How can I figure out where I am? I keep getting lost!

- In the back of this hint book is a helpful map of Sherwood Forest. It shows all the major locations, as well as where the groves of Druid trees are located.
- When you're actually in the forest, it should be obvious to you when you've reached a grove because there will be many of the same special trees located there, usually clustered around the center.

- \* As you get close to a grove, you will begin to see one or two of that kind of tree appear at the edge of the scene. This hints to you that a grove of that kind of tree is close by in that direction.

## But how do I tell what kind of tree is what?

- Click the eye cursor on a tree. If a general text message of some sort appears, then it's not a Druid tree and is of no special importance.
- \* If a close-up illustration of leaves and berries, or leaves and flowers, or just leaves appears, this identifies it as a Druid tree. To identify the type of Druid tree, consult your game documentation and find an illustration to match the tree on the screen. You'll also find the tree's secret Druid name there.



## Why does a close-up of a branch appear when I click the eye cursor on some trees and not on others?

- The close-up of the branch appears only when you click on one of the Druid trees or plants.
- \* The purpose of the close-up is to allow you to identify which Druid tree you're looking at by comparing it to the matching illustrations in your game documentation. You'll also find the tree's secret Druid name there.

## Why can't I use the main map of Nottinghamshire to shortcut to the groves?

- Because.
- Come on, you've got to spend some time in your forest.

Besides, it would have driven the programmers crazy and they barely survived this game with their minds intact as it is.

### How do I find the shooting glade?

- \* To find the shooting glade, you have to travel to the Point of View scene. From there, you can go to the shooting glade in the north direction.

### I'm in the shooting glade. How do I shoot?

- To shoot, you have to aim the bow cursor over the target. You can do this by clicking on the target with the mouse. The bow cursor will change to a point of view scene. You can then click on the target with the mouse to shoot. The arrow will fly through the air and hit the target. You can see the arrow's path in the air. You can also see the target's health bar. The target's health bar will decrease as you shoot at it. You can also see the target's name. The target's name will be "Sheriff's Men".
- \* You can also shoot at the target by clicking on the target with the mouse. The bow cursor will change to a point of view scene. You can then click on the target with the mouse to shoot. The arrow will fly through the air and hit the target. You can see the arrow's path in the air. You can also see the target's health bar. The target's health bar will decrease as you shoot at it. You can also see the target's name. The target's name will be "Sheriff's Men".

### I want to practice my shooting, but I can't get the bow cursor to change to the Point of View scene.

- \* You can't get the bow cursor to change to the Point of View scene if you are not in the shooting glade. You have to travel to the shooting glade first. You can do this by clicking on the target with the mouse. The bow cursor will change to a point of view scene. You can then click on the target with the mouse to shoot. The arrow will fly through the air and hit the target. You can see the arrow's path in the air. You can also see the target's health bar. The target's health bar will decrease as you shoot at it. You can also see the target's name. The target's name will be "Sheriff's Men".
- \* You can't get the bow cursor to change to the Point of View scene if you are not in the shooting glade. You have to travel to the shooting glade first. You can do this by clicking on the target with the mouse. The bow cursor will change to a point of view scene. You can then click on the target with the mouse to shoot. The arrow will fly through the air and hit the target. You can see the arrow's path in the air. You can also see the target's health bar. The target's health bar will decrease as you shoot at it. You can also see the target's name. The target's name will be "Sheriff's Men".

### Do I have to practice my shooting? Does it give me a skill rating or points or anything?

- \* Yes, you have to practice your shooting. You can do this by clicking on the target with the mouse. The bow cursor will change to a point of view scene. You can then click on the target with the mouse to shoot. The arrow will fly through the air and hit the target. You can see the arrow's path in the air. You can also see the target's health bar. The target's health bar will decrease as you shoot at it. You can also see the target's name. The target's name will be "Sheriff's Men".

### It's Day Two of the game and I've wandered and wandered and been to the Overlook and I don't know what else to do. Nothing seems to be happening.

- You can't do anything else in the game. You have to wander around and see what happens. You can also see the target's health bar. The target's health bar will decrease as you shoot at it. You can also see the target's name. The target's name will be "Sheriff's Men".
- \* You can't do anything else in the game. You have to wander around and see what happens. You can also see the target's health bar. The target's health bar will decrease as you shoot at it. You can also see the target's name. The target's name will be "Sheriff's Men".



### Help! How do I escape from the Sheriff's men in the forest?

- You can't escape from the Sheriff's men in the forest. You have to stay in the forest and see what happens. You can also see the target's health bar. The target's health bar will decrease as you shoot at it. You can also see the target's name. The target's name will be "Sheriff's Men".
- You can't escape from the Sheriff's men in the forest. You have to stay in the forest and see what happens. You can also see the target's health bar. The target's health bar will decrease as you shoot at it. You can also see the target's name. The target's name will be "Sheriff's Men".
- You can't escape from the Sheriff's men in the forest. You have to stay in the forest and see what happens. You can also see the target's health bar. The target's health bar will decrease as you shoot at it. You can also see the target's name. The target's name will be "Sheriff's Men".

### What's with these weird little creatures that keep running around in the forest? How can I catch one?

- These are little creatures that keep running around in the forest. You can catch one by clicking on it with the mouse. The creature will be caught in a net. You can then click on the net to release the creature. The creature will be released and will run around in the forest again. You can also see the target's health bar. The target's health bar will decrease as you shoot at it. You can also see the target's name. The target's name will be "Sheriff's Men".
- These are little creatures that keep running around in the forest. You can catch one by clicking on it with the mouse. The creature will be caught in a net. You can then click on the net to release the creature. The creature will be released and will run around in the forest again. You can also see the target's health bar. The target's health bar will decrease as you shoot at it. You can also see the target's name. The target's name will be "Sheriff's Men".
- These are little creatures that keep running around in the forest. You can catch one by clicking on it with the mouse. The creature will be caught in a net. You can then click on the net to release the creature. The creature will be released and will run around in the forest again. You can also see the target's health bar. The target's health bar will decrease as you shoot at it. You can also see the target's name. The target's name will be "Sheriff's Men".
- These are little creatures that keep running around in the forest. You can catch one by clicking on it with the mouse. The creature will be caught in a net. You can then click on the net to release the creature. The creature will be released and will run around in the forest again. You can also see the target's health bar. The target's health bar will decrease as you shoot at it. You can also see the target's name. The target's name will be "Sheriff's Men".

### How do I find the shooting glade?

- \* Head north or northeast out of your camp (toward the top or top right of your screen). Travel one forest scene to the north and you'll come to it.

### I'm in the shooting glade. How do I shoot?

- For more instructions on POV archery, see your game documentation.
- \* Select the bow icon and click the bow cursor onto a tree or target. You'll change to a POV (Point of View) of your hand on your bow with an arrow nocked and ready to fire. Use the bow cursor to move the tip of the arrow around until it's aimed where you want. Don't worry that the bow cursor disappears as the arrow falls over the targets. We do that so you can see more clearly without the cursor getting in the way.

### I want to practice my shooting, but I can't get the bow cursor to change to the Point of View scene.

- \* Go up to the menu bar and select the computer icon. Check your arcade setting. If you have it set all the way at the bottom, you're in WIN mode and you bypass all arcade sequences, including POV archery.
- \* Simply move the slider up slightly into another setting, return to PLAY, and now you should be able to do POV archery.

### Do I have to practice my shooting? Does it give me a skill rating or points or anything?

- \* No, it's just here for practice so that later, when it really counts, you've had a chance to get a feel for shooting your bow.

### It's Day Two of the game and I've wandered and wandered and been to the Overlook and I don't know what else to do. Nothing seems to be happening.

- Going to the Overlook on this day won't help.
- \* On this day, you need to spend a fair amount of time walking through the forest

itself. A certain, special event will happen when you've walked through a certain number of the forest scenes. Perhaps by some fluke, you're missing the specific areas that you must walk through. Keep at it.

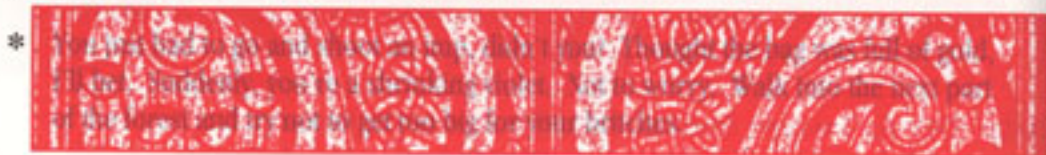
### Help! How do I escape from the Sheriff's men in the forest?

- You must reach one of the groves of Druid trees. Identify which type of tree it is and use the Hand Code to spell out the tree's Druid name. If you look at the map of Sherwood, you'll see there are fourteen groves scattered throughout the forest.
- Don't forget that the blackberries are also a Druid plant and there are many parts of the forest with blackberry bushes.
- You can't use the map here because the map still implies that you're moving through the forest and the forest is filled with Sheriff's men.

### What's with these weird little creatures that keep running around in the forest? How can I catch one?

- Those are forest imps or sprites. Click the eye cursor on one as it runs past and you'll get some information.
- You need a Golden Net to catch an imp. You'll receive a Golden Net when you've earned it, so just keep doing noble deeds.
- To catch the imp after you have the Golden Net, select the net from inventory. Next, click it—not on the running imp—but just *ahead* of the imp so that the net and imp will intersect by the time the net gets to where the imp is going.
- You can make this easier or harder by selecting the computer icon from the Icon Bar and adjusting the arcade setting up or down. (See instructions in your game documentation for more details on arcade settings.)
- Oh, and be very, very careful about shooting an imp with your bow. Remember, you've been warned!

I got the imp's bag! What do I do now?!



## WATLING STREET AND THE OVERLOOK

How do I find the Overlook?



I'm on the Overlook and I see someone on the street, but what do I do now?



I went down to the street from the Overlook, but I guess I wasn't fast enough. Did I miss my chance to catch the traveller I saw?



I really blew it on my first encounter with this traveller. Do I only get one chance?



I hurried through the forest as fast as I could, and I still can't seem to catch up to the traveller I saw from the Overlook.



## I got the imp's bag! What do I do now?!

- \* You just had to go and shoot an imp, didn't you? Thought the bag was full of gold, I'll bet. Suddenly, you're a shrinking violet. Not to worry. Walk into the next part of the forest and try not to get too big for your britches.

## WATLING STREET AND THE OVERLOOK

### How do I find the Overlook?

- Leave your outlaw camp to the west (the left side of the screen). Continue to travel due west through the forest until you come to it.
- After you've been here once by travelling through the forest, you'll be able to shortcut here from the main map of Nottinghamshire.

### I'm on the Overlook and I see someone on the street, but what do I do now?

- You can ignore the whole situation...which is not a very good idea.
- You can walk forward down the hill, which will bring you down onto the street to encounter the traveller or travellers you've just seen.
- You can leave the screen to the left to also go down to the street.
- You can click the walk cursor on the street to take you there.
- \* You can click the hand cursor on the traveller(s) and that will take you down to confront him or her or them.

### I went down to the street from the Overlook, but I guess I wasn't fast enough. Did I miss my chance to catch the traveller I saw?

- Not necessarily. As long as you haven't gone back into the forest itself and are still

on the street, you have a chance to catch up to the traveller, but you must act quickly.

- Select the map icon from the Icon Bar. The main map of Nottinghamshire will appear. Now click the walk cursor on a lower or upper part of Watling Street on the map (depending on which direction the traveller was heading).
- With a bit of luck, you'll have taken a shortcut far enough down (or up) Watling Street and will encounter the traveller again. Remember that the traveller keeps walking steadily from the point where you saw him (or her) on the Overlook, so you want to select a section of street that puts you ahead of him.

### I really blew it on my first encounter with this traveller. Do I only get one chance?

- It depends on how far the traveller has gone down or up Watling Street. If you haven't read the hint before this one, read it to see how you can shortcut to other parts of Watling Street and try the encounter again.
- Or, of course, you can go back to an earlier saved game and start over from that point. You ARE saving games, right?

### I hurried through the forest as fast as I could, and I still can't seem to catch up to the traveller I saw from the Overlook.

- As soon as you return to Sherwood Forest, either from the Overlook or from Watling Street itself, you have lost that traveller. You can't shortcut by walking through the forest itself.
- You may intercept the traveller you see from the Overlook by doing the following:
  - a) going directly down from the Overlook to the street by clicking the walk cursor on the street or hand cursor on the traveller.
  - b) going to the main map and clicking on a lower or upper part of Watling Street (depending on the direction in which the person was travelling).
- Do not click on another location in the forest or you will again lose your chance to encounter that traveller. You must click only on Watling Street.

I've missed the traveller altogether. Now what?

- \* I'll have to go back to the Overlook and see if I can find him.
- \* The traveller is a man in a long coat and a hat. He's been seen in the woods near the Overlook. I'll go there and see if I can find him.

## DAY 1: EXPLORING

I've gone to the Overlook, talked to Little John, but after he goes away, nothing happens.

- \* I'll have to go back to the Overlook and see if I can find him.

I see the Sheriff's man and the peasant woman from the Overlook. What do I do?

- \* I'll have to go back to the Overlook and see if I can find him.

How do I save the peasant woman?

- \* I'll have to go back to the Overlook and see if I can find him.

He killed the woman! What do I do now?

- \* I'll have to go back to the Overlook and see if I can find him.



I found Will Scarlet and young Simon in the Shooting Glade. What should I do?

- \* I'll have to go back to the Overlook and see if I can find him.

I've met the Widow and her three sons. Is there anything else I can do for them?

- \* I'll have to go back to the Overlook and see if I can find him.

I'm certain I've done everything there is to do on Day One. Why won't the day end?

- \* I'll have to go back to the Overlook and see if I can find him.

## DAY 2: SLIPPER

Wait a minute, nothing seems to be happening today. How do I get going?

- \* I'll have to go back to the Overlook and see if I can find him.

How do I save Marian from the Monk?

- \* I'll have to go back to the Overlook and see if I can find him.

**I've missed the traveller altogether. Now what?**

- All is not lost.
- \* You can always return to your outlaw camp to see what might await you there. However, if you're playing for maximum points, you'll need to restore to an earlier saved game and encounter the traveller this time.

## DAY 1: EXPLORING

**I've gone to the Overlook, talked to Little John, but after he goes away, nothing happens.**

- \* Don't be impatient. Remain on the Overlook and something will happen.

**I see the Sheriff's man and the peasant woman from the Overlook. What do I do?**

- \* Confront the Sheriff's man by clicking the hand cursor on him or the walk cursor on the street.

**How do I save the peasant woman?**

- \* Click the bow cursor on the Sheriff's man.

**He killed the woman! What do I do now?**

- \* You need to do one of two things:
  - a) Continue the game without saving the woman, or
  - b) Restore to an earlier saved game and do it right.(Need we tell you which one we recommend?)



**I found Will Scarlet and young Simon in the Shooting Glade. What should I do?**

- \* If you like, show them your excellent marksmanship by shooting the targets on the trees. You can talk to Will and young Simon. You can also offer Simon some money.

**I've met the Widow and her three sons. Is there anything else I can do for them?**

- \* All you need to do is talk to the Widow and her three sons. However, be sure to visit her on other days.

**I'm certain I've done everything there is to do on Day One. Why won't the day end?**

- \* The things to do on Day One are as follows:
  - a) When you awake in your cave, get your money and horn.
  - b) Go to the Watling Overlook and wait for the peasant woman and Sheriff's man to appear on Watling Street.
  - c) Speak to Will Scarlet and young Simon in the Shooting Glade.
  - d) Visit the Widow and her three sons at her cottage.Now select the main map of Nottinghamshire from the Icon Bar, or walk out of the location you were in, and this will end Day One.

## DAY 2: SLIPPER

**Wait a minute, nothing seems to be happening today. How do I get going?**

- \* You need to explore Sherwood Forest. Eventually you'll find Marian being attacked by a Fens Monk.

**How do I save Marian from the Monk?**

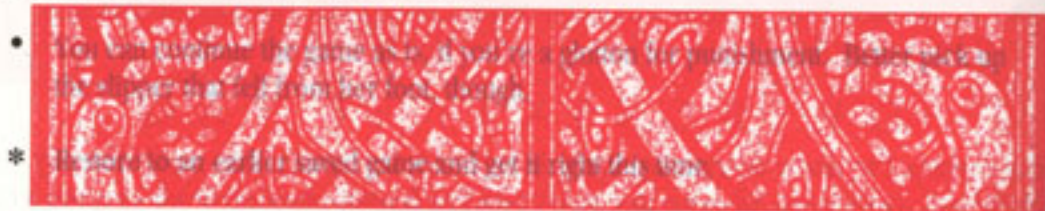
- Well, don't just stand there. Rescue her!
- \* Select your bow from the Icon Bar and click it on the Fens Monk.



What did she toss at me?



He's killed Marian! What do I do now?



I'm certain I've done everything there is to do on Day Two. Why won't the day end?



## DAY 3: BEGGAR

I see the beggar from the Overlook. What do I do?



What do I want from a filthy beggar?



Who is this Lobb character? And where do I find him in Nottingham?



Okay. I've found Lobb, but every time I talk to him he turns a deaf ear. How can I get him to cooperate?



Every time I visit Lobb, he kills me! Why is he so vicious?



### What did she toss at me?

- Use the eye cursor to look at it more closely.
- \* This is the slipper you've been looking for today. After she leaves, click the hand cursor on it to pick it up.

### He's killed Marian! What do I do now?

- You can continue the game as is, if you're a glutton for punishment. Better pick up the slipper that fell from her foot, though.
- \* Restore to an earlier saved game and get it right this time.

### I'm certain I've done everything there is to do on Day Two. Why won't the day end?

- \* The things to do on Day Two are as follows:
  - a) You need to explore the forest. Eventually you'll find Marian being attacked by a Fens Monk.
  - b) Rescue her by shooting the Fens Monk with your bow.
  - c) Be sure to pick up her slipper to give to Lobb on another day.Finally, select the main map of Nottinghamshire from the Icon Bar, or walk to another location, and this will end Day Two.

## DAY 3 : BEGGAR

### I see the beggar from the Overlook. What do I do?

- Go talk to him!
- \* Click the hand cursor on the beggar or the walk cursor on the street to confront him on the street.

### What do I want from a filthy beggar?

- Think about it. How can he help you get into Nottingham?
- You're a well-known outlaw and need a disguise.
- \* Offer the Beggar some money—a ha'penny would be more than generous. He'll gladly give you his old rags for a disguise.



### Who is this Lobb character? And where do I find him in Nottingham?

- Lobb is the Cobbler and you can find him in the Cobbler's street in Nottingham.
- \* Select the main map of Nottinghamshire from the Icon Bar. From the main map of Nottinghamshire, choose the Town of Nottingham. From the Town of Nottingham map, choose Gobbler. Now enter the shop on the right-hand side of the screen.

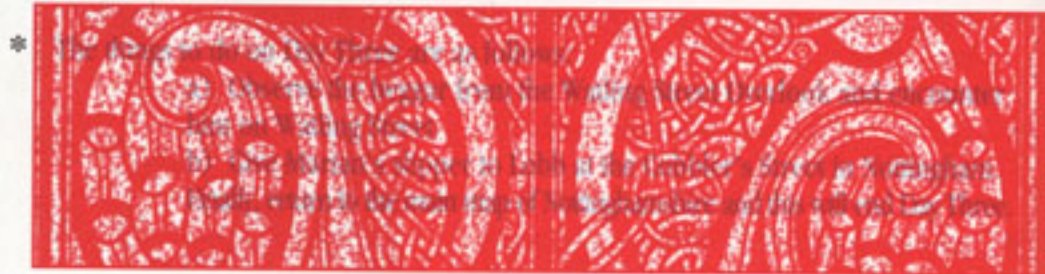
### Okay. I've found Lobb, but every time I talk to him he turns a deaf ear. How can I get him to cooperate?

- Perhaps you need to give him something.
- Remember Marian's slipper from Day Two?
- \* Give him Marian's slipper, which you picked up from the forest floor on Day Two. Pay very careful attention to all the information he tells you.

### Every time I visit Lobb, he kills me! Why is he so vicious?

- Did you see someone very dear to Lobb get killed on Day Two?
- \* Restore to an earlier saved game on Day Two and this time rescue Marian.

I'm certain I've done everything there is to do on Day Three. Why won't the day end?



## DAY 4 : SILVER COMB

I see the Sheriff's man from the Overlook. What do I do?



How do I save the poacher?



He's killed the poacher! What do I do now?



I've met Marian in the Willow Grove, but she wants something. What is it?



I'm certain I've done everything there is to do on Day Four. Why won't the day end?



## DAY 5

No one is on Watling Street. How do I get started today?



I see an Abbey Monk (brown robe) and a Fens Monk (black robe) at the same time from the Overlook. What do I do?



**I'm certain I've done everything there is to do on Day Three. Why won't the day end?**

- \* The things to do on Day Three are as follows:
  - a) Observe the beggar from the Watling Street Overlook and encounter him on Watling Street.
  - b) Give Marian's slipper to Lobb at the Cobbler's Street in Nottingham. Finally, return to the main map of Nottinghamshire and this will end Day Three.

## DAY 4 : SILVER COMB

**I see the Sheriff's man from the Overlook. What do I do?**

- \* Click the hand cursor on him or click the walk cursor on the street. This will take you down to confront him.

**How do I save the poacher?**

- \* Select your bow and click it on the Sheriff's man.

**He's killed the poacher! What do I do now?**

- \* You can do one of two things (guess which one we think you should do):
  - a) Continue the game without saving the poacher, or
  - b) Restore to an earlier saved game and do it right.

**I've met Marian in the Willow Grove, but she wants something. What is it?**

- \* Remember the silver comb you got from Lobb on Day Three? Give Marian the silver comb you got from Lobb. Now she'll trust you. Pay careful attention to what she tells you. You can also give her the heart-shaped half emerald.

**I'm certain I've done everything there is to do on Day Four. Why won't the day end?**

- \* The things to do on Day Four are as follows:
  - a) Encounter the poacher on Watling Street,
  - b) Meet Marian in the Willow Grove, give her the silver comb Lobb gave you and the heart-shaped half emerald.Finally, select the main map of Nottinghamshire from the Icon Bar, or walk out of the Willow Grove, and this will end Day Four.

## DAY 5

**No one is on Watling Street. How do I get started today?**

- Did you listen to Alan-a-Dale in your outlaw camp?
- \* Before you go to Watling Street, you need to visit the Widow's cottage to find out the news about her sons. Then go to the Watling Street Overlook.

**I see an Abbey Monk (brown robe) and a Fens Monk (black robe) at the same time from the Overlook. What do I do?**

- You have the choice of picking one Monk or the other.
- Click the hand cursor on one of the Monks to confront him on the street.
- If you're confused about which one to choose, think about your two missions:
  - a) Hal, Hob, and Dicken are in jail in Nottingham. The Abbey of St. Mary's to which the Abbey Monk belongs is in Nottingham.
  - b) Marian needs the Hand Scroll, which the Fens Monks have in their Monastery in the Fens south of Nottingham.Then decide which one to tackle first.
- \* There is no right or wrong in choosing either Monk. This game has many alternate paths. Choosing the Fens Monk here doesn't necessarily mean that the Widow's Sons are doomed.

I really goofed and missed both Monks. Now what?

- [Redacted]
- [Redacted]

## DAY 5 OR 6: ENCOUNTERING THE FENS MONK (BLACK ROBE)

No one is on Watling Street. How do I get started today?

- \* [Redacted]
- \* [Redacted]



I've encountered a Fens Monk on Watling Street and don't know what to do.

- \* [Redacted]

How do I cross the Fens to get to the Fens Monk Monastery?

- [Redacted]
- \* [Redacted]

I'm at the main entrance of the Fens Monk Monastery and can't get in. What tokens am I supposed to give the guard?

- [Redacted]
- \* [Redacted]

## RIDDLES OF THE GEMSTONES

I can't figure out the answers to the Gemstone Riddles. What are they?

1) I will seek out the devil where he lies and I will cross many seas to do so. Then I shall blast him with fire from heaven.

What shall I take with me?

- \* [Redacted]

2) I have a fever which has driven me to madness. My teeth loosen and I taste blood in my mouth.

What would you give me?

- \* [Redacted]

### I really goofed and missed both Monks. Now what?

- Go back to the Overlook and wait. You'll get another chance. This game is player-friendly. Be sure to read the tips, earlier in this hint book, about intercepting travellers on Watling Street.
- And if you still goof and miss your second chance at a Monk, go back to your outlaw camp. You may need to do this more than once, but one way or the other, you'll get what you need. Just bear in mind that some choices will earn you a lot less points than others.

## DAY 5 OR 6: ENCOUNTERING THE FENS MONK (BLACK ROBE)



### No one is on Watling Street. How do I get started today?

- \* If this is Day 5, you must visit the Widow first, then go to the Overlook.
- \* If this is Day 6, go to the Watling Street Overlook and watch for a Fens Monk coming down Watling Street. He'll be wearing black. Click the hand cursor on him to encounter him on Watling Street.

### I've encountered a Fens Monk on Watling Street and don't know what to do.

- \* Use this Monk's robe as a disguise for the day's events. To get the Fens Monk's robe, click the bow cursor on him, accept his challenge, then defeat him with Little John's staff. To by-pass the quarterstaff combat, set your arcade level to "WIN".

### How do I cross the Fens to get to the Fens Monk Monastery?

- When you defeated the Fens Monk on Watling Street and took his robe for a disguise, you got some new items in your inventory.
- \* You'll notice he was carrying an instrument made from a marsh reed. Blow this whistle at the edge of the Fens and another Fens Monk will pick you up in a boat to take you to the Monastery.

### I'm at the main entrance of the Fens Monk Monastery and can't get in. What tokens am I supposed to give the guard?

- You need to give the guard two items from your inventory.
- \* First, give him the whistle made from a marsh reed. Then give him the bag of gemstones.

## RIDDLES OF THE GEMSTONES

### I can't figure out the answers to the Gemstone Riddles. What are they?

1) I will seek out the devil where he lies and I will cross many seas to do so. Then I shall blast him with fire from heaven.

What shall I take with me?

- \* Solutions: jet, lapis, quartz  
jet, agate, quartz

2) I have a fever which has driven me to madness. My teeth loosen and I taste blood in my mouth.

What would you give me?

- \* Solution: amber, agate, carnelian

3) I must go into battle where I may well be wounded. Then I will know great thirst and my eyes will burn.

What should I take with me?

\*

4) I have three fears: I fear travelling by ship; I fear my wife will be unfaithful; I fear the lies of men.

What should I take with me?

\*

5) Sadness weighs upon my soul. My heart aches to be filled. Would that I could steal into my love's chamber unseen.

What would you give me?

\*

6) I would comfort a friend who fears that death will come upon him without warning. But if death should come, let my gifts guide him beyond demon's reach and to new life.

What should I give him?

\*

7) A piece of sky fell to my feet and I picked it up. Where it touched me, it raised boils. I fear it poisons me.

What would you give me?

\*

8) In summer, my ice does not melt. The red eye becomes clear. Demon runs when I raise my hand.

What do I have?

\*

9) I must ride upon a fiery horse, through valleys filled with adders and seek the fate that awaits me.

What should I take with me?

\*

10) The drought lengthens, the corn withers in my field, and a witch curses me with a glance.

What would you give me?

\*

11) I lie dying, cut deeply by the sword, my flesh burns, spirits of Hades hover to take my soul.

What would you give me?

\*

12) I'll build a ship to carry me skyward. If it falls, I'll not be harmed. But I will never tell how it is done.

What do I have?

\*

13) I am old and my hearing fails me, I am ill and wonder when death will come for me, my mouth is dry.

What would you give me?

\*

14) Alas, sadness clothes me like a leaden cloak. A wicked woman lies to me, but I fear danger will come upon me by surprise.

What would you give me?

\*

3) I must go into battle where I may well be wounded. Then I will know great thirst and my eyes will burn.

What should I take with me?

- \* Solutions: carnelian, quartz, sapphire  
carnelian, quartz, lapis

4) I have three fears: I fear travelling by ship; I fear my wife will be unfaithful; I fear the lies of men.

What should I take with me?

- \* Solution: agate, sapphire, lapis

5) Sadness weighs upon my soul. My heart aches to be filled. Would that I could steal into my love's chamber unseen.

What would you give me?

- \* Solution: agate, carnelian, opal

6) I would comfort a friend who fears that death will come upon him without warning. But if death should come, let my gifts guide him beyond demon's reach and to new life.

What should I give him?

- \* Solution: opal, jet, carnelian

7) A piece of sky fell to my feet and I picked it up. Where it touched me, it raised boils. I fear it poisons me.

What would you give me?

- \* Solutions: lapis, sapphire, amber  
lapis, sapphire, jet

8) In summer, my ice does not melt. The red eye becomes clear. Demon runs when I raise my hand.

What do I have?

- \* Solutions: quartz, sapphire, jet  
quartz, lapis, jet

9) I must ride upon a fiery horse, through valleys filled with adders and seek the fate that awaits me.

What should I take with me?

- \* Solution: turquoise, jet, sapphire

10) The drought lengthens, the corn withers in my field, and a witch curses me with a glance.

What would you give me?

- \* Solution: lapis, agate, jet

11) I lie dying, cut deeply by the sword, my flesh burns, spirits of Hades hover to take my soul.

What would you give me?

- \* Solution: carnelian, amber, jet

12) I'll build a ship to carry me skyward. If it falls, I'll not be harmed. But I will never tell how it is done.

What do I have?

- \* Solution: agate, turquoise, sapphire

13) I am old and my hearing fails me, I am ill and wonder when death will come for me, my mouth is dry.

What would you give me?

- \* Solution: amber, opal, quartz

14) Alas, sadness clothes me like a leaden cloak. A wicked woman lies to me, but I fear danger will come upon me by surprise.

What would you give me?

- \* Solution: agate, amber, turquoise



15) My trees are heavy with fruit, my heart is full of all desires, and my wife gives birth to a holy child.

What do I have?

\* I have a scroll with a picture of a tree.

16) Demons dance to my call. I am a thief none can catch. No sharp blade worries me.

What do I have?

\* I have a scroll with a picture of a demon.

Okay. I'm inside the Fens Monk Monastery. What now?

\* I go to the torture chamber.

\* I find a scroll on the floor. It has a picture of a tree and a demon. I take it and go to the Prior's chamber. I find a scroll with a picture of a tree and a demon. I take it and go to the Prior's chamber.

I've found Fulk in the torture chamber. The Prior tells me to torture him. What should I do?

\* I take Fulk to the torture chamber and tie him to the ropes.

Fulk has asked me to find the scroll the Prior took from him. Where is it?

\* I go to the Prior's chamber and find the scroll.

\* I take the scroll to Fulk and he tells me to go to the Prior's chamber.

The Prior has Fulk's Scroll. Now how do I get it from him?

\* I go to the Prior's chamber and find the scroll.

\* I go to the Prior's chamber and find the scroll.

Will I find Marian's scroll somewhere in the Monastery?

\* I go to the Prior's chamber.

\* I go to the Prior's chamber.

\* I go to the Prior's chamber and find the scroll.

There are a lot of scrolls in here. Do any of them contain stuff I should know about?

\* I go to the Prior's chamber and find the scroll.

I want to help Fulk escape, but can't figure out how to get him out of the Monastery.

\* I go to the Prior's chamber and find the scroll.

I'm trying to help Fulk escape, but we're in a boat stuck behind an iron grate. How do we get out of here?

\* I go to the Prior's chamber and find the scroll.

\* I go to the Prior's chamber and find the scroll.

\* I go to the Prior's chamber and find the scroll.

15) My trees are heavy with fruit, my heart is full of all desires, and my wife gives birth to a holy child.

What do I have?

- \* Solution: agate, carnelian, quartz

16) Demons dance to my call. I am a thief none can catch. No sharp blade worries me.

What do I have?

- \* Solution: jet, opal, carnelian

**Okay. I'm inside the Fens Monk Monastery. What now?**

- Have you explored all the rooms?
- \* You need to do three things. First, visit the Prior in the Refectory. Then visit Fulk and release him from the Torture Room. Find the Prior again in the Scribes' Room, and get Fulk's scroll. Also while you're still in the Scribes' Room, find and take Marian's scroll.

**I've found Fulk in the torture chamber. The Prior tells me to torture him. What should I do?**

- \* Release Fulk. Click the hand cursor on the ropes tied to the right-hand side of the chamber.

**Fulk has asked me to find the scroll the Prior took from him. Where is it?**

- The Prior hasn't hidden it — in fact, you'll see him reading it if you look around enough.
- \* After you've released Fulk, you'll find the Prior reading it in the Scribes' Room.

**The Prior has Fulk's Scroll. Now how do I get it from him?**

- Did you notice the Prior's goblet of wine on the desk?

- \* Walk up behind his wine goblet and click the hand cursor on it. Of course, wine will spill everywhere, and when the Prior leaves the room in disgust, take the scroll from his desk.

**Will I find Marian's scroll somewhere in the Monastery?**

- Yes.
- The scroll is located in the Scribes' Room.
- \* When you enter the Scribes' Room, walk to the scroll rack then click the eye cursor on the scroll rack. This will bring up a close-up view of the scroll rack. Now click the hand cursor on each of the scrolls until you find Marian's.

**There are a lot of scrolls in here. Do any of them contain stuff I should know about?**

- \* That's a good question—Why not read them? One of them contains a clue for another part of the game.

**I want to help Fulk escape, but can't figure out how to get him out of the Monastery.**

- \* You need to give Fulk his own scroll and he'll show you a way out.

**I'm trying to help Fulk escape, but we're in a boat stuck behind an iron grate. How do we get out of here?**

- Did you examine the other scrolls in the Scribes' Room?
- One scroll "seems to speak of the history of this very fortress" and gives a hint about the gargoyles surrounding the iron grate.
- \* First, you need to click the hand cursor on "the Gargoyle with the thoughtful face," then on "the Gargoyle with a lean and hungry look," then finally on "the foolish looking Gargoyle." Now the iron grate will open up and you and Fulk can escape.

I'm certain I've done everything there is to do on this Day. Why won't the day end?



DAYS 5 OR 6:  
ENCOUNTERING THE  
ABBEY MONK  
(BROWN ROBE)

I'm unsure how to get started today. Where should I begin?



I've encountered the Abbey Monk on Watling Street, but what am I supposed to do?



I'm in St. Mary's Abbey in Nottingham. What do I do now?



I'm at the pub but the Innkeeper won't give me ale for the Abbot. How come?



Is there anything else to do in the pub today?



I've returned to the Abbot with his ale. If I accept his challenge to drink, he gets me drunk. If I decline his challenge, he throws me out. What gives?



**I'm certain I've done everything there is to do on this Day. Why won't the day end?**

- \* The things to do on this Day are as follows:
  - a) Encounter the Fens Monk on Watling Street and get his robe for a disguise,
  - b) Get Marian's Hand Scroll and Fulk's Scroll from the Scribes' Room of the Fens Monastery,
  - c) Rescue Fulk from the Fens Monastery and receive the Ring That Commands Water.

## DAYS 5 OR 6: ENCOUNTERING THE ABBAY MONK (BROWN ROBE)

**I'm unsure how to get started today. Where should I begin?**

- \* If this is Day 5, you must visit the Widow first, then go to the Overlook.
- \* If this is Day 6, go to the Watling Street Overlook and watch for an Abbey Monk to come down Watling Street. He'll be wearing brown. Click the hand cursor on him to encounter him on Watling Street.

**I've encountered the Abbey Monk on Watling Street, but what am I supposed to do?**

- \* Use this Monk's robe as a disguise for the day's events. Just click the hand cursor on him. He'll be so afraid of you that he'll give up his clothes.



**I'm in St. Mary's Abbey in Nottingham. What do I do now?**

- Why not look around a bit?
- \* You need to do at least three things. First, go to the laundry room and get three robes. Second, meet the Abbot in the refectory and take his ale cask to the pub for a refill. Finally, get the Abbot drunk and then take the puzzle box from his bedroom. You'll have to wait for a safer place to open the puzzle box.

**I'm at the pub but the Innkeeper won't give me ale for the Abbot. How come?**

- \* You need to get the empty ale cask from the Abbot's Refectory. Go back to the Abbey, ignore the Abbot, and, by all means, return with the empty cask this time. Give the empty cask to the Innkeeper, and he'll be much more cooperative.

**Is there anything else to do in the pub today?**

- Sure. Did you talk to the man sitting at the table in the right-hand corner?
- \* Play Nine Men's Morris and win the magical amethyst. For tips and strategies, see the section entitled Nine Men's Morris in the back of this book.

**I've returned to the Abbot with his ale. If I accept his challenge to drink, he gets me drunk. If I decline his challenge, he throws me out. What gives?**

- You need to accept his challenge and drink with him, but without getting drunk. You need an object from another location to help you do this.
- Did you win the magical amethyst by playing Nine Men's Morris in the pub?
- \* You can slip the amethyst into your mug anytime after the first draught of ale has been poured. Simply select the amethyst from inventory and click it on your mug. Now you'll drink him under the table.



How do I get into the Abbot's room? His door is always locked.



The Abbot's passed-out drunk! What should I do?



I can't figure out how to rescue the Widow's boys from the main entrance of Nottingham Castle. Is there another way into this castle?



I'm trying to rescue the boys, but the Innkeeper won't let me into the ale cellar in back. What should I do?



I'm in the tunnel looking at the guards who are watching the three boys, but the guards won't leave. What did I miss?



Okay. The guards have left to get some money for ale. But I still can't rescue the boys. I get caught when they come back.





**How do I get into the Abbot's room? His door is always locked.**

- Have you visited the Abbot in the Refectory?
- Perhaps you can find a way to distract him and then sneak into his room.
- \* Get the Abbot drunk! This means you'll need to go to the Refectory and accept his challenge to drink. He will instruct one of the other monks to leave his door unlocked. If you use the magical amethyst wisely, you'll drink him under the table and be able to walk right into his room yourself.

**The Abbot's passed-out drunk! What should I do?**

- Why not use this opportunity to look around? Perhaps he has something on his person you could use.
- \* First search the Abbot and lift his purse. Then grab the empty ale cask from the table. Now go search the Abbot's room for that puzzle box he was working on earlier. You'll find it under the far-right pillow on his bed.

**I can't figure out how to rescue the Widow's boys from the main entrance of Nottingham Castle. Is there another way into this castle?**

- Yes there is another entrance.
- Have you ever tried to leave from the ale cellar in the back of the pub?

- \* Exit the pub through the ale cellar in the back by clicking the hand cursor on the iron door to the back room of the pub, then on the spigot of the second cask from the left on the row of four casks. Take the left-hand fork in the tunnel and you'll find the secret door into the guard's room. Click the eye cursor on the hole in the door.

**I'm trying to rescue the boys, but the Innkeeper won't let me into the ale cellar in back. What should I do?**

- What does the Innkeeper complain about when you talk to him?
- \* Give the Innkeeper the Abbot's ale cask and pay the Abbots bill.

**I'm in the tunnel looking at the guards who are watching the three boys, but the guards won't leave. What did I miss?**

- There are two things you must do in the Abbey first.
- Have you been to the laundry room in the Abbey yet? Also, have you brought a full cask of ale to the Abbot and drunk ale with him?
- \* Go to the Abbey, find the laundry room and click the hand cursor on the three robes. Now return to the secret door and look through the peephole. You must also have accepted the Abbot's challenge to drink with him.

**Okay. The guards have left to get some money for ale. But I still can't rescue the boys. I get caught when they come back.**

- Look in your inventory, perhaps there's something you could leave for the guards.
- Think about what they need.



\* Okay. The guards left and I've opened the trapdoor. How do I get the Widow's boys out of the dungeon?



\* I've rescued the boys and we're in the secret tunnel. Which way do we go?



\* I tried to exit through the pub, but the Sheriff stopped me! Now what do I do?



\* I've tried everything possible to rescue the sons by subterfuge. Is there any other way?



\* I'm certain I've done everything there is to do on this Day. Why won't the day end?

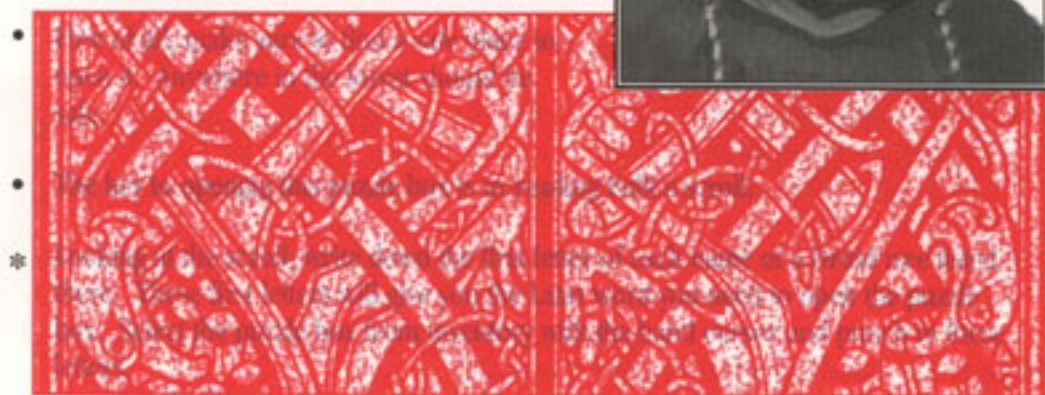


## THE ABBOT'S PUZZLE BOX

I'm trying to open the Abbot's puzzle box in the Abbey and keep getting caught. What gives?



\* I have the Abbot's wooden puzzle box, but can't figure out how to open it.



\* I'm in our outlaw camp and don't understand what to do with the Abbot's puzzle box.



- \* Enter the room, place three-and-a-half pennies on the table and quickly exit back into the tunnel. This time when the guards leave to buy the ale, enter the room and click the hand cursor on the trapdoor.

**Okay. The guards left and I've opened the trapdoor. How do I get the Widow's boys out of the dungeon?**

- \* Select the robes from inventory and click them on the opening of the trapdoor. The robes' belts will make a sash ladder which the boys can climb up.

**I've rescued the boys and we're in the secret tunnel. Which way do we go?**

- \* When the four of you are back in the tunnel, exit through the pub. To return to the ale cellar, go to the fork in the tunnels and walk off the lower left-hand side of the screen.

**I tried to exit through the pub, but the Sheriff stopped me! Now what do I do?**

- \* When Robin is stopped and asked to bless the kneeling, drunken Sheriff, click the talk cursor on the Sheriff.

**I've tried everything possible to rescue the sons by subterfuge. Is there any other way?**

- \* Yes. Return to camp and call your men. Discuss some possible battle plans with them and select one of these as a last resort.

**I'm certain I've done everything there is to do on this Day. Why won't the day end?**

- \* You need to complete two major things on this Day as follows:
  - a) Encounter the Abbey Monk on Watling Street and get his robe for a disguise,
  - b) Rescue the Widow's sons, or let your men rescue them.

## THE ABBOT'S PUZZLE BOX

**I'm trying to open the Abbot's puzzle box in the Abbey and keep getting caught. What gives?**

- You'll need to find a safe place to open it first.
- \* Try opening the puzzle box on another day when you're back in your Outlaw camp.

**I have the Abbot's wooden puzzle box, but can't figure out how to open it.**

- First of all, make sure to find a safe place to open it. Anywhere in the forest should be safe.
- The key to opening this puzzle box is in reading Fulk's scroll.
- \* Looking at the scroll, write down the first letter of each name of a Druid tree listed there. These first letters will give you the Latin word you need to open the puzzle box. Select the puzzle box from inventory with the hand cursor and punch in these letters.



**I'm in our outlaw camp and don't understand what to do with the Abbot's puzzle box.**

- You have to open it.
- To open it, you must push down (move the tip of the finger to a letter then click your left mouse button or press ENTER) the buttons on the top of the box. Depress the letters in order to spell out the code word that opens the box.





## DAY 7: HAND CODE

**NOTE:** If you have not yet solved the Abbot's puzzle box and are having problems, see the previous section entitled *The Abbot's Puzzle Box*.

**How do I get the Hand Code to appear?**



**What is the Hand Code? How does it work?**



**I've met Marian in the Willow Grove. What should I do?**



**Marian's shown me the Hand Code, but nothing happens when I use it.**



**Where do I find the Green Man?**



**How do I find the Oak Grove?**



**I'm in disguise. Why won't the Hand Code work?**



**I know I'm supposed to summon the Green Man. But how?**



- \* To find the code word, consult Fulk's verses. Looking at the scroll, write down the first letter of the name of each Druid tree listed there. These first letters will give you the Latin word you need to open the puzzle. Select the puzzle box from inventory with the hand cursor and punch in these letters. For a complete description of Fulk's verses, see the section entitled Fulk's Verses in the back of this book.

## DAY 7: HAND CODE

**NOTE: If you have not yet solved the Abbot's puzzle box and are having problems, see the previous section entitled The Abbot's Puzzle Box .**

### How do I get the Hand Code to appear?

- It will appear only after Marian has shown you the Hand Code. To make this happen, you must bring the Hand Scroll to her in the Willow Grove on this day. Click the Hand Scroll on Marian and pay careful attention to her instructions.
- \* Once you've learned the Hand Scroll this way, to make it appear again, simply click the hand cursor on Robin.

### What is the Hand Code? How does it work?

- You have a drawing of the Hand Code with all the letters in the front of your game documentation.
- \* Each section of the fingers, including the tips of the fingers, represents one letter. Move the tip of the finger of the pointing hand to the part of the finger, thumb or hand that represents the letter you want. Clicking (or pressing ENTER) will select that letter and you'll see it appear above the Hand. Clicking on the center of the palm will end the word you're spelling and remove the Hand Code. If you make a mistake, you can go up to the letter you've selected and by clicking the finger on the letter you can remove it.

### I've met Marian in the Willow Grove. What should I do?

- Perhaps there's something in your inventory to give her.
- Did you find the Hand Scroll in the Fens Monastery?
- \* You need to give her the Hand Scroll you got from the Fens Monastery. Also, you may give her the heart-shaped half emerald.

### Marian's shown me the Hand Code, but nothing happens when I use it.

- \* First, you must earn the blessing of the Green Man. You'll be able to do that only after you pass the Green Man's riddles.

### Where do I find the Green Man?

- \* In the most ancient and sacred Oak Grove. (You can access it from the main map of Nottinghamshire.)

### How do I find the Oak Grove?

- \* There is more than one Oak Grove, but the sacred one can be easily reached by going to the main map of Nottinghamshire and clicking on the only icon that is in the forest to the west side of Wailing Street.

### I'm in disguise. Why won't the Hand Code work?

- \* The Green Man warned you that the Druid trees would only respond to you as an outlaw because that is the form you were in when he laid the spell upon you.

### I know I'm supposed to summon the Green Man. But how?

- Find someone who speaks his language.
- Remember the Golden Net the Widow gave you?
- \* You can use this net to capture a Sprite, one of the wood imps. The Sprite will introduce you to the Green Man. Now, you can talk to the Green Man and he'll understand you.

These wood imps are awfully fast. How do you catch one?



What am I supposed to do with the Golden Net the Widow gave me?



## GREEN MAN'S RIDDLES

All right, the Green Man's riddles have stumped me. What are the answers?

I am the heart that does not beat  
if cut, I bleed without blood,  
I can fly, but have no wings,  
I can float, but have no fins,  
I can sing, but have no mouth.



High born, my touch is gentle,  
purest white is my lace,  
silent, silent is my kingdom,  
green is the colour of my death.



I am the outstretched fingers  
that seize and hold the wind,  
wisdom flows from me in other hands,  
upon me are sweet dreams dreamt,  
my merest touch brings laughter.



Golden treasure I contain,  
guarded by hundreds and thousands,  
stored in a labyrinth where no man walks,  
yet men come often to seize my gold,  
by smoke I am overcome and robbed,  
then left to build my treasure anew.



### These wood imps are awfully fast. How do you catch one?

- First of all, you should have a Golden Net in your inventory. If you saved the Widow's boys, she's already given it to you. If your men saved her sons, you need to visit her today and she'll give you the net.
- \* To catch the imp after you have the Golden Net, select it from inventory. Next, click it—not on the running imp—but just *ahead* of the imp so that the net and imp will intersect by the time the net gets to where the imp is going. You can make this easier or harder by selecting the computer icon from the Icon Bar and adjusting the arcade setting up or down. (See instructions in your game documentation for more details on arcade settings.)

### What am I supposed to do with the Golden Net the Widow gave me?

- \* You can use this net to capture a Sprite, one of the wood imps. The Sprite will introduce you to the Green Man.



## GREEN MAN'S RIDDLES

All right, the Green Man's riddles have stumped me. What are the answers?

I am the heart that does not beat  
if cut, I bleed without blood,  
I can fly, but have no wings,  
I can float, but have no fins,  
I can sing, but have no mouth.

\* ANSWER: wood, tree

High born, my touch is gentle,  
purest white is my lace,  
silent, silent is my kingdom,  
green is the colour of my death.

\* ANSWER: snow, snowflake(s)

I am the outstretched fingers  
that seize and hold the wind,  
wisdom flows from me in other hands,  
upon me are sweet dreams dreamt,  
my merest touch brings laughter.

\* ANSWER: feather, feathers

Golden treasure I contain,  
guarded by hundreds and thousands,  
stored in a labyrinth where no man walks,  
yet men come often to seize my gold,  
by smoke I am overcome and robbed,  
then left to build my treasure anew.

\* ANSWER: beehive(s), hive(s)



My first master has four legs  
my second master has two legs,  
my first I serve in life,  
my second I serve in death.  
Cure me and I live beyond my death.  
Tough I am, yet soft beside,  
'gainst ladies' cheeks I oft reside.

\*

Metal or bone I may be,  
many teeth I have and always bared,  
yet my bite harms no one,  
and ladies delight in my touch.

\*

Not born but from a mother's body drawn,  
I hang until half of me is gone,  
I sleep in a cave until I grow old,  
then valued for my hardened gold.

\*

I am two-faced but bear only one face,  
I have no legs but travel widely,  
men spill much blood over me,  
kings leave their imprint upon me,  
I have greatest power when given away,  
yet lust for me keeps me locked away.

\*

I am a window, I am a lamp,  
I am clouded, I am shining,  
I am colored, set in white,  
I fill with water and overflow,  
I say much, but have no words.

\*

I'm certain I've done everything there is to do on Day Seven. Why won't the day end?

\*



## DAY 8 : PUCK / NOTTINGHAM FAIR

**NOTE:** If you have not yet solved the Abbot's puzzle box and are having problems, see the section entitled The Abbot's Puzzle Box listed just before Day 7: Hand Code.

I see the Yeoman from the Overlook. What do I do?

\*



I've encountered the Yeoman on Watling Street. How do I best handle him?

\*

\*



I'm at the Fair and just wandering around. What am I missing here?

\*

\*

\*



My first master has four legs  
my second master has two legs,  
my first I serve in life,  
my second I serve in death.  
Cure me and I live beyond my death.  
Tough I am, yet soft beside,  
'gainst ladies' cheeks I oft reside.

\* ANSWER: fur(s), skin(s), pelt(s), leather

Metal or bone I may be,  
many teeth I have and always bared,  
yet my bite harms no one,  
and ladies delight in my touch.

\* ANSWER: comb(s)

Not born but from a mother's body drawn,  
I hang until half of me is gone,  
I sleep in a cave until I grow old,  
then valued for my hardened gold.

\* ANSWER: cheese(s)

I am two-faced but bear only one face,  
I have no legs but travel widely,  
men spill much blood over me,  
kings leave their imprint upon me,  
I have greatest power when given away,  
yet lust for me keeps me locked away.

\* ANSWER: coin(s), penny, pennies, money

I am a window, I am a lamp,  
I am clouded, I am shining,  
I am colored, set in white,  
I fill with water and overflow,  
I say much, but have no words.

\* ANSWER: eye(s), eyeball(s)

**I'm certain I've done everything there is to do on Day Seven. Why won't the day end?**

\* The things to do on Day Seven are as follows:

- a) Visit Marian in the Willow Grove.
- b) Give Marian the Hand Scroll from the Fens Monk Monastery.
- c) Catch a wood imp.
- d) Visit the Green Man of the Ancient Oak and solve his riddles.

Now when you go to the main map of Nottinghamshire, or leave the Oak Grove, the day will end.

## DAY 8 : PUCK / NOTTINGHAM FAIR

**NOTE: If you have not yet solved the Abbot's puzzle box and are having problems, see the section entitled The Abbot's Puzzle Box listed just before Day 7: Hand Code.**

**I see the Yeoman from the Overlook. What do I do?**

\* Click the hand cursor on the Yeoman to encounter him on Watling Street.

**I've encountered the Yeoman on Watling Street. How do I best handle him?**

- The Yeoman's a fair soul. See what you have that he might be interested in.
- \* Simply offer the Yeoman some money, then he'll give you his clothes for a disguise.

**I'm at the Fair and just wandering around. What am I missing here?**

- You need to do two essential things at the fair.
- Remember what Marian told you about the Hand Scroll?
- Remember the archery tournament being held today?



Hey! I just tried to give the Hand Scroll to the scholar, but he turned out to be a spy from Prince John. Where's the scholar I'm looking for?



I'd like to enter the archery tournament, but I haven't any money. How can I compete?



I'd like to enter the archery tournament, but it's still too early. When are they going to start this thing?



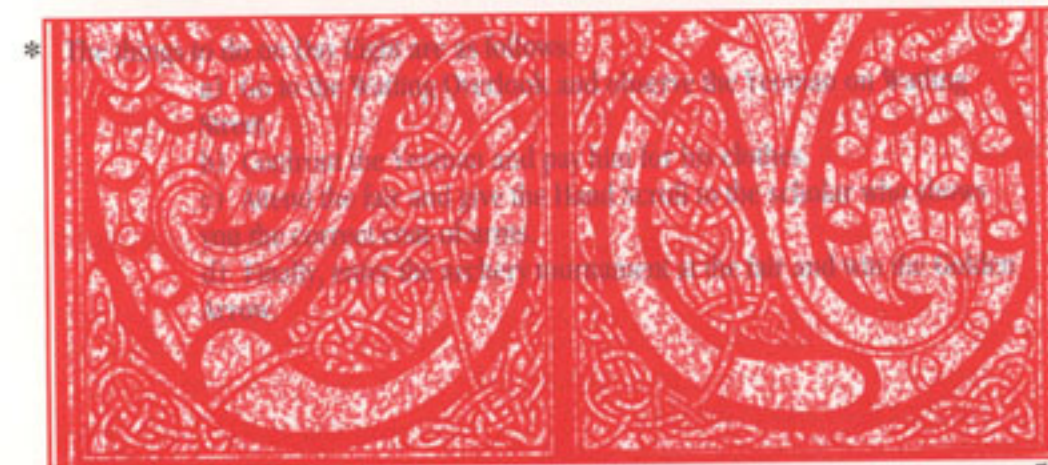
I went to enter the archery tournament and was told I was too late, it had already started or was over. What can I do now?



Besides meeting the scholar and entering the archery tournament, is there anything else I can do at the Fair?



I'm certain I've done everything there is to do on Day Eight. Why won't the day end?



- \* Locate a scholar who can show you the correct coat-of-arms you're asking to see. (You can find a complete selection of coats-of-arms in your game documentation.) When the scholar can show you the correct coat-of-arms, give him the Hand Scroll. Now enter the archery tournament and win the Golden Arrow.

**Hey! I just tried to give the Hand Scroll to the scholar, but he turned out to be a spy from Prince John. Where's the scholar I'm looking for?**

- You'll know you've found the scholar you're looking for when he shows you the correct coat-of-arms you're seeking. Refer to your game documentation for illustrations of coats-of-arms.
- \* When a scholar shows you the first illustration of the coat-of-arms, select Nay. He'll show you another. If the second coat-of-arms he shows you matches the correct illustration in your game documentation, this will be the correct scholar. Give him the Hand Scroll. If this isn't the true scholar, keep walking around the Fair until you find a different scholar. There are three possible scholars to encounter.

**I'd like to enter the archery tournament, but I haven't any money. How can I compete?**

- Did you meet a scholar and give him the Hand Scroll?
- \* After you give the Hand Scroll to the scholar, he'll offer you some money. Use this money to pay the archery tournament fee.

**I'd like to enter the archery tournament, but it's still too early. When are they going to start this thing?**

- Don't be so impatient. Why not explore the fair a little more?
- \* You need to locate the scholar and give him the Hand Scroll. Now when you visit the archery tournament, you'll be able to enter.

**I went to enter the archery tournament and was told I was too late, it had already started or was over. What can I do now?**

- \* This occurs because of the following:
  - a) You spent too much time wandering around the Fair after giving the Hand Scroll to the scholar.
  - b) You left the Fair to return to the outlaw camp and then returned to the Fair.

Return to an earlier saved game and avoid doing these things. You can actually complete this day without getting the golden arrow, but you'll fail to gain ransom and points.

**Besides meeting the scholar and entering the archery tournament, is there anything else I can do at the Fair?**

- Meet some of the people in the fair. Talk to everyone.
- \* Things you can do at the fair are as follows: have your fortune told; give money to a couple of beggars; buy some items for Marian, such as a scarf and Rose Oil; and meet many interesting people. In fact, if you look hard enough, you can find most of the artists, the programmers and a number of Sierra On-Line game designers.

**I'm certain I've done everything there is to do on Day Eight. Why won't the day end?**

- \* The things to do on Day Eight are as follows:
  - a) Go to the Watling Overlook and observe the Yeoman on Watling Street.
  - b) Confront the Yeoman and pay him for his clothes.
  - c) Attend the fair and give the Hand Scroll to the scholar who shows you the correct coat-of-arms.
  - d) Finally, enter the archery tournament at the fair and win the Golden Arrow.



# DAY 9: JEWELER

**NOTE:** If you have not yet solved the Abbot's puzzle box and are having problems, see the section entitled The Abbot's Puzzle Box listed just before Day 7: Hand Code.



The Sheriff's men keep killing me. Where can I find a good hiding place?



I see the Merchant from the Overlook. What do I do?



Hey, I need a disguise! How do I get the jeweler to give me his clothes? Threaten him with my bow?



The jeweler wouldn't give me his clothes, so I let him pass. Did I blow it?



The guard won't let me in the Castle of Nottingham. Now what?



I'm with the Sheriff in his room. What now?



I'm with the Sheriff and his wife. What now?



The Sheriff's wife recognizes me! What do I do about that?



## DAY 9: JEWELER

**NOTE:** If you have not yet solved the Abbot's puzzle box and are having problems, see the section entitled *The Abbot's Puzzle Box* listed just before Day 7: Hand Code.

**The Sheriff's men keep killing me. Where can I find a good hiding place?**



- How about a grove of Druid trees?
- On Day Seven, did you answer the Green Man's three riddles correctly? If you did, he blessed you with special powers.
- \* Use the eye cursor on the trees in the forest to locate a Druid tree and then find a grove of Druid trees. When you're in the middle of a Druid tree grove, click the eye cursor once more on the trees. You'll see a close-up view of one of the trees. Click the hand cursor on Robin and enter this tree's Druid name using the Hand Code. Consult your game documentation to find out the Druid name for this tree. Robin will transform into a tree and the Sheriff's men will walk right by him. It will be safe to go anywhere in the forest after this.

**I see the Merchant from the Overlook. What do I do?**

- \* Click the hand cursor on the Merchant to confront him on Watling Street.

**Hey, I need a disguise! How do I get the jeweler to give me his clothes? Threaten him with my bow?**

- No. Although you could get his clothes this way, we don't recommend using your bow!
- You could give the jeweler the heart-shaped half emerald. Then he'll gladly trade you his clothes. However, giving him the half emerald has very serious consequences later in the game.

- \* The best option is to simply click the hand cursor on him a couple of times. You'll get his clothes for a disguise and he'll be happily rewarded.

**The jeweler wouldn't give me his clothes, so I let him pass. Did I blow it?**

- No. You already have at least one other disguise that will still work today.
- \* You can still use the Puck disguise you received from the Yeoman on Day Eight. You'll find it in your cave.

**The guard won't let me in the Castle of Nottingham. Now what?**

- You have some money, don't you?
- \* That's right, bribe him. A penny should do.

**I'm with the Sheriff in his room. What now?**

- If you're dealing only with the Sheriff, you must be here in your Puck disguise. What do you have to offer him?
- \* Either talk to him a few times, or make a bet with him by giving him three pennies.

**I'm with the Sheriff and his wife. What now?**

- If you're with both the Sheriff and Matilda, you must be disguised as the jeweler. So what do you have to offer either of them?
- \* Click the jewelry on the Sheriff, Matilda or the table. To fully convince the Sheriff, you will also need to click the heart-shaped half emerald on the Sheriff or his wife. Don't worry, they won't keep it.

**The Sheriff's wife recognizes me! What do I do about that?**

- Check your inventory to see what else you took from the jeweler when you took his disguise.
- Do you have the jar of jeweler's rouge?



I'm certain I've done everything there is to do on Day Nine. Why won't the day end?



## DAY 10: MARIAN'S RESCUE

**NOTE:** If you have not yet solved the Abbot's puzzle box and are having problems, see the section entitled The Abbot's Puzzle Box listed just before Day 7: Hand Code.

I'm in our Outlaw camp and just received the news about Marian. What should I do now?



I've gathered the men together. Whose plan should I follow?



I'm at Nottingham, but the only place I can go is the pub. Is Robin supposed to get drunk now or what?



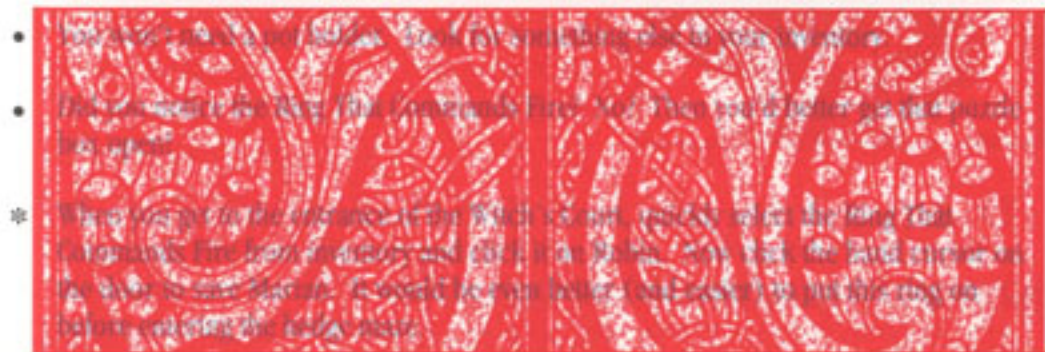
I'm in the Abbey, but no one's here. Where do I find the Witch's Court?



I'm lost in the hedge maze. Help!



Okay. I got inside the Witch's Court all right. But when I try to save Marian, I become a crispy critter! Where do I get a giant pot holder?



- \* Put the rouge on yourself to complete your disguise. It would be wise to do this before you enter Nottingham or people may notice that your beard has changed color.

**I'm certain I've done everything there is to do on Day Nine. Why won't the day end?**

- \* The things to do on Day Nine are as follows:
  - a) Evade the sweep of the forest by the Sheriff's Men.
  - b) Encounter the jeweler on Watling Street.
  - c) Finally, disguise yourself as either Puck (the disguise you used to go to the Fair) or as the jeweler, and visit the Sheriff of Nottingham.

## DAY 10: MARIAN'S RESCUE

**NOTE: If you have not yet solved the Abbot's puzzle box and are having problems, see the section entitled The Abbot's Puzzle Box listed just before Day 7: Hand Code.**

**I'm in our Outlaw camp and just received the news about Marian. What should I do now?**

- How about rescuing her?
- \* You might want some help on this one. Blow your horn to assemble the men. It would be a good idea to save your game just before blowing the horn.

**I've gathered the men together. Whose plan should I follow?**

- Why not try each plan? But keep a saved game before making your choice.
- \* Follow John's subterfuge plan.

**I'm at Nottingham, but the only place I can go is the pub. Is Robin supposed to get drunk now or what?**

- No, think about what might get the Innkeeper to help you.
- \* Talk to the Innkeeper several times. He'll let you use the back way into the Abbey. Bribery also works, but not as well. We don't recommend threatening him with the bow.

**I'm in the Abbey, but no one's here. Where do I find the Witch's Court?**

- You need to explore the Abbey a little more carefully.
- Did you notice a hedge row anywhere?
- \* Travel through the chapel of the Abbey and you'll find a pair of doors. Click the hand cursor on either door. Now you'll see the hedges. Travel through the hedge maze to find the secret door at the other end of the maze which leads into the Witch's Court.

**I'm lost in the hedge maze. Help!**

- \* Take a look at the hedge maze map in the back of this hint book.

**Okay. I got inside the Witch's Court all right. But when I try to save Marian, I become a crispy critter! Where do I get a giant pot holder?**

- You won't need a pot holder. Look for something else in your inventory.
- Did you notice the Ring That Commands Fire? No? Then you'd better get that puzzle box open!
- \* When you get to the entrance of the Witch's Court, quickly select the Ring That Commands Fire from inventory and click it on Robin. Now click the hand cursor on the door to save Marian. It would be even better (and easier) to put this ring on before entering the hedge maze.



**As soon as I enter the Witch's Court, I'm shot full of arrows. What have I done wrong?**

- \* You have done one of two things as follows:
  - a) Gone it alone without enlisting the aid of your men.
  - b) Threatened the Innkeeper with your bow. He said you'd regret it.

**I've rescued Marian, but now she's dying.**

- You need to give her something with tremendous healing power.
- Remember the heart-shaped half emerald from your dream during the first night?
- \* You need to select the half emerald from inventory and click it on Marian to heal her. If you don't have the half emerald, she will die. However, you can still complete the game without her.

**I'm certain I've done everything there is to do on Day Ten. Why won't the day end?**

- \* The things to do on Day Ten are as follows:
  - a) Rescue Marian and take her to the Willow Grove.
  - b) Then heal her in the Willow Grove.
  - c) Or let her die in the Willow Grove. When you leave here, the Day will end.

## DAY 11: TREASURE TRAIN

**The treasure train has arrived. Now what do I do?**

- \* At your outlaw camp, blow your horn to call your men together.

**I've got the men together. Whose plan should I choose?**

- Why not try each plan? But save a game first to make it easy to start over.
- \* Tuck's plan is the one to follow. Ambush with an element of surprise.

**I'm sure I picked a good plan, but my plan failed! How can this happen?**

- \* It's possible to lose with a good plan if you've lost too many men in earlier attacks rescuing the Widow's sons or rescuing Marian. However, Tuck's plan will always succeed. Be advised that the number of outlaws you have alive at the end of your game can affect your ultimate fate.

## DAY 12: FALSE KNIGHT

**I'm in Sherwood Forest, and the Sheriff's men keep killing me. Where can I find a good hiding place?**

- How about a grove of Druid trees?
- On Day Seven, did you answer the Green Man's three riddles correctly? If you did, he blessed you with special powers.
- \* Use the eye cursor on the trees in the forest to locate a Druid tree and then find a grove of Druid trees. When you're in the middle of a Druid tree grove, click the eye cursor once more on the trees. You'll see a close-up view of one of the trees.





\* I see a Knight on Watling Street. What now?



\* I've encountered a Knight on Watling Street. What am I supposed to do?



\* Marian is dead. How can I give the Knight the password when I don't know what it is?



\* I'm certain I've done everything there is to do on Day Twelve. Why won't the day end?



## DAY 13: QUEEN'S KNIGHT

Hey! I don't have my reed whistle and I don't know how to swim. How am I supposed to cross the Fens?



\* Okay, why won't these Will-O-th'-Wisps let me cross the Fens?



\* I'm at the Willow Grove, but I don't see Marian's spirit. Where's she hiding?



- \* Click the hand cursor on Robin and enter this tree's Druid name using the Hand Code. Consult your game documentation to find out the Druid name for this tree. Robin will transform into a tree and the Sheriff's men will walk right by him. It will be safe to go anywhere in the forest after this.

#### **I see a Knight on Watling Street. What now?**

- \* Click the hand cursor on the Knight or the walk cursor on the street to confront him.

#### **I've encountered a Knight on Watling Street. What am I supposed to do?**

- You should be suspicious about this Knight!
- Talk to him and try to give him the password from Marian using the Hand Code.
- When you do this a second time, Robin will realize he's a false Knight!
- \* Immediately shoot him with your bow. When he is on the ground, search him. Now you'll have evidence that he was plotting against the King. Blow your horn to call Little John. When you leave Watling Street, the Day will end.

#### **Marian is dead. How can I give the Knight the password when I don't know what it is?**

- To get the password before encountering the Knight, you must speak to her spirit in the Willow Grove.
- \* Go to the Willow Grove. You will need your documentation for this. Bring up the Hand Code and spell out the Druid name of the Willows. Marian's spirit will speak to you through the Willows to give you the password.

#### **I'm certain I've done everything there is to do on Day Twelve. Why won't the day end?**

- \* The things to do on Day Twelve are as follows:
  - a) Evade the sweep of the forest by the Sheriff's men.
  - b) Confront the false Knight.

## DAY 13 : QUEEN'S KNIGHT



#### **Hey! I don't have my reed whistle and I don't know how to swim. How am I supposed to cross the Fens?**

- Look around in your inventory. Maybe something else you have will help you cross.
- See the Lapis Lazuli ring? Remember Fulk explained this ring could command spirits of the water?
- \* Select the Ring That Commands Water from inventory and click it on Robin. Now you'll see Will-O-th'-Wisps floating over the Fens. Click the talk cursor on one of the Wisps. They'll let you cross if you've visited or healed Marian in the Willow Grove and received a password.

#### **Okay, why won't these Will-O-th'-Wisps let me cross the Fens?**

- You need to visit someone else in the game first before crossing the Fens.
- \* Visit Marian's spirit in the Willow Grove and receive a password.

#### **I'm at the Willow Grove, but I don't see Marian's spirit. Where's she hiding?**

- Since Marian's dead, you need to call up her spirit.
- \* Use the Hand Code to call up her spirit. You'll need your game documentation for this one. Look up the Druid name for willow and enter it using the Hand Code. Now Marian's spirit will speak to you through the Willows' voices and give you a password to give to the Queen's Knight.



I'm standing at the base of a tower outside the Fens Monastery. There doesn't seem to be anywhere to go. Let me guess, I'm supposed to climb this wall somehow?

- Climb the wall by using the hand cursor to click on the top of the wall.
- Once you're on top, you can walk across the wall to the other side.
- \* Look out the window from the top of the wall. You can see the Queen's Knight and the Fens Monks. You can also see the Fens Monks' tower.

I climbed up the tower of the Fens Monastery, climbed into this cell, found the Queen's Knight, but he doesn't believe I'm Robin Hood. Should I shoot him?

- Shoot the Queen's Knight with your bow. You can see the Queen's Knight's health bar.
- Remember, the Queen's Knight is not the only enemy in the game.
- \* Take the Queen's Knight's sword. You can use it to fight other enemies.

Great! I've gotten the knight to the boat, but now the Fens Monks keep throwing boulders at me. How do I get down safely?

- Use the boulders to climb the tower. You can see the Queen's Knight's health bar.
- \* Use the boulders to climb the tower. You can see the Queen's Knight's health bar.

## DURING THE TRIAL

Can I choose my own witnesses?

- \* Click on the witness icon in the trial menu.

How can I improve my ending?

- \* Click on the witness icon in the trial menu.

## AFTER YOU'VE COMPLETED THE GAME...

**EASTER EGGS (surprises hidden in the game just for fun)**

Did you try the following?

- 1) Clicking the hand cursor along the top of the Nottingham Castle battlement above the outside of the pub?
- 2) Shooting a wood imp with your bow?
- 3) Walking to the right and back again several times along the shore of the Fens region dressed as an outlaw?

**I'm standing at the base of a tower outside the Fens Monastery. There doesn't seem to be anywhere to go. Let me guess, I'm supposed to climb this wall somehow?**

- You're on the right track. Have you looked closely at the ivy?
- You'll need your game documentation for this one.
- \* Look up the Druid name for ivy and enter it using the Hand Code. The ivy on the wall will grow and grow. Now you'll be able to climb the wall.

**I climbed up the tower of the Fens Monastery, climbed into this cell, found the Queen's Knight, but he doesn't believe I'm Robin Hood. Should I shoot him?**

- Would you calm down? Besides, you don't even have your bow at the moment.
- Remember the password Marian gave you in the Willow Grove?
- \* Enter this password using the Hand Code. Now the knight will go with you.

**Great! I've gotten the knight to the boat, but now the Fens Monks keep throwing boulders at me. How do I get down safely?**

- Dodge the boulders. Clicking the hand cursor will move you from side to side. When you've dodged each rock, you'll move farther down the tower until you reach the bottom.
- \* If even the easy arcade setting is too hard, select the computer icon from the Icon Bar and adjust the arcade level all the way down to "Win" at the bottom arcade setting. Now you can climb down the wall safely. After crossing the Fens, and the knight is safe, you'll stand trial and your fate as an outlaw will be determined. Congratulations! You've completed Conquests of the Longbow!

## DURING THE TRIAL

**Can I choose my own witnesses?**

- \* No. That was already determined by the manner in which you dealt or failed to deal with all the characters you could encounter throughout the game.

**How can I improve my ending?**

- \* Your fate is determined by the following:
  - a) Amount of ransom raised,
  - b) Number of outlaws remaining,
  - c) Total number of game points (you are not penalized here for by-passing Arcades by using the "WIN" setting),
  - d) Who testifies for or against you.

## AFTER YOU'VE COMPLETED THE GAME...

**EASTER EGGS (surprises hidden in the game just for fun)**

Did you try the following?

- 1) Clicking the hand cursor along the top of the Nottingham Castle battlement above the outside of the pub?
- 2) Shooting a wood imp with your bow?
- 3) Walking to the right and back again several times along the shore of the Fens region dressed as an outlaw?

- 5) Visiting the Cobbler's street a few times on Day Nine when the pigs and swineherd are there?
- 6) Clicking the half-heart emerald on the little figure in the center of the tapestry in the Abbey Refectory?
- 7) Clicking the eye cursor on the individual monk's cells in the floor plan of the Abbey?
- 8) Shooting the Ancient Oak in Sherwood Forest with your bow? (Save your game first.)

## F U L K ' S V E R S E S

Each set of Fulk's verses is an acrostic riddle. An acrostic riddle is a set of lines or verses in which the first, last or other particular letter of a word in each line is used to spell out a hidden word.

To solve the acrostic in Fulk's verses, spell out the word made by taking the first letter of each Druid tree name in each line.

For example:

Fearn said, "My power increases beneath water."  
 "Red is my crowning beauty," Luis claimed.  
 "I do not sleep in winter," said Ailm.  
 "I strangle even the strongest," Gort said.  
 "Music hides within me," said Ruis.  
 Ochtach said, "Much is made of me."

Fearn, Luis, Ailm, Gord, Ruis, Ochtach spells out FLAGRO, which is Latin for "to burn".



Each code word is a Latin word. For translations of the code words, see the section entitled Latin Translations.

But the lines aren't nonsense. To learn more about what each line about a tree means, you may read the additional information given below.

**"I do not sleep in winter," said Ailm.**

Ailm is the Fir. The Fir never sheds its leaves, so it doesn't "sleep" like other trees in the winter.

**Beth bragged, "Men become drunk upon my sap."**

Beth is the Birch. The sugary sap can be extracted and fermented to make an alcoholic beverage known as Birch beer.

**"My helmeted fruit is my treasure," Coll said.**

Coll is the Hazel known for its delicious hazelnuts or filberts. When they're on the tree, they look as though they have helmets.

**Said Duir, "Pigs grow fat on my acorns."**

Duir is the Oak. Pigs were fattened up on a diet of acorns.

**Eadha said, "The Romans loved me dearly."**

Eadha is the Poplar. Romans were very fond of poplars and named them arbor populi, meaning "the people's tree".

**Fearn said, "My power increases beneath water."**

Fearn is the Alder. One of the most useful qualities of Alder is that it actually grows harder and stronger when it's submerged in water, even after long periods of time.

**"I strangle even the strongest," Gort said.**

Gort is Ivy. Ivy is well known for its tenacious ability to completely cover what it grows on and can eventually strangle the life from an entire tree.

**Idho cried, "The power of the bow sleeps within me."**

Idho is the Yew. Yew has a pale outer wood and reddish heartwood, both of which were commonly used to make bows. The Celts also used yew wood to make household vessels and breastplates.

**"Red is my crowning beauty," Luis claimed.**

Luis is the Rowan. Rowans have bright red berries.

**Said Muin, "Nothing is sweeter than what I bear."**

Muin is the Blackberry. Anyone who's tasted a blackberry can figure this one out.

**"I am tall and straight," said Nion.**

Nion is the Ash, a tree which grows tall and straight. The Celts used it to make their king's throne and for the shafts of weapons.

**Ochtach said, "Much is made of me."**

Ochtach is the Pine, from which houses, all sorts of furniture and countless other things are made.

**"Music hides within me," said Ruis.**

Ruis is the Elder. The Romans made a musical instrument called a "sambuca" from elder wood. The tree's scientific name is "Sambucus Nigra".

**Said Saille, "Harps sang to me in Babylon."**

Saille is the Willow. From Psalm 137 of the Bible, referring to the captivity of the Jews in Babylon: "We hanged our harps upon the willows in the midst thereof." Harps have sometimes been made from willow wood.

**"Chariots wage battle with me," said Tinne.**

Tinne is Holly. The Celts used Holly wood to make the shafts for their war chariots.

#### LATIN TRANSLATIONS

**Paululum sursum et dextrosum.**

Translation: A little more up and to the right.

**Illud iterum dicere potes.**

Translation: You can say that again.

**Stercorem pro cerebro habes.**

Translation: You have feces for brains.

**Caesar si viveret, ad remum dareris.**

Translation: If Caesar were alive, you'd be chained to an oar.

**Domine dirige nos!**

Translation: God direct us.

### From Fulk's Verses:

- FLAGRO = to burn, to blaze  
LIBERO = to set free, to release  
REGALIS = kingly, princely  
ARDENS = burning, glowing, hot; glittering; fiery  
DESIGNO = to mark out; to designate  
BONITAS = goodness; virtue, integrity  
MEDICOR = to heal, to cure  
NEMORALIS = of a grove, of a wood, sylvan  
CISTERNA = reservoir, cistern  
TRANSFIGO = to pierce; to transfix

## HOW TO BEAT OLD HARRY

(Playing Nine Mens' Morris)

We hope you're enjoying Nine Men's Morris and finding it to be a very challenging game. You may have noticed that Harry doesn't move his pieces identically each time. Even though he can be a pretty shrewd player, you must beat him to get the magical amethyst. Therefore, if you have been unsuccessful in defeating him, perhaps you'd like to try our following sample game. Following these instructions, you'll be able to beat Old Harry every time.

### SAMPLE GAME

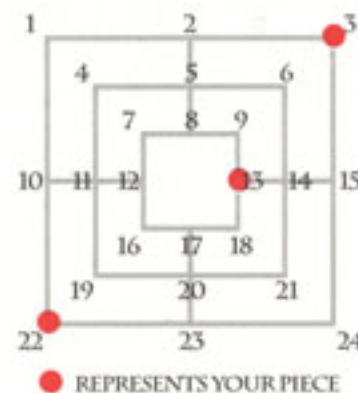
Before beginning the Sample Game, you'll need to perform three steps as follows:

- Select the computer icon from the Icon Bar and set your arcade setting all the way up to the highest setting (in its top-most position),
- When Harry asks for a wager, bet one penny,
- Optional Step: Save your game before placing your first piece (in case you place a piece incorrectly you can quickly and easily re-start from your saved game).



Board Illustration One Showing Reference Positions 1 through 24

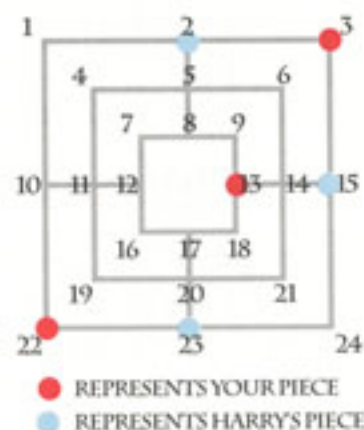
Start the game by placing your first three pieces on the Nine Men's Morris board. Looking at Board Illustration One, you'll notice each possible playing position (from left to right) is numbered from 1 to 24. (Note: These numbers do not appear on your Nine Men's Morris board in Longbow. Our illustration is only labelled this way to indicate reference positions on the board.) Place your first piece at position 22. Referring to Board Illustration One, we see this means you should place your first piece on the lower, left-hand corner of the board. Your second move is at position 3, which means you should place your second piece in the upper, right-hand corner of the board. Your third move is at position 13. Board Illustration One shows this position on the right-hand side of the innermost rectangle on the board, so we place our third piece there. Your first three plays should look like Board Illustration Two.



Your First Three Moves

After you've each played three pieces, there are two possible conclusions Harry will follow. Therefore, if Harry's first three plays were positions 23, 2, and 15, see the section entitled Conclusion A. On the other hand, if Harry's first three plays were positions 1, 24, and 2, continue with section Conclusion B.

#### Conclusion A



#### Your First Three Moves and Harry's First Three Responses

##### Placing the Rest of Your Game Pieces

Your game should now look like Board Illustration Three. Your next step is to complete placing your pieces on the Nine Men's Morris board. Simply place each of your pieces as shown in the left-hand column of the following list. Harry will respond by placing his pieces as shown in the right-hand column of the following list.

Your Moves Position	Harry's Responses Position
7	8
5	17
20	1
11	18
16	12
14	6

#### Capturing Harry's Pieces

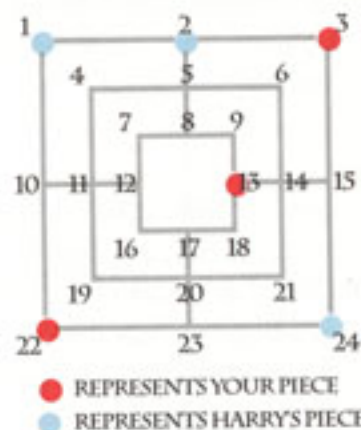
Okay. Now the board is set up to beat Old Harry. The following list shows the moves you need to make to win. Note: If the step you're on is annotated with "completes a Mill—take (followed by a number)," such as completes a Mill—take 6, this means to remove Harry's piece from position 6.

Let's run through the first two steps together (refer to Board Illustration One for positions). Find your playing piece on position 11 and move it to position 19. (Harry will respond by sliding his piece from position 1 to position 10.) Your next move is to slide your playing piece on position 14 to position 21. Since this completes a Mill (positions 19, 20, and 21), you're entitled to remove one of Harry's game pieces. Find Harry's piece on position 6 and take that one. Now you complete the rest.

Your Moves Position	Harry's Responses Position
11 to 19	1 to 10
14 to 21 (completes a Mill—take 6)	2 to 1
21 to 14	1 to 2
14 to 21 (completes a Mill—take 15)	2 to 1
3 to 15	1 to 2
21 to 14 (completes a Mill—take 2)	5 to 6
14 to 21 (completes a Mill—take 9)	12 to 11
21 to 14 (completes a Mill—take 11)	10 to 1
14 to 21 (completes a Mill—take 1)	23 to 24
21 to 14 (completes a Mill—take 24)	

Congratulations! You've won Nine Men's Morris.

## Conclusion B



### Your First Three Moves and Harry's First Three Responses

#### Placing the Rest of Your Game Pieces

Your game should now look like Board Illustration Four. Your next step is to complete placing your pieces on the Nine Men's Morris board. Simply place each of your pieces as shown in the left-hand column of the following list. Harry will respond by placing his pieces as shown in the right-hand column in the following list.

Your Moves Position	Harry's Responses Position
5	6
15	14
21	4
11	9
7	8
20	19

### Capturing Harry's Pieces

Okay. Now the board is set up to beat Old Harry. The following list shows the moves you need to make to win. Note: If the step you're on is annotated with "completes a Mill—take (followed by a number)," such as completes a Mill—take 6, this means to remove Harry's piece from position 6.

Let's run through the first two steps together. Find your playing piece on position 11 and move it to position 19. (Harry will respond by sliding his piece on position 1 to position 10.) Your next move is to slide your playing piece on position 14 to position 21. Since this completes a Mill (positions 19, 20, and 21), you're entitled to remove one of Harry's game pieces. Find Harry's piece on position 6 and take that one. Now you complete the rest.

Your Moves Position	Harry's Responses Position
22 to 10	24 to 23
20 to 17	19 to 20
13 to 18	9 to 13
7 to 12 (completes a Mill—take 13)	8 to 9
12 to 16 (completes a Mill—take 9)	14 to 13
16 to 12 (completes a Mill—take 13)	6 to 14
12 to 16 (completes a Mill—take 14)	20 to 19
16 to 12 (completes a Mill—take 19)	23 to 20
12 to 16 (completes a Mill—take 20)	

Congratulations! You've won Nine Men's Morris.

# POINTS LIST

Action	Point Value
<b>Day One</b>	
Take horn from cave	50
Get coins from chest in cave	50
Kill Sheriff's man; rescue peasant woman	100
Give money to peasant woman	50
Give money to Simon in the Shooting Glade	10
<b>Day Two</b>	
Kill the Fens Monk attacking Marian	100
Get slipper	100
<b>Day Three</b>	
Give money to beggar to get his clothes	100
Give slipper to Lobb	25
Get silver comb from Lobb	5
<b>Day Four</b>	
Kill Sheriff's man; rescue poacher	100
Give money to poacher	50
Give comb to Marian	50
Show emerald to Marian	50
<b>Day Five or Six — Fens Monastery</b>	
Kill Fens Monk with Little John's staff on Watling Street	100(must play arcade)

Action	Point Value
Use whistle on shores of the Fens	25
Pass gemstone riddles	100
Free Fulk from chains in torture chamber	100
Get Fulk's scroll from Prior	150
Get Marian's scroll from scroll rack	100
Give scroll back to Fulk	300
Enter the water gate with Fulk	10
Give money to Fulk	25
Raise grate to escape Monastery	100
Receive Ring That Commands Water from Fulk	25

## Day Five or Six — Nottingham

Get Abbey Monk's robe on Watling Street	75
Bribe guard; enter dungeon	50
Enter St. Mary's Abbey first time	10
Take ale cask from Abbot's table first time	25
Give ale cask to Innkeeper first time	25
Win amethyst in Nine Men's Morris game	50
Look at Ale bucket coming down from ceiling in pub	10
Discover secret entrance in ale cellar in pub	100
Put amethyst in your mug while drinking with Abbot	50
Talk to Abbot five times while drinking	25
Search drunken Abbot and lift his purse	10
Find puzzle box in Abbot's room	25
Replace pillow	10
Take three monks' robes in laundry room	50
Discover hedge maze	10
Go through hedge maze to Witch's Court	100
Give second ale cask to Innkeeper	10
Pay Abbot's pub bill of twelve pennies	20



Action	Point Value
Day Five or Six (Concluded)	
Leave three and a half cents on guard's table in prison; and return to secret tunnel	75
Guards take money from table and leave for pub	100
Rescue Widow's sons from prison cellar with belts from robes	150
Enter Sheriff's party at pub; answer aye to question	50
Give blessing to Sheriff	10
Escape through pub with Widow's sons	300
Receive Golden Net from Widow	50
<b>Day Seven</b>	
Give hand scroll to Marian	200
Show emerald to Marian (if troth plighted on Day Four)	50
Capture Sprite with Golden Net	10
Answer Green Man's riddles	200
<b>Day Eight</b>	
Give money to Yeoman; receive his clothes for a disguise	100
Select the correct Coat of Arms upon first attempt at Fair	100
Give Hand Scroll to scholar	50
Have your fortune told at fair	25
Give money to beggar standing with crutch	10
Buy Scarf for Marian	25
Buy Rose Oil for Marian	25
Give money to beggar lying on ground	10
Win Golden Arrow (must play arcade)	200
<b>Day Nine</b>	
Elude sweep of Sherwood Forest by Sheriff's men	75
Use hand cursor to get the Jeweler's clothes	100

Action	Point Value
Use Jeweler's rouge on Robin (once)	25
Get past guard (as Jeweler) at Castle of Nottingham	10
Swindle Sheriff (as Jeweler)	300
<b>Day Ten</b>	
Open Abbot's Puzzle Box	100
Talk Innkeeper into opening back door of pub	50
Rescue Marian using John's plan	500
Heal Marian with Emerald Half-Heart	300
<b>Day Eleven</b>	
Ambush Treasure Train with Tuck's plan	500
Seize Treasure successfully with any plan	500
<b>Day Twelve</b>	
Elude sweep of Sherwood Forest by Sheriff's men	75
Give password to False Knight	50
Kill the False Knight with bow	50
Search False Knight and discover sealed letter	50
Show sealed letter to Little John	50
<b>Day Thirteen</b>	
Use Hand Code to climb ivy	25
Climb into cell window of Fens Monastery Tower	25
Give False Knight's Letter to Queen's Knight	100
Give correct password to Queen's Knight	50
Escape from Monastery Tower (must play arcade)	100
<b>TOTAL POINTS</b>	<b>7,325</b>

# ARCADE POINTS

Action	Point Value
Kill Fens Monk in Quarterstaff combat	100
Win Golden Arrow at Fair	200
Escape from Fens Monastery Tower	100
Capturing Sprite with Golden Net	10

## Alternate Solutions (Worth Fewer Points)

### Days Five and Six

Rescue Widow's Sons	
#1 Will's Plan	200
#1 John's Plan	150
#1 Alan's Plan	50
#1 Much's Plan	25
#2 John's Plan	200
#2 Tuck's Plan	150
#2 Alan's Plan	50
#2 Much's Plan	25

### Day Eight

Pick correct Coat-of-Arms on second meeting	50
Give Hand Scroll to Scholar on second meeting	25

### Day Nine

Bribe guard to let Puck inside castle	50
Talk guard into letting Puck in castle	75
Swindle Sheriff disguised as Puck	50

# ACTIONS CAUSING POINTS TO BE DEDUCTED

## Day Ten

Bribe Innkeeper into opening cellar	10
Rescue Marian	
#1 or #2 Will's Plan	400
#1 or #2 Alan's Plan	300
#1 or #2 Tuck's Plan	100
#1 or #2 Much's Plan	50
#3 John's Plan	200
#3 Will's Plan	150
#3 Alan's Plan	75
#3 Tuck's Plan	50
#3 Much's Plan	25

## Day Eleven

Seize treasure following Will's Plan	400
Seize treasure following John's Plan	200
Seize treasure following Alan's Plan	100
Seize treasure following Much's Plan	0
Open Puzzle Box if Marian is dead	10

# ACTIONS CAUSING POINTS TO BE DEDUCTED

## Action Point Value

### Day One

Peasant woman is killed	-100
Peasant woman not rescued	-100

**Day Three**

Use Bow to get beggar's disguise	-100
Give emerald to beggar	-200

**Day Four**

Poacher is killed	-100
Poacher not rescued	-100

**Days Five and Six**

Kill Fens Monk with Bow	-100
Get Abbey Monk's Robe with Bow	-75
Give emerald to Abbot	-200
Give amethyst to Abbot	-200
Give amethyst to Fens monk or Prior	-50
Every time Robin or Fens monk returns to the torture room with Fulk still on strappado	-50

**Day Nine**

Use Bow to get jeweler's clothes	-100
Give emerald to jeweler	-200

**Day Ten**

Use Bow on Innkeeper	-75
Let Marian die	-500

## LIST OF INVENTORY OBJECTS

Object	Where Found	Where Used
Horn	Robin's Cave	Throughout Game
Coins	Robin's Cave	Throughout Game
Slipper	Sherwood Forest	Lobb's Shop
Silver Comb	Lobb's Shop	Willow Grove with Marian
Emerald Half-Heart	Robin's Dream	Willow Grove with Marian or with Sheriff (as Jeweler)
Reed Whistle	Fens Monk's Robe	Fens
Bag of Gemstones	Fens Monk's Robe	Fens Monastery Main Gate
Fulk's Scroll	Scribes' Room, Monastery	Fulk
Ring That Commands Water	Fulk after rescue	Fens
Ale Cask	Abbot in Abbey Refectory	Pub; Abbey Refectory
Amethyst	Pub (Nine Men's Morris)	Robin's Ale Mug
Puzzle Box	Abbot's Room	Robin's Cave (or safe place)
Three Abbey Monk Robes	Abbey Laundry Room	Rescuing Widow's Sons (In Dungeon)
Ring That Commands Fire	Puzzle Box	Witch's Court
Golden Net	Widow	Catching Wood Imp
Hand Scroll	Fens Monastery Scribes' Room	Willow Grove with Marian; Scholar at Fair
Jeweler's Rouge	Jeweler's Clothes	On Robin
Sealed Letter	False Knight	Little John; Queen's Knight

**MONEY**

This doesn't cover every single possibility of giving money, but only those instances where giving money results in points or is significant in getting the most out of the game. Some characters will take money with no benefit to you.

In places where there is no specific amount that Robin has to give, we show one farthing to get a MINIMUM count. Robin is certainly free to give more.

NOTE: There is no single Day in the game that requires use of money to complete that Day. You could, potentially, get all the way through the game and not spend a farthing. But you'd miss out on chunks of game play and a lot of points (i.e., not entering the archery tournament means missing out on winning Golden Arrow for 200 points and addition of 10,000 marks of ransom — but you can finish the game without doing this.)

Amounts are given as farthings (2 = 1 ha'penny, 4 = 1 penny)

### Giving Money

Amount (in Farthing)	Action or use.
Day 1	
1	Peasant Woman (Watling Street)
1	Simon (Shooting Glade)
Day 4	
1	Poacher (Watling Street)
Days 5-6	
3	bribe guard as Abbey Monk (Castle gates)
1	wagering with Harry (Pub)
48	pay Abbot's bill to Innkeeper (Pub)
14	ale money for guards (Dungeon)
1	Fulk (Water Gate in Monastery)

### Amount (in Farthings)

### Action or use

Day 8

2	having fortune told (Nottingham Fair)
1	First beggar (Nottingham Fair)
6	buying scarf for Marian (Nottingham Fair)
8	buying rose oil for Marian (Nottingham Fair)
1	Second beggar (Nottingham Fair)
4	enter tournament (Archery Grounds)

Day 9

3	bribe guard as Puck (Castle Gates)
12	wager with Sheriff as Puck (Sheriff's room)

Day 10

40	bribe Innkeeper as outlaw (Pub)
----	---------------------------------

### Gaining Money

Beginning of Game

Robin starts off with a value of eighty-four farthings (taken from his money chest in his Outlaw Cave), broken down as follows:

- a) 5 pennies,
- b) 19 ha'pennies,
- c) 26 farthings.

### Scholar's Money

In the Fair region, Puck can get a value of forty-five farthings from the Scholar, broken down as the following:

- a) 7 pennies
- b) 6 ha'pennies
- c) 5 farthings

### Abbot's Money

In St. Mary's Abbey, the Abbot's purse contains twelve pennies (value of forty-eight farthings).

### Sheriff's Penny

In the Pub, Robin receives one penny for blessing the Sheriff.

NOTE: On Days 9 and 10, money is used to solve problems using alternate, but inferior, solutions which actually give less points overall than the solutions that don't use money.

### Ransom Totals

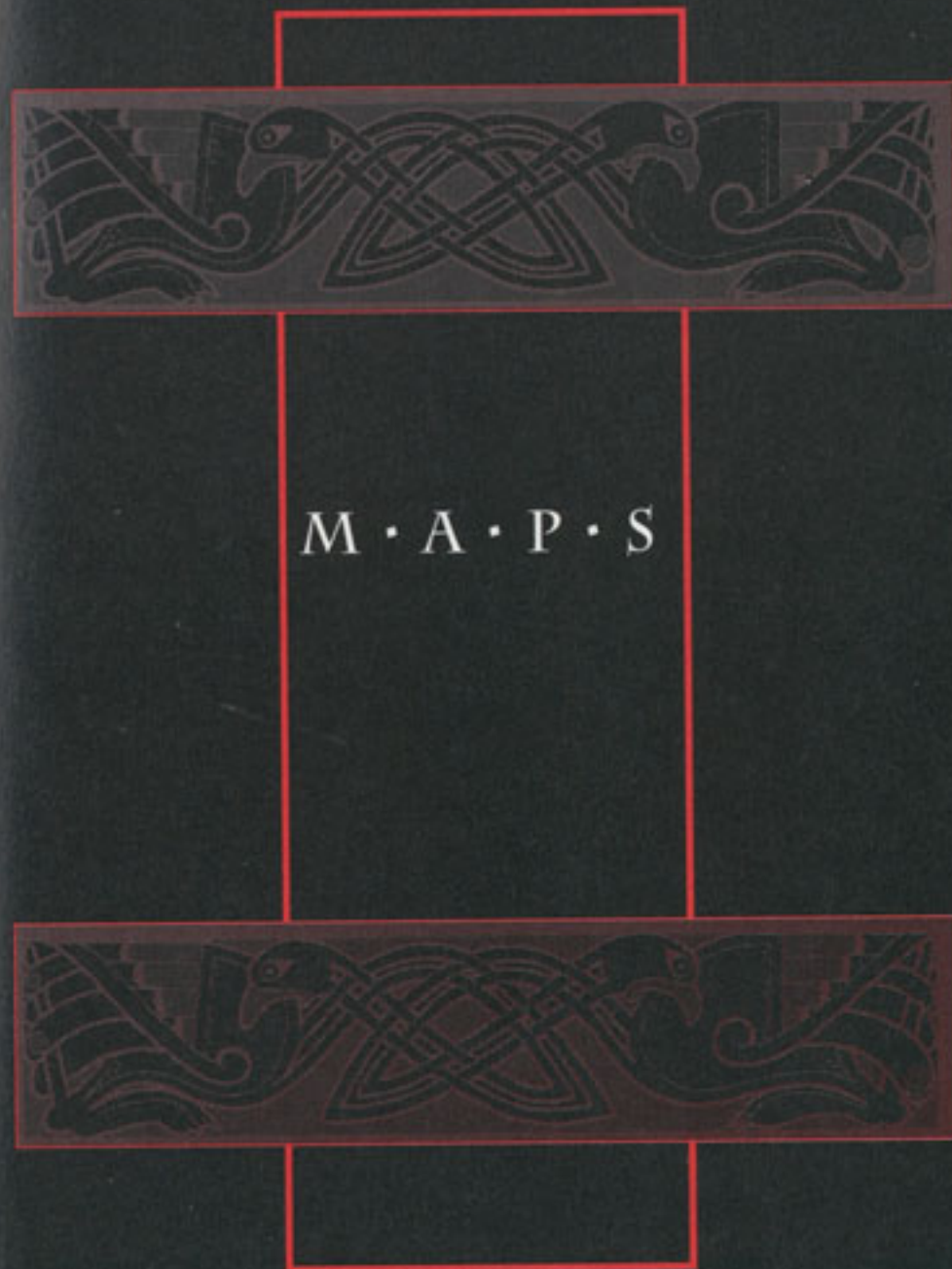
#### At Beginning of Game

The game should open with Ransom: 300 in the status line.

- 300 = opening amount in outlaw treasury
- 700 = tricking Sheriff as Puck
- 5,000 = tricking Sheriff as Jeweler
- 10,000 = winning Golden Arrow
- 50,000 = seizing Treasure Train

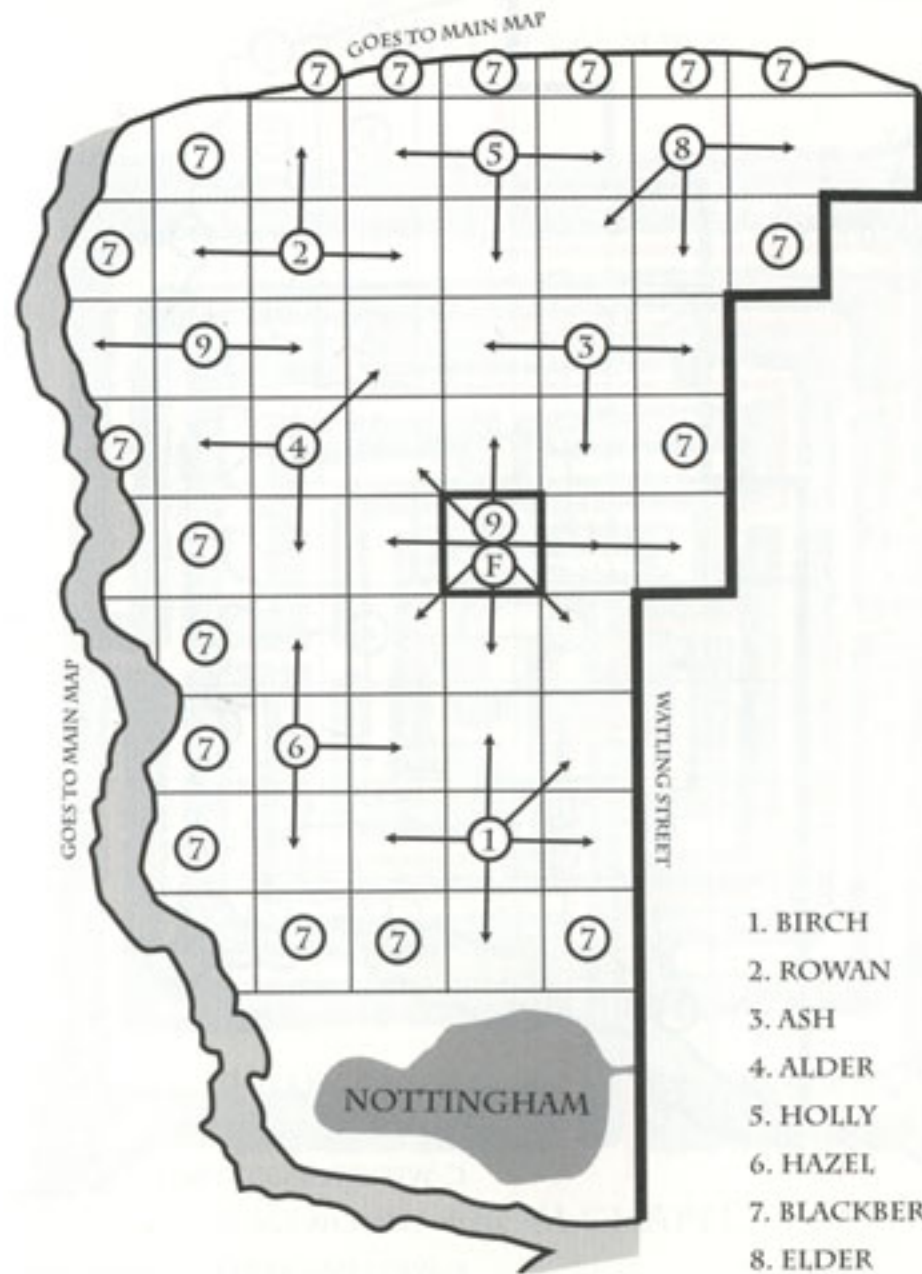
#### Tricking Sheriff

Tricking the Sheriff is an either/or situation. You can trick him as either Puck or as Jeweler, but not as both, so only one amount can apply.



1. BIRCH
2. ROWAN
3. ASH
4. ALDER
5. HOLLY
6. HAZEL
7. BLACKBERRY
8. ELDER
9. OAK
10. WILLOW

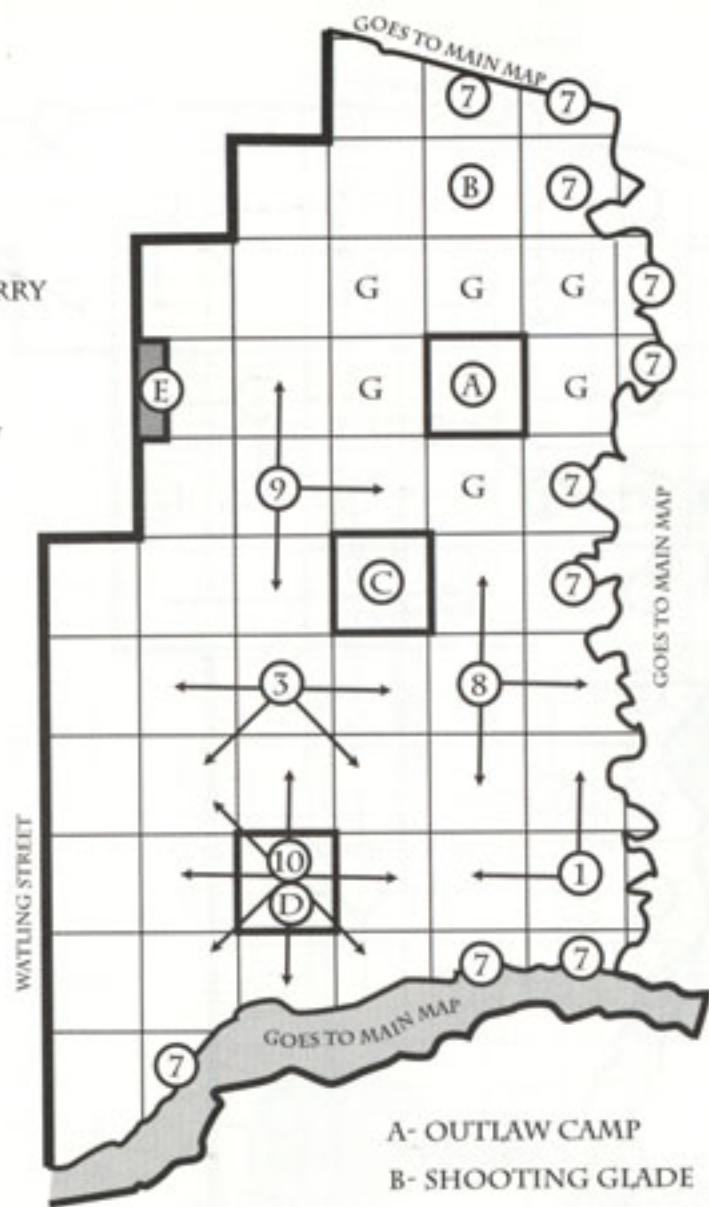
- A- OUTLAW CAMP
- B- SHOOTING GLADE
- C- WIDOW'S COTTAGE
- D- WILLOW GROVE
- E- WATLING STREET OVERLOOK
- F- OAK GROVE
- G- GENERIC TREES



F-OAK GROVE

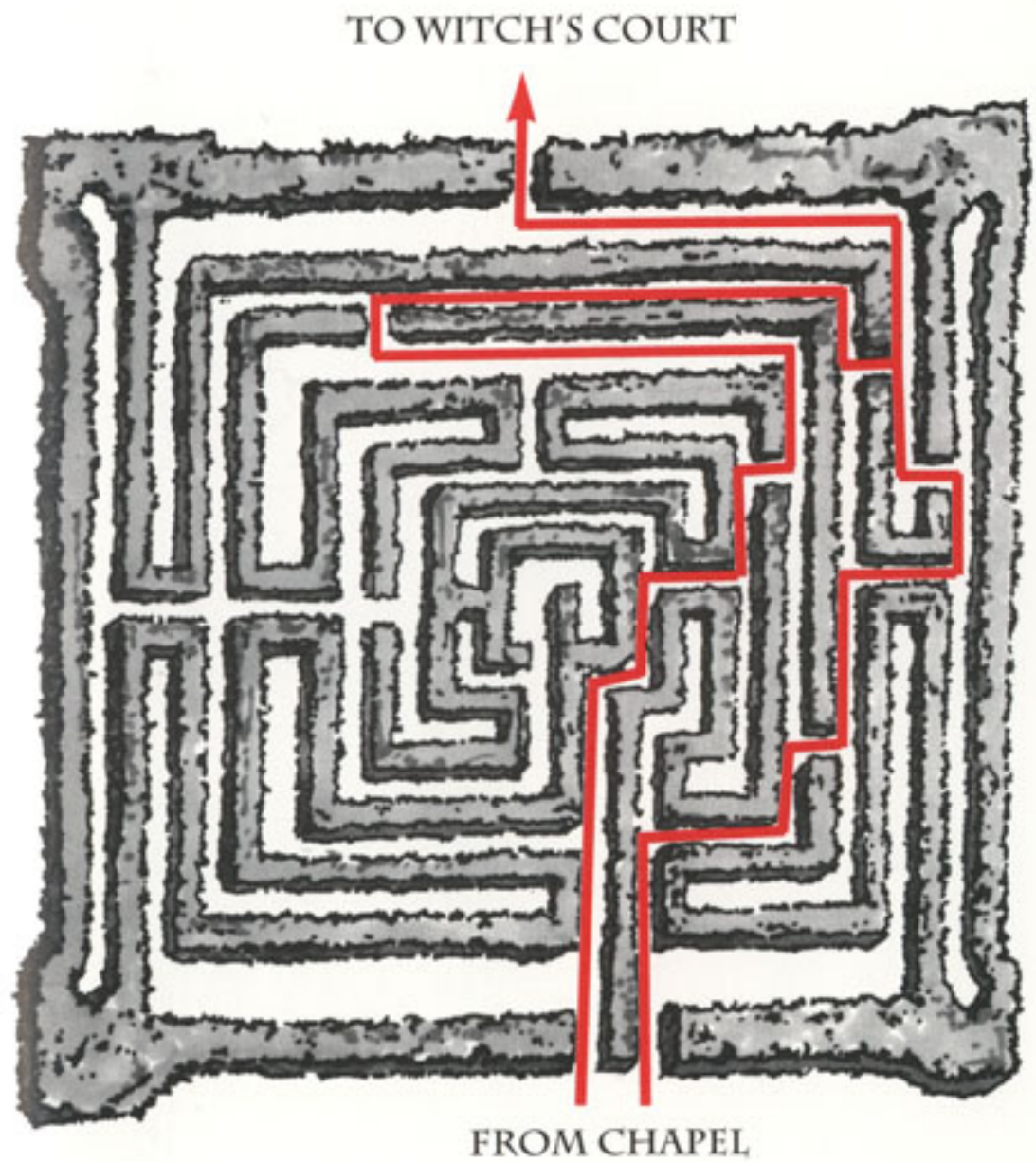
1. BIRCH
2. ROWAN
3. ASH
4. ALDER
5. HOLLY
6. HAZEL
7. BLACKBERRY
8. ELDER
9. OAK

1. BIRCH
2. ROWAN
3. ASH
4. ALDER
5. HOLLY
6. HAZEL
7. BLACKBERRY
8. ELDER
9. OAK
10. WILLOW



- A- OUTLAW CAMP
- B- SHOOTING GLADE
- C- WIDOW'S COTTAGE
- D- WILLOW GROVE
- E- WATLING STREET OVERLOOK
- G- GENERIC TREES

## THE HEDGE MAZE





©1991 Sierra On-Line, Inc.

000001610



To reveal the **HIDDEN** clues, place the red Adventure Window over the red patterned areas in your hint book so that the dot shows through the hole.



**SIERRA**<sup>®</sup>  
Adventure  
Window