

VIRGIN GAMES, INC., 18061 FITCH AVE., IRVINE, CA 92714.
FOR CUSTOMER SERVICE CALL: (714) 833-1999

ROBIN HOOD: PRINCE OF THIEVES™, characters, names and all related indicia are
trademarks of Morgan Creek Productions, Inc. © 1991 Morgan Creek Productions, Inc.
© 1992 Virgin Games, Inc. All rights reserved.

Virgin is a registered trademark of Virgin Enterprises, Ltd.

Printed in Japan

Nintendo

GAME BOY®

DMG-RH-USA

ROBIN HOOD



PRINCE OF THIEVES™



INSTRUCTION BOOKLET



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, GAME BOY AND THE OFFICIAL SEALS ARE TRADEMARKS OF NINTENDO OF AMERICA INC.

© 1991 NINTENDO OF AMERICA INC.

© 1991 VIRGIN GAMES INC.

VIRGIN IS A REGISTERED TRADEMARK OF VIRGIN ENTERPRISES, LTD.

WARNING

READ BEFORE USING YOUR NES, SUPER NES, OR GAME BOY SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games, including games played on the NES, Super NES and Game Boy systems. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have an epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

TABLE OF CONTENTS

	Page
Introduction	1
Controls	2
Traveling	3
Option Menu	4
Player Screen	5
Combat	9
Weapons and Protection	12
Hints and Tips	13
Characters	14
Credits	16

INTRODUCTION

ROBIN HOOD: PRINCE OF THIEVES™

England is in turmoil! The King of England, Richard the Lion-Hearted, is off fighting in the Crusades and Robin Hood is in prison. Now England has fallen under the rule of the Sheriff of Nottingham, backed by the black magic of the witch, Mortiana. The Sheriff must be pushed out so that England can return to its original state of peace.

You are Robin Hood of Locksley. You were fighting in the Crusades when your friend Peter Dubois was captured and imprisoned for stealing bread. Unable to stand by and watch the brutal interrogation Peter was forced to endure, you attempt to take the blame for the crime. Now you are in prison with Peter, awaiting your turn at being interrogated.

You must rescue your friend and escape the horrible fate that awaits you both. Ultimately, you must save England!!!

GAME OVERVIEW

Throughout the game, fellow travelers will lead you on quests to accomplish certain goals. Heed friendly advice to assist you in accomplishing such goals as finding the Maid Marian, avenging your father's death, and defeating the evil forces that are causing the downfall of a once prosperous England.

CONTROLS

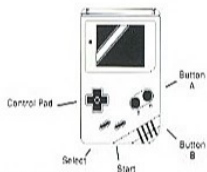
Control Pad - Controls movement of player character.

Start Button - Pauses game.

Select Button - Starts game and accesses Option Menu.

A Button -

- Picks up objects when player character is standing over or next to them.
- Uses weapon/object in player's right hand.
- Jumps during duel sequence.



B Button -

- Picks up objects when player character is standing over or next to them.
- Uses weapon/object in player's left hand.
- Attacks during duels or melees.
- Cancels Options Menu from screen.

Dueling

Use A to jump and B to attack. Pressing UP on the control pad while pressing the B Button will cause character to flip in the air. Pressing down and right or left will cause character to roll in that direction.

Traveling

When you are on foot you can move up, down, left or right corresponding to what direction you press on the control pad.

When you are on horseback you can move back and forth using the control pad, and use the A or B button to jump over obstacles.

Continue Play

You will have two opportunities to continue your game after your character has been defeated. You will be asked if you wish to continue.

Option Menu

Press the START button to bring up the Options Menu.
Press up or down on the control pad to highlight the option you wish to select.
Press the A button to choose highlighted option.

Talk - Robin Hood will talk to the person he is near. Robin Hood must be very close to the person he wishes to talk to. Bumping into other characters will also cause them to talk.

Look - This selection describes Robin's current surroundings.

Take - This selection causes Robin to pick up visible items. He must be near the item to pick it up.

Search - Causes Robin to search for any hidden items nearby. Other characters will often give clues to the location of hidden items.

Player - Brings up the Player Screen.

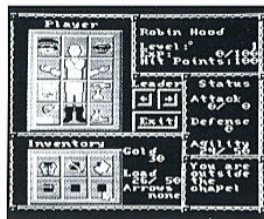
Exit - Returns to game. Pressing the B button will also remove this menu and take you back to the game.



Player Screen

On the Player Screen, you can move the arrow using the control pad.

Whichever character's name is in the upper right hand corner of the screen is the character you are presently looking at. To alternate between members of your party move the arrow to one of the two arrows (← →) in the center of the screen and press the A button. You will see the name change as you click on each arrow.



(eye) - To look at an object in your inventory, move the arrow to the object you wish to look at and press the A button. Then move the arrow, holding the object, to the Eye in the upper left square of the player box and press the A button again. This will give you a description of the object.



(mouth) - To eat or drink something in your inventory, move the arrow to the object you wish to consume and press the A button. Then move the arrow to the Mouth in the upper right square of the player box and press the A button again.



(map) - Moving the arrow to the map and pressing the A button will show you a map of your surroundings.



(take) - To take a visible item, move the arrow to the Take icon and press the A button. This will cause Robin to pick up the nearest visible item.



(drop) - To drop an item in your inventory, move the arrow to the object you wish to discard and press the A button. Then move the arrow to the Drop icon and press the A button again.



(use) - To use an object in your inventory, move the arrow to the object you wish to use and press the A button. Then move the arrow to the word Use in the lower left square of the player box. Press the A button again to use the item. Some items, such as door keys, will be used automatically if in your character's possession.

To give an object to someone in your party, move the arrow to the item and press the A button. Then move the arrow to the two arrows (← →) in the center of the screen and choose the character you wish to give the item to. When that character's name is shown, move the arrow to either his inventory or to one of his player boxes and press the A button.

To wear an item, you must move the arrow to the object in your inventory that you wish to wear. Press the A button to pick the item up and then move it to the part of the body you wish to wear it on. Press the A button again to release the item. Items must be worn in their appropriate place in order to work properly. For example, you would wear armor on your chest.

Inventory

Your inventory is located at the bottom left of the Player Screen. You will notice that there are six squares in which to store your inventory. However, you may carry more than six items at a time.

GOLD represents how many gold pieces you are carrying.

LOAD represents how much you are weighted down by your inventory.

ARROW represents how many arrows you have left.

Your character's statistics are located in the upper right corner of the Player Screen beneath the character's name.

LEVEL represents what character level you are. With each level increase, a character becomes more powerful and gains more hit points. Your character will begin at level 1. You gain levels by earning experience.

EXP represents how many experience points you have. The number to the right of the number of experience points you have is the total number needed for a level increase. You gain experience points by killing enemies and accomplishing game objectives.

HIT POINTS represent your "health" "go outside." As you are wounded, your hit points will decrease. When your hit points reach zero your character has been defeated.

ATTACK represents what your attack abilities are. The number on the left refers to the object in your left hand. The number on the right refers to the object in your right hand. If there is nothing in your hand the number will be zero. If you have a weapon in your hand, the number represents how much damage the item can cause to an opponent.

DEFENSE represents the amount of defensive armor you are wearing. The number refers to the amount of damage the armor can absorb. If you are using a shield, it will absorb a full hit if used quickly enough by your character.

AGILITY represents how quickly and accurately your character can move. The number on the right refers to the maximum amount of agility your character has based on how tired or hungry your character is. The number on the left refers to the actual amount of agility after subtracting the weight of the objects he is carrying.

LOCALE represents where in the story your character is located.

To **EXIT** the Player Screen, either move the arrow to the word EXIT in the center of the screen and press the A button, or Press the B button at any time while on that screen.

NOTE: You can only Exit the Player Screen if the arrow icon is empty.

Combat

Main Screen Combat

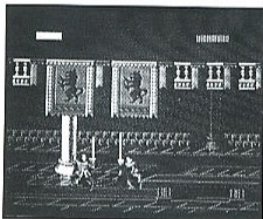
This combat occurs during the majority of the game. When you are at the normal play screen you may run into knights or other evil opponents or creatures. Your attack button will depend on which hand you are holding the weapon in. If your weapon is in your right hand the A button will be the attack button. If your weapon in your left hand you will use the B button to attack.

During this time, your hit points will be shown on the lower left corner of the screen. If your hit points start getting close to zero the number shown will begin to flash to warn you. As you are fighting you will see a + with a number next to it. This shows how many experience points you are gaining as you attack your opponents.

Dueling

A second form of combat you will encounter is dueling. This is a one-on-one battle using swords. To strike your opponent, press the B button. To jump, press the A button. Pressing up on the control pad while pressing the A button will cause you to do a flip in the air while jumping.

During the duel you will notice two life meters at the top of the screen. Yours is on the left and your opponent's is on the right. As a person is wounded his life meter decreases. The person whose life meter runs out first is defeated and the duel is over.



Melee

Another type of battle is the melee. This is when all of Robin's men fight against many of the Sheriff's men. The character you are in control of will move when you press right or left on the control pad. To change to a different character, press the Start button. To attack with your sword, press the A button. To shoot arrows at enemies, face the direction you wish to make the attack and press the B button. Remember Robin has a limited amount of arrows. Arrows can be increased by picking up quivers.

At the bottom of the melee screen there will be a life meter shown for each one of your characters. You can switch characters by pressing the Start button. The life meter shown by the arrow represents the character you are currently controlling. When a character's life meter runs out, that character has been defeated.

Weapons and Protection

The following is a list of weapons and some information about each item:

Weapon Name	Weight in Units	Damage
Knife	2	2
Druid Dagger	4	8
Short Sword	4	6
Sword	6	8
Locksley Sword	8	20
Ball & Chain	40	25
Long Bow	3 (requires 2 hands)	Shoots 1 Arrow
Locksley Bow	3 (requires 1 hand)	Shoots 4 Arrows Per Shot
Staff (Cudgel)	4 (requires 2 hands)	3

Note: Robin Hood is extremely proficient with the Locksley Bow. He can shoot four arrows quickly with this weapon.

Helpful Hints

Some things to remember while you are playing the game:

Be sure to talk to everyone. Some people may give you clues as to the whereabouts of hidden items or doors. Some will ask you questions or give you other clues as to what to do next. Be very careful when answering questions. In many cases the correct answer is imperative.

There are several hidden doors and items in the game. Be sure to SEARCH each place where you think there might be something hidden. Check for loose brick, covered holes, or maybe even secret passages.

Chests can be opened in the same manner as a door. Be sure you have a chest key on hand in case you run across one!

Remember Robin can only carry a limited number of items. It is better to have other members of the party carry objects than to weigh down Robin because his agility won't be as good if he is carrying many objects.

Be sure to pick up all quivers you find. You will need plenty of arrows. Also, pick up as many foods, potions, and bandages as you and your party can carry. You will need these to restore your health.

Characters

These are some of the major characters you will run across in your adventures.

ROBIN HOOD : Prince of Thieves - Robin of Locksley is your main character. He is very proficient with the longbow and is also a terrific swordsman. You will command Robin through journeys and battles with enemies in the effort to avenge the death of Robin's father and free England from the evil Sheriff's domination.

THE SHERIFF - The Sheriff of Nottingham. While Richard the Lion-Hearted, King of England, is away in The Crusades, the Sheriff takes control of England and begins to rob and oppress the people.

GUY OF GISBORNE - One of Robin Hood's evil foes. He is the Sheriff's chief henchman. He is responsible for the death of Robin's father.

MAID MARIAN - Marian Dubois of Dubois Manor. Friend to Robin Hood.

PETER DUBOIS - Maid Marian's brother and Robin's friend. Robin must rescue Peter to help him in his journeys.

AZEEM - A stranger offering help to Robin Hood. Robin must decide whether or not to trust this stranger and the assistance he offers.

THE BARON - This corrupt Baron is conspiring with The Sheriff to take over the land of England.

LITTLE JOHN & WULF - John Little and his son. Part of an army of outlaws in a camp in Sherwood Forest.

FRIAR TUCK - A belligerent worker. He works for the Sheriff but is not loyal to him.

MORTIANNA - The Sheriff's witch. She uses her Black Magic to help the Sheriff take over England.

Credits

Developed by	B.I.T.S.
Programmer	Andy Rogers
Graphic Artist	John Baker
Music Adaption	David Whittaker
Project Manager	Jeffrey the Barak
Behind the Scenes	Foo Katan, Jacqui Lyons, Adrienne Rietema
Directed by	Mindscape Intl.
Project Managers	David Amor, Richard Leinfellner, Steve Whittle
Quality Assurance	Mia Garside, Mark Machin, Michael Gater, Daniel Lewis, Noah Tool, Justin Norr, Michael S. Glosecki, Scott Duckett
Published by	Virgin Games, Inc.
Executive Producers	Dr. Stephen H. Clarke-Willson, Neil Young
Producer	Lyle J. Hall
Manual	Cherylyn Jones, Lisa Marcinko

VIRGIN GAMES, INC. LIMITED WARRANTY

VIRGIN GAMES, INC. warrants in the original purchaser of this VIRGIN GAMES, INC. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This VIRGIN GAMES, INC. software program is sold "as is" without express or implied warranty of any kind and VIRGIN GAMES, INC. is not liable for any losses or damages of kind, resulting from use of this program. VIRGIN GAMES, INC. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any VIRGIN GAMES, INC. software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the VIRGIN GAMES, INC. software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIVES OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE VIRGIN GAMES, INC. ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNS FOR A PARTICULAR PURPOSE. ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL VIRGIN GAMES, INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and or exclusions or limitations or incidental or consequential damages so the above limitations and or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

1