

SHERWOOD FOREST

Introduction

In *Sherwood Forest*, the lighthearted adventure by Softoon, you play the part of Robin Hood. Your goal is to marry Maid Marion and live happily ever after. It will not take very long to finish the game. If you are an experienced adventurer, you will probably be able to do it without using too many hints — the puzzles are relatively logical.

This game features marvelous graphics. Several of the scenes include small pieces of animation, for example, somebody's eyes will move. Also, the pictures load very quickly — this adventure wins the fast graphics award. This comes in handy since you have to do a lot of moving back and forth in this game. Another nice feature is that the display tells you which directions you can move at any given time.



General Hints

The hardest problems will probably be the catapult and the wind from the cave. With the crank, you can have the catapult send you one of two places — #17 or #24 (at the end). When you activate the catapult, you must be wearing the lifejacket or face death.

You will not be able to explore the cave with the strong wind blowing. To counter this, you can cover the cave with the boulder (see #11).

Another problem is that you can carry only a limited number of items. You must keep this in mind when you plan your strategy.

Finally, you will encounter a unique problem if you use any dirty words. You will be immediately transported to the Maze of Foulmouth, and you will have to say you are sorry before you can get back to the game!



Procedures

1. This is the starting point.
2. Look in the water. You will find a whetstone to be used at #5. Also, after #22 you will come back here and wash yourself.
3. Rob the taxman and get a bag of gold. It is needed for #6.
4. This will be the entrance to your future home if you finish the adventure.
5. There is some steel here — take it to use at #8. Also, fix the grinder with the whetstone from #2. After #14, you will come back here and sharpen the ax.
6. When you give the beggar the gold from #3, he will leave and drop some flint. You will use this at #8.
7. Maid Marian is here. For now, just get the awning and use it at #9. After #22, you will come back to kiss her and marry her at #23.
8. Strike the flint from #6 with the steel from #5 to make a fire to burn the hay. You will find a needle for #9, and after looking through the ashes several times, you will also find a thread for #9 and a penny for #23.
9. If you read the note, you will know to drop the awning from #7, and the needle and thread from #8. Then leave and come back, and you will find your uniform to be used at #10. You'll also find some thread for #22 and another note.

10. The first time you cross this log, you must be wearing the uniform from #9. If you're not, Little John won't let you by.
11. This is where the wind comes from. Before you do #12, you must move the boulder to block the cave. To do this, drop everything, move the rock, then pick up all your things.
12. To get down (after you have stopped the wind at #11), just jump.
13. There is a lifejacket here. You must be wearing it at #16, #19, and #20, and you need it for #21 as well.
14. There is an ax here. You will need it for #17, but first you must sharpen it at #5.
15. There is a crank here. It is used at #16. Go sharpen the ax at #5 before going to #16.
16. Before you do anything else, drop everything except the lifejacket from #13 and the sharpened ax. You must be wearing the lifejacket, not just holding it. Now, insert the crank from #15 into this catapult. Turn the crank once. This will aim the catapult at the tree you want to go to. Push the button and you will go to #17.

You will need this catapult again after #23. Then you will attach the telescope from #23 onto the catapult. Make sure you have the lute from #21. Each time you turn the crank, it will change the aim. Look through the telescope to see where it is pointed. If you push the button when you see the tree, you will die. But if you push the button when you see your home, you will be catapulted there and win the game.

17. You are at the top of a tree.
18. With the sharpened ax from #14, chop the tree. Then you can get the pole to use at #19. Leave the ax here.
19. At this point, you must have nothing but the lifejacket and the pole in your possession. Wearing the jacket, use the pole to pry at the rock. You will go to #20.
20. If you are wearing the lifejacket from #13, you will survive. Swim for awhile, until a boat picks you up (#21).
21. Give the lifejacket to the sailor. He will give you a lute for #22 and dump you on the pier.
22. First, go back to #16 and get your equipment. Then come back here. With the leftover thread from #9, string the lute from #21. Go to the stage and sing or dance. Even though you get a little dirty, you will catch the men's attention. Now play the lute and you will get a charm. Wear the charm, go wash yourself at #2, and go kiss Maid Marian at #7.
23. After you kiss Maid Marian at #7, come here. Give the penny from #8 to the Friar, and you will be married. You also will receive a telescope to use at #16. Go back there now.
24. You win! Congratulations.

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