

THE GAME

Robin Hood and his merry men are confronted with their biggest challenge to date!

The evil Cull of Sagala has taken control of Sherwood Forest instilling fear into the hearts of the forest dwellers. They are relying on you as Friar Tuck, Robin and the rest of the band to rid the forest of this evil force and then get back to normal pursuits like robbing the rich to give to the poor!

In the meantime Robin and his men battle valiantly on, but the odds are definitely stacked against them. Werewolves roam the forest day and night watching and waiting for any likely looking prey (actually they're not particularly fussy!). Hideous animated skeletons appear when they're least expected and should you be unfortunate enough to come across one of the Priests of Sagala, well, your days are numbered!

Already one attempt to rid the forest of the Cull has failed. You had arranged to meet the Bishop of Derby to try to carry out an exorcism. When he failed to arrive on time you set out to look for him and at the edge of the forest you find his body, he had been slain by a black arrow. But on his body you notice a piece of blood stained parchment bearing the following rhyme, could this possibly be the answer?

For fine protection you must amass
Werewolves, large and a Scrying glass
Then travel through the misty wood
To take them to the Witch of Good

From the ruin of solitary means
A parchment guide is what you need
Without it you may go astray
And in the forest lose your way

To buy the means to safely walk
A fiery monster you must seek
He holds the price with precious metal
Convey to the hermit without much tattle

A silver cross must be found
Before you feel safe and sound
On the pentagon it must be dropped
And the portal of evil will be stopped

Clutching the parchment you hurry back to the camp to find Robin and his men surrounded and fighting for their lives. You are their only chance, you must follow the clues and destroy the source of evil before it claims its final victory.

GAMEPLAY

The solution lies in the rhyme. To pick up an object walk over it.

CONTROLS

Joystick or Keyboard

Left Z

Right X

Up P

Down L

FIRE SPACE

LOADING INSTRUCTIONS

484 - Press CNTL and small ENTER

664/6120 - 1 TAPE

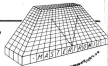
- Press CNTL and small ENTER

The program code, graphic representation and artwork are the copyright of Mastertronic and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Mastertronic. All rights reserved.

© Mastertronic Limited 1987

Made in Great Britain

Design: Words & Pictures Ltd., London



AMSTRAD/SCHNEIDER

464-664-6128

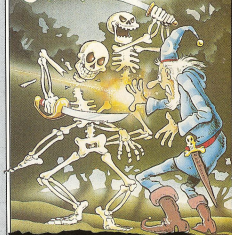
AMSTRAD

Sherwood Forest has been taken over by the evil and ruthless Cuit of Sagalia. Robin and his men fight on bravely, but the odds are stacked against them. You, as Friar Tuck, are their only chance of survival. Solve the clues hidden in the rhyme and destroy the evil force.

JOYSTICK OR KEYBOARD
PROGRAM BY DEREK
BREWSTER

THE CURSE OF
SHERWOOD

THE CURSE OF SHERWOOD



MASTERTRONIC



SCREEN SHOTS

MANUFACTURED IN THE U.K.

IA 0162

5 012967 800291