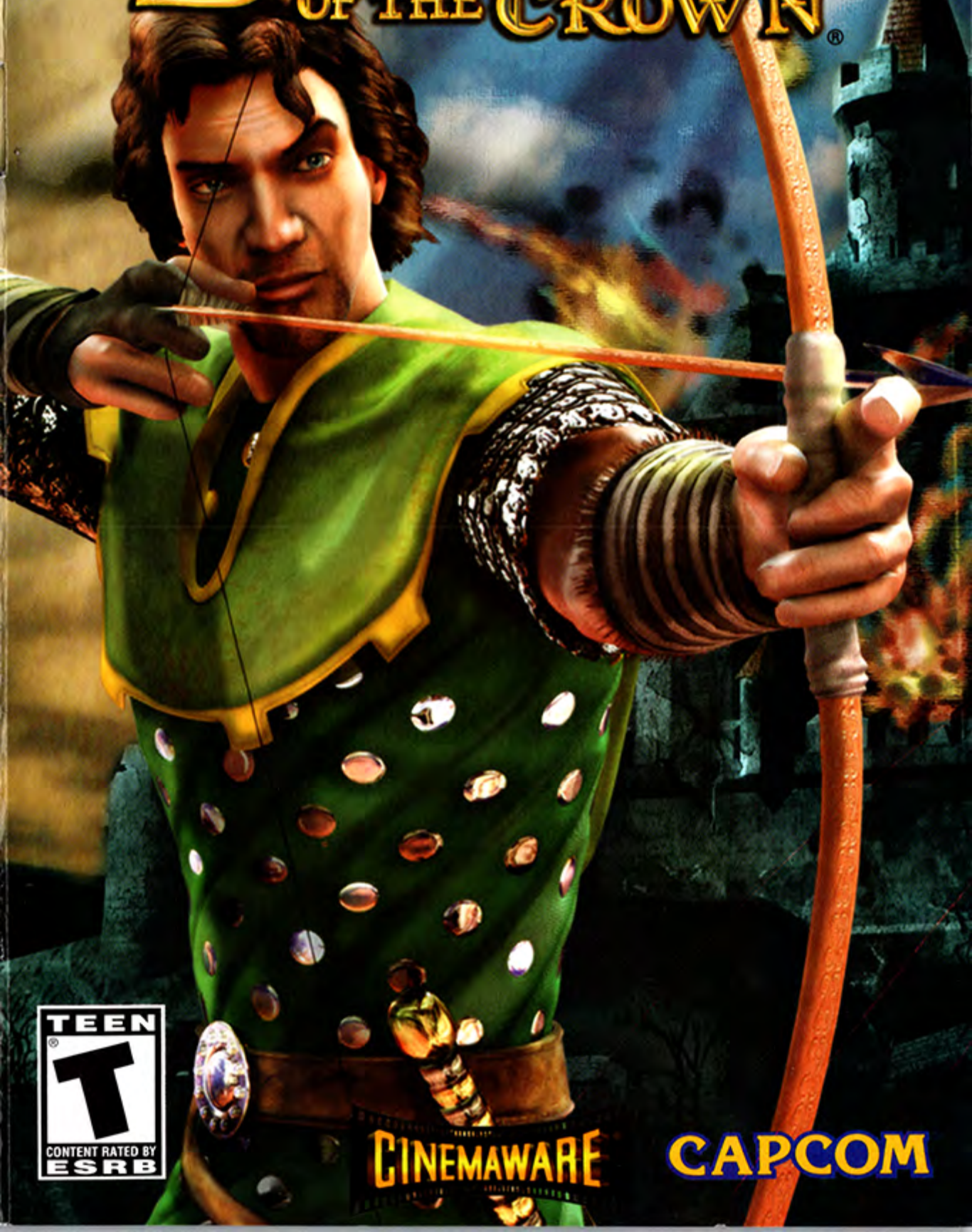


ROBIN HOOD DEFENDER OF THE CROWN®



CINEMAWARE

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WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

Getting Started	2
Starting Up	3
An Outlaw to the Rescue!	4
Mode Select Menu	5
Off You Go!	6
Swordfight Raids	7
Archery Raids	9
Recruiting	10
England	12
Battle	13
Battle Units	15
Tournament	16
Siege Warfare	19
Sage Advice	22
Cinemaware, Inc.	23
All Things Capcom	24

THE DEFENDER OF THE CROWN LEGACY

Dear Fan,

*"It is a time of legends. A time for heroes.
A time of bitter strife, when great men rise
above their peers to perform great deeds.
A chapter of history in the making."*

It was with these great words in 1986 that Defender of the Crown originally introduced millions of gamers around the world to its unique combination of gameplay, graphics and story elements, marking the first of many successful Cinemaware titles to come.

After 17 years, we are proud to present a new incarnation of Defender of the Crown, featuring the famous exploits of Robin Hood (who appeared as a supporting character in the original title). We have strived to make a title that is fun, accessible and enjoyable to all ages and genders, in the true spirit of the original classic.

We hope you enjoy the experience and always remember:

HEROES LIVE FOREVER!

The Cinemaware Team

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A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting ROBIN HOOD: DEFENDER OF THE CROWN® for your PlayStation®2 computer entertainment system. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

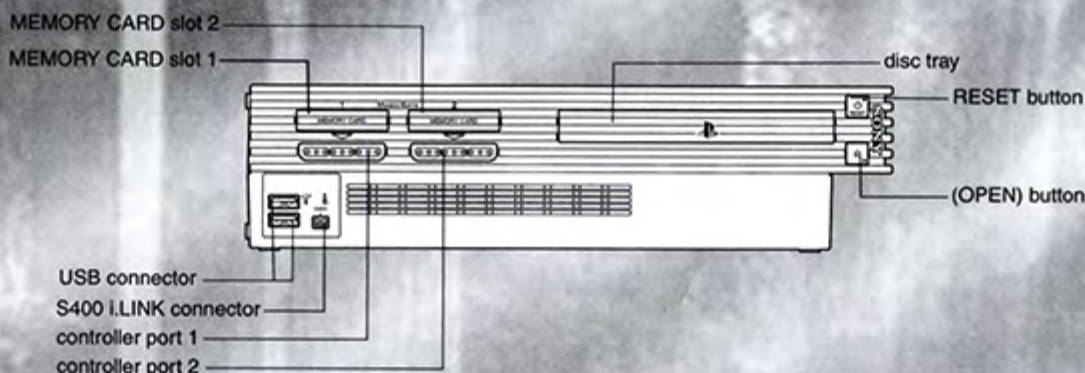
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CINEMWARE
HEROES LIVE FOREVER

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on.

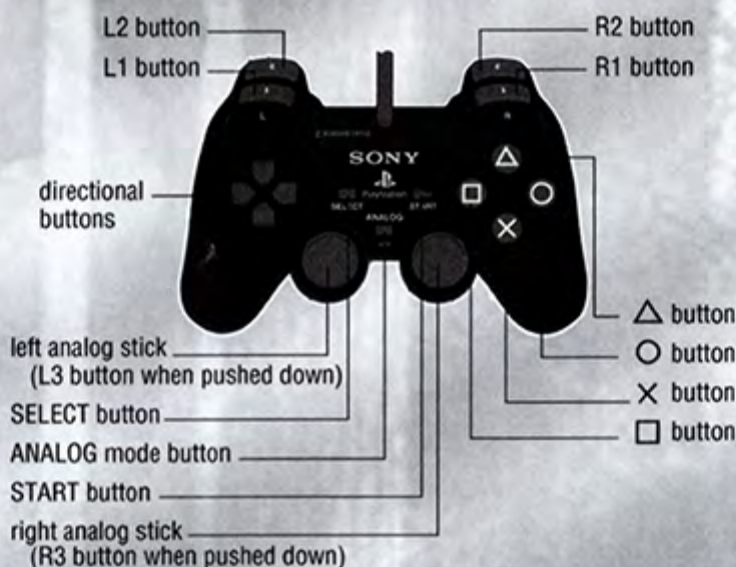
Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the ROBIN HOOD: DEFENDER OF THE CROWN® disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

3

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

directional buttons	Select menu options
× button	Confirm selection
△ button	Cancel selection

GAMEPLAY CONTROLS

△ or START button	Skip movie
directional buttons	Move character
left analog stick	Move character
○ button	Display controls while action sequence loads
START button	Pause / Options Menu

Before starting play, connect the DUALSHOCK®2 analog controller to controller port 1.

Custom controls for each action sequence are explained in different sections of this manual. You can also display them by pressing the ○ button while an action sequence loads.

AN OUTLAW TO THE RESCUE!

**IN ENGLAND, IT IS
A TIME OF GREAT UNREST!**

With King Richard the Lionheart held for ransom, the evil Prince John seizes the throne and declares himself the King of England. The entire nation soon falls into civil war as greedy nobles war amongst themselves and Prince John sends forth armies to shackle the country under his unjust rule.

In this time of lawlessness, only an outlaw can lead the people to freedom. One man, the embodiment of true honor, vows to save the people and restore peace to the land.

This man is Robin Hood.

From small-scale skirmishes with the Sheriff of Nottingham in Sherwood Forest, Robin finds himself drawn into the larger battlefields of England. The hero of the poor must become the savior of an entire nation!

With the support of Maid Marian, Friar Tuck, Little John, and his band of Merry Men, Robin must use his mastery of archery, swordsmanship, jousting, siege warfare and combat strategy to lead the people of England to victory.

Along the way, his resolve and skills will be tested against such villains as the Sheriff of Nottingham, the mysterious and deadly Guy of Gisbourne, and Prince John himself!



MODE SELECT MENU

5

At the Title screen, several options are available.

- + Press the directional buttons to select an option.
- + Press the $\times$ button to confirm your selection.
- + Press the $\triangle$ button to cancel your selection.



MODE SELECT MENU OPTIONS

- + **START NEW GAME** — Start a new game at the beginning of the story in Sherwood Forest.
- + **LOAD NEW GAME** — Load a previously saved game.
 - To save or load game data, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 before starting play.
 - To save, the memory card must have 223KB of free space available.
 - You can save up to three ROBIN HOOD: DEFENDER OF THE CROWN® games on one memory card.
 - To load, the memory card must contain at least one ROBIN HOOD: DEFENDER OF THE CROWN® saved game.
 - While saving or loading game data, do not reset the game, turn the power off or remove the memory card.
- + **OPTIONS** — Configure various game options, including:
 - **SUBTITLES:** Turn subtitles display during game cinematics ON or OFF.
 - **SOUND MODE:** Set audio mode to STEREO or MONO output.
 - **SOUND EFFECTS:** Slide (directional buttons $\leftarrow/\rightarrow$) to change the volume of the game's sound effects.
 - **MUSIC:** Slide (directional buttons $\leftarrow/\rightarrow$) to change the volume of the game's music.
 - **VIBRATION:** Turn the controller vibration function ON or OFF.
 - **CREDITS:** View the list of credits for the game.

SHERWOOD FOREST

The game begins as the Sheriff of Nottingham vows to rid Sherwood of its famous outlaw. With the help of a wealthy merchant, the Sheriff assembles a small army to finish Robin Hood once and for all!

To win, you must:

- + RAID the Sheriff's stronghold and caravans for gold.
- + RECRUIT men to fight.
- + ATTACK the Sheriff's army.
- + Finally, to secure Sherwood, you must defeat the Sheriff by attacking his stronghold and destroying his army.

RAIDING

Robin needs gold to recruit forces for his band of outlaws. To acquire enough gold, Robin must raid enemy caravans and strongholds. Select RAID ENEMY from Robin's Action Menu. Then select a territory to raid.



- + If the territory contains an enemy stronghold, Robin will undertake a Swordfighting Raid (see page 7).
- + If the territory contains an enemy caravan, Robin will undertake an Archery Raid (see page 9).
- + If the territory contains neither, is not controlled by an enemy, or is controlled by Robin, that territory will not be selectable as a raid target.

SWORDFIGHT RAIDS

7

ENEMY STRONGHOLDS

Most lords are proficient in the science of swordplay and train their stronghold guards well. When raiding an enemy stronghold, you'll have the entire garrison at your throat if you tarry long in pursuit of your goal. What is worth defending is usually defended well!



- + Successfully avoiding an enemy attack will stun the enemy, leaving him open for attack.
- + Take heed, however, for if the enemy blocks your lunge, you will be vulnerable to attack!
- + Keep an eye on your health bar — if you receive too many blows, you'll be captured!

SWORDFIGHTING CONTROLS

directional buttons	Advance, step back, crouch, jump
left analog stick	Advance, step back, crouch, jump
□ button	High attack
× button	Low attack
× + □ buttons	Lunge
○ button	Block
START button	Pause / Options Menu / Retreat

AVOIDING CAPTURE

The price on your head is high and defeat will mean rotting in the dungeon. Should you find that you've come ill-prepared to defeat all opposition, it is best to retreat with your hide intact. To retreat, press the  button and select **RETREAT** from the Options Menu.

However, should you wake up bloody, bruised and shackled, you'll have two options: attempt an escape or bribe the guards. If you want to see the sun rise on England again, you'd better choose wisely.

While you idle away the time in an enemy lord's prison, your enemies continue their goal of putting a new King on the throne of England! Don't dawdle too long, or you'll lose precious opportunities!

ARCHERY RAIDS

9

ENEMY CARAVANS

Transporting equipment, troops and gold isn't easy in these lawless times, especially when Robin and his men have an interest in the cargo.

Enemy lords are not fond of losing their monthly income, so if you decide to raid an enemy caravan, be ready to fight. The nobles' finest bowmen often accompany transport caravans to ensure a safe and timely delivery.



- + Shoot footmen carrying saddlebags to capture a goodly sum of gold.
- + Shoot wagon drivers to capture a king's ransom!
- + Be sure to look — and listen — for incoming arrows. Accurate arrows glint in the light and make a whistling sound.

ARCHERY CONTROLS

left analog stick

Aim your bow

X button

Press and hold for precision aiming; release to fire an arrow

O button

Press to dodge enemy fire when you see or hear arrows heading your way

START button

Pause / Options Menu / Retreat

RECRUITING

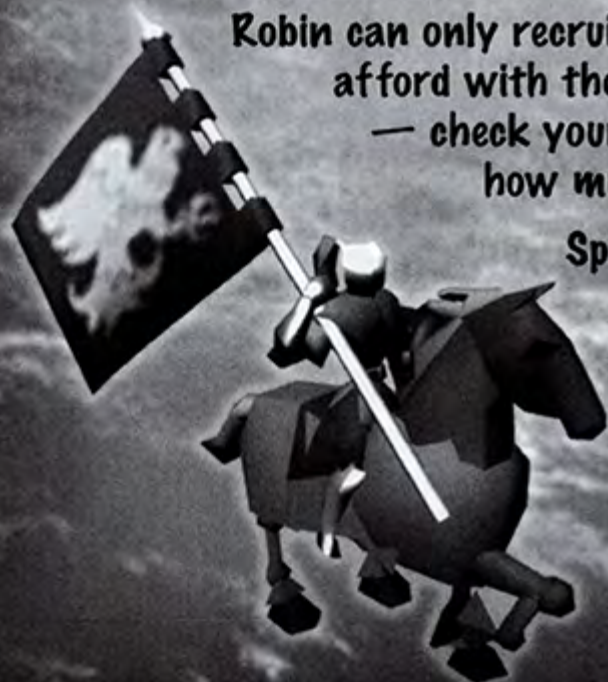
Once Little John joins Robin, you gain the ability to attack the Sheriff's troops. Start recruiting troops by selecting **RECRUIT FORCES** from Little John's Action Menu.

When recruiting:

- + First, select a territory that you control, where you'll place your newly recruited troops.
- + Next, decide whether to place those troops in a **COUNTY GARRISON** or in the **CAMPAIGN ARMY**. County Garrisons are stationary defenders used to protect territories from an enemy invasion. The Campaign Army can be moved to attack neighboring areas.
- + Next, select the troop type (directional buttons/left analog stick $\uparrow/\downarrow$) and number of troops to recruit ($\leftarrow/\rightarrow$). Press the $\times$ button to finalize the selection.

Robin can only recruit as many men as he can afford with the amount of gold he's acquired — check your treasure chest often to see how much gold your coffers hold!

Spend your gold wisely — a well-balanced army is vital to your success in battle!



ATTACKING

Use your Campaign Army to seize new territories in Sherwood. Each additional area you control adds to your income at the beginning of your next turn.

To attack, first select **ATTACK COUNTY** from Little John's Action Menu. Next select an area to attack. You can only select areas adjacent to areas you already control (colored green).

- + When attacking an unclaimed area (non-colored), your Campaign Army moves in and claims it without bloodshed.
- + When attacking an area controlled by the Sheriff (colored purple), your army enters into battle with the Sheriff's army.
- + The winner takes control of the contested area.

DEFEATING THE SHERIFF

Robin must defeat the Sheriff before the enemy overruns the outlaw encampment. To accomplish this, attack and defeat the Sheriff's army at its base of operations.

Once he defeats the Sheriff of Nottingham at Sherwood, Robin Hood is called out to fight Prince John and the other nobles for control of all of England. You will have to expand your mastery of additional action sequences. You will also have access to a larger party of characters, who provide you with expanded gameplay options. Among them are:



As **ROBIN HOOD**, you can continue to raid castles and caravans, but in many more locations than before. After selecting Robin, if you raid territories that contain a castle, you will attempt to steal the castle's gold coffers in swordfighting duels. If you select territories that contain a target icon, you will ambush caravans to lighten their purses. Choose wisely!



LITTLE JOHN is your battlefield general. He is able to recruit troops, place garrisons, move armies and siege castles. Select him to access his commands, and ensure your territories are well defended and your army appropriately staffed.



As the only noble knight sympathetic to Robin's cause, **IVANHOE** is greatly useful in tournaments, which he can join to win fame, gold and land. Ivanhoe can also assist in the building of castles on your own territories — as long as you have enough gold!

MAID MARIAN will occasionally appear to give Robin her assistance. As a noble, she enjoys the confidence of the other lords — but only for a limited time. Send her away on spy missions to uncover any enemy information that might prove vital for your victory on the battlefield....



The good old **FRIAR TUCK** attends to the general needs of the people. You might choose to occasionally provide him with a donation, thus improving your status among the population. Tuck is also your link to the kidnapped King Richard the Lionheart — if you collect enough gold, you can ask Tuck to pay off the ransom and return the good king back home!



BATTLE BASICS

To gain control of new areas in England, you must recruit, maintain and lead an army against enemy forces. Ultimate victory is decided upon the open field of battle.



Battles begin when either you or an enemy lord attacks an area that contains a rival garrison, campaign army or stronghold. To battle, follow the steps on these pages. You and the commander of the opposing force will repeat the battle cycle until one of the armies is crushed or retreats from the field.

STEP 1: SELECT YOUR ATTACK UNIT

Press the directional buttons/left analog stick $\blacktriangle/\blacktriangledown$ to cycle the selector among different unit types. Press the $\times$ button when the unit you want is selected.

STEP 2: SELECT YOUR TARGET

An indicator will appear on the battlefield pointing to the enemy target. Press the directional buttons/left analog stick $\blacktriangle/\blacktriangledown$ to select where to place your troops. Press the $\times$ button when the position you want is selected.

If you have archers or catapults, press $\blacktriangleleft/\blacktriangleright$ to choose a target for a ranged attack. In this type of attack, catapults and archers will fire over incoming units to attack an enemy unit's home base.

STEP 3: CHARGE YOUR ATTACK LEVEL

Press and hold the $\times$ button to charge your attack. The longer you hold down the button, the larger the attacking force will be. You can send a maximum of 200 troops into battle in any single attack.

STEP 4: UNLEASH YOUR ATTACK

When your troop strength reaches the level you want, release the **X** button to unleash your attack.

ADVANCED BATTLE

Over the course of the game, your units will learn Special Attacks. These come in two forms: offensive and defensive.

- + Offensive attacks are great when you want to pack an extra punch to cut through an enemy's advancing attack.
- + Defensive attacks will bounce an enemy to its home base, canceling its current attack.
- + When Special Attacks are available, you can change them by pressing the **O** button.
- + You can only use a Special Attack once per battle, so use them wisely!

BATTLE CONTROLS

directional buttons	▲/▼	Move selector to desired unit type
	▲/▼	Move selector to desired unit position
	◀/▶	Move selector to desired target
left analog stick	▲/▼	Move selector to desired unit type
	▲/▼	Move selector to desired unit position
	◀/▶	Move selector to desired target
X button		Confirm selection
		Press/hold to charge attack
		Release to attack
△ button		Cancel selection
○ button		Select special attack
 button		Pause / Options Menu / Withdraw

BATTLE UNITS

15



PEASANTS are the common men and women of the land. Their faith in you as their leader gives them strength in numbers. Beware though — they are poorly prepared for the rigors of battle.

The backbone of any victorious army, **FOOTMEN** are the grunts of the battlefield. Although costlier than peasants, they are much better trained and prepared against other military units.



Excellent long-range attackers, **ARCHERS** make up for their defensive weakness in speed. However, be careful to protect them as they can be easily and quickly decimated.

Noble warriors and rulers of the battlefield, **KNIGHTS** are well trained to combat any enemy unit efficiently.



As heavy artillery, **CATAPULTS** can induce deadly ranged attacks on any enemy unit. However, they are also quickly damaged, and very expensive to acquire. Catapults are also required in order to siege castles.

TOURNAMENT

THE JOUST

Only knights and nobility are allowed to participate in tournaments. It is fortuitous, then, that an outlaw like Robin Hood has Sir Wilfred of Ivanhoe as an ally and clandestine representative.



Participants of tournaments journey great distances in hopes of gaining fame, fortune, or even a settlement of land from a fallen opponent.

Ivanhoe, like all noble guests, may participate in tournaments provided he brings 100 gold coins for the entrance fee.

TOURNAMENT ROUNDS

All tournaments consist of three rounds of Joust.

- + Winners of the first round are graced with a boost to their Fame.
- + Winners of the second round receive 400 gold coins.
- + The winner of the third and final round is declared the Tournament Champion. This knight may seize control of any territory controlled by his fallen opponent, as long as there is no stronghold in the desired territory. The most skilled knights can expand their domains by gaining victory in Jousts.

ROUND SCORING

The first champion to reach three points in a round of Joust is declared the winner. Points are awarded only if you break your lance.

- + One point is awarded for a hit to the opponent's body.
- + Two points are awarded for a hit to the opponent's head.
- + Three points are awarded for unseating your opponent. This rare feat is only achievable by charging your horse to its maximum speed, and demonstrating great precision in aiming.
- + Any knight who strikes his opponent's horse will be disqualified from the tournament.

CHOOSING OPPONENTS

Choose your opponents with care, for, if you lose, they may unburden you of your most prized holdings.

- + Press the directional buttons/left analog stick ◀/▶ to select an opponent.
- + Press the X button to confirm.

CHARGING YOUR STEED

All knights know that the faster your horse is traveling at the moment of impact, the more force is thrust on your opponent. The greater the force of impact, the better chance you have of breaking your lance on your opponent's body.

- + To charge your steed, press the X and O buttons alternately in rapid sequence.

AIMING THE LANCE

The vital instant before combatants collide is the briefest of moments. You have no more than a handful of precious seconds to steady your lance.

Aim for your opponent's body, or if you are so skilled, aim for his head for best results.

✦ Use the left analog stick to aim your lance.



JOUSTING CONTROLS

left analog stick	Select opponent (◀/▶) / Aim lance
× button	Confirm selection
△ button	Cancel selection
× + ○ or L1 + R1	buttons (either combination can be used) Charge steed (press alternately in rapid sequence)
START button	Pause / Options Menu / Withdraw

ENEMY STRONGHOLDS

Capturing undefended territory is easy.

Laying siege to a defended stronghold is far more difficult.



INITIATING A SIEGE

To initiate a siege, direct your Campaign Army to attack a territory that is home to an enemy stronghold. A proper siege requires catapults and men, which must be purchased beforehand. You may bring as many catapults as you want to the siege, but only ten will be active at any one time.

CHOOSING A WALL TO ATTACK

You can siege a stronghold from its Eastern, Western, Northern or Southern walls. Behind the wall of each side lies an interior building housing specific types of troops. Select the side, destroy the wall, and take out the building to gain the numerical advantage in the ensuing battle.

- + Select a side by pressing the directional buttons/left analog stick $\leftarrow/\rightarrow$. Little John will scout the side and report on its defensive strength and type of building behind the wall.
- + Press the $\times$ button to confirm.

CATAPULT OPERATION

Direct payloads at enemy walls by increasing and decreasing the tension on the catapult arm.

- + Rotate the left and right analog sticks simultaneously in opposite directions to adjust the payload trajectory.



FIRING PAYLOADS

- + Fire payloads by pressing and releasing the X button.
- + The longer you hold down the X button, the more catapults you will fire at your target.
- + You can charge a maximum of 10 catapults to fire, but be careful — as you charge your payloads to fire, enemy arrows will rain down on your army.

CHANGING PAYLOADS

When laying siege to enemy castles, death and destruction are delivered in three forms: boulders, Greek fire, and diseased payloads. Learning the advantages of each will prove extremely valuable.

- + Press the O button to cycle through available payloads.
- + Special payloads do not charge.
- + You only get one special payload per day during the siege.
- + The disease payload is not accessible at the beginning of the game — you'll have to uncover its secrets!

RUSHING A CASTLE

After at least one wall has been destroyed, you can elect to rush the castle and proceed directly to battle against the defending army.

- + Press the  button and select RUSH CASTLE from the Options Menu.

WITHDRAWING FROM SIEGE

A good commander knows when he has underestimated his adversary. A loss of honor on the battlefield is far less costly than the decimation of your army.

- + Press the  button and select WITHDRAW from the Options Menu.

SIEGE CONTROLS

directional buttons  

left + right analog sticks

X button

△ button

○ buttons

 button

 button

Choose attack wall

Adjust catapult tension (rotate simultaneously in opposite directions)

Confirm attack wall selection

Fire payload

Press/hold to charge 2 or more catapults

Release to fire

Cancel selection

Cycle through payloads

Pause / Options Menu / Rush Castle

Pause / Options Menu / Withdraw

ARCHERY

- + Keep two things in mind and you should live long enough to reap the benefits of experience. First, you must lead your targets in order to hit them. Second, listen carefully for enemy arrows — an accurate shot fired in your direction can be heard. As the target, you would do well to react appropriately.

SIEGES

- + Aim for the tops of walls where they are weakest.
- + If you notice castle walls protecting enemy soldiers during battle, you didn't destroy enough of the castle during the siege. You will have to tear those walls down by attacking them if you hope to defeat the army protected within.

BATTLE

- + Make sure to experiment with different unit types and attacks. Each enemy lord is different, so try to discover their strengths and exploit their weaknesses!
- + A well balanced army has a greater chance of success on the battlefield.
- + Think before sending off your troops into battle. Haste can often result in costly mistakes.

SPECIAL EVENTS

- + Keep your eyes and ears open at all times. Sometimes, nobles may step forward or other potential opportunities might arise for special favors in return for a reward or simply a noble cause. You would never leave a damsel in distress, would you?

CINEMAWARE, INC.

23

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Guy of Gisbourne — Richard Green

Sheriff of Nottingham — Martin Jarvis

Merchant — David Lodge

Recorded at

Marc Graue Recording Studios, Burbank, CA

Special Thanks

Marwan Abderrazzaq, Patsy Abbott,
Templeton Assington, David Alexander,
Doug Barnett, Dietrich Batista, Eike Batista,
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In Memory Of

Jutta Fuhrken

"Heroines Live Forever"

"The only thing necessary for the triumph of evil is for good men to do nothing."

Edmund Burke, English Philosopher



For more information about Cinemaware and our titles,
please visit our web site at www.cinemaware.com.

CREDITS

Manual: Hanshaw Ink & Image; Marketing: Todd Thorson, Sean Mylett, Bonnie Scott, Jack Symon, Robert Johnson, Nate Williams and Rey Jimenez; Creative Services: Jennifer Deauville; Package Design: Michi Morita; PR: Melinda Mongelluzzo, Matt Atwood, Carrie Root and Arne Cui; Special thanks to: Bill Gardner, Robert Lindsey, Chris Jelinek and Customer Service.

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2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire DVD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your DVD-ROM certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94085

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