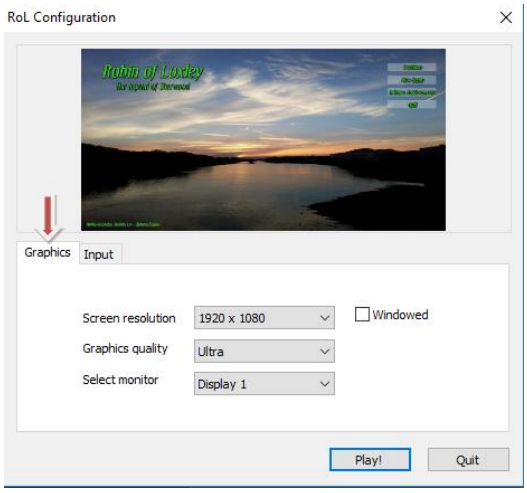
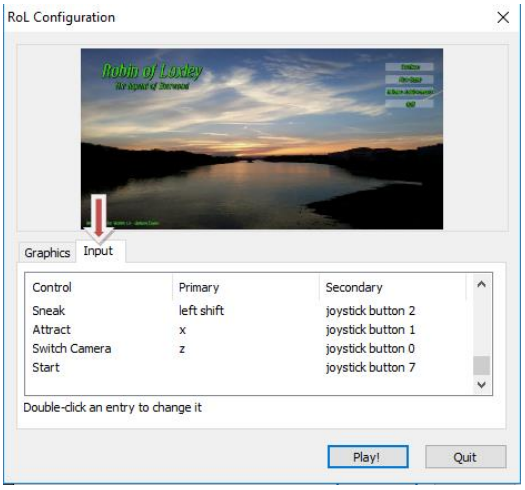
Robin of Loxley
The legend of Sherwood

To start the game: double click the executable file RoL_Final, a configuration menu will show up so you may choose: the resolution size, turn on or off the windowed mode, and the graphics quality.





You can remap all the controls for your keyboard and your gamepad
(**Input Tab** screenshot above on the right, double click on the key you wish to remap it)

Game controls keyboard:
Player movement = WASD keys or arrow keys
Sneaking mode: left shift pressed + movement keys (wasd or arrow keys)
Switch Camera: Z key
Whistling (distract guards): X key
Quit to main menu: ESC key

Gamepad support: yes, tested with Logitech F310 gamepad and it works fine

Game controls gamepad:
Player movement = Left gamepad stick
Sneaking mode: X key pressed + Left gamepad stick
Switch Camera: A key
Whistling (distract guards): B key
Start game level (hide notepad): START gamepad key

Title screen:



Continue: will resume a previously saved game.

NewGame: will start a new game (warning this will erase all previously saved games, scores and unlocked levels)

InGame Achievements: this will open a new page showing your game progress, how you played the game and the levels you have already unlocked

Quit: will quit the game

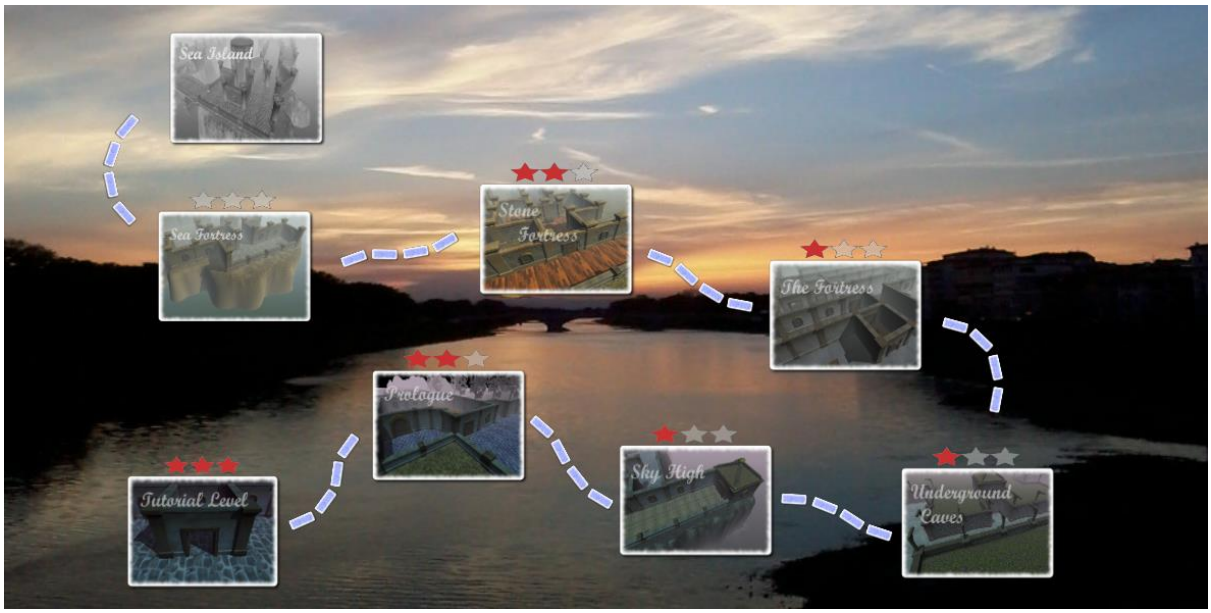
InGame Achievements Screen:
pressing **InGameAchievements** button will display the InGame Achievements screen:



Here you will see the game levels you already completed and how you completed them, for each game level there are 3 different icons that will be displayed depending on how well or bad you played that level, in the screen shot above you can see the **Tutorial level** was completed as **Master** that means **3 stars achievement unlocked**, and **level 1** was completed as **Average Collector** that means **2 stars achievement unlocked** and so on.

On top screen left side (picture above) there are 3 buttons:
Title screen => Go to Game Title Screen
Level Selection => Go to level selection screen
Quit => Quit the game

Level Selection Screen:
pressing Continue or NewGame will display the Level Selection Screen



Unlocked levels are displayed in color images with score stars on top, locked levels are displayed in grey scale without score stars on top. Click on the level image to start playing a level, only unlocked levels are playable.

To drag around the screen just keep the left mouse button pressed and move the mouse around.

Score stars: after you complete a game level the next one will be unlocked, the screenshot above shows the tutorial level completed with mid goal score (50 loot) achieved.

1 Star = minimum goal, this will allow to end the current level, if this goal is not reached the level cannot be completed, also this achievement will unlock the next level.

2 Stars = middle goal, the mid goal requirements are met, this achievement is not easy nor too hard to complete.

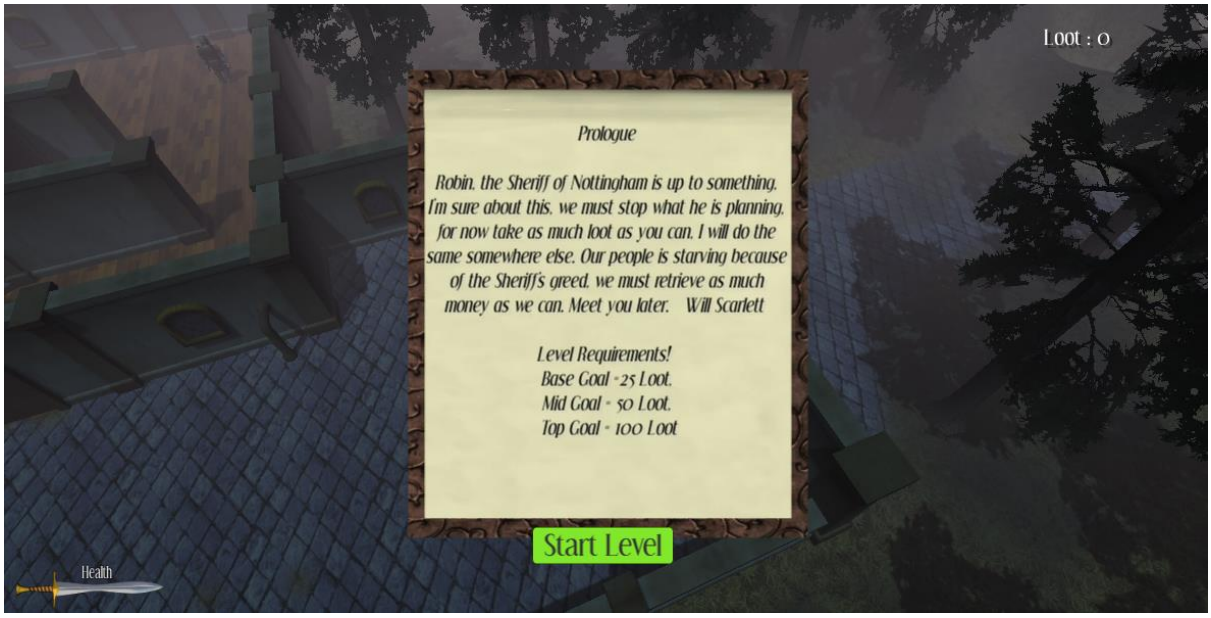
3 Stars = top goal, this is quite hard to achieve, you will need to retrieve all loot and special items scattered around the level, and get alive to the exit point, this achievement could be quite challenging depending on the level map and the guards patrolling the area.

Once a game level is completed you may choose to play the next level or to play again the level just completed in case you wish to get 2 or 3 Stars.

Pressing **ESC** key will bring you back to the **Title screen**.

The very first level is a tutorial explaining how to play the game, **during this level or any other game level** if you press the **esc key** you will return to the title screen, **warning:** returning to the title screen you will lose your current level progress, and will have to play that level again from the beginning, **score points are saved only when a level is completed**, this because saving the game during a level would make the game too much easy to play, and no save points inside the levels make the game more challenging :)

A screenshot taken from the Prologue game level:

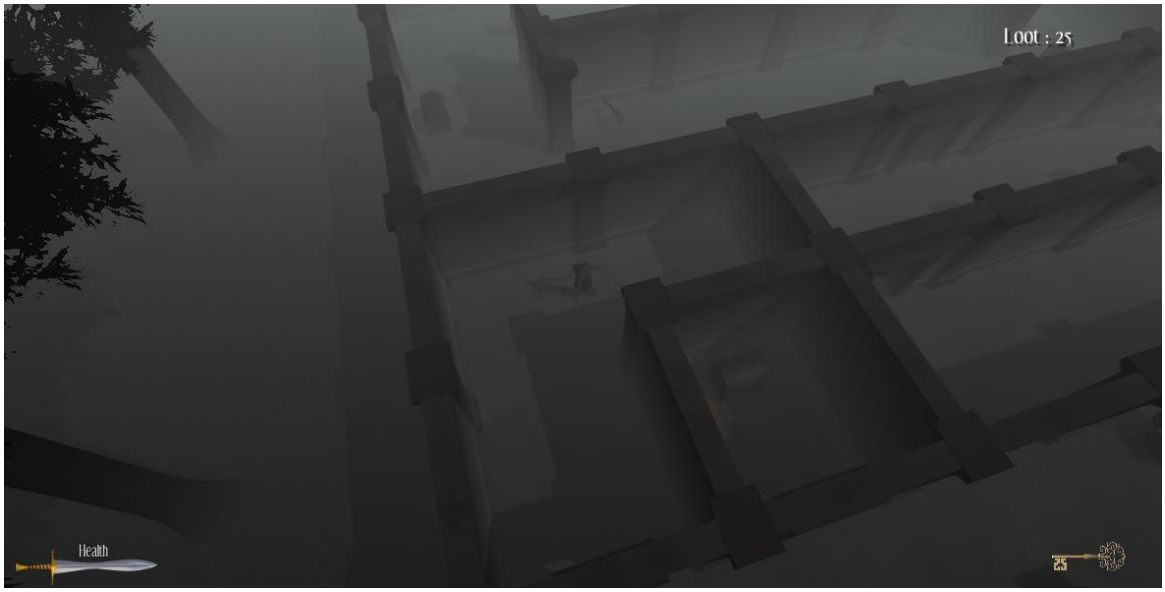


Starting from the Prologue game level, each level will display at the beginning a block notes (displayed above) revealing something about the plot and showing the current level requirements (Base, Mid, Top), this is designed to be like a sort of mission briefing and for narration purposes too.

Click (with left mouse button) on **Start Level** to start playing the game (and hide the block notes).

We hope you will enjoy the game, and will like the game concept (pure stealth with no weapons) and the game play (sneaking past the guards, finding the loot, special items, keys to unlock the doors and so on).
Sincerely, the development team:

Some screenshots taken from the game:

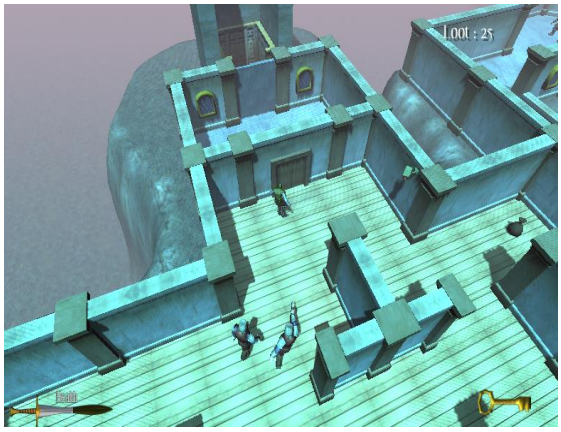

Loot : 25
Health


Loot : 0
Health


Loot : 15
Health


Loot : 0
Health


Loot : 0
Health


Loot : 25


Loot : 0