




Robin Hood: Dead or Alive!


Difficulty Level:

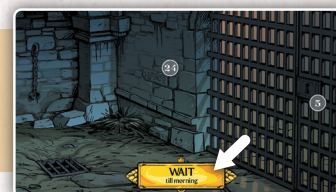
Nottingham's Town Wall

- Your adventure begins at the gates of Nottingham.
Access is only granted to those who can pay the toll, but you have no coins.
Are you desperate enough to threaten this guard with your axe so that he lets you pass? If that's the case: $20 + 9 = 29$.
Take card .






The guard  is not easily intimidated and threatens to throw you in the dungeon. You then have a choice: either you back down or persist. Choose another approach and head to the chapel .


However, should you decide to threaten the guard again, you will spend a night in the dungeon: $29 + 9 = 38$. Take card . This will cause a loss of time, nothing more. You just have to serve your sentence.

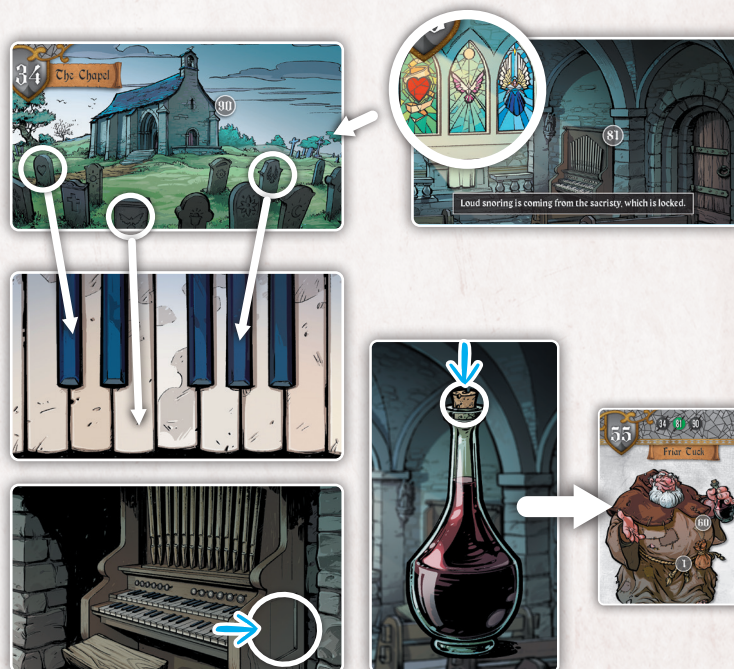


The Chapel


- Inside the chapel, you feel compelled to look at the secret compartment of the organ . But how can you open it?
Look carefully at the tombstones  which are laid out exactly as the organ keys: 2 on the upper left side, 3 on the upper right side, and 7 on the bottom.

Also, pay attention to the symbols on the stained glass windows .
These 3 symbols are also depicted on the tombstones. Press (in sequence or simultaneously) the 3 organ keys, which are laid out like the 3 tombstones bearing these symbols (heart, bird, angel). The secret compartment opens!

Press the compartment, and you will find a bottle of liquor (moderate consumption, please!).
Uncork it to wake up Friar Tuck.
Take card .





Nottingham






- The guard will gladly accept a fine bottle in exchange for your right to pass: $60 + 29 = 89$. Take card .

If you haven't threatened the guard yet, do this instead:
 $60 + 20 = 80$. Take card .





- Here you are in Nottingham. You must now find a way to get to Robin's Merry Men. Observe the minstrel's lute . It bears the same arrow as does Friar Tuck's bronze coin . This man is probably a friend of the Merry Men. Give this minstrel your coin and listen to his ballad: $\text{1} + \text{13} = \text{14}$. Take card .

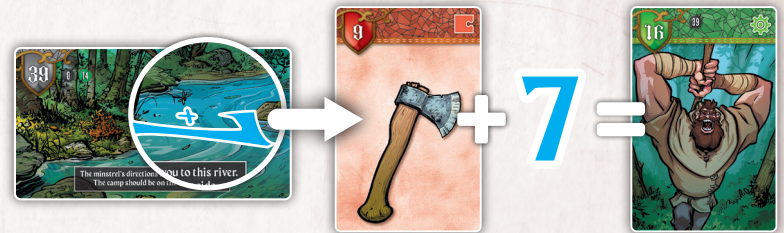




- Access machine  in the app.
Listen carefully to the words the melodious voice sings.
Pay close attention to the following passage:
**"Find in my verses the key to your freedom
The first words are here to overcome"**
The minstrel tells you how to find the Merry Men in Sherwood Forest  through his ballad.
To that end, use the first word of each verse:
"In Sherwood Remove One To Find The Merry Men."
As Sherwood is card , by removing 1, you obtain .
Take card .







Sherwood Forest

- As you are walking through Sherwood Forest, you come across a waterway.
Observe the river : the tree's shadow forms +7.
Cutting it to make a bridge is a good idea: $\text{39} + \text{7} = \text{16}$.
Take card .





- Access machine  in the app.
Don't let this stave expert catch you off guard!
Try blocking his blows by quickly pressing the blue buttons when they appear.
Do not press buttons with a skull.
If you succeed 5 times in a row, victory is yours!
However, if you fail to block him, keep trying, your assailant will eventually get tired and slower.
Take card .






- You meet Robin's famous brother in arms: Little John.
To join the Merry Men, you must prove your worth.
How can you find the convoy?
There is only one card "between here  and Sherwood's entrance ." It is card .
Take card .

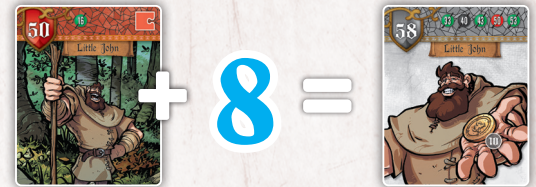


- Access machine  in the app. Here, you must remember as much information as you can about the convoy.
The Merry Men want to prepare as best they can for the next robbery by asking you questions about some essential details.







- How many men are there in the convoy? 4.
- How many men are riding horses? 2.
- How many men wear armor? 3.
- What is the coachman's weapon? A crossbow.
- Is there any other loot in addition to the cargo? Yes, a purse.
- Where is that purse? At the coachman's feet.
- How can you access the cargo inside? Through the tradoor in the roof.
- How many horses are there in total? 6.
- How are the 6 horses placed? 4 horses are pulling, 1 horse to the right and another to the left.
- What is the symbol of this squadron? 







- Now, report back to Little John about the convoy:  + 8 = .
- Take card .






The Archery Tournament

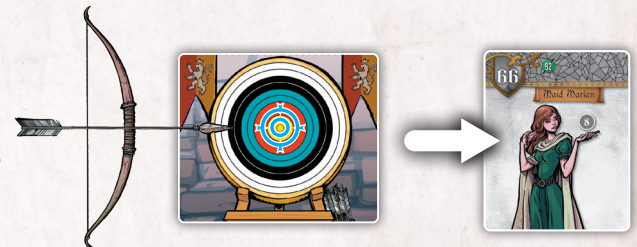
- According to Little John , Robin is presumably in Nottingham.
The latter probably went to the archery tournament , but the only way to get admitted there is with a bow.
So, buy a bow. Give your gold coin to the weapon dealer:  +  = .
- Take card .







- You can now participate in the archery tournament:  +  = .
- Take card .









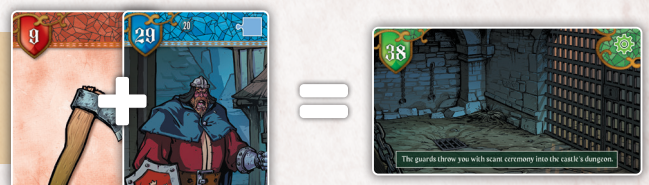
- Access machine  in the app, fold card  in half.
Follow the instructions for aiming and shooting arrows with your device.
Aim at the center of the target to rank among the best archers.
If your score is too low, each player will be asked to shoot another arrow.
Take card .






- Robin has been imprisoned. Marian begs for your help. But it is rather difficult to access the dungeons without getting noticed by the guard. Unless the soldiers take you there... Threaten the guard again with your axe:  +  = .
- Take card .

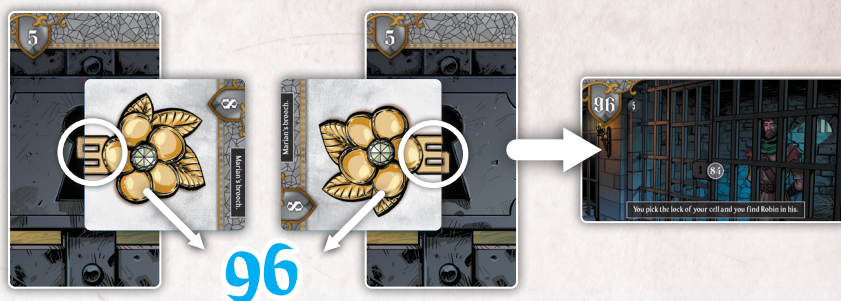
Provoke him twice if you haven't done so yet:



 +  =  and then  +  = .

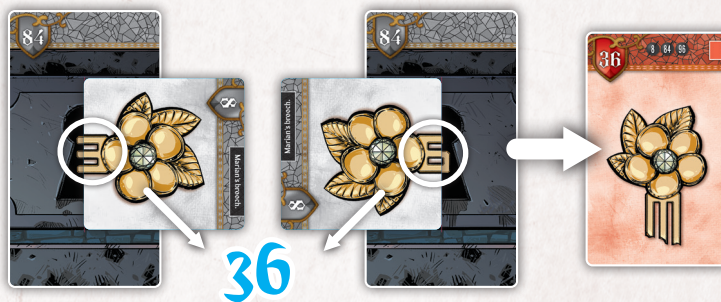




The Dungeon

- ▶ As expected, you are brutally brought to the dungeons. Now, you must find a way to leave your cell... Fortunately, you managed to hide the brooch . Use it to pick the lock : slide the brooch in it, one way then the other. You will see two numbers appear: 9 and 6. Take card .





- ▶ Here is Robin's cell. Now to try and free him, pick this lock  using the same method as previously. This time the numbers 3 and 6 form. Take card .



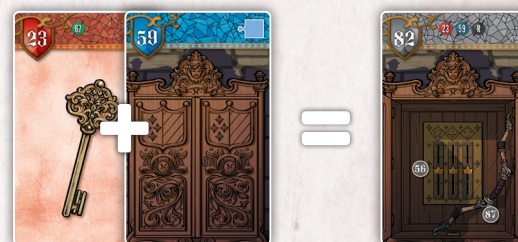
- ▶ Robin is going to be hanged! You must hurry and find his Merry Men to warn them. The only way to leave this place alive is by going through the Sheriff's bedchamber to get to the catacombs. Robin tells you that the bedchamber is located in the castle , EXACTLY at the very end of the corridor. The very end of the word **CORRIDOR** is the letter R. Take card .



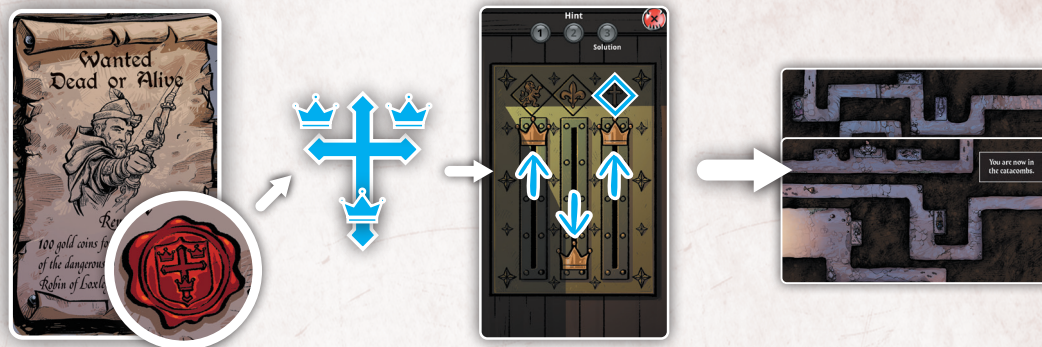
- ▶ To access the secret passage leading to the catacombs, you need a key. But how can you retrieve it without awakening the Sheriff? The Sheriff is sleeping restlessly, you must know the method for calming down an agitated snorer. Don't you? Access machine  in the app and whistle in the mic of your device to try appeasing the Sheriff's sleep and thus, take the key. If that does not work, either you didn't grant the app access to the mic, or you whistle very poorly. Take card .








- ▶ You can now use the key to discover what is hidden inside this wardrobe: $23 + 59 = 82$. Take card .

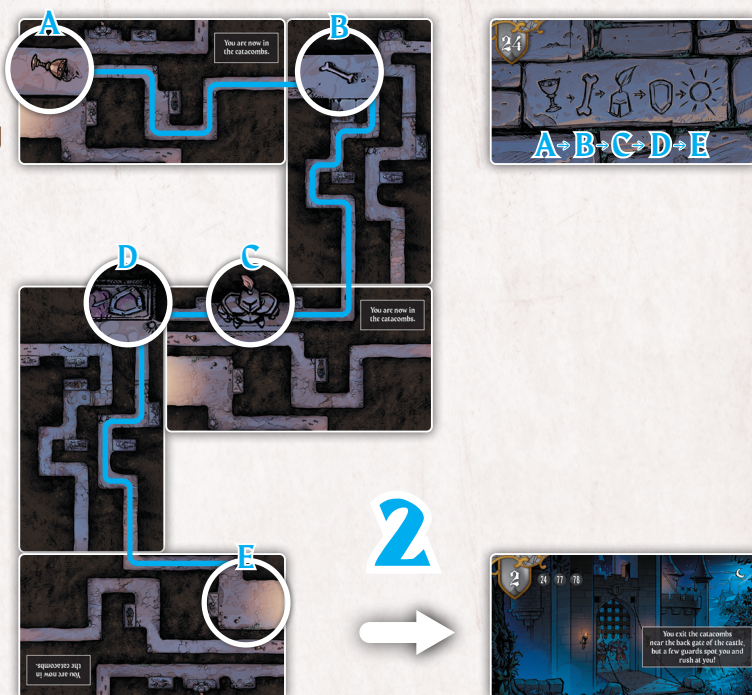




- A strange mechanism secures the entrance to the catacombs. The solution lies in the Wanted notice. It is sealed with Nottingham's coat of arms: 3 crowns positioned on a cross. Access machine  in the app and select the button with the cross symbol, then use the coat of arms as a guide to position the 3 crowns: the left and right ones up, the middle one down. Take cards  and .

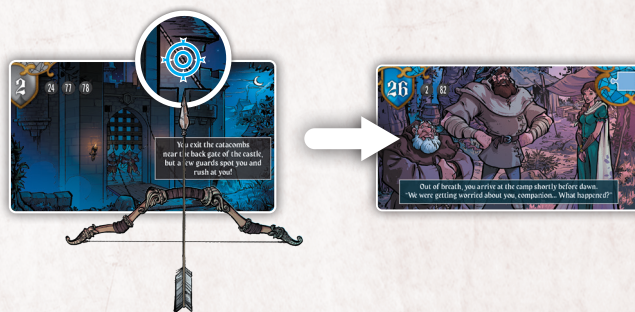



The Escape

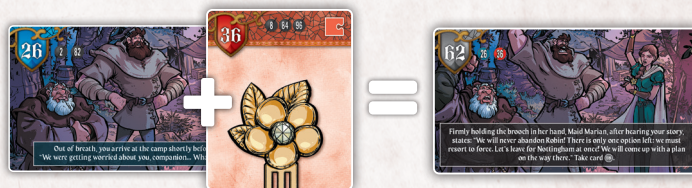
- Here are the catacombs, but if you can't find your bearings in this maze, you'll never save Robin! The carved symbols  in your former cell indicate the path to follow: Start from the **CHALICE**  and place card  at a right angle to extend the path to the **BONE**. The footprints indicate the direction of travel. Then move card  to extend the path to the **HELMET**. Do the same for the **SHIELD** and finally the exit (**SUN**) of the catacombs. The pattern created by the movement of the two catacombs cards forms the number 2. Take card .



- You barely have time to regain your composure when you are set upon by many guards! You will only get rid of them by using trickery. Access machine  in the app to use your new bow and shoot precisely at one of the two pieces of the rope holding the portcullis. It then closes in front of the guards! Take card .







- Once you have joined the Merry Men, give Marian her brooch back, which unfortunately proved useless in freeing Robin from Nottingham's dungeons: $26 + 36 = 62$. Take card .





The Hanging

- To rescue Robin from the terrible fate awaiting him, start by placing the bottom of the box, upright. Then take the wooden platform (on the back of the Wanted notice) and lay it flat inside the box so that the artwork matches. Then, follow the Merry Men's plan  for placing the characters. From left to right: Little John, the executioner, Maid Marian, the Sheriff, Friar Tuck, and the priest. Once everyone is at their post, you must cut the rope . Find the correct position from which to view the scene. Unfortunately, the rope is hidden by the beautiful Marian. So, you will need to find something for the arrow to ricochet off. But what should you shoot at? Close one eye and observe the luminous shape in the background. This is your inspiration for a legendary shot: the executioner's axe. Now, aim at the executioner's axe with your bow  to make the arrow ricochet until it cuts the rope. Access machine  in the app and shoot at the executioner's axe.



for the rope. You'll have to try an indirect shot. Observe the scene closely for a luminous inspiration.



It is indeed a legendary shot! Your arrow ricochets off the executioner's axe, then off Friar Tuck's tankard, and ends its course by cutting the rope clean. Robin is saved! Taking advantage of the ensuing confusion, you flee with the Merry Men to Robin's lair. While waiting for King Richard's return, you will keep bringing justice throughout England.

CONGRATULATIONS!

