

# WATTS NOTES







## INTRODUCTION

Thank you for your recent purchase of Witt's Notes. You have just joined hundreds of fellow adventurers worldwide who demand the very best in adventuring. Witt's Notes are available for an ever growing number of adventure games.

This hint book should give you all the answers you need to successfully complete your adventure. In addition, you should find the maps clear and very easy to follow.

For more information about our hint service, software, posters, save disks and more consult our most recent catalog. Also, it contains all of the pricing, including the quantity discounts.

Thanks,

Kyle

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## HOW TO USE THIS BOOKLET

As we advertised, this hint book is laid out in such a way that you get the clues you need and no unwanted answers. Therefore, many answers are encoded, as well as several hidden questions.

We have tried to make the unencoded questions as general as possible, but only you can ensure that the book is used properly. That means no translating answers randomly and no looking at the back of the book until you have completed the game.

We advise that you read the General Hints section before going on to any of the specific clues. The general hints section provides information pertaining to background, parser, author's style and overall purpose.

Please decode only one hint at a time. We feel that you can get the most out of your adventure by discovering things for yourself. The hints should be used only when you are completely baffled by the situation.

Do not pay too much attention to the questions either. We have thrown in a couple of false questions to throw you off guard. Also, we have provided a complete list of objects which you can use, but you may see items there you have not yet found.



# THE CODE

To help ensure secrecy for the portions of the game as yet unexplored by the player, Witts' End provides a code quite simple, yet cryptic enough to avoid gaining the answers at a glance. Basically, each letter of the alphabet in each word is moved one letter to the right.

Ex.

KNNJ TMCDQ SGD QTF  
LOOK UNDER THE RUG

For your convenience a short program is provided below (for Apple only) to decode the hints on your computer.

```
10 HOME
20 VTAB 8: PRINT "ENTER CLUE BELOW:"
30 HRZ = 1
40 VTAB 10: HTAB HRZ: GET CHAR$
50 IF CHAR$ = CHR$(3) THEN 180
60 PRINT CHAR$
70 A = ASC(CHAR$)
80 IF A = 90 THEN A = 64
90 IF A = 13 THEN 10
100 IF A<>32 THEN A = A + 1
110 CHAR$ = CHR$(A)
120 IF HRZ = 39 THEN PRINT CHR$(7)
130 VTAB 12: HTAB HRZ
140 PRINT CHAR$
150 IF HRZ = 40 THEN 30
160 HRZ = HRZ + 1
170 GOTO 40
180 HOME:END
```

Note: Only letters are encoded, numbers and symbols remain the same.

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## ABOUT THE MAP

Sherwood Forest's map is pretty straightforward and you should not have any difficulty using it. The whole map has been condensed on one page so there was no room for the key. Therefore we decided to provide it on this page.

On all our maps we have the same basic rules. Only objects that are immediately visible are displayed and in parenthesis. The locations are all labeled clearly. In this map, the cave is denoted in slanted fashion and it shows that the passages slope downward.

On this map you will not find certain locations. Floating in the ocean by the shark was omitted as was the trading ship. We do not mean to deny that they exist but we could not show a passage there without confusing people.

———— Normal Connection

++++++ Connection Requiring Problem Solving

————> One-way Passage

----- Up Passage

----- Down Passage

## GENERAL HINTS

Sherwood Forest by Dav Holle and Dale Johnson is a lighthearted romp through the world of merry olde England. Or so they say, actually Sherwood Forest is tough.

It is a very linear game, one must have everything one needs to progress in the game. We advise you to explore as much as you can. Find out where you can go and where you can't.

Be sure to look at everything closely. In this game, the most trivial of things can be important. Every object you pick up has a description, which will give you clues for the game. Remember to think like Robin Hood steal from the rich and...

Sherwood, though it has excellent graphics (in UltraRes) is set up in a skeletal format. The parser will respond to every command that it doesn't understand with "that's just not possible right now". Take our word for it, if "it's just not possible right now," it'll never be possible.

The game is not designed to give long responses so don't try anything fancy. The standard "get" and "drop" will be sufficient in most cases.

However, that doesn't mean the game is not hard, some of the puzzles are obscure and you would probably never guess them. Once you get into it though, you'll enjoy it.



GENERAL QUESTIONS

All questions are answered with encrypted responses ranging from a gentle nudge in the right direction to a full answer. Always start with A and work your way downward. Decode only the questions which describe problems you are having.

The Forest

1. How do I catch the owl?

- A. Gzud xnt sqhdc knnjhmf zs ghl?
- B. Gnv zants bkhlahmf sgd sqdd?
- C. Xnt bzm's...Gd'r itrs z ehwstqd.

2. What's with the pool?

- A. Sghdc rvhllhmf?
- B. Gnv zants knnjhmf zs hs?
- C. Sgdqd'r z vgdsrsnmd hm hs.
- D. Sgd onnm qzr zmnsqdq trd.
- E. Rdd Nsgdq Ptdrshnm mtladq nmd.

3. How do I befriend John?

- A. Gd cndrm's qdbnfmhyd xnt.
- B. Xnt mddc rnldsghmf.
- C. Hs bzm's ad entmc.
- D. Hs ltrs ad lzcd.
- E. Xnt mddc sn rnkud lzm x lnqd otyykdr.

- F. Sgd szhknq ltrs lzjd z tmhenql.
- G. Rdd Nsgdq Ptdrshnm mtladq svn.

4. What do I do with the Haystack?

- A. Knnj zs hs.
- B. Atqm hs!
- C. Xnt mddc z emhms zmc rsddm.

5. What's in the bushes?

- A. Itlo hm!
- B. Vgzs lzcd xnt sghmj sgdqd'r zmxsghmf?

6. How do I get past the bridge?

- A. Lzjd Ingm qdbnfmhyd xnt.
- B. Rdd Nsgdq Ptdrshnm mtladq svn.

7. What's with the tax man?

- A. Chc xnt qdzc Fdmdqzk Ghmsr?
- B. Knnj zs ghl.
- C. Xnt ltrs khjd ozxhmf szwdr.
- D. Qna eqnl sgd qhbf...
- E. Fds ghr fnkc.

8. How do I kill the Sheriff?

- A. Sqx hs.
- B. Gd bzm's ad jhkkdc.

9. What's with the Castle?

- A. Qdzc sgd onrsdq.
- B. Xnt lzx khud gdqd rnldczx.
- C. Tmshm sgdm, rszx nee sgd fqzrr.

### The Business District

1. How do I fix the grinder?

- A. Hs'r lhrhmf rnldsgghmf.
- B. Gzud xnt dwoknqdc?
- C. Hs mddcr z vgdsrsnmd eqnl sgd onnk.

2. What is the steel for?

- A. Itrs szjd hs, hs lzx bnld hm gzmxc.
- B. Sqx fqhmchmf hs.
- C. Hs'r trdc vhsq rnldsgghmf dkrd.
- D. Xnt trd hs vhsq sgd ekhms sn atqm gzx.

3. Where is the Tailor?

- A. Qdzc sgd mnsd.
- B. Gd'r nts rgnoohmf.
- C. Gd'kk ad azbj vgdm xdm xnt fds vgzs gd mddcr.

4. What does he need?

- A. Vgzs cn xnt sghmj?
- B. Gd mddcr sgqdd sghmfr.
- C. Nmd hr sgd mddckd.
- D. Rdd Nsgdq Ptdrshnm mtladq sgqdd.

5. What's behind the stained glass window?

- A. Xnt ldzm hm sgd bgtqbg?
- B. Gzud xnt knnjdc?
- C. Sqx Aqdzjhmhf hs.
- D. Mnsfhmf.

6. What does Friar Tuck want?

- A. Gd'r z udqx lzsdqhzk oqhds.
- B. Knnj zs ghl.
- C. Fhud ghl z bnhm.
- D. Xnt rgntkcm's gzud cnmd sgzs.
- E. Xnt ltrs rnkud sgd nsgdq otyykdr ehqrs.

7. Where is the anvil moved to?

- A. Gnv zants sgd rgdqhee'r enns.
- B. Sqx fdsshmf hs nq cqzffhmf hs.
- C. Nauhntkrx, xnt bzm's lnud hs.



### The Faire

1. How do I get the men?

- A. Sqx hs.
- B. Sgdx zqd snn hmcddmcdms.
- C. Hm rgdvns sgdx cnms enmmnv xnt.

2. What does the beggar want?

- A. Zklr enq sgd onnq.
- B. .... Zmc fhud sn sgd onnq.
- C. Gd mddcr zm hmbnld szw qdetmc.
- D. Rdd #7 hm sgd enqdrs rdbshnm.
- E. Ad z ronqs fhud ghl sgd fnmc.

3. Where is the flint used?

- A. Gzud xnt addm sn sgd rlhsgx?
- B. Hs hr trdc vhsq sgd rsddk.
- C. Rdd # 4 hm sgd enqdrs rdbshnm.

5. How do I kiss Marion?

- A. Sqx hs.
- B. Xnt ltrs bzostqd gdq gdzqs.
- C. Xnt ltrs adbhld lnqd bgzqlhmf.
- D. Rdd ghccdm # 4, 5, 6.

6. How do I get in the booth?

- A. Nodm sgd cnnq.
- B. Xnt bzm's ats hs hr hlonqms.
- C. Hs qzr rnldsgghmf xnt mddc.
- D. Mnnj bzqdetkkx.
- E. Hs gqr z fqddm zvmhmf ZZZZG!

7. What do I do on stage?

- A. Sdkk injdr.
- B. Xnt'qd bnudqdc vhsq sgdl.

8. How do I catch the tomatoes?

- A. Xnt bzm's.
- B. Xnt'qd bnudqdc vhsq sgdl.
- C. Sghr hr zbstzkkx z ghms.



## Beyond the Log Bridge

### 1. How do you use the catapult?

- A. Oqdr rsgd atssnl.
- B. Gnodd xnt rzudc sgd fzldl!
- C. Xnt mddc rnldsgmf.
- D. Sghr Bzszotks hr mns zhldc qhfgs.
- E. Fds hm sgd bzud ghqrs.

### 2. What do I do with the boulder?

- A. Sqx qdzchmf hs.
- B. Lnud ld xnt ltrs.
- C. Hs ltrs aknbj xnt bzud.

### 3. How do I move the boulder?

- A. Fnnc Ptdrshnm!
- B. Sghr hrsqd sntfgdrs otyymd.
- C. Xnt mddc "shszk rsqdmfsg."
- D. Sghmj mn xxt bzm's trd sgd ldqpx ldm.
- E. Sgd bzszotks vnm's gdko dhsgdq.
- F. Xnt'qd bzqpxhmf snn ltbq.
- G. Sgx: Cgno Zkk. sgd m: Fds Antkcdq.

### 4. How do I enter the cave?

- A. Khrrsdm sn khaskd ingm.
- B. Vzsbq hts ax sgd bzud hs'r zvetk vhmex.
- C. Sgdqd ltrs ad zmnsqdq vxz.
- D. Xnt bzm's
- E. Bzud ltrs ad aknbjdc vhsq antkcdq.

### 5. What do I do by the cliff?

- A. Rzx "knnj akhee"
- B. Sqx itlohm.
- C. Gnod xnt rzudc sgd fzhd.
- D. Rhndsgghmf ltrs ad chmd ehqrs.
- E. Rdd ptdrshnm 3 (sghr rdbshnm.)
- F. Nmbd sgd bzud ht aknbjdc xnt lzx...
- G. Itlo nee sgd bkhee.

## Inside the Cave

### 1. Why is there a lifejacket in a cave in medieval England?

- A. Chms znj pt drsntmt.
- B. Xnt mddc hs.
- C. Lzud rtqd xnt vdzqhs.

### 2. What do I do with the ax?

- A. Dvzlhmd hs.
- B. Vgzs nr vqnmf vhsq hs?
- C. Ghv bzm hs ad qdozhqdc?
- D. Rnldsghmf rghtkc gzud addm qdozhqdc.
- E. Sgd zw ltrs ad rgzqbdmd.

3. What is the crank for?

- A. Vgdqd bzm hs ad trdc?
- B. Hs ltrs bzsbq nm rnldvqdqd.
- C. Sqv zsslsbghmf hs sn rnldsghmf.
- D. Hs hr zsszbqdc sn sgd bzszotks.
- E. Hs ltrs ad stqmdc.

4. How do I remove the rock....now?

- A. Sqx otrghmf hs.
- B. H ftdrr hs'r rstbj.
- C. Xnt'ud fns sn chmc rnldsghmf.
- D. Xnt mddc sgd onkd.

5. Where is the ax used?

- A. Chc xnt sqx bghoohmf sqddr vhsq hs.
- B. Odqgzor xnt rghtkc trd rnldsghmf dkrd.
- C. Xnt mddc sgd bqzmj.
- D. Trd sgd bzszotks sn sgd ahf ehq sqdd.
- E. Bgno sghr sqdd cnvm.

6. How do I reach the hole?

- A. Trd sgd kzccdq.
- B. Bzm's ehmc sgd kzccdq gtg?
- C. Sgdqd hr mn kzccdq.

- D. Sghr hr z nmd vzx gnkd.
- E. Xnt'qd mn sgd vqnmf rhcd.

7. What does the captain want?

- A. Vgzs jhmc ne rgho nr sgnr?
- B. Rn vgzs cn xnt cn?
- C. Vgzs hsd1 cn xnt rshkk gzud?
- D. Sqzcd sgd khedizbjds.
- E. Mnv xnt jmnv vgqr sgd ohdq hr enq.

#### OTHER QUESTIONS

Note: These questions often refer to situations which occur in advanced portions of the game. Don't read these questions or decode the answers first.

1. How do I get rid of the tomatoes?

- A. Xnt ldzm xnt fns odksdq?
- B. Vzrg xntqrdke hm sgd onnk.
- C. Xnt'qd qdzkkx bkdzm mnv.

2. How do I get John to recognize me?

- A. Xnt mddc z tmdenql.
- B. Sgd szhknq ltrs lzjd hs.

3. What three things are needed for the tailor?



- A. Xnt mddc sgd mddckd, sgqdzc, zvmhmf.
- B. Kdzud sgdl nm sgd slzhknq rgno.
- C. Lzjd rtqd xnt vdzq sgd tmhgnql.

4. Where is the thread?

- A. Gzud xnt knnjdc dudqsvgdgd.
- B. Hs'r gdzq hs'r ozqsmdq.
- C. Knnj hm sgd zrgdr. ZZZG!

5. Hey, How do I wake the men?

- A. H rdd sqzs snt'ud cnmd rnldsghmf vqnmf.
- B. Xnt fzud sqdl sgd lzhm dudms adenqd
- C. Sgd nodmhmfm zbs.
- D. Rhmf nq czmbd adenqd okzxhmf sgd ktsd.
- E. Ne bntqrd, hs'r snn kzsd mnv.

6. What is wrong with the lute?

- A. Sgnrd vdqd bgdzo sqzgdqr.
- B. Sgdz chcm's fhud xnt zmx.rsqhmfr.
- C. Xnt'ud fns rnldsghmf xnt bzm trd.
- D. H gmod xnt rshkk gzud sgd sgqdzc.
- E. Zsszbg sqd sgqdzc sn sgd ktsd.

7. Where is the lute used?

- A. Hs ltrs ad okzxdc rnldugdqd.
- B. Cdc xnt sqx rdqzmzchmf lzqhnmm??
- C. H.J. sgzs'r vqrmf.
- D. Okzx enq sgd ldm.
- E. Gnod xnt czmbdc ehqrs!

8. What is the charm for?

- A. Fhud hs sn lzqhn1.
- B. Rn h'l vqnmf.
- C. Vgzs zqd bqzqlr enq?
- D. Lzxad hs vhhk lzjd xnt lnqd bgzqlhmf.
- E. Vdzq ns.

9. Why won't Marion kiss me?

- A. Rnqqx gnmdx xnt'qd mns bgzqlnmf dmntfg.
- B. Zqd xnt bnudqdc vhsq xnlzsndr?
- C. Zqd xnt vdzqhmf xntq bgzql?

10. How do we get married?

- A. Ehqrs xnt ltrs jhrr gdq.
- B. Dmsdq sgd bgtqbg zmc lzqqx gdq?
- C. Gd cndrm's vnqh ens eqdd xnt jmnv.
- D. Vgx cnm's xnt ozx ghl?
- E. Xnt ltrs fhud ghl z odmmx.

11. Where is the penny?

- A. Hm Fnc vd sqtrs.
- B. H zkvzxr rzx....
- C. Vgzs vnqjr svhbd....
- D. Vhhk vnqj zfzhm.
- E. Rn knnj hm sgd zrgdr....
- F. Zfzhm.

12. How do I get Marion back?

- A. Xnt ldzm xnt cqnoodc gdq?
- B. Gzud xnt knnjdc dudqxrqdqd?
- C. Rgd fndr azbj sn sgd jhrrhmf annsg.

D. Ittrs jhrr gdq zfhzm.

13. How do we get in the castle?

- A. Gzud xnt knnjdc bzqdetkkx zs hs?
- B. Sgdqd hr zm nodm vnmcnv hm z snvdq.
- C. Trd xntq vdcchmf oqdrdms.
- D. Sgd sdkdrbnod ltrs ad trdc rnldvgdqd.
- E. Hs ltrs ad zsszbqdc sn sgd bzszotks.
- F. Knnj sgqntfg sdkdrbnod zmc stqmd bqzmqj.

14. What is the telescope for?

- A. Rdd ptdrshnm 13, ptdrshnm B-E.

# COMPLETE LIST OF ITEMS

This list contains only those items that can be picked up and carried. It is intended as an aid for the player who needs to know what he is missing. It should not be studied too closely by those who have not yet solved the game.

- ✓Awning
- ✓Axe
- ✓Bag of Gold
- ✓Boulder
- ✓Charm
- ✓Crank
- ✓Flint
- ✓Lifejacket
- ✓Lute
- ✓Needle
- ✓Penny
- ✓Pole
- ✓Steel
- ✓Telescope
- ✓Thread
- ✓Whetstone



JUST FOR FUN

Each of these suggestions should really only be tried after one has solved the game. In fact, just looking at some of them might give away problems. Also, many of them result in death and unless you have just saved the game you may not want to risk it. But anyway....

Have you ever tried...

Giving Friar Tuck the penny...  
 Kissing any of the male characters...  
 Using any of the four-letter curse words...  
 Killing the Sheriff or Little John...  
 Jumping off the cliff (before blocking the cave)...  
 Pressing the button on the catapult...  
 Looking at the owl...  
 Kicking anything...  
 Eating anything...  
 Typing "Help"  
 Jumping off the pier...

We hope that you have enjoyed the use of this booklet, and that you have received the maximum benefit possible. If you should still be having any problems with this game, feel free to send in your queries. We will try to answer your letter as soon as possible, providing you with personal service.

Also, should you have any complaints or suggestions about this, or any other of our products, feel free to write us.

Your purchase assures you a free catalog with your order and quarterly updates. Anyone can order another even if they have not purchased any of our products.



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Happy Adventuring!!







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