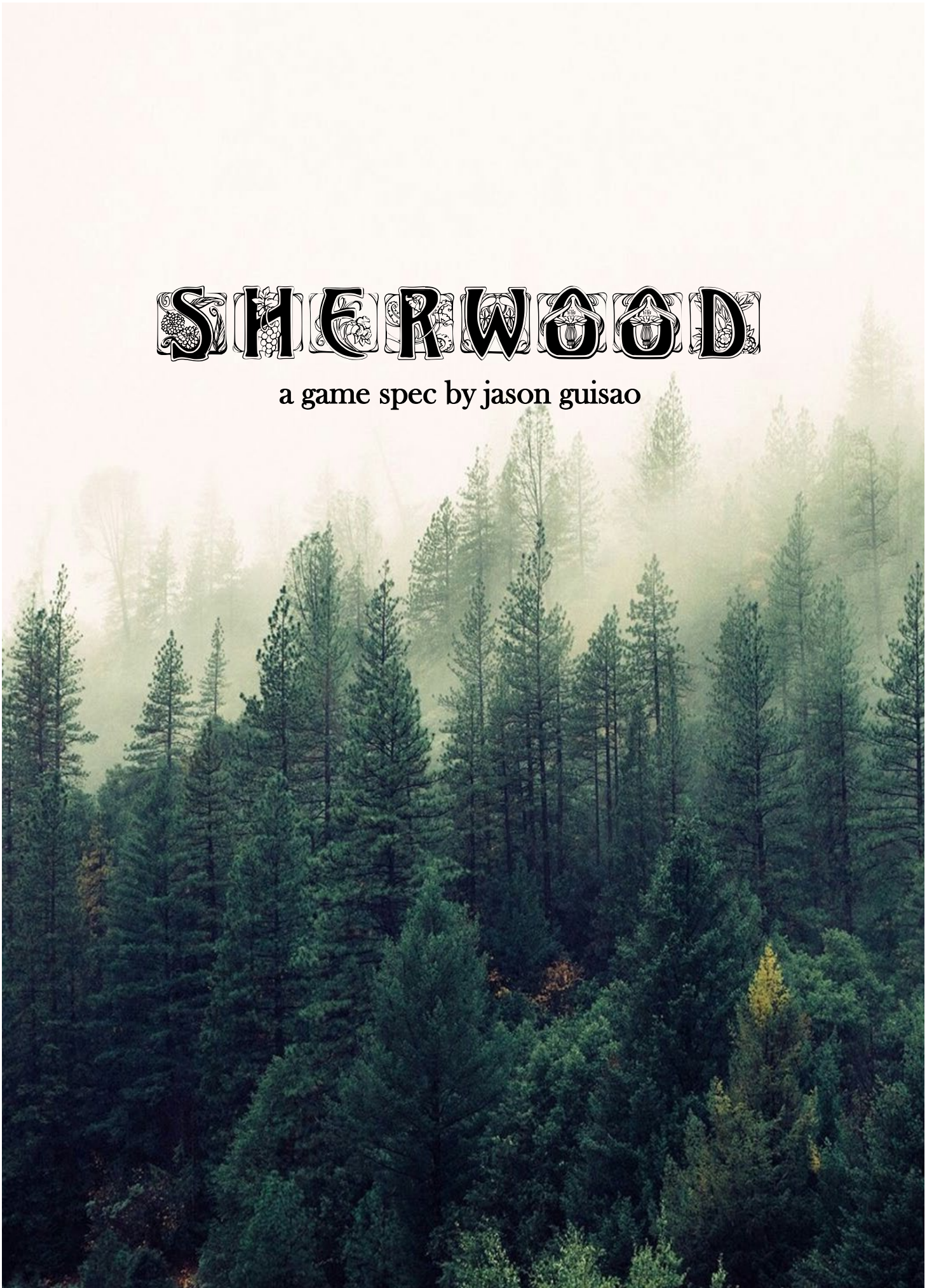


# SHERWOOD

a game spec by jason guisao



# tory

The Sheriff of Nottingham's forces apprehend Robin Hood and slay him. The Merry Men disband, and villainy engulfs the greater Sherwood region. The Merry Men fade into obscurity; their whereabouts and affairs become a mystery.

Despite distancing herself from Robin's noble crusade several years before his death, the tragic news shatters Marian. A familiar voice calls to her in dreams. "*Nothing's forgotten,*" it croons painfully. "*Nothing is ever forgotten.*" And so Marian ventures into Sherwood Forest, a mystical realm along the border of Nottingham, to seek answers. There, she meets Herne the Hunter (also known as Herne, God of the Wild Hunt), a deity who gifts her his Bow, a powerful relic passed down to Sherwood's fated protectors for generations. Herne tells Marian that the responsibility of bringing balance to the land and reassembling the famed Merry Men now falls on her shoulders.

Marian is hesitant and unsure why she was chosen, but the Bow relentlessly compels its newfound champion to rise to the challenge. While journeying across the continent, Marian confronts her strained relationship with the late Robin; she reminisces about their life together before he donned the Hood and the fallout that ultimately transpired. Across many dangerous dungeons filled with enemies, puzzles, and loot, Marian encounters/recruits the six legendary Merry Men, coming to terms with her tumultuous past and righteous new calling.

# Aesthetic

SHERWOOD is a gothic retelling of Robin Hood set in Medieval England. History and realism bend to suit the fantastical nature of the narrative. In this version of England, Giants shipwreck on the beaches of Holy Island, derelict cities house multi-limbed horrors, and musicology is a martial art (see Alana Dale, p. 6). At the same time, Richard I wages his holy war in Palestine, and domestic bureaucrats prepare for a violent conflict of their own against the vexing Robin Hood and his Merry Men.

SHERWOOD is concerned with the psyche of its fabled characters in the wake of tragedy; how their fears + anxieties are expressed + triggered. Alienating landscapes, perplexing nightmares, and supernatural threats juxtapose the rose-colored + jovial vibes of the traditional Robin Hood ballad. SHERWOOD is in conversation with "[The Female Gothic](#)" – an inquisitive heroine (Marian) drives the plot forward, navigating the ambiguity and perilousness of the world around her.

Visually, SHERWOOD draws from the art direction of BioWare's [Dragon Age: Inquisition](#), FromSoftware's [Dark Souls](#) series, David Lowery's [The Green Knight](#), and Kentaro Miura's [Berserk](#). Atmospherically, the bubbling tension + visceral combat are reminiscent of films like Nicolas Winding Refn's [Valhalla Rising](#) and Robert Eggers' [The Northman](#). Finally, SHERWOOD's spiritual lore and messianic themes are directly influenced by Richard Carpenter's [Robin of Sherwood](#) television series from the mid-80s.

As for UI/UX, SHERWOOD's minimalist HUD contains a healthbar, stamina bar, experience bar, money pouch, and golden pathways that serve as GPS. Moreover, the game's font(s) replicate the fanciful style of [old storybooks](#) and fables.

# ameplay

As Marian, Players carry out the following verbs:

Walk + Run + Crouch/Sneak + Jump + Climb + Open + Activate/Interact +  
Pickpocket + Collect (EXP + Materials) | Fight (Aim + Shoot + Melee) | Talk +  
Recruit + Upgrade + Donate | Pray + Rest + Heal

The gameplay + narrative loop is as follows (see Cutscenes + Banter):

- 1) Watch Dungeon Opening Cutscene
- 2) Enter Dungeon
- 3) Navigate Dungeon: Fight enemies/Sneak past enemies/Pickpocket enemies +  
Collect EXP | Talk to party members at POIs (real-time conversations like in  
Naughty Dog's *The Last of Us*) | Collect Upgrade Materials | Pray at hard-to-  
find Tuck Shrines to heal and expand health + stamina bars.
- 4) Enter Chamber which Triggers Boss Battle
- 5) Defeat Boss/Recruit Merry Man
- 6) Watch Dungeon Ending Cutscene
- 7) Enter Camp: Rest in Tent | Upgrade Bow + Donate Gold at Much & Miller's  
Mod Shop.
- 8) Leave Camp which Triggers Next Dungeon Opening Cutscene

# ound

SHERWOOD is filled with immersive FX: rushing water, swaying leaves, simmering lava, sword clangs + arrow swooshes, blood spraying, string plucking, sizzling gun barrels + gun shots, etc.

While progressing through the story, Players will experience exhilarating combat themes | contemplative + tranquil ambience | emotionally resonant + somber songs | and eerie cacophonies. Here's an extensive list of sonic influences:

- [A Hero Awakens](#) + [Farewell Walter](#) by Russell Shaw
- [Fabula Nova Crystallis](#) by Masashi Hamauzu
- [Fight Club](#) by Lorne Balfe
- [Kansas](#) + [Sentiment](#) by Kevin Penkin
- [Possessed by Disease](#) + [Song of the Ancients/Fate](#) by Keiichi Okabe
- [The Road Goes Ever On... Pt. 1](#) by Howard Shore
- [Farewell to Dobby](#) by Alexandre Desplat
- [Life in the Ruins](#) + [Korok Forest \(Night\)](#) by Manaka Kataoka + Yasuaki Iwata + Hajime Wakai
- [Journey to Skyhold](#) by Trevor Morris
- [Dragon Age Origins - Main Theme](#) by Inon Zur
- [Far Horizons](#) + [The Streets of Whiterun](#) by Jeremy Soule
- [Rust](#) + [Never Coming Back](#) by Evan Call
- [Healing Ground](#) by Stuart Chatwood + Inon Zur

# World

Marian's quest to free the Merry Men and wrest control of Sherwood from Nottingham brings her to Haunted Temples, Colossal Warships, and Sky-Scraping Watchtowers, among many other enthralling sites. Each explorable location is a confined but sprawling hub which blends the level design of *Dragon Age II*'s [simple + streamlined environments](#) and *Elden Ring*'s [intricate legacy dungeons](#).

When navigating a hub, Players should always expect to find valuable gear off the beaten path, Tuck Shrines, patrolling enemies, and epic boss battles (see Gameplay, p. 4).

This section provides important details and descriptions for one such hub.

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## The Throat of the World

**Objective:** Rescue and Recruit Alana Dale + Little John

**Enemies:** Surface/Mid-Level: Nottingham Grunts + Trolls + Will-o'-wisps + Alana Dale | Base Level: Nottingham Brutes + [Boggarts](#) + [Greenteeth](#) + Selkies + Little John

**Art:** [Surface Level](#) (also known as The Mouth) + [Mid-Level](#) (also known as The Throat) + [Base Level](#) (also known as The Belly)

### Description:

The Throat of the World is an artificial sinkhole at the center of Sherwood Forest that extends 4,000 meters deep. After defeating Robin, the Sheriff of Nottingham organized an ambitious drilling operation to seize the nutrient-rich waters of the realm and revitalize his landlocked country's food production. Resources are salvaged from the base (or The Belly), transported up The Throat with heavy-duty lifts, and wheeled to Nottingham.

Every Nottingham soldier knows working the sinkhole means certain death. Unimaginable creatures call the underground jungles and bubbling swamps home. Once dormant, they now feverishly patrol The Throat, making water retrieval difficult for even the Sheriff's most capable Brutes.

The Loot Table for The Throat of the World is on the next page.

**Consumable:** Edibles that quickly refill health or buff character stats + stamina.

**Material:** Combinable ingredients that make powerful mods + consumables.

**Treasure:** Monies to be donated to the realm + exchanged for weapon mods.

**Gear:** Equippable armor + throwables that boost Marian's combat efficiency.

<u>Name:</u>	<u>Type:</u>	<u>Description:</u>
Freshwater	Consumable	Water drawn from the very lips of Herne, God of the Wild Hunt. The juice of life.
Honeydew	Consumable	Sweet candy beloved by all. The ensuing sugar rush is not to be underestimated.
Shroom	Consumable	A potent hallucinogen used in Treefolk rites. No one phantasmagoria is the same.
Bark	Material	There is no tougher skin known to man.
Guck	Material	Sputum. Bile. Manure. Often all three. A repulsive lubricant that wards off wildlife.
Flax	Material	"String the Bow to give it purpose." - <i>Herne The Hunter to The Yeoman</i>
Ashes	Material	The residue of wayward souls. Hark, reader! Let the dead bury the dead.
Bog Tooth	Material	Very rarely does a river-hag part willingly with her teeth. Mind the still waters now.
Ricardian	Treasure	Richard I's minted penny. Any blood spilt on these coins will never be washed off.
Spheroconical	Gear	Solar flares in the palm of your hand.
Glass Finger Rings	Gear	A delicate bauble, fit for novice Archers chomping at the bit.