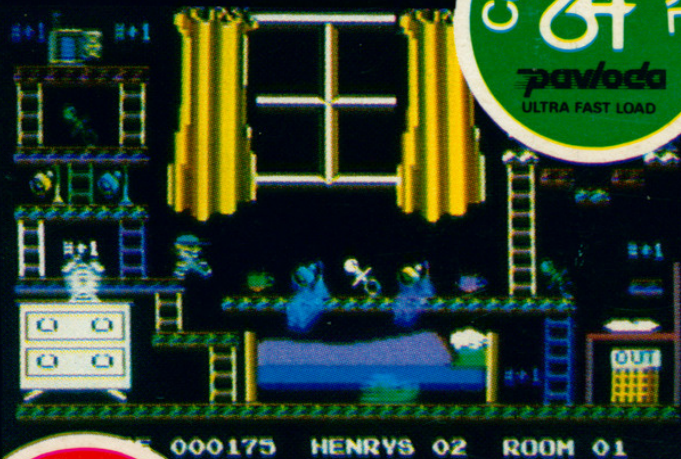


HENRY'S HOUSE

COMMODORE
64

pay/beta
ULTRA FAST LOAD



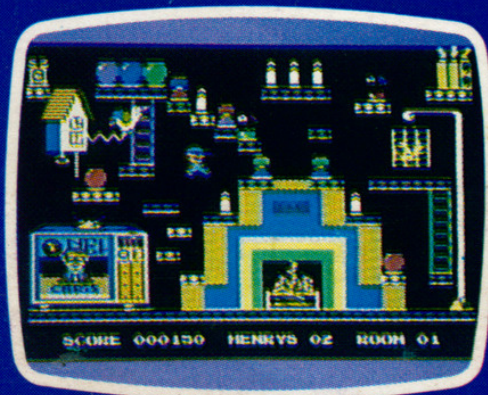
Starring
little
Henry

ENGLISH™
SOFTWARE

HENRY'S HOUSE starring **LITTLE HENRY** by Chris Murray

LITTLE HENRY takes you on a **RIGHT ROYAL ROMP** through the rooms of his new home. All the way from the **CLOTHES CUPBOARD** to the **DUNGEON**, with an eye for **GRAPHIC DETAIL** you will **NOT** believe!

100% MACHINE CODE ARCADE ACTION **ONE JOYSTICK REQUIRED**
HI-RESOLUTION GRAPHICS — AMAZING ANIMATION!



HENRY'S HOUSE starring LITTLE HENRY

Life in a royal household is never as straightforward as it seems — things go right (and wrong!) often in the strangest ways. **LITTLE HENRY** sets out to investigate and discover the secrets of each room, learning and experiencing as he goes! **HE** is actually (naturally) a very quick learner — mastering each new situation as he encounters it. **LITTLE HENRY** has never before played a game with so many dazzling objects and locations to investigate — little boys grow up **very** quickly when they're having fun!

LOADING:

Type load, then press the **RETURN** key.

CONTROL:

HENRY'S HOUSE is a one player game using joystick port 2.

START: Press the **F7** key or the joystick button.

PAUSE: The space bar will pause, then re-start the game.

RESET: The **F1** key will reset the game to the title page **AND** the demonstration mode.

LITTLE HENRY must **CLEVERLY** collect objects and find his way out to the next room:

CLOTHES CUPBOARD:

Gloves: hats: bow-ties: money bags: batty buttons: bewitched boots: **QUESTION MARK!** ...

BATHROOM:

Rubber ducks: nail brushes: soap: plastic scissors: tap: water drip: teeth: sponge: toothpaste: **BATH PLUG!** ...

KITCHEN:

Trifles: biscuits: glasses: cakes: **RASPBERRY!**: egg: food mixer: toast: tea: can opener ...

HENRY'S LOUNGE:

Television on the blink!: candles: plants: lamps: jars: cuckoo clock: **CARRIAGE CLOCK!**: fireplace: parrot in (and out of!) cage ...

HENRY'S PLAYROOM:

Ambulances: teddy bear: racing cars: aeroplanes:

PARACHUTE!: speed boats: Jack in the Box ...

HENRY'S NURSERY:

Slippers: hot (not very hot!) water bottle: radios: alarm clock: **TELEPHONE!**: lamps: dummies: cups of tea: ladder + 1: ...

DINING ROOM:

Drumstick: knife and fork: hamburger: banana:

SALT CELLAR! ...

HENRY'S CREEPY DUNGEON:

Crucifix: dagger: bone: skull: **BUBBLING BOTTLE!** ...

Crucifixes are very powerful ...

**HENRY'S HOUSE FEATURES ARCADE-QUALITY ACTION
ARCADE-QUALITY GRAPHICS
PROGRESSIVE SKILL LEVELS**

SPECIAL NOTE:

At the end of the game, if you wish to recommence play from your last room, press the **JOYSTICK BUTTON**.

Otherwise press **F7** to commence play in the **CLOTHES CUPBOARD!**

pav/oda

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