IMPORTANT NOTE:

PLEASE READ BEFORE LOADING

There is a 50 second gap **BETWEEN** each program on this tape. Once you have loaded a game title, always press **STOP** on your tape deck. To locate the start of the next title, transfer the tape to a normal audio tape recorder, press play and listen for the high pitched tone. When you find this whistle (type sound), **immediately** stop the tape, transfer the tape back to the tape deck, then load as normal.

SPECIAL NOTE FOR COMMODORE C128 OWNERS:

Always ensure your computer is in the C64 mode before loading.

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. Warning and experiencing as he goes! **HE** is actually naturally quite curious – discovering each new situation as he encounters it. **LITTLE HENRY** has never before played a game with so many daunting 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 game 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, belts, buttons, bewitched boots.

QUESTION MARK:

BATHROOM:

Rubber ducks, washbasins, soap, plastic lobsters, tap, water drip, teeth, sponge, toothpaste, **BATH PLUG!**

KITCHEN:

Tins, biscuits, glasses, cakes, **RASPBERRY!**, egg, food mixer, toast, tea, can opener.

HENRY'S LOUNGE:

Television on the bored, 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, drummers, rocking horse, ladder & !

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 FEATURED 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!**

pavloda

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See inside of sleeve for instructions

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WITCHSWITCH

Expert futurs are terrible tourtoucoinoggers, well skilled in the art of navigating swamps. A stressed monkey with a pistol would do well in superior. Attacking birds can cause problems perhaps, but a well aimed flick of the tail will keep them off your back. Avoid to the wise: beware of innocent looking plants! — snapping heads may give you that so sting feeling and drop into your tracks. **DON'T UNDERSTRETCH YOURSELF!**

The river crossing is more than just a trainer's throw away, pelting the evil birds with pebbles is your only power supply on your journey twixt the bridge. Monkeys are not team players, so may say, **GET READY TO PASS YOUR PRECIOUS CARGO TO YOUR FLYING FRIEND, THE FOREST OWL.**

Owls in flight are sharp of sight, especially at night, and have our not unnoticeous motives, in and seen, which have a deadly bite. A swinging pistol in your only defence against this serpentine attack. Thunderclouds and lightning bolts are a pain in the beak! Touch a bolt while the n's green, and power your flight to the nest to seen.

Spiders and their kin by webs, wings and their deadly stings, not to mention various bad insects, all fearful of your awesome foot.

The **WITCHSWITCH** is close at hand, but zero is within your grasp. Dropping the pouch of magic powder into the witch's evil brew, saves the **WITCHSWITCH**. No longer evil, but good and true (and good as new!) she heads for home to save the day.

HOLDING THE POWER OF REVERSAL,
WAITS THE WIZARD IN HIS CASTLE,
TO STEM THE FLOW AND TURN THE TIDE,
LET NIM DANE A BROOMSTICK RIDE.

JOYSTICK CONTROL:
WITCHSWITCH is controlled using joystick port 2.
The joystick button will control different functions at the various stages of game play.

LOADING:
Type load then **RETURN**.

KEYBOARD CONTROL:
2 = Up
A = Left
W = Down
F = Right
SHIFT: Fire

SKILL LEVELS:
The **F5** key will select 3 skill levels.

CONTROLS:
The joystick button or the **F7** key will start the game.

SPACE BAR:
Pressing the **SPACE BAR** at any point in the game will return the player to **THE VOLCANO** screen, where the progress of the game flow may be resumed.
Press the **SPACE BAR** again to return to your sector.

PAUSE:
The **P** key will pause, then restart the game.

SCORING SYSTEM:

THE BLACK SWAMP:	
LASSO LEPRECHAUN	500 pts
LAZER BIRD	200 pts
TOMBSTONE	20 pts
EACH YARD TRAVELLED	1 pt
THE RAVERS:	
RAVER	500 pts + 5 Power Units
JUMPING BROOMSTICK	200 pts + 1 Power Unit
THE POISONOUS LAKE:	
SNAKE	200 pts + 5 Power Units
GREEN TORTOISE	50 pts/second
EACH YARD TRAVELLED	1 pt
THE FOREST:	
BEETLE	500 pts + 2 Power Units
SPIDER	200 pts + 2 Power Units
SNAIL	50 pts
WASP	500 pts + 5 Power Units
SPIDER'S WEB	100 pts + 1 Power Unit

Note:
Don't let the snail escape, watch out for the flashing pads!

THE WITCH'S HOUSE:
DROP MAGIC POWDER POUCH INTO CAULDRON 1000 pts

THE VOLCANO:
COLLECT WIZARD 500 pts **POWDER DROP** 1000 pts

SPECIAL AWARDS:
Extra life for completion of each skill level.
5 pts for quick second remaining at end of successful game.
POWER BONUS at the end of each section.
PRESS the **RESTORE** key, at any point to restart game play.

SOLDIER OF FORTUNE

You have heard tales of a desert land wonderfully the Basque region — legends say that vast stores of gold are to be found within, but can only be reached through a succession of perilous, monster-laden underground chambers. But beware, for many have ventured forth in search of this glittering hoard, and none have returned. Enter the caverns by descending the ladder in the hollow rath, choose your weapons, and prepare to do battle with the nightmarish creatures that await your.

YOUR WEAPONS INCLUDE:
BALL AND CHAIN; SWORD; DAGGER; CRAMPUL; BOW AND ARROW; HAMMER; TWO-BLADED AXE; SINGLE-BLADED AXE; PICKAXE!

HAZARDS INCLUDE:
SNAKES; BATS; BLOODTHIRSTY CAVE BIRDS; CROCODILIAN THINGIES; GIANT CENTIPEDES; ROBERTS; BIRDS OF PREY; HOLES/HOLES ...?; MOBILE PLANTS — VERY UNFRIENDLY!; SPIDERS AND SLUGS; And ... FRANTIC BOWMEN!

LOADING INSTRUCTIONS FOR COMMODORE 64 VERSION:

LOADING:
Cassette: Type load and **RETURN**.

TO BEGIN:
SOLDIER OF FORTUNE is a one or two player game using joystick port 2.

CONTROL:
F3 KEY: OPTION KEY — 1/2 PLAYERS.
F5 KEY: SELECTS LEVEL OF DIFFICULTY.
F7 KEY: The **F7** key or the joystick button will start the game.
SPACE BAR: PAUSE control.

JOYSTICK CONTROL:
LEFT AND RIGHT: SOLDIER WILL MOVE AS REQUIRED.
UP AND DOWN: SOLDIER WILL MOVE AS REQUIRED.

A combination of the joystick buttons/joystick movement will control the **SOLDIER**.

To toggle the selection of weapons, pull the joystick downwards and push the button. Only 4 weapons may be carried at anytime — the weapon actually in your hand is the weapon in the top left hand corner of the weapons display. To collect a new weapon, jump in the air and touch it! To kill creatures, simply touch them (you must have a weapon in the top-left hand corner). Some creatures can be killed by almost any weapon, others only by specific types.
PRACTICE AND EXPERIMENTATION MAKE PERFECT!

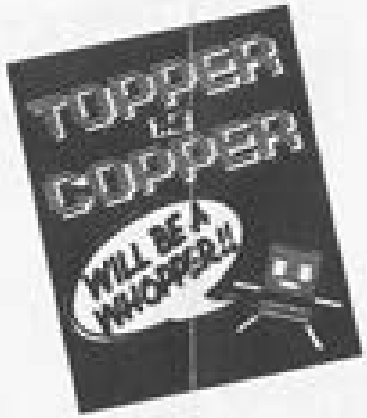
SCORING:
POINTS ARE SCORED FOR:
- **SLAYING CREATURES**
- **COMPLETING SCREENS**
- **COMPLETING GAME AND ADVANCING TO NEXT SKILL LEVEL**
- **COLLECTING BAGS OF GOLD**

POINTS ARE LOST FOR DROPPING BAGS OF GOLD.

ON THE WINDMILL:
On the windmill screen, use the following joystick controls:
LEFT and **RIGHT**: Moves the **SOLDIER** left and right.
UP: No movement.
DOWN: The **SOLDIER** ducks to avoid nasties!
DOWN + JOYSTICK BUTTON: Sends the **SOLDIER** down for more gold.
RIGHT + BUTTON: Throws the gold down, or when all the gold has been collected, the **SOLDIER** will jump, hopefully onto the sails of the windmill!

SPECIAL NOTE: You can only land safely on a pile of nine gold bags — any less and you break your neck!

SO JOURNEY NOW INTO THE GREAT UNKNOWN,
PULL BACK ON THE JOYSTICK, PRESS THE BUTTON,
AND JUST WATCH THOSE WEAPONS SPIN!



LEGEND OF THE KNUCKER-HOLE starring JET-BOOT JACK

The marauding dragon terrorises a once peaceful kingdom — the king issues the challenge: whoever succeeds in killing the evil dragon will be rewarded with the hand of his daughter in marriage! Hours of the challenge reaches **JACK** who decides to accept, and sets off in search of fame and fortune. The dragon's lair is in the Knucker Chambers, a series of caverns reached only by descending through the **KNUCKER-HOLE**. No one has ever left the dragon — a friendly wizard tells **JACK** that he will supply him with a deadly potion to kill the dragon, and aim for the 48 bells of the **54 BELLS OF THE HOLY TOWER** stolen many years before and now concealed in the Knucker Chambers.

The wizard promises to equip **JACK** with a new pair of his famous **JET-BOOTS** to aid his quest. **THE ACTION BEGINS ...**

LOADING: TYPE LOAD, PRESS PLAY, THEN PRESS RETURN.

SKILL LEVELS: Move joystick left/right to select **NOVICE**, **NORMAL** or **EXPERT** skill level.

ZONE CHOICE: Move joystick left/right to select from **ZONES 1** to **5** or **EXTENDED ZONE 4 GAME**. (Move details below.)

START: Push the joystick button to commence play. (Use joystick port 2.)

SKILL LEVELS: ZONES 1 — 3:
NOVICE: Depth of each zone is 2/3 that of **NORMAL** or **EXPERT** setting. One extra life awarded for completion of each zone.
NORMAL: Two extra lives awarded for completion of each zone.
EXPERT: Same depths as above, but many more slow beams and floor hazards. Three extra lives awarded!

SKILL LEVELS: ZONE 4
Two trigger attacking **HANGWRATS** in the **EXPERT** level, one in **NOVICE** and **NORMAL** levels. Extra lives as above.

SKILL LEVELS: ZONES 5 — 8
REVISUAL GATES: When opened (switch hit), the gate turns off the overhead and centre it. Time must be run back under **EXPERT** level has the most **REVISUAL** gates.

GAME CONTROL: ZONES 1 — 3
Disable the slow by hitting the wall power switches, jump the hazards and fall down the floor.
Use joystick to move left, right and up/down jump.
SCORES: ZONE 1 = 100 pts/switch, ZONE 2 = 200 pts/switch, ZONE 3 = 500 pts/switch.
Bonus for time taken — see top centre of screen.

ZONE 4: HANGWRAT NAVERN
Use the elevation to change floors, and collect all the yellow to open the **EXIT GATE**. To avoid being eaten by the **HANGWRATS** you can use your **RIDE SPELL** three times — just push the button **RIDE FEATURE** (top-left-hand corner of screen). **THE ORACLE** will appear — check the gen bonuses, lives or **RIDE SPELLS**.

JOYSTICK CONTROL:
Up and down controls the elevator you are standing on.
SCORES: Score **75 pts** for each crystal. The **ORACLE** gives you **500**, **750** or **1000 pts**. Bonus awarded for time taken.
EXTENDED ZONE 4: HANGWRAT NAVERN with **24 SCREENS**
Choose this option during game choice and enter the **HANGWRAT NAVERN**, a unique 24 screen game **TOTALLY INDEPENDENT** of all the other zones of play!

ZONES 5 — 8: THE KNUCKER CHAMBERS
Locate the **54 BELLS**, return to the centre location (indicated by the crosshairs on the screen) and the deadly potion — skill and confidence — then fire water. Trigger the power switch and wait in the wet. **THE KING'S DAUGHTER AWAITS YOU!**
Sounds easy? You have to touch power switches to open the passage walls, collect fuel and avoid overheating your **JET-BOOTS** — don't stand still for too long, or else!

JOYSTICK CONTROL:
Up and down controls the elevator. **JET-BOOT JACK** is standing on. Press the button to avoid low ceilings, etc. etc.

SCORES:

GRAILS	500—	750—	1000 pts	
SWITCHES	250—	500—	750 pts	(Controlled by skill levels)
HEARTS	250—	500—	750 pts	(Controlled by skill levels)
BELLS	750—	1000—	1250 pts	(Controlled by skill levels)
			5000 pts	**COMPLETION BONUS**

1 — 4 skill levels may be selected indicated by flashing heart.

DEMO MODE: The **SPACE BAR** starts the demo mode — press again or the button to return to options page.

PAUSE: During play, press **SPACE BAR** to pause, then recommence play. (In **ZONES 5 — 8**, the number of **BELLS** collected will be shown in paused mode.)

RUN/STOP/RESTORE KEYS: Return game to titles page.

HINTS ON PLAY:
— **LIFE GAUGE** at top of screen. Get medals as time goes on, don't cheat!
— On **ZONES 5 — 8**, the number of the bells collected is seen. Note also when all 48 **BELLS** are collected — watch out for it! (This is GREAT for those players who cannot count!)
— On **ZONES 5 — 8**, the timer keeps active in play — shortest times are the best!