

Sinclair[®] ZX Spectrum[™]

HUNGRY HORACE

Retrocomputing



SOFTWARE BY

PSION 
WITH MELBOURNE HOUSE

ROM
16K/48K RAM

HUNGRY HORACE

You are Hungry Horace, intent on devouring everything in your path. You can move Horace along the paths, bridges and tunnels of the park using the Spectrum keyboard, or joysticks.

Each flower in the park that Horace eats scores 10 points. But beware of the park guards who are out to catch Horace and throw him out of the park. If Horace is caught 3 times he will not be allowed back in the park and the game will end. There are several alarm bells in the park. If Horace can ring one of the alarms, the guards will panic and Horace can catch them and throw them out of the park.

Watch for one of the guards dropping his lunch of cherries or strawberries. You will score 100 points if Horace eats the guards lunch.

The park is divided into several sections and in each part there is an exit leading to the next section. Horace does not need to eat all the flowers or reach the alarm before entering the next section. Each section of the park is harder than the one before.

Controlling Horace

Keyboard Controls

UP: 'Q' key

DOWN: 'Z' key

LEFT: 'I' key

RIGHT: 'P' key

Joystick Controls

Connect joystick into left hand socket.

JOYSTICK FORWARD - moves up

JOYSTICK BACKWARD - moves down

JOYSTICK RIGHT - moves right

JOYSTICK LEFT - moves left

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