



LOADING INSTRUCTIONS:

Load by typing "LOAD".

PLAYING INSTRUCTIONS:

When loaded the program will autorun and display a player option table together with individual and high scores.

The options are for up to four players. If more than one player is involved you can either select individual or joint scoring. In the multi player game, players may 'steal' up to 2 non-key items from other players by moving over them.

Control of the Custard Kid is by the following keys: Q - left, W - right, R - up, D - down.

Kempston and Interface II joysticks are automatically supported. Items may be move to/from INHAND by using the joystick fire button or the X, Y keys. (Money may be moved INHAND after being arrested). To use keys, food, detectors, money or spoons they must be INHAND.

To eat food or set off detectors use the CAPS SHIFT key.

RULES OF THE GAME:

Most of the 600 locations contain a chest. A chest may contain one of the following items:-

Colour coded keys:

These can be used to go through the appropriate coloured doors. Each key may be used once only. Doors with black 'windows' do not require a key. The colour of the door indicates the type of location on the other side as follows:

Red	- Main Stairway or dungeon
Yellow	- Main corridor
Green	- Side corridor
White	- Back corridor
Blue	- Back stairway
Magenta/Cyan	- Rooms

Food

Can be eaten to increase milk level in bottles.

Custard Detectors

Can be used to help find custard recipes. These act like Geiger counters, the closer to a recipe the faster the rate. They last for a fixed length time once activated.

Money

Can be used to bribe a guard.

Spoon

Can be used to turn Custard Monsters into food.

Guards

If caught by a guard the player is sent to a dungeon (unless he is bribed with some money).

Custard Monsters

Decrements milk level upon touching

OBJECT OF GAME

The Custard Kid starts in the main corridor on the first floor. His objective is to locate the 12 custard recipes. These are spread throughout the custard factory and are in different locations each game. Each of these recipe rooms depicts a scene from the factory.

To succeed in his quest he should stock up with food and custard detectors. Food is essential to increment the milk level. This milk level decreases with time and upon contact with any 'nasties': including the dreaded 'Custard Monsters'. Custard detectors, once activated, act like 'Geiger Counters', beating more quickly the closer 'KID' gets to a recipe. They have a limited lifespan - so use them carefully! Detectors and food are located in magenta (and occasionally cyan) rooms. These rooms are entered via the same coloured door and require a key.

Fortunately magenta keys are liberally spread throughout the main corridors and 'KID' should have no trouble finding some.

He must watch out for the 'Custard Monsters' and Guards which lurk in many of the chests. If they catch 'KID' 'Custard Monsters' will wear him out: whereas the Guard will send 'KID' into 'Custardy'. If you are lucky 'KID' may find some money with which to bribe the Guard, or spoons and forks to turn the Monsters into jelly or ice cream (a really satisfying experience).

Having stocked up with food and detectors 'KID' should venture from the yellow to a green corridor (via a green door) and activate a detector. With a bit of luck he will soon locate a recipe room. This may require him going into a white corridor (via a white door) or through an intermediate room. When 'KID' has found all the recipes on the first floor he should locate a stairway up to the next level and repeat the process until all 12 are found.

The limit of 16 items that 'KID' may carry will require some strategic planning. He will also find that the factory is very large and either a good memory or mapping is required.

The game ends when all 12 recipes are found or when the milk level reaches zero. The milk level decreases with time or upon contact with any moving object.

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