CUSTARD PIE FACTORY

You have returned to the factory after your holidays to find a big flap on. The factory is in chaos, nothing seems to be working and there's an order due out. As the factory handy man, it is your job to see that the order is delivered on time.

But what to do first? There is so much to do. The generator has run out of fuel, the milk vats and the custard powder hoppers are empty and the sugar levels are low. But of course as the boss said ''I don't want it finished in any hurry, yesterday will do,'' nice man that. As far as you are concerned you'll be glad when all of your work is done and you can climb into the cab of the works van and deliver the pies. Good luck and don't worry, it's just your job that's at stake.

LOADING

Press CTRL key and small ENTER key together then follow prompts.

CONTROLS

Control your character using:

Q	=	Left
W	=	Right
Space	=	Jump
P	=	Pick up/Drop
O	=	Examine
I	=	Inventory

These keys are redefinable. To use a joystick with this game redefine the keys using joystick left, right and fire in answer to the prompts.

Due to the nature of this game and the time which it may take to complete it, an option has been provided for you to save the current game position to tape as follows from within the game when you decide to save it press the ESC key. This will present you with a menu of 4 options.

S	=	To Save
L	=	To Load
A	=	To Abort
R	=	To Return

Pressing 'R' will return you to the game at the position you entered the room you were in when you pressed ESC. Pressing 'A' will abort the game totally sending you back to the front screen. Selecting 'S' will give you a prompt asking you for the file name to use, type it in then press enter. The program will then respond with press play record then any key.

When the saving is finished you will be returned to the aforementioned menu. If you select 'L' from the menu you will be prompted for a file name and then asked to 'press play then any other key'. As before ESC. returns you to the menu.

Upon successful loading you will be returned to the menu (if you look at the Status display you will see the room description, time, etc.), set to the position newly loaded in. If for any reason there is a tape error i.e. if the Escape key is pressed or the tape stopped then the previous position is restored. Having saved or loaded as required simply return to the game.

The lower part of the screen is the status area - it serves a twin purpose normally to display the following (from left to right).

A map showing the current room (the dark one) and its surrounding rooms. An exit on a wall is shown as yellow, red means no exit.

Time - this shows elapsed game time in hours and minutes.

Lives remaining - in this box is a figure followed by a number.

The number - is the number of lives remaining.

The figure represents the strength of your current life as it is reduced so is your strength. When your strength reaches zero you lose a life.
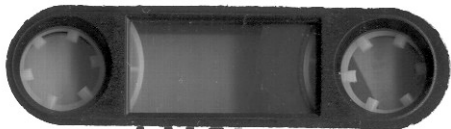
Pocket Contents - this shows the objects you are currently carrying (you can only carry three at a time).

The other use of this area is when you press Inventory or Examine. The result of this action will be displayed in the status area on both of these options, pressing a key restores the status area.

If you get stuck in this game a clue sheet and map are available from:

TYNESOFT COMPUTER SOFTWARE
Addison Ind. Estate, Blaydon, Tyne & Wear

Please include 30p to cover postage and packing

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AMSTRAD