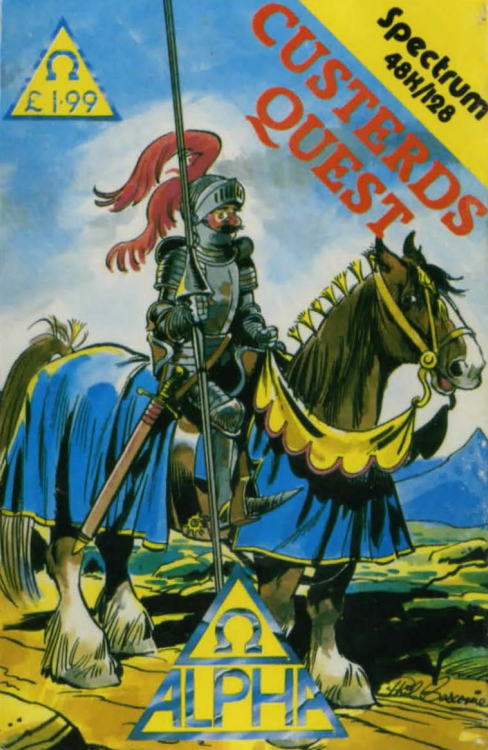


Spectrum  
48H/128

# CUSTERDS QUEST



# Gambit

Custerds Quest is a Quilled spoof adventure full of magic and humour. It tells the tale of an evil necromancer who has polluted the land causing untold chaos. The King is far too busy to deal with the problem himself, so he decrees that a knight should undertake the task.

Somebody, probably one of your 'friends', mentions your name, Sir Coward de Custerd and you get lumbered with the job. You must journey to the home of the evil Necromancer - Tower Doom - beginning in the Great Hall of your own home, Castle Custerd. During your humourous and dangerous journey, you must find several hidden objects.

LOAD: ""

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# CUSTERD'S QUEST



You are in the castle kitchens. Scurvy asherines on the floor and ceiling serve as a grim reminder of the Cook's wonderful cooking. Nothing edible to be found here, so I hope. Doors lead south and west.

33



You are in the courtyard. To the north are the stables. East is a store room, south are the stables west is the pig sty and stairs lead upwards. Hence you is the perfect standing location against the stable door possibly.

334

You are in front of the medium sized door. To the north is the castle and to the south is the courtyard.

You can also see here:  
A portcullis which is down

DLIFT PORTCULLIS

No!

DLIFT PORTCULLIS

No!

AREY NOT  
Arele Sargele sleep?

UP PORTCULLIS  
Lamentably that direction is not possible.

34



You are crawling around juicy mushrooms, all alike. Tunnels lead everywhere.

336

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