CUSTODIAN

As CUSTODIAN your SOLE purpose is to PROTECT THE TOMB! You must do this by collecting all the Alien Pods RANDOMLY LOCATED around each level and DESTROYING them in the POD ANNIHILATION CHAMBERS!! As the ALIEN PARASITES break out of the PODS they will ATTACK YOU in WAVES!!! You must DEFEND YOURSELF and DESTROY these ALIEN HORDES!! But ensure that you use the CORRECT WEAPONS for each type of ALIEN, otherwise you will EXHAUST your ENERGY SUPPLY and DIE!!! Speed is CRUCIAL!! Whilst the ALIEN PARASITES are still in existence they are SUCKING DRY the TOMB'S ENERGY!! If this reaches zero then the tomb will shut down, KILLING YOU IN THE PROCESS!!!!

"Custodian comes packed with a bigger range of weaponary than even Rambo would know what to do with" - 92% COMPUTER GAMESWEEK

FEATURES:-

8-WAY SCROLLING

AMAZING SOUND & F.X.

STAGGERING GAMEPLAY







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CUSTODIAN

ATARI ST

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SMASH



LOADING INSTRUCTIONS

CUSTODIAN is compatible with Atari 520 ST/1040 ST series with disc drives. You are advised to disconnect all hardware from your computer. Place your program disc into the drive and press the RESET button. CUSTODIAN will then take a few seconds to load.

NOTE: Do not remove the program disc while the game is playing.

THE GAME

As the Custodian of an alien Columbarium your job is to protect the Ancient Warlord's sacred remains from the energy consuming parasites that infest the tomb. This has to be achieved before they suck the tomb's power dry.

CONTROLS

Default control keys are as follows or use a joystick

F1 - Ramcon 10mm Rocket Shells
F2 - 50mm Heavy Demolition Rockets
F3 - Tridant Vertical Rockets
F4 - Vertical Electro Bolts
F5 - Diagonal Laser Beams
F6 - Diagonal Multi Plasmas
F7 - High Burn Fireballs
F8 - Ejectable Laser Turret
F9 - X15 Homing Missiles
F10 - Megaclear Smart Bombs

Press FIRE to activate the selected weapon.

GAMEPLAY

As Custodian your sole purpose is to protect the tomb. You must do this by collecting all the alien pods located around each level and destroying them in the Pod Annihilation Chambers. You start the game with a life energy, when this reaches zero you will expire. The tomb also has an energy level, if this reaches zero then the tomb shuts down, killing you in the process.

You start the game with 1000 credits (which are used to purchase weaponry) and a full batch of ejectable laser turrets.

PODS

Pods are randomly located throughout the tomb in a quantity predetermined by the current level of play, up to a maximum of 20. To start with they are relatively weak but will grow with time becoming more powerful, absorbing the tomb energy in the process. Pods can fire a heat seeking sucker that drains your energy (the more powerful the pod, the more energy they drain). This sucker can be shaken off or will self destruct after a short time. Collecting a pod gives you 200 credits.

ALIENS

Aliens attack in waves using different weapons and tactics. Different aliens are sensitive to different weapons. Credits are obtained for killing aliens (about 24 each). It is better to use the most suited weapon for each alien type to survive longer.

GUARDIAN

This creature appears after all the pods in the tomb have been collected. It is very strong and fires the same heat seeking sucker as the pods. On destroying a Guardian you will collect 200 credits.

POD POINTER

This indicator points to the most adjacent pod in the tomb, and can only work while you are not carrying any pods. Collection of more than one pod can only be done "blind".

ENERGY INDICATORS

The indicator on the left is your life-force, and the indicator on the right is is the total tomb energy. The more energy they have the higher the indicator level.

TELEPORTS

While standing in the middle of a teleport bay (a large cabinet with a "T" in the centre) pull down on the joystick, or press the DOWN cursor key. You must pay a sum of 100 credits to take a teleport journey. The teleporters transport you around the level, and, as an added bonus, give you 256 energy points!

AMMUNITION SILO

While standing in front of an ammunition silo (a large cabinet with a bullet in the centre) pull down on the joystick, or press the DOWN cursor key, and you will enter. Once inside, press left or right, or the relevant function key, to select the ammunition that you require; press up to buy ammunition and down to sell it. All weapons have a maximum amount of ammunition that can be loaded.

POD ANNIHILATION CHAMBERS

If you are carrying a pod, or pods, you can enter a Pod Annihilation Chamber by pressing down while standing in front of it, this gives you 1024 credits back. Once in the chamber use the joystick or cursor keys to to move the sight around the screen. When the pod enters the sights destroy it by pressing FIRE. If left alone the pods will gradually grow larger until they reach the final red stage and then escape back into the tomb and have to be collected again. The more pods you are carrying the more you will have to destroy at a time! The next level is reached when you have destroyed all of the pods. As each pod is destroyed the tomb reclaims 48 points of energy back. The number of pods so far destroyed on a level is displayed on screen.

CREDITS

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