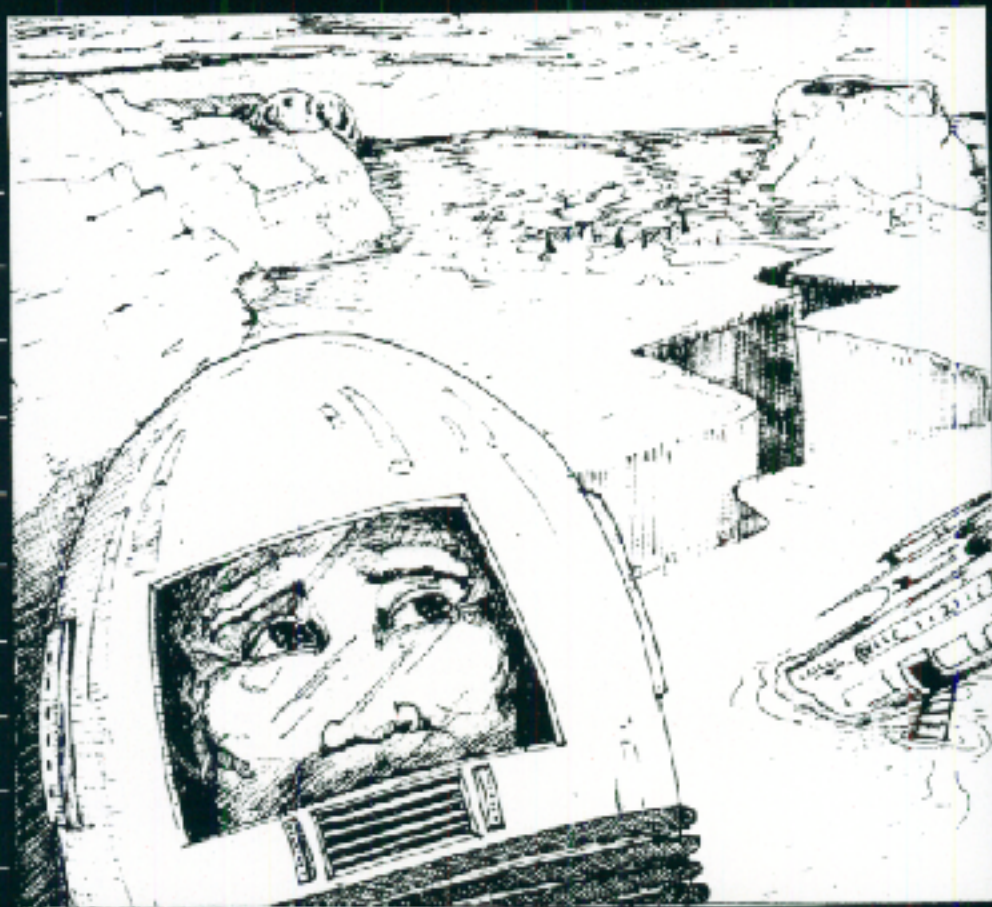


Countdown to Doom

by Peter Killworth



MS-DOS version
for AMSTRAD PC 1512
and compatibles

the best in
BRITISH
adventure games

TOPOLOGIKA



ADVENTURE GAMES - Technical Notes for IBM/MS-DOS version

'Getting Started' Switch the computer system on, then follow the instructions on the disc label. The disc drive will whirr, and the program should start. Refer to the separate 'How To Play Adventure Games' booklet for details of how to use the program itself. If, after following all the instructions, you still can't get the program to start, or you are in any way not satisfied with its performance, return it to us in its original packaging, and we'll test it and replace if necessary. *This version does not use sound effects.*

SOME QUESTIONS ANSWERED:

I wanted to load a game I saved a week ago, but I couldn't remember what I called it. How do I find out? The only way to research names of saved games is to check them out before you start a game, ie from the A) prompt of DOS. (Use the DIR command, as described in your system manual under reference 'DIR'.)

I'm using a double disc system. Can I have the adventure disc in drive A, and my data disc in drive B? Yes. To save to drive B at the ':' prompt, type

SAVE <RETURN>. The computer will respond with:

Please insert saved game disc.

Save

:

Put your 'data' disc in drive B, then type:

B:gamename <RETURN>, where 'gamename' is the name that you are using for your saved position.

To get back to that saved position at a later date, type LOAD <RETURN> and follow the on-screen instructions, using B:gamename at the appropriate time.

I tried to save a game, but got a 'Disc full' message. This means what it says. The disc is full. You have two choices: either put another (formatted) disc in the drive that you are using, or use the DEL facility, from DOS, to delete one or more of your old files (see your system manual for details).

I tried to save my position, but it won't let me! If the name that you're typing in is too long (maximum 8 characters) the computer will just keep saying:

Save
:

until you use a name it likes. If you've inadvertently put a write-protect sticker on the disc, or if the disc itself is faulty, you will get the message:

Abort, Retry, Ignore?

If a sticker is the problem, remove the disc, then the sticker. Put the disc back in the drive and type R <RETURN>. If a sticker isn't the problem, put a different (formatted) disc in the drive, and type R <RETURN>.

I want to back up the disc. Can I do this? The disc is copy-protected. Attempts to copy it may result in damage to the code. Replacement or back-up discs are available from TOPOLOGIKA for a nominal fee.

When I try to LOAD a saved position, I get the message: Open failure - please try again

The program can't find a file of that name on the disc. You may have just mis-typed the name (in which case just type it again). You may be trying to load a game that you think you've saved, when in fact you didn't! Finally, you may be using drive B for your saved game disc, and omitting the drive reference from the 'gamename' (see above.)

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Welcome to

Doom

DOOMAWANGARA. Abbr.: Doom. Climate: varies dramatically from desert to jungle, glacier to swamp. Atmosphere intensely volatile; explorers must guard against rapid corrosion of equipment and spaceship alike. Dangers: Atmosphere, as above. Automatic defence system. Also the Ruins, reputed to have been the home, aeons ago, of The Ancients; none who has entered them has ever returned. Special features: The large number of crashed spaceships littering its surface, many of which had been carrying treasure from one planet to another, make Doom a potentially lucrative source of income for that special breed of Explorer known as Adventurer...

Extract from *Intergalactic Times*, Vol. 3, Sec. 7, pp 187.

Countdown

You set off from Earth in your one-man ship, and are soon orbiting Doom.

Before you can contemplate a landing, however, your ship comes under a violent attack from Doom's automatic defence system. 'No wonder most ships never come back!' you tell yourself, as your ship tumbles out of control towards Doom's surface, with you playing the controls like the expert you are.

Nothing you can do can prevent the crash-landing, however, and your ship hits the ground with a force that would have killed you had you not jumped at the last moment to absorb some of the momentum...

You pick yourself up and survey the wreckage, knowing that your ship will corrode away in a mere 400 Time Units. Repair it by then or you'll be stuck on the planet forever. Doomed, in fact...

To function properly, your ship needs certain items (see over).

Without these, your ship simply won't fly. If any are too old or corroded, they won't work. If you can leave these components (and any treasure you find) in your cargo hold, what's left of your ship's systems - controlled by an intelligent console in the control room - will reassemble your ship and fly you home, hopefully a much richer person.

But remember - the corrosion clock is ticking away...

Help Sheet

Countdown to Doom



'COUNTDOWN to DOOM' comes with on-line help which you get into by typing HELP <RETURN>. The program will halt and wait for you to type in a number so that it knows which 'hint' you want. You therefore need to know which numbers refer to which hints.

Pages 2-4 of this Hint Sheet contain a series of questions that players typically ask, like 'How do I get out of the spaceship?'

Various 'key words' have been deleted from these questions - making it harder to accidentally see the solutions to other questions - and are reproduced below. The numbers alongside the words refer to the questions. The number that follows each question is the number to key for that particular hint. Good luck!

ALLODILE	11	FLICKERING	45	POWER	13
ARTEFACT	2,14,28	GLACIER	32	PRESENT	24
BEAM	47	HALL	21	ROBOT	9
BLOB	39	HELMET	1	ROOF	1
BLOWN	8	ICE	44	SCREEN	45
CABINET	15	ICICLE	42	SEESAW	29
CHEST	7	IGLOO	38	SKATES	38
COMPONENTS	51	JUNGLE	19,26	SLUGS	43
COMPUTER	12,24 27,50	LASER	47	SPACESHIP	4
CORRIDOR	2	LIGHT	34	SWAMP	6,20,34
CRYSTALS	16,33	METATERMITES	22	SWITCHES	30
DECAPODS	35	MONSTER	33	THOUGHT	49
DESERT	17,18	MOTOR	48	TIME	40
DISCS	50	MYSELF	25	TRAP	19
DOOR	21	OBJECT	46	TREASURE	10
DOORS	49	PAN	23	TUBES	37
EATING	22	PHASER	5	UNIT	48
ENTRANCE	28	PIT	3	UP	8,31
EXPLOSIVE	36	PLATFORM	13	VOLCANO	31,41
		PNEUMATIC	37		

		<u>Hint</u>
1	How do I get the ***** onto the ****?	43
2	How can I get out of the curving ***** in the *****?	6
3	How do I avoid dying in the ***?	27
4	How do I get out of the *****?	1
5	How can I stop the ***** killing me?	11
6	How do I avoid dying after sinking safely to the bottom of the ****?	22
7	How can I stay alive opening the *****?	38
8	How do I stop myself getting ***** **?	2
9	How can I stop the ***** taking all my objects?	26
10	How do I locate *****?	48
11	How do I get across the *****?	25
12	How do I avoid dying when I leave the ***** room?	34
13	How can I stop the ***** running out of ***** in the wrong place?	14
14	How can I not be killed when I enter the ***** from the NE?	4
15	How can I stay alive opening the *****?	38
16	How can I stop the ***** killing me?	17
17	How can I get back from beyond the *****?	9
18	How can I survive in the *****?	7
19	How can I get across the **** in the *****?	46
20	How do I stay alive in the ****?	18
21	How do I get through the large **** in the ***?	45
22	How do I stop the ***** everything?	42
23	How can I stay alive opening the ***?	38
24	How do I avoid getting killed going through doors after getting the ***** from the *****?	37
25	What should I give *****?	21
26	How do I avoid getting lost in the *****?	12

Hint

27	How do I stop the ***** telling me off for killing?	36
28	How can I get into the ***** through the SW *****?	5
29	How do I use the *****?	8
30	How can I get all the ***** turned to ON?	19
31	How do I avoid dying going ** the *****?	30
32	How do I avoid dying of cold on the *****?	10
33	How can I stop the ***** killing me when I try to go past or take the *****?	16
34	How do I get ***** below the *****?	29
35	How do I stop the ***** getting me?	24
36	How do I get out once I've used the *****?	3
37	How can I avoid getting lost in the ***** ***** maze?	23
38	How do I get the ***** out of the *****?	31
39	How can I stop the **** killing me when I pick it up?	15
40	How can I achieve anything when I'm forward in ****?	20
41	How do I avoid dying going down the *****?	41
42	How can I get the *****?	39
43	How do I stop the ***** killing me?	40
44	How can I stay alive crossing the *** rink?	32
45	How can I stop the ***** killing me?	28
46	How do I enquire about the use of any *****?	47
47	How do I stop the ***** killing me?	33
48	How do I get the ***** *****?	13
49	How do I get past the *****-sensing *****?	44
50	How do I make the ***** accept the *****?	35
51	How do I locate spaceship *****?	48

Still stuck? Send full details to:

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No SAE - no reply!



About the Author . . .

By profession a theoretical research oceanographer — and an occasional anthropologist and magician — PETER KILLWORTH fell in love with adventures when he discovered 'Colossal Cave'. His own first attempt at this new art form ('Philosopher's Quest', originally published by Acornsoft) sold 25000 copies.

'The programming', he recalls, 'was totally functional, and fairly crude by my current standards. But the plot and the puzzles were good. It's very easy to write a bad adventure (it just needs hard work); but a good one needs plotting like a novel, the appropriate writing skills, and the ability to create new puzzle types instead of just repeating old patterns'.

His family occasionally see him away from his computer terminal at home. They do *not* play adventure games.

. . . About the Adventure

You set off from Earth in your one-man ship, and are soon orbiting Doom.

Doomawangara — *Doom* for short — with its weird climate that varies from desert to jungle, glacier to swamp; the home, aeons ago, of the Ancients, whose crumbling dwellings at last begin to show up on your scanners, their images giving you the feeling that they're watching you — not the other way round. Doom, famed across the Galaxy as a *potentially* lucrative source of income, its surface littered with crashed treasure ships, rapidly corroding in the intensely volatile atmosphere. *Only those known as adventurers would dare to land.*

You make one more pass over the enticing planet, wondering if you have the courage. The decision is made for you when your ship comes under a sudden and violent attack that sends it tumbling out of control until it hits the surface with a force that could have killed you.

You pick yourself up and survey the wreckage, knowing that both you and your ship are well and truly *doomed* unless you can find the spares to repair it in time . . .

GAME SIZE: Medium. **RATING:** Medium.

Also from Topologika . . .

'PHILOSOPHER'S QUEST' by Peter Killworth

Peter's best-selling adventure sees you wishing you hadn't waved that old magic wand you found in the junk shop off Market Street. For when you did, the atmosphere turned inside out, taking you with it. And when it turned back again, the shop — and the shopkeeper were no more . . .

GAME SIZE: Compact, but with unexpected twists. **RATING:** Difficult

'Countdown to Doom' Peter Killworth 1987

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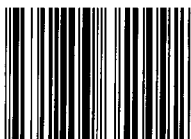
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