RETURN TO DOOM

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It's Part 2 of his developing Doom Trilogy - and it is every bit as baffling as Part 1 'Countdown to Doom', one of the classic games of all time!

DISC PACK

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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, i.e., 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.)
Loading Instructions

See separate 'Technical Hints Sheet'.

Screen Display

The top line contains a short description of where you are, together with your current score. The bottom section displays your current location in greater detail, together with your own input and the game's responses.

Specimen Commands

GO NORTH, THEN EAT THE PIG, E, SW, IN
GET ALL BUT THE DUCK AND GOBLET, AND LEAVE
GET - takes the first relevant object
DROP - similar
TAKE THE PIG AND UNICORN, WAIT
SAY HELLO
HELLO - equivalent to saying it
LOOK - gives a full description of where you are
SAVE - stores your current position on disc
RESTORE - brings back the saved game
RESTART - Begins at the beginning
QUIT or STOP
VERBOSE - makes-program always give the full description of where you are
NORMAL - makes program give full description the first time you arrive at a new place, with short descriptions for later visits
INVENTORY - lists your current possessions

The puzzles

You may be puzzled why the EXAMINE command is of only limited use. The game is conceived in such a way that in solving the puzzles you are not involved in merely happening to discover things about the objects. It is only by manipulating them where possible, or combining them in some way, that the relevant features are revealed. Some locations, however, do contain hidden depths...

On-line HELP

If you get completely stuck, on-line help is available by typing HELP. Look up your problem on the list of hints (opposite) and give the hint number you require.

You will then be given some sort of clue. The HELP facility is structured in stages so that you will initially get a partial clue, and will be given due warning if the entire puzzle is about to be revealed to you!

If, despite the HELP system you are completely stuck, TOPOLOGIKA will be pleased to help out. Send a SAE with full details of the problem AND PROOF OF PURCHASE to:

TOPOLOGIKA
P.O. Box 39
Stilton
PETERBOROUGH PE7 3RL

We regret that telephone help is NOT available.

Written by Peter Killworth.
BBC implementation by Jon Thackray.
Z80 implementation by Locomotive Software Ltd.

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I can't go north from the landing area
I get killed by the montipython
I get driven back by the plant smell
I get killed by the boogaligers
I can't turn the lamp on
I get chomped by the teeth
I can't get through the door
Nothing happens when I say 'PRONA'
I get killed by the grobler
I die if I open the chlorine tank
I can't get past the trap
The teclonometer sometimes reads 'Overload'
I can't get through the cleft
I got to the robot camp, but it's deserted and I can't go anywhere
I can't get out of the cell
I can't get into the safe
I can't get through the dark passage
I die in the singularity
I can't get back through the dark passage
Nothing happens when I press the shapes on the terminal
Sometimes lethal rain hit me
I bounce off the artefact
I die entering the northeast artefact entrance
I can't see what the 'writing' on the artefact is
I can see, but can't read, the artefact writing
Nothing happens when I say 'TOGA'
I don't know what to do with the rat
I can't get through the hatch in the artefact
I can't do anything with the bed
Pressing the hemisphere doesn't do anything
I can't get past the ecosaurus
I slide down the slope
I can't get over the salt sea
I can't get past the sabreboog
I can't get past the allodiles
I die when the winds blow me onto the sage
I can't get across the cornice
I can't do anything with the computer
I keep running out of the scary jungle
I can see there are three levels in the artefact but I can only
get to two
I can't get back past the ecosaurus
I can't cross the alkaline lake
I can't pick up the ball
I can't escape the pteromorph in the desert
I can't get back across the sea
What can I do in the large field?
I can't dig properly in the centre of the field
I get killed by the buzzing noise
I'm lost in the desert
The droffids get me!
I can see the helmet, but can't reach it
I die when I throw the ball
The helmet smashes on the floor
I lose everything I have when I drop through the hole in
the artefact
I can't get my belongings back past the omnigrab
Should I catch the egg?
I can't get out of the shifting halls
I have no idea what to do in the zero-gravity area
I die if I leave the raft
When I press one of the shapes on the raft, I die
I can't get through the wormholes under the desert
I can't control the raft
I can't get the boots
I can't get out of the zero-gravity area
I can't get past the enzymes
I die after passing the enzymes
I can't answer the head's questions
I don't know the non-disease exits in the artefact
I found the dog but can't do anything with him
I can't leave the swamp
I can't do anything with the silica square on the bare hill
I lose the dog up the hill
I can't get past the oganobuffalo
I can't get the holocryst beyond the forcefield
I can't leave the centre of the droffids
I can't get back past the oganobuffalo
The silica in the pasture kill me
I can't get out of the singularity
I can't get past the robot guards
I get hit by missiles in the pyramid
I can't get into the armoury
The armoury robots kill me
I get hit by the laser
The laboratory robots get me
What do I do with the ambassador?
I get trapped underground with the ambassador
The robots catch up with me
The second grobbler kills me
I drop the ambassador in the landing area.

Note: If you're not sure about the use of any particular object, Hint 89 will help.
About the Author

By profession a theoretical research oceanographer - and an occasional anthropologist and magician - PETER KILLWORTH'S first attempt at this new entertainment form ('Philosopher's Quest') sold 25,000 copies.

'It's easy to write a bad adventure,' he says, 'but a good one needs plotting just like a novel, appropriate writing skills and the ability to create new puzzle types. RETURN TO DOOM kept me puzzled for hours, and I'm sure it will do the same for you.'

About the Adventure

The planet Doomawangara (Doom for short) is a dangerous place. As the only explorer ever to survive it ('Countdown to Doom') you should know. However, an unexpected distress call sends you flying back to Doom in a mission to rescue an ambassador who has been kidnapped by renegade robots.

After surviving a deceptively simple beginning, you'll meet lots of original Killworth puzzles: alternative universes, weird weather, an empty field will never look the same again! You'll acquire a talkative four-legged friend who'll make you feel like laughing one minute and crying the next - maybe even both at the same time! The game ends with a danger-a-minute sequence that would even scare Indiana Jones (half) to death.

Features...

Also by Peter Killworth from TOPOLOGIKA

Saved to disc
Built-in HELP screens
Money saving vouchers

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