

# LAST DAYS OF DOOM

- ◆ **ARTEFACT** I can't avoid going to the artefact. *Hint 76.*
- ◆ **AXE** Should I take the axe? *Hint 92.*
- ◆ **BLOBS** I die if I touch the blobs. *Hint 34.* I've no idea what to do with the two blobs. *Hint 44.*
- ◆ **BRIDGE** I die crossing the bridge. *Hint 24.*
- ◆ **BUSH** The bush blocks my exit in the laboratory. *Hint 65.*
- ◆ **CABINET** I die if I open the cabinet. *Hint 73.*
- ◆ **CACTUS** The cactus blocks my way. *Hint 6.*
- ◆ **CARGO HOLD** I get trapped in the cargo hold. *Hint 2.*
- ◆ **CAGED CREATURE** I can't see how to help the caged creature. *Hint 33.*
- ◆ **CAVEMEN** How do I avoid getting killed by the cavemen? *Hint 94.*
- ◆ **CAVERNS** I don't see how I can move very far in the sandstone caverns. *Hint 81.* I can't get at the dog in the sandstone caverns. *Hint 82.*
- ◆ **CHLORINE** I can't enter the chlorine environment. *Hint 30.* I lose things in the chlorine environment. *Hint 66.* I can't find anything in the chlorine environment. *Hint 74.*
- ◆ **CITY** I can't get into the city. *Hint 25.*
- ◆ **COMPUTER** I don't see what the sign on the computer means. *Hint 29.*
- ◆ **CONTROL ROOM** I get trapped in the control room. *Hint 1.*
- ◆ **CRACK** I die when I fall into the crack. *Hint 69.*
- ◆ **CREATURE** I die when I touch the creature on the operating table. *Hint 43.*
- ◆ **CREW** I can escape from the ship, but my crew dies. *Hint 3.*
- ◆ **DEATH** I die without warning underground. *Hint 20.*
- ◆ **DECAPODS** I can't get past the decapods. *Hint 60.*

- ◆ **DOG** I don't know how to save the dog. *Hint 7.* I can't get the dog to follow me. *Hint 8.* The dog dies fighting the sabreboog. *Hint 17.*
- ◆ **DROFFID** The droffid blocks my way. *Hint 68.*
- ◆ **DURANGO BROTHERS** I get killed by the Durango brothers. *Hint 99.*
- ◆ **FACTORY** How do I get through the door at the factory entrance? *Hint 39.*
- ◆ **FLAMES** I don't know how to get through the flames. *Hint 53.*
- ◆ **FLUTE** How do I play the flute? *Hint 70.*
- ◆ **FOOD** I can't get the food out of the lair. *Hint 23.*
- ◆ **FUMAROLE** I can't get the object under the fumarole. *Hint 13.* I think I did the right thing at the fumaroles, but I couldn't get the object. *Hint 14.*
- ◆ **GATEWAY** I can't get past the north or east gateways. *Hint 71.* I can't get through the gateway. *Hint 87.*
- ◆ **GEL** I die when too much gel falls on me. *Hint 50.* What's the point of the gel? *Hint 52.*
- ◆ **GLOBULE** I die when I drop the globule. *Hint 15.*
- ◆ **GOLVES** How can I get at the gloves? *Hint 47.*
- ◆ **GROBBLER** I can't get past the grobbler. *Hint 90.* I die just beyond the grobbler - what did I do wrong? *Hint 91.*
- ◆ **HAWSER** I don't see what to do with the hawser. *Hint 85.*
- ◆ **HOLE** I can't enter the hole into the cave. *Hint 12.*
- ◆ **HUNGER** I get hungry and die. *Hint 83.*
- ◆ **ISLAND** I can't get to the island. *Hint 84.*
- ◆ **JUMPING** I die if I jump or go down a steep drop. *Hint 4.*
- ◆ **LADDER** The ladder crumbles when I touch it. *Hint 5.* I die when I climb the ladder. *Hint 55.*

- ◆ **LANDING** Where should I land? *Hint 93.*
- ◆ **LAVA** I get trapped by lava on the volcano. *Hint 22.* I get trapped by lava around the city. *Hint 26.*
- ◆ **LEARNING** I die if I learn more than two subjects. *Hint 35.* Which two subjects should I learn? *Hint 36.*
- ◆ **LEVER** What does the lever do inside the factory? *Hint 46.*
- ◆ **MACHINERY** What does the machinery do? *Hint 48.* I can start the machinery, but it seems too easy! *Hint 49.*
- ◆ **MAGNETON** When I pick up the magneton, it jumps onto one of my objects. *Hint 37.* When I enter an area carrying the magneton, a metal object on the floor jumps up to it. *Hint 38.*
- ◆ **MARSHAL** Should I attack the marshal? *Hint 98.* The marshal gets killed by the Durango brothers. *Hint 100.*
- ◆ **NOTHING** I die if I see the nothing twice south of the road. *Hint 27.*
- ◆ **OPERATION** I don't know how to perform operations. *Hint 32.* I don't have the equipment to do the operation. *Hint 51.*
- ◆ **PARADOX** Why do I get told there is a paradox? *Hint 63.*
- ◆ **PHASER** I lose the phaser when I go through the portal. *Hint 41.*
- ◆ **PILL** I can't get the pill and still get out of the solid environment. *Hint 42.* What should I do with the pill? *Hint 72.*
- ◆ **POINTER** I die when the pointer breaks. *Hint 56.*
- ◆ **QUESTIONS** How should I answer the N\*O\*T\*H\*I\*N\*G's questions? *Hint 101.*
- ◆ **RAT** I can't help the rat in the smithy. *Hint 59.*
- ◆ **REVOLVER** Should I take the revolver? *Hint 96.*
- ◆ **ROBOTS** I keep getting blown up by the robots. *Hint 11.* I walk into robots after I leave the sill. *Hint 58.* I lose some objects when I deal with the flying robots. *Hint 21.* I get shot by the robots SW of the gallery. *Hint 62.* The robots kill me when I enter the artefact. *Hint 77.*

- ◆ **ROCK** I can't pick up the rock. *Hint 18.* I can't get the rock where I want it. *Hint 19.*
- ◆ **ROCK BARRAGE** I can't get through the rock barrage. *Hint 89.*
- ◆ **ROD** I can't get the rod in time to do anything. *Hint 6.*
- ◆ **SABREBOOG** I can't leave the sabreboog. *Hint 16.* The dog dies fighting the sabreboog. *Hint 17.*
- ◆ **SCREE** I can't get down the scree in the artefact. *Hint 78.* I get thirsty and die at the bottom of the scree. *Hint 79.* I lose the dog down the scree. *Hint 80.*
- ◆ **SIGN** I don't see what the sign on the computer means. *Hint 29.* I can't read the sign at the gateway. *Hint 86.*
- ◆ **SILICA** I don't know what to do with the silica creature. *Hint 28.* I didn't understand the message from the silica creature. *Hint 45.*
- ◆ **SILL** I can't get off the sill. *Hint 57.* I walk into robots after I leave the sill. *Hint 58.*
- ◆ **SMITHY** I can't leave south from the smithy. *Hint 54.* I can't leave NW from the smithy. *Hint 61.*
- ◆ **SOLID** I can't see how to get into solid environment. *Hint 31.* I don't know how to move inside the solid environment. *Hint 40.*
- ◆ **SPHERE** I can't pick up the sphere. *Hint 9.*
- ◆ **TEST** What are the answers to the 'test'? *Hint 95.*
- ◆ **TIME TRIP** I don't know what to do on the time trip. *Hint 64.*
- ◆ **USE OF AN OBJECT** To find out the use of an object, usually one you can carry, use *Hint 102.*
- ◆ **VOLCANO** There are two ways onto the volcano. Does it matter which one I use? *Hint 10.*
- ◆ **WESTERN** What should I do in the western? *Hint 97.*
- ◆ **WOUNDS** I get wounded. *Hint 75.*
- ◆ **ZANGA** I don't know how to pass the zanga demon holograms. *Hint 88.*