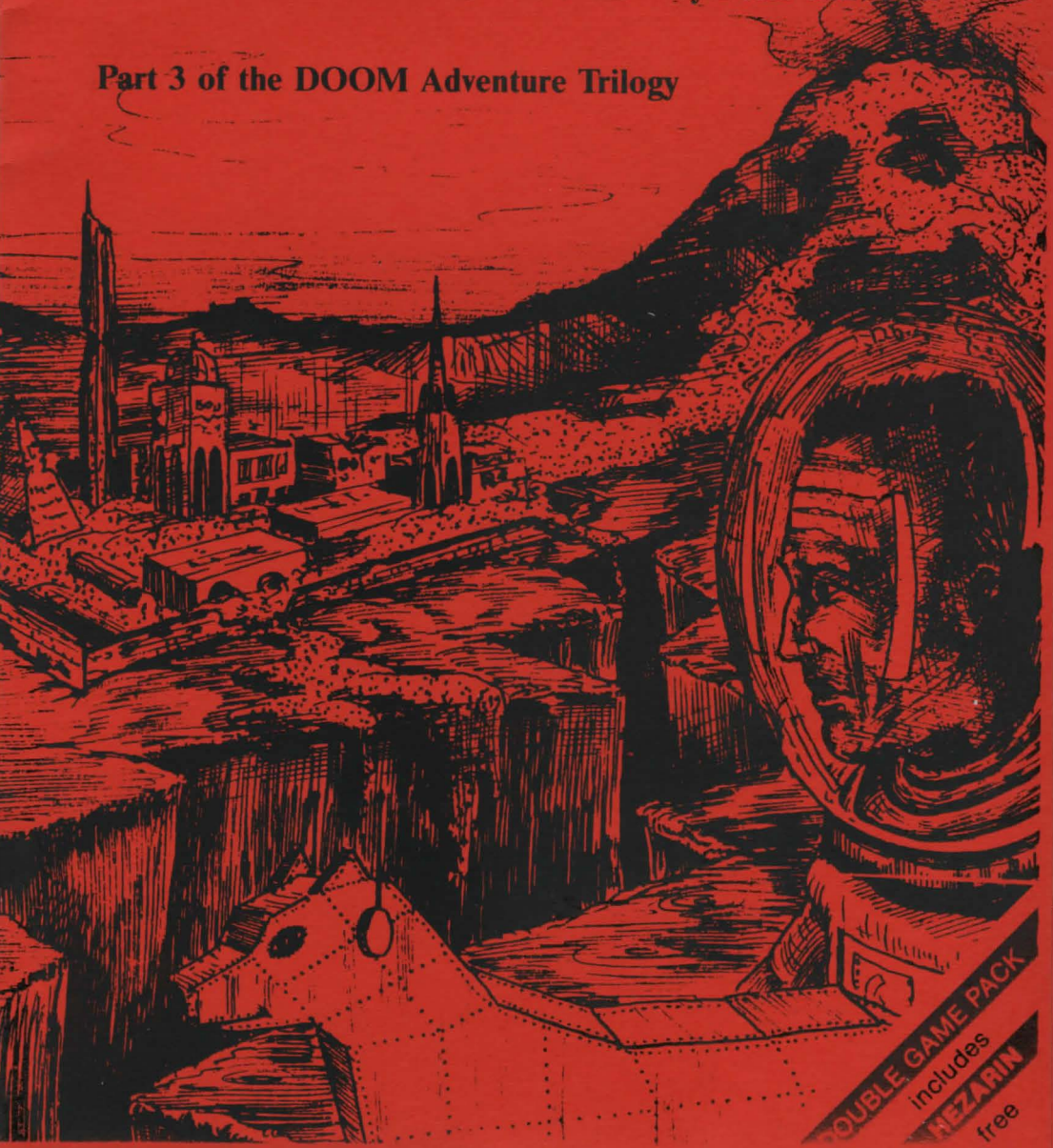


The LAST DAYS of DOOM

by Peter Killworth

Part 3 of the DOOM Adventure Trilogy



DOUBLE GAME PACK
includes
NEZARIN
free

Thank you for buying LAST DAYS OF DOOM. Over 150K of text and around 218 'rooms' await you! We hope you find the adventure at least as challenging as COUNTDOWN and RETURN TO DOOM.

ACCOMPANIED by your trusty robot dog (who's as much of a nuisance and a help as before) you'll have to deal with squashed spaceships, renegade robots, slow beings, a ruined city - in fact a host of original Killworth puzzles - in your quest to save Doom. Yes, in this final instalment of the Doom Trilogy, the awful planet is doomed, and your mission is to save it! You may well have to make the ultimate sacrifice (one that the game's automatic built in 'oops' facility won't be able to help with)! As well

as the *Robot Dog Construction Kit* (have fun building it/her/him) you'll find an envelope containing a list of clues. If you're stuck, look up the word that sums up the help you need, and note down the clue number. Type HELP <RETURN> followed by that number, and our famous on-line *Help* facility will be at your service. Its structured in stages; you'll initially get a partial clue, then a more detailed one, and so on. You'll be given due warning if the entire puzzle is about to be revealed to you!

Loading Instructions See disc label and separate Release Note.

Screen Display The top line contains a short description of where you are. No score is displayed since scoring is not relevant to this game. The bottom section displays your current location in detail, together with your inputs and the game's responses.

Specimen Commands

GO NORTH,THEN EAT THE EGG,E,SW,IN

TAKE THE WIDGET AND SPANNER,WAIT

GET ALL BUT THE ICE AND GUM

SAY HELLO,AND LEAVE

GET - takes the first relevant object

HELLO - equivalent to saying hi

DROP - similar

INVENTORY - lists your current possessions

LOOK - gives full description of where you are

you'll be prompted if the game wants to know more. Adverbs and adjectives are not used.

BRIF - makes program give short descriptions of where you are

NORMAL - makes program give full description the first time you arrive at a new place, with shorter descriptions thereafter

VERBOSE - makes program always give the full description of where you are

SAVE - stores your current position on disc (don't save on the game disc)

RESTORE - brings back the saved game

RESTART - begins at the beginning

QUIT or STOP

Most commands can be shortened to a few letters, eg D means DOWN. If in doubt (i) type word in full and (ii) try just the verb by itself -

EXAMINE You may be puzzled why this command is of 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, may contain hidden depths.)

DOG HANDLING The dog acquired in *RETURN TO DOOM* is here to assist you. He responds to HREEL, STAY, FRTCH (useful for getting tricky objects) and may come if you WHISTLE!



STILL STUCK? If despite the on-line HELP system you are completely stuck, write (enclosing an SAE and full details of the problem and proof of purchase) to: TOPOLOGIKA, PO Box 39, Stilton, PETERBOROUGH PE7 3RL. We regret that telephone help is not available.

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The planet Doomawangara (Doom, for short), appears to be dying . . . and only you can save it!

On this, your third — and last — visit to Doom, you'll question your system of ethics, discover the purpose of the artefacts, and why volcanoes can exist so close to glaciers. But to save the planet, you may have to be prepared to make the supreme sacrifice . . .

Accompanied by your trusty robot dog, who's as much of a nuisance and a help as before, you'll have to deal with squashed spaceships, renegade robots (still around after 'Return to Doom'), a ruined city, slow beings, time travel . . . in fact a whole host of original Killworth puzzles. The last third of the game is on a truly cosmic scale — after winning, you'll never be the same again!



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Acorn conversions by Dr. J. Thackray
Amstrad conversions by Locomotive Software

Published by



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PACK INCLUDES:

Disc/s with on-line help
Technical Guide
Coded Hints Sheet
Intro Guide
Robot Dog Construction Kit
and
free BONUS game HEZARIN

Also from TOPOLOGIKA

Kingdom of Hamil	Philosopher's Quest
Acheton	Countdown to Doom
Avon	Return to Doom