

# RETURN TO DOOM



TOPOLOGIKA are proud to present Peter Kilworth's latest and greatest adventure -

## RETURN TO DOOM

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

### DISC PACK

BBC		
Spectrum +3		
AMSTRAD	PC	
	PCW	
	CGC	

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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## 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  
Stillton  
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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## HINTS

I can't go north from the landing area	Hint 1
I get killed by the montipython	Hint 1
I get driven back by the plant smell	Hint 2
I get killed by the boogaligers	Hint 3
I can't turn the lamp on	Hint 4
I get chomped by the teeth	Hint 5
I can't get through the door	Hint 6
Nothing happens when I say 'PRONA'	Hints 7
I get killed by the grobblor	Hint 8
I die if I open the chlorine tank	Hint 9
I can't get past the trap	Hint 10
The teclonometer sometimes reads 'Overload'	Hint 11
I can't get through the cleft	Hint 12
I got to the robot camp, but it's deserted and I can't go anywhere	Hint 13
I can't get out of the cell	Hint 14
I can't get into the safe	Hint 15
I can't get through the dark passage	Hint 16
I die in the singularity	Hint 17
I can't get back through the dark passage	Hint 18
Nothing happens when I press the shapes on the terminal	Hint 19
Sometimes lethal rain hit me	Hint 20
I bounce off the artefact	Hint 21
I die entering the northeast artefact entrance	Hint 22
I can't see what the 'writing' on the artefact is	Hint 23
I can see, but can't read, the artefact writing	Hint 24
Nothing happens when I say 'TOGA'	Hint 25
I don't know what to do with the rat	Hint 26
I can't get through the hatch in the artefact	Hint 27
I can't do anything with the bed	Hint 28
Pressing the hemisphere doesn't do anything	Hint 29
I can't get past the ecosaur	Hint 30
I slide down the slope	Hint 31
I can't get over the salt sea	Hint 32
I can't get past the sabreboog	Hint 33
I can't get past the allodiles	Hint 34
I die when the winds blow me onto the sage	Hint 35
I can't get across the cornice	Hint 36
I can't do anything with the computer	Hint 37
I keep running out of the scary jungle	Hint 38
I can see there are three levels in the artefact but I can only get to two	Hint 39
I can't get back past the ecosaur	Hint 40
I can't cross the alkaline lake	Hint 41
I can't pick up the ball	Hint 42
I can't escape the pteromorph in the desert	Hint 43
I can't get back across the sea	Hint 44
What can I do in the large field?	Hint 45
I can't dig properly in the centre of the field	Hint 46
I get killed by the buzzing noise	Hint 47
I'm lost in the desert	Hint 48
The droffids get me!	Hint 49
I can see the helmet, but can't reach it	Hint 50
I die when I throw the ball	Hint 51
The helmet smashes on the floor	Hint 52
I lose everything I have when I drop through the hole in the artefact	Hint 53
I can't get my belongings back past the omnigrab	Hint 54
Should I catch the egg?	Hint 55
I can't get out of the shifting halls	Hint 56
I have no idea what to do in the zero-gravity area	Hint 57
I die if I leave the raft	Hint 58
When I press one of the shapes on the raft, I die	Hint 59
I can't get through the wormholes under the desert	Hint 60
I can't control the raft	Hint 61

I can't get the boots	Hint 62
I can't get out of the zero-gravity area	Hint 63
I can't get past the enzymes	Hint 64
I die after passing the enzymes	Hint 65
I can't answer the head's questions	Hint 66
I don't know the non-disease exits in the artefact	Hint 67
I found the dog but can't do anything with him	Hint 68
I can't leave the swamp	Hint 69
I can't do anything with the silica square on the bare hill	Hint 70
I lose the dog up the hill	Hint 71
I can't get past the oganobuffalo	Hint 72
I can't get the holocrys beyond the forcefield	Hint 73
I can't leave the centre of the droffids	Hint 74
I can't get back past the oganobuffalo	Hint 75
The silica in the pasture kill me	Hint 76
I can't get out of the singularity	Hint 77
I can't get past the robot guards	Hint 78
I get hit by missiles in the pyramid	Hint 79
I can't get into the armoury	Hint 80
The armoury robots kill me	Hint 81
I get hit by the laser	Hint 82
The laboratory robots get me	Hint 83
What do I do with the ambassador?	Hint 84
I get trapped underground with the ambassador	Hint 85
The robots catch up with me	Hint 86
The second grobbler kills me	Hint 87
I drop the ambassador in the landing area.	Hint 88

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

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### ..About the Author..

By profession a theoretical research cosanographer - 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 Doornaxangara (*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...

Saves to disc  
Built in HELP screens  
Money saving vouchers

### Also by Peter Killworth from TOPOLOGIKA

*Philosopher's Quest*  
*Countdown to Doom*  
*'Gard Killer*

INSIDE

COVER -

GAMEPLAY

NOTES

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