

The LAST DAYS of DOOM

by Peter Killworth

Part 3 of the DOOM Adventure Trilogy



DOUBLE GAME PACK
Includes
HEZARIN
free



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.)

TOPOLOGIKA SOFTWARE
1 South Harbour
Harbour Village, PENRYN
Cornwall TR10 8LR
Tel 01326 377771
Fax 01326 376755

IMPORTANT

If you did not purchase this product direct from Topologika, please return the enclosed postcard to the address below in order to register your ownership of this product and to receive details of updates and new releases. Remember to include your name and address and the make of computer. Please also affix a second-class stamp.

GAMEPLAY INSTRUCTIONS

Loading

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, LEAVE

GET – takes the first relevant object

DROP – drops it

TAKE THE PIG AND UNICORN, WAIT

SAY HELLO

HELLO – equivalent to saying it

LOOK – gives a full description of your current location

SAVE – stores your current position on disc

RESTORE – brings back the saved game

RESTART – begins at the beginning

QUIT or STOP

VERBOSE – makes game give the full description of where you are

NORMAL – makes game give the full description the first time you arrive at a new place, with short descriptions for later visits

TERSE – forces game to give short descriptions

INVENTORY – lists your current possessions

In general, 'mode of play' commands (like SAVE, NORMAL, LOOK, etc) don't take a turn.

The puzzles

You may be puzzled why the **EXAMINE** command is of such 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.)

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 (in the relevant sealed envelope) 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 S.A.E. 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.

AVON and MURDAC written by Dr. Jonathan Partington.
BBC DFS, Electron DFS, Master 128 DFS, Compact DFS and Archimedes
implementations by Dr. Jon Thackray.
All AMSTRAD (inc. Spectrum Plus 3) implementations by Locomotive Software.

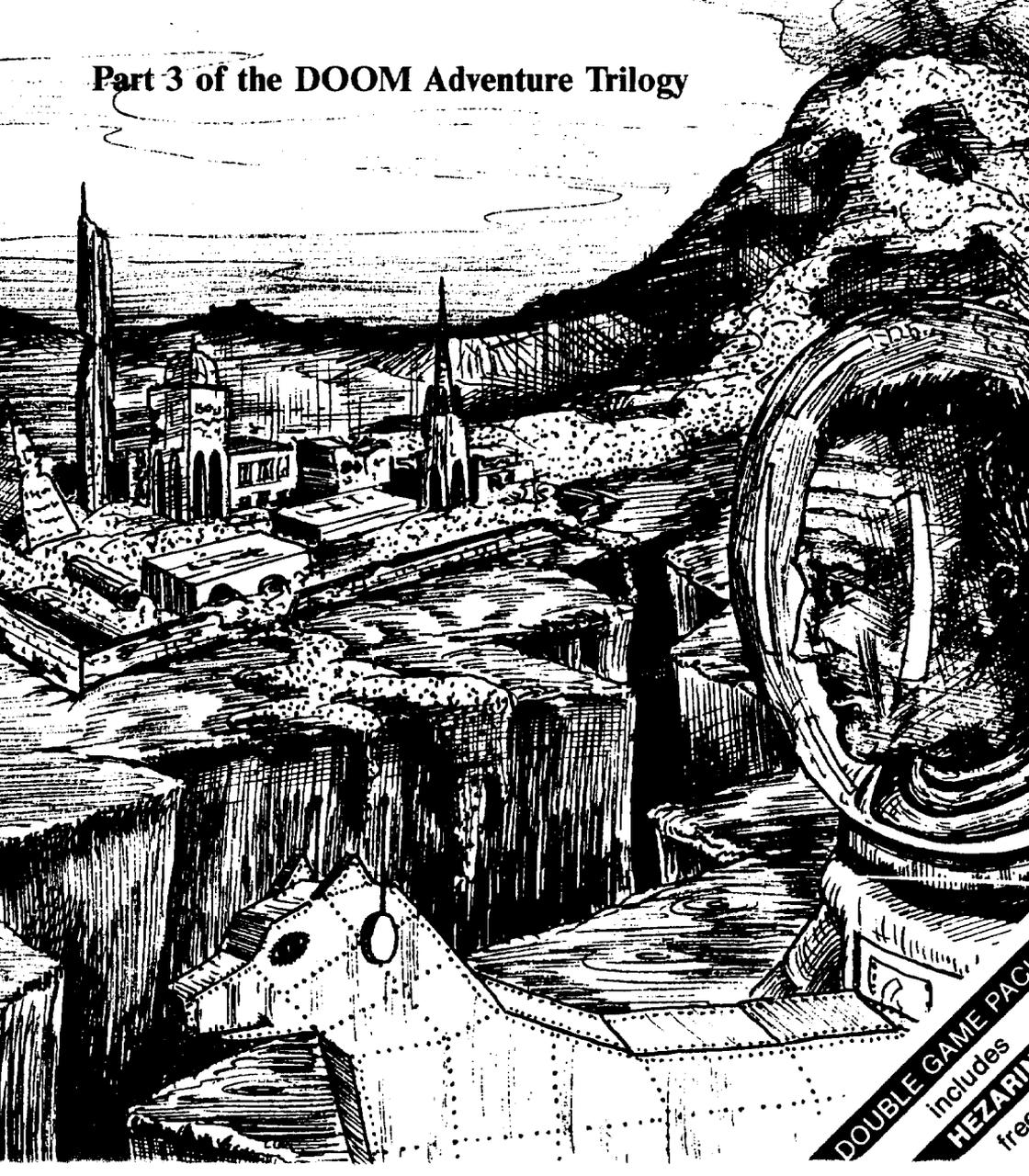
COPYRIGHT NOTICE

All rights reserved worldwide. The name and contents of the programs are the exclusive property of Dr. Jonathan Partington. It is forbidden to copy, transmit, store on a network, reproduce, hire or lend in any form without the prior written consent of the author and **TOPOLOGIKA**.

The LAST DAYS of DOOM

by Peter Killworth

Part 3 of the DOOM Adventure Trilogy



DOUBLE GAME PACK
Includes
HEZARIM
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 BGG,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 it

DROP - similar

INVENTORY - lists your current possessions

LOOK - gives full description of where you are

BRIEF - 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

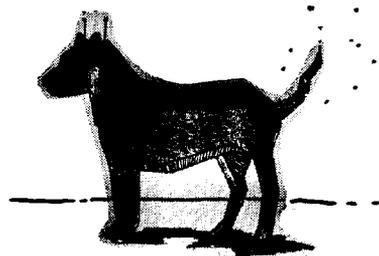
QUIT or **STOP**

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 -

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

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 **HEEL**, **STAY**, **FETCH** (useful for getting tricky objects) and may come if you **WHISTLE!**



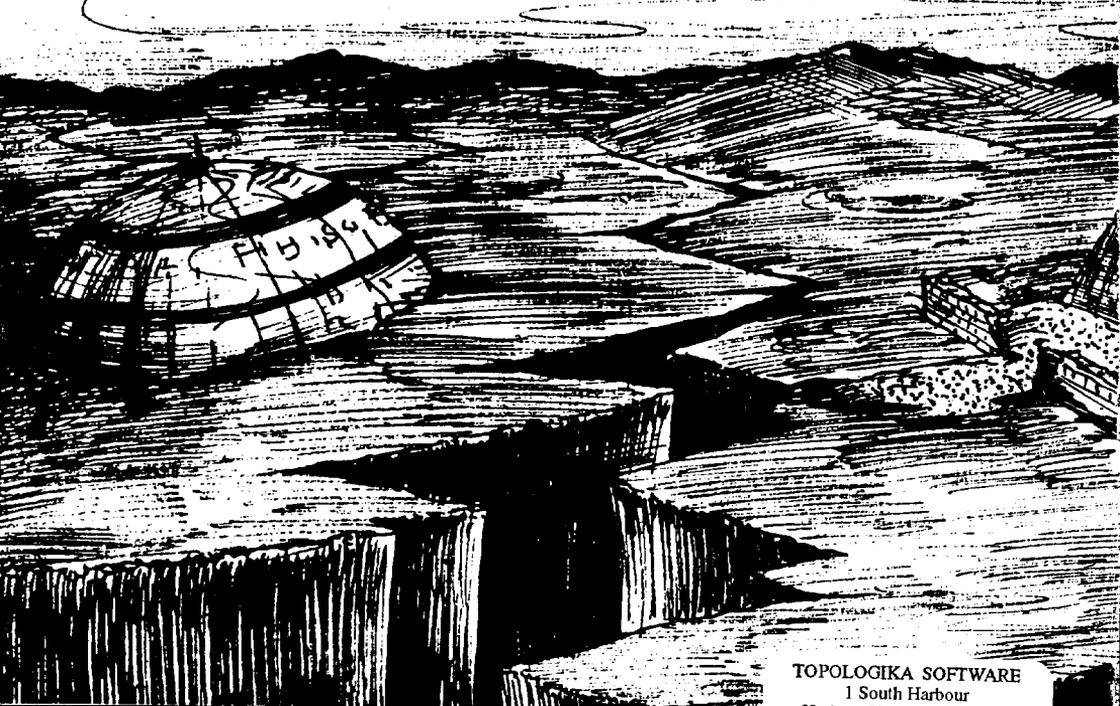
STILL STUCK? If despite the on-line **HELP** system you are completely stuck, write (enclosing an SAE and full details of the problem and proof of purchase) to: **TOPOLOGIKA, PO Box 39, Stilton, PETERBOROUGH PE7 3RL.** We regret that telephone help is not available.

COPYRIGHT *The name and contents of the program are the property of Peter Killworth. You may not copy, transmit, store on a network, reproduce, hire or lend in any form without the prior written consent of the author and TOPOLOGIKA. BBC, Master, Electron DFS, Compact DFS and Archimedes implementations by Jon Thackray. All IBM/AMSTRAD versions (inc Spectrum +3) by Locomotive Software.*

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!



LAST DAYS OF DOOM © Peter Killworth 1990
Acorn conversions by Dr. J. Thackray
Amstrad conversions by Locomotive Software
Published by

P.O. Box 39, Stilton, PETERBOROUGH PE7 3RL
Tel: (0733) 244682

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

TOPOLOGIKA SOFTWARE
1 South Harbour
Harbour Village, PENRYN
Cornwall TR10 8LR
Tel 01326 377771
Fax 01326 376755

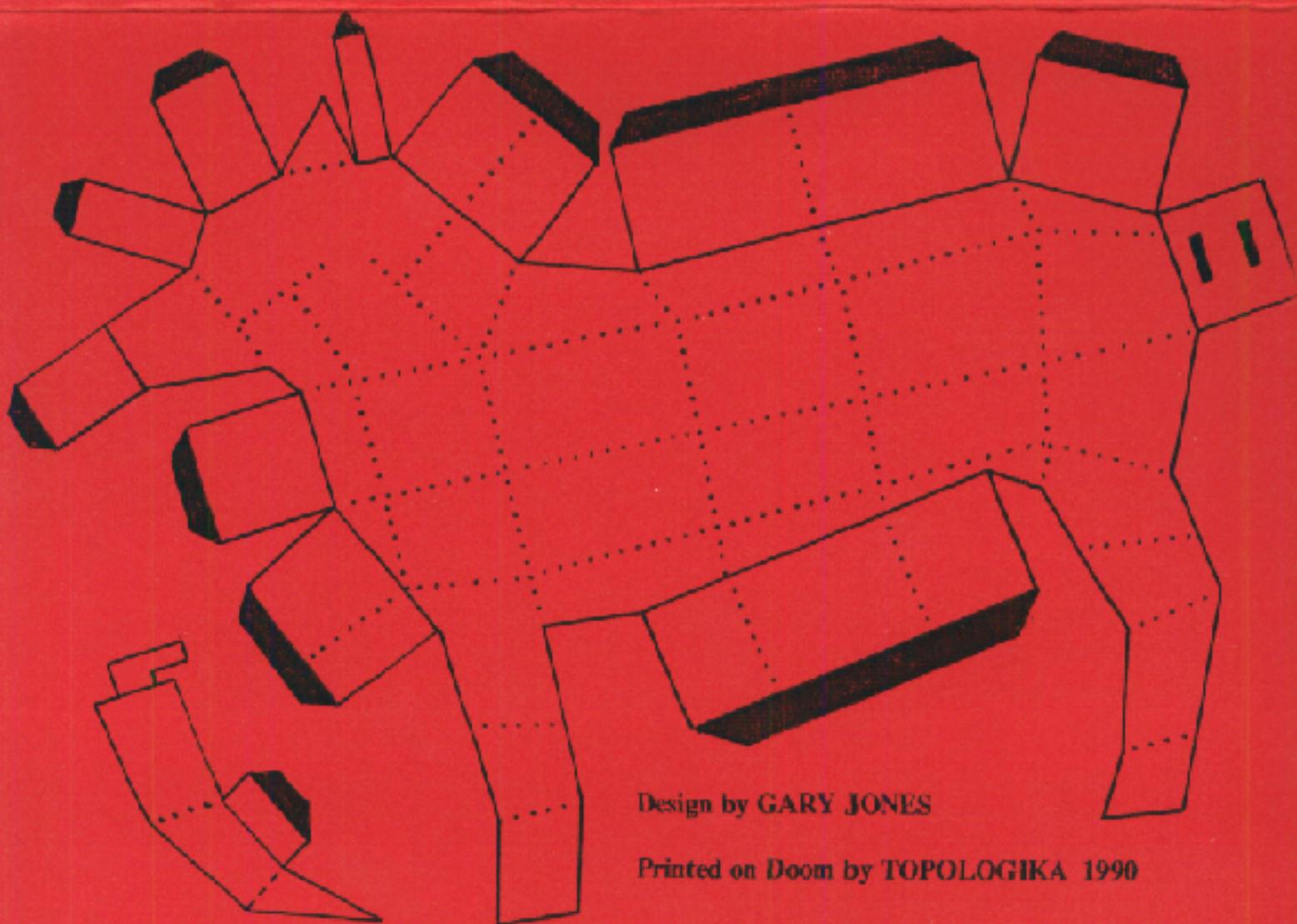
Also from **TOPOLOGIKA**

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

ROBOT DOG CONSTRUCTION KIT



TOPOLOGIKA



Design by GARY JONES

Printed on Doom by TOPOLOGIKA 1990

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.*

HEZARIN

(C) Steve Tinney, Alex Ship and Jon Thackray

YOU HAVE BEEN transported to the strange and wondrous land of Hezarin, a world held in the grip of an evil tyrant - the sorceror Arijith. As a sworn-in member of the Adventurers' Guild, you cannot ignore the inhabitants' plea for help, and although no doubt this will not stop you from acquiring the odd treasure along the way, your ultimate task is to overcome the tyrant and free the peasants from his oppressive reign...

RUMOUR HAS IT that the Ruling Council of Hezarin, an omniscient body that works in mysterious ways, foresaw the rule of the old tyrant and crafted a magic device, in the form of an old panelled box, which could be used to overcome him; but over the passage of time the box has been lost and the secret of its use forgotten. Other sources say that Arijith himself has consigned the box to a secret location deep in the bowels of the earth, and has woven dark spells and set hidden traps so that no ordinary man may chance upon it...

You start your exploration in a large field out of which rises an outcrop of glistening white limestone. To the north lies thick forest, to the west an apparently infinite plain, and to the east a thick hedge. Where next?

The skeleton of Hezarin was put together in 1981 by Steve Tinney and Alex Ship. The flesh was added in 1990 by Jon Thackray, aided in the later 'testing' stages by Peter Killworth. Hezarin is a big game, so we cannot guarantee that it is completely bug-free. Should you discover any, please let us know.

HEZARIN HINTS

- I get lost in the forest. -- Hint 1
What is the point of the forest? -- Hint 2
I get lost in the infinite plain. -- Hint 3
I can't get up the hill. -- Hint 4
What is the significance of the planks in the trees? -- Hint 5
I can't get up the tree with the planks. -- Hint 6
I can't find anywhere apart from near the village. -- Hint 7
I keep falling in a river. -- Hint 8
Whenever I fall in the river I can't escape. -- Hint 9
What does 'SKCITSHOOP' mean? -- Hint 10
What can I do in the rubble pit? -- Hint 11
I can't find any light for the area beyond the long tunnel. -- Hint 12
I can't get near any of the torches in the long tunnel. -- Hint 13
I can't get hold of any of the torches in the long tunnel. -- Hint 14
I can't find my way out of the marsh. -- Hint 15
I always die in the marsh. -- Hint 16
What is a marshwibble? -- Hint 17
What is wiffinweed? -- Hint 18
I can't reach the crown. -- Hint 19
I can't find anything in the cabinet. -- Hint 20
What is the significance of the loud >>BANG<< as I leave the small chamber with the cabinet? -- Hint 21
I can't get things out of the cabinet. -- Hint 22
How can I decide which passage to take from the Nettle? -- Hint 23
I keep getting killed by orcs. -- Hint 24
I can't determine reliably which orc to tackle first. -- Hint 25
I can't turn on the valve on the pipe. -- Hint 26
Even when I've fixed the pipe I can't turn on the valve. -- Hint 27
I can't turn off the valve on the pipe. -- Hint 28
What does turning on the valve on the pipe do? -- Hint 29
I can't get into the hole in the damp cave. -- Hint 30
I can't get down the hole in the damp cave. -- Hint 31
I can't get out of the hole in the damp cave. -- Hint 32
Even when I find out which orc to tackle, I still can't kill it or get the crystal. -- Hint 33
After getting a crystal I lose my sword. -- Hint 34
Can I go down any of the other passages from the Nettle after acquiring a crystal piece? -- Hint 35
What do the grey doors conceal? -- Hint 36
I can't get past the grey doors. -- Hint 37
Why does the place where I find the box fill with smoke? -- Hint 38
What is the significance of the black smoke? -- Hint 39
I can't get beyond the smoke filled room near Fountain Cavern. -- Hint 40

I can't find my way through the minotaur's lair. — Hint 41
I can't take my possessions away from the area near Poohsticks bridge. — Hint 42
I keep falling down pits when I try to get through the dismal smoke filled passages. — Hint 43
Even when I know where the pits are I still can't cross them. — Hint 44
Having crossed the first pit I still can't cross the second. — Hint 45
When I save the game I get told of earth tremors. — Hint 46
I die when I swing on the rope bridge. — Hint 47
I get lost in the shifting halls. — Hint 48
Why can I reach two different sets of grey doors? — Hint 49
I get killed by the morlock. — Hint 50
I can't find my way through the wild wood. — Hint 51
Climbing trees in the wild wood doesn't seem to help me. — Hint 52
I can't go in the directions I want to go in the wild wood. — Hint 53
I can't get to the source of the smell in the wild wood. — Hint 54
I can't find anywhere to go in the valley. — Hint 55
Even from within the waterfall pool I still can't get anywhere. — Hint 56
What can I do in the chamber behind the waterfall? — Hint 57
I always get lost on the moors. — Hint 58
Can I do anything in the quarry? — Hint 59
I don't know what to do when the big wave comes along. — Hint 60
I die when I try to ride the wave. — Hint 61
How do I get hold of the second crystal piece? — Hint 62
When I get two crystal pieces they stick together. — Hint 63
I die when invisible items go in the river. — Hint 64
I die when I'm wearing or carrying invisible items and I go in the river. — Hint 65
The crown doesn't seem to be worth anything. — Hint 66
I can't get the crown to the area near Fountain Cavern. — Hint 67
I die when I hit the stalactites. — Hint 68
What should I do at the stone circle? — Hint 69
I can't find anything useful in the zebra room. — Hint 70
I keep getting killed by the tiger. — Hint 71
I can't get past the door with the clay rectangle. — Hint 72
When I've got three crystal pieces I can't find any more sleeping orcs. — Hint 73
When I get my sword for the fourth time I hear another loud >>BANG<<. — Hint 74
Even though I think there's something in the cabinet I can't see it. — Hint 75
Even when I use the correct item I still get killed in the chamber full of stalactites. — Hint 76

I don't know what to do with the metal ring. — Hint 77
 After finding the secret passage near the tiger's lair I still can't get past the tiger. — Hint 78
 The gremlins keep stealing my possessions. — Hint 79
 I can't understand the adventurer in the bar. — Hint 80
 I don't know how to use the information I get from the adventurer in the bar. — Hint 81
 Even when I've got to the secret cave underneath, I still can't find my way through the minotaur's lair. — Hint 82
 I get lost on the moor beyond the standing stone. — Hint 83
 The tiger follows me into the secret passage and kills me. — Hint 84
 I can't get out of the tiger's lair and past the tiger again. — Hint 85
 I can't find anything at the barrow. — Hint 86
 I can't find my way out of the peaceful area. — Hint 87
 I can't get past the door with the angular pattern on it. — Hint 88
 I can't get into the crack in the north wall of the long east-west tunnel. — Hint 89
 What can I do with the sarcophagus? — Hint 90
 I don't know what to do with the jar. — Hint 91
 I keep getting killed by dragons. — Hint 92
 What does 'WOZX' mean? — Hint 93
 Saying 'WOZX' doesn't help me. — Hint 94
 I can't get into the Ivory temple. — Hint 95
 I get killed by acolytes, guardians and the high priest. — Hint 96
 Even when I'm disguised I still get killed by the high priest. — Hint 97
 I get killed by the fourth orc. — Hint 98
 I can't open the box. — Hint 99
 I can't get hold of the fly. — Hint 100
 How do I become human again? — Hint 101
 How do I get out of the secret cave underneath the minotaur's lair? — Hint 102
 When I open the trapdoor under the minotaur's lair something heavy kills me. — Hint 103
 Even when I've found the minotaur's den I can't move it. — Hint 104
 Even with assistance I still get killed by dragons. — Hint 105
 I can't get past the granite slab in the barrow. — Hint 106
 I don't know what to use to get past the granite slab in the barrow. — Hint 107
 Even when I know the correct implement I still can't get past the granite slab in the barrow. — Hint 108
 I can't get away from the minotaur's lair area. — Hint 109
 I can't get down to the ledge near the minotaur's lair. — Hint 110
 I think I need a rope but I can't find one. — Hint 111

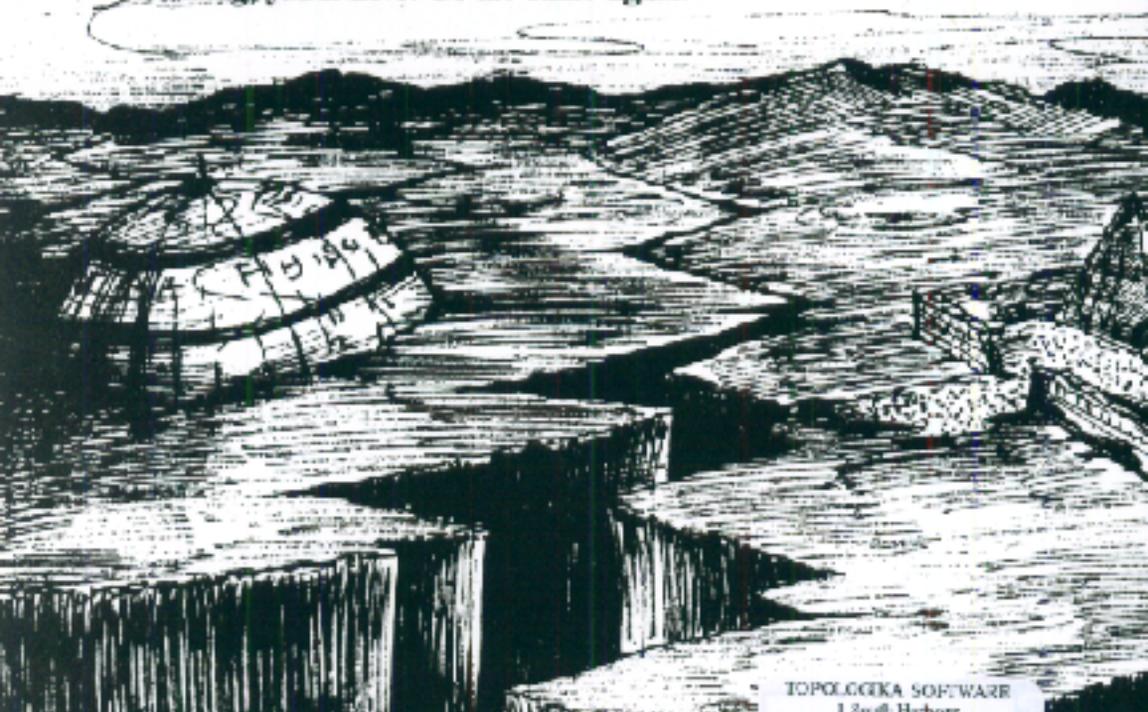
Once I've got a rope I can't get back to the secret cave. — Hint 112
Even when I've got a rope I can't get down from the secret cave. — Hint 113
I can't get along the narrow ledge. — Hint 114
I can't get all the items from the minotaur's lair out with me. — Hint 115
I keep getting killed by lions and leopards. — Hint 116
After finding my way through the dragons I get killed on the way back. — Hint 117
Even after killing one of the dragons I can't get back past the rest of them. — Hint 118
I always run away when I visit Nightmare Cavern. — Hint 119
What does 'Riggins' mean? — Hint 120
I can't get hold of the carpet. — Hint 121
After killing the lions and leopards I can't get away from the Poohsticks bridge area again. — Hint 122
I can't get out of the river. — Hint 123
I get killed by the witches. — Hint 124
I can't get past the bear. — Hint 125
I don't know what the password is. — Hint 126
I can't get hold of the topaz bracelet without being blocked in. — Hint 127
I can't get past the boulder. — Hint 128
When I try to get rid of the boulder I break my hand and die. — Hint 129
I die from being too vigorous. — Hint 130
Even when I'm disguised I still get killed by temple guardians. — Hint 131
I can't get a weapon to the Ivory temple. — Hint 132
I get killed by the scorpion men. — Hint 133
I can't carry the seal with me on the carpet. — Hint 134
I don't know how to use the thong. — Hint 135
The scorpion men won't let me enter the Way of Darkness. — Hint 136
I can't find my way through the Way of Darkness. — Hint 137
What does 'tar' mean? — Hint 138
What does 'APERIR' mean? — Hint 139
I can't get past the spores under Mount Mashu. — Hint 140
I can't get at the rubies. — Hint 141
I can't get the metal triangle in the pond. — Hint 142
I don't know how to use the sundial. — Hint 143
What does 'AVERNUS' mean? — Hint 144
I can't get past the flashing sword. — Hint 145
I can't get off the top of the rainbow. — Hint 146
What should I do at the end of the rainbow? — Hint 147
My feet get hot and I die in the Ivory temple. — Hint 148
I can't get into the sanctum sanctorum. — Hint 149
When I'm wearing a red robe I get killed by the high priest. — Hint 150

I don't know how to get across the snake pit. — Hint 151
When I try to cross the snake pit I get bitten. — Hint 152
I can't wash my feet with my boots on. — Hint 153
I don't know how to get out of the shrine of the panel. — Hint 154
I don't know what to do with my treasure. — Hint 155
I'm not allowed to take the wooden panel. — Hint 156
I can't mend the box even when I've got all four panels. — Hint 157
I can't find my way up to the castle. — Hint 158
I keep getting killed by avalanches. — Hint 159
I can't get away from the tree in the ravine. — Hint 160
The tree breaks and drops me in the ravine. — Hint 161
I can't get up the shaft. — Hint 162
What do the levers do? — Hint 163
I can't get up the stone staircase without being killed. — Hint 164
When I've challenged the wizard I get killed immediately he appears. —
Hint 165
When I've challenged the wizard I don't know how to get away. — Hint 166
I can't succeed in closing the stairs while the wizard is following me. — Hint
167
When I get to the top of the stairs I still die shortly after. — Hint 168
I can't get out of the great laboratory. — Hint 169
I don't know which way to go in the library. — Hint 170
I don't know what to do when I get to the library shelves. — Hint 171
What does 'nis' mean? — Hint 172
Even when I've found the fragment of ancient manuscript with 'nis' on it, I
still get killed by Anjith. — Hint 173
What are the uses of the individual objects? — Hint 174
I can't find all the valuable items. — Hint 175

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!



TOPOLOGIKA SOFTWARE
1 South Harbour
Harbour Village, PENKYN
Cornwall TR10 8LF
Tel: 01326 377771
Fax: 01326 376755

also from TOPOLOGIKA

Kingdom of Hamil	Philosopher's Quest
Adhelen	Countdown to Doom
Aren	Return to Doom

LAST DAYS OF DOOM © Peter Killworth 1990
Action conversions by Dr. J. Theakley
Aristad conversions by Locomotive Software

Published by



P.O. Box 26, Strick, PETERBOROUGH PE1 3RL
Tel: (0733) 241682

PACK INCLUDES:

Discs with on-line help
Technical Guide
Coded Hints Sheet
Intro Guide
Robot Dog Construction Kit
and
free BONUS game HEZAR N