

# RETURN TO DOOM



TOPOLOGIKA are proud To present Peter Killworth'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	
	CPC	

TOPOLOGIKA

## 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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## HINTS

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

Saves to disc  
Built-in HELP screens  
Money saving vouchers

### Also by Peter Killworth from TOPOLOGIKA

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

INSIDE

COVER -

GAMEPLAY

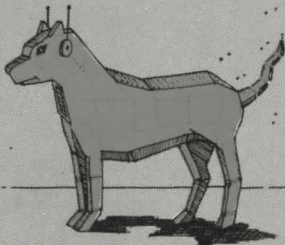
NOTES

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