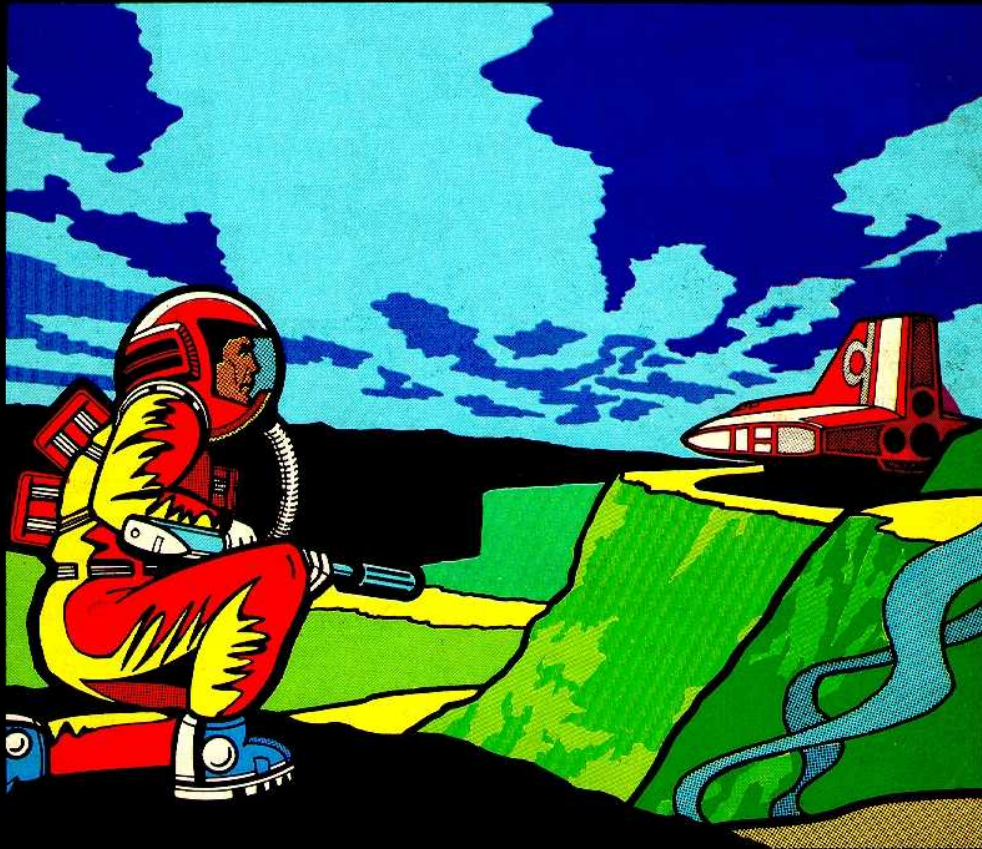


ACORNSOFT GAMES

Countdown to Doom

for the BBC Microcomputer Model B



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DOOM

Loading instructions

To load and run the program place the cassette in the cassette recorder, type

CHAIN "DOOM"

and press RETURN; the 'Searching' message should appear on the screen as you do this. Now press the PLAY button on the cassette recorder and wait for the program to load. The program is a long one and will take about six minutes to load. Once loaded, you will be asked to type 'I' to start a new game, or 'S' to start from a saved position. If you type 'I' the game will start immediately.

As you play the game you'll find that you will want to SAVE a game at a particular point (for example, before doing something risky, or simply to return to the game at a later time). You will be prompted to find a suitable area on one of your tapes, followed by the usual 'RECORD then RETURN' message. This will put the 'dynamic part of the database' onto tape – this is the part which attends to the general housekeeping – where you are, where the objects are etc. The file is automatically called 'INIT' so if you make several SAVES you'll need to keep track of which INIT is where.

If you wish to restart at one of these positions, load the program as usual, but select 'S' to start from a saved position. You'll be asked to 'Position the database file'. Locate the SAVED position on tape, set it playing, and press RETURN. Once INIT is loaded (about 45 seconds) the game will start from where you left off.

Should you QUIT or die you'll be asked if you want another game. 'Y' or 'y' will return you to the start of the game; 'N' or 'n' will simply end.

Playing the game

The game starts with a description of your immediate surroundings and any objects you might be able to use (try 'TAKE' or 'GET' followed by the name of the object). The computer becomes your eyes and hands. It will tell you what you can see and what is happening to you. You must tell it, in return, what to do (it prompts you with a colon).

Use commands of one or two words, in upper or lower case (typically a verb or a verb and object). The computer only looks at the first four letters of any word you type, so that the command 'Northeast' must be typed in as 'NE' to distinguish it from 'north' (or 'n' – there are various abbreviations you will pick up as you play).

Some general advice

Passages bend sometimes, so going north from one area doesn't necessarily bring you into the next area from the south. (You can try 'BACK' or 'b' if you're confused.) 'EH?' means the computer doesn't understand the first word you said; 'I don't understand that!' usually means the second word wasn't understood. Some objects can have special properties, as you'll find out; some of them are a help and some a hindrance.

Useful words

Part of the fun is finding out what words are understood! However, a short list of those you might not guess is given here:

To move in some direction, try something like MOVE UP, CLIMB, go south, west.

To get or drop a gun, for example, try 'GET GUN ' or 'DROP GUN '. 'GET'; 'TAKE' and 'DROP' alone pick up or drop the first object the computer sees.

To get a full description of your immediate surroundings use 'LOOK'.

To get a list of your possessions use 'INV' (for inventory).

To stop altogether use 'O', 'QUIT' or 'STOP'.

To save a game for later – and the computer won't let you do this sometimes for reasons only time will explain – use 'SAVE'.

Certain geometrical shapes are particularly significant in the game. However, words like 'square' refer to a specific object, so don't worry if you retention a square and the computer says it can't see it – it's talking about an object you probably haven't found yet.

Score

During the game you can display your score by typing 'SCORE' and pressing RETURN. Finding treasures and working ship components will earn you points, as will depositing them in the ship's cargo hold, and you will gradually discover other ways of gaining points. The maximum Score is 250. You can end (and win) the game once all six components have been stowed in the cargo hold, by taking off from the planet with all six treasures aboard. But beware, finding them all is *not* easy!

Countdown to Doom

an adventure on cassette for the BBC Microcomputer Model B

While orbiting the treasure-laden, but inhospitable, planet Doomawangara (Doom for short) your ship suffers a devastating attack from the local air defence system. Grounded on Doom, your ship is both damaged, and threatened with total disintegration due to the corrosive effects of the Doom atmosphere. Repairs to the ship must be made before you can escape, and there's also a tempting array of treasure to be collected; but the clock is ticking away all the while, and it's only a matter of time before the ship will disappear in a cloud of dust, whereupon you must resign yourself to a life in the wilderness of Doom.

Other adventures from Acornsoft:

Sphinx Adventure

Philosopher's Quest

Castle of Riddles

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