

Complete solutions

Walkthroughs for the Doom trilogy by Peter Killworth Written by Richard Bos

A few notes, first.

One, and most importantly, these are very hard and tightly timed games. You can die easily. You can lose or destroy a necessary tool just as easily. Making a typo does nothing but `_does_` cost a move, and this can cost you dearly at certain points in the game. Save often, and keep `_all_` your save files until you've finished the game. And choose carefully where and when you save, because saving itself costs a move, as well - and in some locations, saving has been disabled. And don't waste moves along the way.

Two, the parser is limited, but good. I have not found any place where using prepositions ("hit tree with axe") is necessary or even possible. By contrast, the games are good at giving you less to type. If there is only one object, simply "get" will take it; if there are several, it will assume the first one listed. Ditto for "drop", which will drop the first object in your inventory; and ditto for several other verbs. Turning objects on and off can be done using more laborate phrases, but a plain "on" or "off" also works. "Get all" and even "drop all but bag and keys" are provided.

Third, I'm not taking you past all the sights and clues. Also, these games (unfashionably, these days) expect a lot of experimentation and learning-by-dying to solve them, none of which can easily be done in a walkthrough. Because of this, before you resort to reading this walkthrough you might want to try the in-game hints. There is a zip file which contains documentation for all the Topologika adventures, including all three Doom games. The main part of these is an index of hints available in the game. You look up the problem you're stuck at, find a number, type "help" and that number, and you get a (varyingly subtle) hint.

Finally, this walkthrough (including the above notes) is for the Topologika MS-DOS games which are available at the IF Archive, and for the ZCode versions which were converted by Peter Killworth himself. The latter differ subtly at some points; where necessary, I'll note this [Z: like this]. I do not know whether this walkthrough works for other versions, as well, or indeed if any exist. Since this trilogy was written specifically for Topologika and, unlike the other Topologika adventures, did not originate in Cambridge University's Phoenix system, it seems unlikely. One thing I do know is that it doesn't work for the BBC version also available from the IF Archive; that one was severely cut down from these versions, and only Countdown is available. You should be able to find a separate version of this walkthrough for the BBC version in the same place where you found this one.

So, let's be off, then. I'm taking you through the games in chronological order: Countdown to Doom first.

You start in your space ship, locked in, with only some explosives for company. Take them, go north, light the fuse, drop the explosive, then immediately go south and wait a move - don't try the reversed order. Now go north, push the door (try pulling if you're feeling suicidal already), and go northeast. We're out.

Go east. Don't waste any moves here, while the blob is around - it is not a danger to you, but you can't afford to let it get to the cliff. Instead, go east again, then north. Get the gun, then go back s, w, sw. Next, go up (ignoring the box - we'll be back for it later (or rather, earlier...)), then west twice. Fire the gun. A passage will open to the west, but don't go there yet. Instead, drop the gun, and go back e, e, d.

Now into the jungle. Go west. This is a maze. In fact, Countdown has three mazes. Luckily, none of them is large, and this is both the smallest and the easiest to solve. Go west again, and note that the room description changes, just as in the "passages, all different" in Advent. You could, if you wanted to, map the jungle using just these descriptions. There are only four locations, of which this walkthrough will show you three.

From the second jungle location, go east, then northwest. Now go south and southeast. Leave the goggles - we'll get them later, but right now we cannot afford to waste a single move. (This also means: no typos here!) Flee back northwest, then north four times [Z: you'll be asked to confirm the last move; say yes, of course], across the mud pool, into a small cave where you find an aerosol container. Take this.

Go east, ne, north, and east to where you fired the gun. Again go e, e, d, then through the jungle again: w, w, e, nw, s, se. Now we can safely take the goggles, and then go back nw, n, and this time not through the mud - which is now impassable because we've woken the allodile - but back through the jungle: east, north, east.

Now into the swamp. Wear the goggles. One exit into the swamp will look different; go that way. Keep taking the different-looking direction (four times in total) until you find yourself on an island. From the southern tip, go northeast, get the hole, nw, ne, get, sw, w. Shake the aerosol. Go west, and without wasting a single move, spray the skates. Get them, and drop the (now empty) aerosol.

Go e, e, n, n back to the landing area; then u, w, w, w past the glacier, then southwest. Wear the skates, then go west. Go west again to find yourself confronted with three exits. Take these in turn - any order you like. In each cave, you'll find a closed container. Open this. For two out of three, your goggles - which you should still be wearing - will warn you of heat. If so, do not proceed, but go on to the next cave.

The one container that is not hot will open without asking. You should take the drugs found inside, as they're a treasure item, but you will need the container (pan, chest or cabinet) itself as well, so it's best just to take that, and the drugs with it. Once you've found it, go back to the junction, then e, n, ne, n (this is safe once - you can't go back) and n. Take the helmet, then shout (or jump, or anything else which makes a noise). You will fall down, together with the icicle. Take this.

Go south. You find yourself in a room with a switch. Turn it on. Go south again. Another room, and another switch. Turn it on, too. If you now were to go south, you would find yet another room with a third switch, which would refuse to turn on. There are four of these switches, and they have a mind of their own. The first one will always turn on or off; the others only when a. the one just before them is on, _and_ b. none of the ones before that one are. The state of any later switches does not matter, though. For example, to flip the third switch on, or back off, the second switch must be on, the first one must be off, and the fourth may be on or off.

If you find this complicated, you are not a computer programmer. If, OTOH, you _are_ a programmer, you'll have recognised this as one of the ways to define Gray code. You need to turn all four switches on. If you don't know Gray code (and don't want to do a websearch for it and work it out for yourself), just do the following (starting where we left off, with the first two switches turned on and standing in the second room): n, off, s, s, on, n, n, on, s, off, n, off, s, s, s, on, n, n, n, on, s, on.

You just heard a humming noise, which means that all four switches are on and we can continue. Go south four times. You pass forward in time. You have only a limited amount of, ahem, /time/ in this state, so careful with the typos again, until you return to normal.

From the sliding doors, go north five times, east three times, and south; take the gold; go south twice more, west once and north once. You will be met – as expected, in a time travel scene in an SF game - with a version of you from another time, who asks for an object. Obviously, you want to give him something, so answer yes; and give him the icicle.

You are put back to your original time, and to the portal. Go north five times, then ne, n, e, e, e, d, sw all the way back to your ship. Those metatermites, which escaped when you took the phaser gun all the way at the beginning, will eat anything you drop here, and you'll need to drop everything valuable here. However, they can be made harmless. Drop the container you found west of the ice rink - the pan, chest or cabinet. Now you can drop all other things with impunity. Let's do so, in fact: [Z: remove the goggles, then] drop all but helmet and can.

Phew! That's the hold made safe, and we now have a safe base of operations. Save the game here. (A better base would have been the landing area just outside, but the game considers this an unsafe place, so saving there is disabled.)

Go northeast, then south twice into the desert. Take the net. Make some noise again: shout or jump. You end up in a city. Take the monopole generator. Go south, throw the can, go south again, take the diamond, and go north twice. Now go southwest and southeast, then east and up. Push the rock. Go back down and west, and drop the helmet here. Go west thrice and up, push the boulder, and get everything. Wear the helmet.

Go west and down. Go south five times, west three times, north three times, east once, and south once. Recognise the pattern, and the environment? Right: it's the same path we took while moved forward in time, only in reverse; and we have reached the heavy door from the other direction. Push the door, and your past/then-future self will appear, and (surprise, surprise!) give you the icicle (which we couldn't have got past the desert any other way), and help you through the door.

Take the block of anachron. Go north thrice, then northeast and west. We have two choices now: the northeast way is easy, but we can only take a single object through. This is useful for exploring (though you can only pass the desert once per game), but it's not what we want now. The northwest exit requires some preparation, but of course this is a walkthrough, so we have come well prepared...

Throw the icicle, go northwest, and take the vine. Get the rod. Go east twice, north, and east. A bit of preparation while you're wearing the helmet: go southeast and east, then back west and northwest, and southwest. [Z: Remove the helmet]. Drop all but rod and net.

Go northeast and east. Catch (use that word - if you use "get", you will die) the blob. Don't waste any moves or the poor thing snuffs it. You are now back in time, not forward, and quite a bit, too, so you won't meet yourself this time. However, like last, hum, time, you have a limited, cough, time (sorry!) to spend in this state, and it will just suffice to do what you have to do. So, just like before, no straying from the path, and no typos.

Go north, southwest, and up. Get the box. Go north, and get the suit. Go west, do not take the crystals yet, but go west again (if you try going past the monster in the present, it will eat you) and take the spices. Finally, go east, and now take the crystals.

You are now back in the present, but the tight timing is not quite over yet, thanks to those crystals. They'll kill you in a few moves, and you can just make it to the hold with them before they do. Go north, southwest, and southwest again, and drop the crystals.

You're still getting messages about feeling queasy, but it's not doing you any real harm now. It's annoying, though. Let's go off to do something about it. Go northeast. Wear your suit. Now go off into the swamp: go north, and if you happen to luck upon a solid patch, just keep walking until you do sink under. Once you're down, take another step in any direction. [Z: You may have to wander around a bit more in this version. You'll be told that you bump into something, and asked whether you want to take it. You do.]

You are now in the second maze of the game. It's somewhat larger than the first, but still smallish. It's dark down here, and there is no portable light source in the entire game, but you can still map this maze using the standard method of dropping objects. Instead of seeing which object is there as soon as you enter, you have to "get" or "get all", which, perhaps surprisingly, work as well in the dark as in light, in this game. If you can't be having with all that

palaver, just go east, get what's there (it's a life support system, which is one of the components you need for your ship) [Z: in this version, there'll be nothing to get; you picked it up when you bumped into it earlier -presumably this is because Inform, in which the ZCode version was written, makes it harder to pick up unknown objects in the dark], and go south, east, and southeast.

Take the medikit. This, too, is a ship component, and it rids you of those irritating messages as well. Go up, and wait a turn. The machine will beep. Picture a clock face and a compass, with midnight being north, and go in the direction indicated by the number of beeps: east for three beeps, south for six, and so on. Wave the rod. Walk on through the laser, in the same direction as before.

Go up twice, then sw, w, nw, e, d. Pull the lever. Some more manoeuvring is needed now, but this time not of the single-turn variety. We must, instead, make the right amount of actual traveling moves to get the platform into the hold. For this, we need a slight detour. Go up, sw, se, w down the slope, and now n and sw. The platform will collapse at exactly the right moment. [Z:Remove the suit.] Drop everything you're carrying.

Now for the final stretch. Go northeast, east, and then northeast thrice to a curving metal corridor. There is a symbol in a niche, here. Make a note of it. Go northeast. Note this symbol as well. Go northwest, and note the symbol; and finally southwest, and note the last symbol. Then go in.

You are now in this game's third maze. As the room description indicates, normal compass directions will not work here. You have to type "left", "right", "forward" and "back", or "l", "r", "f" and "b". Of course, each time you move, and enter a room by a different entrance, which direction corresponds to which exit changes as you change orientation.

To make matters worse, you are not allowed to take any objects into the artefact, so you will have to map the maze using whatever objects you may find along the way, plus any distinguishing features of the rooms themselves. As for objects, you have four discs, one of which is found in this room; apart from that, there is the hole in the roof, in this room only, and another hole, in the exit room.

Here's the kicker: there are eight rooms in total. There are six location markers, and the exit hole does not tell you which way you're oriented. As it turns out, it is just possible - with nothing to spare - to map the maze using these resources. Feel free to try. In doing so, you will realise why almost all interactive fiction has stuck to the illogical and unnatural convention of giving the player an in-built, perfect compass: it may be unrealistic, but it's a great deal less confusing to play.

If you don't feel like dealing with that (and I don't blame you), here's how to get through. Take the pentagon disc that's lying here, go forward, get the triangle, go right, get the hexagon, right again, get the square, right once more, go forward, and take one last right turn. Go down.

Ignore the sword. It is only there to tempt you. Instead, go east (hurray for compasses!) and take the reactor. Then go west and north. Enter "flezz". Clues for why you would use that word are scattered through the game, but as this is a walkthrough I haven't shown you any of them - serves you right! [Z: Retrieve everything the robot stole from you, if anything.] Go north and northwest, and never mind the rat.

There is a computer here, and a slot. Clearly, it wants the discs you gathered. But in what order? Well, if you remember that I told you to note which symbols you found in the corridor, you'll know. First insert the disc with the symbol you encountered first, and continue in that order. Note that the game needs you to refer to the discs by their symbols - for example, if the symbol in the first niche was a square, enter "insert square". Keep inserting symbol discs until the computer coughs up an object.

As the computer explicitly tells you, you are now in yet another timed sequence, so in the next bit, typos are (eventually) fatal again. Take care. Get the conductor, and go down. You land in a room with four doors, marked with (surprise) the same four symbols again. You need to go through these in the same order as before; that is, if symbol in the first niche was a triangle and the one in the second niche a hexagon, go south first, then east, and so on, through all four doors. [Z: In the ZCode version, you have to go through these in the reversed order instead. So, first go through the exit with the symbol above it that was in the `_last_` niche, and so on.]

You are now at the exit, so go northeast. Then back to the hold of your ship: w, s, sw, sw, sw. Drop the conductor and the reactor. Go south to your control room, and - guess what? - press the button. Congratulations, you've escaped! For now, that is... on to the next installment.