SCENARIO

"Welcome to the planet of Doom" resounded in my ears, as I came to my senses. "What's going on!! Where am I??" I yelled, trying not to curl up and cry for Mummy. "You have a mighty task before you." came the disembodied voice, "You, of all the teeming millions on your planet, have been chosen by us to represent your race. The Doors of Doom await you!"

"Wait a minute . . . what are you talking about . . . what doors of doom??" This couldn't be happening, there I'd been quietly sitting at home, playing on my Amstrad, when all of a sudden I felt faint. Next thing I know I'm somewhere north of Watford, having a rather one sided conversation with some raving lunatic!!

"The time has come for your race to progress and destroy itself." came the voice again, "We can help you to grow in the Galactic Mind. this planet of Doom has been used for millennia, to test the courage and resourcefulness of beings much like yourself. Your body remains, but your spirit is here, you must defeat our robots and retrieve the Pieces of The Door.

Humour it, that's the best thing so I've heard. "I suppose your going to give me a multi-function weapon system, that lets me zap away to my heart's content, gives me the power of flight, paralyses robots (if there's a Q in the month), floats things up into the air, shields me from nasties and when it really gets rough, will teleport me out of trouble, whilst playing the national anthem and making cups of tea with both arms tied behind its back, eh??" Well if your talking to a loonie, why not go a bit O.T.T. yourself?

"The weapon you have specified is now at your disposal." replied the bodiless being.

"Unfortunately, at such short notice, there is one minor imperfection. The weapon systems, are contained in separate modules scattered around the planet. The teleporter system is malfunctioning and every time you use a weapon system, it will be teleported away from you. We have, however, been able to prevent this from happening to your laser."

"Fond as you creatures are of infusions of crushed and dried vegetable matter, we have disguised a number of energy pods as cups of tea! These have been placed around the planet and may be used to top up your energy pack" it continued. "Most of the robots, have been programmed to guard the Pieces of The Door, the rest to home in on your energy pack." it said. "They will attempt to drain you of energy. If they do so, you will have failed and Homo Sapiens will be left to destroy itself in nuclear conflict."

"Should you manage to retrieve all the pieces of The Door and destroy all the robots, then you must go to the base of the Doors of Doom where the rebirth of your race, into the Golden Age, awaits you . . ."

Now I'm not a particularly brave soul, elaborate suicide plans I could do without. I'm going home!

On the other hand, I'd better start doing something about these robots that have materialised all around me. Now what did it say . . . ?

LOADING INSTRUCTIONS
(SEE CASSETTE LABEL)

The computer will then proceed to load the main program. When the main program has loaded, the screen will clear and you will be asked to amend/ enter the name of a scenery file. If you want to use the file provided merely press ENTER now. If however, you have designed your own scenery, using the Doors of Doom Scenery Designer, replace the Doors of Doom cassette with the cassette containing your scenery, amend the file name on screen and press ENTER. The computer will respond with the prompt:– Press PLAY then any key:

Press PLAY on your Datacorder, followed by any key except ESC, SHIFT, CAPS LOCK or CTRL.

The scenery file will take about 4 minutes to load.

PLAYING INSTRUCTIONS

You are now nearly ready to play Doors of Doom. The game can be played at one of three difficulty levels. The level of play determines, how many times a robot needs to be fired upon, before being destroyed, also how much energy is received from a cup of tea. Level 1 is relatively easy and should be used at first. However, for more of a challenge, and more of a score, level 2 is recommended. Level 3 must not, under any circumstances, be played by anyone under the age of 43, unless accompanied by four other persons trained as paramedics. If you are 43 or over, however, you really should know better!!

Zapping robots may be fun, but to beat this game, you will need to think hard about your strategy.

You control the gameplay by means of a joystick and/or the keyboard, the controls are as follows:–

Required Action	Keyboard	Joystick
Walk left	Q, E, O or @	Left
Walk right	W, R, P or [	Right
Jump up	A or]	Up (away from you)
Use Weapon System	Z or \	Down (towards you)

Fire Laser	Space bar	Fire button
Scroll the scenery	Left/Right cursor keys	
Select Weapon System	Up/Down cursor keys	
Hold Game	H	
Restart Game (when held)	Any key	Any
Abort Game	ESC and COPY together	

N.B. When using the 'Levitate' Weapon System:–

Up	A or]	Up
Down	Z or \	Down

DOORS OF DOOM SCENERY DESIGNER

INTRODUCTION

The Doors of Doom, is an arcade adventure with the most detailed graphics scenery yet seen on the Amstrad. The program is designed in such a way, that it allows you to choose the scenery file that it will use, in the game.

The Doors of Doom Scenery Designer program, allows you to design your own scenery for use in the main game. you can do this in one of two ways, firstly, you can use the "character set" provided in the game's scenery file, or, if you have purchased Amsoft's Shape and Sound utility program (Soft 06037/07037), you can even use your own "character set"!!

LOADING INSTRUCTIONS

Reset the computer by holding down the CTRL, SHIFT and ESC keys together in that order. Place the Doors of Doom cassette, in the Datacorder. If necessary, rewind the tape, (please see note below), and press the STOP/EJECT key once.

If you have a disc drive, key in:– ITAPE and press ENTER. (The I character is the shifted @.)

Now key in:– RUN "SCENERY DESIGNER" and press the ENTER key. The computer will respond with the prompt:– Press PLAY then any key:

Press PLAY on your Datacorder, followed by any key except ESC, CAPS LOCK, SHIFT or CTRL.

The computer will now load the Scenery Designer program. This will take less than one minute (please see note below).

When the program has loaded, the screen will clear and you will be asked to amend/enter the name of a scenery file. If you want to use the scenery file provided with this tape, merely press ENTER now. If however, you have already created a scenery file of your own, using this program, press STOP/EJECT twice, replace the Doors of Doom cassette with the cassette containing your scenery, amend the file name on the screen and press ENTER.

The computer will respond with the prompt:– Press PLAY then any key:

As above, press PLAY on your Datacorder, followed by any key except ESC, SHIFT, CAPS LOCK or CTRL.
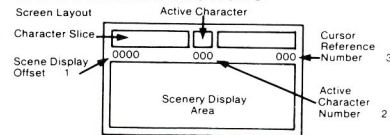
When the scenery file has been loaded (after about 4 minutes), the scenery will be displayed on screen. You may now proceed to create your scene.

NOTE. The first time you play Doors of Doom, we advise that you take tape counter readings as follows:– (having fully rewound the tape, and reset the tape counter)

1. When Doors of Doom asks for the name of a scenery file. (This gives you the location of SCENE1, the supplied scenery file.)
2. After SCENE1 has loaded and the game starts. (This is just before the SCENERY DESIGNER program.)

It should now be easy to fast forward/rewind as required, to the correct place, when trying to run the Scenery Designer program, or, when trying to load the supplied scenery file.

DOORS OF DOOM SCENERY DESIGNER OPERATING INSTRUCTIONS

Screen Layout

Running across the top of the screen is a 17 "character" slice, of your "character set". The central "character" is isolated and will be referred to as the "active character" from now on.

Immediately above the active character, is a horizontal bar. The purpose of this bar, is to highlight the position of the active character.

Below the character display are three numbers. Going from left to right, these are as follows:–

1. The scene display offset. This number is shown in hexadecimal and is only there to act as a guide, to your position within the scenery.
2. The active character number. This gives you the reference number, of the active character, displayed above.
3. The cursor reference number. This tells you the reference number, of the character underneath the cursor.

The rest of the screen is taken up by the scenery display area. Within the display, you will see a flashing square cursor.

Character Set Manipulation
The character set slice, displayed at the top of the screen, may be moved to the left or right, by one character or seventeen characters, at a time. You

will need to do this, in order to change the active character.

To move the slice by one character at a time, press the A key in conjunction with either the cursor left or cursor right key. Try it out. Press and hold down the A key, then press the cursor left key four times. (You must be positive with your key depressions, otherwise the program may miss them!!) The character slice should have moved, with the first of the four "skull" characters now showing as the active character. The active character number should also have changed, to show a value of 171.

To move the slice by seventeen characters, you should press the A key, the TAB key and cursor left or right key, in conjunction. Try this as well. Press and hold the A key, then press and hold the TAB key, now press the cursor right key once. You should now see a grey and magenta piece of stonework, in the active character position. The active character number should be 013.

There are a total of 175 characters in the character set, numbered from 000 to 174. The character set slice 'wraps round', so to select character 003, as the active character, when the current active character is number 167 say, you do not need to go all the way down, but can move up past 174 to 000 and on to 003.

Scenery Display Manipulation
The same sort of key sequence is used to move the scenery display. To move the scenery display by one character at a time, press the D key and the cursor left or right keys together. Have a go! Press and hold down the D key, now press the cursor right key twice. The scenery will have moved, the leftmost two characters worth will have gone and

on the right, two characters worth of scenery will have appeared. The scene display offset will also have changed, it should now show 0014. You may also have noticed that the cursor reference number has change from 000 to 117. This is because a new character is now beneath the cursor (a yellowy, piece of sandstone). Verify that this is character 117 by 'scrolling' the character set slice until character 117 is at the active character location. It's the same as the character beneath the cursor, isn't it!!

You can also move the scenery display by a full 'screenful' at a time. This is done by pressing and holding the D key, then the TAB key and then the cursor left or right key. Go on, try this as well. Press and hold down the D key, now press and hold the TAB key, lastly press the cursor right key four times. The scenery should now show two sections of water crossed by bridges. The scene display offset should read 0334 and the cursor reference number will now be 000.

Just as the character set display wrapped round, so does the scenery display. There are some 25 and a bit screenfuls, representing about a mile's worth of the planet of Doom.

Cursor Movement
Before getting on to scenery creation, there's one last thing to cover; moving the cursor around the screen. The cursor is an flashing orange square, that can move around in the scenery display area. The cursor keys are used to move it about the screen. You can use two cursor keys together to move the cursor diagonally, if you want.

Scenery Amendment and Creation
At last we get down to the nitty-gritty. The

relationship between the active character and the cursor, is that the active character, can be copied to the cursor position, by simply pressing the C key. In this way, you can select characters and copy them to the scenery, to modify the scenery, or create new scenery, to your heart's content.

You can press the cursor keys in conjunction with the C key, to leave a trail of the active character behind the cursor.

This is however, more useful with the B key. Pressing the B key will 'blank' out the character, in the scenery display, beneath the cursor. Used in conjunction with the cursor keys, it is a much quicker way of 'deleting' unwanted scenery, than selecting character 000 as the active character, then pressing the C key.

Restrictions on Scenery Amendment/Creation
You will not be able to copy character 130 to the scenery. This is the character used to make up the Doors of Doom themselves, and as such is only allowed to be present in the centre of the castle, where the doors are assembled during the game.

You will not be able to 'blank' out, or overwrite, the doors themselves. Should you try to do so, the program will replace them.

Characters 131 and upwards, are used as 'animated' characters. Each 'animated' character is in fact, a group of four characters. You will only be allowed to copy the first character of each group of four, to the scenery.

The rules used by the Doors of Doom program, when it scatters it's cups of tea, super weapon modules and pieces of door, at the start of each game, are very precise. Each object is placed in a blank character position, immediately above a non-blank, non-animated character. Your scenery must

allow the program to find enough such locations (please see below).

Saving the Scenery
When you have finished your scenery, you may save it to a scenery tape of your own. This is done by pressing and holding the CTRL key, then pressing W.

The screen will clear and the scenery will be checked to ensure that sufficient locations exist, for object placement. If the scenery is all right, the following message will be displayed:–

    Scenery O.K.

If there are not sufficient such locations, you will receive the following warning:–

    Doors of Doom will not work with this scenery!!

Whether your scenery is valid, or not, you will now be presented with a Scene File Name. Amend this to the name that you want, then press ENTER. The program will respond with:–

    Press PLAY then any key:

Ensure that your scenery tape (NOT the Doors of Doom tape) is in the Datacorder, press PLAY then any key except ESC, CAPS LOCK, SHIFT or CTRL. Your scenery file will now be saved to tape. This will take about 4 minutes. After saving, the screen will change back to the normal display.

Changing the Character Set
This can only be done, if you have created a new set of characters, using the utility program 'Shape and Sound', written by Gem Software, published by Amsoft.

Press and hold the CTRL key, then press the R key. The screen will clear and you will be presented