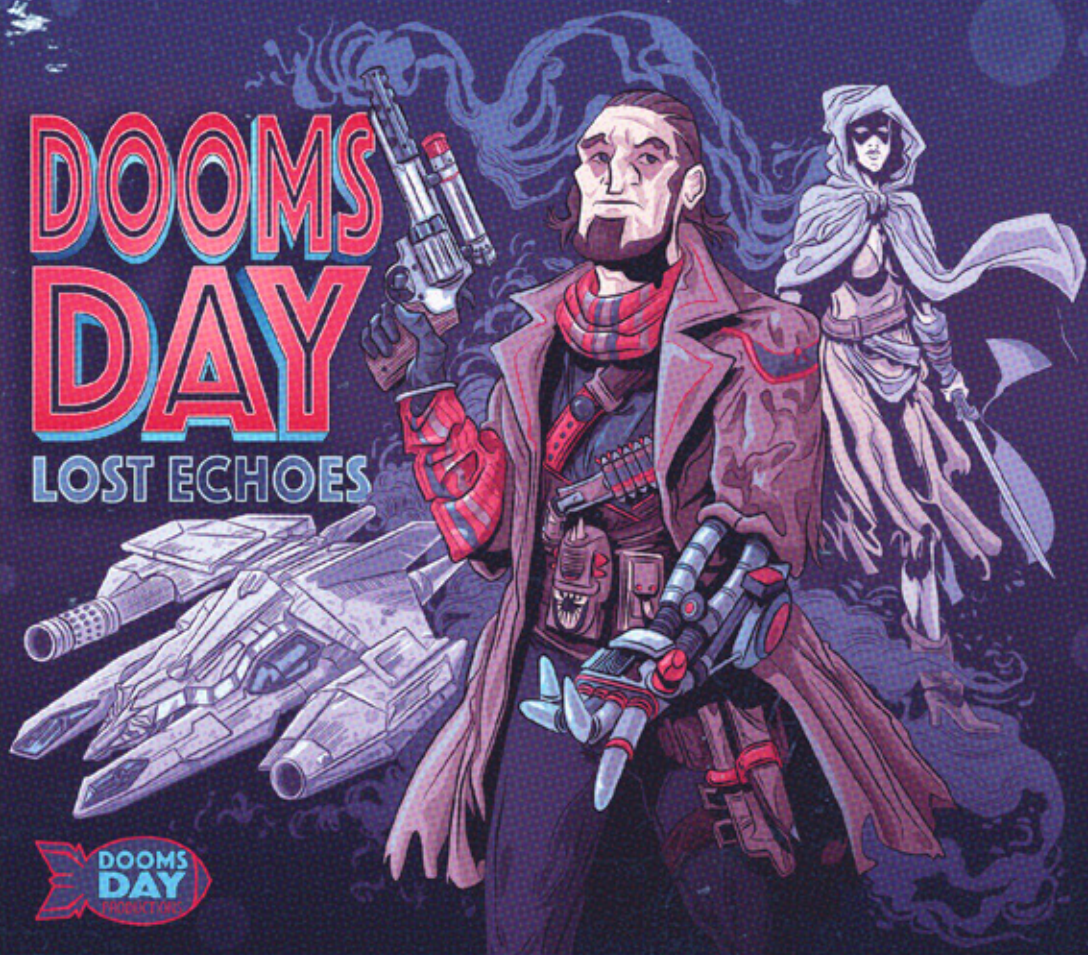


INSTRUCTION MANUAL

DOOMS DAY

LOST ECHOES




AMSTRAD CPC & PLUS 128 KB



DOOMS DAY

PRODUCTIONS





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DOOMSDAY LOST ECHOES

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INTRODUCTION

The name is Mike. I was born in a miserable hole on New Hope, the capital of Kepler 452b, a misplaced planet in the constellation of Cygnus. My father died in a riot before I'd ever had the chance to meet him and mother was never at home while Sinotec Corp., the true owner of the planet, worked her to death. She used to say "Hay que tener paciencia, paciencia y fe". Poor woman.

I grew up in the streets among thieves, whores and goons. Life was not easy, but somehow I did not become one of them; who knows why. In fact, I only wanted to escape and forget Kepler forever. That is why I was always staring up at the skies, crisscrossed by vessels from far away places. Shitholes, no doubt, but not as shitty as mine.

Soon I realized that if you belong to the dregs of the world the only chance to board a ship is to become a crew member. Sadly, to achieve this I had to become part of the Sinotec army. I hated them but it didn't matter; I worked hard, gritted my teeth, and they admitted me to the military academy when I was just seventeen.

Yeah. To be honest it was not that bad: they taught me how to use a weapon, fed me, clothed me and finally, after years of sacrifice, they trained me to be a killer pilot. Soon I was assigned my own patrol ship, a fighter nicknamed Doomsday. Equipped with light and medium weapons it was perfect for shooting at workers, breaking up riots and heads alike. I was happy because the fighter, designed by the corporate engineers, was a very competent machine able to break orbit and travel to distant locations through your average worm hole. Knowing that she could be my ticket out of Kepler, I messed with her tracking system and one night, with civil unrest erupting on the planet like puss on an old sore, I left with just a few personal things. Sinotec had no time to follow a deserter, even one stealing their fucking ship. Putting down the revolt kept them too busy to focus on me.

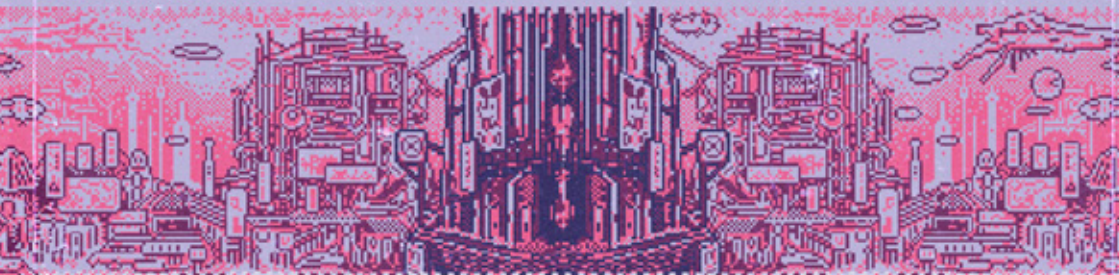
My first port of call was The Pit, an old station orbiting Janssen, a hellish planet in the constellation of Cancer. Janssen had been extensively mined in previous centuries for its diamonds but mining operations ceased decades ago. After that the station, a huge facility with a capacity of twenty thousand people, was left to rot in orbit. Soon space pirates, renegades and other riffraff representatives of the hoi polloi would claim it as their hideout.

The place slowly grew so full of dirt and hookers that it actually resembled the streets of my childhood. I couldn't help a nostalgic flinch. These residents were mostly crazy, as you would expect,

but not so much that I couldn't earn some respect and a place to stay by putting a few bullets in some bastard's head. Somebody called me Mental but I'm sure they only felt gratitude, the guy was a real ass.

The Pit has been my home to this day. I actually like it here, there is freedom and the universe is a big place full of opportunities. I have been a mercenary, bodyguard, hitman, bounty hunter, occasional scavenger. . . who cares? Most things are just fine as long as you get paid. At least here I can choose my targets and I am not forced to fight a war that is not mine.

Well. . . I'm sorry but I guess that I need to cut the chit-chat short. You know, I received this one e-mail about a lost worker in the Regus, an abandoned space station. Somebody wants me to go inside and find what terrible fate descended upon him. Initially the whole story seemed pure bullshit but I have just received confirmation that the credits transferred to my personal account are very real. I suppose that it's worth the trip after all. Let's pack and board the Doomsday. If everything goes well, I have promised Marie-Christine, the girl I've holed up with, that there'll be a party to remember in this damn place.



GENERAL INFO ABOUT TEXT ADVENTURES AND THIS GAME.....

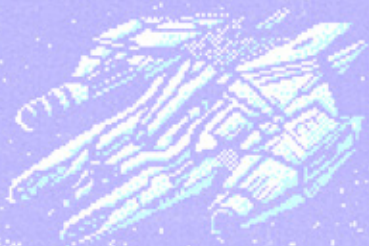
Doomsday Lost Echoes (DDLE from now on) is a graphical text adventure, one of the oldest types of computer game. The player, you, uses text input to control the game and the computer reveals what is happening via text output. At the same time, the computer displays an image of the current location. This image is, in many cases, as important as the text.

The first text adventure was written in 1975 by Will Crowther. It was titled Colossal Cave, programmed in Fortran and ran on the PDP-10, a large mainframe system that had a huge (for the time)

amount of memory: 300KB. Since the PDP-10 did not have graphical capabilities, the use of text as the only means of input and output was a necessity and not a choice. However, to Will 's surprise, Colossal Cave was re-discovered in 1977 by a graduate student, Don Woods, who greatly enjoyed it and expanded the original code. Just a few months later the game became very popular and spread across the ARPAnet. Soon many other people started writing their own adventures and between 1979 and 1987 the genre found great success among users of home computers. Sadly, from a commercial point of view, after 1987 this type of game was greatly displaced by the point and click adventures that were so successful until the temporary adventure category decline in the late 1990s. Nevertheless, text adventure games have flourished until the present day outside the commercial sphere. In fact, there is a large community that still enjoys and writes such titles. As you would expect, most of the people who have participated in the production of this game are either part of that community or text adventure lovers.

DDLE was programmed specifically for the Amstrad CPC using the Professional Adventure Writing System (PAWS) created by Tim Gilberts. It makes use of most of the PAWS capabilities and, although it is a text adventure, it relies extensively on graphics support. As a matter of fact, there are more than sixty graphics the player can enjoy, including cutscenes, introduction, locations and different endings. All of them are fine works of pixel art created with the CPC in mind, and detailed examination of the pictures is required to discover hidden hints that are necessary to progress in the game.

DDLE was cross-developed. The code was written on a PC using the SciTE text editor and was tested and compiled in Winape. The release version, however, was compiled on a real Amstrad 6128 Plus just because we felt like doing it. The graphics are GIFs created in Adobe Photoshop using the Amstrad CPC's colour palette. Afterwards, ConvImgCPC, by Ludovic Deplanque –Demoniak- was used to convert them to OCP Art Studio format, readable with the PAWS graphics patch. Other tools employed during the development were the HxC Floppy Emulator software and PalOCP viewer, a useful image tool by Guillaume Buscot –LBC- that was specifically modified for this game. Perfect Pix by Alejandro del Campo –Rhino- was used to create the beautiful mode b0 loading screens.



HOW TO PLAY.....

If you are familiar with text adventure games you will feel at home playing DDLE. In this regard, we have followed all the conventions of the genre in order to make things as easy to grasp as possible. However, if you have never played a text adventure before, it can take a little bit of getting used to, but it shouldn't be difficult if you read the following section.

- - Moving through the map: you must tell the computer the direction in which you want to move. There are several different options: **NORTH** or **N**, **SOUTH** or **S**, **EAST** or **E**, **WEST** or **W**, **NORTHEAST** or **NE**, **NORTHWEST** or **NW**, **SOUTHEAST** or **SE**, **SOUTHWEST** or **SW**, **UP** or **U** and **DOWN** or **D**. At any moment you can find out about all possible exits from a particular location by typing **EXITS**, **EXIT** or the shortcut **Z**. We strongly advise you to draw a map and note everything you find useful on it. Try not type commands other than directions to move. Things like **"GO THROUGH THE HOLE"** or **"ENTER THE SHOP"** will be, in general, not understood.

Example: **N**, **NORTH** or **GO NORTH** will move the player to the north.

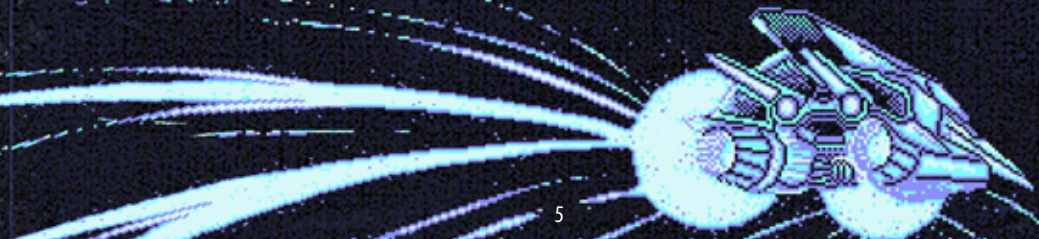
- - Taking and dropping objects: type **GET (OBJECT NAME)** to grab something and **DROP (OBJECT NAME)** to leave it in the current location. Obviously, you can only get something that is close to you. The computer will let you know about the objects that are around.

Example: **GET TORCH** or **GET THE TORCH**.

- - Knowing the objects you are carrying: just type **INVENTORY**, **INVEN** or **I**. The computer will list everything you have and what you are wearing.

- - Wearing and removing objects: there are a few wearable things in the game. To wear something you must be carrying it. Then, type the command **WEAR (OBJECT NAME)**. If you want to remove it just type **REMOVE (OBJECT NAME)**. Remember that you can only wear one object at a time and that removing something doesn't mean dropping it.

Example: **WEAR HAT**, **REMOVE HAT**.



- Examining things: in order to advance and discover objects it is essential to examine a lot of things in most adventures and this game is no exception. To do this, type **LOOK, EXAMINE, EX** or **X (OBJECT NAME)** and the computer will give you, in most cases, a detailed description.

If something is not relevant for the adventure the computer will let you know as well.

Example: **EXAMINE CHAIRS, EX CHAIRS** or **X CHAIRS**.

- Reading texts: you will find written messages during the adventure. Sometimes they will be displayed when you examine the object that has the message on it. However, in some other cases you will be able to examine the object (for example a book) to obtain its description and then read what is written inside typing **READ BOOK** or **READ THE BOOK**.

Example: **EXAMINE THE BOOK, READ THE BOOK**.

- Using computers: computers are commonplace in this game. In fact, they are so common that when you find one (or something else with a keyboard that is not a carryable object) you just need to enter **TYPE, PRESS** or **WRITE (PLUS THE TEXT YOU WANT TO TYPE IN THE MACHINE)** to use them.

For example, **TYPE HELLO** would tell the Amstrad to enter the command **HELLO** in a particular device that is in the player's location. The exception to the rule are carryable devices with keyboard (for example, a phone). In this case, it is necessary to specify them. For instance, if you carry a laptop, it will be necessary to enter **TYPE HELLO IN THE LAPTOP**.

Example: the command **TYPE 23456** when a computer is present will cause Mike to enter **23456** in the computer. However, **TYPE 23456 IN THE PHONE** will make Mike to enter **23456** in a mobile phone if there is one in the room even if the computer is in the same location.

- Using objects: you will need to find and use many different objects during the game. The Regus is a big place and quite a lot of objects are scattered here and there. In some cases an object will have multiple uses, in others it will have no purpose. To use a particular object it is necessary to be carrying it first. Then, you need to tell the computer how you want to use it. For example, if you have a can and a can opener and you want to open the can, it is not enough to type **OPEN THE CAN**. Instead, you have to write **OPEN THE CAN WITH THE CAN OPENER** and this will be properly understood. So, remember: if you want to use an object with another one or to interact with something in a location, always specify it after the action you are trying to perform. Consider as well that many big things are composed of smaller parts and you may need to specify them in your commands or break down complex actions into simple ones.

Example: **SHOOT THE BIRD WITH THE GUN** or **INSERT THE KEY IN THE LOCK, TURN THE KEY** and **OPEN THE DOOR**.

- Re-describing a location: you can make the computer to re-describe a location by typing **DESCRIBE**, **REDESCRIBE**, **DESC** or simply **R**. This is a very useful command.

- Speaking: in case you need to speak with something or somebody just type **TELL**, **SAY**, **SPEAK** or **TALK** plus the sentence you want to say in quotation marks. You may specify to whom you are talking but the computer does not need this information.

Example: **SAY "HELLO"** or **SAY ORC "HELLO"**.

- Saving and loading: you can save the game at any moment. Just type **SAVE** and the computer will ask you for a file name. Enter the file name of your choice (eight characters is the maximum length) and the game will be saved on the disc. We strongly recommend saving your game on the same floppy (real or virtual) of the adventure. This is the most convenient option but you need to remember to keep it not write protected. To load a game, type **LOAD** and the name of your file when prompted. DDLE also allows RAM saving and loading, something very quick and useful when you are trying things that are risky. Use this command often, but remember that RAM saving again overwrites the previous RAM save and that it is necessary to save on the floppy before turning off the computer. The key words are: **RAMSAVE** or **RS** and **RAMLOAD** or **RL**.

- Ending the game: you need to type **END**, **STOP** or **QUIT** and then confirm that you want to stop playing. The alternative is just to switch off or reset the computer after saving your game. The parser is able to understand more than 550 words, including nouns, verbs and adjectives. Moreover, it allows the player to use complex sentences. For example: **GET THE SWORD, ATTACK THE ORC WITH THE SWORD, DROP IT AND GO NORTH**. However, if you find that something does not work, just try typing something similar.

Finally, remember that your mission is to discover what happened to Arnold Croft in the Regus! Mike will need a physical object indicating his whereabouts to leave the station.

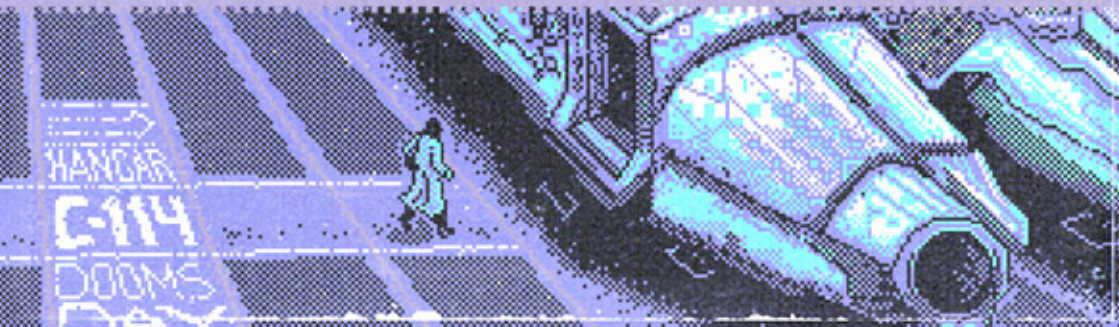
WHAT IS DIFFERENT.....

DDLE is not a conventional 8 bit text adventure. One of the most striking differences is the capacity the parser has to understand many different sentences. In this regard, almost all actions can be performed using four or five equivalent verbs and there are plenty of synonyms for each word. For example, let's imagine that the player wants to pour water in a glass. In this situation, sentences like: **FILL THE GLASS WITH WATER, POUR WATER IN THE GLASS, PUT WATER INSIDE THE GLASS, USE GLASS WITH WATER**, etc. would be all understood, even if the English is not completely correct in some of them. We have aimed to avoid the typical frustrating situation where the player knows what to do but doesn't manage to write the proper sentence. There is even a wildcard verb: **USE**. If you type the proper combination of nouns, a sentence like **USE (NOUN1) WITH (NOUN2)** will be correctly understood in almost all cases.

Another difference is the attention to detail. In this adventure the player can examine almost everything in each location, even if it is of secondary importance. In many cases, careful examination of non-essential things will reward you with extra story pieces and valuable information to understand the whole plot. We have managed to pack in a lot of text and optional descriptions for the dedicated player and we are happy with the result.

DDLE also features optional quests and different endings. The player can complete 3 additional missions that add a substantial amount of lore and are essential to fully understand in-game events. Moreover, there is one mission in particular that needs to be finished in order to unlock the true ending (ending number 3). In principle, reaching the normal ending (ending number 1) should not be too difficult, but unlocking all the secrets can take a reasonable amount of time.

Regarding the graphics, DDLE has more than 600KB of pixel art. These graphics are not just for show but an integral part of the game. They contain hints and reveal additional events that have happened in the station. In addition, they contain details waiting to be uncovered. We encourage you to take some time and have a good look!



REQUIREMENTS

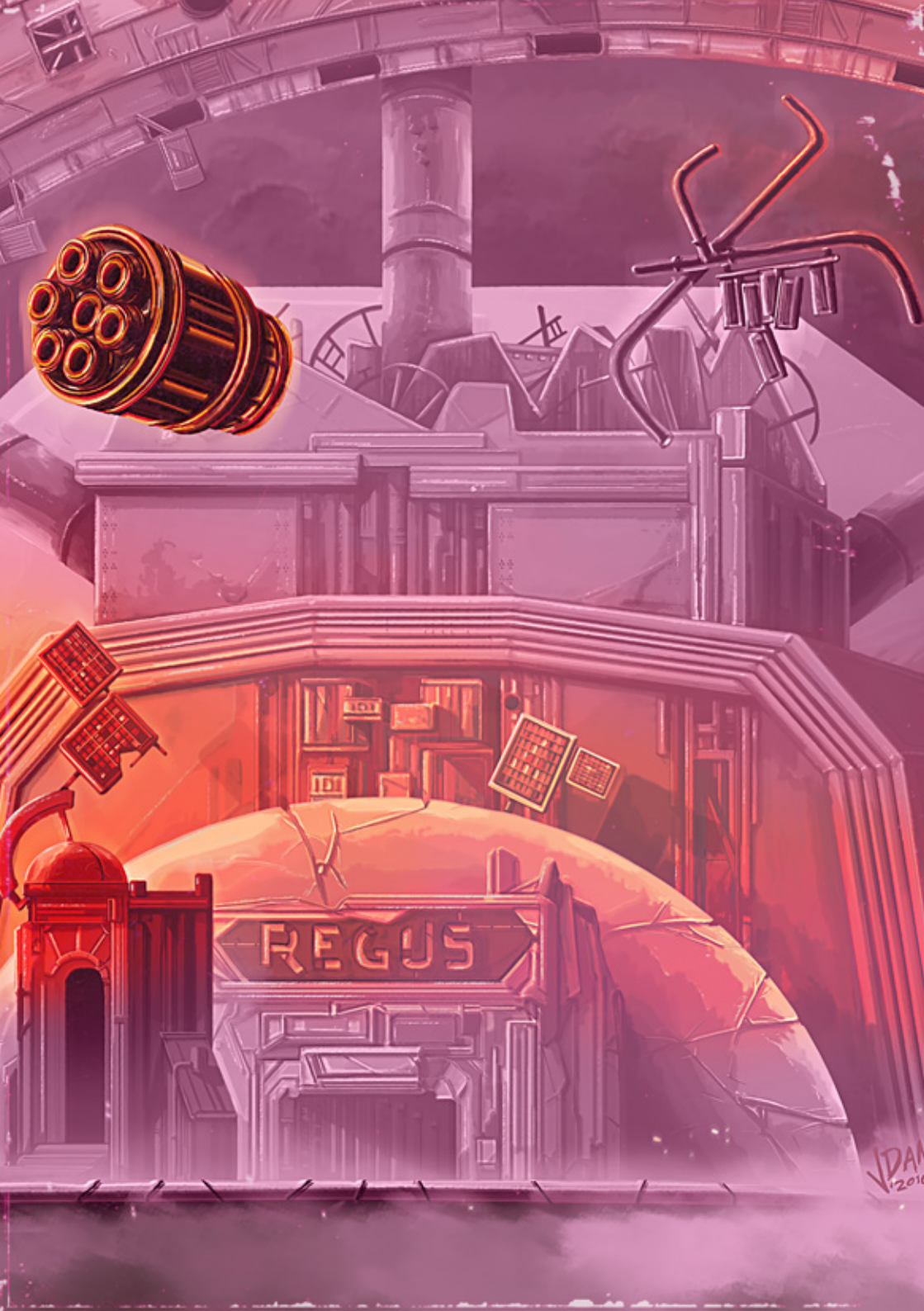
DDLE can be played on a real Amstrad (CPC or Plus) or in an emulator (in this case we recommend Turbo Mode if available). Although DDLE is a text adventure, it requires 128KB of RAM and a floppy drive able to read 720KB discs. Besides this, there are no other compatibility issues. Of course, you can play the game on a real Amstrad using a HxC or any other floppy emulator, this is actually our preferred option. Sadly, since the adventure requires CP/M Plus and all the graphics are loaded in real time, there is no tape version (it would take ages to load anyway). We considered making something compatible with everything, like in the good old days, but we realised that this would require sacrificing many things in the final release and we did not feel happy about it. In exchange, this game behaves in terms of the parser, text detail and number of high quality graphics like a 16-bit production, although it is a bit slower (constantly loading images affects performance). In the future, if we release a sequel using a new framework able to run in a faster operating system, the requirements will be lower (fingers crossed!).

LOADING THE GAME

DDLE comes in 2 floppy disc images. The floppy 1 (ddle_1.dsk) is a standard Amstrad CPC image, it can be burnt to a 3" or 3.5" floppy. The second one (ddle_2.dsk) is a high density floppy disc image with a capacity of 720KB and therefore requires a drive able to read it and a 3.5" disc if you decide to burn it. It contains the adventure and it is used to store your saved games as well, make sure that it is not write protected. To load the game you need to use these images with an emulator or burn them and use a real Amstrad.

If you are using a real Amstrad and it has two drives, introduce the discs you burnt from the dsk files on them. Make sure that the floppy 1 (ddle_1.dsk) is in the drive A and the floppy 2 (ddle_2.dsk) is in the drive B. Then, type **RUNDISC**. The game will load automatically and you will be presented with a font selection menu. Choose the font you prefer to play the adventure (your selection will be remembered) and wait for the game to load. As said before, you can also use any kind of compatible floppy disc drive emulator instead of real floppies.





REGUS

JDAM
V.2010

If your Amstrad only has one floppy drive it needs to be a high density one, an HxC or a similar device. Introduce the side A of floppy 1 on the drive and type **RUN"DISC**. Wait for the CP/M to load and choose the in-game font. The computer will configure now the drive B and try to switch to it automatically. However, since you only have one drive, there will be an error. When this happens exchange floppy 1 for floppy 2 and type **B:**. Once you see the prompt "**B>**" type **DOOMSDAY**. The game will load automatically.

If you decide to use an emulator, configure it to have 128KB and two floppy drives. Then follow the same steps as if you had the real machine with two drives.

FREQUENTLY ASKED QUESTIONS

- - ***How should I make my map?***

We recommend to use graph paper and draw every location as a square or rectangular box. Each box should be big enough to write the name of the location and some references inside (these references should point to useful objects, things that were particularly striking, possible passwords, etc.). Join the locations using linear connectors that reflect the direction of your movement. Remember, the more complete your map is, the easier the game will be.

- - ***Do you suggest some music to play?***

As most text adventures, DDLE has no sound. However, we can recommend some tunes. For instance, our chief tester, Kerrick Sword, likes "Cosmos" OST; the Patient Zero suggests "Alien" OST; Dani –El Niño- thinks that "Lux aeterna" by Clint Mansell is a great choice; Alberto –[[C]-[E]]– believes that "2001 A Space Odyssey" soundtrack is fitting as well, and the same is true for many sci-fi orchestral themes.

- - ***Are you going to release the game for any other platform?***

We are only considering the Amstrad PCW. There will be no other 8-bit versions.

- - ***Why the Amstrad CPC and no other computer?***

The answer is simple: [[C]-[E]] grew up with a CPC 6128 and he loves the whole CPC and Plus range. For Dani it was also a great computer to work with because it has absolutely no colour attributes.

- - ***Is this a free game?***

Yes, you can download it for free without any kind of restriction.

- - - **What should I do if the game does not load?**

There are many different CP/M versions around and many different Amstrad computers as well (particularly in the hands of the people that still use them). We have tested the game with the whole CPC 6128 range; with a 6128 Plus with the original system cartridge and the C4CPC; and with a 464 Plus upgraded to 6128 Plus using the C4CPC and the added rear floppy port. We have also tested a bunch of expansions like X-MEM, X-MASS, Albireo, MultiPlay, etc., connected to all the computers. It always worked. However, in case you obtain a message similar to "CP/M won't run under this environment" you just need to find a CP/M Plus version that works with your system and substitute the file C10CPM3.EMS in the floppy 1.

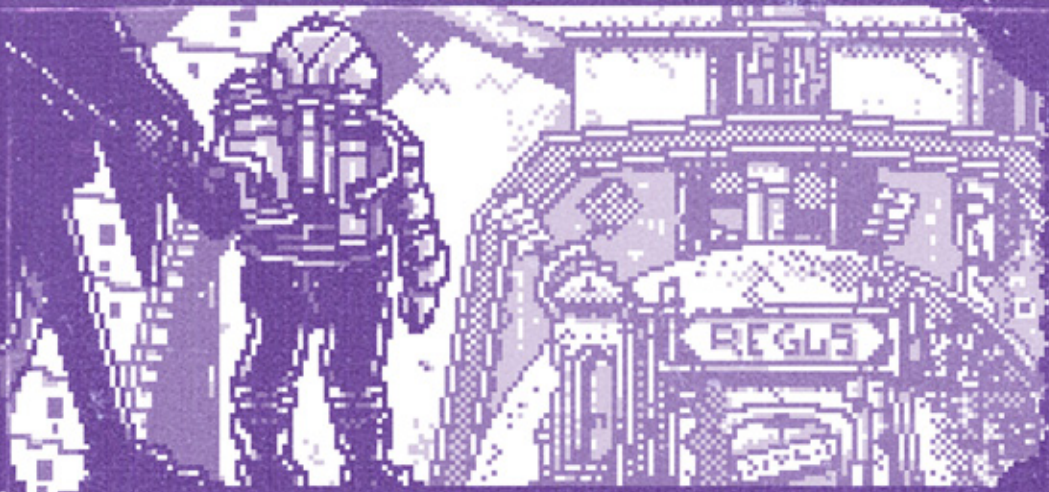
TIPS AND TRICKS (DO NOT READ THE FOLLOWING SECTION IF YOU ARE A VETERAN ADVENTURE PLAYER. IT CAN REALLY SPOIL PART OF THE FUN).

- The game does not save your progress. If you quit the game, you will have to start from the beginning.
- The game does not have a password switch.
- The game does not have a save game feature.
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- The game does not have a save game feature.

FINAL WORDS

All the team would like to thank you deeply for playing this game. Although we made it just for fun, we spent many months working intensively on this project just to produce the best possible bug-free adventure and we put lots of care and love on it. We hope you will enjoy it as much as we did.





DOOMSDAY PRODUCTIONS

Alberto Riera –[[C]-[E]]– Original idea, lore, plot, texts, code and user manual.

Dani Castaño –El Ñoño– lore, plot, concepts, graphics and user manual.

Themistocles Papassilekas –Gryzor– lore, plot, texts, text correction and testing.

Some other essential friends

Alejandro del Campo -Rhino- AMSDOS loader and mode b0 image viewer.

Celestino Moreno –Celemor– testing.

Charlotte Mykura – text and style correction.

David Busto –Ennegativo– testing, patient zero face.

David Rodríguez –Kerrick Sword– in deep testing, user manual.

José María Velo –Dubliner– testing.

Miguel A. Silva –Miguelsky– testing, technical support.

Miguel García -FloppySoftware– font selector, loader, technical support.

Stefan W. Stumpferl –TFM– testing.

Stephen Haywood -Dthrone- text and style correction, testing.

CONCEPT ART AND SKETCHES.....

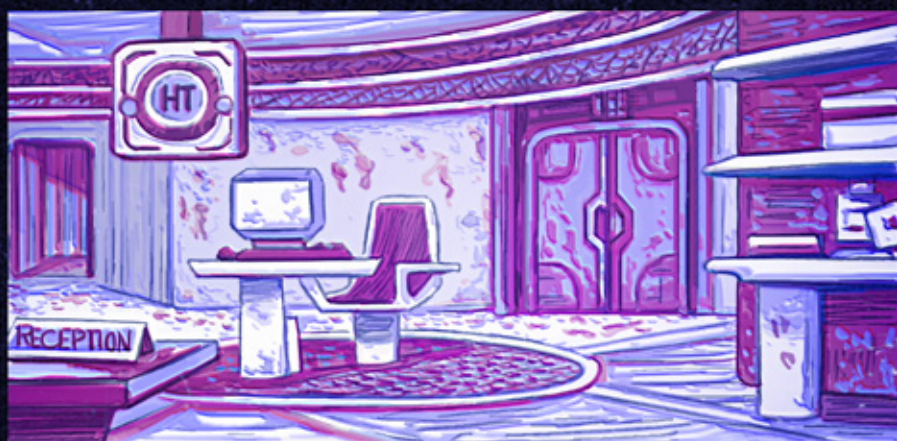
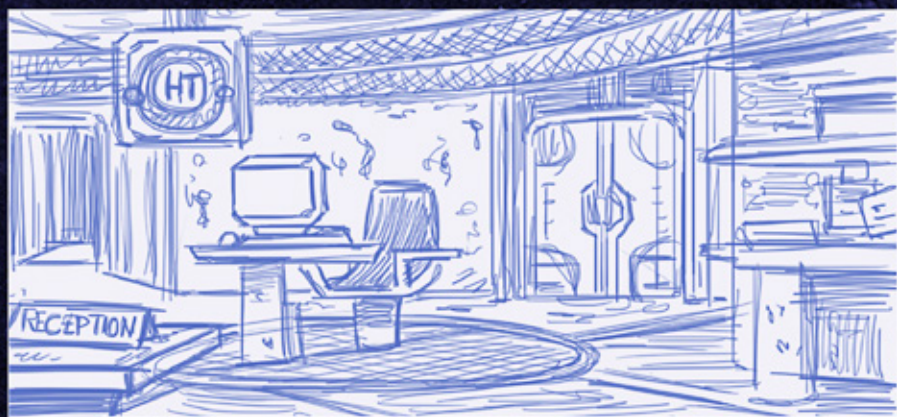


MENTAL MIKE
KEPIER-4526



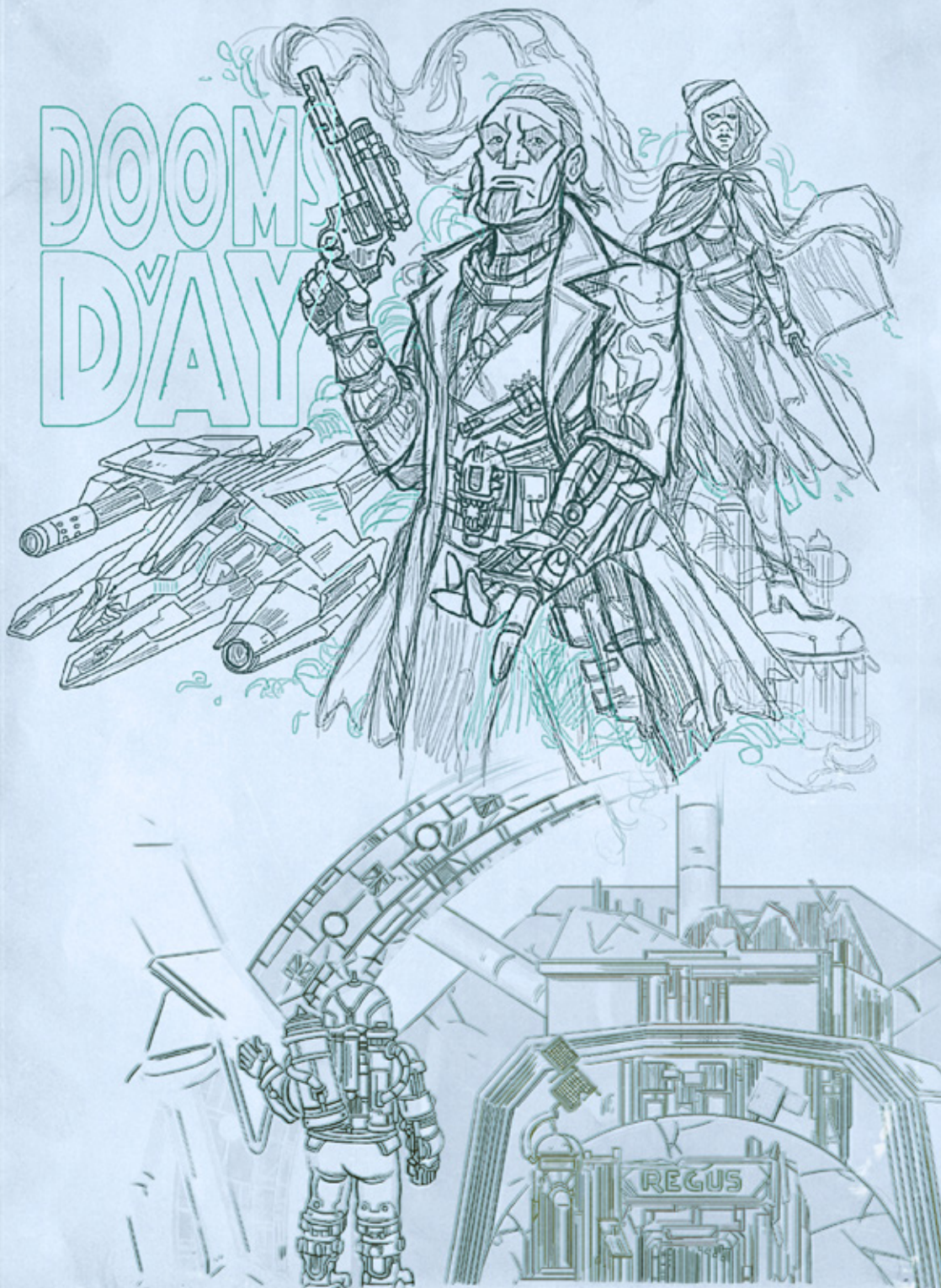


Age: 38. Spaceship: the DOOMSDAY.
Profession: mercenary, bounty hunter,
scavenger, spy, whatever gives some money.





DOOM DAY



DOOMSDAY

LOST ECHOES

A. RIERA "CHIE"
D. CASTAÑO "EL NONO"
T. PAPASSILEKAS "GRYZOR"

DOOMSDAY
PROD.

AN UNFORGETTABLE TEXT ADVENTURE

The name is Mike. I am a renegade, a bounty hunter, a scavenger, a mercenary... almost everything you can get paid for. The money from the last mission was over and I was considering to start a scavenging expedition when I received the most interesting mail: "Find out what happened to Arnold Croft, a worker last seen in the now derelict Regus station, and we will make you rich. Here is a little advance".

It seemed a trap, but the "little advance" was more than I had earned during the last ten solar cycles and I did not have many things to lose, besides my own life. Little did I know that the job would change my life forever.

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