COUNTDOWN TO DOOM comes with on-line help which you can get into by typing HELP <RETURN>. The program will halt and wait for you to type in a number so that it knows which 'hint' you want. You therefore need to know which numbers refer to which hints.

Pages 2-4 of this Help Sheet contain a series of questions that players typically ask, like 'How do I get out of the spaceship?'

Various 'key words' have been deleted from these questions - making it harder to accidentally see the solutions to other questions - and are reproduced below. The numbers alongside the words refer to the questions. The number that follows each question is the number to key for that particular hint. Good luck!

ALLODILE	11	FLICKERING	45	POWER	13
ARTEFACT	2,14,28	GLACIER	32	PRESENT	24
BEAM	47	HALL	21	ROBOT	9
BLOB	39	HELMET	1	ROOF	1
BLOWN	8	ICE	44	SCREEN	45
CABINET	15	ICICLE	42	SEESAW	29
CHEST	7	IGLOO	38	SKATES	38
COMPONENTS	51	JUNGLE	19,26	SLUGS	43
COMPUTER	12,24	LASER	47	SPACESHIP	4
	27,50	LIGHT	34	SWAMP	6,20,34
CORRIDOR	2	METATERMITES	22	SWITCHES	30
CRYSTALS	16,33	MONSTER	33	THOUGHT	49
DECAPODS	35	MOTOR	48	TIME	40
DESERT	17,18	MYSELF	25	TRAP	19
DISCS	50	OBJECT	46	TREASURE	10
DOOR	21	PAN	23	TUBES	37
DOORS	49	PHASER	5	UNIT	48
EATING	22	PIT	3	UP	8,31
ENTRANCE	28	PLATFORM	13	VOLCANO	31,41
EXPLOSIVE	36	PNEUMATIC	37		

		Hint
1	How do I get the ****** onto the ****?	43
2	How can I get out of the curving ******** in the ********?	6
3	How do I avoid dying in the ***?	27
4	How do I get out of the ********?	1
5	How can I stop the ****** killing me?	11
6	How do I avoid dying after sinking safely to the bottom of the *****?	22
7	How can I stay alive opening the *****?	38
8	How do I stop myself getting ***** **?	2
9	How can I stop the ***** taking all my objects?	26
10	How do I locate ********?	48
11	How do I get across the ********?	25
12	How do I avoid dying when I leave the ******** room?	34
13	How can I stop the ******** running out of ***** in the wrong place?	14
14	How can I not be killed when I enter the ******** from the NE?	4
15	How can I stay alive opening the *******?	38
16	How can I stop the ******** killing me?	17
17	How can I get back from beyond the ******?	9
18	How can I survive in the ******?	7
19	How can I get across the *** in the ******?	46
20	How do I stay alive in the ****?	18
21	How do I get through the large **** in the ***?	45
22	How do I stop the ************ ****** everything?	42
23	How can I stay alive opening the ***?	38
24	How do I avoid getting killed going through doors after getting the ******* from the ********?	37
25	What should I give ******?	21
26	How do I avoid getting lost in the ******?	12

27 How do I stop the ******** telling me off for killing? 36
28 How can I get into the ******** through the SW ********? 5
29 How do I use the ******? 8
30 How can I get all the ******** turned to ON? 19
31 How do I avoid dying going ** the *******? 30
32 How do I avoid dying of cold on the *******? 10
33 How can I stop the ******* killing me when I try to go past or take the ********? 16
34 How do I get ***** below the *****? 29
35 How do I stop the ******** getting me? 24
36 How do I get out once I've used the *****? 3
37 How can I avoid getting lost in the ********* ***** maze? 23
38 How do I get the ****** out of the *****? 31
39 How can I stop the **** killing me when I pick it up? 15
40 How can I achieve anything when I'm forward in ****? 20
41 How do I avoid dying going down the *******? 41
42 How can I get the ******? 39
43 How do I stop the ***** killing me? 40
44 How can I stay alive crossing the *** rink? 32
45 How can I stop the ********** ****** killing me? 28
46 How do I enquire about the use of any ******? 47
47 How do I stop the ***** **** killing me? 33
48 How do I get the ***** ****? 13
49 How do I get past the *******-sensing *****? 44
50 How do I make the ******** accept the *****? 35
51 How do I locate spaceship **********? 48