SPECTRUM

DOOMUM



Bitfans

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Official site: *bitfans.itch.io/donum*

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STORY

Since you found that strange box in your garden, every night, every dream, has become a real nightmare for you. A thriller from which you don't know how to escape. The only thing you can do at the moment is play the macabre game that some strange beings, who call themselves "guddomer", force you to play every night. Now, your only purpose is to survive and that your soul does not become a slave for all eternity... You're not ready for this. No human being is.

HOW TO PLAY

Donum is a graphic text adventure based on exploring rooms and manipulating objects. The computer will describe to you, in words, your current location, the characters and any objects that are there.

Actions are told to the computer using **ACTION OBJECT** like sentences (e.g. **GET KEY** or **OPEN THE DOOR**).

You can move around the temple using cardinal points: **NORTH**, **SOUTH**, **WALK EAST**, **GO WEST**, or their abbreviations (**N**, **S**, **E**, **W**). In most cases, commands as **GO DOWN** (its abbreviation **D**) or **UP** (**U**) will also work.

Other basic commands: **LOOK** (or **L**) to redisplay the description of the current location, **USE <object>**, **DROP <object>** (also **DROP ALL**), **MUSIC ON** or **MUSIC OFF** to turn on/off the music, **EXAMINE** (**EX**), **INVENTORY** (**I**)... Use **QUIT** to quit the game.

Try to **EXAMINE ROOM** or **EXAMINE DOOR** at the location where you start to get an idea about it.

If you haven't played a text adventure before, don't be put off, it's not difficult and will give hours of enjoyment. Keep in mind that most problems and solutions require no more than common sense to solve.

Draw a map. Unless you have an unusually good memory it will be enormously helpful to chart your progress. Remember that everything you come across in the adventure will have a use, you only have to find out what it is.

The game is split into three episodes which must be played in order. You cannot begin **Episode II** until you have completed **Episode I** and so on... Unless you have passwords. Find them out!

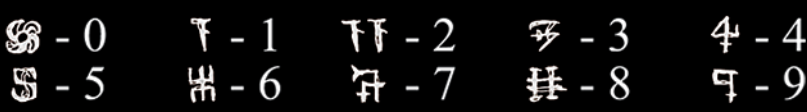
CREDITS

+DESIGNED, CREATED & PRODUCED BY *BITFANS*
+CODING & GRAPHICS: *F3M0*
+MUSIC: *Mr. Rancio*
+TESTING: *Dwalin, SFH, Carlos Pérezgrín & Mr. Rancio*
+ADDITIONAL CODE & SUPPORT: *ThePope & Boriel*
+ARTWORK: *VQGAN+CLIP+DeepImage & DALLE-2*

Special thanks to *Antonio Pérez (Greenweb)* & *Mark R. Jones* for their help and support.

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DISCLAIMER: This game is 128K ONLY. It was written to work on the 128K Sinclair Spectrum, +2 or +3, as well as a range of other clones with 128K or more memory (e.g. Pentagon models).


boriel
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+
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