

TATUM Two

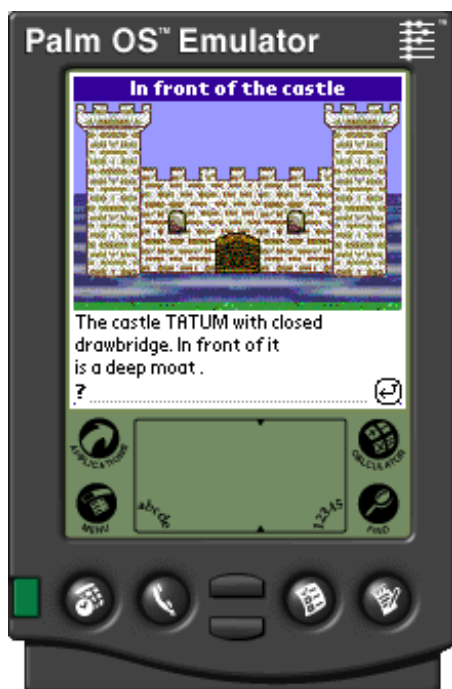
1. What is „TATUM Two“?

„TATUM Two“ is a text adventure, which uses graphics; it is a game for the palm computer. Those who know TATUM (part 1) will have no difficulty with TATUM II. The storyline is different but the method of playing the game is the same. TATUM II is also in colour and requires more thinking to reach the end...

2. The story

The kingdom of ARTHYRER live under the fear of the evil Wizard AKRAN who lives in the castle named TATUM. After the challenge of part 1 where the player had to release the beautiful princess LAILA WANDA from the wizard. This made the wizard unbelievably furious so he took out his vengeance on the good people of ARTHYRER. He stole the happiness and laughter from the people. You the brave adventurer must help the people of ARTHYRER by returning the happiness and laughter to the people. When you are able to overcome the obstacles and traps hidden in the game you can release the happiness from the monster and the people will for ever be in your debt. To be successful you must be cunning and brave. The good spirit will help you in your quest only if you are clever with your words and you listen carefully to his advice.

3. The display



The display is 160x160 pixels and fielded in 3 parts (**figure 1**). The upper part shows information about your location, the middle section shows a picture of your location („The tower“), the text part shows you details of your location and will give you hints as to how you can proceed through the game. You can input your actions here.

Figure 1
The display of TATUM Two

4. To navigate your way through the game

The player must find his way through the game via the directions given „north“ „south“, „east“ and „west“ also the use of the directions of „up“ and „down“.

The entry of t case-insensitive text can be used to navigate through the game. The player can enter the full text or can use just the letter „N“ for „north“, „S“ for „south“ etc.

Forwards:	„I go north“	or „north“	or simply „N“
Backwards:	„I go south“	or „south“	or simply „S“
To the rights:	„I go east“	or „east“	or simply „E“
To the left:	„I go west“	or „west“	or simply „W“
Upstairs:	„I go upstairs“	or „upstairs“	or simply „U“
Downstairs:	„I go downstairs“	or „downstairs“	or simply „D“

After inputting the text select enter with the pen: 

Alternatively the player can choose to navigate through the game by touching the area of the screen (**figure 2**) through which he wishes to pass. **Figure 3** shows the active areas the player may choose with the pen to select the direction.

The pen can only used to choose the direction. In order to collect items the player must enter text to get the item, or to use the item.



Figure 2 Example of the display

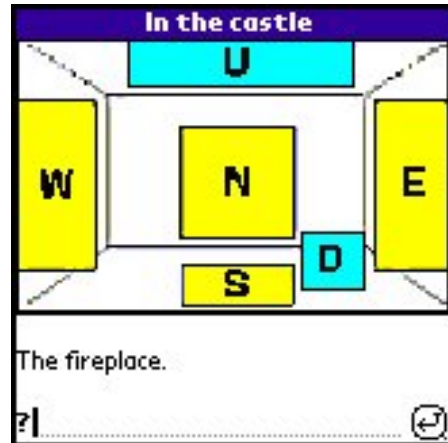



Figure 3 Active areas to select the direction

The player can pass through the left door by pointing to the left area (**figure 2, figure 3**) labelled as „W“. Or through the right door by selecting the area „E“ („east“). It is also possible to choose „up“ or „down“ with „U“ or „D“.

Your actions must be taken by way of writing instructions in text form. After entering the text the button to the right  must be selected to continue. You must discover the word, which will permit you to go further. The system will only accept a 1 **object** and 1 **verb**. You can enter more but only 2 words will be recognised.

For example you enter:

„I **open** the **trunk** („trunk“ is the object, „open“ is the verb),

„I **take** the **ball**“,

„I **read** the **book**“.

Some important keywords such as **take**, **give**, **look**, **use** can be helpful.

Sentences such as „ I take off my jacket and fold it and hang it in the wardrobe can not be accepted by the game. In this case only the words **take** and **jacket** will be recognised.

The screen of the palm computer is very small and sometimes it will not be possible to recognise smaller objects on shelves. To obtain further information you can enter „I **view** the room“ or „I **look** at the **wall**“ or „I **look** at the **shelf**“. The best way is to try this way in every new room. Often you may obtain success through such experiments.

Of course it is not possible to enter every word which to describe the objects. „**Take liquids**“ will not be recognised but „**drink** the **water**“ may be accepted.

In certain situations you may get clues or hints. If a clue or hint is available you will see a **!** you must touch on the exclamation mark in order to continue.

The player can collect items (I **take** the **ring**“). Items can only be selected when in the room which contains that item. The player must have collected the item before the player can make use of the item.

Not all the rooms contain items. Sometimes the only function of the room is to create a part of the way to the target. The player can from the menu, select „**Inventory**“ to see which items have been collected and can select any of these to use.

5. The menu

Figure 4 shows the opened menu of the game. Use the pen to open this (figure 5).



Figure 4 The menu of the game



Figure 5 The player can choose the lower left icon to select the menu (red arrow)

The following sub menus are important:

- „New game“:** You have lost your life and which to start again.
- „Save game“:** You wish to keep your place in the game and not run the risk of losing your life and returning to the very beginning. This can only be done 5 times, so use this function sparingly. If you wish to take a break, you can close the game and the position will be saved automatically. This will not be counted as a game saved.
- „Load game“:** This option can be used if your life has been lost, and you wish to return to a saved game.
- „Inventory“:** Will show the items collected so far.

6. Final remarks

TATUM Two is freeware. It requires about 300 Kbytes free memory and OS 3 or higher (16grey or colour display).

Thanks are given to Thomas for the graphics and Keith for the translation. The publication on the internet, in magazines or in any printed matter can only be done with the express permission of the author of this game. The software and the instruction written here are only to be used together. Do not modify, adapt, translate, reverse engineer, recompile or disassemble this software. Liability claims regarding damage caused by the use of this software, will therefore be rejected.

The current software can be downloaded from <http://www.palm-tatum.com> .

Wolfgang Niemann

Schwerin, May 1st, 2003