

**The Vase of Turr**  
**by**  
**Walters Software**

I.D.# - Disk\_\_\_\_\_D.D.P.\_\_\_\_\_

**The Vase of Turr**  
**by**  
**Walters Software**

# **"The Vase of Turr"**

**By**

**Walters Software Co.**

**Copyright (C) 1989**

**For use with**

# **ADAM**

**The ColecoVision Family**

**Computer System**

# The Vase of Turr

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## Storage Medium Warranty

Walters Software Co. warrants to the original purchaser of this product that the storage medium is free from defective materials and workmanship. If the original storage medium (disk/D.D.D.), fails to function properly, within a (90) day period from the date you receive it. It will be repaired or replaced (at our discretion), if returned to the address above. If after the (90) day period we require a \$5.00 shipping charge. Walters Software Co. specifically disclaims all other warranties, expressed or implied, including, but not limited to implied warranties of merchantability and fitness for a particular purpose. In no event will Walters Software Co. be liable to you for any incidental or consequential damages arising out of your use or inability to use this program.

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**The Vase Of Turr** is a nonviolent adventure game, but challenging, even for the experienced player. You take the role of an archaeologist searching for the lost Vase of Turr, said to be very beautiful and covered with emeralds. The Vase of Turr is hidden somewhere in the caves of Wris, were there are many traps and dead ends. The Vase of Turr was written entirely in Z80 machine code, uses a graphic smartkey interface, double high scrolling text message line, sprites, background music, and sounds. The program can also be loaded and run from the ramdisk, this option requires a 128K or larger memory expander. Save and load game features are super fast and the save only requires 1K of media space. The game disk #2 is not copy protected, so you can make backups. If you enjoy The Vase of Turr and would like to see more games like it for your Adam computer, write to Walters Software Co. and let us know. Thank You for your purchase.

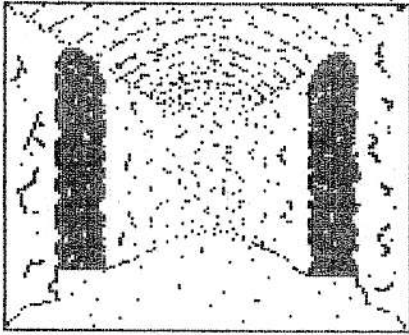
Came design by: James N. Walters  
Bruce L. Walters

Drogram by: Bruce L. Walters

Manual By: James N. Walters

## Loading Instructions For The Vase of Turr.

1. Turn on your Adam computer accessories, disk drive(s), printer, TV or monitor, ect.
2. Turn on your Adam computer.
3. Insert The Vase of Turr media, disk #1 or d.d.p., (for digital data pack, use drive number one only).
4. Pull the computer reset switch toward you.
5. In a few moments the title screen will appear, (for disk owners only, remove disk number one and insert disk number two when the message "INSERT OTHER DISK" appears on the computer screen.
6. In a few seconds a picture of a talisman will appear in the upper left hand corner, smartkey I will appear and text will start scrolling across the screen. If you do not wish to read the story again push smartkey I to continue.
7. When the story is finished, or if you pushed smartkey I to continue and the game is done loading, smartkeys I and II will appear and the message "IS IT OKAY TO USE THE MEMORY EXPANDER" will start scrolling across the screen. Push smartkey I to use the memory expander as a ramdisk to save games to. Push smartkey II to use the memory expander to hold the game, if you choose this option you can not save and load games to the ramdisk.
8. If you pushed smartkey I or when the game is finished transferring to the expander smartkeys I and II will appear, push smartkey I to continue, or push smartkey II to load in a previously saved game, refer to the save game instructions in this manual.
9. If you pushed smartkey I to continue, smartkeys I-"NO" and II-"YES" will appear. Push smartkey I to play the game, or Smartkey II to return to the previous menu. If you pushed smartkey II to "PLAY GAME", the first room of the cave, the item list and smartkeys will appear on the screen.



ITEMS HELD

LIGHT  
COMPASS  
BATTERY  
MATCH

SCORE 9999

## USE ARROW KEY

I EXIT	II MORE	III USE	IV DROP	V TAKE	VI COMPASS
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Second Menu.

I LIGHT ON/OFF	II SOUND ON/OFF	III FILL/ EMPTY	IV SWITCH BATTERIES	V MORE	VI LEVER UP/DOWN
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This is a picture of the first room, (the start of the game).

1. We recommend you make a backup of your Vase of Turr media. Disk #2 if you have a disk version, or the d.d.p., if you have a data pack version.
2. We also recommend you make a map of the caves of Wris, so you don't get lost. An easy way to make a map is to make little boxes on a piece of paper to represent the rooms. Use (X's) to represent the doorways, or what ever you like. This will help you move through the caves without making a lot of unnecessary moves.
3. Have fun and enjoy the game.

## **Playing The Game.**

When the game begins the first room of the cave will be displayed in the upper left hand window. The item list in the window to the right, at the top will be the words "ITEMS HELD". Your score is below the room window, and will start at "9999". Each time you move, use, take, drop ect., the game will subtract one point from your score. The smartkeys will display, I-"EXIT", II-"MODE", III-"USE", IV-"DROD", V-"TAKE", and VI-"COMPASS". Pushing smartkey II will display all new keys, I-"LICHT ON/OFF", II-"SOUND ON/OFF", III-"FILL/EMPTY", IV-"SWITCH BATTERIES", V-"MORE", and VI-"LEVER UP/DOWN". The message line, right above the smartkeys is very important. This is how the game communicates with you. Use the smartkeys and arrow keys to communicate back to the game.

## **Arrow Keys.**

The arrow keys are used to move you through the caves. Pushing the up arrow key will move you one room forward, remember there has to be a doorway in the direction you want to go in order to be able to move, you can't walk through solid stone. The left arrow key will move you left and the right arrow key will move you right. The down arrow key is used to turn around. If you are facing north and you push the down arrow key you will now be facing south.

## **Message Line.**

The message line is right above the smartkeys, it instructs you as to how to go about using a specific function of the game. An example, pushing smartkey II "MORE" from the first menu selects the second set of smartkeys (the second menu). The message line will display "USE SMART KEYS TO SELECT OPTION". This message instructs you to push the smartkey of the option you wish to use. An example, pushing smartkey I-"LICHT ON/OFF" will turn the light on or off.



### Item List.

The item list displays the names of the items you are carrying, it will also display the names of the items that are in the room. To display the items in the room, push smartkey V "TAKE", from the first menu. The items in the room you are in will be displayed in the item list window.

### Score.

Your score is displayed below the room window. You will start with a score of 9999, and with each move, take, drop, use, ect, one point is subtracted.

### Room Window.

The window in the upper left of the screen, displays the room you are in.

### Smartkeys.

The smartkeys are used to communicate to the game. By pushing a smartkey you are letting the game know what you want to do.

### I-"EXIT"

Use this smartkey to exit the game, save the current game, load a previously saved game, or return to the current game. **I-"SAVE GAME"**, push smartkey I to save the current game. Select the device that you want the game to be saved to, only the devices available will be displayed in the smartkeys. If you forgot to previously insert a disk/d.d.p., you may do so now. After inserting a disk/d.d.p. the smartkey will light up for that device. After selecting a device, by pushing the corresponding smartkey, type in the file name of your choice. Push return to save the game. **II-"LOAD GAME"**, push smartkey II to load a previously saved game. Select the device by pushing the corresponding smartkey. The file card for that device will be displayed. Choose the file by moving the black bar over the file name you wish to load and push smartkey II.

The file will be loaded and smartkeys I-"NO" and II-"YES" will be displayed with the message, "PLAY GAME?". Push smartkey II to resume the saved game. Pushing smartkey I will display smartkeys I-"CONTINUE" and II-"SAVED/GAME". Push smartkey I to continue or smartkey II to load in another saved game. **III-"EOS START"**, push smartkey III to execute a EOS start. This will keep the SmartD&K operating system intact and boot a program in the default drive. If a device doesn't contain a disk or d.d.p., then SmartWRITER will be booted. To boot another program that isn't compatible with SmartD&K, pull the computer reset switch. **IV-"RETURN TO GAME"**, push smartkey IV to return to game play.

#### II-"MORE".

Use this smartkey to display the second menu. **I-"LIGHT ON/OFF"**, use this smartkey to turn the light on or off. **II-"SOUND ON/OFF"**, push this smartkey to turn the background sound on or off. **III-"FILL/EMPTY"**, pushing this smartkey will fill or empty an item. **IV-"SWITCH BATTERIES"**, push this smartkey to switch batteries in your light. **V-"MODE"**, pushing this smartkey will display the first menu. **VI-"LEVER UP/DOWN"**, use this smartkey to move a lever up or down.

#### III-"USE".

This smartkey will let you use an item that you select from the item list. Using the up and down arrow keys select the item in the item list window by moving the black bar over the item and push the return key.

#### IV-"DROD".

Push this smartkey to drop an item. Use the up and down arrow keys to select the item in the item list window by moving the black bar over the item and push the return key.

## V-"TAKE".

Push this smartkey to take an item. The items in the room will be displayed in the item list window. Use the arrow keys to select an item from the item list window and push the return key.

## VI-"COMPASS".

Use this smartkey to display the direction you are heading, (north, south, east, west).

## Device Error Messages.

Example, "DEVICE ERROR 6", smartkeys I-"ABORT and II-"RETRY" will be displayed, push smartkey I to abort the program. Push smartkey II to retry or return to the game.

- (1). DCB not found, can't find device.
- (2). DCB busy.
- (3). DCB idle error.
- (4). No date.
- (5). No file.
- (6). File name exists .
- (7). No FCB.
- (8). Match error.
- (9). Bad file number.
- (10). EOF error.
- (11). Too big error.
- (12). Full catalog.
- (13). Full media.
- (14). File NM error.
- (15). Rename error.
- (16). Delete error.
- (17). Range error.
- (18). Can't sync1.
- (19). Can't sync2.
- (20). Dri error, file locked.
- (21). Tape stat error.
- (22). Device stat error.
- (23). No program.
- (24). No catalog on media.

## **Ramdisk.**

In order to be able to use the advanced features of The Vase of Turr, you will need a memory expander. To use your expander to hold the game you will need at least a 128K expander. A 64K expander can be used as a ramdisk and save games to. If you don't have an expander we recommend E. & T. Software's megaram, it comes with 256K and can be expanded to an unbelievable 1 meg.

## **AutoBackup Another Program from Walters Software Co.**

The AutoLoad program can be used to copy a media with saved games to the ramdisk. Games saved to the ramdisk can also be saved to a disk or d.d.p., by using the AutoSave program from AutoBackup.

## **Using AutoLoad and AutoSave.**

Follow the AutoLoad instructions in the AutoBackup manual. To use AutoSave, first remove all disk/data packs from your drives. Select the Exit option by pushing smartkey I from the main menu. Insert the AutoSave media into one of your drives and push smartkey III to execute a EOS start. This will boot the AutoSave media. Follow the AutoSave instructions to complete the save.

## **Saving And Loading Games.**

Saving games requires one catalog entry and one K of space on a disk, data pack or ramdisk. Always have a blank formatted media available when playing the game. To erase unwanted games from your media, use the Modifier and Purge programs from SmartD&K III. For step by step instructions to load and save a game, refer to the section under (I-"EXIT").

### **Helpful hints.**

Several puzzles can be solved in more than one way.

Make a good map.

There are special use keys for the light and batteries, which can be found in the second smartkey menu.

Keep an extra blank data pack or formatted disk handy for saved games.

Watch the message line for additional help in playing the game.

Keep notes as to where you find or move items.

**A Map and Clue book will be available after March 31, 1990, for \$7.50, price includes postage and handling.**

Walters Software Co. magnetically encodes an I.D. number to each disk/d.d.p. This number is also on the disk/d.d.p. label. It is also used for warranty purposes. Please include your I.D. number when sending in your warranty card. If you have sent in your warranty card with the correct I.D. number, and if an upgrade becomes available you may upgrade your software without sending back the disk/d.d.p. Call for more information. All mail inquires please include a self-addressed, stamped envelope.

This media is copy protected, please do not try to copy the complete media. Deleting and writing files to this media will not cause any problems if done correctly.

#### Backup Copies

We understand your concerns about disk/d.d.p. damage or failure, because of this, each registered owner may purchase one backup copy for \$7.50. To purchase a backup copy, send \$7.50 with your warranty card to Walters Software Co.

Walters Software Co.  
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Titusville, Pa 16354

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**The Vase of Turr Clue Book**  
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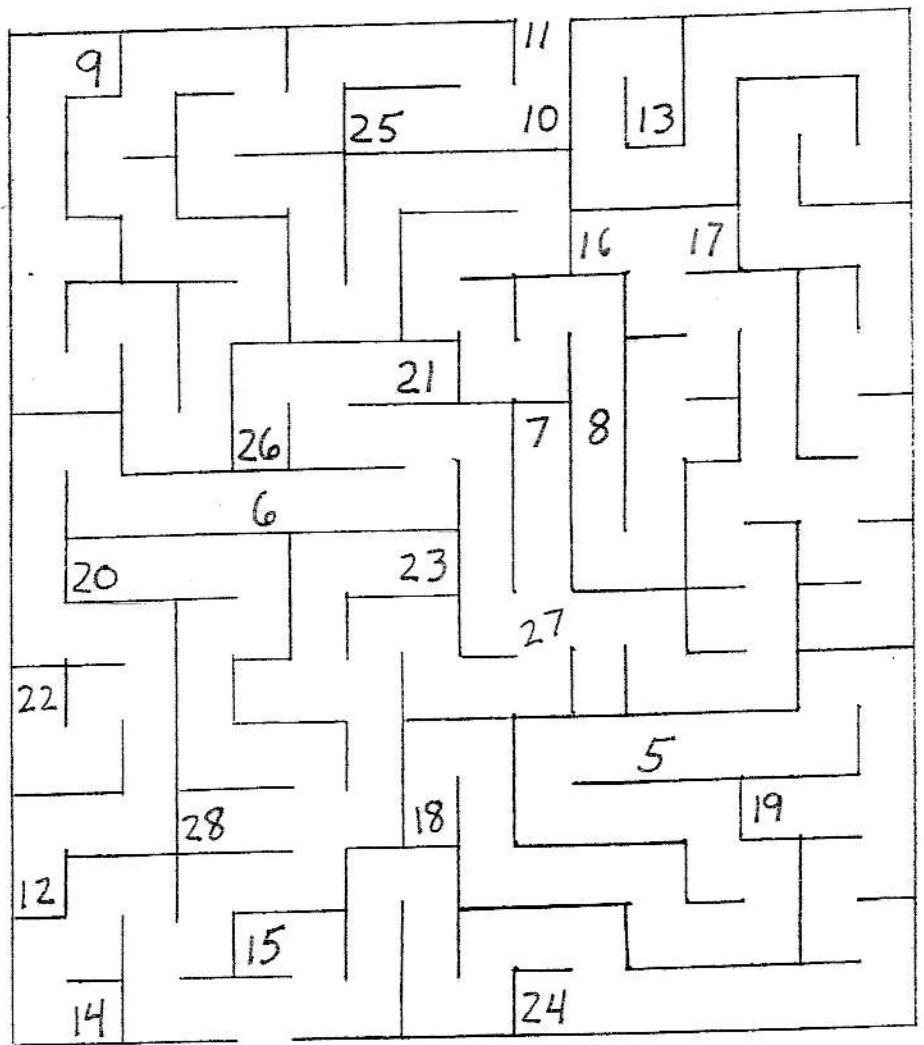
1. Drop Compass.
2. Drop Battery.
3. Take TNT.
4. Take Crate.
5. Drop TNT at 2nd intersection.
6. Drop Crate at 2nd intersection.
7. Take Plank.
8. Take Board.
9. Drop Plank over Crevice.
10. Take Crate.
11. Drop crate at lever room, operate lever.
12. Take TNT.
13. Drop TNT at Alter Room.
14. Use Match.
15. Take Vase and leave.



# The Vase of Turr

- 1-Light, 2-Battery, 3-Match, 4-Compass, 5-Snake, 6-Bat  
 7-Web & Spider, 8-Crevice, 9-Pit & Bottle, 10-Lever  
 11-Alter & Vase, 12-Plank, 13-Ladder, 14-Hat, 15-Whip  
 16-Stone, 17-Pail, 18-Rope, 19-Rock, 20-Shovel, 21-Pick  
 22-Board, 23-Crate, 24-Jar, 25-Box, 26-Timber, 27-Man  
 28-TNT

N  
 W---E  
 S



↑  
 1-2-3-4

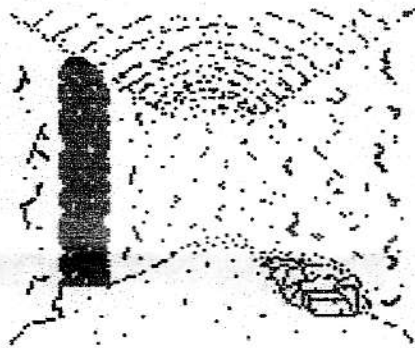


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The Vase of Turf Clue Book

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Use the Map and the Clue Book to play the game.  
\* Caution \* the last page contains the best solution for  
this game.



\*\*\*\*\*  
**The Vase of Turr Clue Book**  
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1. Carry only the objects that are needed.
2. You will need something that makes a big bang.
3. You will also need something to make you taller.
4. Something made of wood will make a nice bridge.
5. Use two objects to move the lever.
6. Use the TNT to find a short cut out of the cave.
7. Don't forget the Vase.

