THE PAWN
AMIGA GUIDE

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Loading the Amiga Pawn

Turn on your Amiga.

Put your Kickstart disk in the internal drive.

When prompted for a Workbench disk, insert the **Pawn** disk in the internal drive.

Wait for the **Pawn** to boot.

Once the title screen is displayed, press the space bar to start playing the game.

Screen Layout

Once loaded you will notice that the screen is split into three sections.

The top line contains the following information:

On the left is the name of the room that you are currently in.

The first figure on your right is your score.

The second figure on the right is the number of moves made.

The second section is the graphics window consisting of a picture with four scrolls suspended from it. The scrolls may be used as follows:

Move the mouse to the scroll you wish to use.

Click the left button on the mouse once.

Use the mouse to select the command you require.

Click the left button on the mouse once more.

If you do not want to use the scroll that you have selected

then simply move the mouse away from it.

The position of the picture may be adjusted as you please, to do so, move the mouse onto the scroll area below the picture and hold down the right button on the mouse. Now the picture can be moved up and down the screen using the mouse.

The third section is the text. This is where your commands and the game's responses will appear.

Talking to 'The Pawn'

To communicate with the **Pawn**, simply type in the sentence describing what you wish to do in plain English. While the game is waiting for a command, it displays the '>' prompt and a flashing underline cursor. Once you have typed your command press the RETURN key. The game will then reply in a hopefully intelligent manner.

It is possible to edit your commands using the following keys:

Left arrow...move left one character.

Right arrow.......................................move right one character.

Up arrow...move left one word.

Down arrow..move right one word.

SHIFT-Left arrow..............delete one character to the left.

SHIFT-Right arrow..........delete one character to the right.

SHIFT-Up arrow..........................delete one word to the left.

SHIFT-Down arrow.................delete one word to the right.

Pressing the ESCape key brings back the previous line for re-editing.

Pressing BACKSPACE deletes a character to the left.

Pressing DEL deletes a character to the right.

Special Commands

More

When there are too many lines to display on the screen at once this will cause the message 'More' to appear at the bottom right of the screen. Pressing the space bar will reveal the text.

Function *n*

This will allow you to define a function key if, for instance, you decided that you asked the **Pawn** to 'Get all' many times then you could define Function 1 to be 'Get all'; every time you now press F1, the string 'Get all' will be placed in front of the cursor on the command line. Function can also be abreviated to Funct.

Graphics

This command will toggle between having the pictures on and off.

Save

This command allows you to save partially completed games so that you can complete them at another time. When prompted for a filename put 'DF1:' before the name if using the external drive or 'DF0:' if using the internal drive. BE SURE TO INSERT YOUR SAVED GAME DISK BEFORE SAVING AND TO REPLACE THE **PAWN** DISK AFTERWARDS.

Load

This command will load a previously saved game. It works just like the 'SAVE' commnad and the same cautions apply.

BE SURE TO ALWAYS REPLACE YOUR **PAWN** DISK AFTER SAVING OR LOADING GAMES.

Printer
This is a toggle to duplicate you text input/output to the printer.   Do not despair if you have a slow printer, as the **Pawn** maintains its own printer buffer.
NB: Make sure that your printer is switched on first.

Textsize
This useful command can be used to toggle between large or small characters, which should make the text easier to read on certain monitors.

Speech
This command toggles the speech synthesiser on and off.   The speech will be heard through your monitor, in stereo if your monitor can cope, or mono if it can't.   Everything that you type into the game and every reply that you receive from the game, will be spoken clearly by the computer.   It is quite practical to play the game in this way without even looking at the screen.