

THE PAWN  
GAMEPLAY



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## Introduction

The Pawn is an adventure game set in the magical world of Kerovnia during a period of tremendous social upheaval.

Recently, King Erik, the present ruler of the land, has started to lose his hold on the Kerovnian peoples and can no longer rely on their loyalty and supreme devotion to support him through times of war, famine and personal bankruptcy.

Many political commentators have attributed this decline in popularity to Erik's steadfast refusal to reinstate the citizenship of the Roobikyoub dwarfs who were banished en masse soon after the assassination of the beloved Queen Jendah II and have never since returned.

The dwarfs were thought to be the sole instigators of the assassination plot but the real facts were kept well behind closed (and locked) doors.

Needless to say the dwarfs were of immense economic importance to Kerovnia with their relentless efforts to produce the smoothest, strongest malt whisky this side of the Obakanga valley and they are sorely missed in these days of economic gloom (not least for the quality of their whisky).

In the absence of the dwarfs, the drinks market has been dominated by the Farthington Real Ale Company (which has had some rather dodgy dealings with Boris Grunchkev O.K.B.) and by the Romni gnomes who produce a refreshing spring water. Neither of these two influential groups wish to see the dwarfs come back on the scene to take a large slice of the market but the people of Kerovnia, many of whom are beginning to suspect that the dwarfs were completely innocent of the assassination, vehemently disagree.

Standing in the middle of all this is King Erik who becomes more and more unpopular the longer he leaves his decision, and, to top it all, there is a general election on the horizon.

At this point, you arrive on the scene. You will be the principle player in the game and the story unfolds according to your decisions and actions.

The program will describe where you are, who (or what) is there with you and what they are doing. It is then up to you to choose what you wish to do and tell the program in plain English (well almost!).

You'll have to discover the goal of the game and the best way to achieve it by utilizing the items you find on your travels, conversing with characters and exercising your imagination.

## Movement

To wander around the Kerovnian countryside and neighbouring areas you must tell the program in which direction you wish to travel or where you want to go. It understands the eight points of the compass: NORTH, NORTHEAST, EAST, SOUTHEAST, SOUTH, SOUTHWEST, WEST and NORTHWEST, as well as UP and DOWN. (Also known as N, NE, E, SE, S, SW, W, NW, U and D to subsonic typists.) So, to move from one place to another immediately to the north (assuming there's nothing to stop you) you can type:—

NORTH

N

GO NORTH

EXIT NORTH

QUIETLY WALK NORTH

and one or two other variations on the theme. However, if you happen to know that to the north there is, for example, a furniture shop, then you could also type:—

ENTER THE FURNITURE SHOP

GO INTO THE FURNITURE SHOP

WALK INTO THE FURNITURE SHOP

ENTER SHOP

The last example assumes that there is only one shop nearby. If there were several then the program would prompt you for an adjective (more of this anon).

Once inside the shop you might want to sit down, resting your weary legs. Thus having spotted a particularly comfortable looking leather couch:—

SIT DOWN

SIT ON THE COMFORTABLE LEATHER COUCH

SIT ON THE COUCH

GET ON THE COUCH

GO COUCH

and to get off the couch again:—

GET UP

STAND UP

GET OFF THE COUCH

GET UP OFF THE COUCH

GO SOUTH

(also leaves the shop)

Talking of leaving the shop, there are a few ways to do this:—

LEAVE SHOP

GO SOUTH

S

GO S

OUT

O

EXIT

EXIT SHOP

EXIT SOUTH

It's quite possible for one location to have several exits, in these instances one will be chosen if OUT, O or EXIT are used without specifying a direction.

Locations are often connected by doors, so to get from one to the other you can use:—

GO DOOR

ENTER DOOR

this is, of course, if the door is already open.

## **Actions**

The Pawn allows you to use many verbs to give it commands. At the simplest a command consists of a verb (e.g. GET) and a noun (e.g. paper), thus:—

GET PAPER

performs a single action (it picks up the paper). However, if you want to pick up several items (for instance the paper, pen and ink bottle) it does become rather tiresome to repeatedly type GET, so you can give it a list:—

GET PAPER, PEN AND INK BOTTLE

PICK UP PAPER, PEN, BOTTLE

If it happened that these were all in a school bag, together with an eraser then:—

GET ALL FROM THE SCHOOL BAG EXCEPT THE ERASER

GET THE CONTENTS OF THE BAG BUT NOT THE ERASER

You can use lots of verbs in this way so:—

EAT ALL ON THE PLATE EXCEPT THE BACON RASHER  
is no problem.

Obviously the meaning of ALL must change, depending on the verb that it's being used with. So, in GET ALL it means the objects which are in the room, just lying about but in DROP ALL it means



the items you are carrying.

As you can see, individual actions can become quite complicated, so once they are strung together very powerful commands can be made.

GET ALL EXCEPT THE CASES BUT NOT THE VIOLIN CASE THEN KILL THE MAN EATING SHREW WITH THE CONTENTS OF THE VIOLIN CASE. REMOVE THE SHREW'S TAIL AND USE IT TO TIE THE POLE AND THE NOOSE TOGETHER.

This command can be broken down into four actions, let's look at these one at a time:—

I) GET ALL EXCEPT THE CASES BUT NOT THE VIOLIN CASE

This will get all the objects in the room, less the cases but *will* get the violin case. CASES is an example of a group of objects which can be referred to with a single word e.g. AN OLD RUSTY KEY, A SHINY NEW KEY AND A LARGE PADLOCK KEY could be referred to with the single word KEYS, such as in the command:—

GET THE KEYS

which is equivalent to the longer:—

GET THE OLD RUSTY KEY, THE SHINY NEW KEY AND THE LARGE PADLOCK KEY

or

GET THE KEYS EXCEPT THE SHINY ONE

which is equivalent to:—

GET THE OLD RUSTY KEY AND THE PADLOCK KEY  
II) KILL THE MAN EATING SHREW WITH THE CONTENTS OF THE VIOLIN CASE

Here we're trying to use whatever is in the violin case to kill the shrew. Let's hope there's something mean in that violin case!

III) REMOVE THE SHREW'S TAIL

This is an example of a possessive construction. Saying SHREW'S lets The Pawn know that we mean that particular tail, well, it would

be mighty unwise to try to remove the tail belonging to the fire breathing dragon that happens to be asleep next to the shrew!

#### IV) USE IT TO TIE THE POLE AND THE NOOSE TOGETHER

Worthy of note in this command is the use of the pronoun IT, which refers back to the last direct object you used, in this case the shrew's tail. This command is also phrased in the form USE ITEM TO DO VERB TO ANOTHER ITEM. I guess a man eating shrew's tail has to have it's uses . . .

These four distinct parts can all be issued in the same command by using AND, THEN, “.” and “,”

### More About Talking To The Program

When you have played The Pawn for some time you will find that lots of common, long or just plain awkward to type words have short versions to allow quicker input of commands. Here is a list of just a few:—

|           |    |           |    |
|-----------|----|-----------|----|
| DROP      | DR | GET       | G  |
| INVENTORY | IN | NORTH     | N  |
| SOUTH     | S  | EAST      | E  |
| WEST      | W  | NORTHEAST | NE |
| NORTHWEST | NW | SOUTHEAST | SE |
| SOUTHWEST | SW | UP        | U  |
| DOWN      | D  | OUT       | O  |
| LOOK      | L  | PRONOUNS  | PN |
| WITH      | WI | FROM      | F  |

In addition to the abbreviation of some words, you will soon notice that The Pawn will not object if you allow your English to become a little sloppier. For example, the following commands are all completely fine by the program:—

GET THE NOOSE THEN TIE IT TO THE POLE  
G NOOSE, TIE IT TO POLE

or

GET EVERYTHING THEN PUT HAT ON  
G ALL, WEAR HAT

Occasionally it will object if you are not specific enough when telling it which object you really mean. For example, if you are carrying two hats, a spotted blue one and a small yellow one, and you say

DROP HAT

the program cannot decide which hat you want to drop, and so responds:—

Which hat, the small hat or the spotted hat?  
you can now reply in several ways, let's assume it's the small yellow hat you want to drop, some possible replies are:—

YELLOW

SMALL

YELLOW ONE

SMALL ONE

THE YELLOW ONE

THE YELLOW HAT

THE YELLOW SMALL HAT

SMALL YELLOW ONE

as well as retyping the command again, having inserted the missing adjective thus:—

DROP YELLOW HAT

DROP SMALL YELLOW HAT

Should you give a combination of adjectives unknown to the program, assuming there is no spotted yellow hat, then

DROP SPOTTED YELLOW HAT

will produce:—

What spotted yellow hat?

The position of an object can also be used to specify which particular

## RESTART

This lets you replay the game from the beginning without having to reset your machine and reload the game.

## Advice From The Experts

If you have never played an adventure game before the following advice will be helpful. Some of it may seem a bit obvious at first but, taken as a whole, it provides a good basis for success in the game.

I) Make a map, briefly detailing each location, its exits and the objects you find there.

II) Examine everything closely as most of the objects you find will be useful at some point in the game.

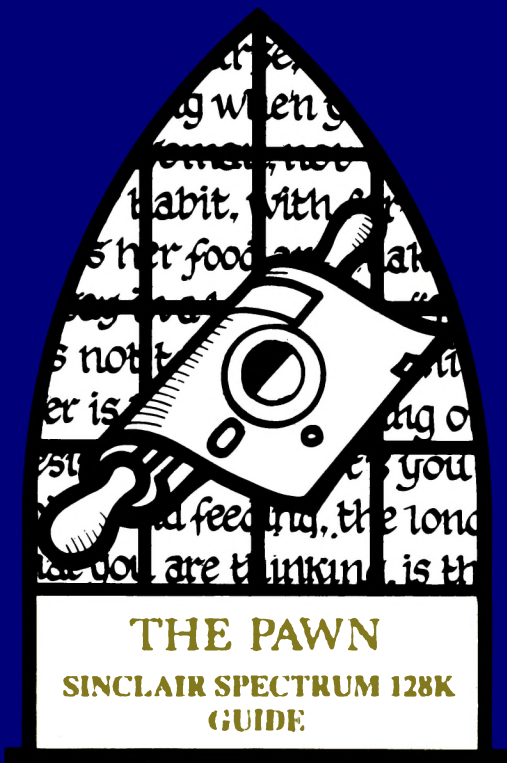
III) Read the location descriptions very carefully — otherwise you may miss something important.

IV) Save the game frequently. That way you can try something risky and return to the saved position if something goes badly wrong or you inadvertently get ‘killed’.

V) If the program doesn’t understand one of your commands try rephrasing it, using different words to convey what you wish to achieve — be sure that what you type would allow anyone reading it to understand your meaning, so that they could perform the actions you’re asking the computer to understand.







# THE PAWN

SINCLAIR SPECTRUM 128K  
GUIDE

# SINCLAIR SPECTRUM 128K GUIDE

## Loading

To load 'The Pawn', reset your Spectrum and then insert cassette side 1 in the datacorder, select TAPE LOADER from the opening menu and press <PLAY>.

## Screen Layout

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

The top line contains the following information:-

The top left is the name of the room that you are currently in

The first figure on the right is your score

The second figure on the right is the number of moves you have made

The second section is the text window, where your commands and the game's responses are displayed.

## Talking to the program

To communicate with 'The Pawn', simply type in a sentence describing what you want to do. When it is waiting for a command 'The Pawn' displays a '>' prompt and a block cursor. Once you have typed your command press the <ENTER> key.

## Editing Your Commands

The following allow you to edit the current line:

|                                  |             |
|----------------------------------|-------------|
| Move left one character          | Left arrow  |
| Move right one character         | Right arrow |
| Move left one word               | Up arrow    |
| Move right one word              | Down arrow  |
| Delete one character to the left | DELETE      |
| Delete one word to the left      | TRUE VIDEO  |
| Delete one word to the right     | INV VIDEO   |
| Cycle through the text colours   | GRAPH       |

## Re-editing Your Last Command

If you discover that you have made a small typing error on your last line, pressing the EDIT key will bring it back for editing.

## More

When there are too many lines of text to display on the screen at once the message '<MORE>' appears at the bottom right of the screen. Pressing any key will allow the game to continue.



**Save**

This command enables you to save your current position in the game. You will be prompted for a file name. You may specify up to ten characters (anything after the first ten will be ignored by the program) and the file will be saved using the Spectrum's standard cassette file format.

After saving, The Pawn will ask you if you wish to verify the saved game. Press V to verify, or any other key to decline verification.

You may abort the save or verify by pressing BREAK or the SPACE BAR during the process.

**Restore**

To reload a previously saved game type 'RESTORE'; as with 'SAVE' you will be prompted for a filename. When searching for a saved game, The Pawn will skip over all other cassette files of the wrong type or name. You may abort the load while The Pawn is searching for the file, but once the saved game has started loading, you must complete the operation.

**Restart**

To restart the game, The Pawn must load in a small file from side 2 of the game cassette. You will be prompted to press <PLAY> on the datacorder and then press <ENTER>. If the attempt to load a file is unsuccessful, then the computer will repeatedly try again until it is successful.





Magnetic Scrolls  
**Adventure Guide**  
Spectrum 128K & Plus 3 Guide

# SINCLAIR SPECTRUM 128K AND +3 GUIDE

## Loading - cassette

To load the game, reset your Spectrum and then insert cassette side 1 in the datacorder, select **TAPE LOADER** from the opening menu and press **<PLAY>**.

## Loading - disc

To load the game, reset your Spectrum, insert the disc with side 1 facing upwards and press **<Enter>**.

## Screen Layout

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

The top line contains the following information:-

The top left is the name of the room that you are currently in

The first figure on the right is your score

The second figure on the right is the number of moves you have made

The second section is the text window, where your commands and the game's responses are displayed.

## Talking to the program

To communicate with the game, simply type in a sentence describing what you want to do. When it is waiting for a command it displays a '>' prompt and a block cursor. Once you have typed your command press the **<ENTER>** key.

## Editing Your Commands

The following allow you to edit the current line:

|                                  |                   |
|----------------------------------|-------------------|
| Move left one character          | Left arrow        |
| Move right one character         | Right arrow       |
| Move left one word               | Up arrow          |
| Move right one word              | Down arrow        |
| Delete one character to the left | <b>DELETE</b>     |
| Delete one word to the left      | <b>TRUE VIDEO</b> |
| Delete one word to the right     | <b>INV VIDEO</b>  |
| Cycle through the text colours   | <b>GRAPH</b>      |

## Re-editing Your Last Command

If you discover that you have made a small typing error on your last line, pressing the **EDIT** key will bring it back for editing.

## More

When there are too many lines of text to display on the screen at once the message '<MORE>' appears at the bottom right of the screen. Pressing any key will allow the game to continue.

## **Save**

This command enables you to save your current position in the game. You will be prompted for a file name. You may specify up to eight characters (anything after the first eight will be ignored by the program, and you should not use a full stop character) and the file will be saved using the Spectrum's standard file format.

After saving to cassette, the program will ask you if you wish to verify the saved game. Press **V** to verify, or any other key to decline verification. You may abort the save or verify by pressing **BREAK** or the **SPACE BAR** during the process.

## **Restore**

To reload a previously saved game type 'RESTORE'; as with 'SAVE' you will be prompted for a filename.

### **Cassette**

When searching for a saved game, the game will skip over all other cassette files of the wrong type or name. You may abort the load while the program searching for the file, but once the saved game has started loading, you must complete the operation.

### **Disc**

The disc version will prompt you whenever a disc swap is required, by asking you for the required disc.

## **Restart**

To restart the game, the cassette version must load in a small file from side 2 of the game cassette. You will be prompted to press **<PLAY>** on the datacorder and then press **<ENTER>**. If the attempt to load a file is unsuccessful, then the computer will repeatedly try again until it is successful.

