



**THE PAWN**  
AMSTRAD CPC 6128 GUIDE

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The Pawn will run on the Amstrad CPC 6128. If your machine has any peripherals or firmware that affect the functioning of the computer, you may have to remove them before The Pawn will operate correctly.

## Making a backup copy of The Pawn

Before using The Pawn, please make a backup copy of the master disk, and always use the backup to preserve the original.

Insert side 2 of the master disk and type:

**RUN"COPY"** and press **RETURN**

You do not need to format the destination disk before copying. The copy program will guide you through the copying procedure, informing you when to swap disks.

Please note that any existing data on the destination disk will be permanently lost.

## Loading The Pawn

To load The Pawn, switch on the computer and insert side 1 of the disk. Type:

**RUN"PAWN"** and press **RETURN**

## Text Screen Layout

The text display area is divided into two sections. The top line displays your status. Reading from left to right, the information is:

The name of the location that you are currently in.

Your score to date.

The number of moves completed since the start of the game.

The rest of the display is devoted to the game itself.

## Communicating with The Pawn

When waiting for your input, The Pawn will display a prompt character '>' and a steady solid block cursor. At this point, simply type in a sentence describing what you wish to do, and end it by pressing the **RETURN** key. There is full 'type-ahead' except when The Pawn is accessing the disk drive.

You may alter the colour of the text by pressing the **f8** and **f9** keys to cycle through the palette.

## Editing your input

The following keys allow you to edit your current input line:

Left arrow	move one character to the left
Right arrow	move one character to the right
SHIFT + left arrow	move one word to the left
SHIFT + right arrow	move one word to the right
DEL	delete one character to the left
CLR	delete one character to the right
CTRL + left arrow	delete one word to the left
CTRL + right arrow	delete one word to the right

## Re-editing your last line

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

## Graphics

The graphics will be displayed automatically when you first enter a room with an illustration. You may vary the size of the displayed illustration using the up and down arrow keys to scroll the picture.

When displaying a new picture, The Pawn will scroll it down to the same position occupied by the previous one.

Commands relating to graphics are as follows:

<b>GRAPHICS ON</b>	Switches the graphics on
<b>GRAPHICS OFF</b>	Switches the graphics off

Because The Pawn displays the graphics in a different screen mode to the text, there is not enough processor power to maintain the picture and access the disk drive simultaneously. For this reason, The Pawn will scroll the picture off the screen when data is needed from disk. You may pull down the picture using the down arrow key.

## More

When there are too many lines to display on the screen at once, the message 'MORE' will appear at the bottom left of the screen. Pressing any key will continue the scrolling.

## Save

This command allows you to save partially completed games, which you may return to at a later time (also strongly advised before attempting something dangerous!).

The Pawn will ask you for a filename, and then ask you if you are sure. After typing 'Y' and pressing **RETURN** The Pawn will ask you to insert your 'saved games' disk (ensure that you have a formatted disk standing by) after which you can press **RETURN** to save the game. If the 'save' fails (for example, because the disk has a fault on it) you will be given the message 'Ouch : bad save'.

**Restore**

This command allows you to restore a previously saved game (you did save before you tried to kick the dragon, didn't you?).

The Pawn will ask you for a filename. Please insert your 'saved games' disk at this point.

As with SAVE, it will allow three further attempts if an error occurs.

**Changing disks**

Occasionally, The Pawn will ask you to change sides of the disk. Simply eject the disk, turn it over and insert it again, then hit any key to continue.