THE PAWN
COMMODORE 64 GUIDE

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Please attach your Commodore 64 to a single disk drive and make sure that all other peripherals attached to your computer are either removed, or switched off.

Please make a back-up of The Pawn' (both diskettes) before using it, and always use the back-up, and preserve the original. Having made a back-up do not forget to write-protect it!

A backup of The Pawn can be made using a copy program or a bit copier which preserves the ID header bytes in each sector. If you are not sure if your favourite copy program does this, try it and check that the resulting disk boots correctly. If you get the message 'Insert Pawn disk', then your copy program is not up to the job.

For those who do not have a suitable copy program, one is provided on **DISK ONE** of The Pawn. This is a simple, slow, copy program that will take about 35 minutes to copy both of the disks contained in the package.

If you do need to use the copy program provided (it is highly recommended that you do retain a working copy of The Pawn) do so :-

Insert The Pawn **DISK ONE** into the drive and type :

        LOAD "PCOPY",8

This loads the copy program.
Now type **'RUN'** and press **'RETURN'**

The program will now read a file from The Pawn **DISK ONE** which should still be in the drive.

The copy program will prompt you each time it requires a disk to be changed. When it does, insert the required disk and press the **'RETURN'** key. Take great care that the correct disk is inserted at each stage, noting whether the program asks for **DISK ONE** or **DISK TWO.**

If an error occurs at any time, the error message will be displayed on the screen. Pressing 'RETURN' will cause the offending operation to be attempted again.

LOADING

Insert your back-up of **DISK ONE** (side A) into the disk drive and type :

        LOAD "PAWN",8,1

Then press **'RETURN'.** The Pawn will now load.

TEXT SCREEN LAYOUT

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

Current location
Score
Number of moves since the start of the game

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

COMMUNICATING WITH THE GAME

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 the V prompt, and a block cursor. Once you have typed in your command press the RETURN key.

EDITING YOUR INPUT

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

Cursor left	Move the cursor left
Cursor right	Move the cursor right
Cursor up	Move the cursor left one word
Cursor down	Move the cursor right one word
CLR key	Clear the current line
HOME key	Move to beginning of line
DEL key	Delete character left of cursor
INS key	Insert space at cursor

RE-EDITING YOUR LAST LINE

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

GRAPHICS

Because the Commodore 64 is a machine with little memory, and The Pawn is a very large program, we have introduced a new concept in illustrated adventures - Cameos. A Cameo is a small picture intended to give a visual reminder of the larger picture.

The illustrations that accompany The Pawn exist to enhance the text descriptions; however, when there is a large picture displayed, there will be some loss of speed in the game. We therefore advise people to play the game using the cameos, only viewing the larger picture occasionally.

GENERAL GRAPHICS COMMANDS

Graphics On - This switches the graphics on.

Graphics Off - This switches the graphics off.

Graphics Brief - In this mode you get a Cameo the **first** time you enter a new location, or after every subsequent **look** command.

Graphics Normal - This will give you a large picture on the **first** visit to that location, or after a **look** command.

Graphics Verbose - The **first** time you enter a location, you will get a large picture, all further visits will give you a Cameo.

LOCAL GRAPHICS COMMANDS
When in an illustrated location, the following manipulate the current picture.

F1	Picture On/Off
F3	Picture/Cameo
F5	Scroll picture up
F7	Scroll picture down

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 left of the screen. Hitting any key will continue the scrolling.

F2 (shift F1) toggles between 'more' for the complete text display, and 'more' for the visual text.

SAVE
This command allows you to save partially completed games, so that you can complete them. (Also strongly advised before doing something dangerous).

The Pawn will ask you for a filename, it then requests that you insert your 'saved games' diskette. Please make sure that your 'saved games' diskette has been previously formatted. At this point hitting any key will save the game. If there are any errors, it will inform you of them; hit a key to continue the process. The Pawn allows three errors before it returns to the game.

The Pawn will then ask you to insert the Pawn diskette into the drive; hit any key when this is done.

RESTORE
This command allows you to restore a previously saved game (You did save before you tickled the dragon, didn't you?). The Pawn will ask you for a filename; please insert your 'saved games' diskette when asked, and hit a key. Like save it will allow three errors. When the Pawn asks you for the Pawn diskette, please insert the disk and hit any key after this is done.

CHANGING DISKS
Occasionally the Pawn will need the other diskette, it will ask you to insert it, hitting any key will continue the game.

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