



THE PAWN  
ATARI ST GUIDE

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From the Gem Desktop, install your PAWN diskette in Drive A and double click on the Icon marked "The Pawn.TOS". Please ensure that your Diskette remains in Drive A (unless temporarily removed for saving and loading games onto another Diskette).

## Important

Because of the amount of memory The Pawn uses, you may experience some difficulty in running it with TOS in RAM. To overcome this, do *one* of the following (NB - It is always advisable to make a back-up of your disc before you rename or alter it in any way):

- a) Delete all files from TOS disc except TOS.IMG. This disc may now be kept specifically for loading games.
- b) Rename files DESK 1.ACC to DESK 1.FOO and DESK 2.ACC to DESK 2.BAR.
- c) Rename any files with the suffix ACC so that it has an alternative 3-letter suffix (eg FOO).

Once loaded you will notice that the screen is split into three 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 amount of moves you have currently made.

The second section is the Graphics window, below the picture you will find four scrolls. These scrolls are activated by:-

- 1) Move your mouse over the Scroll you require.
- 2) Click once on the left hand button.
- 3) Select the command you require using the mouse.
- 4) Click once; that command will now be typed into the input buffer for you.
- 5) If no commands on that Scroll are needed, simply move the mouse away from the Scroll.

The graphics window can be set as high or as low as you wish, by moving the mouse to the Scroll bar, holding down the right hand button, and moving the mouse up and down.

The third section is your text window. All commands given to The Pawn will be entered on this line.

## Talking to the program

To communicate with the program, simply type in a sentence describing what you want to do. When it's waiting for a command, the program displays the '>' prompt and an underline cursor. Once you have typed your command press the ENTER key.

The following allow you to edit your current line:

Left arrow.....move left one character.  
Right arrow.....move right one character.  
Up arrow.....move left one word.  
Down arrow .....move right one word.  
CTRL-Left arrow.....delete one character left.  
CTRL-Right arrow.....delete one character right.  
CTRL-Up arrow.....delete one word to left.  
CTRL-Down arrow .....delete one word to right.

The ESCAPE key brings back the last inputted line for re-editing.

## More

When there are too many lines to display on screen at once this will cause the message 'More' to appear at the bottom right of the screen. Pressing any key 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, you could define Function 1 to be 'Get all', every time you now press F1 the string 'Get all' will be placed on your command line. Function can also be abbreviated to Funct.

## Save

This command enables you to save your current position in the game, please do not attempt to save files on The Pawn diskette. The Computer will ask you for the name of your game, then save it to the default drive, or the drive specified (to specify a drive put the drive letter followed by a colon before the file name).

## Load

This will load a previously saved game. Put your diskette into the default drive (or the drive specified) and type in the name of the game you wish to reload; this game position will then be installed into the machine.

Please ensure that The Pawn diskette is always replaced in the default drive.

## **Printer**

This is a toggle to duplicate your 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 your printer is switched on first.)

## **Textsize**

This toggle command can be used to change the height of your characters. Selecting this with a colour monitor or with a television will create a larger set of characters for easy reading. With the black and white monitors the text will have smaller characters.

## **Black and White Commands**

When you enter a room which contains a picture The Pawn decides which is the best method of displaying this picture in black and white. You can override The Pawn's decision by toggling the following:

**Stipple     Dither     Freehand**

## **Contrast**

This produces the maximum contrast for players with monochrome televisions.

## **Foreground *nnn***

*nnn* corresponds to colour tints of Red, Green and Blue respectively that you may display the text in. 555 (light grey) is a safe medium, but experiment for yourself to find a more suitable option.

## **Background *nnn***

As above, but referring to background colour.

## **Scroll *nnn***

As above, but referring to the colour of the scrolls and of the mouse-cursor.

## **Graphics**

This will toggle between having the graphics on and off.

**NB. Remember to format any disc you wish to save the game position on.**