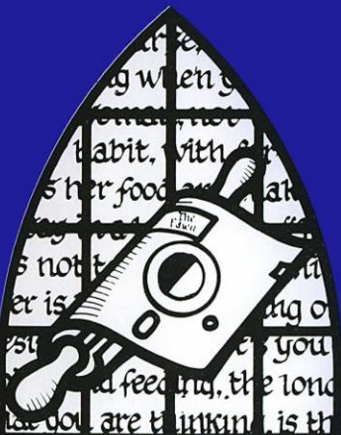




THE PAWN
ATARI 800XL/130XE GUIDE

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What you need

To play The Pawn you will need the following:

- 1 Atari 800XL or 130XE computer
- 1 Atari 1050 disk drive

Making a backup copy of The Pawn

Before you begin playing The Pawn, it is advised that you make a backup copy of the two master disks, by following the procedure below:-

1. Format two blank disks in 'double density' (using, for example, DOS 2.5 or 3.0)
2. Invoke the backup facility by switching on the computer with the 'Pawn master disk 1' in Drive 1, and the **SELECT** key held down.
3. The backup facility will then proceed automatically, prompting you to change disks as necessary. Follow the prompts carefully and once you have responded to each one, press any key to continue.
4. When both disks have been successfully duplicated, remove the disk from the drive and switch off the computer.
5. Write protect your two backup disks and label them '1' and '2'. Always use them in preference to the originals which should be carefully preserved.

Loading The Pawn

Insert your copy of 'Pawn disk 1' in Drive 1 and switch the computer on. The Pawn will load automatically.

Text screen layout

The text display area is divided into two sections.

The top line displays your current 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, end by pressing 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 one word to the left
Cursor down	Move the cursor one word to the right
Insert key	Enter 'insert' mode
Delete key	Delete character left of cursor

When in 'insert' mode the program will display a blinking cursor. To exit 'insert' mode without entering the line press the **RETURN** key or any of the cursor movement keys.

Re-editing your last line

If you discover that you have made a typing error on your previous line after you have entered it, pressing the **ESCAPE** 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 picture using the two function keys **SELECT** and **START** which scroll it up and down respectively.

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:

GRAPHICS ON	Switches the graphics on
GRAPHICS OFF	Switches the graphics off

Please note that The Pawn normally begins in the 'GRAPHICS ON' mode, however, you may override this by loading the game with the **OPTION** function key held down, forcing The Pawn to start in 'GRAPHICS OFF' mode. This will improve response times, particularly on the Atari 800XL. The key may be released once the loading message is displayed.

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 at this point 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 doing something dangerous!).

The Pawn will ask you for a game number to identify the game, and will permit a maximum of eight games to be stored at any one time on a given disk. Using a game number which already exists on the disk will cause the existing file to be overwritten.

Please note that files are not written out in DOS format, so be sure to use a formatted disk which does not contain any files which you may want to keep.

The Pawn will prompt you to change disks as necessary during the SAVE operation. Press any key once you have responded to each prompt. Should an error occur, The Pawn will notify you and allow three further attempts before abandoning the SAVE and returning to the game.

Restore

This command allows you to restore a previously saved game (you did save before you tried to ride the dragon, didn't you?). As with SAVE, it will allow three further attempts if an error occurs.

Changing disks

Occasionally, The Pawn will require you to change disks. You will be prompted to insert the appropriate one. Pressing any key after you have done so will allow the program to continue.