

IBM PC GUIDE

What you need

For the 'text only' version you will require any IBM PC, Tandy PC or compatible with at least 2S6K of RAM and version 2.0 (or later) of MS-DOS (or PC-DOS).

For the graphics version you will need 640K of RAM, an EGA display and, optionally, a Microsoft compatible mouse. The EGA must have 256K of RAM installed on it.

Text-only Instructions

Installation

Should you wish to run the game from a hard disk you can do this by typing

A>INSTALL /T <pathname> A>INSTALL /4 <pathname> for forty column version

where <pathname> is the full path name of the existing directory that you wish to contain files relating to this game. For example, with The Pawn':

C>MKDIR C:\GAMES C>A: INSTALL /T C:\GAMES

After this, typing C:\GAMES\PAWN\PAWN will execute The, Pawn'. If this file (PAWN.BAT) is placed in your normal path then simply type:

C>PAWN

Please note that a sub-directory called **GAME** (in this example **PAWN**) is created to contain data files. On some older versions of DOS you may have to manually change directory before executing the batch file, if this is so use **OLDGAME.BAT**.

Loading

Boot your computer with DOS then insert disk one into A: and type (at the A> prompt)

A>GAME /T

or A>GAME /4 to run the forty column version.

(GAME will be the name of the particular game you have purchased, for example PAWN or GUILD. If in any doubt, type DIR A:)

Screen Layout

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 is the main playing area, 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, a V prompt and a cursor are displayed. Once you have typed your command, press the **<RETURN>** key.

Editing your commands

The following allow you to edit the 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
BACKSPACE	Delete character to left of cursor
DEL	Delete character at cursor
CTRL-left arrow	Delete word to left of cursor
CTRL-right arrow	Delete word at cursor

Please note that you may have to press NUM LOCK to use arrow and DEL keys.

Re-editing your last command

Pressing the **ESC** key or function key 3 will bring back your last input line so that you may easily correct typing mistakes.

More

When too many lines of text are produced to fit on the screen at once the message 'MORE' will appear at the bottom left 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. The file name should correspond with normal DOS rules, however an extension will be added by the game so names such as **SAVE.1** or **SAVE.2** will not work. *Do not* use B: as a device name unless your machine *really* has two drives.

Restore

To load a previously saved game, type **RESTORE.** As with **SAVE**, you will be prompted for a filename.

Printer On/Off

You can record your progress through the game by use of this command. Please note that if you attempt to use this without having a printer connected it may take the game a minute to notice and recover.

Graphics Instructions

Installation

If you are willing to live with swapping disks when asked, skip this and look at 'Loading'.

Installation of the graphics version is slightly more complicated than that of the text-only version - this is because files are required from both disks during the game, and to avoid unnecessary disk swapping the device (floppy disk, hard disk or RAM disk) which contains these files may be arranged differently according to what storage devices are available on your machine. You need to decide what arrangement suits you best.

Broadly, there are four main arrangements:-

Use two disks in A:, swapping them when asked by the game.

Use the two disks, but in A: and B:. This will only work if you *really* have two physical drives.

Use a single high capacity (at least 720K) disk containing all the files from the two disks. This might be a high density floppy, large RAM disk or a hard disk.

Use one of the two floppies in A: with the contents of the other on a RAM disk.

Things to note: The game needs lots of memory to run, so RAM disks cannot come from the main 640K of the machine. The DOS 'virtual B' prompts will be lost while the game has control of the screen, so don't try footing it (this applies to saving games tool)

INSTALL *I***G** takes one pathname for each device you wish to use and an optional *I***N** parameter meaning NO MOUSE. Thus, our example arrangements would be installed with:

A>INSTALL /G A: A: (note TWO paths given to denote two disks being used)

A>INSTALL /G A: B:

A>MKDIR C: \GAMES then A>INSTALL /G C: \GAMES or A>INSTALL /G D: (but with quite a large RAM disk!) or A>INSTALL /G A:

A>INSTALL /G A: D:

After this, change directory (CD) to the sub-directory GAME of the first path and type:

GAME

to run the game. On some older versions of DOS you may have to manually change directory (rather than just giving its full pathname) before executing the batch file, if this is so use **OLDGAME.BAT** in that directory.

Loading

Boot your computer with DOS, then insert disk one into A: and type:

A>GAME /G	if you have a mouse installed in your machine. Or
A>GAME /G /N	if there is no mouse installed.

To continue past the loading screen press a key.

Screen Layout

In between the two screen areas found in the text-only version there is a graphics window which is where pictures are displayed. The size of this area may be adjusted, to reveal more or less of the picture as desired. There are two ways to do this, using the mouse and by typing either **MORE TEXT** (to reduce the picture area) or **MORE PICTURE** (to increase it). With a mouse, simply move the pointer to one of the scroll bars (just below the picture area) and hold down the right button. Now as you move the mouse up and down, the bottom of the picture will follow it.

Below the picture are four scrolls. These allow you to select various functions (such as **SAVE** and **RESTORE)** with the mouse. To use them:

Move the mouse over the scroll you wish to pull down. Click once on the left button. Select the command you require using the mouse. Click once on the left button.

Function keys may be used instead of the mouse:

F5	Mouse left	
F6	Mouse right	
F7	Mouse up	(moves picture, if on scroll bar)
F8	Mouse down	(moves picture, if on scroll bar)
F9	Select scroll	

Graphics On/Off

It you prefer to play the game without the pictures being displayed, they can be disabled with **GRAPHICS OFF.** They can then be re-enabled with **GRAPHICS ON**.

Title

To see the loading screen again, use **TITLE.** Once loaded, it will behave as any other picture in the game.

Faster, Slower

These two commands control the rate at which pictures are scrolled away (and back) when being changed.

Other commands

The sections relating to talking to the program, line editing, saving and restoring game positions etc., are identical to those for the text-only version.