



**THE PAWN**  
**SINCLAIR SPECTRUM 128K**  
**GUIDE**

# SINCLAIR SPECTRUM 128K GUIDE

## Loading

To load 'The Pawn', reset your Spectrum and then insert cassette side 1 in the datacorder, select TAPE LOADER from the opening menu and press <PLAY>.

## Screen Layout

Once loaded you will notice that 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 section is the text window, where your commands and the game's responses are displayed.

## Talking to the program

To communicate with 'The Pawn', simply type in a sentence describing what you want to do. When it is waiting for a command 'The Pawn' displays a '>' prompt and a block cursor. Once you have typed your command press the <ENTER> key.

## Editing Your Commands

The following allow you to edit the current line:

Move left one character	Left arrow
Move right one character	Right arrow
Move left one word	Up arrow
Move right one word	Down arrow
Delete one character to the left	DELETE
Delete one word to the left	TRUE VIDEO
Delete one word to the right	INV VIDEO
Cycle through the text colours	GRAPH

## Re-editing Your Last Command

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

## More

When there are too many lines of text to display on the screen at once the message '<MORE>' appears at the bottom right 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. You may specify up to ten characters (anything after the first ten will be ignored by the program) and the file will be saved using the Spectrum's standard cassette file format.

After saving, The Pawn will ask you if you wish to verify the saved game. Press V to verify, or any other key to decline verification.

You may abort the save or verify by pressing BREAK or the SPACE BAR during the process.

**Restore**

To reload a previously saved game type 'RESTORE'; as with 'SAVE' you will be prompted for a filename. When searching for a saved game, The Pawn will skip over all other cassette files of the wrong type or name. You may abort the load while The Pawn is searching for the file, but once the saved game has started loading, you must complete the operation.

**Restart**

To restart the game, The Pawn must load in a small file from side 2 of the game cassette. You will be prompted to press <PLAY> on the datacorder and then press <ENTER>. If the attempt to load a file is unsuccessful, then the computer will repeatedly try again until it is successful.

