



ATARI ST GUIDE

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).

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 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 to be 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 window 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 it 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 to left.
CTRL-Right arrow.....delete one character to 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.

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.

Graphics

This will toggle between having the graphics on and off.

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. (N.B. Make sure your printer is switched on first.)

Black and White Commands

For those of you with black and white monitors, and the thought of viewing these spectacular graphics in colour still has not enticed you to acquire a colour Monitor, we have installed some special features to utilise the high resolution of this mode.

Textsize

This command will change the height of your characters, the default is large, however if you wish to see more on the text screen selecting smaller characters enables this.

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