

\*\*\* A POSSIBLE ROUTE THROUGH THE 'PAWN' \*\*\*

Examine yourself, search your pockets. Explore randomly until you meet KRONOS. Simple maps help you to learn your way around. ✕

Accept nothing from him until you have asked him about the wristband. Try ASK KRONOS ABOUT WRISTBAND. Take all he has to offer. (More than 1 item.) ✕

Find the PALACE GARDENS. Search them diligently and take ALL you can find. Don't forget to search the SHED very carefully. (It can be opened with a key.) Plant the plant. Consider the SEALED NOTE and perhaps look for ADVENTURER. (If you kill him, you can use the horse, but be careful.) Leave the GARDENS. ✕

Find the GURU. He's laughing at your wristband, so try covering it with some clothing. Do what he asks - find some WATER. ✕

WATER can be found where it's cold. eg: Snow. To find snow, go north. Blocked by BOULDERS? Try levering them with two garden implements tied with that ever useful shirt. ✕

(Enter the CAVE if you wish. Without light, it takes a little time to find you way through and down.) ✕

Once you find the snow you'll need something to put it in. Remember the dish the Guru had? ✕

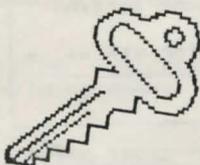
Whilst up there, explore carefully. You might be cold if you are not wearing your shirt! At this stage, it's a waste of time trying to get past the SNOWMAN. ✕

Take the snow to the Guru, it will melt on the way! Once at the Guru's, listen to what he has to say. ASK GURU ABOUT DEVIL ... etc as much as you wish. Note the answers. ✕

Go and find the CLEARING. Search all you can see carefully and take the pouch. Try some physics, mixing perhaps? Keep the pouch. ✕

Find the climeable tree and enter it. You should have a wooden key somewhere. Close the door. Move the floorboards and explore downwards. Once underground, get all you can. Be careful using the lift. Seek the OFFICE and the VOTING ROOM, but to vote you will need to open the safe. Depending who you vote, the reward in points can be high or low. ✕

When you have finished underground, assemble all your possessions together. You should have at least the RICE, POUCH, WHITE, LEAD, TROWEL, ROPE, ADVENTURER (dead), COIN. Go find HONEST JOHN and buy A WHISKY BOTTLE & A BEER BOTTLE. ✕



KEYS...

These are important in the Pawn, and you will find one somewhere in your clothing. Another key can be found in the Palace Gardens, and yet another under a pedestal. Use them wisely! One will open the SHED, another will give access to the TREE, and a key is needed to find the PRINCESS and open a SAFE. ✕



Now, at last, you can explore the CAVE! Give the ALCHEMISTS what they want. (2 items) Explore their room, and ante-chambers. Read the TOMES and get the AEROSOUL. Find the shaft and carefully drop all to climb it. Break the wall and recover your possessions. Cross the solidified lava flow and examine the pedestal. Find the KEY, it's very important. (This KEY can be used to help one vote and to get the Princess, but not necessarily both!)

Find the ROPE BRIDGE and cross it. Keep 'right' else you'll end up food for the Dragon. Find the WALLPAPER ROOM and cut paper wall with something you are carrying.

It's a long way down so use the rope. Find a HOOK to tie it to first. Knock on the door using the brass Knocker - as many times as it takes. The porter likes whiskey. Jerry Lee Lewis likes beer.

To avoid the brightness use pouch to hide WHITE. Find the CRYSTAL ROOM, find the DEVIL. Accept his offer.

Find the DRAGON and because he's short sighted illuminate the local food source for him. Enter Kronos' lair. Kill Kronos using what the Devil has given you. Use Aerosoul at opportune moment.

Find wands and take all you can including clothing. When your weight is enough, use PLATFORM. (It's a quick way to return to the devil).

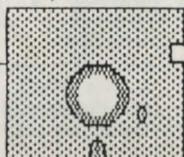
Once wristband has been removed, return to cream doors. Be warned, crossing the red line offers no easy solution.

The end isn't necessarily any easier now than when you started!

Some tips regarding disk access within the Pawn:

It is very easy for the player to save several game positions and to subsequently forget which each is named. These hints are useful.

1. Name each game save position by the Pawn's location title. eg: Forest. Follow this with a consecutive number. eg: Forest5 followed perhaps by Garden6.
2. When the game save position becomes crucial, try your initials followed by the score. eg: MJW235
3. Note that for those players alternating between colour and mono displays, the relative game save positions cannot be exchanged. eg: A game save position from play on a colour screen is garbage when read into game play on a mono screen.
4. It is a good idea to label a disk specifically for use as a "Game Save Disk".



CROSSING THE LINE... Get rid of the WRISTBAND, but be careful.

THE LAUGHING GURU... He's laughing at the WRISTBAND. Try covering it with some clothing.

WHAT THE GURU WANTS... Perhaps he's thirsty. Try moving north to find snow - it can melt.

PASSING THE BOULDERS... Remember some garden implements? Tie them together with that useful piece of clothing. (Remember, the higher you go, the colder it gets.)

PASSING THE GUARDS... Don't forget you have a ransom note. Be warned, if you are nose, your dead!

OPENING THE SHED... Try unlocking it!

HOW TO REMOVE THE WRISTBAND... You can't, get help.

BUYING THINGS... Find HONEST JOHN, but be wary. You will need money, perhaps it's in some Dwarves furniture? (Underground!)

FINDING LEAD... Make sure you don't get hit on the head! You will need a trowel to help you. (Find the elevator.)

READING TOMES... Try casting a spell.

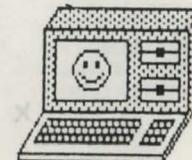
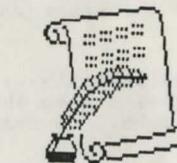
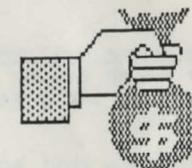
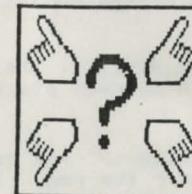
AEROSOUL NOT AEROSOL... It's in an ante-chamber near the ALCHEMISTS. Must be used on 'fresh dead'. How about on KRONOS? Just press the button.

KILLING KRONOS... Be careful. You need help. Find the DEVIL. Kill him in his lair, else he isn't dead!

USING THE PLATFORM... It's clever. Make sure you carry lots of items, Kronos was heavy.

USING THE ELEVATOR... Summon it. It has sliding doors. Be patient.

PASSING THOSE CREAM DOORS... Knock, but have no wristband with you. Once inside, search carefully.

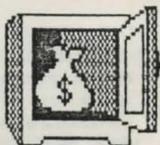


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version

Thermonuclear device?... Doesn't exist. X

The devil... He can help!!! } But where he lives is a dangerous place, watch out! X

Voting... You need a ballot paper. Try looking under the rug. The safe is not as empty as it first appears. X



Killing the adventurer... Kronos can help. Remember get two items off him. Try asking Kronos about the adventurer. X

Passing the Dragon... The dragon is short sighted. He's also hungry so show him food. He needs to have the food illuminated! X



Moving the wheelbarrow... Can't be done! X

Passing the double doors... Keep knocking. Tip the porter. (Otherwise your dead.) Try whisky? X

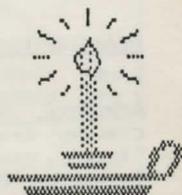
The paper wall room...

The paper can be torn. Look in the cupboard for where to tie a rope, for climbing down! X

Not got a full score?... Try buying 2 drinks for 2 people. Plant the plant using the right equipment. Have you found the pot plant? Try potting it properly. Use the right sort of implement. Make do with the score you've got! X

The alchemists... Giving them food gets a few points, giving them lead gets rid of them but forget the gold. No chance! X

Finding a light... Give the guru something. Search the clearing. Find the pouch & mix. X



Getting into the tree... Unlock it! Once in, close the door. X

Rescuing the Princess!... She is in the Tower of Incarceration, up the mountain where it's cold. You will need a Key, the same as the safe key. Be careful coming down the ramp. Try using the horse? (Explore carefully before going 'up' the ramp.) X

The snowman... He can be temporarily melted, among other things. He is outside the Tower of Incarceration. X

