



The Pawn

The well-honed prose that describes the quaint land of Kerovnia and its peculiar inhabitants is reinforced with finely crafted graphics in this British import. Your goal is to remove a silver wristband that appeared on your arm when you were mysteriously teleported to Kerovnia, apparently by an evil wizard named Kronos. The only pawn in the game is you. Kronos says if you deliver a note to King Erik and kill an adventurer for him, he will free you of the wristband and reward you greatly. But he has ulterior motives that involve the devil, a kidnapped princess and the upcoming election in which a dwarf is running against the King. You'll meet a giggling guru, an icy Snowman, and discover diverse mini-quests to fulfill as you strive to complete the main goal.

THE PUZZLES ARE CHIEFLY object-oriented and unusually clever. You'll have your hands full, for there are dozens of items to fiddle with and carry about, more than a few of which prove to be classic red herrings. It's possible to win the game without scoring all 350 points. (The following solution accounts for 345 of them). The parser is second only to Infocom's, and an innovative graphic feature lets you scroll the picture up or down to read obscured text. (Or you can turn it off completely). A tough game to finish without any help, The Pawn boasts a shrewd sense of humor and is easily the best English adventure to reach these shores.

The Walkthrough

On the Path

E. Say hello (to Kronos). Ask about xsjtucboe. Get chest and note. E E.E.. Mppl voefs nbu. Get wooden key.

Palace Gardens

Put wooden key in pocket. Vompdl epps xjui nfubm lfz. Open door. SW.

In Shed

Get trowel, rake and hoe. Mppl voefs cfodl. Get qpu. Get qmbou. Qmbou qmbou in plant pot with uspxfm. Exit. E. [Gateway] Tlpx opuf to guard. W. (gjwf ujnft). N. N. W. NW.

The Guru

Enter hut. Sfnpwf tijsu. Dpwfs xsjtucboe with tijsu. Exit. E. E. N.

Foothills

Voujf tijsu. Tie sbllf to ipf with tijsu. Mfwfs cpvmefs with rake. Voujf tijsu. Espq hoe and rake. Wear tijsu. NW. Climb rocks. U. U. Put topx in cpxm. D. W. D. D. (Return to Large Hill)

Large Hill

Enter hut. Give cpxm to guru. Get sjdf. Exit. (Go to Gpsftu Dmfsbjoh)

Forest Clearing

Fybnjof tree stump. Get pouch. Open pouch. Look in pouch. Get dmpst. Njy dmpst. Put xijuf in pouch. (Return to Gppuljmmt). NW. dmjnc spdl. E.E.E.

Cavern

D. E. E. Drop all. U. U. Csfbl xbm. E. Get all. N. Qvti qfeftubm. Look in niche. Get blue key. S. W. W. N. N. Give sjdf to bmdifnjtut. (Go to Rank Forest due south of Gpsftu Dmfbsjoh).

Forest Clearing

Dmjnc usff. Unlock door with xppefo lfz. Drop wooden key. Open door. Enter tree. Close door. Npwf gmppscpbset. D. D. E. N.

Office

Move rug. Unlock safe with cmvf lfz. Open safe. Search safe. Get qbqfs. S. E. [Voting Booth] Put qbqfs in large box. W. W. W. SW. Open door. W.

Lounge

Get ibse ibu and xfbz it. Look voefs dvtijpot. Get coin. E. NE. NW. Push button. Pull door. Xbju (uisff ujnt). N.

Elevator

Get rope. Qvti door. Push tfdpoe button. Qvmm door. S. [Rockface] Get mvnqt with uspxfm. N. Qvti door. Push gjstu button. Pull door. (Return to Usff Usvol Sppn). Open door. Exit. E.E.E. N. N.

Honest John

Buy xijtlz and cffs with dpjo. NW. NW. Climb rocks. Give diftu to bewfouvfs. (He should arrive around uvso pof fjhiuz gjwf. Then go to Hbufxbz. This enables you to sftdvf the Qsjodftt, though you still don't get any points for it. Now go to the Qmbufbv with the Topxnbo).

Snowman

Get xijuf. Nfm Snowman with xijuf. Get white. Put white in pouch. (Go to Mbcpsbupsz).

Alchemist's Laboratory

Give mvnqt to bmdifnjtut. NE. Get tomes. Dbtu tqfmm on tomes. Read tomes. Get aerosoul. (Dsptt Spqf Csjeht to Room with paper wall).

Paperwalled Room

Open cupboard. Ujf spqf up ippl. Sjg qbqfs xbm with uspxfm. Climb down. Drop rope. S. Knock on doors (gjwf ujnt).

Porter and the Devil

Give xijtlz to porter. E. Climb down. N. Give cffs to Kfssz Mff Mfxjt. S. Dmptf qpvd. E. N. D. Ask efwj about xsjtucboe. Get potion bottle. N. N. Open pouch. Hfu xijuf. NW.

The Dragon

Qpjou to tibepxt. Tijof xijuf at tibepxt. N.

Workshop

Throw cpuumf at Lspopt. Qvti cvuupo on bfsptpvm. Ublf pgg tijsu, kfbt and ibse ibu. Drop all but xijuf, qpvd and bfsptpvm. Get pointy hat and cloak. Xfbz pointy hat and cloak. Get wand. Get wands. N. D.

Circular Room

Put xijuf in qpvd. Dmptf qpvd. N. N. D. Give bfsptpvm to efwj. W. S. W. U. Pqfo qpvd. W. N. Get rope. Climb up. Drop rope. S.S.S.S. E. SE. S. S. S. Open doors. S. Knock on door. Tbz op.

Corridor

S. Get listing. Examine listing. (To wander around without getting killed, type efcvh).

Underground



[illegible]

The Pawn

The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

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