

THE PAWN

SOLUTION BOOK

By Magnetic Scrolls Ltd.



The Pawn

BACKGROUND

Having been rendered unconscious by a cackling bearded figure on your return from the supermarket, you awake in a strange land and find that you are no longer in the world you knew. With only the clothes you were wearing and a mysterious silver wristband attached to your forearm, you embark on a dynamic adventure that takes you through the many and varied.

Your objective for this adventure is to remove, or have removed, the wristband, and to save the land, under King Erik of Kerovnia's rule, from the evil influence the Magician Kronos commands over it.

HOW TO USE THIS BOOK

The Pawn solution book has been designed to let you to unfold the story and answers of the game without allowing you to stumble upon anything that you are not looking for.

If you have a question about a particular part of the game, refer to the map, find the name of the location and then look it up under the appropriate heading in Section One. Glance down the list of questions, choose the closest to your problem and then look up the same room references in Section Two. This contains gentle hints toward the answer. If you are still stuck, then follow the reference onto Section Three, which includes the full answer.

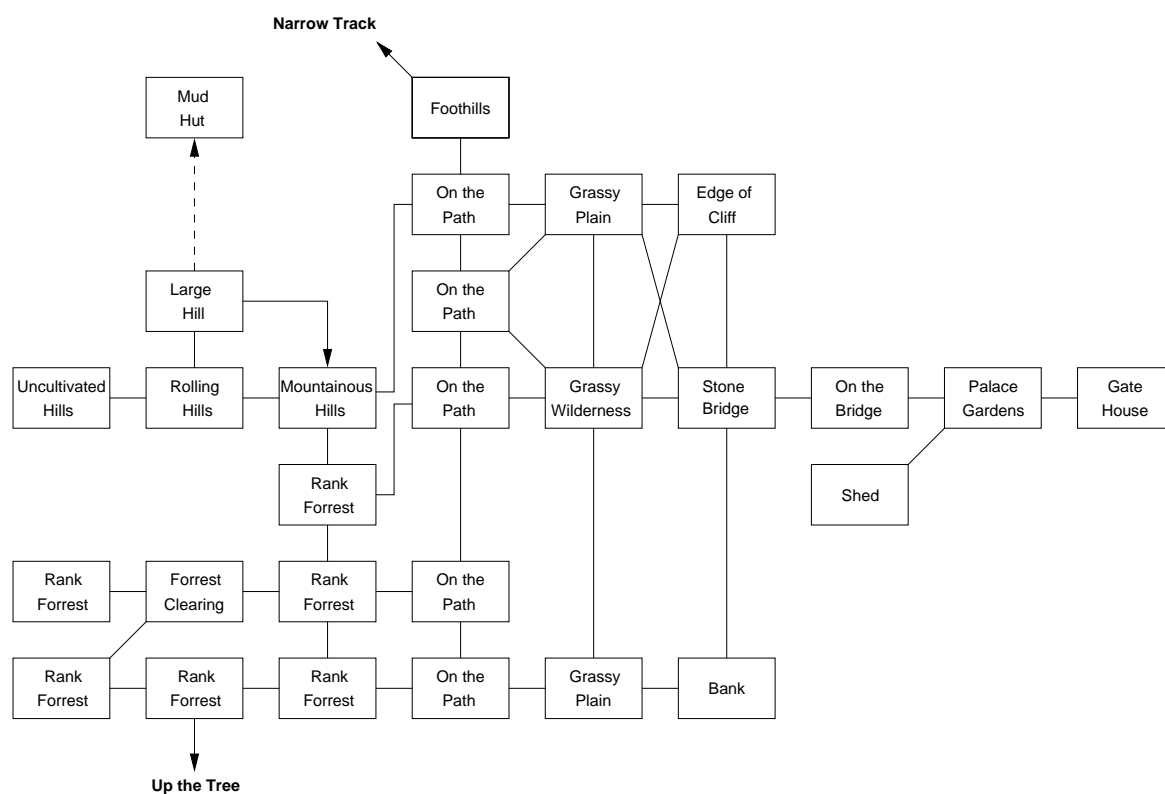
If there is no hint on a particular object, room or whatever, it is not important to finishing the game and can be ignored. A full solution of the game can be found after the third section for all those amongst you who need specific help in a problem area, along with a list of items, their locations and uses precedes it.

GENERAL HINTS 'N' TIPS

1. Carry everything you can as you never know when you may need it. Of course, some of these may be the Adventurer's worst frustrations, the 'red herrings'.

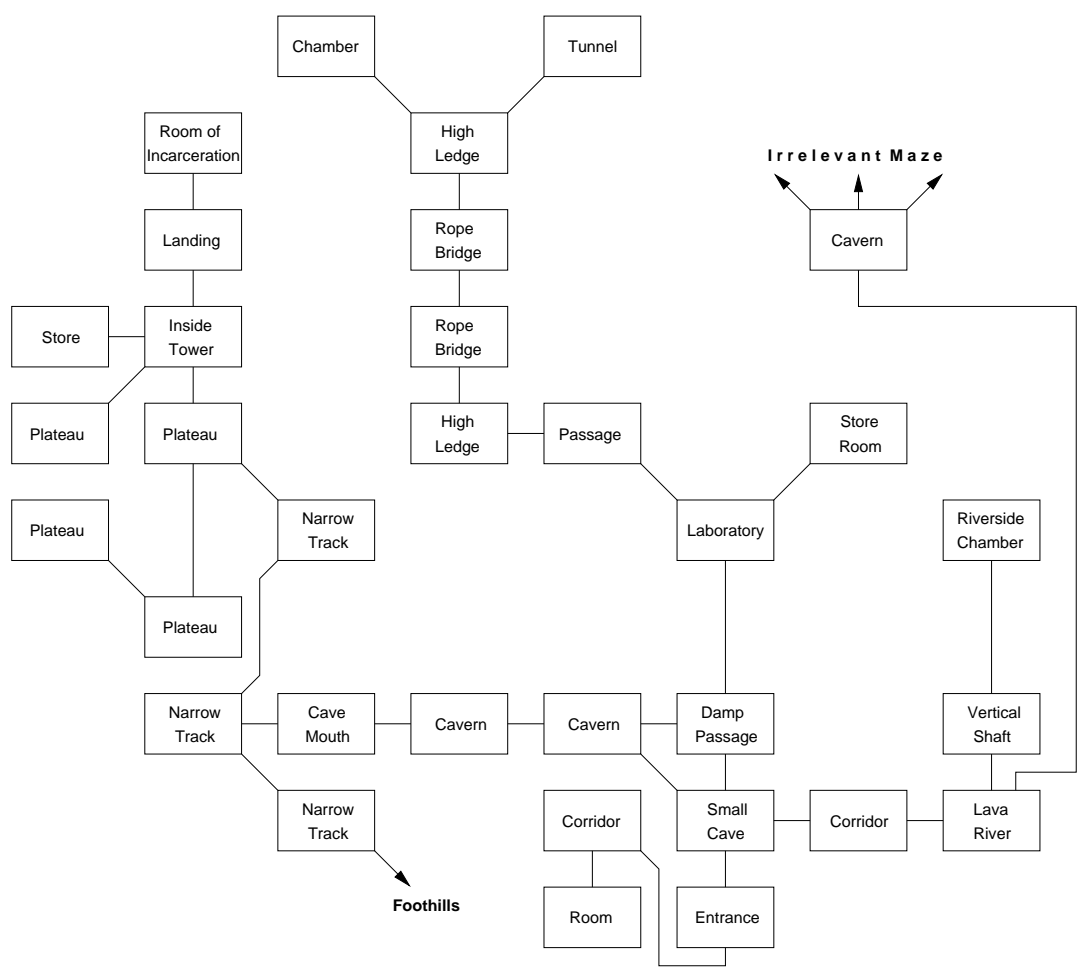
2. Save your position often, as the unexpected could, and most frequently does, happen.
3. There are more objects in certain locations than immediately meets the eye. Search everything and remember that objects can be in, under and behind things too!
4. Be aware that there are characters that move around within the adventure, so you may have to travel about looking for them or deduce where they are at certain times.
5. Water can be found somewhere in the game, buying it isn't necessary.
6. Ask Kronos as much as you can, especially about your mysterious trinket.
7. 'Aerosoul' is not a spelling mistake.
8. The door porter's red nose is not make-up. It's very real and gives you a clue as to what you must do before he'll let you inside.
9. The blue key can be used only once, though it has two uses in the game. It can open the safe or rescue the beautiful Princess: the choice is entirely yours.
10. A spell is easier to cast than you think. You may have hidden talents you never possessed in the real world.
11. The platform will only move when Kronos or a certain person with one of Kronos' characteristics stands upon it.
12. Credits will be given by Honest John. It's just a matter of looking in the right place. Perhaps to people of a more noble status?
13. You can finish the game with a few points mysteriously missing. If this is the case, the most common reasons are connected with the note and that strange plant in the toolshed.

The Pawn : Map One



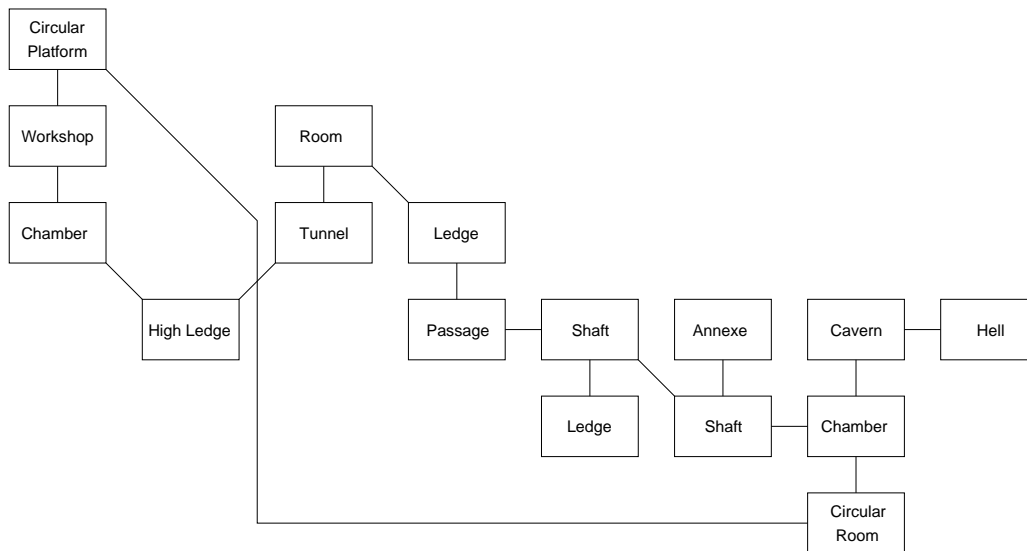
The Pawn : Map Two

Upper Kerovnia



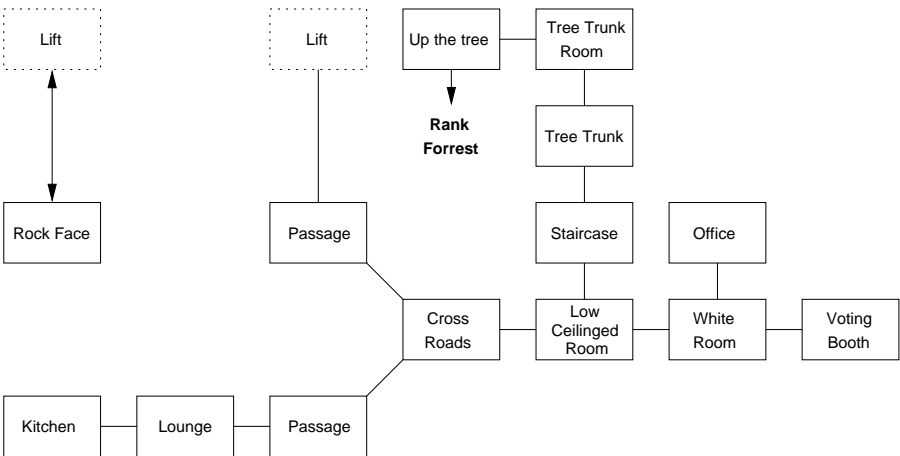
The Pawn : Map Three

Underground



The Pawn : Map Four

Under The Tree



SECTION ONE

After referring to the map, find the room in which you are experiencing a particular problem and look it up on the list below. All the rooms are in alphabetical order and each one has a number of questions related to it. Choose the question which is closest to your problem and turn to the same reference in Section Two.

This section is linked with Section Two. For example: If you are baffled by the use of an iron key in the Mortuary,

glance down to that heading to find the question '(i) How do I use the iron key here?' Then look up MORTUARY (i) in Section Two.

If there seems to be no reference to the object or problem you are experiencing, it is not important and you are wrong in your assumptions. Do not read all the references to rooms you have not visited as this may give away certain surprises later in the game. In cases where there are two locations with the same name, they have been given a unique number to distinguish them.

ANNEXE

- (i) Is there anything I should do about Jerry Lee Lewis?

CAVERN (BLUE PEDESTAL)

- (i) What significance has the blue pedestal got?
- (ii) What does the irrelevant notice mean?
- (iii) What use has the blue key?

CAVERN (DEAMONS)

- (i) How do I stop the Demon's killing me when I spend time in the cavern?

CHAMBER

- (i) How do I kill the Dragon?
- (ii) How can I get past the Dragon without eating me?

CORRIDOR

- (i) How can I get through the cream door?

FOOTHILLS

- (i) There is a boulder in my way. How can I move it?
- (ii) What do I need to move it with?

GATEWAY

- (i) I cannot get past the guards?

GRASSY PLAIN (HONEST JOHN)



- (i) How do I get items from Honest John?
- (ii) What do I need from Honest John?

HELL

- (i) What should I do when I meet the Devil?
- (ii) After the Devil sends me away, where is the potion bottle he showed me?

LABORATORY

- (i) Where can I find lunch for the Alchemists?
- (ii) I have no lead to give to the Alchemists, where can I find it?

LANDING

- (i) I cannot open the heavy door?

LAVA RIVER

- (i) How do I get across the River of Lava?

LEDGE

- (i) I have climbed down the rope, but something is stopping me going south.

LIFT

- (i) I cannot open the lift door?
- (ii) How do I avoid getting killed by falling rocks when I leave the descended lift?

MUD HUT

- (i) How do I stop the Guru laughing?
- (ii) What is it the Guru wants?
- (iii) I cannot find what the Guru wants?

NARROW TRACK

- (i) A pile of rocks block my way. Can I get past, or do I have to move them?

OFFICE

- (i) How do I open the safe?
- (ii) I opened the safe but there is nothing in?
- (iii) What should I do with the Ballot paper?

PALACE GARDENS

- (i) What use has the mat?
- (ii) Who's chit in the fountain?

PASSAGE

- (i) What do I do at the Double doors?
- (ii) How do I stop the porter killing me when I try to pass him?

PLATEAU (SNOWMAN)

- (i) How do I get past the Snowman?

ROCKFACE

- (i) The lead lumps refuse to be moved. How do I get them?
- (ii) I have managed to get the lumps of lead, but can now find no use for them. What do the lead lumps do?



ROOM

- (i) What use has the paste and wallpaper?
- (ii) Why is the north wall made of paper?
- (iii) How do I get down the Chasm?

SHAFT

- (i) Why am I forced back by blinding light when I try to go east from this location?

STORE

- (i) What are the spiky boots for?
- (ii) What use is the Prism?

STORE ROOM

- (i) How can I stop the Tomes crumbling when I open them?
- (ii) Why is the *Aerosoul* spelt this way?
- (iii) Has the *Aerosoul* any use?

THE TOWER

- (i) I cannot climb the slope of ice?

TOOL SHED

- (i) I cannot open the shed door?
- (ii) Is there anything I need to do in the shed?
- (iii) What would be of use from the shed?

TREE TRUNK ROOM

- (i) How do I move the floorboards?

UP THE TREE

- (i) I have climbed the tree but cannot open the door?

WORKSHOP (KRONOS)

- (i) How do I kill Kronos?
- (ii) I have killed Kronos, but I am not sure what to do next?
- (iii) What use is the top hat and rabbit?
- (iv) How can I avoid being killed by the Dragon when I try to leave the workshop?
- (v) Why does the circular platform keep throwing me off?

MISCELLANEOUS PROBLEMS

- (i) What should I do when I meet Kronos for the first time?
- (ii) Where can I find some form of light?
- (iii) What should I do about the Adventurer?
- (iv) What can I do with the horse with no legs?
- (v) How do I cross the red dotted line?
- (vi) When I get through the cream door, I am given a listing. What should I do with it?

SECTION TWO

Please refer to this section only after finding the appropriate starting reference in Section One, as this section contains answers to the questions found there.

Look up the correct location name and answer will be found under the same numeral code. This will give you a subtle hint - if you are still none the wiser, refer to the letter code and turn to Section Three.

ANNEXE

- (i) He looks very hot and uncomfortable. Maybe he would like a drink?
 - (a) What can I give him to drink?

CAVERN (BLUE PEDESTAL)

- (i) You could try moving it?
 - (a) I have moved the blue pedestal, but all I have found is an empty niche?
- (ii) It means that it is an irrelevant maze!
 - (b) And what does that mean?
- (iii) The blue key can open two things, but it has only one use, so play safe.
 - (c) I am still not sure where to use it?

CAVERN (DEAMONS)

- (i) It is best not to stay too long in here.
 - (a) Then how can I get what is in the fridge?

CHAMBER

- (i) You do not have to kill the Dragon, just satisfy it.

- (ii) There are other things here that the Dragon can eat. But as the light is not so good, and the Dragon is short-sighted, you will have to point them out to him.
 - (a) I cannot find what else to give the Dragon to eat?
 - (b) I know what else the Dragon can eat, but how can I bring its attention to them?

CORRIDOR

- (i) You could try knocking and answer the question asked.
 - (a) I still cannot get through the cream door?

FOOTHILLS

- (i) It needs to be levered out of the way with something.
- (ii) Tools from a tool shed may come in handy, but one alone is no good. Try tying two together.
 - (a) I still cannot move the boulder?

GATEWAY

- (i) You need something from Kronos to give to King Erik.
 - (a) I still cannot get past the guards?

GRASSY PLAIN (HONEST JOHN)

- (i) You will need some money to buy from Honest John.
 - (a) I cannot find any money?
- (ii) You need the items that a teetotaller would not!
 - (b) I am still not sure what to get?

HELL

- (i) Ask the Devil about something you are wearing.
 - (a) What is it that I ask the Devil about?
- (ii) The potion bottle is close to you.
 - (b) I still cannot find it?

LABORATORY

- (i) The Guru or Honest John may be able to help you.
 - (a) I still cannot find a lunch for the Alchemists?
- (ii) You will find the lead below ground in the forest.
 - (b) I still cannot find any lead?

LANDING

- (i) The blue key unlocks the heavy door, but it also unlocks something else and only has one use. Your choice!
 - (a) Where can I find the blue key?
 - (b) What is behind the heavy door?
 - (c) Do I need to enter?

LAVA RIVER

- (i) You need to cool it down a bit.
 - (a) Where would I find enough water to do that?

LEDGE

- (i) You are carrying something that you cannot take with you.
 - (a) I still cannot go south?

LIFT

- (i) Examine the lift door.
 - (a) After examining the lift door it still will not open?
- (ii) Protect your head with something.
 - (b) I cannot find any protection?

MUD HUT

- (i) The Guru can see something that you are wearing.
 - (a) The Guru is still laughing?
- (ii) Well, it is not something to eat.
 - (b) I am still not sure what the Guru wants?
- (iii) You will find it up high, but it will not be of any use until you come back down with it.
 - (c) I still cannot find it?

NARROW TRACK

- (i) You can get past the rocks without moving them.
 - (a) I am still trying to get past the pile of rocks?

**OFFICE**

- (i) You will need a key of colour.
 - (a) Where will I find this key?
- (ii) Are you sure? Try searching it.
- (iii) The poster in the 'Damp Passage' will give you a clue as to what to do with the Ballot paper.
 - (b) I am still not sure what to do with the Ballot paper?

PALACE GARDENS

- (i) Try looking under it.
- (ii) Honest John's I.O.U for one ferg.
 - (a) What can I do with the Chit?

PASSAGE

- (i) Have you tried knocking?
 - (a) I have knocked, but all I keep hearing is a voice?
- (ii) The porter will not let you pass until you give him something he obviously likes.
 - (b) I do not know what to give him?
 - (c) I know what to give him but I do not have it?

PLATEAU (SNOWMAN)

- (i) Being made of snow, the last thing that the snowman wants is something warm.
 - (a) Where would I find something warm?

ROCKFACE

- (i) You cannot take the lead lumps by hand. Maybe a tool would help.
 - (a) What tool would I need?
- (ii) You will need them to complete your adventure.

ROOM

- (i) Are you thinking of starting a decorating business?
 - (a) I still do not know?
- (ii) Try tearing it and see.
 - (b) I cannot tear the paper wall?
- (iii) You climb down with the aid of a rope.
 - (c) I have not got a rope?
 - (d) What would I tie a rope to?

SHAFT (VERTICAL SHAFT)

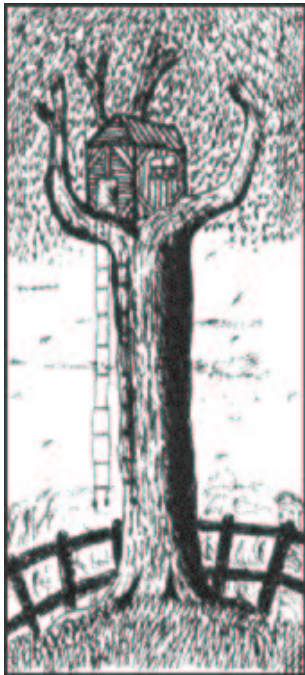
- (i) You are carrying that is causing a reflection.
 - (a) What is it I am carrying that causes this?

STORE

- (i) See 'The Tower'
- (ii) Pretty, is it not?
 - (a) What can I do with the prism?

STORE ROOM

- (i) Examine the Tomes, then try a bit of magic on them.
 - (a) I do not understand?
- (ii) This will become clear later on.
- (iii) Note that the aerosoul works in reverse, so it takes in and not puts out.
 - (b) I am still not sure what I am supposed to do with the aerosoul?



THE TOWER

- (i) Obviously your own shoes are not good enough.
- (a) I still cannot climb the ice slope?

TOOL SHED

- (i) You need a key which is never far from you, no matter where you go.
- (a) I still cannot find this key?
- (ii) Search the shed thoroughly, and with a bit of pot luck the answer will be planted in your brain.
- (b) I am still not sure what to do?

- (iii) The gardening equipment may come in handy.
- (c) I cannot move the wheelbarrow?

TREE TRUNK

- (i) Where is that draught coming from?
- (a) The floorboards still refuse to be moved?

UP THE TREE

- (i) You need a key that could have been made from the tree itself.
- (a) Where would I find this key?

VOTING BOOTH

- (i) You have a choice of two, so think big.
- (a) I am still not sure which box to use?

WORKSHOP

- (i) You need to have visited the Devil where you gain the knowledge and the weapon to kill Kronos.
- (a) I still do not know how to kill Kronos?
- (ii) You have to capture the soul of Kronos in something.
- (b) How, and with what do I capture Kronos' soul?
- (iii) They are typical things you would find in a magician's workshop, but for you they have no use.
- (iv) Try looking for another way out.
- (c) I cannot find another way out?
- (v) The circular platform obviously does not recognize you, so try a disguise.
- (d) I still keep being thrown off the platform?

MISCELLANEOUS PROBLEMS

- (i) Respond to his greetings and enquire about your newly acquired ornament. See → (a)
- (ii) You need to have given the Guru what he wants, then he will help you with this problem. If you are still stumped, try the forest.
- (b) What can I do with the contents of the pouch?
- (iii) You need to have spoken to Kronos, as he tells you what to do.
- (c) Do I have to do as Kronos requests?
- (iv) You can use the horse to transport yourself and other items around.
- (d) Has the horse any other use?
- (v) See → (e)
- (vi) See → (f)

SECTION THREE

Please refer to this section only after finding the appropriate starting reference in Section One, as this section contains answers to the questions found there.

Look up the correct location name and answer will be found under the same numeral code. This will give you a subtle hint - if you are still none the wiser, refer to the letter code and turn to Section Three.

ANNEXE

- (a) Give Jerry Lee Lewis the beer bottle.

CAVERN (BLUE PEDESTAL)

- (a) In that case, the adventurer has got there before you and taken the blue key.
- (b) The blue key is for opening the safe in the office.

CAVERN (DEAMONS)

- (a) The fridge contains the heads of corpses which are of use to the Demons, but not to you. Leave it.

CHAMBER

- (a) Look at the shadows.
- (b) Point at the shadows, then shine the white at them.

CORRIDOR

- (a) You can only get through the cream door when you have finished the adventure and have lost the wristband. Knock on the door, and when asked if you wear a wristband, 'say no' (for the listing, see 'Miscellaneous Problems').

FOOTHILLS

- (a) Tie the hoe to the rake with your shirt, then 'lever the bolder with the rake'.

GATEWAY

- (a) Show the note you get from Kronos to the guards.

GRASSY PLAIN (HONEST JOHN)

- (a) If you go down through the tree trunk room and search the lounge of the small house thoroughly, you will find it.
- (b) You will need the whisky bottle and the beer bottle.

HELL

- (a) Ask the Devil about your wristband.
- (b) When the Devil sends you back to the rope bridge, the potion bottle is at your feet.

LABORATORY

- (a) You can either take the rice from the Guru's hut, or buy the iron rations (rice) from Honest John with the chit.

- (b) Go down through the tree trunk room and use the lift to the rockface.

LANDING

- (a) The blue key should be under the pedestal in the cavern.
- (b) King Erik's daughter is being held captive by Kronos behind the heavy door.
- (c) You do not have to enter to complete the adventure as you get no points for it.

LAVA RIVER

- (a) Go up from the Lava river and break the wall which is holding the water back. Be careful where you leave your dropped items as they too could be washed away.

LEDGE

- (a) You must still be holding the rope.

LIFT

- (a) Try sliding the lift door.
- (b) A hard hat is hanging on the wall in the lounge of the small underground house.

MUD HUT

- (a) Cover the wristband with your shirt.
- (b) The Guru is asking for water.
- (c) Go up to the plateau and fill the Guru's bowl with snow. By the time you get back to the Guru, it has turned to water.
- (d) Try climbing them.

NARROW TRACK

- (a) Tie the hoe to the rake with the shirt, then lever the boulder.

OFFICE

- (a) You should find a blue key under the pedestal in the cavern.
- (b) Use the Ballot paper to vote for Gringo.

PALACE GARDENS

- (a) The chit can be used to buy one item from Honest John, but it is not necessary as the coin can buy what you want.

PASSAGE

- (a) Then keep on knocking.
- (b) He smells of whisky, so give him some.
- (c) A visit to Honest John will solve this problem.

PLATEAU (SNOWMAN)

- (a) Having helped the Guru, you should have gained the white. Use it to melt the Snowman.

ROCKFACE

- (a) You need the trowel to get the lead lumps.

ROOM

- (a) In that case, no use at all.
- (b) You can only tear the paper with a tool.
- (c) Then you missed it when you went down to the rockface. It is in the lift.
- (d) Look in the cupboard.

SHAFT (Vertical Shaft)

- (a) You have an exposed white. Put it in the pouch and close the pouch.

STORE

- (a) Pretty is about all it is, as it has no other use.

STORE ROOM

- (a) Cast a spell on the Tomes.

THE TOWER

- (a) Wear the spiky boots from the store.

TOOL SHED

- (a) It is in your pocket.
- (b) Plant the plant (note the great parser) in the pot with the trowel.
- (c) The wheelbarrow has no use. Leave it.

TREE TRUNK ROOM

- (a) The open door is holding down the floorboards. Close it.

UP THE TREE

- (a) It is under the mat in the Palace Gardens.

VOTING BOOTH

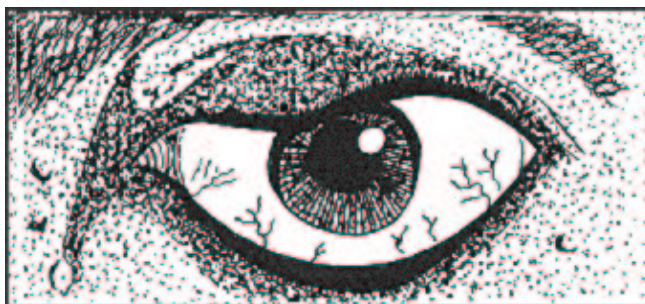
- (a) Put the Ballot paper in the large box.

WORKSHOP

- (a) The moment you enter the workshop, throw the potion bottle at Kronos.
- (b) After throwing the potion bottle, press the button on the aerosoul and this will suck in the soul of Kronos.
- (c) Although it seems that the niche has no floor, enter it.
- (d) Wear the pointy hat and the cloak, and get all the wands. The platform will then mistake you for Kronos.

MISCELLANEOUS PROBLEMS

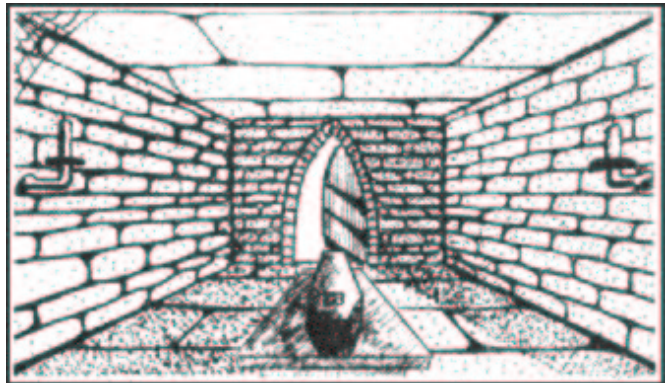
- (a) Say hello to Kronos and ask him about the wristband.
- (b) The pouch contains a red, a green, and a blue. You need to mix them together to make a white.
- (c) Yes, as you get points for doing as he says, and the adventurer must be disposed of early in the game because of his annoying habit of taking things before you can get to them.
- (d) The horse has no other use, but you can try talking to it and see the amusing answers you get.
- (e) The red dotted line can only be crossed once you have completed the adventure, but it only takes you into a void, from which there is no return.
- (f) DEBUG!



SECTION FOUR

This section lists most of the objects that you will encounter in the game. Use it as a quick reference if you are having a particular problem with a specific object.

The objects are arranged in alphabetical order, thus making it easy to locate. Once found, the table allows you to look across and discover where it is found and also a clue as to its use within the game. This section can be used to cross reference Section's One and Two, or as a separate part to help you with the final solution of the game.



OBJECT	LOCATION	USE
AEROSOUL	In the Sore Room (2)	Use on Kronos
ARMOUR	On Honest John's cart	No use
BALLOT PAPER	In the Office safe	Used to vote
BEER BOTTLE	On John's cart	Used for Jerry
BOOTS, SPIKY	In the Store Room	Wear to climb things
BOWL	Given by Guru	Useful container
CARROT	In the Kitchen	No use
CHEST	Given by Kronos	Kills anyone opening it
CHIT	In the Palace Gardens	To buy things
CLOAK	In Kronos' Workshop	Part of a disguise
COIN	In the Lounge	To buy things
HARD HAT	In the Lounge	Wear when needed
HEADS	In Cavern (4)	No use
HOE	In the Shed	Use as a lever
HOOK	In Room (2)	Tie rope to it
HORSE	Ridden by the Adventurer	Legless mount
IRON RATIONS	On John's cart	For someone hungry
KEY, BLUE	In the Cavern (1)	To unlock safe
KEY, METAL	In your pocket	To unlock the Shed
KEY, WOODEN	At the Palace Gardens	To unlock the tree
LISTING	In Room (1)	To wander unharmed
LUMPS, LEAD	At the Rockface	Change to gold
MAT	At the Palace Gardens	No use
NOTE	Given by Kronos	Show to Palace Guards
PASTE	In Room (2)	No use
POINTY HAT	In Kronos' Workshop	Part of a disguise
POT WITH PLANT	In the Shed	For planting
POTION BOTTLE	Given by the Devil	Use against Kronos
PRISM	In the Store Room (1)	No use
RABBIT	In Kronos' Workshop	No use
RAKE	In the Shed	Use as a lever
RICE	In the Guru's Hut	For someone hungry
ROPE	In the Lift	Use in Room (2)
SPRING WATER	On Honest John's cart	No use
TEAPOT	In the Kitchen	No use
TOMES	In the Store Room	Use magic and read
TOP HAT	In Kronos' Workshop	No use
TROWEL	In the Shed	For planting and mining
WALLPAPER	In Room (2)	No use
WAND	In Kronos' Workshop	Part of a disguise
WANDS	In Kronos' Workshop	Part of a disguise
WHEELBARROW	In the Shed	No use
WHISKY BOTTLE	On Honest John's cart	To please the Porter
WHITE	In the Forest Clearing	Light and warmth

Complete Solution

WARNING: Idly reading the following solution will ruin the fun of playing the game. Only use this section as a last resort.

From your start position (ON THE PATH)

>EAST (Where you meet Kronos)

>SAY KRONOS, GREETINGS

(He offers you a note to take to King Erik)

>TAKE THE NOTE

>ASK KRONOS ABOUT THE WRISTBAND [5/350]

>TAKE THE CHEST

(That he offers you, and asks you to give it to the adventurer who rides a horse with no legs)

>EAST

>EAST

>EAST (PALACE GARDENS)

>LOOK UNDER THE MAT

>TAKE THE WOODEN KEY

>TAKE THE METAL KEY (From pocket)

>UNLOCK THE SHED DOOR WITH THE METAL KEY

>OPEN THE SHED DOOR

>DROP THE METAL KEY

>SOUTHWEST (SHED)

>LOOK AT THE WORKBENCH [10/350]

(You see a trowel)

>TAKE THE TROWEL

>LOOK UNDER THE BENCH

(You find a pot)

>LOOK AT THE POT (It contains a plant)

>PLANT PLANT IN POT WITH THE TROWEL [15/350]

>TAKE THE HOE

>TAKE THE RAKE

>NORTHEAST

(From this point onwards, you must watch out for an adventurer that rides a horse with no legs. When you meet him ...)

>GIVE THE CHEST TO THE ADVENTURER [35/350]

(This will unfortunately kill him, but will also stop him from taking important items before you get to them. You can examine the horse and talk to it and even ride it if you wish, but apart from that, ignore it.)

>WEST

>WEST

>WEST

>WEST

>WEST

>WEST

>NORTH

>NORTHWEST (LARGE HILL)

>REMOVE THE SHIRT

>COVER THE WRISTBAND WITH THE SHIRT

>UP [45/350]
(Into a mud hut where a Guru is sitting. He gives you a bowl and asks you to get the essential nourishment of all mortals - Water)

>LEAVE HUT

>SOUTHEAST

>EAST

>NORTH (FOOTHILLS)

(Where a boulder blocks your way. One item alone is not strong enough to move the boulder, so ...)

>REMOVE THE SHIRT FROM THE WRISTBAND

>TIE THE HOE TO THE RAKE WITH THE SHIRT

>LEVER THE BOULDER WITH THE HOE AND THE RAKE [55/350]

>REMOVE THE SHIRT FROM THE RAKE

>DROP THE HOE

>DROP THE RAKE

>WEAR THE SHIRT

>NORTHWEST

>CLIMB ROCKS [60/350]

>NORTHEAST

>UP (PLATEAU)

>FILL THE BOWL WITH SNOW

>DOWN

>DOWN

>DOWN

>DOWN

>SOUTH

>WEST

>NORTHWEST

>UP

>GIVE THE BOWL TO THE GURU

(The snow has melted and is now water. The Guru then gives you a clue as to where you can find a form of light)

>TAKE THE RICE [70/350]
(Emptied from the Guru's bowl)

>LEAVE HUT

>SOUTHEAST

>SOUTH

>SOUTH (FOREST CLEARING)

(There is a tree stump here)

>LOOK AT THE STUMP (You find a pouch) [75/350]

>GET POUCH

>OPEN POUCH

>LOOK IN POUCH (You see a blue, a green and a red)

>MIX COLOURS

(They make a WHITE which gives off light)

>SOUTH

>CLIMB TREE (You see a door in the tree)

>UNLOCK THE DOOR WITH THE WOODEN KEY

>OPEN DOOR

>EAST (TREETRUNK ROOM)

(You see some loose floorboards but you can't lift them until you ...)

>CLOSE THE DOOR

>LIFT BOARDS

>DROP THE WOODEN KEY

>DOWN

>DOWN [85/350]

>WEST

>SOUTHWEST

>OPEN THE DOOR

(To the underground abode)

>WEST (LOUNGE)

>TAKE THE HARD HAT

>WEAR THE HARD HAT

>LOOK AT THE SETTEE

>LOOK UNDER THE CUSHION

>TAKE THE COIN

>EAST [90/350]

>NORTHEAST

>NORTHWEST (You see a lift door)

>PRESS THE BUTTON

>WAIT

>WAIT

>WAIT

>WAIT (You hear the lift arrive)

>PULL DOOR

>ENTER THE LIFT

>PUSH DOOR

>PRESS THE SECOND BUTTON

>PULL DOOR

>LEAVE THE LIFT

(Rocks crash down on you but the hard hat saves you)

>GET THE LUMPS WITH THE TROWEL

(The lumps are pieces of lead) [100/350]

>ENTER THE LIFT

>PUSH DOOR

>PRESS THE FIRST BUTTON

>PULL DOOR

>TAKE THE ROPE

>LEAVE THE LIFT [115/350]

>DROP THE HARD HAT

>SOUTHEAST

>EAST

>UP

>UP

>OPEN DOOR

>WEST

>DOWN

>NORTH

>NORTH

>NORTHEAST

>NORTH

>NORTHWEST

>CLIMB ROCKS

>EAST

>EAST

>EAST

>DOWN

>EAST (CORRIDOR)

>DROP ALL

>EAST

>UP

>UP (RIVERSIDE CHAMBER)

(You see a flimsy wall holding back a river of water)

>BREAK THE WALL

(This will cause the water to flood down the lava river room and solidify the lava which will enable you to go north into the cavern. It will also wash you back down to the corridor.)

>GET ALL

>EAST	>EAST	back to the rope bridge)
>NORTH (CAVERN)	>EAST	>LOOK (You see the potion bottle)
>EXAMINE THE BLUE PEDESTAL	>DOWN	>TAKE THE POTION BOTTLE
>MOVE THE PEDESTAL	>NORTH	>OPEN THE POUCH
(This exposes a niche)	>NORTH (LABORATORY)	>NORTH
>LOOK IN THE NICHE	(You meet some alchemists who won't let you pass	>NORTH
>TAKE THE BLUE KEY	until you have fed them)	>NORTHWEST (You come upon a Dragon)
(This is what the adventurer takes if you don't give	>GIVE THE RICE TO THE ALCHEMISTS	>POINT AT THE SHADOWS
him the chest beforehand.)	[190/350]	(The Dragon looks, but is very short-sighted)
>SOUTH	>GIVE THE LUMPS TO THE ALCHEMISTS	>SHINE THE WHITE AT THE SHADOWS
[125/350]	(They run off leaving your path clear)	(The Dragon then sees the Hobbits hiding in the
>WEST	[210/350]	shadows and prepares to eat them leaving you
>WEST	>NORTHEAST (STORE ROOM)	alone)
>UP	>TAKE THE AEROSOUL	>NORTH (WORKSHOP) (Kronos is here.
>WEST	>EXAMINE THE TOMES	Before he can do anything to you ...)
>WEST	(Do not try and open the tomes as they will crum-	>THROW POTION BOTTLE AT KRONOS
>WEST	ble to dust)	[300/350]
>DOWN	>CAST SPELL ON THE TOMES	>PRESS BUTTON ON THE AEROSOUL
>DOWN	(The book opens)	(This sucks in Kronos' soul)
>SOUTH	>READ THE TOMES	>WAIT
>SOUTHWEST	>SOUTHWEST	>WAIT (Until all you see is a pile of clothes)
>SOUTH	>NORTHWEST	>TAKE THE POINTY HAT
>SOUTH	>WEST	>TAKE THE CLOAK
>UP	>NORTH	>TAKE THE WAND
>ENTER TREE	>NORTH	>TAKE THE WANDS (From the wand rack)
>DOWN	>NORTH (Across the rope bridge)	>WEAR THE POINTY HAT
>DOWN	>NORTHEAST	>WEAR THE CLOAK
>EAST	>NORTH (ROOM)	>NORTH (CIRCULAR PLATFORM)
>NORTH (OFFICE)	>OPEN THE CUPBOARD	(You will not be allowed on it until you have dis-
>LOOK UNDER THE RUG (You find a safe)	>LOOK IN THE CUPBOARD (You see a book)	guised yourself as Kronos by wearing the cloak and
>UNLOCK THE SAFE WITH THE BLUE	>TIE THE ROPE TO THE HOOK	the pointy hat and carrying the wands)
KEY	>EXAMINE THE PAPER WALL	>DOWN
>OPEN THE SAFE	>TEAR THE PAPER WALL WITH THE	>CLOSE POUCH
>SEARCH THE SAFE	TROWEL	>NORTH
>TAKE THE BALLOT PAPER	>DROP THE TROWEL	>NORTH
>SOUTH	>CLIMB DOWN THE ROPE	>EAST (HELL)
[135/350]	>DROP THE ROPE	>GIVE THE AEROSOUL TO THE DEVIL
>EAST (VOTING BOOTH)	[225/350]	[350/350]
>EXAMINE THE BOXES	>SOUTH (You see some tall double doors)	(He removes the silver wristband from your arm)
>PUT BALLOT PAPER IN THE LARGE BOX	>KNOCK ON DOORS	>WEST
(Voting for Gringo)	>KNOCK ON DOORS	>SOUTH
[165/350]	>KNOCK ON DOORS	>WEST
>WEST	>KNOCK ON DOORS	>UP
>WEST	>KNOCK ON DOORS (A porter opens the door)	>OPEN THE POUCH
>UP	>EXAMINE THE PORTER	>WEST
>UP	(He appears a little drunk)	>WEST
>LEAVE THE TREE	>GIVE WHISKY BOTTLE TO THE PORTER	>TAKE THE ROPE
>DOWN	[240/350]	>CLIMB ROPE
>NORTH	>EAST	>DROP ROPE
>NORTH	>DOWN	>SOUTH
>NORTHEAST	>NORTH (ANNEXE)	>SOUTH
>EAST (GRASSY PLAIN)	(Where you find Jerry Lee Lewis playing his piano)	>SOUTH
(Here you find Honest John)	>EXAMINE JERRY LEE LEWIS (He looks	>SOUTH
>BUY BEER BOTTLE AND WHISKY BOT-	very hot and thirsty)	>SOUTH
TLE WITH COIN	>GIVE BEER BOTTLE TO JERRY LEE	>SOUTH
>WEST	LEWIS	>SOUTH
>NORTH	[250/350]	>EAST
>NORTHWEST	>SOUTH	>SOUTHEAST
>CLIMB ROCKS	>PUT THE WHITE IN THE POUCH	>SOUTH
>UP	>CLOSE THE POUCH	>SOUTH
>UP	>EAST	>SOUTH
>UP	(If you don't conceal the white in the pouch before	>OPEN DOORS
>SOUTH	you enter here, the reflected glare from the crystals	>SOUTH
>WEST (SNOWMAN)	forces you back)	>KNOCK ON DOOR (A voice will ask if you are
>THROW WHITE AT THE SNOWMAN	>NORTH	wearing a silver wristband)
[180/350]	(Ignore the Demons and the fridge and move on	>SAY NO (The door is opened)
(This will melt the snowman and enable you to get	quickly)	>SOUTH (ROOM) (You are in a room with com-
into the Tower, giving you some necessary points)	>EAST (HELL)	puters and programmers, and you are handed a
>TAKE WHITE	>DEVIL, HELLO	listing)
>EAST	>ASK THE DEVIL ABOUT THE WRIST-	>EXAMINE THE LISTING
>NORTH	BAND	>DEBUG (This will now let you wander around
>DOWN	[255/350]	the adventure without getting yourself killed, or
>DOWN	(The Devil tells you that he will free you from the	worse ...)
>EAST	wristband if you bring him the soul of Kronos,	
	showing you a potion bottle and transports you	

THE PAWN SOLUTION BOOK

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