



The Pawn is the best graphics adventure on the market. The pictures are brilliantly drawn and the puzzles and atmosphere ensure it will become a classic. Part II of our exclusive map will appear in next month's issue.

THE PAWN

MAP I

COMPUTING
WITH THE
AMSTRAD

Corridor
Cream door
Knock Enter
Adventure room
Listing

Platform
Workshop
Kronos
Dragon chamber
High ledge
Tunnel
Room
Paper wall
Ledge
Passage
Double doors
Knock Doors
Shaft
Annex
Jerry
Cavern
Demos
Hell
Devil
Chamber
Strong light
Circular room

Landing
Unlock
Open Enter
Princess's room
Princess
Outside window (on rope)
Rope bridge
Store
Boots
Prism
Tower
Rope bridge
Plateau
Plateau
High ledge
Passage
Cavern
Store room
Aerosoul
Tomes
Riverside chamber
Up

Enter Tower
Plateau
Snowman
Plateau
Trail end
Up
Narrow track
Cave mouth
Large cavern
Pool
Cavern
Stalagmites
Damp passage
Small bare cave
Entrance
Corridor
Cream door
Knock Enter
Adventure room
Listing

Store
Boots
Prism
Tower
Rope bridge
Plateau
Plateau
High ledge
Passage
Cavern
Store room
Aerosoul
Tomes
Riverside chamber
Up
Narrow track
Cave mouth
Large cavern
Pool
Cavern
Stalagmites
Damp passage
Small bare cave
Entrance
Corridor
Cream door
Knock Enter
Adventure room
Listing

Narrow track
Climb: Rock
Narrow track
Foothills
Map 2

Store room
Aerosoul
Tomes

Riverside chamber
Up

Pedestal
Key
Shaft
Cave
Rem statement
Lava river

MAP 2

