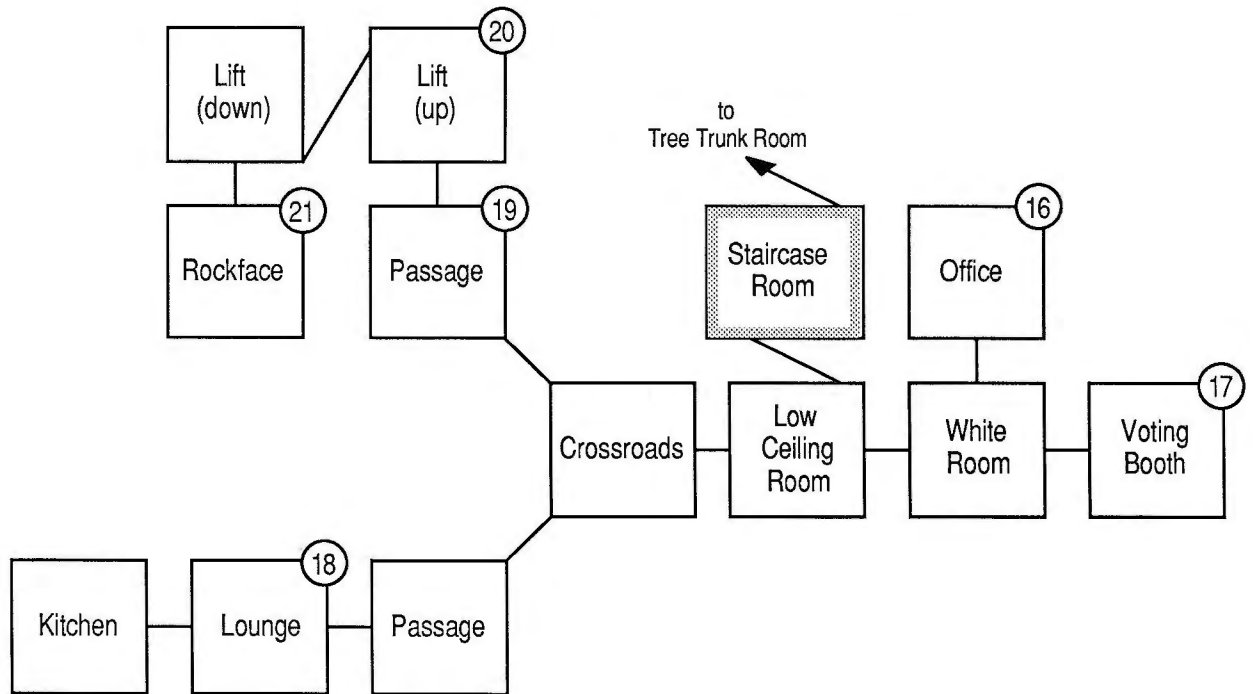
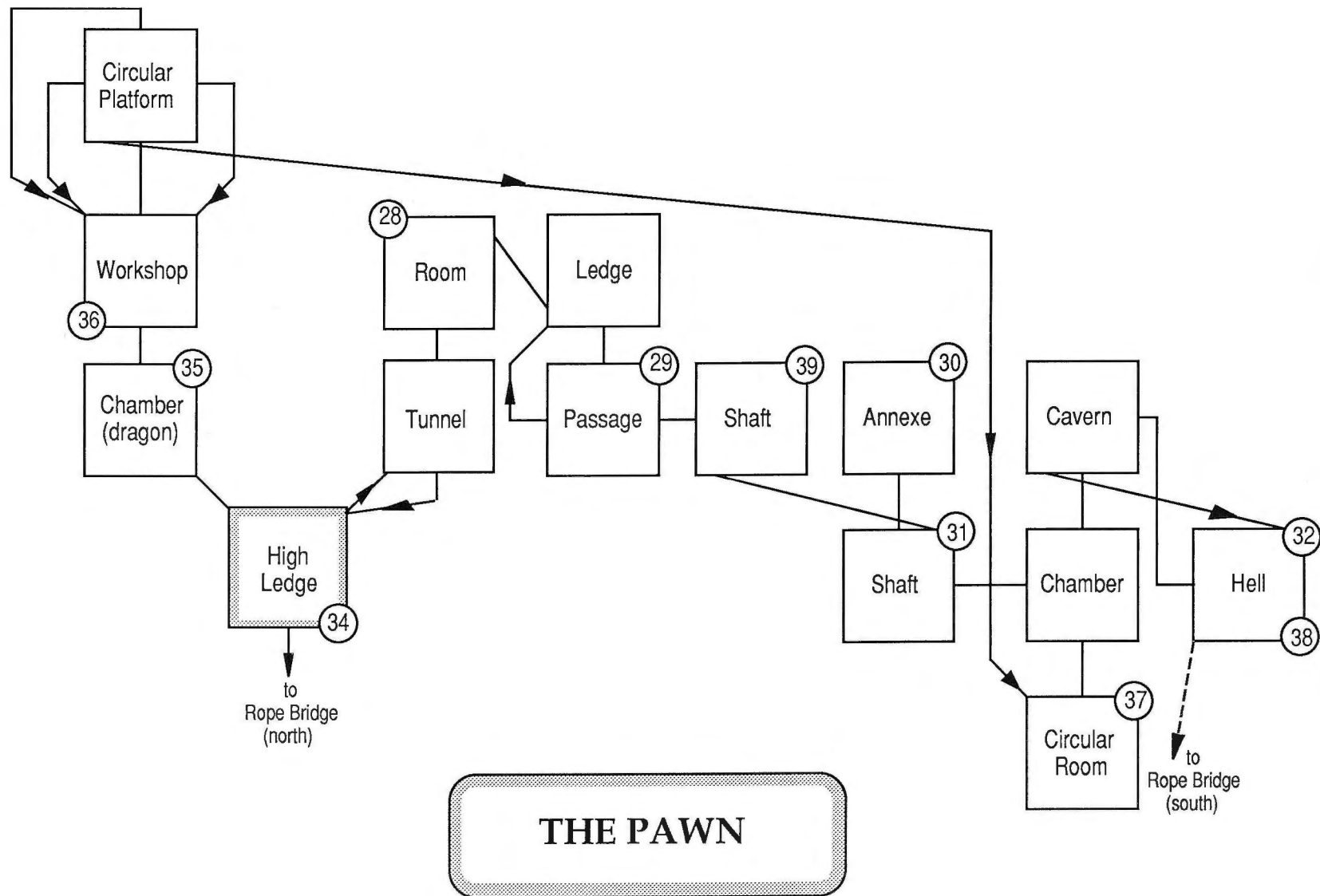


THE PAWN





The Pawn

1. Say to Kronos "Greetings". Take the note. Ask Kronos about the wristband. Take the chest.
2. Move the mat. Take the wooden key. Look inside the pocket. Take the metal key. Open the door with the metal key.
3. Take the hoe and the rake. Examine the workbench. Take the trowel. Look under the workbench. Take the pot.
4. Give the note to the guard.
5. Remove the shirt. Tie the shirt to the wristband.
6. Untie the shirt from the wristband. Tie the hoe to the rake using the shirt. Lever the boulder with the rake. Untie the shirt from the rake. Wear the shirt.
7. Climb the rocks.
8. Fill the bowl with snow.
9. Give the bowl to the guru. Take the rice.
10. Examine the tree stump. Take the pouch. Open the pouch. Take blue, green, and red. Mix blue, green, and red. Put the white in the pouch.
11. Give the rice to the alchemists.
12. Break the wall.
13. Push the pedestal. Plant the plant in the pot using the trowel. Examine the niche. Take the blue key. (If the key isn't here, then the adventurer already took it and you will have to start the game over).
14. Open the door with the wooden key.
15. Close the door. Lift the floorboards.

16. Lift the rug. Open the safe with the blue key. Search the safe. Take the ballot paper.
17. Put the ballot paper in the large box.
18. Take the hard hat. Move the cushions. Take the coin.
19. Wear the hard hat. Push the button. Slide the door. Wait (repeat until the lift arrives).
20. Drop the rake and the hoe and take the rope. Put the rope in the pocket. Slide the door. Push the second button.
21. Take the lumps using the trowel.
22. (Honest John should be here). Drop the pot. Buy the ale and the whisky using the coin.
23. Wait (repeat until the adventurer arrives). Give the chest to the adventurer. (As soon as you leave this location, e.g., southeast, you will be followed by a princess).
24. Go east. (The princess returns to the palace). Nothing else to do here.
25. Take the white from the pouch. Melt the snowman using the white. Take the white and put it in the pouch.
26. Give the lumps to the alchemists.
27. Take the tomes. Cast a spell on the tomes. Read the tomes. Take the aerosoul.
28. Open the cupboard. Take the rope and tie it to the hook. Tear the paper wall with the trowel. Climb down the rope. Drop the rope.
29. Knock on the doors (repeat until the double doors open). Give the whisky to the porter.
30. "Engineering Deck".
31. Close the pouch.

32. Ask the Devil about the wristband.

33. Take the potion bottle.

34. Open the pouch. Take the white from the pouch.

35. Point to the shapes. Shine the white at the shapes.

36. Throw the potion bottle at the magician. Push the button on the aerosoul. Wait (repeat until there is nothing left of Kronos except a pile of clothes on the floor). Take the cloak and the pointy hat and wear them. Look. (There is now a wand here). Take the wand.

37. Put the white in the pouch. Close the pouch.

38. Give the aerosoul to the Devil.

39. Open the pouch.

40. Knock on the door. Say "No"

41. Examine the listing. (If you now type: Debug, the ">" prompt will change to a "]" and you can trace your way back through the adventure. Significant items will now appear in parentheses).

THE PAWN

The game takes place in the mythical world of Kerovnia during a period of tremendous social upheaval. King Erik, the present ruler of the land, has started to lose his hold on the Kerovian people and can therefore no longer rely on their loyalty and devotion to support him through these terrible times of famine, war, and personal bankruptcy. Many attribute this loss in popularity to his unwillingness to reinstate the citizenship of the Roobikyoub dwarfs, a group with immense economic importance to Kerovnia, who were banished en masse soon after the assassination of the beloved Queen Jendah II. A general election is on the horizon and the longer the King awaits his decision on the dwarf matter, the more unpopular he is becoming. At this point you, the player, arrive on the scene. Your objectives are manyfold, the simplest being to escape from Kerovnia.

inv (you are wearing a shirt, some jeans, and a wristband)
examine the shirt (it has a design of a plant with seven jagged edged leaves)
e (Kronos the magician is here)
say to Kronos "Greetings"
take the note
ask Kronos about the wristband (he tells you that he can remove it if you perform a certain deed. He offers you a chest to help accomplish this)
(score = 5)
take the chest
e
e
e
move the mat
take the wooden key
examine the jeans
look inside the pocket
take the metal key
open the door with the metal key
sw
take the hoe and the rake
(score = 10)
examine the workbench
take the trowel

look under the workbench

take the pot

examine the pot

ne

e

give the note to the guard (the King throws you back out to the Palace Gardens)

(score = 15)

w

w

w

w

w

n

w

n

nw

u (inside a hut)

remove the shirt

tie the shirt to the wristband (the Guru stops laughing and offers you a bowl in which he asks you to bring him "the essential nourishment for all mortals" — could this be water or maybe some form of it?. In return for this, he will answer your questions)

e

(score = 25)

e

e

n

untie the shirt from the wristband

lever the boulder with the rake (alone it's not strong enough)

tie the hoe to the rake using the shirt

lever the boulder with the rake

(score = 35)

untie the shirt from the rake

wear the shirt

nw

climb the rocks

(score = 40)

u

u

fill the bowl with snow

d

d

s

se

s

w

nw

u

give the bowl to the guru

take the rice

(score = 50)

e

s

s

s

examine the tree stump (if you did this before you gave the bowl of snow to the Guru, the
pouch would not be here)

take the pouch

open the pouch

(score = 55)

examine the pouch (it contains 3 glowing colors — blue, red, and green)

take blue, green, and red

mix blue, green, and red

put the white in the pouch

n

e

n

n

nw

climb the rocks

e

e

e

d

n

examine the poster

n

give the rice to the alchemists

(score = 65)

s

s

e

read the REM statement

e

drop all

u

u

break the wall

e

take all

plant the plant in the pot using the trowel

(score = 70)

n (before you broke the wall in the Riverside Chamber this exit was not available)

read the notice

push the pedestal

examine the niche

take the blue key (If the blue key is not here, then the Adventurer took it and you must
start the game over)

s

(score = 80)

w

w

u

w

w

w

s

se

s

w

s

s

s

u

open the door with the wooden key

e

close the door

lift the floorboards

d

d

(score = 90)

e

n

lift the rug

open the safe with the blue key

search the safe

take the ballot paper

s

(score = 100)

e

examine the boxes (the large one has "Vote for Gringo" pasted on it. The small one is for
votes against Gringo — remember the poster in the Damp Passage)

put the ballot paper in the large box

(score = 130)

w

w

w

sw

open the door

w

take the hard hat

examine the settee (it has cushions on it)

move the cushions

take the coin

e

(score = 135)

ne

nw

wear the hard hat

push the button

slide the door

wait (repeat until the lift arrives)

n

drop the rake and the hoe and take the rope

put the rope in the pocket

(score = 150)

examine the buttons

slide the door

push the second button

slide the door

s

take the lumps using the trowel

(score = 160)

n

slide the door

push the first button

slide the door

s

se

e

u

u

open the door

w

d

e

e

e

n

n (Honest John is here selling some items)

drop the pot

buy the ale and the whisky using the coin

nw

nw

wait (repeat until the adventurer arrives)

give the chest to the adventurer (as it opens, he is enveloped by the vapor flowing from
it. He falls to the ground)

(score = 175)

se (note that a princess now follows you — had you given the chest to the adventurer
earlier in the game when he appears, the princess would not have shown up)

s

s
s
e
e
e
e
e (the princess returns to the palace)
w
w
w
w
n
n
n
nw
climb the rocks
ne
u
w
s
take the white from the pouch
melt the snowman using the white
(score = 190)
take the white and put it in the pouch
e
n
d
w
e
e
e
d
n
n (back in the alchemists' laboratory)
give the lumps to the alchemists
(score = 210)
ne
take the tomes

examine the tomes (you need to cast a spell on them to open them)

cast a spell on the tomes

read the tomes (you learn that Kronos can avoid torture by exchanging three good souls for his own)

take the aerosoul (note the spelling)

examine the aerosoul

sw

nw

w

n

n

n

ne

n

read the graffiti (it says don't lean on the paper wall)

open the cupboard

examine the cupboard

take the rope and tie it to the hook

tear the paper wall with the trowel

climb down the rope

drop the rope

(score = 225)

s

knock on the doors (make sure you type "doors" and not "door" — repeat until the double doors open)

give the whisky to the porter

(score = 240)

e

d

n

give the ale to Jerry Lee Lewis

(score = 250)

s

close the pouch

e

n

d

examine the throne (a Devil is seated in it)

ask the Devil about the wristband (he too offers to remove the wristband from you in return for the sacrifice of Kronos' soul — you are transported to the Rope Bridge (South))

(score = 255)

take the potion bottle

n

n

open the pouch

take the white from the pouch

nw

examine the shadows (there are small humanoid shapes hiding in them — maybe you can divert the attention of the dragon to them)

point to the shapes (the dragon can't see them)

shine the white at the shapes (the dragon devours them instead of you)

n

(score = 275)

throw the potion bottle at the magician

(score = 300)

push the button on the aerosoul (this will suck in Kronos' soul so that you can deliver it to the Devil)

wait (repeat until there is nothing left of Kronos except a pile of clothes on the floor)

examine the clothes

take the cloak and the pointy hat and wear them

look (there is now a wand here)

take the wand

n

d

put the white in the pouch

close the pouch

n

n

d

give the aerosoul to the Devil (you are freed of your bondage by the silver wristband)

(score = 350)

w

s

w

u

open the pouch

w

n

take the rope

climb up the rope

drop the rope

s

s

s

s

s

e

se

s

s

s (at the Entrance)

open the doors

s

knock on the door (you are asked if you are wearing a silver wristband)

say "No" (the doors open)

s

examine the listing . (If you now type: Debug, the ">" prompt will change to a "]" and you can trace your way back through the adventure. Significant items in each room will now appear in parentheses).

You have achieved a score of 350 out of a possible 350.