



PILGRIM'S PROGRESS

COMPUTER ADVENTURE GAME

BBC 'B'/COMMODORE 64
ZX SPECTRUM 48K

Designed and Programmed ^{AD}
by ANNO DOMINI

WELCOME!

Scripture Union are very pleased to welcome you to this computer version of **PILGRIM'S PROGRESS**, devised and programmed by Anno Domini.

We very much hope that you'll enjoy the game and also that you'll learn something at the same time, and want to play more Scripture Union computer games.

For details of these write to:

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INTRODUCTION TO THE GAME

PILGRIM'S PROGRESS is a role-play text adventure game. It follows the plot of John Bunyan's classic story, with the big difference that in this version *you* play the central role.

Your aim, as Pilgrim, is to reach the Heavenly City, learning as much as you can on the way, as you travel through up to 100 different locations.

In each location you are set a problem which you have to solve before you move one. Normally this problem is in the form of a series of statements to which you have to respond by giving the computer an instruction. Fortunately for you the computer has a rudimentary knowledge of the English language, so you can type in your instructions in English (not forgetting to press **ENTER** at the end of your command).

However, the computer's vocabulary is somewhat limited, so it may not understand everything you say. If this is the case it will politely tell you, *I'm sorry, I don't understand*. What the computer is looking for is certain key words (normally each of these has one or two acceptable synonyms). Until you come up with these key words you cannot continue. Sometimes you will type in a possible solution and the computer will request you to *Please be more specific*. This means that some of the key words are there, but others are missing. At least you are on the right track; keep trying.

The common direction words North, South, East, West, Up and Down may be abbreviated to N, S, E, W, U and D. All other words need to be typed in full.

There is no limit to the number of words you may type in, but don't give the computer too many commands at once. It'll only get confused and probably will forget the second half of your sentence.

In some ways the computer is very fussy and wants you to be precise, but in others it's very free and easy. So, for instance, it doesn't mind whether you type in **CAPITALS** or **lower case** or even a **miXture of The two**.

USING THE BIBLE

One of the articles you can pick up during the course of the game is a Bible, to which the computer will frequently refer you. So you will need to have a real Bible to hand. It doesn't matter which version you use so long as it contains both Old (OT) and New (NT) Testaments, but of course a modern version like the **GOOD NEWS BIBLE** or the **NEW INTERNATIONAL VERSION** is easier to follow.

Many adventure games allow you to ask for **HELP** so that you can be given a clue. In **PILGRIM'S PROGRESS** instead of typing **HELP** you can type **READ THE BOOK**. You will then be given a clue in the form of a Bible reference.

Bible references are given like this:

Jn3v16

'**Jn**' refers to the specific Bible book — in this case, John
3 is the chapter number in that book
v16 is the verse in that chapter.

The names of books are abbreviated thus:

Acts	= Acts of the Apostles (NT)	Jer	= Jeremiah (OT)
Amos	= Amos (OT)	Jn	= John (NT)
1Chr	= 1 Chronicles (OT)	1Jn	= 1 John (NT)
2Chr	= 2 Chronicles (OT)	2Jn	= 2 John (NT)
Col	= Colossians (NT)	3Jn	= 3 John (NT)
1Cor	= 1 Corinthians (NT)	Job	= Job (OT)
2Cor	= 2 Corinthians (NT)	Joel	= Joel (OT)
Dan	= Daniel (OT)	Jon	= Jonah (OT)
Deut	= Deuteronomy (OT)	Josh	= Joshua (OT)
Ecc	= Ecclesiastes (OT)	Jude	= Jude (NT)
Eph	= Ephesians (NT)	Judg	= Judges (OT)
Esth	= Esther (OT)	1Kgs	= 1 Kings (OT)
Ex	= Exodus (OT)	2Kgs	= 2 Kings (OT)
Ezek	= Ezekiel (OT)	Lam	= Lamentations (OT)
Ezra	= Ezra (OT)	Lev	= Leviticus (OT)
Gal	= Galatians (NT)	Lk	= Luke (NT)
Gen	= Genesis (OT)	Mal	= Malachi (OT)
Hab	= Habakkuk (OT)	Mat	= Matthew (NT)
Hag	= Haggai (OT)	Mic	= Micah (OT)
Heb	= Hebrews (NT)	Mk	= Mark (NT)
Hos	= Hosea (OT)	Nah	= Nahum (OT)
Is	= Isaiah (OT)	Neh	= Nehemiah (OT)
Jas	= James (NT)	Num	= Numbers (OT)

Obad = Obadiah (OT)
1Pet = 1 Peter (NT)
2Pet = 2 Peter (NT)
Phil = Philippians (NT)
Phlm = Philemon (NT)
Prov = Proverbs (OT)
Ps = Psalms (OT)
Rev = Revelation (NT)
Rom = Romans (NT)
Ruth = Ruth (OT)

1Sam = 1 Samuel (OT)
2Sam = 2 Samuel (OT)
Song = Song of Songs (OT)
1Thes = 1 Thessalonians (NT)
2Thes = 2 Thessalonians (NT)
1Tim = 1 Timothy (NT)
2Tim = 2 Timothy (NT)
Tit = Titus (NT)
Zech = Zechariah (OT)
Zeph = Zephaniah (OT)

Be careful when typing in Bible references to get the spacing right. For instance, if the computer is looking for **Rom3v26** it will not understand **Rom 3v.26**.

AN EXAMPLE OF PLAY

A location is described:

*You are in a small chamber with a book-case in one corner.
A door leads out onto a passage.*

You might decide to look at one of the books. So you could type

EXAMINE BOOK

But you would get the reply

PLEASE BE MORE SPECIFIC

This is because while the computer has spotted the key-word **BOOK** in your sentence, it considers **EXAMINE** inappropriate. The computer, you see, is very logical, and insists that before you can look at the book you need to **GET** it. So the words it is looking for first of all are

GET BOOK

Having got it you now have your chance to examine it. So you could type

EXAMINE

But this time the reply would be

I'M SORRY I DON'T UNDERSTAND

because the computer doesn't know the word **EXAMINE**. You need to search for a synonym. In this case the word you are looking for is

READ

However, there is frequently more than one possible course of action in a situation. In the example above you could choose not to read any of the books, and instead

OPEN THE DOOR

and then

GO OUT ONTO PASSAGE

Whether or not this is a wise decision will be revealed sooner or later!

Never be too hasty!

Don't try to be too clever and ask the computer to do everything at once. For instance, it wouldn't do you much good to try to issue one multi-purpose command:

GET BOOK, READ, OPEN THE DOOR AND GO OUT ONTO PASSAGE.

As soon as the computer reads the words **GET BOOK** it won't bother with the rest of the sentence. So issue one command at a time (and don't forget to press **ENTER** after each command).

HINTS

The computer is very virtuous, and expects you to be the same. It expects you to persevere — just because a particular course of action didn't work the first time doesn't necessarily mean it won't work if you try it again. But if you do make a mistake it expects you to be honest and truly sorry about it and (in Biblical terms) to repent.

SCORE

Your aim, of course, is to complete your pilgrimage to the Heavenly City, but en route you can also score points. This means that should you fail to complete the course you have a target to try and beat next time. And even if you do complete the journey you can try the game again and see if you can repeat your success, making fewer mistakes.

You gain points by visiting new locations and by reacting in the right way in various situations.

You lose points by taking too many goes to get out of a location or by doing something silly!

It is possible to get full marks without visiting every location if you respond quickly and well in those you do visit.

You can check your score at any time by typing

SCORE

TO 'SAVE' THE PROGRAMME

Unless you're prepared to do without sleep and refreshment for several days there will be times when you want to stop the game and take a break. It would be very frustrating if you then always had to start again from scratch, so it is possible for you to **SAVE** the game on your **PILGRIM'S PROGRESS SAVING CASSETTE**. Then, at a later date, you can pick up the game from where you left off.

To **SAVE** the game you need to type

QUIT

and then follow the instructions on the screen.

Spectrum/BBC 'B'

To restore a saved program, first load the program in the normal way (see below) using the program cassette. Now press **ENTER** to start the game. When you have entered the first location (your bedroom), insert your **SAVING CASSETTE**, type **RESTORE** and **ENTER**, and follow the instructions on the screen. N.B. You can also **RESTORE** from any location within a running game.

Commodore 64

To restore a saved program, load the program cassette in the normal way using the **RUN/STOP** key (see section on **LOADING** below). The computer will ask you **RESTORE PREVIOUS GAME Y/N?** Type **y** if you wish to restore. Now insert your **SAVING CASSETTE**, and follow instructions. N.B. You cannot restore in the middle of a game. (You can, of course, save from anywhere in the game.)

THE STORY SO FAR...

It is many hundred years ago.

For some time now you have lived comfortably with your family in the quiet city of Destruction. No one knows for sure how the city came to have such a morbid name, but rumour has it that many years ago the lord of the city quarrelled with the King of the Heavenly City. Since then all the inhabitants of Destruction have been doomed.

Of course few believe these tales today. But there have been one or two strange souls who have left Destruction to seek the Heavenly City and escape from... well, who knows what?

You have always maintained a healthy scepticism about such myths, but last year, for no apparent reason, the crops failed. Since then there have been strange sights in the sky and many other peculiar happenings, so that now you don't quite know what to believe.

It is against this background that one day you go up to your room to think...

LOADING

Spectrum

To load the program insert your **PILGRIM'S PROGRESS PROGRAM CASSETTE** in your cassette recorder, type **LOAD " "** and **ENTER**, and start the cassette recorder playing. Do not stop the tape until told.

BBC 'B'

To load the program insert your **PILGRIM'S PROGRESS PROGRAM CASSETTE** (with the side labelled BBC 'B' uppermost) into your cassette recorder. Type **CHAIN " "** and press **RETURN**. The program will automatically run when loading is finished.

Commodore 64

To load the program insert your **PILGRIM'S PROGRESS PROGRAM CASSETTE** (with the side labelled Commodore 64 uppermost) into your cassette recorder. Then, using the **RUN/STOP** key, **LOAD** the program as described in the Commodore manual. When the program has loaded it should **AUTO-RUN**. Now follow instructions on the screen.

N.B. If you do not use the **RUN/STOP** key but instead type **"LOAD"** and press **ENTER** the program will load but it will not **AUTO-RUN**. In this case you will need to type **"RUN"** when the word **READY** appears on the screen.

IF YOU'RE STUCK...

If you're stuck in a particular location and you can't find the correct solution

- (1) Try again. Go for a walk or sleep on it if necessary. Try to work through all the conceivable ways of approaching the problem.
- (2) Get family or friends to help. Maybe a fresh mind will immediately latch onto the computer's way of looking at things.
- (3) As **absolutely the last resort**, fill in the coupon opposite, saying precisely where you are and what your problem is. You will be given a precise answer to a precise question, so be careful how you ask it. You have only one chance to use this coupon so use it wisely. Photocopies of the coupon or letters will not be accepted. Make sure you send a stamped addressed envelope for your reply.

WARNING

All versions of this program are copyright, and software piracy is theft.

Notes

Faint, mirrored text from the reverse side of the page, including phrases like "LOADING", "WARNING", and "PILGRIM'S PROGRESS".

PILGRIM'S PROGRESS COMPUTER ADVENTURE GAME

Please help me — I'm stuck!

My name is

My address is

My location in the game is

My question is

Send to: **J.P.H. Day, Scripture Union (SVU), 130 City Road,
London EC1V 2NJ**

DON'T FORGET YOUR STAMPED ADDRESSED ENVELOPE!

Notes

WILKIN'S PROGRESS COMPUTER ADVENTURE GAME

Please help me - I'm stuck!

My name is

My address is

My location in the game is

My question is

Send to: J.F.R. Day, Software Union 1540, 130 City Road,
London EC1Y 1JN

DON'T FORGET YOUR STAMPEL AND RETURN ENVELOPE

