

Pilgrim



A terrifying New
text Adventure
for the
Commodore 64

CRL

Tonight will be Terrifying Tomorrow will be beyond all imagination!

Long ago, beyond the mists of history there was a land called Meridian. The people of Meridian were gentle and peace-loving, living a simple and happy way of life.

They had their culture, religion and legends like most races, and among the stories handed down through the ages, was the legend of the Guardian.

It was believed that deep in a mountain somewhere, lived the Guardian of Meridian. He was said to be eternal, overseeing the destiny of the people, and would, at some time in their darkest hour of need, provide the ultimate help.

Even then, peace was not universal however. There also lived a warlike and far more advanced race in the distant land of Silvian. Through history the Silvians had invaded Meridian many times, dealing out death and destruction. Many years of peace had passed since the last attack, and life had settled down to its normal, peaceful way.

Then, one stormy winter's night . . . they came! In their hordes they came, armed with new and strange weapons of terrible power!

The village of a young Meridian lad was attacked with savage ferocity. He vowed then, that if he survived, he would seek out the Guardian, and test the legend. He had returned to his house to equip himself for the journey, when there came a loud thundering, and he fell to the floor, unconscious.

You are that lad. Enter this land if you dare! Your quest is to reach the Guardian. But be warned! . . . There are no wizards, magic or gnomes here . . . Fear and terror will be your only companions . . . Your only prize . . .

SURVIVAL!



Loading . . . Type Load and press Return. When ready appears, type Run and press Return.

Game will run automatically when loaded. (Around counter 218). Use two word commands, eg: Examine Door, Look Around, Go Lake, etc. Some single letter commands are also used, eg. N, S, E, W, Up, Down, Sleep, Wait, etc.

Certain things can be worn and removed using "Wear" or 'Remove'. To check inventory, type I and press Return.

To repeat description of current location, type R and press Return.

To Save Game:

1. Place a blank tape in your recorder.
2. Type Save and press Return.
3. Type T or D (Tape or Disc) and press Return.
4. Type File Name and press Return.
5. Press Record Button and the tape will record your current play position, returning you to the game when recording is finished.

Loading previously saved game:

1. Load the original game as usual.
2. Remove original tape, insert saved game tape.
3. Type Load and press Return.
4. Enter T or D (Tape or Disc) and press Return.
5. Type File Name and press Return.

Press Play Button, your saved game will load to the original game, running automatically at the saved position, when loaded.

Pilgrim was written using Gilsoft's 'The Quill'.

Pilgrim

Enter the land
of Meridian If you dare!
Your quest is to reach the
Guardian But be warned . . .
There are no Wizards, Magic
or Gnomes here . . . fear and
Terror will be your only
Companions . . .
Your only prize . . .
SURVIVAL!

FULL INSTRUCTIONS ON THE REVERSE OF THIS INLAY

CRL Group PLC,
CRL House, 9 Kings Yard,
Carpenters Road,
London E15 2HD.

©CRL Group 1986

If this tape is defective in any way please
return to CRL for an immediate replacement.

This cassette is sold subject to the following conditions: Unauthorised copying, hiring,
lending, exchanging, public performance and broadcasting of the cassette is strictly
prohibited. Made in U.K.



Pilgrim

CBM 64

CRL