

THE COVENANT

by Paul Hutchinson

1. The Scenario:

Scattered about the vast subterranean complex are 64 fragments of parchment that when correctly assembled will give you all the knowledge of your people's culture – Your task as the last survivor of your ancestral race is to assemble the covenant and repopulate the desolate surface of your planet with the animals that live in the caverns.

2. Features

**JOYSTICK COMPATIBLE
FULLY USER DEFINABLE KEYS
256 DIFFERENT CAVERNS
GLOBE
STUN GUN
64 DIFFERENT CREATURES
GRAVITY MOMENTUM FRICTION
24 DIFFERENT OBJECT TYPES
HIGH SCORE TABLE
SAVE GAME FEATURE
67 PASSAGES**

3. Your Equipment:

(a) The Globe – controlled by telekinesis – contact with creatures will cause an energy drain. Exit and Enter the Globe by pressing the fire button when stationary.
NOTE: When outside the Globe you will consume twice as much energy.

(b) The Stun Gun – only works when you have picked up the relevant anaesthetic to be found in each area. Contact with a stun bolt will cause an energy drain.

The creatures will only be stunned for a few seconds and you must get back into the Globe, manoeuvre over them and pick them up.

(c) The Key – you will find a key in each area. This will unlock a chest holding a piece of the covenant but can only be used when you have collected all the creatures in the area.

- (d) The Energy Points – to replenish your energy, find an energy point, exit the Globe and stand over it. You will hear an increasing sound that will tell you when your energy is replenished – be careful though, some energy points will actually drain your energy!

4. The Scoring:

CREATURES CAPTURED: 16 – 64 Points depending on which level

A piece of the covenant: 400 Points.

A bonus of 3000 is awarded after collecting all the parchment and returning to the start position.

5. Status Screen:

Pressing SPACE at any point during the game will pause the game and display your (i) current energy level
(ii) the objects held
(iii) the number of pieces of the covenant collected
(iv) your current score
(v) the game time taken.

Pressing SPACE again will restart the game.

6. To Save the game:

At any point in the game, press SPACE. This will display the Status Screen. Now put a blank tape in your recorder, make sure the "Mic" lead is connected, start the tape recording and press S. This will save the game at your present position, along with the high score table and any user defined keys.

To reload the game, load the master game tape, press SPACE to obtain the Status Screen, start your saved tape playing then press J. When loaded you will be back to the point of the game where you left it.

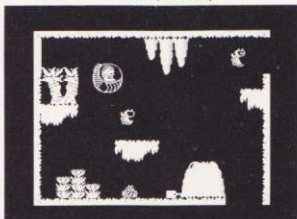
7. Loading:

- (1) Reset your computer.
- (2) Ensure the tape is fully rewind.
- (3) Press small CTRL and enter.
- (4) Press play and any key.

If you have any problems with loading, consult your computer manual or telephone 0203 667556.

"A CAVERN" (one of 256)

LOCKED
ENTRY/EXIT



ENTRY/EXIT

CREATURES

KEY TO A CHEST

"ANAESTHETIC"

ENTRY/EXIT

SECTIONS OF "THE COVENANT"

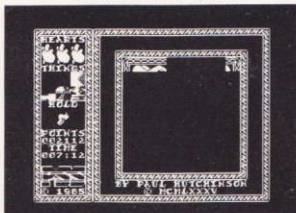
ENERGY
INDICATOR

OBJECTS
COLLECTED

CREATURES
CAPTURED

SCORE
002112
TIME
007:12

GAME TIME
TAKEN



"STATUS SCREEN"