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COMMAND • SUMMARY

PHM PEGASUS™

Commodore 64/128

OVERVIEW

PHM Pegasus is a simulation requiring both strategic and tactical ability. The object is to complete each mission by achieving its main objective in as short a time as possible. See your Manual for details on the assignments.

Hydrofoil operation is by means of keyboard and joystick. You can use either to control the hydrofoil's movement, weapons aiming and firing, and any auxiliary craft. Use the keyboard to pause and resume play, to increase or decrease time compression, to switch between the Bridge and the Operations Map, and to select weapons or auxiliary craft.

Two main viewing "modes" are available at any time — the Bridge and the Operations Map. The key table on the inside pages shows the effect of each keystroke under each of the two modes.

GETTING STARTED

Remove all cartridges from the computer; turn on the disk drive, the computer and the monitor. Plug your joystick into Port 1. Insert the disk in the drive, type **LOAD "EA",8,1** and press **Return**. C128 users need only turn on the disk drive, insert the disk label side up, and turn on the computer; Pegasus then loads automatically.

SPOTTER CARDS

The identification cards in the center pages of your Manual can help you spot and identify the vessels and aircraft that are active in each mission. Shooting friendly vessels can make you very unpopular with the Commodore, so it is particularly important that you identify the vessels in each mission. This way you won't end up shooting the convoy you are trying to rescue. To use the cards, *carefully* remove them from the manual by tearing the center perforation, and then tear out each card individually. Before you start an assignment, read the mission description in the Manual and select the card for each vessel in the mission. Keep the cards handy as you proceed with your assignment, and refer to them when you need help identifying one of the vessels.



KEYBOARD COMMAND SUMMARY

(Note: Some of the following commands are accessible through the joystick. Such commands are marked with an asterisk *. See Joystick Control section following.)

KEY:	EFFECT:	
	Bridge	Operations Map
P	Pause/Resume play	Same
Shift-Q	Quit	Same
V	Toggles view between Operations Map and Bridge	Same
+	Each press doubles time rate up to 128 x real time	Same
-	Each press halves time rate down to real time (1 x)	Same
N	Returns time rate to real time (1 x)	Same
1-5*	Sets hydrofoil's maximum speed	Sets maximum speed for hydrofoil or auxiliary vessel
0*	Stops hydrofoil	NA
Shift-R	Each press doubles radar scan from 2.5 miles to 40	NA
R	Each press halves radar scan to 2.5 miles	NA
T	Selects targets for view in binoculars	NA

KEY:

EFFECT:

	Bridge	Operations Map
D	NA	Toggles between radar circles and vessel icons
F1	Selects cannon	Selects Hydrofoil
F3	Selects chaff rocket	Selects Helicopter 1**
F5	Selects missiles (Harpoon or Exocet)	Selects Helicopter 2**
F7	Selects Gabriel missiles**	Selects Convoy**
Spacebar	Toggles between maneuver and weapons aiming modes	NA
Return*	Fire currently selected weapon	NA
I,J,K,M*	Aim weapon up, left, right, down	Moves destination cursor
Comma*	Turn Hydrofoil left	NA
Period*	Turn Hydrofoil right	NA

** when available

JOYSTICK CONTROL

You can use the joystick either to control the hydrofoil or to aim and fire your weapons. From the Bridge, in Movement mode, you can control the hydrofoil's movement by moving the joystick left or right, and its speed by moving it forward or back. In Weapons mode, use the joystick to move the aiming cursor around the binocular view. Fire your weapons in either mode by pressing the fire button. You can toggle between Movement and Weapons mode by pressing the Spacebar. From the Operations Map, use your joystick to set your destination cursor, and the fire button to set off on your course.