

NOT ALL TOP GUNS FLY ON AIR... FLY ON WATER...
THE PATROL HYDROFOIL MISSILECRAFT.

Warship of the jet age. So agile, enemy radar mistakes it for a low-flying helicopter. So fast, the enemy has only minutes to react. So deadly, there is no second chance. **THE NEED FOR SPEED...** Your search helicopter spots the Soviet-built Nanuchka missile corvette charging across the "Line of Death." You're airborne and closing in at 50 knots. Guns blazing, you lock on and launch a Harpoon guided missile. Through the water spouts of his near misses, you see him explode in flames. Another mission accomplished. **A COMMANDING SIMULATION...** Authentic speed and handling characteristics. Advanced instrumentation and weapons systems. 8 real-life missions. Full control of search helicopters. On-screen maps. Time compression speeds action up. Life-like 3-D solid-fill colour graphics.



These screen shots represent C64 version. Other versions may differ.
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PHM PEGASUS

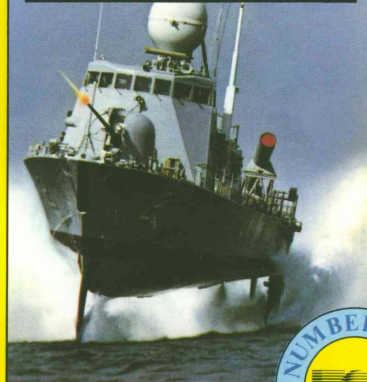
ELECTRONIC ARTS

C64/128



PHM PEGASUS

PATROL HYDROFOIL MISSILE CRAFT SIMULATION



LUCASFILM GAMES™



ELECTRONIC ARTS

Noah Falstein knows games. At the age of 12 he made a Sink the Bismark action game. His fascination with board games and war strategy games carried him through high school and college. It was while at Hampshire College, in fact, that he realized he could turn his life long love into a full fledged career. His senior college project found him designing a computer game dealing with mining a distant asteroid belt.

From college he went on to design games and toys for companies such as Milton Bradley and Williams Electronics. He even worked for a time on speech synthesis and voice recognition. It was about February, 1984 that Noah came to the sunny hills of San Rafael. Here, his lifetime experience with games and bringing people fun really took form and he has designed several projects, Pegasus being his latest. He'd like you to know that working at Lucasfilm is as wonderful an experience as you might think. We'd like him to know that we're glad he's there and look forward to his next project.



Left to right: Chris Gingo, Lawrence Holland, Ken Macklin, Noah Falstein.



ELECTRONIC ARTS®
Home Computer Software

ABOUT OUR COMPANY:

We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order, but with enough imagination and enthusiasm, we think there's a good chance for success. Our products, like this one, are evidence of our intent. If you'd like a product brochure, send a stamped SAE to: Electronic Arts, 11/49 Station Road, Langley, Slough, Berks, England.

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 (optional). 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 below shows the effect of each keystroke under each of the two modes.

GETTING STARTED

Remove all peripherals; turn on the computer and the monitor and plug your joystick into port 1. Insert the tape into your datassette, side 1 uppermost, and rewind fully. Hold down SHIFT and press the RUN/STOP key then press play on your datassette.

Once *PHM Pegasus* has loaded, select a scenario to play, flip the tape to side 2, rewind fully and press play on your datassette. Once the scenario has loaded, the game will start. Follow the on screen prompts.

SPOTTER CARDS

The identification cards in your manual can help you spot and identify the vessels that are active in each mission. Firing on friendly vessels can make you very unpopular with the Commodore, so it is particularly important that you identify the vessels in each mission. That way you won't end up shooting the convoy you are trying to rescue! Before you start an assignment, read the mission description in the manual, and select the cards 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 a joystick. Such commands are marked with an asterisk *. See Joystick Control section following.)

KEY	BRIDGE	EFFECT	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 (1x)		same
N	Return to real time (1x)		same
1 .. 5*	Sets hydrofoil's speed		Sets speed for hydrofoil or auxiliary vessel
0	Stops hydrofoil		N/A
Shift - R	Each press doubles radar scan from 2.5 miles to 40		N/A
R	Each press halves radar scan to 2.5 miles		N/A
T	Selects target for view in binoculars		N/A
D	N/A		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 manoeuvre and weapons aiming mode		N/A
Return*	Fire currently selected weapon		N/A
I,J,K,M*	Aim weapon up, left, right, down (In weapon aiming mode)		Moves destination cursor
Comma*	Turn Hydrofoil left		N/A
Period*	Turn Hydrofoil right		N/A

** when available
* joystick control

*** JOYSTICK CONTROL**

You can use a joystick either to control the hydrofoil or to aim and fire your weapons. From the bridge, in manoeuvre 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 aiming 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 manoeuvre and weapons aiming 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.

Software design and head programmer: Noah Falstein.
 Programmers: Edwin W. Reich, Jr., Lawrence E. Holland.
 Spectrum & Amstrad conversions by Lynsoft UK.
 Program Art: Ken Macklin.
 Technical consultants: Vern Salisbury, Scott Oriosky.
 Sounds and music: Christopher Grigg.
 Producer: Stewart J. Bonn.
 EuroPackage design: Grapplegroup Ltd.
 Package photography: Courtesy Boeing Marine Systems.

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