

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, except for the joystick or FD2 disk interface (if fitted): turn on the computer and the monitor. Now follow either the tape or disk loading instructions as appropriate.

TAPE:

If your Amstrad is a disk machine, first select tape filing system by entering | **TAPE**. Insert either side of the tape into the player and rewind fully. Hold down the CTRL key and press the small ENTER key then press **PLAY** on your recorder.

DISK:

Once you have switched on , Insert the disk into the drive label side up. Type **RUN "EA"** and after a short wait, the game will start.

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 Admiral, 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	EFFECT	
	BRIDGE	OPERATIONS MAP
P	Pause/Resume play	same
Shift and 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
0 .. 5*	Sets hydrofoil's speed	Sets speed for hydrofoil or auxiliary vessel
Shift & R	Each press doubles radar scan from 2.5 miles to 40 miles	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.
Spacebar	Toggles between manoeuvre and weapons aiming mode	N/A
F 7	Selects cannon	Selects Hydrofoil
F 4	Selects chaff rocket	Selects convoy**
F 1	Selects missiles (Harpoon or Exocet)	Selects Helicopter 1**

F 0	Selects Gabriel missiles**	Selects Helicopter 2**
Enter*	Fire currently selected weapon	N/A
Comma, Full Stop*	Aim weapon left, right, up, down	Moves destination cursor
Up & Down Arrow	(In weapon aiming mode)	
Comma*	Turn Hydrofoil left	N/A
Full Stop*	Turn Hydrofoil right	N/A
Up Arrow*	Accelerate hydrofoil	N/A
Down Arrow*	Decelerate Hydrofoil	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.

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