

Not Polyoptics:

Starship Pegasus is a game about contact with extra-terrestrial civilizations, and the exploration of space.

The player is put in command of the Pegasus, and given the mission by the Emperor of traveling to the star systems of a specific quadrant of the galaxy. There are over 100 possible quadrants in this program.

The Emperor sends the player a message, telling him the quadrant he is to explore and the number of star systems in that quadrant. The player should note how many stars there are.

The ship's computer asks the player for a command. The following is a list of possible commands;

press ENTER after every entry.

L This is to leave the star system the ship is in to go to another one.

1 up to (number of stars)

This sends the ship to the star system the player has entered. Moving in this way puts the ship into hyperspace drive (see Hyperspace) and costs energy; if the ship has no energy it cannot enter hyperspace.

G plus (planet number)

This sends the ship to an orbit around the planet in a system which the player has specified.

Example: **G2** sends the ship to the system's second planet.

S This displays the ship's updated mineral, energy, and technology levels, the number of days left in the mission, the conditions of the ship's laser and drive pods (see Repair), and a list of commands possible when in planetary orbit.

R This repairs the laser and the drive pods at the cost of some energy and minerals.

The ship must be in planetary orbit to perform the following commands.

C This is for diplomatic contact with the inhabitants. Extremely hostile civilizations at this point will fire, but most planets will simply acknowledge the contact has been made, while some will immediately negotiate a treaty. Repeated contacts will produce a hostile result, or a treaty. When a treaty is signed the planet may then be exploited.

E This is to exploit a planet if it is uninhabited or destroyed, or if its civilization has signed a treaty or has surrendered. Exploiting more than twice is unproductive; in most cases a planet that produces nothing on the first try has nothing to give up. A planet that has been fully exploited will yield nothing more for the rest of the game.

F This fires the laser and tends to destroy civilizations with inferior technologies (lesser beings). Planets when fired on may surrender; after exploiting this planet you may destroy it and exploit it again.

B This is beaming down, for the desperate or the curious player. Beaming down to an uninhabited planet ends the game and gives the score. Beaming down to an inhabited planet may save you in a desperate situation, or give the Emperor a chuckle when he finds out what happened to you.

D This is the self-destruct button. Self-destruct and Beam Down are emergency commands for when the ship is out of energy and can't move.

All commands except Status reduce the number of days left in the mission by 1, so commands should be used efficiently.

Hyperspace

When in hyperspace there is a chance that hyperspace marauders will attack. These pirates patrol the hyperspace dimension and prey on starships, which are more vulnerable there since their computers can only work in a crude way in this dimension. To destroy the marauder ship, input the coordinates on the grid which correspond to its position. Just type them in — do not press ENTER. A random number of hits will destroy it. (Hint: wait until you are sure of his position; waiting doesn't hurt.) If the ship is hit by its fire the ship's energy will be reduced. If the player does poorly the ship will have to surrender half of its mineral cargo (this is done automatically). If the ship loses too much energy it will explode upon re-entry into normal space.

Strategies

The goal of the game is to accumulate mineral, energy, and technology points. If you do well enough the Emperor will give you a medal.

Do not use the Repair command while in orbit around a hostile planet; it may attack.

Hostile greater beings are best avoided.