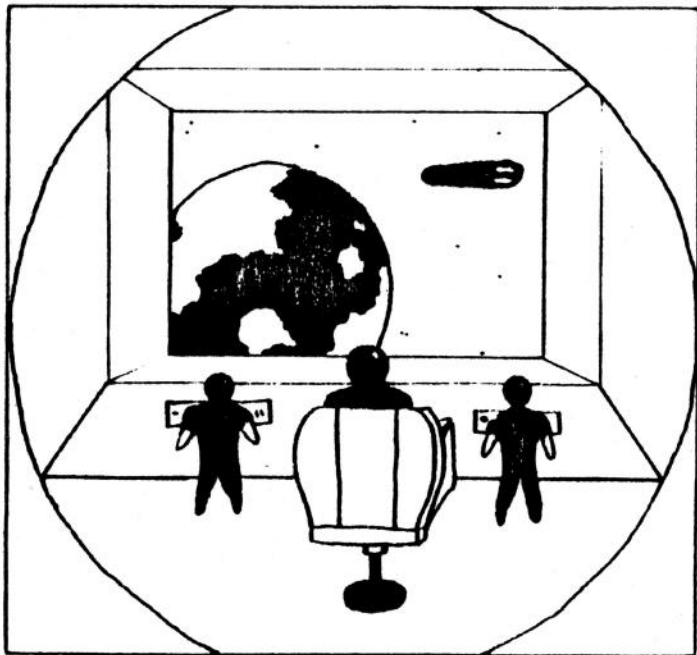




STARSHIP  
PEGASUS



INSTRUCTION BOOKLET

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 travelling to the star systems of a specific quadrant of the galaxy. There are over 100 possible quadrants in this program.

## 1. Setting Up

1a. 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. Choose your star, then...

1b. 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 through (no. 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 2) 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 en-

ergy 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. A nil yield will repeat "COMMAND?"

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.

## 2. 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 reentry into normal space.

## 3. Strategies

- 3a. 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.
- 3b. Do not use the Repair command while in orbit around a hostile planet; it may attack.
- 3c. Hostile greater beings are best avoided.

## 4. Campaign Game

**S**et down all of the information that you discover about a quadrant, its stars, and its planets.

NOTICE 541/d6: Imperatrate Seal 4  
All A-C Class Starships Com-eyes

Classification and nomenclature of alien life forms is still very imprecise - and for this reason the following chart is sketchy. The descriptions are only meant to give a vague impression of the life forms we know to exist.

Shape template:

AMOEBOID - Amorphous, shape-shifting. Generally having osmotic integument. Manipulation using pseudopoda.

ANTHROPOID - Ape-like, bipedal or nearly so. May be arboreal.

ARACHNID - Spider-like. Body has arching limbs, large and bulbous bodies.

AVIAN - Bird-like. With or without feathers, usually flighted.

BALLOONOID - Usually shaped like inverted tear drop, body may have sac filled with hydrogen or heavier gas, depending on atmosphere.

BOVINE - Cow-like. Usually large and ungainly.

CANINE - Dog-like. Usually well muscled for local gravity.

CENTAUROID - Has upright torso upon multi-pedal earth-parallel body. Generally has manipulators on torso.

CETOID - Whale-like. Usually sea-regressed atmosphere breather.

DINOSAURIAN - Tyrannosaurus-like.

ELEPHANTOID - Elephant-like. Usually ponderous and bulky for local gravity.

EQUINE - Horse-like. May be very agile and swift.

FELINE - Cat-like

CASEOUS - Though rare, these totally unsolid creatures are found occasionally. Unpredictable.

HUMANOID - Man-like. Beware of slips of judgement with humanoids.

INSECT - Exo-skeleton, usually have great diversity of form.

KANGAROID - Subtly different from dinosauroid. Tail may be manipulator.

**OCTOPOID** - Octopus-like. Marine, usually many-limbed.

**OPHIDIAN** - Snake-like. Legless, may have tongue manipulation.

**PISCOID** - Fish-like. Marine.

**PORCINE** - Pig-like. May resemble boar.

**RODENT** - Rat-like.

**UNCLASSIFIED FORM** - If your analyser can not match a creature to one of the other forms, this shape will be given. If possible, take a notation of the home-world for later study.

**Life Energy Types:**

**Carnivores** take sustenance from non-prime food producers. They may eat any of the other types except motile plants or thermovores.

**Herbivores** take sustenance from plants or thermovores.

**Motile Plants** take sustenance photosynthetically, from starlight.

**Petrovores** take sustenance directly from the minerals of their world.

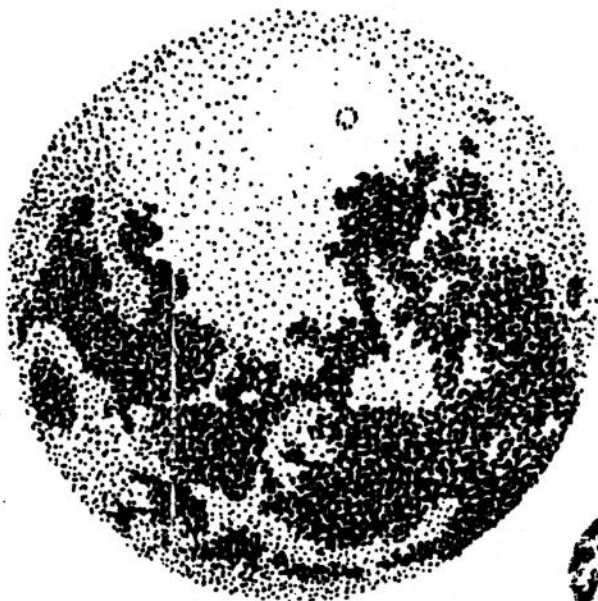
**Machines** generally use direct combustion to generate an electrical motive power

**Thermovores** use heat to produce food, through Calorisyntesis.

The two-letter Bice Code for a life form gives some idea of size and intelligence (remember - a technology that is greater than our own may result from a relatively unintelligent creature spending eons of slow progress). The first letter indicates size, A is smallest, Z largest (from roughly 1 cm. to something over 25 meters). The second letter indicates intelligence in the same way, A is most intelligent, Z least.

The Emperor





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GAMES FOR // TI 99/4 AND 99/4A