

**TANDY®**

Cat. No. 26-3281

# PEGASUS AND THE PHANTOM RIDERS

Fly Pegasus through the sky and vanquish the hordes of evil Phantom Riders  
on your Color Computer



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10 9 8 7 6 5 4 3 2 1

# Introduction

Pegasus, the great white horse, flies across the evening skies. Below Pegasus is a lush green island surrounded by gentle wavelets. It is Pegasus's home, and it offers the promise of quiet rest.

Suddenly, there is a great howl and furor from the island across the bay. The noise comes from behind a rocky mountain top, deep in a dense forest. Within that stony region, dark caves hold their frightening secrets.

The noise continues until the island and the seas around it pulse with the sound — and then there is silence. An eerie quiet settles over the darkening mountain as the first shadows of doom take shape.

Out of the cave flies a dreaded Midnight Mare (the blackest of evil horses) ridden by the fearsome Phantom Rider. The horse and rider are joined by another and then another of these fearsome pairs.

With a frightening snort, Pegasus leaps to the sky and swoops down upon the first Rider. Pegasus kicks it with a powerful hoof, dashing it swiftly to the ground and destruction. But the Phantom does not fear death. He knows that he can return to life if his grave is not destroyed.

Again and again Pegasus draws back to fly across the sky and prepare for another attack wave. Again and again Pegasus destroys the Phantom Riders.

In order to destroy them all, Pegasus must fly closer and closer to the Phantoms' island, farther from the safety of his own home shore. The "kraken" monster comes frequently to the surface of the sea. The fire breathing water monsters protect Phantom Island and their unearthly flying brothers. Pegasus has many enemies.

But Pegasus has many friends too. You, and if you wish a friend, can help Pegasus use his strength and power to vanquish his enemies and combat the evil of Phantom Mountain.

Caution, choose your friends carefully, and Good Luck!

## Required Equipment

- Tandy® Color Computer (minimum of 64K)
- Disk Drive and Cable
- Joystick

## Optional Equipment

- Multi-Pak Interface
- Sound/Speech Cartridge
- Second Joystick

## Getting Started

1. It is always advisable to make a backup of the diskette that comes with a program, store the original in a safe place, and use the copy. To make a backup, see the instructions in Appendix A.
2. Choose channel 3 or 4 on the antenna switchbox, and choose the matching channel on the monitor.
3. Turn on the computer.
4. Turn on the disk drive.
5. Insert a joystick cable into the right joystick port. You can also insert a second joystick into the left joystick port for a second player.
6. Insert a backup of the Pegasus and the Phantom Riders diskette into Drive 0, and type:

**DOS (ENTER).**

7. The program loads automatically, and the copyright and score screen appears. Examine the title **PEGASUS AND THE PHANTOM RIDERS**. If the letters are blue, the sky in the scenes that follow will be blue. If the letters are red, the scenes will have a sunset red sky. You can press reset until the title turns blue. After a brief pause, you can choose the number of players for this game.
8. Move the joystick left to choose 1 player and right to choose 2 players, or press **(1)** or **(2)** on the keyboard. Be sure that both joysticks are properly connected before choosing 2 players.
9. Press the device button when your choice of number of players is underlined.
10. If you choose 2 players, each player controls a separate Pegasus. The two players can cooperate with each other or be rivals. In duel mode the players can destroy each other's Pegasus as well as destroy the Phantom Riders.

If you choose 2 players, move the joystick to choose **DUEL** or **COOPERATE MODE**. Press the button when the correct choice is underlined.

During the game you may press **(BREAK)** to pause and examine a scene. Press **(ENTER)** to resume the game.

If you wish to re-start the game, press **(R)** and you will return to the screen where you choose the number of players.

For instructions on using the Multi-Pak Interface and the Sound/Speech Cartridge for more realistic sound and audible messages, see Appendix B.

# Playing the Game

The first screen appears, and the game begins as soon as you have made your player choices.

Phantom Island is in the distance. The water still appears calm although the circling sharks hint at what lies ahead. Pegasus stands on the shore. His friend stands with him (if you have chosen 2 players). Off in the distance a shadow no larger than a bat appears. It gets larger and larger and becomes a Phantom Rider.

An attack indicator appears on the screen:

## **WAVE 1    PHASE 1:    DISCOVERY**

Each time Pegasus has destroyed all the Phantom Riders the attack Wave number increases. You go from Wave 1, to Wave 2, to Wave 3 and so on. At each Wave there are new Phantom Riders. There is no limit to the number of Waves of attacks as long as Pegasus lives. Pegasus has 5 lives when the game begins. The countdown begins as soon as the game starts. The life indicator shows that Pegasus has 4 more lives in addition to the one he is using. When Pegasus has lost his last life, the game is over.

There are 3 phases. Each phase takes you closer to Phantom Island. At Phase 1, "Discovery," Phantom Island is in the far distance. When the third attack Wave begins, you enter Phase 2. This phase, called "Outer Defenses," is closer to the island. You can begin to see the mountain top and a hint of the dark and eerie caves, but be sure to watch out for the seas around you. Phase 3, "Home Base" is at the very entrance to the lagoon. Pegasus occasionally flies into the inner lagoon. Be aware that menacing creatures are all around you now. Pegasus can be killed by a Phantom Rider, by a fireball, a carnivorous plant, or by drowning.

Pegasus must destroy all the Phantom Riders and their graves before he can leave a Wave area.

The computer controls the Phantom Riders, the monsters of the sea, and the speed of the game. You control Pegasus by moving the joystick left and right to change his direction. You press the button

repeatedly to make Pegasus fly. Keep a steady rhythm to maintain the height of Pegasus's flight. If two people are playing, Pegasus and his friend are each controlled in the same way, with separate joysticks. Pegasus can destroy the Phantom Riders, and their graves, by kicking them with his powerful hooves. Use caution here: if a plant grows from a grave, it is carnivorous and will destroy Pegasus if he touches it. But, if you leave it alone, it dies back to the ground.

Be careful; your friend can become a foe, even in **COOPERATE MODE**. When **DUEL WAVE** appears on the screen, be prepared to battle your friend for survival and 3000 points.

## Scoring

The bottom of the screen displays information about the highest previous score, the number of lives that Pegasus has left, and the current score.

9000    3	HIGH: 050000	4    1200
		
PLAYER 2	HIGHEST	PLAYER 1
SCORE AND LIVES	LEVEL OF SCORE	LIVES AND SCORE

The life indicator on the screen starts at 4. Each time Pegasus is struck by a Phantom or a fireball, gets eaten by a carnivorous plant, or drowns in the sea the life indicator diminishes by 1.

Your score is indicated on the screen. Each time you kill a Phantom Rider or destroy a grave you receive points. If you can survive the inner lagoon, you receive a large bonus. Your total score is indicated in the score box.

When two people are playing, their lives and totals are figured separately.

Knock a Phantom Rider off his horse	200 Points
Destroy a grave	300 Points
Catch a fallen Phantom Rider	700 Points
Be the lone survivor of the lagoon	3000 Bonus Points
Outlast your opponent in duel wave	3000 Bonus Points

Press the button when you see **GAME OVER**. You see a score record with the 5 highest levels of scores. If you score higher than any recorded level, your score replaces that level and is marked with **a**. For example:

#### PEGASUS AND THE PHANTOM RIDERS

##### HIGH SCORES:

	050000
	040000
	030000
a	029500
	020000

Write your initials where indicated by **a**. As you type your first initial, the **a** moves to the right indicating where to write your second initial. When the **a** moves again, write your third initial. Press the space bar to move the cursor to the correct starting position if you wish to use only 1 or 2 initials. You can also use the joystick, by moving it up and down, to write your initials. The letter changes from the displayed initial.



# Appendix A

## Format and Backup Instructions

Before using a diskette, you must format it. You can then use this diskette to make a backup of the program diskette.

### Format

1. Be sure your computer and all peripherals (TV, disk drive(s), Multi-Pak Interface) are turned on.
2. Get a blank diskette. Be sure the write-protect notch is **not** covered by a foil tab.
3. Insert the blank diskette in Drive 0, and close the drive door.
4. At the OK prompt, type:

**DSKINI0** (ENTER).

5. The computer formats the diskette, and when the process is complete, the OK prompt returns to the screen.

If you have more than 1 disk drive, you can format a diskette in another drive by substituting the appropriate drive number for Drive 0. For example, DSKINI1 formats the diskette in Drive 1.

### Backup — One Disk Drive

1. Be sure your computer and all the peripherals are turned on.
2. Insert your Source diskette (the Pegasus Diskette) into the disk drive, and close the door.
3. At the OK prompt, type:

**BACKUP 0** (ENTER)

4. The following prompt appears:

**INSERT DESTINATION DISKETTE AND  
PRESS 'ENTER'**

Remove the Source diskette, and insert the Destination diskette.  
When you are ready, press **ENTER** .

5. The following prompt appears:

**INSERT SOURCE DISKETTE AND  
PRESS 'ENTER'**

The computer will continue to prompt you to exchange these two diskettes. Be sure you insert the correct diskette.

6. When the backup is complete, the OK message reappears on the screen.

## **Backup—Two Disk Drives**

1. Be sure your computer and all peripherals are turned on.
2. Insert the Source diskette (the Pegasus Diskette) into Drive 0 and the Destination diskette into Drive 1, and close the drive doors.
3. At the OK prompt, type:

**BACKUP 0 TO 1 ENTER**

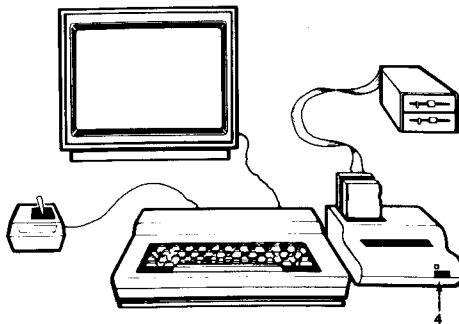
4. When the backup is complete, the OK message reappears on the screen.
5. Label your new diskette, and store the original in a safe place.

# Appendix B

## Using the Multi-Pak Interface And Speech/Sound Cartridge

For more realistic sound and audible messages, you can use the Speech/Sound Cartridge. In order to use the cartridge and the disk drive, it is necessary to install the Multi-Pak Interface.

1. Choose channel 3 or 4 on the antenna switchbox, and choose the matching channel on the monitor. Be sure that power to all components is off.
2. Insert the Multi-Pak power module into the Color Computer keyboard slot.
3. Insert the disk controller into the Multi-Pak slot number 4, and set the Multi-Pak indicator to 4.
4. Insert the Speech/Sound Cartridge into slot 2 or slot 3 of the Multi-Pak.
5. Turn on the Multi-Pak.
6. Turn on the computer.
7. Turn on the disk drive unit.
8. Insert a joystick cable into the right joystick port. You can also insert an optional joystick into the left joystick port.



9. Insert a backup of the Pegasus diskette into Drive 0, and type:

**DOS (ENTER).**

10. The program loads, and in a moment the copyright screen appears. After a brief pause, you can choose the number of players for this game.
11. Move the joystick left to choose 1 player and right to choose 2 players. Be sure that both joysticks are properly connected before choosing 2 players.
12. Press the button when your choice of the number of players is underlined.
13. Two players can each control a separate Pegasus. Two players can cooperate with each other or play in duel mode. In duel mode, the players can destroy each other's Pegasus as well as destroy the Phantom Riders.

If you choose 2 players, you must use the joystick again to choose **DUEL** or **COOPERATE MODE**. Press the button when the correct choice is underlined.

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**Pegasus and the Phantom Riders** is a game for 1 or 2 players. You can help the great white flying horse, Pegasus, destroy the Phantom Riders by destroying each successive wave of attackers from the mysterious Phantom Island. Watch out for the fire-breathing monsters and the deep, deep waters of the lagoon!

A second player can help you destroy the Phantom Riders before they destroy Pegasus. Be cautious though; choose carefully — your partner may turn out to be a rival!

**To use Pegasus and the Phantom Riders, you need:**

- Tandy® Color Computer with 64K memory
- Disk Drive and Cable
- Joystick

**For more realistic sound, you need:**

- Multi-Pak Interface
- Sound/Speech Cartridge

**For 2 people to play, you need:**

- Second joystick





**ADDENDUM**  
**For Pegasus**  
**Cat. No. 26-3281**

If you are using Version 1.0 of Disk BASIC, you must type the following after inserting your Pegasus diskette:

**RUN "PEGASUS"**

The program loads automatically, and the title screen appears.

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