



THE JOURNEYMAN PROJECT®
PEGASUS PRIME™
THE EPIC TIME TRAVEL ADVENTURE BEGINS

Instruction Manual



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The Pegasus Prime Story

Our story begins in the skyborne metropolis of Caldoria in the Fall of 2318. The unified world is finally at peace, but only as a result of the perseverance of a people determined to not repeat the great wars of the 21st century.

Over a century ago, in the year 2185, came the first of a series of events which would forever alter the course of human existence. The pilot of a cargo shuttle delivering construction materials to the Morimoto Mars Colony spotted an alien spacecraft. Soon after the sighting, the ship sped off at light speed into deep space. The landing bay's scanners confirmed and documented the encounter, and the existence of intelligent alien life forms had been proven.

But it wasn't until 2308 that true contact was made with an alien race. Earth was approached by visitors who called themselves the "Cyrollans." The purpose of their visit was to invite humanity to join the "Symbiotry of Peaceful Beings," an alliance of intelligent beings whose objective is to benefit from the sharing of knowledge and culture. The Cyrollans stated that they would give us ten years to deliberate their proposal, after which a delegation would arrive to extend a formal invitation.

Now, on the eve of the Cyrollans' return, has come an invention which jeopardizes all that we have achieved. Time travel technology, though originally hailed as a possible gateway to the mysteries of our past, was soon realized to be potentially more dangerous than any weapon ever created. For this reason, the government formed the Temporal Protectorate. As a member of this elite team, it is your job to safeguard history from sabotage. You monitor the space/time continuum from the Temporal Security Annex, a top-secret installation where lies Pegasus, the only time machine known to be in existence. But so long as the technology to create such a machine exists, the threat of temporal sabotage remains...

The Pegasus Prime Story

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Getting Started

SYSTEM REQUIREMENTS

- Mac OS X 10.4 or Ubuntu 10.04 or Windows XP or later
- 1.5 GHz or faster Intel-compatible processor recommended
- 512MB of RAM
- Color monitor capable of displaying 24-bit color (millions / true color)
- OpenGL-compatible video card (at least 128MB of VRAM recommended)
- 4GB of free drive space or DVD-ROM drive (2x or faster recommended)
- Mouse with scroll wheel or equivalent recommended

INSTALLATION

Simply copy or install the Pegasus Prime folder containing the respective app for your operating system onto your computer drive. The game can be run directly from the DVD-ROM titled "Journeyman". A full hard drive installation can also improve performance of the game. Please see the installation instructions provided in the READ ME file for more details.

SET UP HINTS

- Quitting unneeded applications will help improve gameplay performance.
- Setting up speakers or headphones will help enhance the gameplay experience.
- A Mac OS 9-compatible version of the game is available on DVD-ROM for users on Mac OS 8.1 to 9.2.2. Please see the READ ME file included with that version for additional information.
- Saved game files are compatible between the various versions of Pegasus Prime. Make sure the file name begins with **pegasus-** and ends with **.sav** for the new versions of the game to load it. Saved game files are stored in the following respective directories:
 - **Linux** - /home/(USERNAME)/PegasusPrime/ [~/PegasusPrime/]
 - **Mac OS X** - /Users/(USERNAME)/Library/Application Support/Pegasus Prime Saves/
 - **WinVista / 64** - C:\Users\ (USERNAME) \AppData\Roaming\Pegasus Prime\Saved Games\
 - **WinXP** - C:\Documents and Settings\ (USERNAME) \Application Data\Pegasus Prime\Saved Games\

STARTING THE GAME

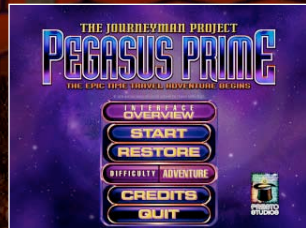
Upon launching Pegasus Prime, the title animation and credit sequence will automatically play. To interrupt this sequence and advance directly to the Main Menu, press any key on the keyboard or the mouse button. Once the Main Menu is displayed, press the UP or DOWN arrows on the keyboard (or use your mouse wheel) to scroll through the Game Options. Press the RETURN / ENTER key or click your mouse button to make your selection.

The Mac OS X, Linux, and Windows versions are based on ScummVM. You can access advanced set up options in ScummVM by pressing CTRL+F5. For game controls, see page 10.



Main Menu Options

- **Interface Overview** - This selection allows you to learn about the Main Interface and keyboard settings. Use the mouse to scroll the cursor over the interface and display information about each of its features. Press the RETURN key or click your Mouse to go back to the Main Menu.
- **Start** - This selection starts the game.
- **Restore**: This selection allows you to restore a previously saved game. For more information about saving games, refer to the Pause Menu documentation in the Game Controls section.
- **Game Difficulty Mode** - The game may be played in one of two modes: Walkthru or Adventure. Walkthru Mode is suggested for game players who are looking for a less challenging game experience. In this mode, all hints and puzzle solves available to you are automatically displayed in the Activated Item Window of the main gameplay interface (see 'Interface Overview'). Adventure Mode is suggested for game players who want additional challenge. Puzzle solves are not available in this mode. You must also manually activate the Artificial Intelligence Biochip whenever hints are desired. See the Interface Overview section for more information on the Artificial Intelligence unit. To scroll between Adventure or Walkthru modes, press the Right or Left arrow keys.
- **Credits** - This selection allows you to learn more about the individuals involved in the production of Pegasus Prime. There are six selections available from the Main Credit Screen: Core Team, Support Team, Original Team, Talent, Other Titles, and Main Menu. The Core Team represents the primary individuals responsible for the creation of Pegasus Prime. The Support Team represents individuals who made significant contributions to the game, but were not in the primary team. The Original Team is the original Presto Studios team that created The Journeyman Project, the game that inspired Pegasus Prime. The Talent are the actors and actresses featured in the game. The Other Titles section lists other games available from Presto Studios, the developer of Pegasus Prime. Press the 'Main Menu' button to return to the Main Menu.



TSA Overview

THE MACHINE

In layman's terms, the Particle Accelerating Space/Time Transporter v.1 is a time machine. Also known as **Pegasus**, this machine is able to send an agent through a tunnel in the time/space continuum to any moment in history. For security reasons, Pegasus has been programmed to allow agents to travel only to the location of any detected temporal rip or to a time 200 million years in the past where a disc containing the known history of the world has been planted. This disc is meant to serve as a reference tool in case history should be altered. (see 'The Disc')

The particle acceleration process creates an excess amount of energy, which Pegasus stores for use in maintaining a homing signal, or 'lock' on the agent. The further back in time the agent travels, the more energy Pegasus needs to expend to maintain the lock. In addition, any use of the BioSupport Suit's protective features constitutes a further drain on this energy supply (see 'The Suit'). In order for the agent to return to the present, there must still be a small amount of energy left for the recall process to work. Otherwise, the agent could become stranded in the past. The counter at the top right of the interface's main view window lets the agent know how much energy remains.

THE SUIT

The **BioSupport Suit** is another integral part of a Temporal Protectorate agent's gear. This protective suit projects an invisible plasma shield that repels most forms of energy, including photon and radioactive energies, and even repulses isotopic residues that normally collect on an agent during time travel. Without the shield, these residues could conceivably be used by someone with the proper technology to track an agent in another time. The suit has also been designed to compensate for unusual biological conditions. For example, if the agent were in an extremely cold environment, the suit would generate warmth to prevent freezing. All of the suit's protective functions, however, require a great deal of energy. Pegasus stores excess energy created during the particle acceleration process for this reason, but this limited supply is only enough to support the suit's protective functions for a short while.

THE DISC

The **Journeyman Historical Log Disc** is a compilation of historical accounts chronicling all of known history. Each day, all news articles worldwide are automatically collected at the Temporal Security Annex and two new Historical Logs are created. One remains in the historical log computer of the Temporal Security Annex, and the other is sent back 200 million years into the past, where it is stored as a security measure.

If history should be deliberately changed, the disc which has been placed in the distant past would not be updated with the new version of history, as it exists at a point in time prior to any probable change. The disc which is still at the Temporal Security Annex, on the other hand, would be updated with the altered version of history. Therefore, if a rip in time is detected, the agent on duty can recover the log which has been placed in the past as a source of unaltered historical information. Once the agent has returned to the Temporal Security Annex with the accurate log disc for analysis, the historical log computer will compare it to the Journeyman log disc which was left in the present and subsequently altered. By cross referencing the date of the rip to the discrepancies found between the two logs, the computer will be able to isolate the changed event(s) for the agent to review.

Interface Overview

ABOUT THE INTERFACE

The Biotech Interface neural prosthesis model SL 1772.5R is the central element of a Temporal Protectorate agent's ensemble. The interface takes the form of a monode which covers the left eye, and creates a multifunctional 'window' through which the player sees the world. The monode serves several functions: it catalogues and displays items placed into the agent's inventory (inventory items and biochips) and it monitors the date and energy levels maintained by the agent's biosuit while on missions.

INVENTORY ITEMS

Inventory items are all items (except biochips) that a player possesses. Items can be picked up in various environments. Objects can only exist in one place at any given time. Thus, if you pick up something in a time zone, that object will not be there again if you are still carrying it.

BIOCHIPS

Biochips are universal program modules that extend the functionality of neural implant devices as well as many utility droids. Your interface is outfitted with a standard Artificial Intelligence (AI) Biochip that will often alert an agent if danger is near and can be prompted to describe a mission and the surrounding environment. Since the AI assesses situations very quickly, often times it can offer hints about how to overcome challenges and, in certain circumstances, it can offer solutions to puzzling situations. Specific functionality for each biochip can be accessed via the Activated Item Window.



Biotech Interface model SL 1772.5R

- A** **Date** - Displays the current date. This can be helpful information when jumping back and forth between time zones.
- B** **Compass** - Tracks the direction you are facing. This is a useful feature when trying to navigate unknown or maze-like environments.
- C** **Energy Level Indicator** - This menu bar indicates how much energy you currently have.
- D** **Energy Warning Light** - Indicates when energy levels drop to 50% (yellow), 25% (orange), and 5% (red) levels. If your energy drops to 5%, it is highly recommended that you exit an environment immediately so as not to lose the temporal link to the Pegasus Device - otherwise you will be trapped in your current time zone.
- E** **Selected Inventory Item** - Displays the currently selected inventory item.
- F** **Selected Biochip** - Displays the currently selected biochip. This is also the window where the onboard Artificial Intelligence unit appears to offer hints.
- G** **Activated Item Window** - This window displays the currently active item. It can display either the currently selected inventory item or the selected biochip, but not both, as only one item can be active at any given time. To toggle between the selected inventory item and selected biochip, press the blue button. Functionality for the currently active item, when available, can be accessed through this window.
- H** **Inventory Display Panel** - Displays all items placed into the inventory. Note: There is space for nine inventory items. If you collect more than nine inventory items, the least important object will be automatically deleted.
- I** **Biochip Display Panel** - Displays all available biochips.
- J** **Navigation Window** - This is your current view.

Game Controls

KEYBOARD

In Pegasus Prime, the keyboard is used for navigation, saving and restoring games, and accessing interface functionality. There are two sets of keys that are active at all times. The first set is mapped to the main keyboard. The second set, for those with an extended keyboard, is mapped to the numerical keys. The key sets are as follows:

FUNCTION	MAIN KEYBOARD	NUMERICAL KEYPAD
Navigation (up, down, left, right)	↑, ↓, ←, →	8, 5, 4, 6
Inventory Screen Up/Down	~	<clear>
Biochip Screen Up/Down	<delete> or <backspace>	*
Toggle Center Screen	T	=
Info Screen	I	/
Action	mouse click or <return>	<enter>
Pause On/Off	<esc> or P	

The key commands can be customized in the Mac OS X, Linux and Windows versions by pressing FB. Additionally, the following shortcuts are accessible via command keys:

SHORTCUTS	KEYS (MAC)	KEYS (LINUX / WINDOWS)
Quit	⌘ Q	<ctrl> + Q / <alt> + F4
Save Game	⌘ S	<ctrl> + S
Restore Game (open)	⌘ O	<ctrl> + O
Toggle Full Screen / Windowed mode	<alt> + <enter>	<alt> + <enter>

NAVIGATION

- **Up** - Allows you to walk forward, zoom in to a close-up view (where available), and open doors. If this button is held down while walking forward, you will "stride" through an environment.
- **Down** - Allows you to, in limited circumstances, sit down or zoom out of a close-up view.
- **Left/Right** - Allows you to turn left or right. Also used to adjust the Sound FX and Ambient audio level controls from the Pause Screen, scroll between Adventure and Walkthru game difficulty modes from the Main Menu and the Pause Menus, and move through options in the Credit Screen.

INVENTORY DISPLAY

- **~ or <clear> keys** - These buttons open and close the Inventory Display Panel. To select an inventory item, press either of these buttons once to open the panel, use the arrow keys to navigate to the desired item, and then press it again to close the panel. The selected inventory item will become the currently active item.

BIOCHIP DISPLAY

- **<delete> or * keys** - These buttons open and close the Biochip Display Panel. To select a biochip, press either of these buttons once to open the panel, use the arrow keys to navigate to the desired biochip, and then press it again to close the panel. The selected biochip will become the currently active item.



OBJECT INFORMATION

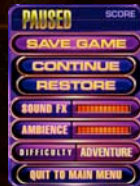
- **I or / keys** - These buttons enable you to learn more about the inventory item or biochip displayed in the lower middle screen of the interface. Object information includes the location and date where the inventory item was found, and its functionality. Press either the I or / keys again to close the window.

TOGGLE DATA

- **T or = keys** - These buttons enable you to toggle between the active inventory item and active biochip displays. The currently active item appears in the lower middle screen of the interface. Some items have interactive functionality which is available to you when the item is activated and displayed.

PAUSE MENU

- **<esc> or P keys** - These buttons are used to activate the Pause Menu Screen while playing the game. Use the UP and DOWN arrow keys to scroll between the following options: Save Game, Continue, Restore, Sound FX, Ambience, Game Difficulty Mode, and Quit To Main Menu.
- **Save Game** — Allows you to save your current game. See the Saving Games section for more information on saving games.
- **Continue** - Allows you to continue your game from where it was paused.
- **Restore** - Allows you to load a previously saved game.



- **Sound FX** - Allows you to raise or lower the volume level of special effects sounds. Press the Left or Right Arrows (or 4 or 6 on the numerical pad, respectively) to lower or raise the volume levels.
- **Ambience** - Allows you to raise or lower the volume level for environmental ambient audio. Press the LEFT or RIGHT arrow keys (or 4 or 6 on the numerical pad, respectively) to lower or raise the volume levels.
- **Game Difficulty Mode** - You have the option to play in one of two modes: Adventure or Walkthru. This is the same selection that is offered in the Main Menu. If the gameplay seems too difficult or easy, the difficulty setting can be changed via the Pause Screen without having to restart the game.
- **Quit To Main Menu** - Allows you to quit to the Main Menu.

MOUSE AND MOUSE BUTTON:

The mouse button has several functions. It allows you to grab items from the view window, drop items into the view window, activate biochip functions, and interact with monitors in the view window.

■ To Grab An Item:

If the mouse button is pressed and held while the hand cursor is over an item that can be grabbed, that item will be grabbed and dragged wherever the mouse is moved. To drop an item, let go of the mouse button. To add an item to your inventory, drag the item into your inventory display area which will highlight, then let go of the mouse button and the item will automatically drop into your inventory.

■ To Use An Inventory Item:

To use a selected inventory item, place the cursor over its image in the Selected Inventory Item Screen (see Interface Overview). Press and hold the mouse button to grab the object, and then use the mouse to drag it into the main view screen. If the selected inventory item is moved over an area where it can be dropped, the item or the grabbing hand will "flip," indicating that it can be used. To drop the inventory item, let go of the mouse button. If the item is dropped over an area where it cannot be used, the item will move back into your Inventory Tray.

■ Activate Biochip Functions:

The mouse button is used to activate biochip functions, when available. To do so, activate the desired biochip by opening the Biochip Display Panel and selecting the desired chip then place the cursor over the appropriate function button on the Activated Item Window (see Interface Overview), and press the mouse button. (note: many biochip functions are self-activating)

■ Activate Interactive Monitors In View Window:

There are many items in the view window that can be interacted with. Examples include computers, video phones and puzzle screens. When the mouse button is pressed while the hand cursor is over an interactive hot spot in the main view window, the hot spot will be activated.



CURSOR ICONS

When the mouse is moved, the hand cursor is displayed and can be moved over areas where inventory items and biochips can be picked up or used, or on-screen devices can be interacted with. There are six cursors: an open hand, a pointing finger, a grabbing hand, a closed fist, a '+' magnifying glass and a '-' magnifying glass.

- **Open Hand** - Indicates that there is nothing to interact with in the area.
- **Pointing Finger** - The cursor will change into a pointing finger over areas of interactivity. To activate an item that the Pointing Finger cursor is pointing at, press the mouse button.
- **Grabbing Hand** - Indicates that an object can be grabbed. This includes any objects within an environment that can be taken and added to your inventory, as well as your currently selected inventory item, which can be dragged into the environment for use.
- **Closed Fist** - When the cursor is over a draggable object and you press and hold the mouse button, the Grabbing Hand will become a Closed Fist and the item will be grabbed (see Mouse Button above). As long as you hold down the mouse button, the closed fist will continue to hold the grabbed item.
- **(+) 'plus' Magnifying Glass** - This cursor indicates an area where you can zoom in to a close-up view. To zoom in, press the mouse button or up on the directional button.
- **(-) 'minus' Magnifying Glass** - This cursor indicates an area where you can zoom out of a close-up view. To zoom out, press the mouse button or down on the directional button.

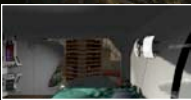
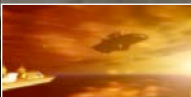
Hints, Tips and Scoring

BEGINNING THE GAME

The game begins with an opening animated dream sequence and the Artificial Intelligence recalibrating itself. While this recalibration sequence highlights some of the functionality of the interface, it is recommended to go through the Interface Overview available from the Main Menu or in this booklet. When the sequence has completed, press the LEFT or RIGHT arrow keys to get a feel for turning. After doing this, press the FORWARD arrow key to get up.

Once you are standing, press FORWARD, FORWARD, RIGHT, FORWARD, and LEFT. You should be in front of the door to the bedroom. To open the door, press FORWARD. Once the door is open, press FORWARD, LEFT, FORWARD, RIGHT, FORWARD, and LEFT. You should now be in front of the dresser. Use the mouse to point the cursor at the drawer on the right. Press the mouse button. The drawer will open to reveal a KeyCard. Move the cursor over the KeyCard. The cursor should change to a grabbing hand. Press and hold the mouse button down and move the KeyCard over your Selected Inventory Item Screen with your mouse. When the Inventory Screen's border is illuminated, let go of the mouse button. This will drop the KeyCard into your inventory. Now press either the ~ or CLEAR buttons to open the Inventory Display Panel. The KeyCard will appear in the Selected Inventory Item Window (the lower left screen of the interface) and the Activated Item Window (the lower middle screen of the interface). Press either the ~ or CLEAR buttons again to close the Inventory Display Panel. Press either the DELETE or * buttons to open the Biochip Display Panel. Notice that the Activated Item Window switches from displaying the KeyCard to displaying the AI Biochip. Press either the DELETE or * buttons again to close the Biochip Display Panel.

After this is completed, turn LEFT, FORWARD, LEFT, FORWARD, RIGHT, FORWARD (which will open the door), FORWARD, FORWARD, FORWARD, RIGHT, FORWARD, LEFT, and DOWN. If you look at the coffee table directly in front of you, there is a blinking light. Use the mouse to aim the cursor at the red light. When it is pointing at the red light, press the mouse button — this will activate the 4D Environ System. After the INN news segment plays, point the cursor at any of the buttons on the Environ System and press the mouse button. Before you can move from this location, you must deactivate the Environ



System. To do this, aim the cursor away from the 4D Environ System panel arm until a 'minus' magnifying glass appears, then press the mouse button. This can also be done by pressing the DOWN arrow key.

Now it is time for you to start exploring the apartment building on your own. While you must soon leave to go to work at the Temporal Security Annex, you should learn how to navigate, use the key controls, and acquire or use inventory items while you are still in the safety of your apartment (Hint: you may need the KeyCard to exit to TSAI). Once you go to the Temporal Security Annex, anything could happen...



TIPS

- If you're having difficulty progressing in a time zone, use the Pegasus biochip's recall function and try moving on to another time zone. A solution to a particular obstacle may be found somewhere else.
- If you find 'Adventure Mode' too difficult, try playing the game in 'Walkthru Mode.' Otherwise, keep the Artificial Intelligence Biochip selected in the Currently Activated Item Window (see Interface Overview). In so doing, you will always know when a hint is available.
- If the Artificial Intelligence Biochip offers a spontaneous hint about a dangerous situation, manually activated hints will often be available too.
- Take some time to familiarize yourself with the biochips and the inventory items, which can be useful in certain situations. To get information about an item, select that item and press either the ↑ or ↓ buttons.
- Scan the screen with your cursor to find hidden items.
- Remember to save your game progress, especially in challenging areas. If your game ends unsuccessfully, you will be given an opportunity to restore a saved game or continue from the last safe location.



SCORING

You will receive a score based on your performance. Factors include the amount of evidence you gather, the number of puzzles you solve, how much investigating you do, and whether or not you finished the game. There is also a bonus for not resorting to violent measures during potentially violent confrontations. 500 points is a perfect score.

DINNER TIME The hypsilophodon didn't know of your mission here. She only knew that your soft, beefy neck would make a perfect meal for her hatchlings.	
AGENT EVALUATION Carlton's TSA 42/85 Protections 07/85	
TOTAL 42/500	
CONTINUE	
RESTORE	
MAIN MENU	

Production Credits

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Bob Bell Lead Programmer (Pippin/PowerPC version)
David Black Lead Programmer (Playstation version)
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Leif Einarsson Lead 3D Modeler
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Michael Jackson Modeler, Texture Artist (Apartment, Dream Sequence, Mars)
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Bob Stewart Musician, Audio Technician
Tim Tembreull Lead Video Specialist, Graphics Processing
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Vince Weeks Programmer (Playstation version)
Tommy Yune Producer (ScummVM version), Lead Artist and Conceptual Designer

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Daren Bader Death Illustrations
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Geno Andrews Audio Sculptor, 2D Artist
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Jack H. Davis Art Director, Lead 2D Artist
Dave Flanagan Writer, Programmer
Eric Hook Public Relations, 3D Artist
Michel Kripalani Project Coordinator, Lead 3D Artist, Programmer
Phil Saunders Lead Conceptual Designer (Mars, NORAD, WSC)
Grag Uhler Lead Programmer, 2D Artist
Tommy Yune Conceptual Design (Robots, Pegasus)

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Liz Batchman Artificial Intelligence (AI)
Michele Scaramelli TSA Agent 3 - Michele Visard
Erik Thompson Voice Overs
Daniel Mann TSA Commissioner Jack Baldwin
Connie Cragel Megan Love, Dr. Candace White
Charles Batchman Mars Security, Absent-Minded WSC Scientist
Christa Vogeel Dr. Alyssa Crenshaw, French VO, Dr. Sabrina Walchek
Jeanne Juneau Caldoria Heights Kiosk Spokesperson
Ray Uhler Mark Johnson
Ed Hofmeister WSC Security, WSC Brochure Spokesperson
Paul Eggington Dr. Enrique Castillo, Sub Commander
David Huffman President Roberto Jimenez, Sub Operator
Todd McCormick TSA Agent 5 - Gage Blackwood

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Jill Malena Davis WSC Scientist
Kory Jones WSC Scientist
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Clockwork Studios
ClubMac
Creative Computers
Echo Images
GOG.com
Hi-Rez Audio
Imager Labs
Interactive Media Agency
Lazarus Data Recovery
Lamb's Players Theatre
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Sanctuary Woods
Studio IOF
The ScummVM Team
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