HYPERHAUL

KEY CARD · APPLE IIGS

FLIGHT

← → *or* , .	roll left, right
↓ ↑ *or* X S	climb, dive (pull back to climb)
SPACE	faster
/	slower
J	jump drive (not near ships, the station, the planet or the sun: `MASS LOCKED`)
H	hyperspace to the system chosen on a chart
G	chart drive: a jump to the next of the eight charts
C	docking computer on, off
P	docking computer off
K	steer with the keyboard, the joystick or the mouse
=	pause: = or - goes on, Q to the title
OPEN-APPLE-Q	quit the game, on any screen (save first)

VIEWS

1 2 3 4	front, rear, left, right (each view has its own laser)

COMBAT

A *or* OPEN-APPLE	fire the laser, held (Open-Apple works while you steer)
T	arm a missile (it locks onto a ship in the sights)
M	fire the missile
U	unarm the missile
E	E.C.M.: destroys missiles fired at you
B *or* N	nova charge: destroys every ship near you but the station
ESC *or* CTRL-X	escape pod: you wake up docked, the cargo gone

JOYSTICK

stick	roll and pitch; on a chart, the cursor
button 1	fire the laser
button 2	faster
both buttons	slower

Choose the joystick or the mouse on the title screen, or press K in flight. The keys keep working either way.

CHARTS AND SCREENS · ANYWHERE

5	galactic chart
6	local chart (arrows or the stick move the cursor)
7	data on the system chosen
8	market prices
9	status
0	cargo hold

DOCKED

1	launch
2 3	market: → buys one, ← sells one
4	equip the ship: → buys
CTRL-S	save your commander (on any screen)
I	commander files: ↑ ↓ choose a slot, → saves, ← loads

Save docked with CTRL-S: the message line says `SAVED IN CMDR.1`. Keep the game disk unlocked.