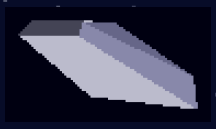
HYPERHAUL

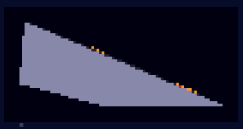


INSTRUCTION MANUAL

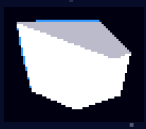
Trade, fight and haul your way across eight galaxies



KESTREL
your ship



SHRIKE
a pirate



SPINDLE
the Shard

APPLE IIGS

1 MB · 3.5-INCH DISK

Hyperhaul

A space trading and combat game for the Apple IIgs, in the spirit of the first Elite.

WHAT YOU NEED

- An Apple IIgs with 1 MB of memory or more, ROM 01 or ROM 3.
- A 3.5-inch drive for the game's 800K disk (or a hard disk or a card with the disk image on it).
- A keyboard. A joystick or the mouse can steer, if you like.

STARTING THE GAME

Put the disk in the drive and switch the computer on: the game starts by itself. From the Finder or another program launcher, open **HYPRHAUL.SYSTEM** on the disk. Saved commanders go onto the same disk, so keep it unlocked.

ON THE DISK

HYPRHAUL.SYSTEM	the game
HYPRHAUL.CODE, .DATA	its flight, screens and ships
HYPRHAUL.SOUND, .SONGS	the sound effects and the music
HYPRHAUL.TITLE	the title picture
CMDR.1 – CMDR.4	your saved commanders, once you save

CREDITS

Game, code and design: Walter Tengler. The ships are drawn as filled polygons by the vector engine of FILLHARMONIC. The game's rules follow the first Elite (Ian Bell and David Braben, Acornsoft, 1984), as explained in Mark Moxon's annotated source at bbcelite.com; Hyperhaul's ships, galaxies, names, words, pictures and music are its own.

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Welcome aboard, Commander

You have a ship, a hundred credits and a hold of empty space. The galaxy is eight charts wide and two thousand systems deep. What you make of it is up to you.

The **Hyperhaul Guild** licenses independent pilots to carry cargo between the stars. Its members fly the **Kestrel**, a sturdy medium freighter with room for 20 tonnes, a pulse laser and three missiles. Yours is docked at the orbital station of **Kaniveda**, waiting.

There is no single way to play. Buy grain where it is cheap and sell it where it is not. Fit a better laser and hunt pirates for their bounty. Run guns to the warlords, if you dare, and stay a step ahead of the police. Every pilot you destroy adds to your **rating**, from Greenhorn to Legend, and the Guild notices the good ones: two missions wait for pilots of skill.

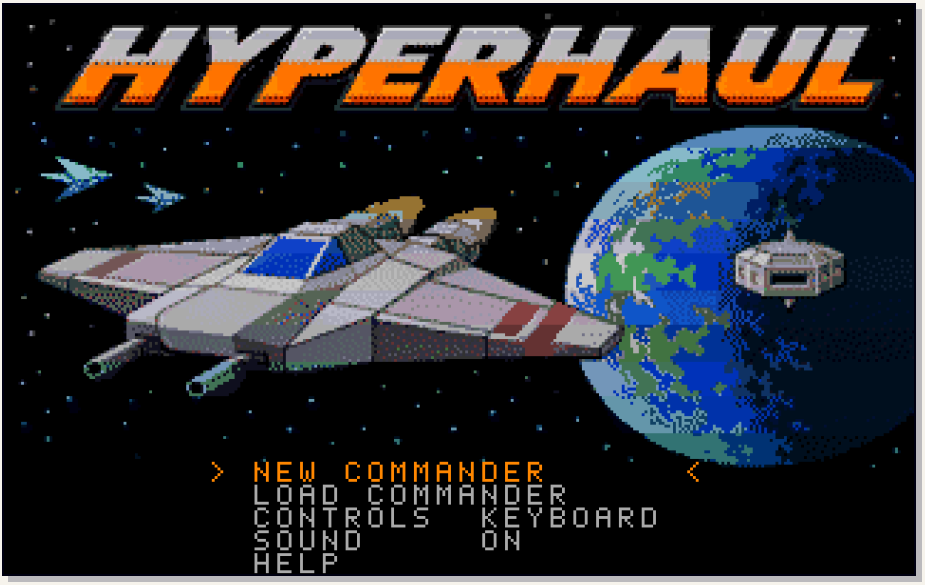
A GALAXY OF ITS OWN

Each of the eight charts holds 256 star systems, each with its own planet, economy, government, people and market. Rich industrial forge worlds pay well for food; poor farming frontiers want machinery and computers. Lawless systems are dangerous and their markets sell what others ban.

WHAT A GAME IS LIKE

1. **Docked**, you trade at the market, buy fuel and equipment, and choose your next system on the charts.
2. **Launched**, you fly clear of the station and jump through hyperspace to the system you chose.
3. **Arrived**, you cross the space to the planet and its station, meeting traders, police and pirates on the way.
4. **Docked again**, you sell your cargo, count your profit, and save your commander.

> **TIP** Save often. A Kestrel that is destroyed takes its cargo with it, and the game starts again from the title.



The title screen. *Up and down choose, Return takes the item chosen.*

THE TITLE SCREEN

The game opens on its title picture with its tune. The menu at the bottom:

New commander	a new game: you start docked at Kaniveda with 100 credits
Load commander	a saved game: the commander files open, left loads the one chosen
Controls	how you steer: the keyboard, a joystick or the mouse (Return, or left and right, changes it)
Sound	the sound effects and the music on or off
Help	a page of every key; any key goes back

The first letter of an item takes it at once: **N**, **L**, **C**, **S**, **H**. **Q** on the title quits the game, and **OPEN-APPLE-Q** quits it from any screen, in flight or docked. Quitting does not save: dock and press **CTRL-S** first.

Your first trip

1. **Docked.** A new commander starts with the docking tunnel and the status screen. Nothing moves while you are docked: the message line says `DOCKED` and `PRESS 1: LAUNCH` in turn.

2. **Shop.** 2 opens the market. Up and down choose a good, → buys a unit of it, ← sells one. Grain and textiles are cheap and safe for a start.

3. **Choose a target.** 6 shows the local chart: the circle is how far your fuel reaches. Move the cross with the arrows onto a system inside it; its name and distance show at the bottom. 7 tells you about it.

4. **Launch.** 1 takes you out through the station's slot. The planet is ahead, the station just behind you.

5. **Jump.** Fly a little way out, then press H. A countdown runs on the dashboard; when it ends you are in the system you chose.

6. **Fly in.** The planet lies ahead of you, though often well off to one side: the compass points to it. Turn until its dot sits in the middle, solid, then J, the jump drive, takes you most of the way. Near the planet the compass points to the station instead.

7. **Dock.** Line up with the slot and fly in slowly, matching the station's spin. Until you can afford a docking computer this takes practice: see page 11.

8. **Sell and save.** Sell at the market, then press CTRL-S to save your commander.

> NOTE The station's surroundings are a safe zone (the **S** lamp is lit): pirates hesitate there, and the police watch.

At the controls

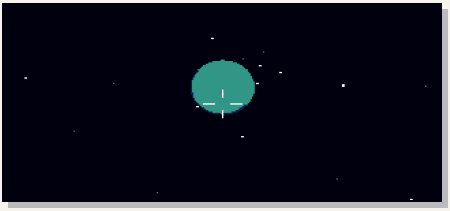
Your Kestrel turns about two axes: it **rolls** left and right about its nose, and **pitches**: its nose climbs or dives. To turn towards something off to the side, roll until it is above or below you, then climb or dive onto it. Roll and pitch build up while a key is held and settle back within about a second when you let go; to stop a turn at once, tap the opposite key.

KEYBOARD	DOES
← → or , .	roll left, right
↓ ↑ or X S	climb, dive (like a pilot's stick: pull back to climb)
SPACE /	faster, slower
OPEN-APPLE or A	fire the laser, held (Open-Apple works while you steer)
1–4	look ahead, behind, left, right: each view has its own laser mount
K	steer with the keyboard, the joystick or the mouse, in turn
=	pause; = or - goes on, Q goes to the title
OPEN-APPLE-Q	quit the game (it does not save)

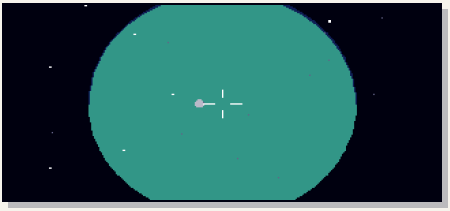
A JOYSTICK OR THE MOUSE

The joystick's stick rolls and pitches directly: where it is, the ship turns that fast. Its first button fires the laser. Hold its second button to speed up, and both buttons together to slow down, so your hands can stay on the stick in a fight. Missiles stay on the keys: T arms one, M fires it. The mouse pushes the controls the way you move it, and they stay where you leave them: centre them again to fly straight. Its button fires the laser. The keys keep working either way.

> **TIP** Choose the controls on the title screen, or press K in flight. The message line says which one steers. A key that cannot do what it asks for, such as H without a target, beeps; the market also says why on the message line (NONE FOR SALE, NOT ENOUGH CASH, THE HOLD IS FULL). The letter keys of Apple II Elite work too, as the tables show.



Arriving. *The planet ahead, far off; the sun is behind you.*



Nearer: *the station shows beside the planet.*

SPEED AND THE JUMP DRIVE

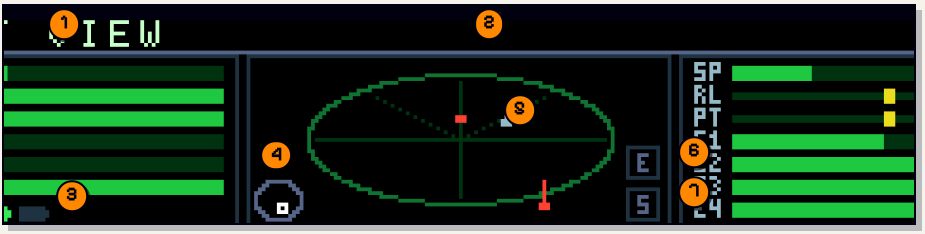
Space and / change your speed, shown on the **SP** scale. Even at full speed, crossing a solar system takes long minutes, so every Kestrel has a **jump drive**: J brings the planet and the sun much nearer at a stroke. It refuses to work near anything that could be hit: another ship, the station, the planet or the sun. The message line then says `MASS LOCKED`.

THE SPACE AROUND A PLANET

Each system has a planet, a sun and a station orbiting the planet. Fly into any of them and you crash. Near the sun the cabin heats up (the **CT** scale): too close and you burn. Arriving from hyperspace, the sun is just behind you and the cabin may be hot for a while; it cools as you fly on.

> **TIP** The compass finds the station long before you can see it: steer until its dot sits in the middle, solid.

Reading the dashboard



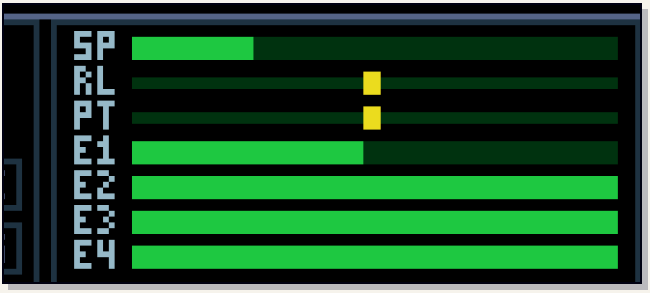
In a fight. *Ships on the scanner, the laser hot, the front shield taking hits.*

1. **The view** you are looking through: front, rear, left or right.
2. **The message line**: what just happened. MASS LOCKED, INCOMING MISSILE, a good scooped, docked, paused.
3. **Missiles**, one block each: green ready, yellow armed, red locked onto a target.
4. **The compass** points to the planet, or to the station once you are near it: the dot is solid when it is ahead of you, hollow when behind.
5. **The scanner** shows everything near you from above, you in the middle. A stalk shows how far above or below a ship is. Colours: red for pirates and the Shard, yellow for traders, blue for police, white for the station, grey for rocks and cargo.
6. **E** lights while the E.C.M. is running.
7. **S** lights inside the station's safe zone.

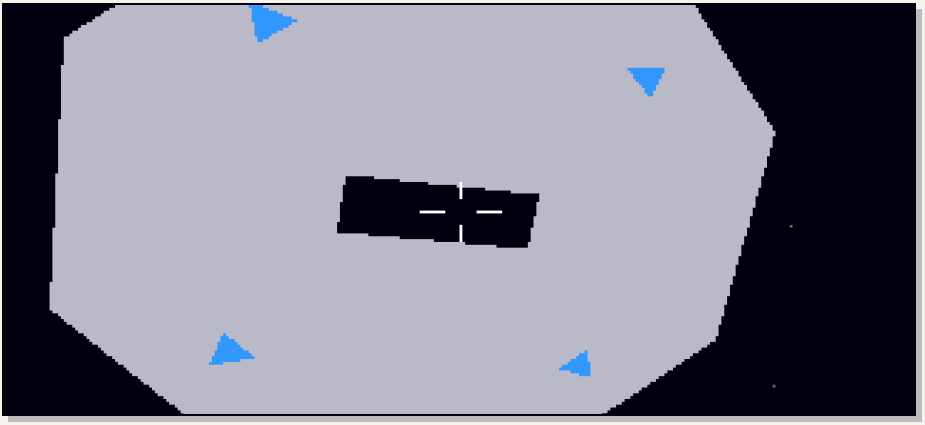
DASHBOARD



LEFT	SHOWS
FS, AS	the front and aft shields. A hit takes from the shield on its side first; they recharge from the energy banks.
FU	fuel, up to 7.0 light years
CT	cabin temperature: rises near the sun
LT	laser temperature: firing heats the laser, and too hot it stops until it cools
AL	altitude above the planet
M	missiles (page 9)



RIGHT	SHOWS
SP	speed
RL, PT	roll and pitch: the marker leaves the middle as you turn
E1–E4	the four energy banks. They feed the shields and recharge by themselves; when the last one is empty, the next hit destroys you.



Lined up. *The slot dead ahead and level: fly straight in.*

Into the slot

A station turns slowly about the axis through its **slot**, the dark opening on one face. To dock you must fly into the slot head on, with the slot level, and not too fast. Touch any other part of the station and you crash.

1. **Find the station** with the compass and fly towards it.
2. **Go round to its slot.** The slot faces the planet: circle the station until you look into it.
3. **Line up**: the slot in the middle of the view, its long side level. Roll to match the station's spin.
4. **Slow down** to below speed 5 (an eighth of the SP bar) and fly straight in when the slot is roughly level. The tunnel takes you in, and you are docked. Touching the station slower than that only bumps you; faster, you crash.

> **TIP** Practise after a launch: fly straight out ten seconds, climb round until the station is ahead, and come back the way you left: the slot faces you.

THE DOCKING COMPUTER

With a docking computer fitted, press **C** anywhere in the safe zone and it flies you in, playing a waltz on the way. **C** again, or leaving the safe zone, switches it off. It refuses to fly to a station that is angry with you.



The status screen, *as a new commander sees it.*

THE STATION'S SCREENS

1	launch	5	the galactic chart
2 3	the market	6	the local chart
4	equip the ship	7	data on the system chosen
I	the commander files	9 0	status, cargo hold

The charts, the data page, the status screen and the hold work in flight too; the market, the equipment and the files only while docked. Docked, the message line reminds you in turn: `DOCKED`, `PRESS 1: LAUNCH`, `CTRL-S: SAVE`.

Rating and record

Every ship you destroy is worth **kill points**: a few for a small fighter, many for a heavy one. They add up to your **rating**, shown on the status screen. The message line says `GOOD SHOOTING` each time your tally passes another 256 points.

RATING	KILL POINTS
Greenhorn	0
Spacer	8
Pilot	16
Gunner	32
Wingman	64
Veteran	128
Ace	512
Deadeye	2,560
Legend	6,400

LEGAL STATUS

Clean, **suspect** or **wanted**. It grows when you launch with illegal goods aboard and jumps when you destroy a police ship; it halves with every jump through hyperspace. Wanted pilots meet the police often. See page 24.

CONDITION

Green: nothing near. **Yellow**: ships about. **Red**: ships about and your energy under half. **Docked**: safe.



The market *of a rich world: food is dear, machinery cheap.*

Buy low, sell high

Each line of the market is a good: its unit, its price in credits, how many the station has for sale and how many you hold. Up and down choose a line; → buys one unit, ← sells one, held to repeat. The top line shows your hold and your cash.

Prices follow a system's **economy**. Industrial worlds make machinery, computers and luxuries cheaply and pay well for food, textiles and hides; farming worlds the other way round. A jump between the two kinds is the trader's bread and butter: check the data page (7) before you go.

YOUR HOLD

The Kestrel's hold takes 20 tonnes, 35 with the large cargo bay. Gold, platinum and gemstones are sold by the kilogram and gram and take no room, up to 200 of each.

THE GOODS

GOODS	UNIT	PRICE, CR
Grain	t	2 – 8
Textiles	t	5.2 – 9.2
Fuel rods	t	17.6 – 28.8
Medicines	t	16 – 42.4
Spirits	t	19.2 – 39.2
Luxuries	t	78.4 – 102
Stims ILLEGAL	t	94 – 223.2
Computers	t	61.6 – 102
Machinery	t	46.8 – 66.4
Alloys	t	31.2 – 46.4
Arms ILLEGAL	t	49.6 – 88.8
Hides	t	45.2 – 95.6
Ore	t	10 – 14
Gold	kg	36 – 41.6
Platinum	kg	62.8 – 80.8
Gemstones	g	15.2 – 24
Shard relics	t	21.2 – 66

The prices are each good's lowest and highest across all economies; on any given day a market sits somewhere between.

WATCH **Stims and arms are illegal.** They pay well where they are wanted, but launching with them aboard raises your legal status. The police take an interest.

NOTE **Shard relics**, scooped from Shard craft, are not on any market: the Guild buys them when you dock.

A first trade run

A hundred credits do not buy much. Start small, close and safe, and let the profits grow.

Kaniveda is a garden world. Just 1.2 light years away lies **Vakabefe**, an industrial world ruled by clans: near enough to go there and back on one tank, and the two economies want each other's goods.

1. **At Kaniveda** buy 16 tonnes of grain (all the station has), at 3.6 credits a tonne.
2. **Fly to Vakabefe** (local chart, 6; launch; H) and dock.
3. **Sell the grain** there, for 6.8 credits a tonne.
4. **Buy computers** with what you have: 2 tonnes at 68.
5. **Fly back** and sell them at Kaniveda, for 89.6.

Your 100 credits become about **194.4**: these are the prices a new commander meets on this first trip, and every visit after that brings a market of its own. Each trip you can afford more of the dearer goods. Buy fuel before you launch: a round trip costs little, but an empty tank strands you.

GROWING

- Prices change a little with every visit; watch them and buy where a good is cheapest.
- The large cargo bay and a fuel scoop pay for themselves quickly.
- Longer runs between a rich industrial world and a poor farming world pay best: luxuries and computers one way, food, hides and spirits the other.
- Before you carry valuable cargo through dangerous systems, buy a beam laser and an E.C.M.



Equip ship. *A high-tech station sells everything.*

Up and down choose an item, → buys it. A station sells only what its system's **tech level** can make: low-tech worlds sell fuel and missiles and little else. Fuel is always filled to the full 7.0 light years.

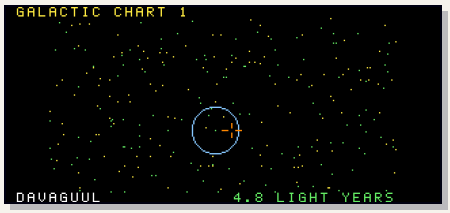
ITEM	PRICE, CR	TECH LEVEL
Fuel	2 a light year	1
Missile	35	1
Large cargo bay	450	1
E.C.M. system	650	2
Pulse laser	400	3
Beam laser	1,100	4
Fuel scoop	550	5
Escape pod	1,200	6
Nova charge	950	7
Energy unit	1,600	8
Docking computer	1,200	9
Chart drive	6,000	10
Mining laser	850	11
Military laser	6,500	12

LASERS

Each view has a laser mount: front, rear, left and right. ← changes the mount (the bottom line shows it); then buy, and the laser it replaces is paid back. A **pulse laser** fires about five shots a second; a **beam laser** fires every moment, but heats faster; a **military laser** is a beam that hits hard. The **mining laser** fires slowly but hits hardest.

THE DEVICES

Missile	up to 4. T arms one; it locks onto a ship in your sights; M fires it; U unarms.
Large cargo bay	the hold grows to 35 tonnes
E.C.M. system	E: destroys every missile in flight, yours too
Fuel scoop	fuel from the sun, and cargo from space (page 28)
Escape pod	ESC (or CTRL-X): abandon ship. You lose the cargo, but you are docked at once with the cash, the equipment and a clean record. Used once.
Nova charge	N: destroys every ship near you but the station. Used once.
Energy unit	the energy banks recharge twice as fast
Docking computer	C in the safe zone: it docks for you
Chart drive	G: a jump to the next of the eight charts, without fuel. Used once.

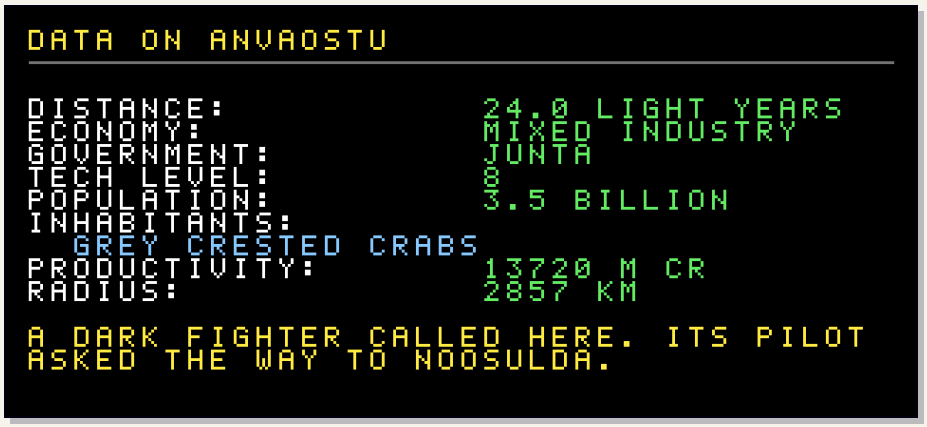


The galactic chart (5): *all 256 systems.*



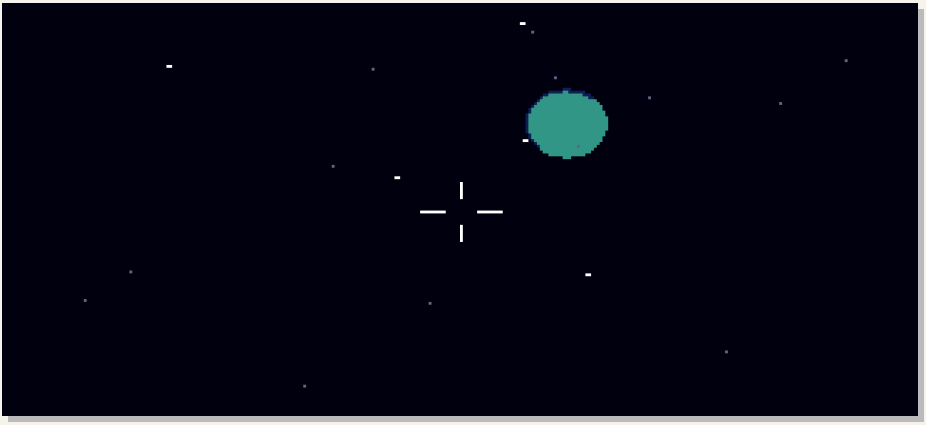
The local chart (6): *the systems near you, by name.*

Both charts show the circle your fuel reaches, centred on where you are. The arrows move the orange cross; the system nearest it becomes your **target**, named at the bottom with its distance. On the local chart, yellow dots are rich industrial worlds, green ones farming worlds.



Data on a system (7): *its economy, government, tech level, people, and sometimes news.*

The **government** tells you how safe a system is: lawless worlds and warlords' are full of pirates, charter companies and republics are calm. The **tech level** tells you what its station sells.



The countdown, *at the right of the message line.*

Between the stars

With a target chosen, press **H** in flight. A countdown from 15 starts; you may keep flying meanwhile, and it works with enemies about too: a good way out of a fight you are losing (unlike the jump drive, **J**, which is mass locked near ships). When it ends the hyperspace tunnel takes you to the target, using fuel for the distance. Out of range, the message line says OUT OF RANGE. You arrive some way from the planet with the sun behind you; every jump halves your legal status.

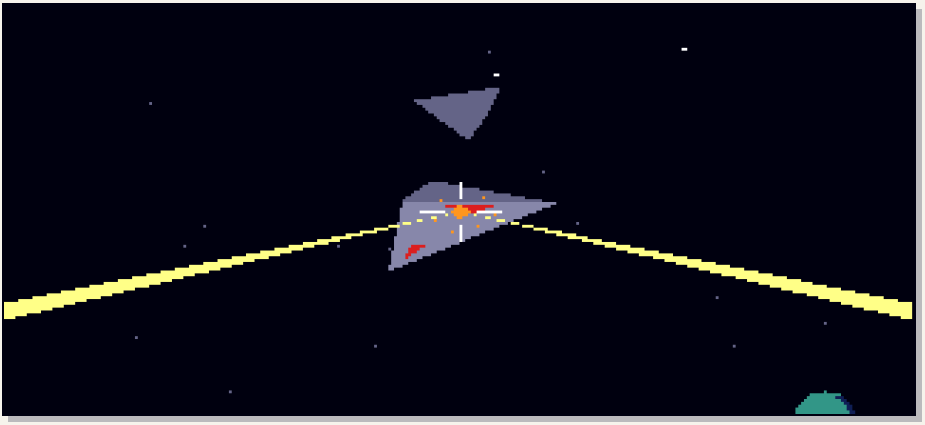
FUEL

A full tank takes you 7.0 light years. Buy fuel at any station, or scoop it from a sun (page 28).

THE CHART DRIVE

With a chart drive fitted, **G** starts the same countdown for a jump to the next chart, where you arrive near its middle. It uses no fuel and clears your record, and it is used up.

> **WATCH** Very rarely a jump goes wrong and drops you into **witchspace**, between the stars, where the Shard wait. There is no station, no jump drive and no bounty there: fight, then jump out with what fuel you have left.



A hit. *The beams meet in the sights; the pirate burns.*

Shields, energy and lasers

A shot that hits you takes from the shield on its side, front or aft. What the shield cannot take comes off the energy banks; with the banks empty, the next hit is the end. The banks recharge the shields and themselves over time, faster with an energy unit.

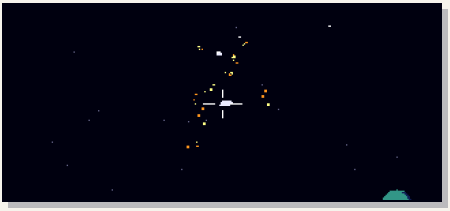
Your laser fires where the sights point. Hold **OPEN-APPLE** and steer the target into the middle; the laser's temperature rises as you fire, so short bursts are better than one long one. Ships you hit fight back, and some flee when they are badly hurt; a few eject an escape pod.

BOUNTIES

Pirates carry a price on their heads. Destroy one and the bounty is paid at once, besides the kill points. Their wreckage may leave cargo canisters and alloy plates to scoop.



A missile *closes on its target.*



A nova charge *leaves nothing but wreckage.*

MISSILES

T arms a missile: its block turns yellow. Steer a ship into the sights and it locks (red). M fires it; it follows its target until it strikes. Pirates fire missiles too: the message line warns `INCOMING MISSILE`. Shoot it down, outrun it, or use the E.C.M.

THE LAST RESORTS

The **nova charge** (B or N) destroys every ship around you at once, with their bounties and kill points; only the station survives. The **escape pod** (ESC or CTRL-X) gives up the ship: you wake up docked at the station with your cash and equipment, a full tank, the cargo gone and your record clean.

THE GAME OVER

Destroyed, crashed or burnt, your ship breaks apart and the game is over: back to the title, where you can load your last save.

Staying alive

- **Watch the scanner.** Red blips are trouble. A stalk below the ellipse means the ship is below you: dive to bring it into view.
- **Turn to face them.** Pirates attack from behind. Roll until the enemy is straight above or below, then climb or dive onto it, and fire as it crosses the sights.
- **Slow down to turn.** At low speed the enemy stays in front of you longer.
- **Fire in bursts.** A laser that overheats stops just when you need it; keep an eye on LT.
- **Mind your shields.** When FS and AS are gone, every hit eats your energy. Turn the strong shield towards the attacker, or run.
- **Use the rear laser.** A second laser on the rear mount fires at a pursuer while you fly away.
- **Run for the station.** In the safe zone pirates hesitate, and the police are near.
- **Keep a missile and an E.C.M.** A locked missile finishes a tough ship; the E.C.M. answers theirs.

CHOOSING YOUR FIGHTS

Shrikes come in packs but break easily; Ravens and Goshawks hit hard and are worth the most. In lawless systems and the warlords' expect company soon after you arrive. In charter companies and republics you can trade in peace, mostly.

> **WATCH** Never fire on a trader, the police or the station itself near a station: it turns on you at once, sends its police after you, and its docking computer will not help you in. Mind the rear view just after a launch: the station is right behind you.

Police and the safe zone

Near a station lies its **safe zone**, marked by the S lamp. There the station watches: pirates turn timid, and anyone who fires on a trader or on the station itself makes it **hostile**. A hostile station launches police ships and its docking computer refuses you, until you have left the system.

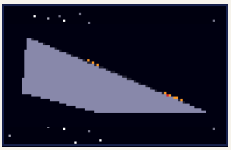
Outside the safe zone the police patrol on their own, in Lanners. They leave clean pilots alone. With illegal goods aboard, or a record, they come more often, and they shoot.

YOUR RECORD

- Launching with stims or arms aboard adds to your legal status: stims count double.
- Destroying a police ship adds 64 at once: wanted.
- Every jump through hyperspace halves it. The chart drive and the escape pod clear it.

> **TIP** Running illegal goods pays. Sell them before you launch again, and keep your jumps short to wash your record.

Pirates

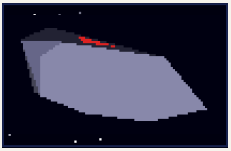


Shrike

light fighter

Light, fast and cheap. Pirates fly them in packs of up to four; one alone is easy prey.

SPEED 36 ENERGY 70 LASER 8 BOUNTY 5 Cr POINTS 0.33

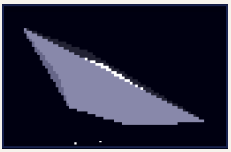


Raven

heavy fighter

A heavy fighter with a hard laser and two missiles. Take it seriously.

SPEED 30 ENERGY 140 LASER 24 MISSILES 2 BOUNTY 15 Cr POINTS 1.25

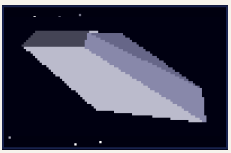


Goshawk

bounty hunter

Quick, well armed, and after you if your record is bad, or simply after your cargo.

SPEED 38 ENERGY 150 LASER 20 MISSILES 2 BOUNTY 20 Cr POINTS 1



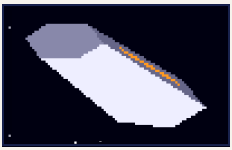
Kestrel

freighter

The Guild's own freighter, the same as yours. Some go bad.

SPEED 28 ENERGY 150 LASER 16 MISSILES 3 POINTS 0.6

Traders and police

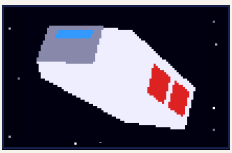


Heron

medium freighter

The common trader. Leave it alone: it fights back, and the police take its side.

SPEED 24 ENERGY 110 LASER 8 MISSILES 1 POINTS 0.5

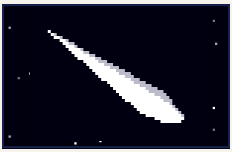


Pelican

bulk freighter

A slow bulk freighter with a big hold, often loaded with cargo canisters.

SPEED 16 ENERGY 200 LASER 8 MISSILES 2 POINTS 0.65

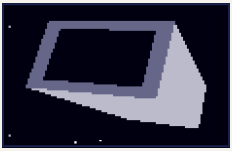


Swift

courier

A fast courier. Hard to catch, and seldom worth it.

SPEED 42 ENERGY 90 LASER 8 MISSILES 1 POINTS 0.5

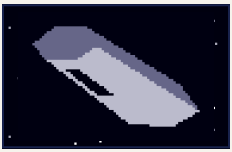


Magpie

salvager

A salvager, built with a scoop for what floats free. Fair game for nobody but the pirates.

SPEED 22 ENERGY 100 LASER 8 POINTS 0.4



Albatross

giant transport

The giant transport: rare, slow, well shielded, and carrying as many missiles as you can.

SPEED 12 ENERGY 250 LASER 16 MISSILES 4 POINTS 1.5



Lanner

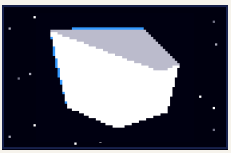
police interceptor

The police. It attacks the wanted, and anyone who fires on it.

SPEED 34 ENERGY 120 LASER 16 MISSILES 1 POINTS 0.1

The Shard

Nobody knows where the Shard come from. Their crystal craft wait in witch-space and attack every ship they meet.

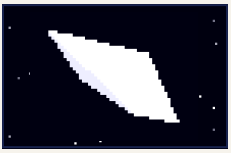


Spindle

Shard warship

Tough, fast, and it launches Needles instead of missiles once it is hurt. Its bounty is the best there is.

SPEED 36 ENERGY 240 LASER 22 MISSILES 6 BOUNTY 50 Cr
POINTS 2.67



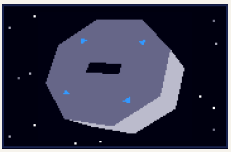
Needle

Shard drone

Small and quick. With its Spindle gone it drifts helpless: scoop it for Shard relics.

SPEED 30 ENERGY 20 LASER 8 BOUNTY 5 Cr POINTS 0.1

In space

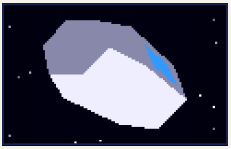


Hub

station

Every system's station. Dock with it through its slot.

ENERGY 240



Petrel

shuttle

A shuttle between the station and the planet. Unarmed: leave it be.

SPEED 8 ENERGY 32 POINTS 0.1

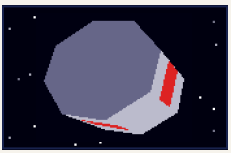


Gannet

miner

A miner, out among the rocks.

SPEED 18 ENERGY 120 LASER 12 POINTS 0.35

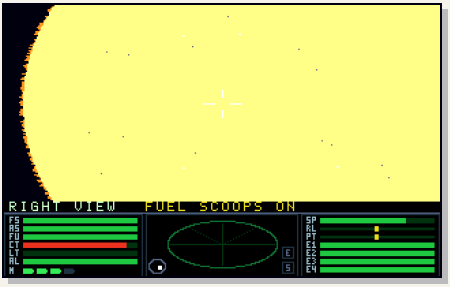


Canister

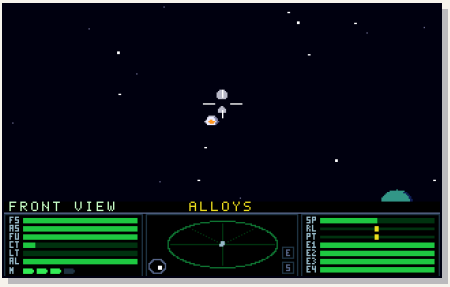
cargo

Cargo, lost or dropped. Scoop it.

SPEED 15 ENERGY 17



Skimming a sun *(the right view): the cabin hot, the scoops on.*



Cargo ahead. *Fly over it, keeping it below the sights.*

FUEL FROM THE SUN

With a fuel scoop, fly close to a sun, until the cabin temperature is high, and the tank fills as you go: the message line says `FUEL SCOOPS ON`. The faster you fly, the faster it fills. Watch the cabin temperature: too close and you burn.

CARGO, CREWS AND RELICS

The scoop also takes in what floats in space: **cargo canisters** (a good, if the hold has room), **alloy plates** from wreckage, **escape pods** (their crews are rescued, and the Guild pays 20 credits each when you dock), and drifting **Needles** (Shard relics). Fly so the thing passes below your nose; ahead of you, it is a collision.

Work for the Guild

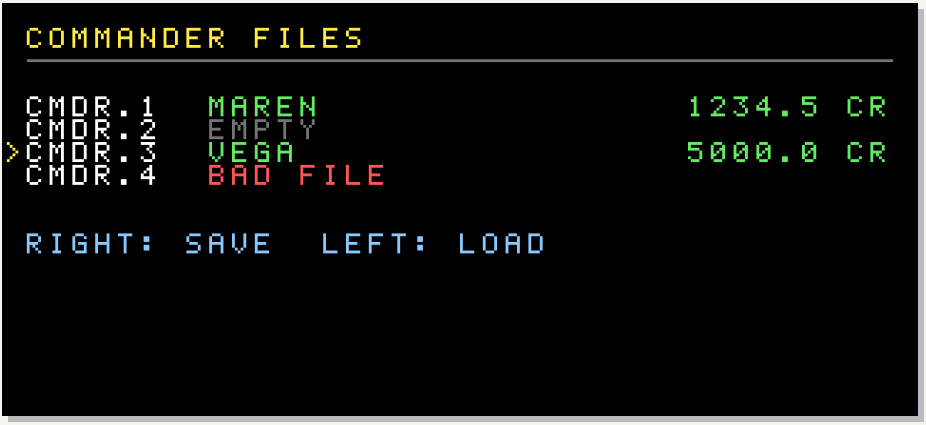
Once you have made a name for yourself, the Guild may call on you when you dock: an INCOMING MESSAGE takes the place of the status screen. There are two missions, one after the other.

- **The first** comes to a pilot with a respectable rating in the first two charts. It sends you after something dangerous. Follow the trail: the data pages (7) of the systems along the way tell you where to look next. The Guild pays 5,000 credits for it.
- **The second** comes much later, to a pilot of real standing, in the third chart. It is a delivery, and something does not want it delivered.

> **TIP** A mission's message stays on the screen until you press one of the screen keys: 9 shows the status screen again. Read the system names carefully and check the data page of every system on the trail.



Witchspace. *No planet, no sun, and on the scanner, the Shard.*



The commander files. *Four slots on the game's disk.*

Docked, CTRL-S saves your commander at once, on any screen: into CMDR.1, or the slot you last chose or loaded from. The message line says where, for example SAVED IN CMDR.1. In flight it only says DOCK TO SAVE.

I opens the commander files: 4 slots, CMDR.1 to CMDR.4, on the game's disk. Reading the disk takes a moment. Up and down choose a slot; → saves your commander into it, ← loads the one in it. Opened from the title's **Load commander**, the files only load until you have loaded one (→ says NOTHING TO SAVE), and ESC goes back to the title. A file that does not check out says BAD FILE and is not loaded.

A saved commander holds everything: your name, ship, equipment, cash, cargo, the system you are in, your rating, record and missions. **Load commander** on the title screen opens the same files.

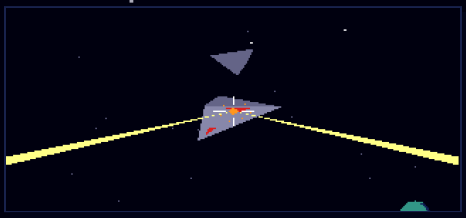
> TIP Save in two slots in turn. If a game goes badly, the older save is still there.

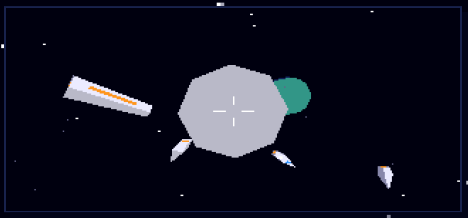
IN FLIGHT	
← → ↓ ↑	roll left, right; climb, dive (or , . X S)
SPACE /	faster, slower
OPEN-APPLE A	fire the laser
1 2 3 4	front, rear, left, right view
T U M	arm, unarm, fire a missile
E	E.C.M.
J	jump drive
H G	hyperspace; the chart drive
C P	docking computer on, off; off
B ESC	nova charge; escape pod (or N, CTRL-X)
K	keyboard, joystick, mouse
=	pause: = or - goes on, Q to the title
OPEN-APPLE-Q	quit the game, on any screen
ANYWHERE	
5 6 7	galactic chart, local chart, data on the target (arrows or the joystick: the cursor)
8 9 0	market prices, status, cargo hold
DOCKED	
1	launch
2 3	the market: → buys, ← sells
4	equip the ship: → buys
CTRL-S	save your commander
I	commander files: → saves, ← loads
JOYSTICK	
stick	roll and pitch; on a chart, the cursor
button 1	fire the laser
button 2	faster; both buttons: slower

HYPERHAUL

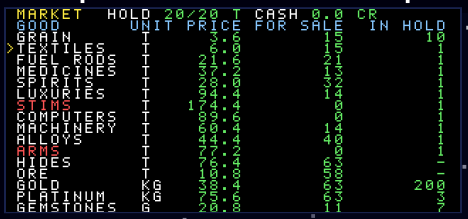
Eight galaxies. Two thousand worlds. One ship.

Trade grain for gold and computers for credits. Hunt pirates for their bounties, or run guns for the warlords and stay ahead of the police. Earn your rating from Greenhorn to Legend, and when the Guild calls, answer.









Filled, shaded ships in real time on the Super Hi-Res screen, a living galaxy, missions, music and sound, for any Apple IIgs with 1 MB.

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