

HYPERSPEED™

ALIEN COMBAT AND ROLEPLAYING ADVENTURE

**QUICK
REFERENCE
CARD**
SIDE A

MAIN COCKPIT

Colony Status	C
Engine Room	E
Navigation Starmap	N
Launch Probe	P
Spindrive	S
Go to Next Cockpit	Space Bar

NAVIGATION STARMAP

Information	I
Select Next Star System	>, Joystick Button One, Left Mouse Button
Select Previous System	<, Joystick Button Two, Right Mouse Button
Zoom (starmap)	Z
Unzoom (starmap)	X
Rotate Starmap	Arrow Keys, Joystick, Mouse
Home	H
Spindrive	S
Exit to Main Cockpit	Escape

INFORMATION

Select Planet	<, >, Arrow Keys, Joystick, Mouse
Mine Planet	M, Joystick Button One, Left Mouse Button
Exit to Navigation Starmap	Escape, Joystick Button Two, Right Mouse Button

FLIGHT CONTROLS

Increase Speed	+
Decrease Speed	-
Maximum Speed	Shift/+
Stop	Shift/-
Match Target Speed	M
Return Chassis (<i>in fighter or kamikaze</i>)	R
Roll (<i>combine with left or right turn</i>)	Shift, Joystick Button Two, Right Mouse Button

SIMULATION CONTROLS

Airplane-Type Controls (<i>toggles</i>)	Alt/A
Detail Adjust	Alt/D
Joystick Re-center	Alt/J (<i>plus, stir your joystick</i>)
Save Game	Alt/G
Load Game	Alt/L
Quit Game	Alt/Q
Volume Adjust (<i>toggles</i>)	Alt/V

WEAPONS AND DEFENSES

Fire Main Gun	Return, Joystick Button One, Left Mouse Button
Fire Blasters (<i>in fighter or blaster turret</i>)	Return, Joystick Button One, Left Mouse Button
Launch Fighter	F
Launch Kamikaze	K
Launch Guided Missile	G
Change Targets	T
Zoom Radar Scope	Z
Unzoom Radar Scope	X
Engine Room	E
Emergency Spindrive	Alt/S
Jettison Cargo (<i>to pirates</i>)	J
Escape Pod	Shift/Escape
Exit to Main Cockpit	Space Bar (<i>If you have active fighters or kamikazes, this cycles through those cockpits before returning to the main cockpit.</i>)

TRADE AND COMMERCE

Select	Return, Joystick Button One, Left Mouse Button
Selector Toggle	Space Bar, Joystick Button Two

ENGINE ROOM

Select Component	Return, Joystick Button One, Left Mouse Button
Exit Engine Room	Escape, Joystick Button Two, Right Mouse Button
