



HYPERSPACE DELIVERY SERVICE

COURIER INSTRUCTION MANUAL



HYPERSPACE DELIVERY BOY

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SYSTEM REQUIREMENTS

Pocket PC with Windows for Pocket PC, MIPS/SH3/StrongARM, 4 Megs free of memory, 7 Megs free of storage. Desktop PC with Windows 95 or better, and Microsoft ActiveSync installed.

INSTALLING HDB

If you have downloaded HDB, double-click on Hyperspace_xxx.EXE. The “xxx” represents the processor chip in your Pocket PC device. Follow the instructions to install it on your Pocket PC.

If you have purchased the game at a store, insert the HDB disc, and wait for the Installer to pop up. If it doesn't, go to Explorer, click on your CD-ROM Drive, and click on HDB.EXE. Follow the instructions to install it on your Pocket PC.

STARTING YOUR ADVENTURE

You can start your Job on the *HDS Colby Jack* in simple Puzzle Mode, or Action-Puzzle Mode. With Action-Puzzle Mode, you have added free-roaming monsters to battle with in the area with you, unrelated to the task at hand, and weapons are provided in each area. In Puzzle mode, it's your wits against the world, and enemies move much more slowly.

Casual Couriers might want to try the Puzzle Mode first, then try the Action-Puzzle mode for an extra challenge!

Hello, and welcome to the Hyperspace Delivery Service (HDS). Serve well and survive, and someday you might attain the rank of Courier 1st Class!

YOUR DUTIES

You are to get mail and packages to those that need them, no matter where in space they are! Once there, HDS also offers on-site assistance for the client. Whatever courier tasks they desire, you must assist them. It is all part of the service. Whether facing insane robots, dangerous environments, or even the dreaded Sleeping Behemoths on your quest—you must let nothing deter you in your delivery of the universe's most important parcels! Aboard the *HDS Colby Jack*, ~~Captain Jenkins~~ Sergeant Filibuster will show you the ropes!



DELIVERIES

When you are given a delivery to make, it will appear in the Deliveries Window. To see this at any time, double-tap on yourself, or press the Resources/Deliveries button. You will see the Resources Window. Now click on the hand pointing to the right.

You will see WHAT to deliver to WHO. You may use the D-Pad to move between Deliveries. Press the Resources/Deliveries button or tap elsewhere on the window to dismiss it.

Be you a Swab, Deckhand, Boatswain, First Mate, or Captain – you will need to know standard Courier techniques out in the field.

WALKING

Walk by tapping “waypoints” to travel to, or pressing a direction on the D-Pad.



Note: Be careful tapping waypoints in dangerous areas, as the game will fill in the waypoints it needs to get to where you tapped! Tapping waypoints in a straight line from Guy is safer.

OPEN/USE/TALK/PUSH/GET

To do this, tap on the thing or person you want to interact with. You must be right next to it. Or just face it and press the Use Button.



ATTACK

If you are in Action Mode, you can attack with a weapon by pressing the Use Button (when not next to something you can use).



You will have to interact with things in your environment to accomplish your tasks.



CRATES/BARRELS

You can push these out of your way by tapping on them or facing them and pressing the Use Button. Some barrels are too heavy to push. There may be other things you can push too.



CELL HOLDERS

These require an Energy Cell to activate what they are attached to. Get an Energy Cell somewhere, and Tap on the Holder to insert the cell.



SWITCHES/COMPUTERS

These may open and close doors, or blockpoles blocking your way.



KEYCARD SWITCHES

These require a Keycard of the appropriate color to activate things.



SPECIAL AREAS: PANIC ZONES

If you accidentally journey into a dangerous area, your antennae will light up and you have thirty seconds to escape the area through a teleporter, known in Courier Lingo as a “Panic Zone”!

There are many helpful items you can use on your quest.



GEMS

In Puzzle Mode, you can use gems to throw at things to activate them remotely. In Action Mode, the two better weapons use Gems as their ammo!



ENERGY CELLS

Plug these into a Cell Holder!



KEYCARDS

These come in many colors. Find the right one for the job!



WEAPONS

If you are in Action Mode, you will find the Creature Clubber, the Robostunner, and the Slugslinger. Use them wisely – some stun longer, and only the Slugslinger can activate things remotely.



THINGS TO DELIVER

You will have to deliver Unimail Envelopes, packages, notes – whatever the customer asks you to deliver! Remember, the customer is always right there with their wallet.

There's other things lying around too, so keep an eye out!

Through darkest of night
Or coldest of spaces
Couriers must travel
To dangerous places.

To delivery a package
Or Unimail quick,
Couriers are cunning
And discover the trick.

Whether racing through cities
Or trudging through slime
We will deliver our parcels
Intact and on time.

“Onward and upward!”
Is our sacred call—
To pick up the packages
And deliver them all.



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Special thanks to all our families and friends! Hope you enjoy the game!

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