



Hello, and welcome to the Interplanetary Postal Service!

Please take this time to familiarize yourself with your employee workspace:



Stats Panel: Displays how many parcels and AGEs player has left. If all Parcels are used, level is lost.

You: Turret on station is aimed at mouse pos. and fired with Mouse 1.

Target: Parcels must hit this station. When all targets are hit, level is won.

Action Panel: Readout displays list of recent actions.

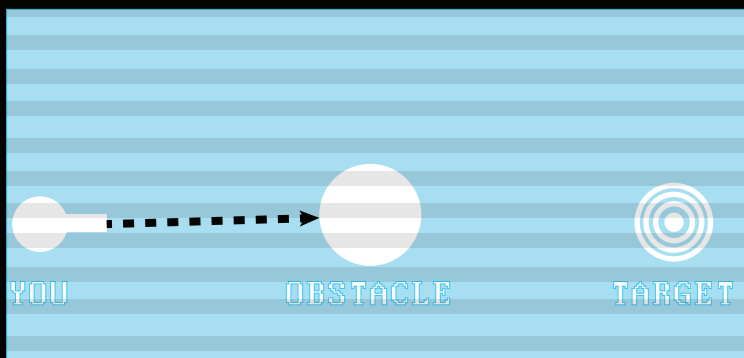
Objectives Panel: Drop-down allows players to see level goals or replay mission briefing.

Mouse 2: Add/Remove AGE

Spacebar: Show Trajectory

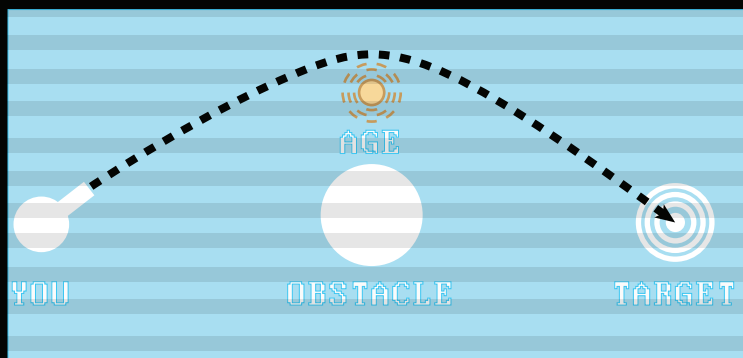
WASD/Scroll Wheel: Move Camera

Here at IPS, we must use our ballistic delivery guns to shoot supplies to various outposts all over the galaxy. It is up to you to arrange a firing solution that will send the package to its target safely. This is accomplished through the use of artificial gravity emitters (AGE).



WRONG

Often, planets and other obstacles will lie between you and your target. These make it impossible to simply launch parcels straight towards the target. This is where AGEs come in.



RIGHT

AGEs are small devices you can place anywhere. By emitting a small gravity field that attracts objects near it, AGEs will allow you to slingshot your parcel toward its target.