

Packet Riders

Peter Packet Cheatsheet to Help You Complete Your Missions

For All Games

- Read the information given about characters in the game. You'll find these at the bottom of the game screens. The more information you accumulate about the characters, the easier it will be to avoid disaster and understand which characters are designed to help you move your packet to the correct destination.
- Make sure you know which actions will be effective against viruses, hackers, congestion, and any other problems you may encounter.
- Click Help if you need it.

Server Game

- Use your mouse or keyboard to travel.
- Move your mouse to the right or press the right arrow when you want to speed up
- Move your mouse to the left or press the left arrow when you want to slow down.
- Click the mouse or press the up arrow when you want to jump up.
- Double click the mouse or press the up arrow twice if you want to flip.
- Jump or double jump to grab encryption shields.
- Collect the encryption shields even if you don't think you'll need them.



- Press the Spacebar to activate the antivirus spray. It helps to keep one hand ready on the keyboard. Spray as soon as you see a virus.
- Remember that you can jump over viruses and hackers' nets.
- Get into the Quality of Service (QOS) rocket to zoom ahead of the other packets.

Router Game

- Use the numbers 1, 2, 3, and 4 for a, b, c, and d paths. Press 1 if you want to take the "a" route, press 2 for the "b" route, etc. You can also use the mouse to click on the lever to route packets to the appropriate path.
- Avoid congested routes and routes under construction. Only take a congested route if the others are under repair or have other problems.
- Press the correct key just as a packet enters the router. If you wait until the packet reaches the end of the router, it may be too late.
- If you want to use the same path for the next packet, you don't need to click the number again.

Wireless Game

- Click the mouse or press the up arrow to keep flying.
- Get the Security Key. If you lose it, you can go back and get it as many times as needed. You won't be able to get to the wireless receiver without it.
- Avoid hackers, interference, and congestion by maneuvering your packet.
- Land on the receiver with your packet.

