THE HEADSPACE OS

User Manual

Getting Started with the App



PROFESSOR SIRIUS DE'LUSION

A Letter from the Professor

My dear Cadet,

You have done it. You have opened the crate, and the three volumes of Headspace OS are now yours: *The Core Rulebook*, *The Essential Upgrades*, and *The Headspace OS User Manual*. Thank you, truly, for joining me.

I built Headspace OS for one reason: I believe every mind holds a living room, a hatch in its ceiling, and infinite worlds above it. These books are your map to them. Read them before you play, the way an explorer studies the stars before setting sail. Then, when you're ready, scan the QR code on the title page, or visit headspaceos.com, and step through.

One small piece of practical magic. Headspace OS plays right in your web browser, so there's nothing to install. Each device—and each way of playing, a new tab or embed included—keeps its own Spark Vault on the server. Choose your favourite doorway first; earlier local balances do not carry over. Keep your adventures there.

Kaboom is waiting in your Amulet. He is cheeky, he is brilliant, and he grants wishes for a living. Be kind to him. He remembers.

I'll see you on the Infinite Plane.

With magical regards,

Sirius De'Lusion

Professor Sirius De'Lusion

Architect of Headspace OS, Warden of the Infinite Plane

HEADSPACE OS

User Manual

QUICK START · VOICE COMMANDS · SETTINGS · SPARKS

For players of the Headspace OS app at headspaceos.net

Presented by Professor Sirius De'Lusion

Inventor of the All-in-Wonder Wand · Architect of Headspace OS · Warden of the Infinite Plane

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Written for human readers and for Kaboom!, Genie & Game Master

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How to Use This Manual

This manual is for **players**: anyone who opens **Headspace OS** in a web browser at **headspaceos.net** and wants to start talking to Kaboom, travelling through the Hatch, and building adventures with their voice.

It covers the app itself: what is on the screen, what each control does, which words to say, how Sparks work, and what to do when something goes wrong. The worlds, characters, and deeper rules of play live in the two rulebooks, the *Headspace OS Core Rulebook* and the *Essential Upgrades DLC*. You never need to read those to play. Kaboom has read them for you.

How the boxes work

Steps and facts. Lavender boxes hold the things you do and the facts you can rely on.

Kaboom's Tip. Teal boxes hold shortcuts and good habits from the genie himself.

Gold boxes hold flavour: a line from Kaboom or the Professor, for the mood.

Example. Grey boxes show what a moment of play sounds like.

The one rule to remember

Just talk. When the orb is quiet, Headspace OS is listening. Speak, or hold the orb, and say what you want to happen, as if you were telling a friend. Everything else in this manual makes that one rule easier.

CHAPTER 1

Welcome to Headspace OS



What Headspace OS Is

Headspace OS is the Operating System for Your Mind: a living inner multiverse you explore by voice. You speak a wish, and **Kaboom**, the genie who lives in your Amulet, turns it into a scene. He is your guide, your Game Master, and, on a good day, your comedy partner.

Three ideas carry the whole experience:

Idea	What it means
Headspace	The realm itself: nested places, tools, missions, and magic inside your consciousness. The **Hatch** in your ceiling opens into it.

Idea	What it means
Kaboom	The genie in your **Amulet of De'Lusion**. He tracks where you are, what you carry, and how the story unfolds, and he speaks every reply aloud.
Sparks	The magical charge your Amulet holds. **Every turn is a wish, and every wish spends Sparks.**

You begin every new session in **A Familiar Place**: your own living room, and your **real home**. **Teleport Home** always brings you back here. The **Headspace Shack**, at the top of the Hatch, is your **headspace home** — home inside the headspace, on the Infinite Plane. From your living room you can open the Hatch, teleport to famous worlds, summon characters, board a starship, or simply ask Kaboom what is in the room.

> *"Dude. Welcome to your own head. Mind the furniture, half of it is imaginary." — Kaboom!*

Who It Is For

Headspace OS is for anyone who likes stories, games, and talking out loud. Children can play in **Kid** mode, which is genuinely kid-safe; grown-ups can switch to **Adult**. Players who prefer the keyboard can type every wish instead of speaking it.

There is nothing to install and no game controller to learn. If you can say "Teleport to Oz," you can play.

What You Need

Requirements.

1. **A device with a modern web browser**: a phone, tablet, laptop, or desktop.
2. **An internet connection.** Kaboom weaves each reply live.
3. **A microphone** for voice play. The device's built-in microphone works. If you would rather not use one, you can **type** instead.

4. **Sound**: the device's speaker, headphones, or a Bluetooth speaker, pendant, or earpiece (Chapter 12).
5. **Sparks.** Every new vault can claim a **one-time Cadet Trial of 300 Sparks**; after that, Spark Packs recharge the Amulet (Chapter 9).

Kaboom's Tip. A quiet room helps more than an expensive microphone. I hear best when the television isn't auditioning for my job.

The Shape of a Session

A session is one continuous story. It has a place (where you are), a cast (who is with you), and an inventory (what you carry). You can stop at any time, close the browser, and **Continue** later from the same moment. You can also start a **New Session**, which begins fresh in A Familiar Place with just you and Kaboom.

CHAPTER 2

Getting Started

Open the Door

Headspace OS has two addresses:

Address	What it is
headspaceos.com	**The front door.** It introduces Headspace OS and has a **Headspace Portal** button that takes you to the app.
headspaceos.net	**The app itself.** This is where you play with Kaboom.

Follow the Professor. Watch Delusion Daily episodes and behind-the-scenes at **instagram.com/siriusdelusion** (@siriusdelusion).

Step by step.

1. Open your browser and go to **headspaceos.com**, then tap **Headspace Portal**. Or go straight to **headspaceos.net**.
2. The app opens on the **splash** screen.
3. When the app asks for the microphone, choose **Enable Microphone**, and allow it when your browser asks. If you would rather type, choose **Skip — type instead**. You can switch to voice later.
4. If a card appears that says **Allow the microphone to talk to Kaboom!**, choose **Allow microphone**. In an embedded window (including itch.io) you can also **Open in a new tab** if the microphone does not come on.

Two Ways to Play.

1. **Any AI chat.** Attach the *Core Rulebook* PDF (and the *Essential Upgrades DLC*, if you have it) to any AI chat and say **"Start Headspace OS"**. The books teach the AI to become Kaboom.
2. **The Headspace OS app.** Open **headspaceos.net**, or play the same live app in the Headspace OS window on **itch.io**. Talk to the orb there just as you would on the site. No Grok or ElevenLabs subscription is needed: both are built into the app, and your **Sparks** pay for the AI (Grok) and the voices (ElevenLabs).

Add Headspace OS to Your Home Screen

On a phone, Headspace OS feels best as a full-screen app.

iPhone and iPad (Safari). Open **headspaceos.net**, tap the **Share** button, then **Add to Home Screen**. Launch Headspace OS from the new icon and it runs **standalone**: full screen, no address bar. (In an ordinary Safari tab the address bar stays visible.)

Other phones. Most mobile browsers offer **Add to Home screen** or **Install** in their menu. It works the same way: a shortcut that opens Headspace OS on its own.

Kaboom's Tip. On iPhone, a browser cannot keep the microphone alive behind the lock screen. So while we're talking, Headspace OS keeps your screen awake with the orb showing. If the phone locks anyway, unlock it, and I'm right where you left me.

Your Account and Your Progress

There is **no sign-in and no password**. Sessions and memories stay **in this browser on this device**. Sparks live in a server-side Vault.

What that means for you.

1. **Play on the same device and the same browser** to find your sessions again.
2. A different phone, a different browser, or a private window starts with an **empty Memories list**.
3. **Clearing your browser's website data** for Headspace OS can remove your saved sessions. Do it only on purpose.
4. The **Cadet Trial** (300 Sparks) is granted **once per vault**.

The Splash Screen

The splash is the front of the app. From here you can:

- **Enter Headspace** to start playing;
- **Play Intro** for a short spoken welcome, or **Skip Intro**;
- tap **MUSIC** to switch the splash music on or off;
- tap the **splash orb** for a few quips from **Professor Sirius De'Lusion** himself (the music dips under his voice, then returns).

Choosing a Session

Sessions are **saved automatically** on this device and browser. When you enter, choose how to begin — this is how you load a story, or start a new one:

Choice	What happens
Continue	Picks up **the last session you actually played**, right where you were. Kaboom tells you plainly where you are, who is with you, and what was going on.
New Session	A fresh, sealed start: **A Familiar Place**, the Hatch closed, **just you and Kaboom**, and the Cadet starting kit (Chapter 10). Nothing carries over from other sessions.
Restore Session	Opens an earlier saved session from your Memories.
Exit	Leaves the session choice.

> **Kaboom's Tip.** Press **Escape** on a keyboard, or tap the **Headspace OS logo**, to pause back to the splash and choose **Continue**, **New**, or **Restore** again.

The Tutorial and Tutorial Timmy

In **Kid** mode (the default), the very first time the Hatch opens on a device, **Tutorial Timmy** (a plush bear in a white karate uniform and black belt) drops out of it and begins a **five-part tutorial**.

- Say **"Skip tutorial"** to end it at any time.
- Say **"Replay tutorial"** to start again; Timmy drops again the next time the Hatch opens.
- In **Adult** mode the Hatch opens normally, and Timmy comes only when you summon him.

CHAPTER 3

Quick Start: Your First Ten Minutes



This chapter walks you from a blank screen to your first adventure. Follow it once and you will know the whole rhythm of Headspace OS.

Minute 1: Enter

Open **headspaceos.net**, enable the microphone, and tap **Enter Headspace**. Choose **New Session**. The orb appears in the middle of the screen. Kaboom greets you in **A Familiar Place**, your living room.

Minute 2: Say Hello

Wait until the orb is **silver**, then just talk:

> **You:** "Hi Kaboom. Where am I?" **Kaboom:** "Home, Cadet. Sofa, ceiling, Hatch. The usual cosmic furniture. What are we doing today?"

When you stop speaking, about a second of quiet tells Kaboom you have finished. The orb turns **green** while he hears you, **gold** while he catches your words and weaves your wish (the line may say **Catching that...**), and **white** (pulsing) while he speaks. You can also **hold the orb** to talk, and let go when you are done.

Minute 3: Look Around

Say **"Look around."** Kaboom describes the room. Then say **"Inventory."** He lists what you carry: your **All-in-Wonder Wand**, your **InSpectrix**, the **Amulet** around your neck, and the rest of your Cadet kit.

Minutes 4–5: Open the Hatch

Say **"Open the Hatch."** It opens in the ceiling, but opening is not travelling. Now say **"Go up."** You climb through. With no destination named and Chaos off, you arrive at **the Headspace Shack** on the Infinite Plane, your **headspace home**: a quiet room with an oak desk, an everlasting candle, and a coffee cup full of stars. (**Go down** from the Shack returns you to the living room.)

> **Kaboom's Tip.** In one breath works too: "Open the Hatch and go up." Name a place and the Hatch takes you there: "Open the Hatch and go up to the Creation Station."

Minutes 6–7: Go Somewhere Famous

Say **"Teleport to Oz."** Or Narnia, or Hogwarts, or the Starport on Planet Sirius-D. Kaboom carries you there and describes your arrival. If a place is not safe to breathe, such as open space, he summons a **pod** for you first.

Minute 8: Summon Someone

Say **"Summon Young Sirius."** The Professor's son arrives in his own voice (with **Elite** voices on). Ask him something. Try **"Summon Tutorial Timmy"** or **"Summon the Wizard of Wands"** too.

Minute 9: Check Your Charge

Tap the **Spark meter** on the Amulet. You will see how many Sparks you have left. Each wish you have made so far has spent a little.

Minute 10: Go Home

Say **"Teleport home."** A real jump, always solo: your guests stay where they are, and you land back in A Familiar Place. When you are done, simply close the app. Next time, choose **Continue**.

> *"Ten minutes in and you've already been to Oz. Most people need a tornado." — Kaboom!*

CHAPTER 4

The Screen: A Tour

Headspace OS keeps the screen simple. The story happens in your ears; the screen is a doorway, a few controls, and Kaboom himself.

The Orb Is Kaboom

The glowing orb in the centre of the screen **is** Kaboom. Its colour tells you what he is doing.

Orb	Meaning	What you do
Silver	Idle and **listening**.	Speak your wish.
Green	**Hearing** you.	Keep talking; pause when you are done.
Gold	**Catching** your words, then **weaving** the reply (a quiet weave sound; the line may say **Catching that…**).	Wait a moment.
White (pulsing)	**Kaboom or a guest is speaking.**	Listen, or interrupt.
Red	**Microphone muted.**	Tap the orb to listen again.

How the orb behaves.

1. A **short ping** sounds when the microphone arms.
2. **Tap the orb while Kaboom is speaking** to interrupt him and start listening again. On a keyboard, **Space** does the same. An **Interrupt** button also appears above the dock while he speaks: tap it to cut in.
3. **Hold the orb** to talk (push-to-talk), and let go when you are done. You can also just speak when the orb is silver.
4. **Kaboom is one voice at a time.** A new line cuts off the old one.
5. **Kaboom does not listen while he speaks.** Wait for him to finish, or interrupt.

The Dock

When the interface is showing, the **dock** holds your controls:

Control	What it does
Teleport Home	A real jump back to **A Familiar Place**, your real home, always solo. If you are already home, Kaboom refuses, with a joke.

Control	What it does
Settings	Ambience, Theme music, Nudges, Chaos, Grok (Fast / Smart), **Story Length** (Verbose / Terse), Voice, volumes, Audience, language, **Auto fullscreen**, and the Amulet's Reload (Chapter 7). Theme and Ambience live here, not on the dock.
Type	Opens a box to type a wish instead of speaking it.
Memories	Where sessions are **saved and loaded**: Continue, New Session, Restore, the session Log, and Long-term memory. Each row shows the last headspace, wishes granted, and Sparks used.
Mute	Turns the microphone off; the orb turns red. Tap the red orb to listen again.
Headspace Help	Opens the Headspace primer card (below).
Locations	A list of places you can visit. **Tapping a place sends the same wish as saying "Teleport to …".**
Summon	The **Summon Roster** of guides, companions, family, and friends. **Tapping a name sends the same wish as saying "Summon …".**
Review	Leave a note for the Professor after you play.
Get the Books	Opens **delusionmagical.com** in a new tab, for the Headspace OS book bundle.

The Amulet and the Spark Meter

The **Amulet** card shows your **Spark meter**: how much magical charge you have left. Settings sit just above it.

- Tap the **meter** to open the Amulet card.
- Tap **i** for details.
- Tap **Reload** to see the Spark Packs.
- A small **corner estimate** shows roughly what an hour of play costs at your current pace.

Chapter 9 explains Sparks in full.

The Help Card

Headspace Help opens *What is Headspace OS?*, a one-card summary of the essentials: how to talk, the orb colours, the Hatch, the two homes, the Amulet, voices, and memories. The card scrolls with a swipe.

Locations and **Summon** live on the dock, not inside the Help card. Some roster and place entries are marked for Adult mode only and do not appear in Kid mode.

> **Kaboom's Tip.** There's **no map screen**. You don't need one: say a place and I'll take you there. The Locations list is a menu of ideas, not a fence.

Hide UI

For a pure radio-play experience, choose **Hide UI** (top right of the screen, beside **Fullscreen** — neither is on the dock). Everything disappears except the **orb** and a small **Show UI** button. Hiding the interface also hides the Help card; showing it again brings the controls back.

Keyboard Shortcuts

Key	Action
Space	Interrupt Kaboom and listen again.
Escape	Pause back to the splash (Continue / New / Restore).

The Slow-Link Line

If a reply takes longer than usual, one short in-world line appears: *"Slow link, Cadet — still weaving…"*. Nothing is broken. Kaboom is still working on your wish.

CHAPTER 5

Talking to Kaboom

Every Turn Is a Wish

Everything you say to Kaboom during play is a **wish**. "Look around" is a wish. "Teleport to Atlantis" is a wish. "Make the dragon apologise" is a wish. Kaboom grants it as a scene, speaks the result, and goes back to listening.

The rhythm of a turn: Listen → Hear → Weave → Speak → Listen.

1. **Listen.** The orb is silver. Speak whenever you like, or **hold the orb** and talk (let go when you are done).
2. **Hear.** The orb turns green. Finish your whole thought; **about a second of quiet** (or releasing the orb) commits the wish.
3. **Catch and weave.** The orb turns gold. The line may say **Catching that...** while your words are understood, then Kaboom weaves the reply. If he misses it, he says **"Didn't catch that — say it again."** and starts listening again.
4. **Speak.** The orb turns **white** and pulses while Kaboom (and any guests) speak the scene aloud.
5. **Listen.** Back to silver. Your turn again.

Speaking Well

- **Say what you want to happen**, not how the software should do it. "Find me a quiet beach on Pandora" beats "load beach."
- **One clear wish at a time** gets the cleanest result. Two linked steps are fine: "Open the Hatch and go up."
- **Name things.** "Teleport to the Headspace Institute" is better than "go to that school place."

- **Pause to finish.** Kaboom waits for a short silence before he starts weaving.

Typing vs Talking

You can **type** any wish: tap **Type**, write it, and send it. Spoken and typed wishes are treated the same. Both are real wishes, both are logged in your session as text, and **both spend Sparks**.

Type when the room is noisy, when you are on a train, or when a name is hard to say. Kaboom never asks you to type something you have already said.

If the microphone is blocked, a card may appear: **Allow the microphone to talk to Kaboom!** Choose **Allow microphone**. In an itch.io window or other embed, you can also **Open in a new tab**. Voice works in the embed once the microphone is allowed.

Interrupting

If Kaboom is in full flow and you have heard enough, **tap the orb**, press **Space**, or tap the **Interrupt** button that appears above the dock while he speaks. He stops, and the orb goes back to listening. Saying **"Silence"** also stops the current speech.

Guests and Voices

Characters you summon speak in **their own voices** when **Elite** voices are on: Shira, Tutorial Timmy, the Professor (if you ask for him), Young Sirius, and many more. With **Basic** voices, everyone uses your device's built-in voice.

Nudges

If you go quiet for a while, a **Nudge** may arrive: a short, optional aside from Kaboom or from someone already in the scene. Nudges never talk over Kaboom, never repeat a line, and stop after a handful until you

make your next wish. If you spoke and nothing came back after about five seconds, a **rescue nudge** may pick up your last line. Turn Nudges off in Settings if you prefer silence.

Your Language

Headspace OS can speak and show **your own language**. Change it in **Settings → Language**, or simply say, for example, **"Speak Spanish"** or **"Change language to Malagasy."** Chapter 8 covers languages in full.

> **Kaboom's Tip.** I'm a genie, not a lawyer. Talk to me like a person. If I get it wrong, just tell me what you meant: "No, the *other* castle."

CHAPTER 6

Voice Commands Guide

You never *need* a command; plain speech works. But a few phrases are worth knowing, because Kaboom and the app recognise them instantly. Everything here can also be typed.

Getting Around

Say	What happens
"Teleport to [place]."	Instant travel to the named place: "Teleport to Oz," "Teleport to the Creation Station."
"Teleport home."	A real jump back to A Familiar Place, **always solo**. Companions stay behind.
"Embark."	Boards your starship, the **Harbinger One**, cloaked just above your home; you arrive in the captain's chair.
"Go north / south / east / west."	Moves you in a direction, where a place has directions (the Shack, the Creation Station hub, towers).

Say	What happens
"Go up." / "Go down."	Climbs up or down through the Hatch. From the Shack, **"Go down"** returns you to the living room, A Familiar Place.
"Summon a pod."	Calls a travel pod with your Pod Key. Kaboom also summons one himself when a trip needs it.

> **Kaboom's Tip.** Places that aren't safe to breathe (open space, airless worlds, deep water) always go **by pod**. Suit up before you step out.

The Hatch

Say	What happens
"Open the Hatch."	Opens it, and nothing more. In A Familiar Place it is in the **ceiling**; in the Shack it is in the **floor**.
"Go up."	Climbs through the open Hatch.
"Open the Hatch and go up."	Both in one breath.
"Go up to [place]."	Through the Hatch to a named destination.
"Go down." (in the Shack)	Down the floor Hatch, back to the living room — **A Familiar Place**, your real home.
"Close the Hatch."	Closes it.

Going up **without naming a place** leads to **the Headspace Shack** when Chaos is off, and to **one random famous world** when Chaos is on. From the Shack, **north** is the Infinite Plane.

People and Characters

Say	What happens
"Summon Kaboom!" / **"Kaboom, to me!"**	Calls Kaboom's full attention. (He lives in your Amulet, so he is never far.)

Say	What happens
"Summon [character]."	Brings a character into the scene: "Summon Young Sirius," "Summon Tutorial Timmy," "Summon the Wizard of Wands."
"Summon Professor De'Lusion."	The Professor himself, in his own voice (Elite).
"Summon a blank character."	Starts building your own character: give it a name, a vibe, and a power, and Kaboom plays it.
"Ask [character] …"	Talks to someone in the scene.
"Skip tutorial" / "Replay tutorial"	Ends or restarts Tutorial Timmy's five-part tutorial.

Looking, Carrying, and Using

Say	What happens
"Look around."	Kaboom describes where you are.
"Inventory."	Lists everything you carry.
"Examine [thing]."	An ordinary close look: what anyone would notice.
"Inspect [thing]."	A deeper reading with your **InSpectrix**: hidden properties, enchantments, secrets.
"Use [item]."	Uses something you carry: "Use wand."
"Create [thing]."	Brings something new into being with the wand: "Create a sky full of glowing whales."
"What time is it?"	Your Invisi-Watch tells you.

App Controls by Voice

Say	What happens
"Settings" / "Help" / "Memories" / "Type" / "Locations" / "Review"	Opens that panel.

Say	What happens
"Mute"	Mutes the microphone (red orb).
"Silence."	Stops the current speech.
"Hide UI" / "Show UI"	Hides or shows the interface.
"Theme on/off," "Ambience on/off," "Nudges on/off"	Switches music and nudges.
"Voice volume high/low," "Music volume high/low"	Sets the two volume dials.
"Elite voices" / "Basic voices"	Switches the voice setting.
"Kid mode" / "Adult mode"	Switches the audience setting.
"Chaos on" / "Chaos off" (or "Adventure mode")	Switches Chaos mode. Kaboom plays the change as a scene.
"Story length verbose" / "Story length terse"	Switches how long Kaboom's scenes run (Chapter 7).
"Reload."	Opens the Spark Packs card.
"Speak [language]." / "Change language to [language]."	Switches the whole app and every voice to that language (Chapter 8).
"Change language back to English."	Returns to English, from any language.

Memory

Say	What happens
"Remember." (also "refresh knowledge")	Weaves your session's long-term memory back into Kaboom.
"Store memory." (also "save long-term memory")	Compiles your long-term memory **now**.

Ordinary sentences that happen to use the word *remember* ("remember the password," "remember when we went to Oz") are just wishes, not memory commands.

> *"Commands are training wheels. The real controller is your mouth." — Kaboom!*

CHAPTER 7

Settings

Open **Settings** from the dock, or say **"Settings."** Everything here can also be changed by voice.

Setting	Choices	What it does
Ambience	On / Off	**Soft space pad** under the story.
Theme music	On / Off	The **Headspace theme** ("HeadspaceKaboom"). It never starts by itself.
Nudges	On / Off	**Idle tips** when you go quiet.
Chaos mode	On / Off	**Events every reply.** See below.
Grok	Fast / Smart	**Fast** replies sooner; **Smart** thinks deeper.
Story Length	Verbose / Terse	**Verbose** (the default): longer scenes. **Terse**: shorter beats.
Voice	Elite / Basic	**Elite**: Kaboom's real voice, and guests keep theirs. **Basic**: your device's voice; cheaper.
Voice vol	Low / High	Loudness of spoken replies.
Music vol	Low / High	Loudness of the theme track. **Low by default.**
Audience	Adult / Kid	**Kid** is genuinely kid-safe and softens language; **Adult** is adult.
Language	Auto, English or 42 other languages	Auto follows your device. The whole app switches at once. Or say **"Change language to Malagasy."** See Chapter 8.

Setting	Choices	What it does
Auto fullscreen	On / Off	**On Enter Headspace.** When on, starting play goes fullscreen on desktop and Android (not iPhone). You can also use the **Fullscreen** button at the top of the screen.
Amulet	Reload	Opens the Spark Packs.

Voices: Elite and Basic

With **Elite** voices, Kaboom speaks in his real voice, and many guests keep their own: Shira, Tutorial Timmy, Young Sirius, the Professor (if you ask for him), Mystery (if asked), Ablaze, Beckster, Eric Idle, Kevan Parry, C-3PO, and more. **Basic** uses your device's built-in voice for everyone. It costs less but sounds plainer.

Volume and Music

Voice and music have **separate** dials. Music always **ducks under speech**, then fades back up. Kaboom won't talk over a loud bed. If you play your own background music from another device, keep it **instrumental and low**.

Auto fullscreen

Auto fullscreen is a Settings switch, labelled **On Enter Headspace**. When it is on, tapping **Enter Headspace** (or Play Intro) goes fullscreen on desktop and Android. It does not auto-fullscreen on iPhone. Turn it off if you would rather stay in a window. The **Fullscreen** / **Exit Fullscreen** button at the top of the screen still works either way, next to **Hide UI**.

Kid and Adult

Kid mode is the default and is enforced: stories, language, and characters stay kid-safe, and some adult-only places and characters are hidden from the lists. **Adult** mode lifts that. In Kid mode, the first Hatch opening brings Tutorial Timmy and the tutorial.

Chaos Mode

Chaos is the story-intensity switch.

	What play feels like
Chaos OFF	A light, calm adventure. Stressful situations ease; wishes are granted cleanly.
Chaos ON	Every reply is a **full setpiece that changes the room**: a stranger bursts in, gravity misbehaves, a portal opens… Your wish is still granted; the twist just bends the story.

Switching Chaos **on** detonates something in the current scene; switching it **off** calms everything down. Kaboom plays the change rather than announcing it. Chaos starts **off** on a new device, then remembers your last choice.

Story Length: Verbose or Terse

Story Length is how long Kaboom's scenes run. **Verbose** (the default) gives longer, fuller scenes. **Terse** keeps replies short — a few sentences — unless you literally ask for something long. Change it in Settings, or say **"Story length verbose"** or **"Story length terse."**

Grok: Fast or Smart

Headspace OS runs on a large AI model behind the scenes. Which one doesn't matter to you. In Settings this appears as **Grok**. **Fast** keeps conversation snappy; **Smart** gives deeper, more inventive replies and may take a little longer.

CHAPTER 8

Language

Headspace OS speaks your language. **English plus 42 other languages** are built in, and every one of them is **fully translated**: every button, card, tip, error message and line of Help. **English is the default.** The language picker starts on **Auto**, which follows your device's language, and anything you choose yourself stays until you change it.

Choosing a language

> **In Settings.** Open **Settings → Language** and pick from the list. **The whole app switches at once**, with no reload and no waiting: the dock, the cards, the Help pages, the hints under the orb and the splash screen all change together.

By voice or by typing. Say it, or type it in the **Type** box, in any language, including the one you are in now:

Say or type	What happens
"Change language to [language]."	Switches to that language, for example "Change language to Japanese."
"Speak French."	The same, shorter. Works with any language on the list.
"Change language back to English."	Returns to English from any language.
"Cambia el idioma a inglés." / "Parle anglais."	The same commands in your current language work too.

Kaboom! confirms in the new language, so you hear straight away that it worked. The choice **stays until you change it**.

> **Example.** You say "Speak Spanish." Kaboom answers: "A partir de ahora te hablo en español, Cadete." The dock now reads AJUSTES, ESCRIBE, AYUDA, and the message box says "Escribe tu deseo...".

What changes

- **Every word on screen.** The dock, every card and panel, Help, Memories, Locations, Summon, Review, the Amulet and Spark Packs, the microphone card, the hints and tooltips, and error messages.
- **Every voice.** Kaboom, the narrator and **every character you summon** speak the new language. Names stay the same: Kaboom!, Professor De'Lusion, Danika and the Infinite Plane keep their spelling in every language.
- **The orb's easter eggs.** The Professor's hidden orb surprises are translated too.
- **Right-to-left languages. Arabic, Hebrew, Persian and Urdu** display right-to-left, so every card and line reads the natural way.

Remembered for next time

Your choice is **remembered on this device**: close the app, come back tomorrow, and Headspace OS opens in the same language. To share a link that opens in a set language, add **?lang=** and the language code to the address, for example **headspaceos.net/?lang=es** for Spanish or **?lang=ja** for Japanese. After that, Settings and voice commands still switch freely.

> **Kaboom's Tip.** Not sure which version you are running? The **version label** sits at the **bottom-left** of the splash screen, in your language. It is the first thing to read out if you ever need help.

The 43 languages

Every language below is in **Settings → Language** and answers to "Change language to …". RTL marks the four right-to-left languages.

Language	Language	Language
English	Greek · Ελληνικά	Vietnamese · Tiếng Việt
Spanish · Español	Turkish · Türkçe	Indonesian · Bahasa Indonesia
French · Français	Russian · Русский	Malay · Bahasa Melayu
German · Deutsch	Ukrainian · Українська	Filipino (Tagalog) · Filipino
Italian · Italiano	Arabic (RTL) · العربية	Swahili · Kiswahili
Portuguese · Português	Hebrew (RTL) · עברית	Amharic · አማርኛ
Dutch · Nederlands	Persian (RTL) · فارسی	Yoruba · Yorùbá
Swedish · Svenska	Hindi · हिन्दी	Zulu · isiZulu
Norwegian · Norsk	Bengali · বাংলা	Malagasy
Danish · Dansk	Urdu (RTL) · اردو	Catalan · Català
Finnish · Suomi	Tamil · தமிழ்	Basque · Euskara
Polish · Polski	Chinese · 中文	Irish · Gaeilge
Czech · Čeština	Japanese · 日本語	Welsh · Cymraeg
Hungarian · Magyar	Korean · 한국어	
Romanian · Română	Thai · ไทย	

> *"Forty-three tongues, one genie. Wish in any of them, Cadet. I was granting wishes before your languages had alphabets." — Kaboom!*

CHAPTER 9

Sparks and Spark Packs

What Sparks Are

Your **Amulet of De'Lusion holds your Sparks**, the magical charge that powers Headspace OS. **Every turn is a wish, and every wish spends Sparks**, whether you speak it or type it. A wish costs a small amount; the exact figure depends on the reply.

Fact	Value
Amulet capacity	**5,000 Sparks** (100%); bonus to 5,250 (105%).
Cadet Trial	**300 Sparks, once per vault.** **Never granted again on that vault.** device.
Cost per Spark	**$0.007.**

Spark Packs

Pack	Price	Sparks
Voyage	**$10**	1,000
Traveller	**$25**	2,560
Headspace Access	**$50**	5,250

Packs are bought on the **Reload** card with a secure **PayPal** checkout. A pack cannot take you past the 5,250-Spark cap.

> **How recharging works.**
>
> 1. **Check your charge** any time: tap the meter, or ask Kaboom, "How many Sparks do I have?"

2. **At 50 Sparks or fewer**, Kaboom offers a **Reload** once, lightly, and the Reload card opens.
3. **At 0 Sparks**, the Amulet goes quiet and the Spark Packs open. The screen locks for packs **only at an actual 0**, never just because the meter isn't full.
4. **Buying happens only on the Reload card.** Kaboom cannot invent a top-up by voice, and he never pushes a purchase.

Device Note
Each device, and each way of playing, has its own Spark Vault on the server. A new tab or an embed starts a fresh vault. Choose your preferred doorway first. Your public Vault ID (HS-XXXX-XXXX) is shown in Settings and on the Amulet card; use Copy to share it when someone buys you a pack. Clearing site data on a doorway starts a new vault there—it does not import an earlier balance.

Spending Wisely

- **Basic** voices cost less than **Elite**.
- **One clear wish** usually does more than three vague ones.
- The **corner estimate** on the Amulet card shows roughly what an hour of play costs at your current pace.
- The **Memories** list shows **Sparks used** per session, so you can see where the charge went.

"Sparks are like snacks. Totally worth it, gone faster than you think." — Kaboom!

Gifting Sparks
Open Settings and tap "Buy a Spark pack as a gift." Enter your friend's Vault ID (from their Settings or Amulet card). Greyed packs already sit at the 5,250-Spark cap. Sparks land in their vault, not yours. The Cadet Trial cannot be gifted.

CHAPTER 10

Your Starting Kit

Every new session gives you the **Cadet kit**. Say **"Inventory"** any time to hear what you carry, and **"Examine [item]"** or **"Inspect [item]"** to learn more.

Item	What it does
All-in-Wonder Wand	Create, summon, and teleport. Responds to voice and gesture. Home of the **Wizard of Wands**.
InSpectrix	A handheld meta-analysis device that reveals hidden properties, enchantments, and secrets: **"Inspect [thing]."**
Amulet of De'Lusion *(worn)*	Kaboom's home: your speaker, microphone, and magical interface. It holds your Sparks.
Quick-Start Guide	A pocket manual of basic commands that the wand can read aloud.
Headspace Survival Suit	Helmet and HUD, required for space and non-Earthlike places. It waits in a black crate under the living-room table until you put it on.
De'Lusion Magical Business Card	Opens a menu of the De'Lusion Magical Shop's catalogue of magical devices.
Portal Bracelet	Shows your location, time, and space-time coordinates; works with the wand to teleport.
Headspace Pod Key	Labelled **"Summon Pod."** Calls and unlocks travel pods.
Headspace Compass	Points to your next objective; updates when a new quest begins.
Invisi-Watch *(worn)*	An invisible watch. Ask "What time is it?"
Map of the Headspace Institute	Your guide to the campus on Planet Sirius-D.

Item	What it does
Headspace Cadet Pamphlet	What it means to be a Headspace Cadet.

Kit facts.

1. A **New Session** always starts with exactly this kit. Nothing else carries over.
2. Items found during a session stay **in that session**.
3. The Amulet is permanent. You may take it off, and it goes quiet until you put it back on, but it can't be lost.
4. Some devices, such as the **Mystic Map**, the **Time Loom**, and the **Temporal Rewinder**, belong to the **Essential Upgrades** and are not in the Cadet kit.

Your Home and Your Ship

A Familiar Place, your living room, is your **real home** and where every new session starts. **Teleport Home** always returns here. It has a sofa, the Hatch in the ceiling, and the Survival Suit's crate. The living room has **no town name** in the story: it is simply A Familiar Place. At the top of the Hatch is the **Headspace Shack**, your **headspace home** on the Infinite Plane. Floating cloaked just above your real home is your starship, the **Harbinger One**. Say **"Embark"** to take the captain's chair.

CHAPTER 11

Places and People

Headspace is infinite, but a few places and faces are worth knowing on day one. Open **Locations** or **Summon** on the dock for the full lists, and tap any entry to go there or call them.

Places to Visit First

Place	Why go
A Familiar Place	Your living room, and your **real home**. Every new session starts here. **Teleport Home** returns here. It has no town name.
The Headspace Shack	Your **headspace home**, up through the Hatch (Chaos off). A dim, quiet room with an oak desk, an everlasting candle, and the **Cuppa Galaxy**, a coffee cup swirling with stars, under a glass bell jar. **Go down** returns to the living room. North lies the **Infinite Plane**.
The Headspace Creation Station	A five-level station orbiting **Planet Sirius-D**, with **33 Magical Device Labs**, a Pods Lab & Showroom, education and research, and recreation.
The Headspace Institute	A campus on Planet Sirius-D, with the Library of Magical Knowledge, Lecture Halls, and Astral Observatory.
Starport on Planet Sirius-D	The travel hub, with destinations such as Nova Prime, Eldoria, and Verdantia.
The Nexus	A meeting point of worlds and stories.
Famous worlds	Oz, Narnia, Hogwarts, Middle-earth, Wonderland, Atlantis, Tatooine, Pandora, Jurassic Park, The Matrix, and more. Just name one.

> **Kaboom's Tip.** Can't decide? Turn **Chaos on**, open the Hatch, and go up without naming a place. I'll pick a famous world for you. No refunds on dragons.

People to Meet

Character	Who they are
Kaboom!	Your genie and Game Master: cheeky, warm, and never far away. He lives in the Amulet.
Tutorial Timmy	A karate plush bear who teaches the basics in Kid mode.

Character	Who they are
The Wizard of Wands	The AI inside your wand: tips, spells, and wand tutorials.
Professor Sirius De'Lusion	The creator of Headspace OS. Summon him and he speaks in his own voice.
Young Sirius De'Lusion	The Professor's son, a young Headspacer with a kid's voice of his own.
Danika and Crystal De'Lusion	The rest of the De'Lusion family and fellow Headspacers.
Shira	A guide and companion, with her own voice.
Emerald, Theophilus, Brainiac, BlackCat AI	Genies and AI minds with their own specialities.
Houdini & Secret	The family's time-bending, rainbow-furred sheepdogs.

Echoes: Meeting Real People from History

You can summon remembered portrayals of real historical figures, such as Houdini, Einstein, or Shakespeare, to ask them questions. These **Echoes** are respectful portrayals drawn from what the world remembers, never ghosts. Kaboom keeps them warm and age-appropriate.

Your Own Characters

Say **"Summon a blank character."** Then give it a **name** ("Your name is Pip"), a **vibe** ("You are goofy and curious"), and a **power** ("You can summon jellybean armour"). Kaboom will play your creation and keep it consistent.

More Realms

Some places, characters, and devices belong to the **Essential Upgrades**. If you reach for one in Core play, Kaboom will tell you so, once and with good humour, and offer something nearby that is open. Details are at **headspaceos.com**.

CHAPTER 12

Setting Up a Bluetooth Amulet



Headspace OS was made to be **heard**. Any Bluetooth speaker, pendant, or earpiece paired to your phone or computer turns the Amulet into something you can wear. Professor De'Lusion explains, in his own words:



✒ FROM THE PROFESSOR'S DESK

Waking Your Amulet: The Bluetooth Ritual

How to give the Amulet of De'Lusion a voice in your own world

Professor Sirius De'Lusion

Every Headspacer wears the Amulet of De'Lusion. It houses Kaboom, it holds your Sparks, and it is the voice that walks beside you through every headspace. But an amulet is only as magical as the ear it whispers into. So tonight, my dear Cadet, we give your Amulet a body in your world as well as in mine.

What you will need. A phone, tablet or computer with a modern web browser, and a Bluetooth companion of your choosing: a pendant speaker worn at the chest, a small speaker on the table beside you, or a single earpiece. Any of them will do. The magic is in the listening, not the label on the box.

Step One: Pair the Amulet. Open your device's Bluetooth settings, wake your pendant, speaker or earpiece, and pair it as you would any other. When its little light settles, the Amulet has found its home.

Step Two: Open the Door. Visit **headspaceos.net** in your browser. (**headspaceos.com** is the front door, and it will lead you there too.) On an iPhone you may choose *Add to Home Screen*, and Headspace OS will open like an app of its own. When your browser asks to use the microphone, say yes. Kaboom cannot grant a wish he cannot hear.

Step Three: Meet the Orb. The glowing orb on your screen is Kaboom. Silver means he is listening; green means he hears you; gold means he is catching your words and weaving your wish; white (pulsing) means he, or a guest, is speaking. Say your wish, or hold the orb, then pause. A breath of quiet tells him you have finished. If you must interrupt him, tap the orb while he talks, or the Interrupt button. He will survive. Probably.

Step Four: Tune the Voices. In *Settings* you will find **Elite** and **Basic** voices. Elite gives Kaboom his true voice and lets your guests keep their own; Basic uses your device's voice and costs less. Voice volume and music volume are separate dials: set Kaboom clear, not shouting. For the full radio-play effect, tap *Hide UI* and only the orb remains.

Step Five: Set the Atmosphere (optional). Headspace OS carries its own *Ambience* and theme music, and both duck politely beneath every voice. If you prefer your own soundtrack, play soft instrumental ambient music from another device at a low volume. No lyrics, please. Kaboom does not do duets.

Step Six: Mind the Glow. Your Amulet holds your Sparks. Every turn is a wish, spoken or typed, and every wish spends Sparks. Tap the meter on the Amulet to see your charge. When it runs low, Kaboom will mention a Reload once, lightly, and the Spark Pack offers will appear. At zero, the Amulet goes quiet until it is recharged. That is all. No nagging; I have had words with him.

What the Amulet is not. It does not stop time. I have asked it. Repeatedly. You may *wish* for time to slow, and a wish may be granted, but the Amulet itself has no such dial.

The mind behind the voice. Headspace OS is powered by a great artificial mind: whichever model happens to be humming under the hood this season. It does not matter which. The Amulet, Kaboom and the rules of this book stay the same.

> *"Dude. Nice pendant. Very wizard-chic. Now say something worth granting." — Kaboom!*

Hear voices in your head, even without headphones. That was always the promise.

With magical regards,
Professor Sirius De'Lusion
ARCHITECT OF HEADSPACE OS

CHAPTER 13

Tips from the Professor and Kaboom

1. **Start every session with a look.** "Look around" grounds you and costs one wish.
2. **Name your destination.** "Teleport to the Starport on Planet Sirius-D" beats "take me somewhere spacey."
3. **Let scenes breathe.** Ask characters questions. Some of the best moments come from a single "Why?"
4. **Use Locations and Summon on the dock** when you are out of ideas. Tapping is the same as speaking.
5. **Hide the UI for story time.** With only the orb on screen, Headspace OS becomes a radio play.

6. **Chaos on for parties, off for bedtime.** Chaos makes every reply a setpiece; off keeps things gentle.
7. **Kid mode for kids.** It is the default for a reason. Switch to Adult only when everyone listening is an adult.
8. **Store memory before a long break.** Say "Store memory" and your session's long-term memory is compiled now. Say "Remember" when you return.
9. **Type in noisy places.** It is the same wish, just quieter. You can also hold the orb to talk.
10. **Pick a Story Length.** Verbose for longer scenes; Terse when you want a quicker beat.
11. **Watch the meter, not the clock.** The Amulet card's corner estimate tells you what an hour costs at your current pace.
12. **Wear the Amulet.** A Bluetooth pendant or earpiece makes Kaboom feel like he is right there with you, because he is.
13. **Go home on purpose.** "Teleport home" is a clean ending: back to A Familiar Place, your real home, story intact for next time.

> *"Magic is… a candle in the dark." — Professor Sirius De'Lusion*

CHAPTER 14

Troubleshooting and FAQ

Troubleshooting

Problem	Try this
Kaboom can't hear me.	Check the orb. **Red** means muted: tap it. If a card says **Allow the microphone to talk to Kaboom!**, choose **Allow microphone** (or **Open in a new tab** in an embed). Speak after the orb is **silver**, or **hold the orb** to talk.
He starts before I've finished.	Kaboom commits a wish after about a second of quiet. Speak in one flowing sentence, or **type** longer wishes.

Problem	Try this
He keeps talking and I want to speak.	**Tap the orb**, press **Space**, or tap the **Interrupt** button. Saying "Silence" stops the speech.
No sound.	Check your device volume and the **Voice vol** setting. Check that your Bluetooth device is connected (Chapter 12). On iPhone, make sure the ring/silent switch and Focus modes aren't muting the page.
Music is too loud.	In **Settings**, set **Music vol** to Low, or turn **Theme music** and **Ambience** off.
The voice sounds robotic.	You are on **Basic** voices. Switch to **Elite** in Settings.
Replies are slow.	A short *"Slow link, Cadet — still weaving…"* or *"Still weaving…"* line is normal on a weak connection. The orb stays gold. Try **Fast** in Settings, or move closer to your Wi-Fi.
The phone locked and the mic stopped.	iPhones stop web microphones behind the lock screen. Unlock and carry on. Headspace OS keeps the screen awake while you play.
I can't find my session.	Use the **same device and browser** you played on, then **Memories → Continue** or **Restore**. Private windows and other browsers have their own, empty, memories.
My Sparks are at 0.	The Amulet goes quiet and the **Spark Packs** open. Choose a pack, or come back later.
The Hatch opened but I didn't go anywhere.	That's by design: opening only opens. Say **"Go up."**
Someone I summoned didn't come home with me.	**Teleport Home** is always solo. Summon them again at home if you want them there.
A place is "locked."	It belongs to the **Essential Upgrades**. Kaboom will suggest something open nearby.
He says "Didn't catch that — say it again."	He didn't get the words. Wait for the orb to go silver, then say it again, **hold the orb** and speak, or use **Type**.

Problem	Try this
The mic doesn't work in the itch.io window.	Allow the microphone when asked. If the card appears, allow it, or choose **Open in a new tab**. Voice works in the embed once permission is granted.

Frequently Asked Questions

Do I need an account? No. There is no sign-in. Sessions and memories stay in your browser; Sparks live in a server-side Vault.

Can I play on my computer and my phone? Yes, but each device, browser, tab or embed has its own sessions and Spark Vault.

Is it safe for children? Kid mode is the default and is enforced to be kid-safe. Keep it on when children are playing or listening.

What does a wish cost? A small number of Sparks; it varies with the reply. The Amulet card's corner estimate shows what an hour of play costs at your pace, and Memories shows Sparks used per session.

Can Kaboom give me Sparks? No. The only Sparks that do not come from a pack are the one-time Cadet Trial. Packs are bought on the Reload card; Kaboom can't create a top-up by voice.

Which AI powers Kaboom? A large AI model runs behind the scenes. Which one is under the hood doesn't change how you play.

Can I stop time with the Amulet? No. The Amulet has no time-stopping power. You may *wish* for slower time in a story, but that is a wish, not an Amulet ability.

Does Kaboom remember me between sessions? Each session keeps its own memory. A **New Session** is a clean start with just you and Kaboom. Use **Continue** or **Restore** to return to a story.

Can I play in another language? Yes. English and 42 other languages are fully translated. Choose one in **Settings → Language**, or say "Change language to [language]." Say "Change language back to English" to return (Chapter 8).

Where are the rulebooks? The *Headspace OS Core Rulebook* and the *Essential Upgrades DLC* hold the worlds, characters, and rules of play. You don't need them to play. Kaboom knows them by heart. On the dock, **Get the Books** opens **delusionmagical.com**.

CHAPTER 15

Glossary

Term	Meaning
A Familiar Place	Your living room, and your **real home**. Every new session starts here. **Teleport Home** returns here. It has no town name.
Adult / Kid	The audience setting. Kid is the default and is kid-safe.
Ambience	The soft background space pad.
Amulet of De'Lusion	The pendant you wear. Kaboom lives in it, and it holds your Sparks.
Auto fullscreen	Settings switch: go fullscreen **On Enter Headspace** (desktop and Android, not iPhone).
Cadet	You: a Headspace Cadet.
Cadet kit	The starting inventory every new session begins with.
Cadet Trial	300 Sparks, once per vault.
Chaos mode	The story-intensity switch: every reply a setpiece when on, calm when off.
Cuppa Galaxy	A galaxy in a coffee cup on the Shack desk, and a place to explore.
Dock	The row of controls: Teleport Home, Settings, Type, Memories, Mute, Headspace Help, Locations, Summon, Review, Get the Books. Theme and Ambience are in Settings, not on the dock.
Echo	A respectful, remembered portrayal of a real historical person. Never a ghost.
Elite / Basic	Voice settings: character voices, or your device's voice.
Embark	The command that takes you aboard the Harbinger One.
Essential Upgrades	The expansion (DLC) that opens more realms, devices, and missions.

Term	Meaning
Fast / Smart	Grok setting: quicker replies, or deeper ones.
Get the Books	Dock link that opens **delusionmagical.com** in a new tab.
Harbinger One	Your cloaked starship, floating above your home.
Hatch	The magical portal in your ceiling (and in the Shack's floor). Opening it only opens it; "Go up" goes through. "Open the Hatch and go up" travels in one turn. From the Shack, "Go down" returns to the living room.
Headspace	The realm itself: every place, tool, and story inside your mind.
Headspace Shack	Your **headspace home** (home inside the headspace): the quiet room at the top of the Hatch, on the Infinite Plane.
Hide UI / Show UI	Hide everything but the orb, or bring the controls back.
InSpectrix	Your handheld device for inspecting hidden properties.
Kaboom!	Your genie, guide, and Game Master.
Language	Settings choice of English or 42 other fully translated languages; also "Change language to …" by voice (Chapter 8).
Long-term memory	A per-session memory file: "Remember" weaves it in, "Store memory" saves it.
Locations	Dock list of places; tapping one is the same as "Teleport to …".
Memories	Where sessions are saved and loaded: Continue, New Session, Restore, Log, and Long-term.
Nudge	An optional idle aside when you go quiet.
Orb	Kaboom on screen. Its colour shows whether he is listening, hearing, weaving, speaking, or muted.
Pod	A travel vehicle, summoned for trips that aren't safe to breathe.
Reload	The card where you buy Spark Packs.
Review	Dock button to leave a note for the Professor after you play.
Sparks	The Amulet's charge. Every wish spends some.
Spark Pack	A recharge: Voyage, Traveller, or Headspace Access.
Story Length	Settings switch: **Verbose** (longer scenes) or **Terse** (shorter beats).
Summon	Bring a character into the scene, by voice or from the Summon Roster.
Teleport	Instant travel by voice: "Teleport to [place]."
Tutorial Timmy	The karate plush bear who runs the five-part tutorial in Kid mode.

Term	Meaning
Wish	Every turn you take, spoken or typed.

> *"That's the whole manual. Now close it and say something interesting." — Kaboom!*
>
> *Created by Professor Sirius De'Lusion. The Hatch is open.*