# ROCKET FILLING MANUAL

# INTRODUCTION

Hello and congratulations on the purchase of your MK1, MK2 or MK3 rocket module. You will encounter various problems when using your MK1, MK2 or MK3 rocket module but in this manual we will look at how to solve the problems related to filling your fuel tank.

# FUEL

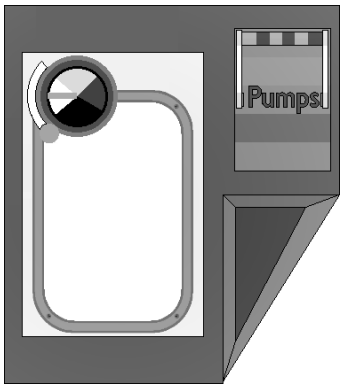
Depending of the exact version of your MK1, MK2 or MK3 rocket module you will need a complex mix of 3 basic fuels.

Take care that every fuel may have its own effects on the module and can cause disturbances during module's filling. All fuel refilling induced a rise in pressure in your fuel tank and some may accelerate the rise in temperature in the module. Both can be damageable for your MK1, MK2 or MK3 rocket module

The fuels are divided in 3 categories:

- Basic fuels: The 3 basic fuels. You can inject in the module only these category of fuel but pouring several basic fuel at the same time in the module will create the other categories of fuels.
  - E1, E2, E3.
- Complex fuels: The 3 possible mix of only 2 of the basic fuels.
  - E4: Mix of E1 and E2.
  - E5: Mix of E1 and E3.
  - E6: Mix of E2 and E3.
- Full mixture: The mix of the 3 basic fuels. Also named E7.

# MONITOR




The monitor will contains all the useful information on the MK1, MK2 or MK3 rocket module it is attached on.

On the top left corner are located the temperature and pressure indicator. The temperature indicator is represented in red on the left of the disk. And the needle inside the disk indicates the actual level of pressure (west quadrant represent low

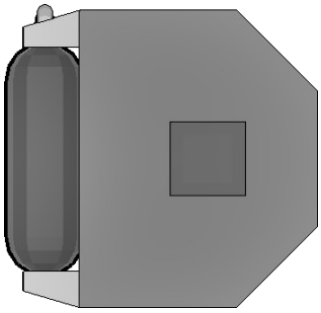
pressure, north quadrant represents medium pressure, east quadrant represents high pressure and south quadrant represents the dead zone of this indicator).

On the fuel tanks are represented the filling instructions in doted lines. In the example above, the operator needs to fill with a first fuel until the first doted line, then with another fuel until the second doted line and so on. Same fuel may be used multiple times in the instructions but not in a row.

The colours of the doted lines represents the fuel needed:

- Red: E1, Green: E2, Blue: E3
- Yellow: E4, Magenta: E5, Cyan: E6
- Brown: E7

# COOLER

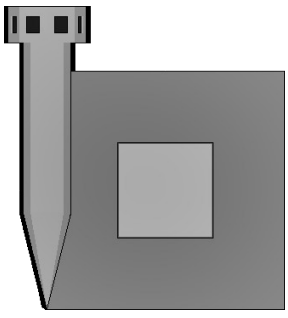


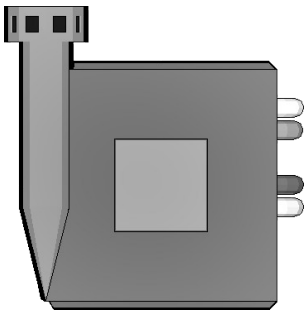
When the temperature gets high you have to cool if off or the module may suffer from severe irreversible damages. You must look after the cooler and press the blue button to activate it for 5 seconds. The cooler will then go on a reloading period of 10 seconds and then will be usable again.

# GAS AND FUEL PURGE

When the pressure gets high or you have made a mistake when following the filling instructions, you may need those purges.

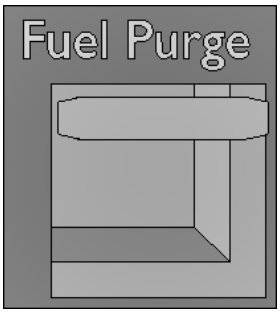
- The gas purge serves to reduce pressure, one needs to press and hold the central red button as long as they need it. It may be present on your rocket module (left image) and it is usually present on the booster section at the bottom of your rocket (right image) to evacuate the pressure of all rocket's modules.

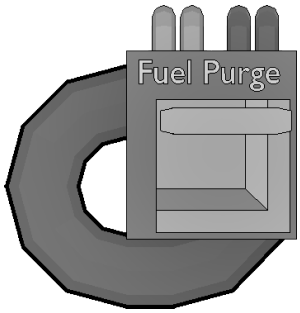




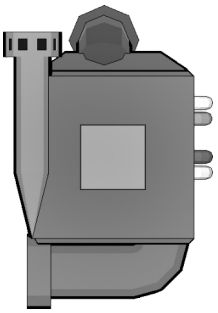
- The fuel purge is an on/off handle that serves to quickly purge the fuel in the module tank. It may be present on your rocket module (left image) and it is

usually present on the booster section at the bottom of your rocket (right image) to purge the fuel of all rocket's modules.

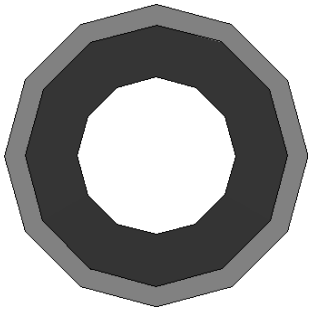



- The general purge right actionable is an on/off fuel and pressure purge for all the module on your rocket. It is only available on the booster section of specific version of rocket. If it is available, the two distinct fuel purge and gas purge will not be present.



## CONNECTOR



The connectors are present between 1 and 3 times on your MK1, MK2 or MK3 rocket module depending on your module version. They are the entrance of your rocket module fuel tank, use them to fill it.