

Galactic Hyperion XL5 Emergency Operator's Manual v 2.31



If you are reading this manual it means something has gone wrong with your ship.

DON'T PANIC!

Follow the instructions below carefully to resolve your problem with minimal casualties.

Ship Layout

- Each Galactic Hyperion XL5 spacecraft is outfitted with **3 control panels**, each with **2 modules** consisting of **3 widgets**.
- Each widget will either be a **toggle switch**, a **knob**, a **button**, or a **slider**
- *Depending on what alarm **phase** you are experiencing (white, orange, **RED**) you may need to address a different panel, and manipulate the widgets of the modules in a precise manner*
- When you are certain that you have entered the correct inputs to the modules on the panel, hit the submit button to solve that panel
- Once all panels have been solved, **hit the initializer button at the front console** to clear that phase

The instructions below are organized as follows:

---->Panel

-----> Phase

-----> Module

----->Widgets

Panels

##Port-Side Panel

Port-side	Phase white
Module	Widget A: Widget B: Widget C:
Module B	Widget A: Widget B: Widget C:

Port-side	Phase orange
Module A	Widget A: Widget B: Widget C:
Module B	Widget A: Widget B: Widget C :

Port-side	Phase RED
Module A	Widget A: Widget B: Widget C:
Module B	Widget A: Widget B: Widget C:

##Starboard Panel

Starboard	Phase white
Module A	Widget A: Widget B: Widget C:
Module B	Widget A: Widget B: Widget C:

Starboard	Phase orange
Module A	Widget A: Widget B: Widget C:

Module B	Widget A: Widget B: Widget C:
----------	-------------------------------

Starboard	Phase RED
Module A	Widget A: Widget B: Widget C:
Module B	Widget A: Widget B: Widget C:

Stern Panel

Stern	Phase white
Module A	Widget A: Widget B: Widget C:
Module B	Widget A: Widget B: Widget C:

Stern	Phase orange
Module A	Widget A: Widget B: Widget C:
Module B	Widget A: Widget B: Widget C:

Stern	Phase RED
Module A	Widget A: Widget B: Widget C:
Module B	Widget A: Widget B: Widget C:

WARNINGS

NEVER PRESS THE INITIATE BUTTON BEFORE YOU ARE FINISHED

IF THE SYSTEM IS ENTERED IMPROPERLY YOU MAY HAVE TO RESET
THE ENTIRE SYSTEM