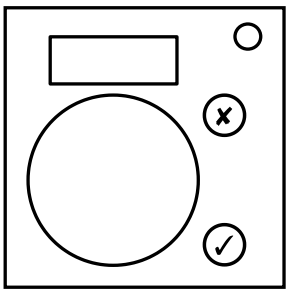
On the Subject of Starmap Reconstruction



ATTENTION! The navigation system is defective.
Reconstruct the star map from the available data manually.

The module consists of eight stars and "CLEAR" and "SUBMIT" buttons. Hover over a star for information about it. Press two stars to create hypercorridor. Press two stars connected with hypercorridor to remove it. Press "CLEAR" button to remove all hypercorridors.

Using the information about each star, create a network of hypercorridors and press the "SUBMIT" button. If all the conditions described on the next two pages are met, the module will be solved. Otherwise, you will get a strike.

Races and Regimes

There are 5 races in the sector in which you are located. The list of these races and their banners can be found on Table #1.

Also, each star has different political regimes. Names of this regimes and their symbols are located on Table #2.

Table #1: Races

Faeyans	
Humans	
Gaals	
Pelengs	
Maloqs	

Table #2: Regimes

Democracy	
Aristocracy	
Monarchy	
Dictatorship	
Anarchy	

Hypercorridors

Each star has one to six hypercorridors. Using information about the star's race and political regime, determine the strict number of hypercorridors connected to that star using Table #3. If a letter is written instead of a number, refer to Table #4 for letter-to-number conversion.

Table #3: Hypercorridors count

					
	6	4	2	B	G
	5	2	2	C	1
	3	2	F	D	1
	H	2	1	E	1
	2	1	1	1	A

Table #4: Letter-to-number conversion

Find the row with the letter you need. In the second column of this row, you can find the value of X.
The required number of hypercorridors is equal to X modulo 6 plus 1.

Letter	X % 6 + 1
A	X = Ports count
B	X = 1st digit in serial #
C	X = Lit indicators count
D	X = D batteries count
E	X = Port plates count
F	X = Battery holders count
G	X = Min digit in serial #
H	X = Unlit indicators count

Length of shortest path

For each pair of stars that are located on the same row of Table #5, there is a restriction on the length of path between them. For the module to be solved, there must be a path between these stars, the length of which is strictly equal to the value in the second column of the table. Additional paths with a length greater than or equal to this value are allowed. But there shouldn't be any shorter paths than this. Note: if a star is not in this table, then there are no restrictions on the length of the shortest path for it, but the restriction on the number of connected hypercorridors continues to apply.

Table #5: Shortest path

Achernar	3	Spica
Acrux	4	Toliman
Adhara	4	Deneb
Aldebaran	3	Betelgeuse
Alioth	6	KausAustralis
Alnitak	5	Elnath
Antares	3	Altair
Bellatrix	5	Alnair
Canopus	2	Rigel
Capella	2	Sirius
Miaplacidus	5	Alnilam
Mimosa	4	Gacrux
Mirfak	6	Dubhe
Pollux	3	Hadar
Procyon	2	Arcturus
Regulus	4	Fomalhaut
RigilKentaurus	2	Vega
Wezen	7	Alkaid