Spaceship Manual

By Andy Briggs | brggs.co.uk
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Section 42 - Crashes

Oh no, your spaceship has crashed! No need to worry - you and your crew can follow these steps and get yourselves flying back to Space HQ in no time.

The **Control Computer** screen will show a message to remind you what your next step is. It will also show how long it's taken you so far!

Step 1 - Refill the Fuel Tank

1.a. Unlock the Fuel Store

We're going to need to refuel the ship, but our fuel supply is behind a locked door. We normally have robots to open the locks for us, but they've all got a bit confused in the crash!

There are four robots, and each one has a number of the 4-digit code we need to unlock the fuel. These numbers are written on the front of the robots, but you will need to work out what order these numbers should go in.

To do this, you'll need to get the robots to tell you a secret letter. Check the back of the robots for a clue about how to get it to reveal its secret letter on its screen - it will be different for each robot!

Put the robots in alphabetical order of the secret letters they show. Then read the code from the numbers written on the robots.

1.b. Refuel the ship

Now use the code to unlock the **fuel store**.

Use the jug to fill up the **fuel tank**. When you see the smiley face, that's the right amount! BUT, be careful not to put too much in! If the smiley face goes away, you'll need to take some fuel back out.

Step 2 - Charge the Battery

Next we need to charge the **battery** to get the power back online. We can charge it using movement energy.

Find the **battery**, and run around with it. The charge level will increase as you move. When you see a Tick   on the battery, it's ready and you can move on to the next step.

Step 3 - Set a Course For Space HQ

Now we've got the power online, we can use the **Science Computer** to work out where we are, and work out how to get back to Space HQ.

3.a. Find out where we are

We know we're on one of these planets:

Name	Climate	Atmosphere	Temperature
Zeltronia	Forest	Sulphur	10-30°
Vesperion	Desert	Oxygen	50-70°
Lumora	Forest	Oxygen	10-30°
Axion Prime	Forest	Helium	10-30°
Thaloria	Ocean	Oxygen	10-30°

Look at the screen on the **Science Computer**.

This shows the sensor readings for the planet we are on:

      C = Climate

      A = Atmosphere

      T = Temperature

Compare the sensor readings to the table above, and work out where we are. Only one planet will match all the readings.

When you have identified the planet, remember its name and move on to the next step.

Now we know the planet we're on, we need to tell our spaceship which direction to go in to get to Space HQ. We also need to tell it how far to go.

This map shows the planets and Space HQ. Use it to work out which direction Space HQ is in, and how far away it is from the planet we are on.
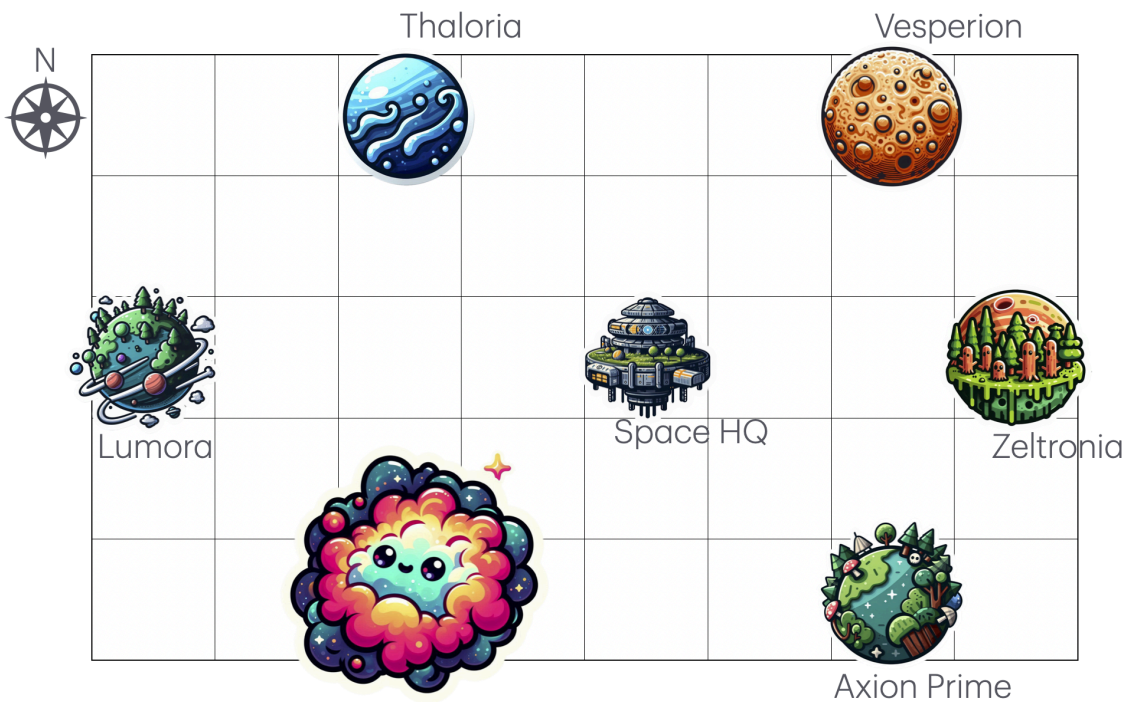
When you know the answer, push the **B button** on the **Science Computer** Micro:Bit.

Now use the blue and gold dials to enter the direction, and distance.

Step 4 - Send a Message

We need to let Space HQ know we're coming, so before we take off let's send them a message.

The **Science Computer** can do this - just shout your message until it fills up the meter and sends the message to HQ.

Step 5 - Launch Sequence

The last step is to run through the launch sequence. You will need to follow the instructions on both the **Control Computer** and **Science Computer** screens.
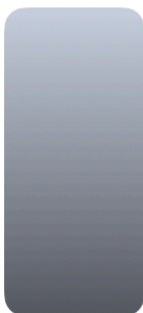
The buttons and dials to use might not be on the computer which is giving you instructions, so you'll need to work as a team - read the instructions out loud so everyone knows what needs to be done next!

Press the red button when you're ready to start the launch sequence, and good luck!
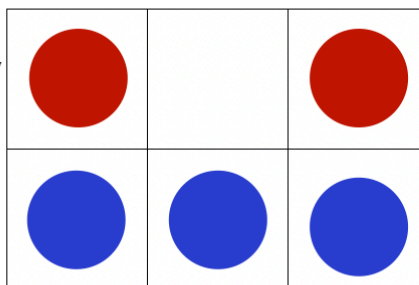
See you back at Space HQ!

Appendix - Control Panel Functions

Flux Capacitor

A: Reverse Polarity

B: Teleport

C: Warp Core

E: Eject Glorps

D: Gigglebeam