
REACTOR MAINTENANCE MANUAL 1

Welcome to the maintenance manual for Reactor Type 4RK053. Reactor engineering is very dangerous and the consequences can be dire. Be sure to read all instructions carefully before attempting maintenance.

Overview

Reactor engineering is extremely difficult and dangerous.

The reactor will explode if:

- Reactor maintenance is not completed before the timer runs out. The timer begins at **10:00 minutes** and gains **30 seconds** for each correctly serviced module.
- **3 mistakes** are made while attempting to service the reactor.

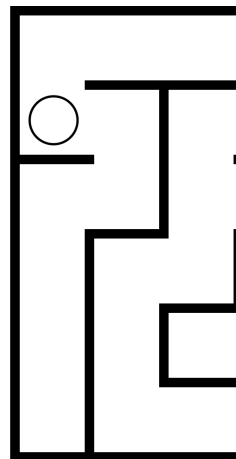
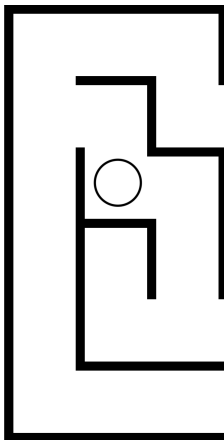
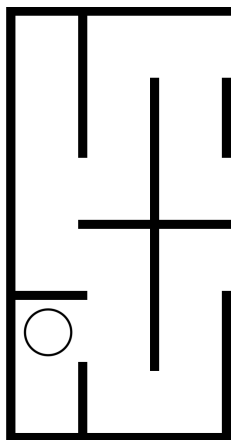
There are several different modules in the reactor. When attempting maintenance on the reactor, one module at a time will require service. Complete that module to proceed to the next module. Some modules will need to be serviced multiple times.

Contents

- 3 - Ignition
- 4 - Temperature Gauges
- 5 - Lights & Switches
- 6 - Buttons
- 7 - Fuel Cells - Periodic Table

Ignition

Locate the ignition with matching circles. Lines are invisible on the reactor panel. Key in the correct ignition sequence by moving the triangle to the star, but do not cross the lines.



Temperature Gauges

Make sure to keep the reactor operating at the right temperature! Adjust the temperature from its current position back to the goal temperature in the middle, to keep a safe operating environment.

Each time the module activates, the temperature will use a different gauge, with a “hot” gauge word and a “cold” gauge word. At first, you will not know which gauge is being used. You will need to discover which gauge is being used by typing and submitting words into the text box.

The temperature will either be too hot or too cold.

If the temperature is too cold:

As you enter words, letters which are shared with the “cold” gauge word will be highlighted in blue. Letters shared with the “hot” gauge word will **not** be highlighted.

You will need to determine the “cold” gauge word, as well as the corresponding “hot” gauge word. In order to make the temperature hotter, enter unique words that share at least 3 letters with the “hot” gauge word, and share NO letters with the “cold” gauge word.

If the temperature is too hot:

Letters shared with the “hot” gauge word will be highlighted in red. Letters shared with the “cold” gauge word will **not** be highlighted.

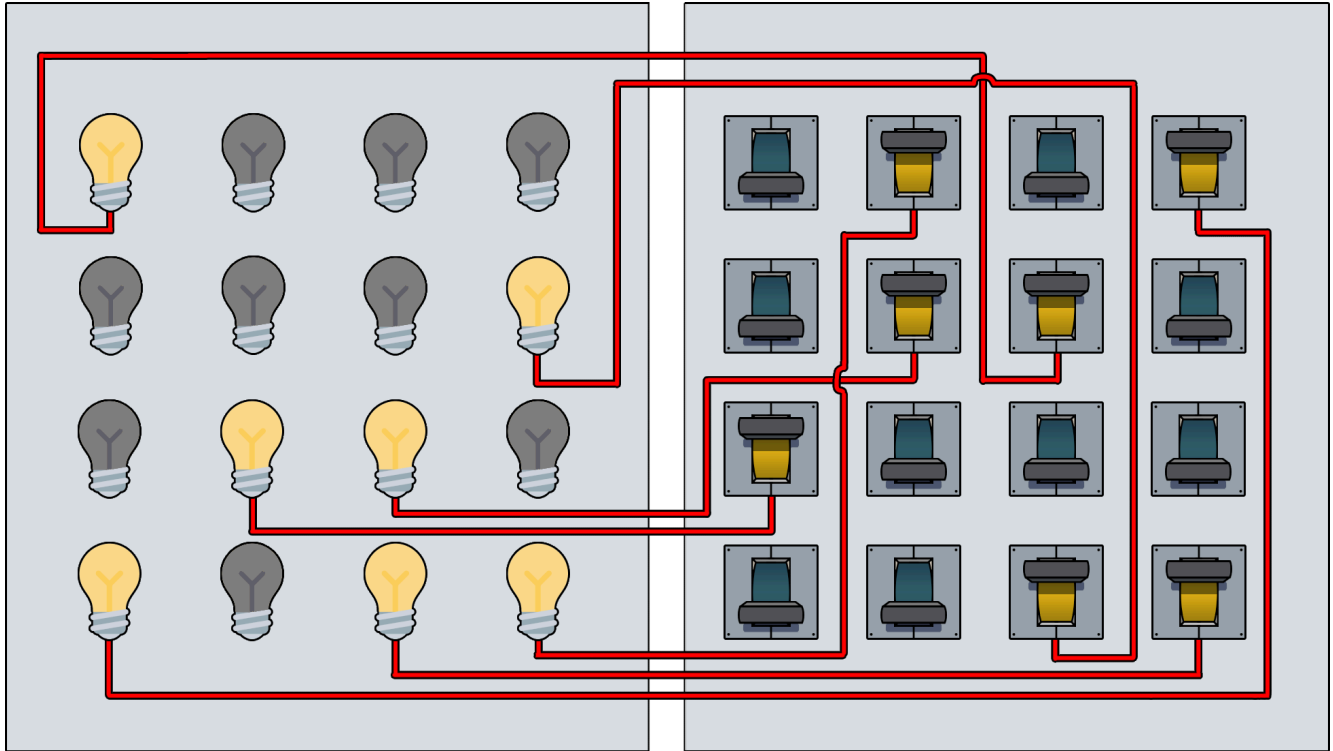
You will need to determine the “hot” gauge word, as well as the corresponding “cold” gauge word. In order to make the temperature colder, enter unique words that share at least 3 letters with the “cold” gauge word, and share NO letters with the “hot” gauge word.

Here are the possible “**hot**” gauge words, in no particular order:

CLEAN	ALWAYS	STRONG	END
HOT	HEAVY	DRY	HIGH
TALL	FULL	HUGE	HARD
QUICK	DEEP	OPEN	DAY

Lights & Switches

Activate the proper light switches using the A.K.A.R.I. specification!
(You may look up this specification if you are unfamiliar.) Unfortunately, some of the wires seem to be crossed. Here is the mapping:



























Buttons

Each time the buttons light up, there will be 4 buttons displayed on each side. You must choose the correct button to press on each side!

Each button represents a word. The goal is to form a larger word out of 3 component words.

One player at the reactor will have exactly one of the buttons in the BLUE COLUMN. This is the “starting player.” The other will have exactly one of the buttons in the RED ROW. This is the “ending player.” (The buttons used for this identification will not be part of the final answer.)

Look up the corresponding entry in this table to determine the MIDDLE PART of the word.

Next, construct a real word using

- One of the starting player’s buttons
- The middle part of the word found here
- One of the ending player’s buttons

Once you’ve identified which buttons to press to form a real word, press them both!

Fuel Cells - Periodic Table

<div>Lu</div> <div>Lunarium</div> <div>2.27</div>	<div><div></div> Rare-Space Metals</div> <div><div></div> Believable Metals</div> <div><div></div> Mighty Gases</div> <div><div>*</div> Synthetic element</div>	<div>S</div> <div>Solarium</div> <div>5.13</div>	<div>Symbol</div> <div>Name</div> <div>Atomic Weight</div>	
<div>A</div> <div>Asteroidon</div> <div>6.79</div>		<div>Me</div> <div>Meteorine</div> <div>8.02</div>		
<div>Re*</div> <div>Rocketron</div> <div>10.23</div>	<div>Z</div> <div>Zenithine</div> <div>10.56</div>	<div>Ne</div> <div>Nebulasium</div> <div>14.87</div>	<div>E</div> <div>Eclipsium</div> <div>22.49</div>	<div>Sn</div> <div>Supernovadium</div> <div>803.2</div>
<div>Pl</div> <div>Plasodium</div> <div>32.21</div>	<div>Ti</div> <div>Timeium</div> <div>38.92</div>	<div>Co</div> <div>Cosmosium</div> <div>40.25</div>	<div>Um</div> <div>Universalium</div> <div>42</div>	<div>Dm</div> <div>Darkmatterium</div> <div>9000</div>
<div>O*</div> <div>Observatine</div> <div>1</div>	<div>T</div> <div>Theorium</div> <div>10</div>	<div>H</div> <div>Hypothesine</div> <div>100</div>	<div>I</div> <div>Imaginon</div> <div>∞</div>	