

# MAYDAY PROTOCOL

CO-PILOT MANUAL V1.0

## ✈️ LANDING THE PLANE

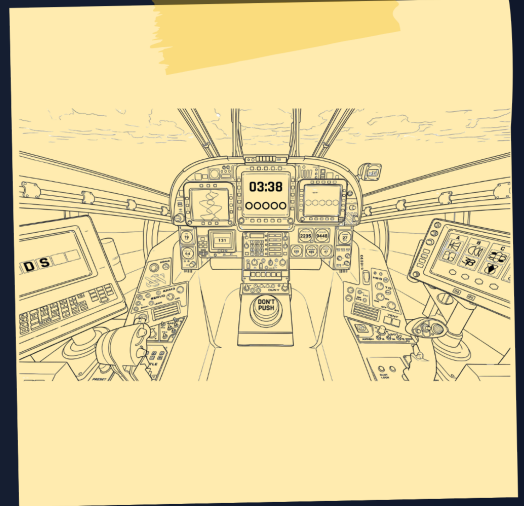
Welcome aboard!

In Emergency Landing, the Pilot sits inside the cockpit, staring at a bunch of screens filled with puzzles they have no idea how to solve. Luckily, the Co-Pilot (that's you!) has the manual. Every rule, every step, every strange little detail... except you can't see the cockpit.

### Remember:

- ✓ Pilot = Sees everything but knows nothing
- ✓ Co-Pilot = Knows everything but sees nothing

*Your mission is simple: Say the right things, at the right time, in the right order... and try not to panic.*

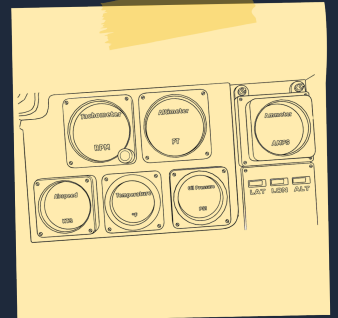


## ✖️ PUZZLE SYSTEM

Each level can throw up to 10 puzzles at you, sometimes at the same time. Don't worry, they don't interact with each other; each one is its own little problem.

Some puzzles will ask for cockpit instrument values, so don't forget to ask the Pilot for readings like: Oil Pressure, Airspeed, Altimeter, Tachometer, Fuel, Temperature, Ammeter

There's only one strict rule: Final Stabilization Protocol (the Final Puzzle) must always be solved last. Everything else? Solve in any order you like.



## 🎯 HOW TO WIN A LEVEL

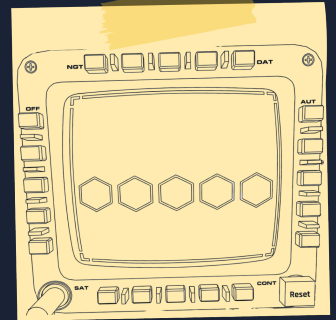
- ◆ Solve all active puzzles
- ◆ Finish the final puzzle (Final Stabilization Protocol)
- ◆ And do all of it before the timer hits zero

## ✖️ HOW TO LOSE

- ◆ The timer runs out
- ◆ OR you hit the maximum number of mistakes

The Pilot sees four sides of a panel: Top, Right, Bottom, Left. Each side contains 5 buttons. Every button has a background color and a color name written on it.

**Your task:** Using the instrument values and the rules in this manual, determine which 5 colors must be pressed, and in which order.



### CHOOSE WHICH SIDE TO SOLVE

CHECK THIS...	YES →	NO →
Oil Pressure < 40?	Solve TOP side	▼ Go to next row
Airspeed > 120?	Solve RIGHT side	▼ Go to next row
Altimeter > 8000?	Solve BOTTOM side	If all NO → Solve LEFT

### BUILD THE 5-COLOR SEQUENCE

**▲ Rule:** Always look only at the colors you haven't used yet. If a color has been used, move to the next rule. Each color can be used only once. The first remaining color button is the first unused color button from top to bottom in vertically arranged buttons, and from left to right in horizontally arranged buttons.

#### Position 1 (First Hexagon)

1. If green button has "Black" → **Select green button**
2. If yellow button doesn't have "Black" → **Select yellow button**
3. If black button doesn't have "Green" → **Select black button**
4. If none of the above → **Select blue button**

#### Position 2 (Second Hexagon)

1. If red button has "Blue" → **Select red button**
2. If yellow button has "Blue" → **Select yellow button**
3. If black button has "Green" → **Select black button**
4. If none of the above → **Select first remaining color**

#### Position 3 (Third Hexagon)

1. If red button has "Green" → **Select red button**
2. If blue button doesn't have "Red" → **Select blue button**
3. If green button doesn't have "Red" → **Select green button**
4. If none of the above → **Select first remaining color**

#### Position 4 (Fourth Hexagon)

1. If yellow button has "Red" → **Select yellow button**
2. If black button has "Yellow" → **Select black button**
3. If none of the above → **Select first remaining color**

#### Position 5 (Fifth Hexagon)

Only one color remains → **Select the last remaining color button**

The Pilot sees an LCD screen, LEFT/RIGHT buttons, ENTER, and cockpit icons for the fire extinguisher, flare rounds, and oxygen cylinder.

**Your task:** Determine which frequency must be selected based on the equipment count and instrument values.



**Choose the Correct Table:**

- ◆ Fire Extinguisher = 1 and Flare Rounds < 3? → **TABLE A**
- ◆ Flare Rounds ≥ 3 or Oxygen Cylinder ≥ 2? → **TABLE B**
- ◆ Otherwise → **TABLE C**

**TABLE A**

FIRE EXTINGUISHER = 1 AND  
FLARE ROUNDS < 3

Ammeter > 15	<b>121.5</b>
Ammeter ≤ 15 and Altimeter > 8000	<b>118.1</b>
Altimeter ≤ 8000 and Oxygen Cylinder ≥ 2	<b>127.3</b>
Airspeed > 120	<b>124.8</b>
If none of the above	<b>132.9</b>

**TABLE B**

FLARE ROUNDS ≥ 3 OR  
OXYGEN CYLINDER ≥ 2

Airspeed > 150	<b>119.2</b>
Oil Pressure < 40	<b>125.4</b>
Oxygen Cylinder = 3	<b>128.6</b>
Flare Rounds = 4	<b>130.1</b>
If none of the above	<b>122.8</b>

**TABLE C**

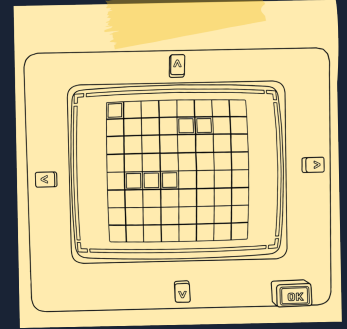
ALL OTHER CASES

Altimeter > 10000	<b>121.5</b>
Tachometer > 2500	<b>118.1</b>
Flare Rounds = 2	<b>127.3</b>
Oxygen Cylinder = 1	<b>124.8</b>
If none of the above	<b>119.2</b>

The Pilot sees an 8x8 grid with 2 hidden enemy planes and 2 bombs. The Pilot can see their own planes (1x2 and 1x3) revealed on the board.

**Your task:** Ask the Pilot for their plane positions, find the matching scenario table, and guide them to the enemy planes while avoiding bombs.

**Green cells** are the plane positions the Pilot sees. **Red cells** are the enemy positions the Pilot must target. Avoid the bombs!



**TABLE 1**

	A	B	C	D	E	F	G	H
1		■	■		■	■	■	
2								
3				●				
4				■	■			
5					●			
6								
7		■	■	■				
8								

**TABLE 2**

	A	B	C	D	E	F	G	H
1								
2							■	■
3								
4		■	■			●		
5		■	■					
6				■	■	■	■	
7								
8							■	■

**TABLE 3**

	A	B	C	D	E	F	G	H
1				■	■			
2								
3	■				●		■	■
4	■							
5	■			●				
6			■	■	■			
7								
8								

**TABLE 4**

	A	B	C	D	E	F	G	H
1						■	■	
2			■	■	■			
3								
4	■	■	●					
5							■	
6							■	
7				●				
8								

**TABLE 5**

	A	B	C	D	E	F	G	H
1								
2		■	■					
3				●	■	■	■	■
4								
5				■			●	
6				■	■			
7	■			■				
8	■							

**TABLE 6**

	A	B	C	D	E	F	G	H
1		■					■	
2		■						
3			●					
4			■	■	●			
5								
6					■	■	■	
7								
8								

**TABLE 7**

	A	B	C	D	E	F	G	H
1								
2	■				■	■		
3	■			●				
4	■					●		
5		■	■	■				
6								
7							■	■
8								

**TABLE 8**

	A	B	C	D	E	F	G	H
1		■	■					
2								
3				■	■			
4		●					■	
5				●			■	
6							■	
7					■	■	■	
8								

**TABLE 9**

	A	B	C	D	E	F	G	H
1				■	■			
2		■						
3		■		●				
4		■				■	■	
5							●	
6								
7			■	■	■			
8								

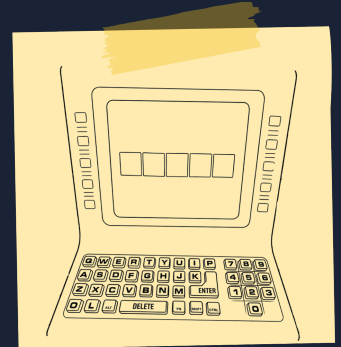
**TABLE 10**

	A	B	C	D	E	F	G	H
1								
2	■			■	■	■		
3	■							
4			■	●				
5			■		●			■
6								■
7								
8								

The Pilot sees a two-stage input screen: first a 5-letter word, then a 5-digit number must be entered.

**Your task:** Based on instrument readings, identify the correct table and guide the Pilot to enter a typeable word and number.

Ask the listed words in order. The Pilot checks the letters; the first word they can type is entered, and pressing ENTER completes the phase.



## PHASE 1 — WORD INPUT (5 LETTERS)

The Pilot will type a 5-letter word using the enabled letters on the keyboard.

Table	Condition	Words (Try in Order)
A	Fuel > 20 AND Altimeter < 5000	BRAKE, CLIMB, SPEED, FORCE, POWER, WINGS
B	Fuel ≤ 20 OR Airspeed > 150	FLAPS, DRIFT, STALL, PITCH, RADIO, TOWER
C	Tachometer > 2500	BOOST, ROTOR, MOTOR, VAPOR, CARGO, PANEL
D	Oil Pressure < 40	CHECK, RESET, ALERT, FAULT, ERROR, ABORT
E	<i>If none of the above</i>	COAST, GLIDE, HOVER, LEVEL, ORBIT, FLOAT

## PHASE 2 — NUMBER INPUT (5 DIGITS)

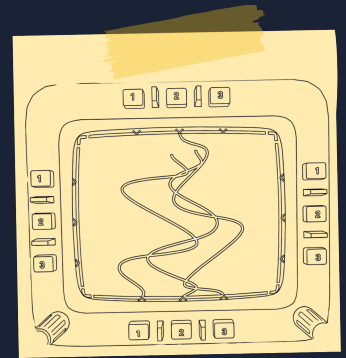
The Pilot will type a 5-digit number using the enabled digits on the numpad.

Table	Condition	Numbers (Try in Order)
A	Altimeter > 8000	29920, 30120, 30450, 29780, 30010, 29850
B	Airspeed > 130	28950, 29430, 29670, 28820, 29150, 28760
C	Fuel < 15	27890, 28230, 27560, 28010, 27920, 27650
D	Temperature > 250	30870, 31020, 30560, 31150, 30920, 31080
E	<i>If none of the above</i>	29450, 29580, 29720, 29340, 29810, 29670

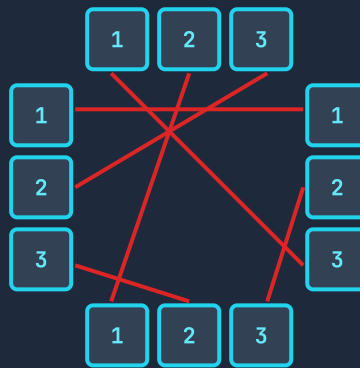
This puzzle consists of two phases. Phase 1 is done entirely by the Pilot. Phase 2 is solved with your guidance based on the Pilot's choice.

**Task:** Find out which number the Pilot chose in Phase 1 (1 / 2 / 3) and tell them the correct connection mappings based on that result.

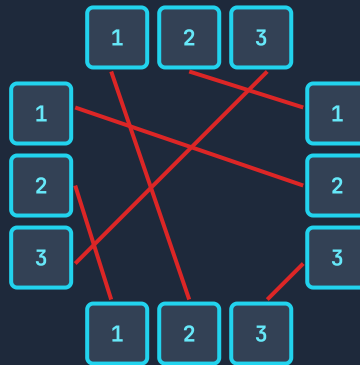
The Pilot follows the correct line from button 2 at the top and selects the number it leads to. The selected number determines which table to use.



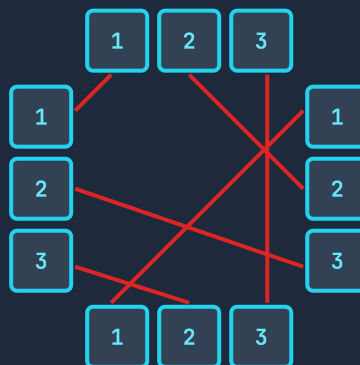
## IF PILOT CHOSE 1 → TABLE 1



## IF PILOT CHOSE 2 → TABLE 2

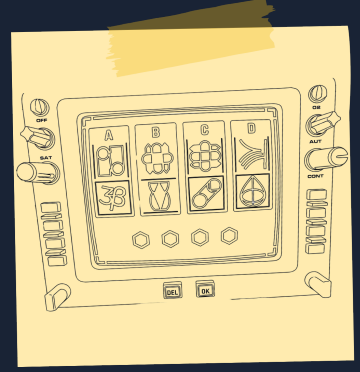


## IF PILOT CHOSE 3 → TABLE 3



This puzzle is based on finding the correct colors using the shape collision matrix.

**Task:** Find the shapes the Pilot reads from each column in the table and tell the Pilot the correct color.



R = Red   B = Blue   Y = Yellow   G = Green   P = Purple   O = Orange   K = Black   I = Pink

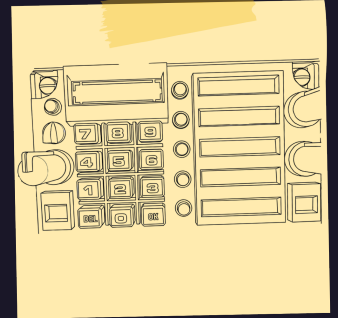
Top shape = Column Headers | Bottom shape = Row Headers | Intersection = Color

#																						
	R	B	G	P	Y	O	K	I	G	B	R	Y	P	O	K	I	B	G	R	Y		
	B	Y	P	O	K	I	R	G	B	Y	P	O	K	I	R	G	B	Y	P	O		
	G	P	K	I	R	B	Y	O	G	P	K	I	R	B	Y	O	G	P	K	I		
	P	O	I	G	B	Y	R	K	P	O	I	G	B	Y	R	K	P	O	I	G		
	Y	K	R	B	O	G	P	I	Y	K	R	B	O	G	P	I	Y	K	R	B		
	O	I	B	Y	G	P	K	R	O	I	B	Y	G	P	K	R	O	I	B	Y		
	K	R	Y	R	P	K	I	B	G	O	Y	R	P	K	I	B	G	O	Y	R		
	I	G	O	K	I	R	B	Y	P	G	O	K	I	R	B	Y	P	G	O	K		
	G	B	G	P	Y	O	B	P	R	K	I	Y	O	B	P	R	K	I	Y	O		
	B	Y	P	O	K	I	O	G	K	B	R	Y	P	O	K	I	B	G	R	Y		
	R	P	K	I	R	B	Y	O	I	R	G	B	P	Y	O	K	I	R	G	B		
	Y	O	I	G	B	Y	R	K	Y	Y	B	P	O	K	I	R	G	B	P	O		
	P	K	R	B	O	G	P	I	O	P	P	O	K	I	R	B	Y	G	P	K		
	O	I	B	Y	G	P	K	R	B	O	Y	K	K	R	B	Y	P	G	O	R		
	K	R	Y	R	P	K	I	B	P	K	O	I	R	B	G	Y	P	K	I	B		
	I	G	O	K	I	R	B	Y	R	I	K	R	B	Y	Y	P	O	K	I	R		
	B	B	G	P	Y	O	G	P	K	B	I	G	Y	P	P	O	R	B	G	Y		
	G	Y	P	O	K	I	O	G	I	G	R	B	G	G	K	K	B	Y	P	O		
	R	P	K	I	R	B	Y	O	Y	R	G	P	P	O	I	I	G	P	K	I		
	Y	O	I	G	B	Y	R	K	O	Y	B	O	K	R	B	R	Y	O	I	G		



This puzzle is triggered randomly during the session. You never know when it will happen. When triggered, the light turns red and an alarm starts. The Pilot has **30 seconds** to enter the correct 3-digit code.

**Your task:** Find the correct code the moment the Pilot reports a trigger and tell them quickly. Remember, you have 30 seconds to solve it.



Pay attention to the trigger number! For the first trigger, use Table 1. For the second trigger, use Table 2. For the third trigger, use Table 3.

### 1ST TRIGGER

Check **OIL PRESSURE** value

0 - 12	<b>950</b>
12.5 - 24	<b>875</b>
25 - 37	<b>780</b>
37.5 - 49	<b>640</b>
50 - 62	<b>520</b>
62.5+	<b>410</b>

### 2ND TRIGGER

Check **TEMPERATURE** value

0-83	<b>320</b>
84-166	<b>485</b>
167-249	<b>590</b>
250-333	<b>715</b>
334-416	<b>840</b>
417+	<b>960</b>

### 3RD TRIGGER

Check **TACHOMETER** value

0-500	<b>105</b>
501-1000	<b>230</b>
1001-1500	<b>355</b>
1501-2000	<b>470</b>
2001-2500	<b>615</b>
2501+	<b>750</b>

This puzzle consists of three phases that must be completed in order.

**Your task:** Set the switch positions based on the color the Pilot sees, solve the LED sequence, enter the correct 4 letters, and finally find the numpad code.



## PHASE 1 — SWITCH SETTINGS

The Pilot sees one of these colors on the color panel: Yellow, Red, Green, or Blue. Tell the Pilot the switch positions from the matching column.

Switch	Yellow	Red	Green	Blue
1	Up	Down	Left	Right
2	Down	Right	Up	Left
3	Left	Up	Right	Down
4	Up	Left	Down	Right
5	Right	Down	Up	Left
6	Down	Up	Left	Up
7	Left	Right	Down	Up
8	Right	Left	Right	Down

## PHASE 2 — LED SEQUENCE + LETTERS

LED buttons light up in sequence. The Pilot tells you the order. Tell the Pilot the correct letters based on the sequence.

1-2-3-4	<b>ABCD</b>	1-2-4-3	<b>ACBE</b>
1-3-2-4	<b>BADC</b>	1-3-4-2	<b>BDAF</b>
1-4-2-3	<b>CAEB</b>	1-4-3-2	<b>CEAD</b>
2-1-3-4	<b>DBFA</b>	2-1-4-3	<b>DFBC</b>
2-3-1-4	<b>EACF</b>	2-3-4-1	<b>ECFA</b>
2-4-1-3	<b>FBDC</b>	2-4-3-1	<b>FDBE</b>
3-1-2-4	<b>ADEF</b>	3-1-4-2	<b>BCFD</b>
3-2-1-4	<b>CBAE</b>	3-2-4-1	<b>DAFB</b>
3-4-1-2	<b>EFCA</b>	3-4-2-1	<b>FEDB</b>
4-1-2-3	<b>AEBC</b>	4-1-3-2	<b>BFGD</b>
4-2-1-3	<b>CDEA</b>	4-2-3-1	<b>DCBF</b>
4-3-1-2	<b>EBFC</b>	4-3-2-1	<b>FADE</b>

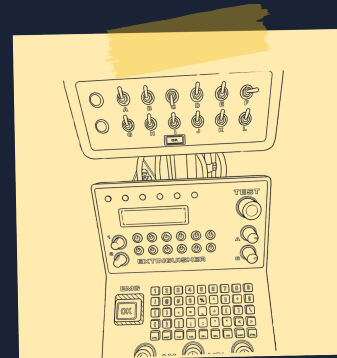
## PHASE 3 — NUMPAD CODE

The Pilot sees one of these numbers. Enter the corresponding code.

1234	<b>4321</b>	1357	<b>7531</b>
2468	<b>8642</b>	2847	<b>4782</b>
3159	<b>9513</b>	3698	<b>8963</b>
4126	<b>6214</b>	4789	<b>9874</b>
5283	<b>3825</b>	5917	<b>7195</b>
6542	<b>2456</b>	7361	<b>1637</b>

This puzzle has two phases.

**Task:** Determine the correct lower switch positions based on the upper ones, then based on the number of green lights, find the correct instrument range and tell the Pilot the 4 direction buttons and 3 keyboard keys.



## PHASE 1 — LOWER SWITCH POSITIONS BASED ON UPPER SWITCHES

The Pilot sees 6 switches on top and 6 on bottom. Based on the upper switch positions, set the 6 lower switches to the correct positions. Switches are read left to right.

Ask how many red lights are on next to the switches. If 2 red → TABLE A | 1 red → TABLE B | 0 red → TABLE C

How many times direction seen?	Table A (2 Red)				Table B (1 Red)				Table C (0 Red)			
	Upper switch positions				Upper switch positions				Upper switch positions			
	Up	Down	Left	Right	Up	Down	Left	Right	Up	Down	Left	Right
If direction seen 1st time	Down	Up	Right	Left	Left	Right	Down	Up	Right	Left	Up	Down
If direction seen 2nd time	Right	Left	Up	Down	Up	Down	Left	Right	Down	Up	Right	Left
If direction seen 3rd time	Left	Right	Down	Up	Down	Up	Right	Left	Up	Down	Left	Right
If direction seen 4th time	Up	Down	Left	Right	Right	Left	Up	Down	Left	Right	Down	Up
If direction seen 5th time	Down	Up	Right	Left	Left	Right	Down	Up	Right	Left	Up	Down
If direction seen 6th time	Right	Left	Up	Down	Up	Down	Left	Right	Down	Up	Right	Left

When all directions are entered correctly, the green lights will turn on.

## PHASE 2 — INSTRUMENT + DIRECTION + KEYBOARD

If 0-2 green lights → Temperature | 3-4 green lights → Fuel | 5-6 green lights → Tachometer value.

### If 0-2 green lights are on

Temperature ≤ 200	Upper row 2:Left, Upper row 5:Down, Lower row 1:Right, Lower row 4:Up and 1 @ }
200 < Temperature ≤ 350	Upper row 1:Right, Upper row 3:Up, Lower row 5:Left, Lower row 6:Down and # \$ [
Temperature > 350	Upper row 4:Down, Upper row 6:Left, Lower row 2:Up, Lower row 3:Right and % ^ ]

### If 3-4 green lights are on

Fuel ≤ 10	Upper row 3:Up, Upper row 5:Right, Lower row 1:Down, Lower row 4:Left and 2 & (
10 < Fuel ≤ 20	Upper row 1:Left, Upper row 4:Down, Lower row 2:Right, Lower row 6:Up and * ! {
Fuel > 20	Upper row 2:Up, Upper row 6:Left, Lower row 3:Down, Lower row 5:Right and ) -

### If 5-6 green lights are on

Tachometer ≤ 2100	Upper row 1:Down, Upper row 3:Right, Lower row 2:Left, Lower row 5:Up and 3 = :
2100 < Tachometer ≤ 2400	Upper row 2:Right, Upper row 4:Left, Lower row 1:Up, Lower row 6:Down and + _ ;
Tachometer > 2400	Upper row 5:Up, Upper row 6:Down, Lower row 3:Right, Lower row 4:Left and 4 " <

This puzzle is the final step of the session. It does not activate until all other puzzles are solved.

**Your task:** Based on the remaining time, determine the correct left lever position and the correct right joystick direction.

After setting the levers, instruct the Pilot to press the large **PUSH** button in the center to complete the sequence.



**⚠ CRITICAL:** Check the remaining time → identify the matching row → tell the Pilot the correct positions for both levers.

REMAINING TIME	LEFT LEVER	RIGHT LEVER (JOYSTICK)
0:00 - 0:30	Position 1	South (S)
0:31 - 1:00	Position 2	South West (SW)
1:01 - 1:30	Position 2	South East (SE)
1:31 - 2:00	Position 3	West (W)
2:01 - 2:30	Position 3	East (E)
2:31 - 3:00	Position 3	North (N)
3:01 - 3:30	Position 4	North West (NW)
3:31 - 4:00	Position 4	North East (NE)
4:01 - 4:30	Position 5	North (N)
4:30+	Position 5	North East (NE)