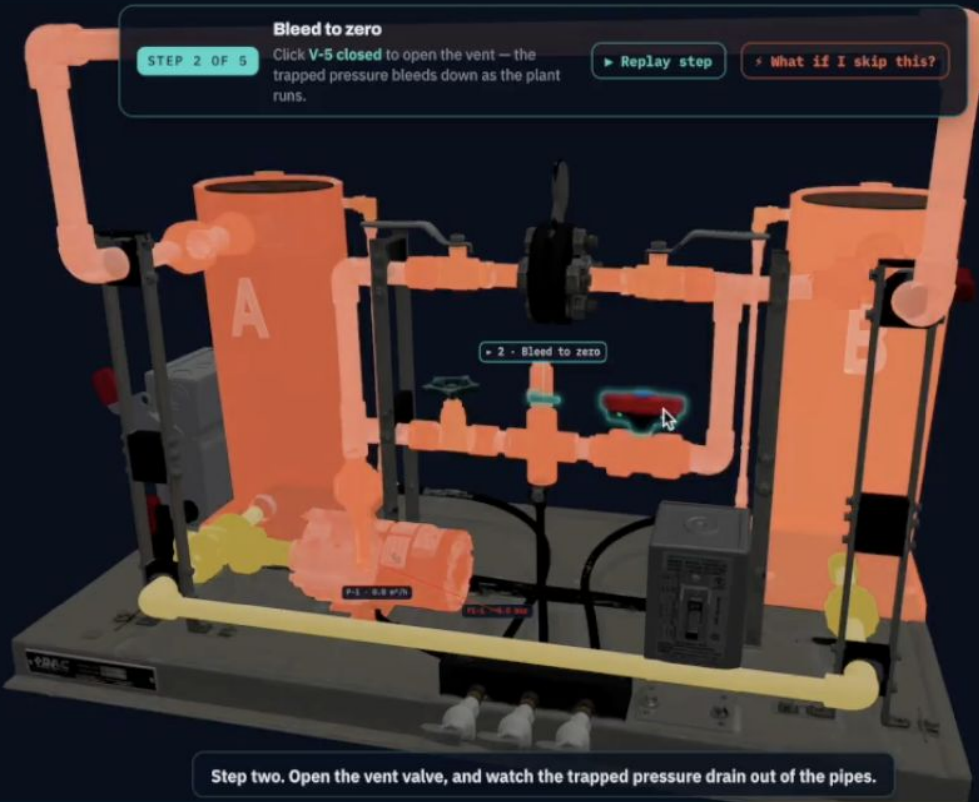


WE BUILT A FACTORY YOU CAN **BREAK**— SO REAL PEOPLE DON'T HAVE TO.

A living industrial plant, inside a computer, that reacts the way a real one would. Make the dangerous mistake here — a thousand times — so you never make it out there.

LIVE TWIN · behaving · 3D skid



5.0 bar

vessel pressure · running

Step two. Open the vent valve, and watch the trapped pressure drain out of the pipes.

Pause

demo

step

reset

1x speed

ambient off

PLANT ACTIONS

XV-2 closed

V-1 closed

V-3 closed

V-5 closed

P-1 stopped

DS-1 isolated

Break containment

Finish

WHAT TO DO NOW – Stored-Pressure Release During Maintenance (LOTO)

Act in PLANT ACTIONS (under the 3D) – the plant comes alive the moment you do. Each step then unlocks when the plant *physically* reaches that state (the pressure actually bleeds to zero, the gauge really reads ~0), so give it a moment to run.

- ✓ Isolate all energy sources (not just electrical).
- Bleed/vent the trapped section to zero pressure.
- Verify at a gauge or telltale that pressure actually reads ~0.
- Drain residual liquid.
- Only then break containment.



PLAY

LIVE

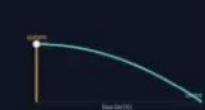
LIVE READOUTS – also pinned inside the 3D

LIVE TELEMETRY · PL-1

stopped

TIER-1 · NUMERIC

operating point – pump curve × system



flow

0.0 m³/h

pressure – last 2s

EVENTS – emergent, logged

– sim initialised · Tier 1 lumped –

NORMAL TRAINING DOESN'T **STICK**

Slides and a quiz. You watch, you click Next, you forget.

- **Real accidents happen in seconds** — from energy you can't see: trapped pressure, live electricity, heat.
- **You can't practice them on a real plant** — far too dangerous to stage the failure.
- **So people learn the hard way** — on the job, when it's already going wrong.

WHAT · EON LIVE

IT'S NOT A VIDEO. IT'S **PHYSICS.**

A real industrial plant, running on real physics, inside your computer. Touch it and it reacts — tick by tick — exactly like the real thing.

THE INVISIBLE DANGER, MADE VISIBLE — THE PLANT'S OWN COLOR CODE

 **RED**

trapped pressure

 **YELLOW**

live electricity

 **HEAT**

climbs on a timer

Skip a step and the plant doesn't scold you. It **reacts.**

TRAINING WHEELS YOU TAKE OFF

A calm voice guides you through the real procedure — then grades you like a real assessor.

1

SHOW ME

Watch it done right.

2

TRAIN ME

Try it — with hints and a glow to guide you.

3

LET ME TRY

No help. You're on your own.

4

EVALUATE ME

Scored. Gold, Silver, or a miss.

SCENARIO 1

LOCKOUT / TAGOUT

Isolate, bleed and verify trapped pressure — before you open it.

Miss the bleed and that stored energy is still there, waiting. On the real plant you'd never see it. Here the red glow shows you exactly the danger you're about to release.



HAZARD: TRAPPED PRESSURE

SCENARIO 2

PUMP DEAD-HEAD

Run a pump into a closed outlet. Pressure and heat climb on a timer.

Nothing can flow, so the energy has nowhere to go but up — as pressure and temperature. Wait too long and it trips. You feel the clock the whole way.



HAZARD: HEAT ON A TIMER

SCENARIO 3

PUMP DRY-RUN

Run a pump with no liquid inside. It overheats and fails.

The liquid is what keeps a pump cool. Take it away and the same machine fails a completely different way — the seal and casing temperature runs away toward the trip.



HAZARD: OVERHEAT

ONE ACCIDENT. A THOUSAND VARIATIONS.

- Because the plant is alive, we don't hand-script every scenario.
- Feed EON Live one real accident — it runs a thousand variations: different valve left open, different timing, different choice.
- Every “what if” becomes playable.

It scales all the way up to a **Situation Room** — a library of real disasters you step into and replay: Oil & Gas, Mining, Aerospace, Healthcare.

THE PLANT IS ALIVE **WITH YOUR LIFE.**

FEED IT YOUR LIFE — AND IT RUNS A THOUSAND VERSIONS OF IT.

We're not showing you what happened. We're letting you change what happens **next.**

