

## On the Subject of Cruel Ten Seconds

*Why the zeros are red, I remember them yellow?*

This needy module presents 6 buttons with labels 0.

When it's enabled the labels are counting from 10 to 0.

Clicking a button will add 1 to the counter.

When counter reaches 0, it locks and can't be pressed during the needy process.

When all counters reach 0, the bomb gets a strike, and the needy disables, restoring the counter labels back to 0.

The defuser need to survive 90 seconds of the needy period while clicking the buttons to keep them in high number.

