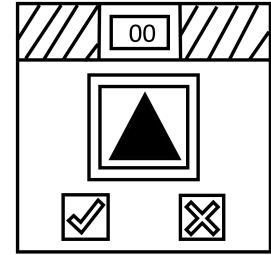# On the Subject of Shape Memory

Oh look! It's that game that everyone knows of but nobody knows the name of!

- The module has a screen that will display either a circle, a square, or a triagle.
- The screen wil display a shape before the module activates, so check it right away.
- There are also two buttons beneath the screen.

    ○ One button is green and has a checkmark on it. Press it if the shape that is currently being displayed is the same shape as the one that was previously displayed.
    ○ The other is red and has an X on it. Press it if the shape that is currently being displayed is different as the one that was previously displayed.

- A correct button press will add 15 seconds to the timer, with a maximum of 99 seconds.
- An incorrect button press will record a strike and temporarily disable the module.
- Running out of time will also record a strike and temporarily disable the module.