

On the Subject of Pong

Playing Pong can be stressful. Defusing bombs is very stressful. Needy modules add stress. How about we combine them?

Gameplay

Upon activation the module starts a 10s countdown.

After the countdown the defuser will hear an alarm sound and the game begins.

When the game begins, a ball is spawned in the middle of a large screen with two paddles, both controlled by the defuser with the use of buttons above them.

The small display now shows EXACTLY how many bounces from a paddle the ball must make before leaving the screen.

TOO MANY OR TOO FEW BOUNCES WILL CAUSE A STRIKE.

After the ball leaves the screen (while the display shows 0) the module is put to rest once again.

