

On the Subject of Time Accumulation

This module requires quick reaction, but not too quick.

This module presents a button, and a number display. When the module activates, you have 30 seconds to simply press the button once to disable the module.

When you press the button, the number of seconds remaining on the module's timer will be added to the currently displayed number. The number will start off at 00.

Failure to press the button within 30 seconds will register a strike, but will not increase the number.

Each time you solve a module, the number will be decreased by 5, and each time you gain a strike other than from this module, the number will be increased by 25.

If the number exceeds 99, a strike will be registered and the number will be reset back to 00.

