

On the Subject of Random Access Memory

Now the bomb runs much faster!

This module contains a screen, which includes a progress bar (which indicates the current memory usage of the bomb), memory and a clear memory button.

Clear memory before the memory become full, forcing the bomb to reset and give a strike.

After a certain amount of module is solved, the RAM might get faulty and go into safe mode for 100s.

After the safe mode ends, the module will be automatically solved.

