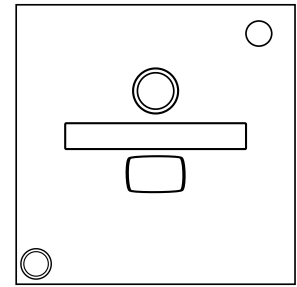


## On the Subject of Mystery Module

*Let's see what's behind door number gray.*

Mystery Module is a module which covers another module with a screen.

This mystified module cannot be solved nor seen until the screen is removed.



### How it works

- Mystery Module mystifies one solvable module on the bomb.
  - If there is anything that could be considered a boss module or a semi-boss module on the bomb, or if Mystery Module cannot mystify a module, you win a free solve.
  - To cash in the free solve, press the green button
- Mystery Module then requires to solve specific modules on the bomb in order to unlock the mystified module.
  - Mystery Module may require between 1 and half of the applicable modules on the bomb to be solved.
  - Other Mystery Modules do not count as well as already mystified modules.
- The screen shows the current module Mystery Module wants to have solved, called the key.
  - As long as this module is not solved, the LED on top of the screen is red.
  - As soon as this module is solved, the LED on top of the screen starts to blink.
- Press the green button to advance to the next module once the LED blinks.
  - **Pressing the green button when the LED is red will cause a strike** (with one exception explained later)!
- If a module gets solved that Mystery Module has chosen as a key but hasn't display yet, the LED will start out blinking once Mystery Module gets to this key.

- If perchance you get stuck and you cannot solve Mystery Module and unlock the mystified module, you can press the Red button in the bottom left corner of the module to autosolve Mystery Module, called "Failswitch".
  - Pressing the Failswitch will cause the module to ask you if you are sure.
  - Agree by pressing the Failswitch again, abort the autosolve by pressing the green button.
  - **AUTO-SOLVING MYSTERY MODULE WITH THE FAIL SWITCH WILL CUT YOUR REMAINING BOMB-TIME BY 10% - USE WITH CAUTION!**