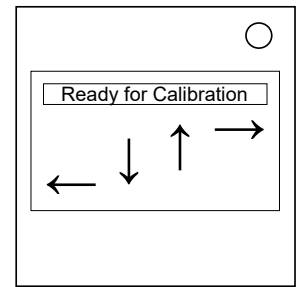## On the Subject of Quaver

Now set to permanent NLN! Wait, what do you mean that it's unranked?

- This module has a screen and arrow key cluster.
- To solve this module, fill the top bar fully.

Difficulty Selection

- The module starts in the difficulty selection screen.
- There are 3 different modifiers which the defuser can freely customize:

  1. Speed: Rate of the notes falling. (1.0x-2.0x)
  2. Difficulty: Density of notes. (Normal, Hard, Insane, Expert)
  3. Per Column: Require keeping track of columns individually. (On/Off)

- The left and right arrow keys adjust the currently selected modifier.
- Pressing the up and down arrow keys will scroll between the modifiers.
- Enter gameplay by pressing down past the bottom option.

Gameplay

- Adjust the scroll speed with the up and down arrow keys at the start.
- Keep track of the total amount of arrows that fell.

  - With Per Column enabled, keep track of the amount per column.

- When the sequence finishes, the module enters submission.
- Press the arrow keys equal to the amount of arrows there were.
- A 2-second timer starts upon a key press, and will submit when run out.

  - The timer resets upon any subsequent key press.
  - The submission numbers wrap around eventually.

- If correct, the top bar fills, otherwise a strike is incured.

Bar-filling Formula

- The formula used is **S * D * P**. 600 QR is needed to solve the module.

S = Speed
D = Difficulty [Normal = 25, Hard = 125, Insane = 225, Expert = ∞]
P = Per Column [ON = 1, OFF = 0.5]