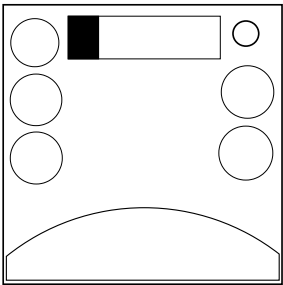# On the Subject of Nomai

A vast expanse of space and ti—

This module contains a large main planet which you are on, and smaller planets which you may navigate to. You may also interact with the status light.

This module will strike every twenty-two seconds. After each strike the module will reset. This reset will include strikes earned and whether the module is solved.

To permanantly solve the module, you must disable the time looping mechanism. Use the inital state of the module and the table below to determine how you must interact with the module to do so.

Main Planet:	If:	Then:	Otherwise:
	An indicator shares a letter with the serial number.	Strike the same way you did the previous loop. (It will affect the next loop.) (It will not trigger from time.)	Navigate to this planet immediately after navigating away from it.
	There are at least two unlit indicators.	Interact with the sixth location.	Interact with any other planet.
	There are at least two lit indicators.	Navigate to the sun. (It will affect the next loop.)	Interact with this planet twice before any other interactions.

Main Planet:	If:	Then:	Otherwise:
	There are at least three batteries.	Navigate from any other planet to this planet.	Interact with any planet immediately after having interacted with the status light twice.
	There are at least two battery holders.	Earn a strike immediately after interacting with this planet. (It will affect the next loop.) (It will not trigger from time.)	Interact with any other planet, then immediately travel to this planet.
	The serial number contains a vowel.	Interact with the status light while at the sixth location.	Interact with the status light while on any other planet.

Notes

- This module is about exploration and trying things out. Don't be afraid to make mistakes and learn from them.
- On one planet, travelling to another specific planet will take you to the sixth location.
- Some interactions will change the color of the timer, or will incur a strike.
- To solve the module, you must end the twenty-two second timer at the sixth location with a specific timer color.
- Traveling away from the sixth location will incur a strike.
- You will never be unable to find required information before you deactiavte the time looping mechanism. If you can't, assume nothing haappens.