

On the Subject of Squad's Shadow

I really could have chosen a better name when I originally made this.

If this module is present on a bomb, most modules on the bomb are linked to another. Solving a module will turn the status light of the module it is linked to green.

These links form several "chains", or series of modules that are linked to each other.

One method of determining what is a chain is to solve a module and see which module appears solved. Solve that module and observe the next one. Continue until the original module's status light turns green. This forms one chain.

Note that if a module turns its own status light green, that will still be a chain.

To solve this module, press the corners of the screen to change the displayed number to the number of chains on the bomb. Only use the last two digits if there are more than 100.

Notes

The modules that are not linked fall into 5 categories, and can be viewed [here](#).

1. The module cannot be solved, i.e. it is a needy module.
2. The module cannot be solved until the end of the bomb.
3. The module does not always display its status light.
4. The module's status light does not always accurately represent the state of the module.
5. The module must sometimes solve at the same time as another.

This module will initially display the total number of linked modules.

Upon solving an unlinked module, this module will display three exclamation points to indicate this. Unlinked modules do **not** count as a chain.

