

On the Subject of Memory's Shadow

No longer not a pseudo-needy.

This module keeps track of KTANE's RAM usage. However, there is a pretty bad memory leak where pressing any button will allocate more memory and never deallocate it. Additionally, your computer is pretty bad, so you only have a few bytes to work with.

Luckily, this module allows you to clear KTANE's memory*. Simply press the button to do so. Allowing the game to allocate more memory than is available will automatically clear it, but will cause a strike in the process.

To solve the module, simply press the other button. This can be done at any time. Once the module is solved, the system will begin to shut down*. As such, user input will no longer be recorded. If the memory is automatically reset, the system will fully shut down, but a strike will be recorded.

**This will not actually break anything.*

