On the Subject of Lose/Lose

You either don't solve your bomb, or you break the game. There's no in-between.

The module consists of one block of text. When starting, there's a warning stating that it might delete various assets.

This is not a joke. The module may delete critical instances necessary to keep the game running. You can always reboot your game if it becomes unplayable, as it never deletes physical files.

If you solve any module before it activates, the module will strike. To prevent this; select the module, which will start running the payload. From then on, after any* solved module, the text will change.

If the text displays "LOSELOSE":

- The module will be ready to become solved, which can be done by selecting the module at any time. **This will not delete anything.**

Otherwise if the text is colored red:

- The module has tried to grab a random component**, but the deletion was unsuccessful as it doesn't exist, and no deletion has occured.

Otherwise if the text is colored white:

- The module has tried to grab a random component**, and the deletion was successful. It will no longer appear until the game has been restarted.

Otherwise:

- The module hasn't done anything yet. **Nothing has changed.**

Some modules are ignored by Lose/Lose.
**Some components are ignored by Lose/Lose.*