

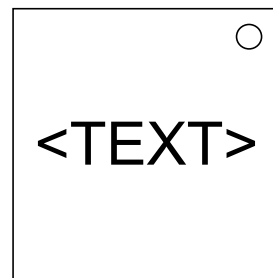
On the Subject of Win/Win

You either don't solve your bomb, or you clone 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 duplicate assets.

This is not a joke. The module may duplicate critical instances causing disruption to the the game. You can always reboot your game if it becomes unplayable, as it never duplicates 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 on the module displays "I'M DONE DUPLICATING THE BOMB!":

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

Otherwise if the text on the module is colored white:

- The module has tried to grab a random component, but the component was in the whitelist**, and no duplication has occurred.

Otherwise if the text on the module is colored cyan:

- The module has tried to grab a random component, and the duplication was successful. A duplicate will appear until the game has been restarted.

Otherwise:

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

**Some modules are ignored by Win/Win.*

***Some components are ignored by Win/Win.*