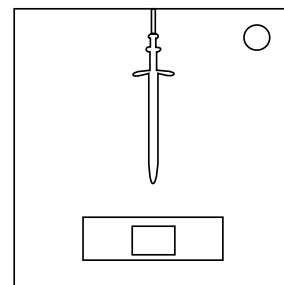


## On the Subject of The Sword of Damocles

*A king's fortune... but at what cost?*



- A sword is dangling above a pit of wires all of which must stay connected to ensure the bomb does not explode.
- This module can be disarmed at any time by pressing the button on the box containing the pit of wires. This module has to be disarmed before 40% of the other mods have been disarmed. Failure to do so will incur a strike for each disarmed module past 40%.
- Every time you disarm another module after this one has been disarmed, a completely unrelated mod will disarm alongside it.
  - Depending on if certain modules are present, an unrelated module will not immediately disarm, but rather be stored. Pressing the button on the box will disarm a random module if any solves are stored.
- IF A STRIKE IS INCURRED AFTER THIS MODULE HAS BEEN DISARMED, THE ROPE HOLDING THE SWORD WILL BECOME FRAIL. IF THIS HAPPENS, THE SWORD CAN FALL AT ANY POINT AND CUT ALL OF THE WIRES IN THE PIT.