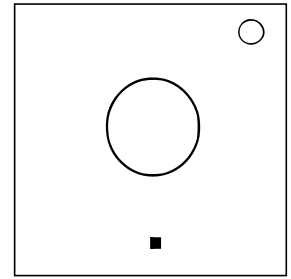


On the Subject of Peek-A-Boo

Just one button? Oh, actually there are 4 buttons. My mind just keeps blanking out nowadays...

This module will start with a button and a tiny square at the bottom.



Trigger

When the central button is pressed, 3 other buttons will appear. These buttons must be pressed in the right order with the right conditions. Pressing the central button again will not do anything.

Correct Pressing

Order

The first button pressed will be TL, then BL, then BR, then M. Pressing the buttons in the wrong order will give a strike.

Conditions

A button must be pressed when the bomb is in a specific state, else it will strike. Use the bullet points below

- Press the TL button when the solved unignored modules equal 0.
- Press the BL button when the solved unignored modules equal 4.
- Press the BR button when the solved unignored modules equal 7.
- Press the M button after all buttons are pressed.
- **IF THERE ARE NOT ENOUGH SOLVABLE UNIGNORED MODULES FOR THE SOLVED UNIGNORED MODULES TO EQUAL ANY OF THE ABOVE NUMBERS, INSTEAD PRESS THE BUTTONS WHEN THE BOMB TIMER HAS 10 MINUTES OR LESS.**

Solved Module

Every time a button is pressed, it will disappear. When the M button is pressed, it AND the square will disappear whilst solving the module, resulting in a blank end.

Extra

Every time a button is pressed correctly, it will clarify with a noise. Remember that the solved and solvable references are ONLY for unignored modules.