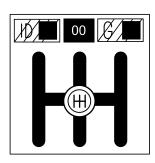# On the Subject of Solve Shift

I'll stick your shift.

For each non-ignored module, you must set the gear to the largest possible factor of the displayed number before solving, holding the clutch (Left Shift or LB/RB) as you move the stick.

If multiple Solve Shifts appear on the bomb, you must use the multiplied total between all shifters, meaning 2 three-gears would go as high as gear 9.

Only one shifter will cause the strike at any time, and will only strike when either the wrong gear total is used, at least one shifter isn't on a gear, or the clutch isn't engaged.