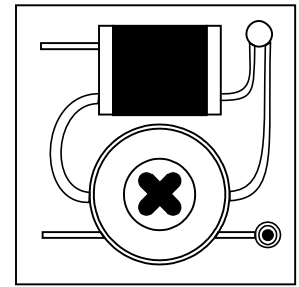# On the Subject of Damocles Lumber

Feel a sense of impending doom looming over you?

The module displays a sequence of characters on its screen, with a long pause between repeats.

If the LED on the module is lit:

The sequence can be unscrambled into the name of one of the modules on the bomb. When the displayed module is solved, press the button before the next module is solved.

Repeat until there are no more non-ignored modules on the bomb.

If the LED on the module is unlit:

The sequence can be unscrambled into the names of two of the modules on the bomb.
When one of the displayed modules is solved, press the button then solve the other displayed module.

The module will solve upon a correct button press, however the module will still be armed until the next module is solved.

Note: Failing to press the button after a displayed module is solved will cause the module to reset.
An unlit LED may light up upon resetting.
The screen will turn blank is there are no non-ignored modules remaining upon resetting. Pressing the button at any time will solve and disarm the module.

The sequence will initially cycle through two characters per second.
To set a new speed, select the screen twice. The interval between the two selections will be the new duration each character is displayed for.