

On the Subject of The Doomsday Button

Welcome to die!

The module displays a time on its screen, the button must be pressed when the number of seconds remaining on the bomb timer matches the displayed time.

If the LED is flashing, the module is armed. Disarm the module by defusing another module on the bomb.

If the button is pressed too early, a strike is received.

If the button is pressed at the correct time, the module is reset, reducing the displayed time by between ten and thirty percent and arming the module once again.

If the module is already armed when it is reset, a strike is received.

The module is defused once it is reset when the displayed time is less than one minute, or there are no other modules left to defuse.

If at any point, the number of seconds remaining on the bomb timer drops below the displayed time, the bomb will explode.

