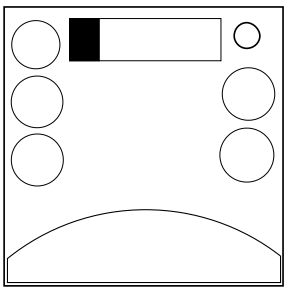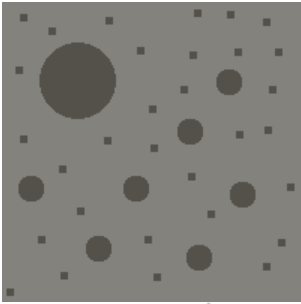# On the Subject of Nomai

A vast expanse of space and ti—

Note: In general, this module will not award real strikes.

This module contains a large main planet which you are on, and smaller planets which you may navigate to. You may also interact with the status light.

This module will strike every twenty-two seconds. After each strike the module will reset. This reset will include strikes earned and whether the module is solved.

To permanently solve the module, you must disable the time looping mechanism. Use the initial state of the module and the table below to determine how you must interact with the module to do so.

Main Planet:	If:	Then:	Otherwise:
	An indicator shares a letter with the serial number.	Strike the same way you did the previous loop. (It will affect the next loop.) (Strikes from time are ignored.)	Navigate to this planet immediately after navigating away from it.
	There are at least two unlit indicators.	Interact with the sixth location.	Interact with any other planet.
	There are at least two lit indicators.	Navigate to the sun. (It will affect the next loop.)	Interact with this planet twice before any other interactions.

Main Planet:	If:	Then:	Otherwise:
	There are at least three batteries.	Navigate from any other planet to this planet.	Interact with any planet immediately after having interacted with the status light twice.
	There are at least two battery holders.	Earn a strike immediately after interacting with this planet. (It will affect the next loop.) (Strikes from time are ignored.)	Interact with any other planet, then immediately travel to this planet.
	The serial number contains a vowel.	Interact with the status light while at the sixth location.	Interact with the status light while on any other planet.

Notes

- This module is about exploration and trying things out. Don't be afraid to make mistakes and learn from them.
- On one specific planet, travelling to another specific planet will take you to the sixth location.
- Some interactions will change the color of the timer, or will incur a strike.
- To solve the module, you must end the twenty-two second timer at the sixth location with a specific timer color.
- Travelling away from the sixth location will incur a strike.
- You will never be unable to find required information before you deactivate the time looping mechanism. If you can't, assume nothing happens.

Notes Continued

- Except in rare circumstances, navigating to the sun will always result in a strike.
- Only interacting with the status light or the main planet can change the timer color.
- After fake striking, you cannot interact with the module until it resets.
- The module will not register real strikes or real solves until the time loop is disabled. Instead, they will be fake.
- Upon a real strike, the module will regenerate.
- Again, explore and try things. This is the only way to figure out the solution.

The Sixth Location:

The Sun: