

On the Subject of Solve Shifts

I'll stick your shift.

For each [non-ignored module](#), you must set the gear shift to the largest possible factor of the displayed number before solving, holding the clutch (Left Shift or LB/RB) as you move the stick. The module will solve after all non-ignored modules have solved.

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.

