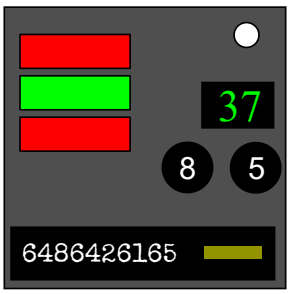
On the Subject of Forget Everything



I'm not sure what this is, and at this point I'm too afraid to ask.

- The dials, nixie tubes, and lights will update on each solved module*. The current stage is shown on the display, and stages are not in order.
- When solving, put the stages in order based on the display, starting at 01.
- For the first stage, take the dial values. This is your starting solution, and this stage is considered a valid stage.
- For every stage there-after, determine if the stage is valid. If it is, refer to the next page for modifying your solution.
- After all stages have been shown, the stage display will turn blank, and the nixie tubes and lights will shut off. This indicates the module is ready to be solved.
- Enter your solution using the dials, and turn the key to solve the module.
- Do not attempt to interact with the module before it is ready to be solved, and always wait for dials to stop before turning the key.
- If your answer is incorrect, you will gain one free position check, indicated by the LED next to the stage display.
- Position checks can be entered using 0s with a single 1 to view all relevant stages (i.e. 0001000000 shows 4th, 14th, 24th...).
- Position checks can be done without a free check, but will incur a strike.

Follow these steps to determine if a stage is valid:

- If the previous two stages were both valid, this stage is not valid.
- If the previous two stages were both not valid, this stage is valid.
- If neither of the above apply, or if there are not two previous stages, this stage is valid if both numbers shown in the nixie tubes are on the dials.

Follow these steps to determine the stage colour:

- If three colours are shown, the stage colour is the one that is not shown.
- Otherwise, the stage colour is the colour that appears multiple times.

Refer to the next page for modifying your solution using valid stages.

* Some modules are ignored by Forget Everything modules.

For every valid stage (except the first stage):

- Take the least significant digit of the stage number (treat 0 as 10), this is the dial position (left to right).
- Look at the table below to determine what operation to use.
- Perform the operation below using the current solution number as the "previous" number and the stage dial number as the "current" number.
- Replace the solution number at the dial position with the answer from the operation.
- Keep solution digits in the 0-9 range after each operation, by adding or subtracting 10.

Colour	Red	Yellow	Green	Blue
Operation	Answer = Previous + Current	Answer = Previous − Current	Answer = Previous + Current + 5	Answer = Current − Previous