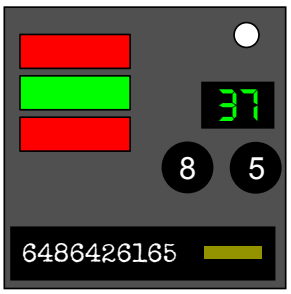
On the Subject of Forget Everything



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 you missed a stage, enter the stage number as a solution (i.e. 0000000017) to show that stage again. This will cause a strike, but will also show that stage again until you interact with the module.

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.

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For every valid stage (except the first stage):

- Look at the table below to determine if you add or subtract, and to see which digits are affected.
- Take the digits of your solution that are affected, and add or subtract the digits from the dials for that stage.
- If your new digit is not in the 0-9 range, add or subtract 10 as needed.
- The new digits replace your solution digits, for use with the next valid stage or as the solution.

Operation	Odd Digits (1st, 3rd, 5th, 7th, 9th)	Even Digits (2nd, 4th, 6th, 8th, 10th)
Add	Red	Yellow
Subtract	Green	Blue