# On the Subject of Horrible Memory

Defuser: (Easy) Expert: (Medium) Specialist: (Hard)

#### Stage 1:

- $1 \Rightarrow label 6$
- $2 \Rightarrow position 1$
- 3 ⇒ green
- $4 \Rightarrow position 3$
- $5 \Rightarrow label 2$
- $6 \Rightarrow \text{orange}$

DISPLAY

NUMBER SEQ.

COLOR SEQ.

#### Stage 2:

- $1 \Rightarrow$  stage 1 pressed position
- $2 \Rightarrow purple$
- $3 \Rightarrow label 1$
- 4 ⇒ stage 1 pressed label
- $5 \Rightarrow position 6$
- $6 \Rightarrow$  stage 1 pressed color

#### Stage 3:

- $1 \Rightarrow$  stage 1 position 4 label
- $2 \Rightarrow stage 2 green position$
- $3 \Rightarrow \text{stage 2 label 5 color}$
- $4 \Rightarrow$  stage 1 position 1 label
- $5 \Rightarrow$  stage 2 pressed position
- $6 \Rightarrow \text{stage 1 position 3 color}$

### Stage 4:

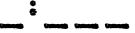
- $1 \Rightarrow$  stage 1 label 2 position
- $2 \Rightarrow stage 3 position 2 label$
- $3 \Rightarrow$  stage 2 pressed color
- $4 \Rightarrow$  stage 3 pressed position
- $5 \Rightarrow \text{stage 1 label 4 color}$
- $6 \Rightarrow \text{stage 3 position 6 label}$

#### Stage 5:

- $1 \Rightarrow \text{stage 4 position 3 color}$
- $2 \Rightarrow$  stage 3 label 6 position
- $3 \Rightarrow$  stage 4 pressed label
- $4 \Rightarrow \text{stage 1 red label}$
- $5 \Rightarrow stage 3 pressed color$
- $6 \Rightarrow \text{stage 2 blue position}$

## Souvenir

Stage #: Position, Label, Color





0 6 100 times times times

G G nds transact transact transac

Übermodule

#

Tap Code: 2,3

Morse Code: ....