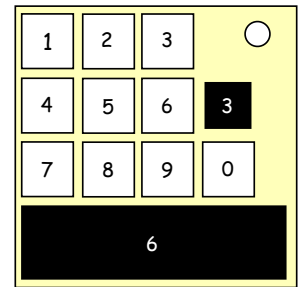


On the Subject of Forget It Not

This forget is quite literal.

This module presents 10 buttons, labeled 0–9, a screen which displays the current stage of Forget It Not, and a screen which displays a number. This number changes every time a module is solved. Also, if the module's background is not yellow, you may be looking at a different module.



This module can only be solved at the very end, by inputting every number on the screen that was seen earlier.

Forget It Not does not change stages if any ignored modules are solved. These include, by default, other modules with Forget in their title, excluding Forget Me Now; modules which must also be solved at the end; or which have very special requirements.