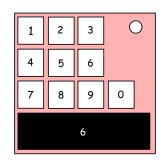
## On the Subject of Forget Us Not

Power is in tearing human minds to pieces and putting them together again in new shapes of your own choosing. -Orwell, 1984

• This module consists of a red background with a number pad from 0 to 9 and an LCD Screen along its bottom. If there is a 2nd LCD Screen above the '0' key, then you are looking at a different module.



- This module cannot be solved until every other module on the bomb (except potential other "Forget Us Not"s) have been solved. Typing any of the keys before so will result in a strike.
- Once a module has been solved, a number between 1 and the number of modules on the bomb minus the number of "Forget Us Not" modules will appear on the bottom LCD Screen. This is the stage number for the next solved module. Using the next module that is solved, find the 3 digit number you'll be using for that stage then manipulate it using the following rules to arrive at your 1 digit answer for that round:
  - o Take the number you get and the number of batteries and you will manipulate the individual digits in operations to each other using these rules. From now on The 3 digits will be separated with the number in the hundreds place being called A, the number in the tens place being called B, and the ones place's digit being called C.
  - Step 1: Next follow 1 of the following steps based on your serial number:
    - If your serial number has 4 letters and 2 numbers: subtract the number of batteries from A. If the number is negative after this, drop the negative sign.
    - If your serial number has 3 letters and 3 numbers: subtract the number of batteries from B. If the number is negative after this, drop the negative sign.
    - If your serial number has 2 letters and 4 numbers: subtract the number of batteries from C. If the number is negative after this, drop the negative sign.
    - Otherwise, Use the first condition.
  - Step 2: Then take the 2 numbers you didn't manipulate from the 3 in
     Step 1 and subtract them from each other, dropping the negative sign if
     the number goes negative.
  - Add your result from Step 1 to your result in Step 2, taking only the least significant digit if the result is above 9.

- This received number will be the correct input for the stage said on the bottom LCD screen of the module.
- Once the final non-"Forget Us Not" module is solved, the display will go blank and this module can be solved. Using the sequence you have developed, enter it in order. If the full sequence is correct, the module will solve itself. Otherwise, if you press an incorrect button, you will receive a strike, the module will make the correct number glow, and the screen will display the current stage your on.
- NOTE: Translated Modules will count as their English counterparts.
- Use the table on the next page to find your 3 digit number for each stage depending on what module was just solved.
- Forget Us Not ignores Turn The Key, The Time Keeper, Souvenir, Purgatory, Simon Stages, Tallorder Keys and any module with 'Forget' in the title.

## Module's 3 Digit Numbers

Wires: 000 The Button: 100 Keypad: 200 Maze: 300 Memory: 400 Morse Code: 500 Password: 600 Simon Says: 800 Wire Sequence: 001 Who's on First: 123 Complicated Wires: 002 Color Flash: 380 Piano Keys: 140 Semaphore: 604 Emoji Math: 700 Switches: 058 Two Bits: 578 Word Scramble: 150 Anagrams: 151 Combination Lock: 286 Square Button: 102 Simon States: 801 Round Keypad: 201 Listening: 789 Foreign Exchange Rates: 202 Orientation Cube: 610 Morsematics: 501 Connection Check: 240 Letter Keys: 203 Astrology: 770 Logic: 110 Crazy Talk: 496 Adventure Game: 622 Turn The Keys: 901 Mystic Square: 682 Plumbing: 301 Cruel Piano Keys: 141 Safety Safe: 601 Cryptography: 195 Chess: 630 Mouse In The Maze: 302 3D Maze: 303 Silly Slots: 777 Number Pad: 204 Probing: 850 Resistors: 851 Simon Shrieks: 805 Skewed Slots: 074 Caesar Cipher: 152 Perspective Pegs: 611 Microcontroller: 852 Murder: 633 The Gamepad: 640 Tic-Tac-Toe: 620 Monsplode, Fight!: 641 Shape Shift: 840 Friendship: 660 The Bulb: 491 Alphabe**t:** 205 Blind Alley: 750 Sea Shells: 124 English Test: 730 Rock-Paper-Scissors-L.S.: 621 Hexamaze: 304 Bitmaps: 748 Colored Squares: 830

Adjacent Letters: 095

Third Base: 125 Word Search: 680 Broken Buttons: 103 Simon Screams: 802 Laundry: 550 Modules Against Humanity: 631 Complicated Buttons: 104 Battleship: 632 Text Field: 241 Symbolic Password: 590 Wire Placement: 003 Double-Oh: 661 Cheap Checkout: 551 Coordinates: 720 Light Cycle: 960 Rhythms: 142 Color Math: 701 Only Connect: 662 Neutralization: 740 Web Design: 851 Chord Qualities: 143 Creation: 642 Rubik's Cube: 681 FizzBuzz: 983 The Clock: 940 LED Encryption: 370 Bitwise Operations: 010 Fast Math: 702 Minesweeper: 683 **Zoo:** 552 Binary LEDs: 011 Boolean Venn Diagram: 012 Point of Order: 540 Ice Cream: 580 The Screw: 442 Yahtzee: 634 X-Ray: 520 Color Morse: 502 Mastermind Simple: 460 Mastermind Cruel: 470 Gridlock: 320 Big Circle: 820 Morse-A-Maze: 503 Colored Switches: 059 Perplexing Wires: 004
Monsplode Trading Cards: 541
Game of Life Simple: 461 Game of Life Cruel: 471 Nonogram: 684 S.E.T.: 635 Painting: 360 Color Generator: 381 Symbol Cycle: 591 Hunting: 510 Extended Password: 602 Curriculum: 731 Braille: 751 Mafia: 623 Festive Piano Keys: 144 Flags: 760 Timezone: 930 Polyhedral Maze: 305 Symbolic Coordinates: 592 Poker: 542 Sonic the Hedgehog: 643 Poetry: 644

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