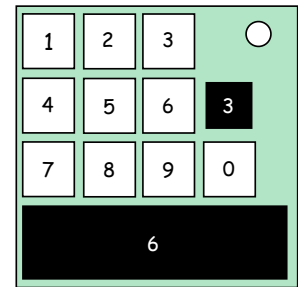# On the Subject of Forget Me Now for Cheaters

No, this is not a boss module. Stop being judgemental. But here's a cheat.

- This module has two screens, a main display on the bottom, and a stage counter on the right, and ten buttons numbered 0-9.

- To activate the module <u>and use this cheat sheet</u> press the 0 button.

- The number of stages the module has is equal to the number of modules on the bomb (not including needies). When the module has activated, it will display a number for all the stages one by one until all the stages have been shown.

- After all the stages have been shown, press the <u>calculated numbers</u> on the numbered buttons in the order they were obtained.

- If you did follow the manuel and pressed 0 at the beginning, use column 1 for stage 1 and 2. Else you will have to look at the regular manuel for the first 2 stages.

- If an incorrect number is pressed for a stage, the module will strike and the <u>displayed number</u> for that stage will be shown with a light next to the corresponding numbered button. The stage display will also show the current stage number until the next correct input.

- (If anything is wrong or wordy or you have any improvements for this cheat sheet make sure to let me know. Discord: GeekYiwen#7561 or E-mail: yiwenmc@gmail.com)

- *Thank you to Espik and Glatier for your suggestions and improvements!*

Table 1:

For each stage:

- If at least one of the previous calculated numbers are 0, *get the number from Table2(col1) x 1st number of the Serial number, then round up. Add that to the displayed number and %10.*
- Otherwise, if the previous 2 calculated numbers are even, *get the number from Table2(col2) – the number of stages. Make the number positive. Add that to the displayed number and %10.*
- Otherwise, *get the number from Table2(col3) + the previous 2 calculated numbers. Add that to the displayed number and %10.*

Table 1:

Stage No.	Column 1 one or both previous were 0	Column 2 2 evens	Column 3 Otherwise
1	0.2 x 1st digit of S#*	–	–
2	0.4	–	–
3	0.6	16 – stages*	9 + previous 2*
4	0.6	16	6
5	1	16	1
6	1	20	9
7	1.4	20	7
8	1.4	20	4
9	2	24	9
10	2	24	1
11	2.4	24	7
12	2.4	32	9
13	3	32	5
14	3	32	6
15	3	40	9
16	3	40	8
17	3	40	0
18	3	40	9

| 19 | 3 | 48 | 0 |
| 20+ | 3 | 48 | 0 |

*These are just a reminder. Don't consider them as extra values.