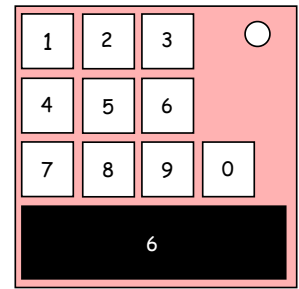


On the Subject of Forget Us Not

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 any module found on its ignore list, has been solved. Pressing any of the keys before this module has reached its entry state will result in a strike.
- Before any solves on the bomb have taken place, a number between one and the number of solvable modules on the bomb (minus the total count of modules present from the ignore list), will appear on the LCD Screen. This is the stage number corresponding to the next solved non-ignored module. After the next non-ignored module is solved, you must locate the 3 digit number corresponding with that stage in Appendix A.
- The correct 3 digit number to use will depend on the name of the module that was just solved. Furthermore, you will need to manipulate the components of this 3 digit number, using the following rules, to arrive at a single 1 digit number to input during the corresponding stage of the solve sequence once Forget Us Not has reached its entry state.
 - **Step 1:** Use the edgework on the bomb to determine which of the following conditions applies to your Forget Us Not module. If you reach a negative number after applying the offset, drop the negative sign.
 - *If your serial number contains 4 letters and 2 numbers:* subtract the number of batteries on the bomb from the first digit of the 3 digit number you obtained from Appendix A.
 - *If your serial number contains 3 letters and 3 numbers:* subtract the number of batteries on the bomb from the second digit of the 3 digit number you obtained from Appendix A.
 - *If your serial number contains 2 letters and 4 numbers:* subtract the number of batteries on the bomb from the third digit of the 3 digit number you obtained from Appendix A.
 - Otherwise, Use the first condition.
 - **Step 2:** Next, take the other 2 digits that you did not alter in the 3 digit number you obtained from Appendix A, and subtract the least significant digit from the most significant digit. If this operation yields a negative value, drop the negative sign.
 - **Step 3:** Lastly, add your result from Step 1 to your result in Step 2, taking only the least significant digit if this sum exceeds 9.

- This calculated number will be the correct input for the corresponding stage listed on the LCD Screen, prior to the most recent solve of a non-ignored module.
- Once the final non-ignored module on the bomb 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. Otherwise, if you press an incorrect button, you will receive a strike. Upon receiving a strike, the LCD Screen will display the correct 3 digit number corresponding to the stage you struck on.

NOTE: Translated Modules will count as their English counterparts.

IGNORE LIST: Forget Us Not ignores Cruel Purgatory, Forget Enigma, Forget Everything, Forget Me Not, Forget Perspective, Forget Them All, Forget This, Forget Us Not, Organization, Purgatory, Simon's Stages, Souvenir, Tallordered Keys, The Time Keeper, Timing is Everything, Turn The Key, and The Very Annoying Button.

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
Colour 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
Alphabet: 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
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Symbol Cycle: 591
Hunting: 510
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Curriculum: 731
Braille: 751
Mafia: 623
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Timezone: 930
Polyhedral Maze: 305
Symbolic Coordinates: 592
Poker: 542
Sonic the Hedgehog: 643
Poetry: 644
Button Sequence: 105
Algebra: 703
Visual Impairment: 371
The Jukebox: 880
Identity Parade: 553
Maintenance: 521
Blind Maze: 306
Backgrounds: 462
Mortal Kombat: 645
Mathematics: 704
Faulty Backgrounds: 472
Radiator: 870
Modern Cipher: 153
LED Grid: 242
Sink: 463
The iPhone: 871
The Swan: 663
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Skyrim: 646
Burglar Alarm: 881
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The Wire: 005
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The Sun: 771
Playfair Cipher: 154
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The Number: 284
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The Moon: 772
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