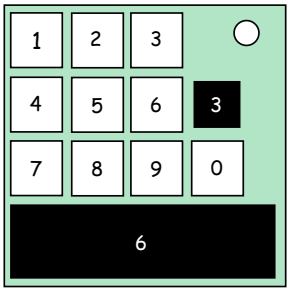
On the Subject of Forget Me Now for Cheaters



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 and use this cheat sheet 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 calculated numbers 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 displayed number 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. GeekYiwen)
- *Thank you to Espik and CamPhatLa for your suggestions!*

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:

	Column 1	Column 2	Column 3
Stage No.	**one or both previous were 0**	**2 evens**	**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.