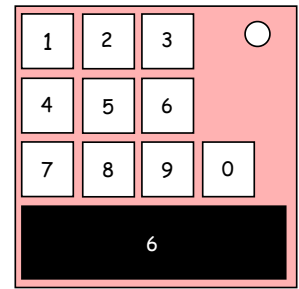


## On the Subject of Forget Us Not

*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.

## Appendix A: Module's 3 Digit Numbers

Wires: 000	Third Base: 125	Algebra: 703
The Button: 100	Word Search: 680	Visual Impairment: 371
Keypad: 200	Broken Buttons: 103	The Jukebox: 880
Maze: 300	Simon Screams: 802	Identity Parade: 553
Memory: 400	Laundry: 550	Maintenance: 521
Morse Code: 500	Modules Against Humanity: 631	Blind Maze: 306
Password: 600	Complicated Buttons: 104	Backgrounds: 462
Simon Says: 800	Battleship: 632	Mortal Kombat: 645
Wire Sequence: 001	Text Field: 241	Mashematics: 704
Who's on First: 123	Symbolic Password: 590	Faulty Backgrounds: 472
Complicated Wires: 002	Wire Placement: 003	Radiator: 870
Colour Flash: 380	Double-Oh: 661	Modern Cipher: 153
Piano Keys: 140	Cheap Checkout: 551	LED Grid: 242
Semaphore: 604	Coordinates: 720	Sink: 463
Emoji Math: 700	Light Cycle: 960	The iPhone: 871
Switches: 058	Rhythms: 142	The Swan: 663
Two Bits: 578	Color Math: 701	Waste Management: 522
Word Scramble: 150	Only Connect: 662	Human Resources: 554
Anagrams: 151	Neutralization: 740	Skyrim: 646
Combination Lock: 286	Web Design: 851	Burglar Alarm: 881
Square Button: 102	Chord Qualities: 143	Press X: 647
Simon States: 801	Creation: 642	European Travel: 761
Round Keypad: 201	Rubik's Cube: 681	Error Codes: 404
Listening: 789	FizzBuzz: 983	LEGOs: 860
Foreign Exchange Rates: 202	The Clock: 940	Rubik's Clock: 685
Orientation Cube: 610	LED Encryption: 370	Font Select: 841
Morsemaths: 501	Bitwise Operations: 010	The Stopwatch: 941
Connection Check: 240	Fast Math: 702	Pie: 581
Letter Keys: 203	Minesweeper: 683	The Wire: 005
Astrology: 770	Zoo: 552	The London Underground: 762
Logic: 110	Binary LEDs: 011	Logic Gates: 111
Crazy Talk: 496	Boolean Venn Diagram: 012	Forget Everything: 904
Adventure Game: 622	Point of Order: 540	Grid Matching: 330
Turn The Keys: 901	Ice Cream: 580	Color Decoding: 382
Mystic Square: 682	The Screw: 442	The Sun: 771
Plumbing: 301	Yahtzee: 634	Playfair Cipher: 154
Cruel Piano Keys: 141	X-Ray: 520	Tangrams: 854
Safety Safe: 601	Color Morse: 502	The Number: 284
Cryptography: 195	Mastermind Simple: 460	Cooking: 582
Chess: 630	Mastermind Cruel: 470	Superlogic: 112
Mouse In The Maze: 302	Gridlock: 320	The Moon: 772
3D Maze: 303	Big Circle: 820	The Cube: 821
Silly Slots: 777	Morse-A-Maze: 503	Dr. Doctor: 523
Number Pad: 204	Colored Switches: 059	Tax Returns: 555
Probing: 850	Perplexing Wires: 004	The Jewel Vault: 511
Resistors: 851	Monsplode Trading Cards: 541	Digital Root: 999
Simon Shrieks: 805	Game of Life Simple: 461	Graffiti Numbers: 361
Skewed Slots: 074	Game of Life Cruel: 471	Marble Tumble: 686
Caesar Cipher: 152	Nonogram: 684	X01: 624
Perspective Pegs: 611	S.E.T.: 635	Logical Buttons: 113
Microcontroller: 852	Painting: 360	The Code: 985
Murder: 633	Color Generator: 381	Tap Code: 752
The Gamepad: 640	Symbol Cycle: 591	Simon Sings: 803
Tic-Tac-Toe: 620	Hunting: 510	Simon Sends: 804
Monsplode, Fight!: 641	Extended Password: 602	Synonyms: 780
Shape Shift: 840	Curriculum: 731	Greek Calculus: 705
Friendship: 660	Braille: 751	Complex Keypad: 206
The Bulb: 491	Mafia: 623	Subways: 763
Alphabet: 205	Festive Piano Keys: 144	Lasers: 861
Blind Alley: 750	Flags: 760	Turtle Robot: 855
Sea Shells: 124	Timezone: 930	Guitar Chords: 145
English Test: 730	Polyhedral Maze: 305	Calendar: 931
Rock-Paper-Scissors-L.S.: 621	Symbolic Coordinates: 592	USA Maze: 307
Hexamaze: 304	Poker: 542	Binary Tree: 013
Bitmaps: 748	Sonic the Hedgehog: 643	The Time Keeper: 942
Colored Squares: 830	Poetry: 644	Lightspeed: 664
Adjacent Letters: 095	Button Sequence: 105	Black Hole: 773

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The Labyrinth: 310  
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The Festive Jukebox: 883  
Skinny Wires: 007  
The Hangover: 672  
Factory Maze: 311  
Binary Puzzle: 690  
Broken Guitar Chords: 146  
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