On the Subject of...?

"Memory... is the diary we all keep with us." ~Oscar Wilde

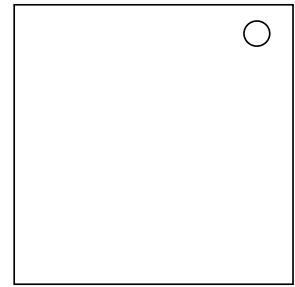*I never was the type to keep a diary.*

Where... am I? What is my purpose? What am I programmed to do?

Though I don't remember what I am or what I was meant to do, I do know a few things about myself.

- I am a blank module. I look like modules that have come before. When selected, I emit a sound but I do not crack open.
- I may not be touched more than once without knowing what my purpose is.
- I must... remember what I am meant to do.

Maybe if I think about it, I'll find out what my purpose is.

- When I am tapped for the second time, I'll remember a two-digit number and display it on the module. This number should be used in The Memory Banks.
- Use the tens digit along the left and the ones digit along the top of The Memory Banks to get a color.
- If I am pressed again after I remember the two-digit number, I will go into a logic dive. My mental process will show up on the module as a 3x3 grid of colored squares. The colors of the squares will shuffle every other second.
- The color from The Memory Banks that you got earlier is on the module. This square should be clicked. If done correctly, I should remember what my purpose was, and I should become a solvable module.
- If an incorrect color is selected, I can sense it. I'll strike, and I'll forget everything I've done so far. I'll go back to my completely forgetful state and will display another number upon two clicks. I will also strike if six seconds go by since I start my logic dive, as my memory fades rather quickly.
- Instructions on what to do when I am complete start on page 3.

The Memory Banks

	-0	-1	-2	-3	-4	-5	-6	-7	-8	-9
-0										
-1										
-2										
-3										
-4										
-5										
-6										
-7										
-8										
-9										

On the Subject of Becoming Three Wires

"No memory is ever alone; it's at the end of a trail of memories, a dozen trails that each have their own associations." ~Louis L'Amour

- If I become three wires, all of my wires must be cut in a certain order.
- Use the color from The Memory Banks as the column and the color of the middle wire for the row on the table on this page. This will tell you the order to cut the wires with wire 1 being the top wire, wire 2 being the middle wire, and wire 3 being the bottom wire.
- Cut the wires in the correct order to solve me.
- Upon an incorrect wire cut, all cut wires will re-form into uncut wires, the colors of the wires may change, and a strike is issued.

	123	132	213	231	312	213	123	312	132	321
	132	321	123	312	213	231	321	132	123	231
	213	123	312	321	231	132	312	231	213	123
	231	312	132	213	123	321	231	123	321	213
	312	231	321	132	321	123	213	321	312	132
	321	213	231	123	132	312	132	213	231	312

On the Subject of Becoming Colored Buttons

"Without memory, there is no culture. Without memory, there would be no civilization, no society, no future." ~Elie Wiesel

- If I become colored buttons, two of my six buttons must be pressed.
- Use the color from The Memory Banks as the column and the color of the flashing button for the row on the table on this page. You should get a two-digit number from the table.
- Press the buttons in the positions of each digit in reading order to solve me (ex. 51 means to press the fifth button in reading order then the first button).
- Upon an incorrect button press, all buttons become unpressed, a different button may flash, and a strike will be issued.

43	54	33	61	11	21	51	61	34	43
45	15	64	21	26	15	56	26	62	64
45	52	51	42	31	32	53	34	62	14
55	53	25	66	56	23	52	44	42	46
23	65	24	35	14	46	12	16	65	63
13	31	36	16	22	41	63	24	32	36

On the Subject of Becoming Punctuation Buttons

"You never realize what a good memory you have until you try to forget something." ~Franklin P. Jones

- If I become punctuation buttons, I will have a colored display and six buttons with three punctuation marks on them. One of these six buttons needs to be pressed.
- Use the color from The Memory Banks for the column and the displayed color for the rows of the table on this page. You should get three punctuation marks from the table.
- Press the button that has all three of the punctuation marks from the table to solve me.
- Upon an incorrect button press, the buttons will change what they have on them, the display may change color, and a strike will be issued.

	Salmon	Pink	Orange	Yellow	Green	Light Blue	Blue	Purple	Mauve
Dark Red	!,.	".?	"!?	.!,	,".	.!"	,.?	,."	;?.	!?.
Brown	",!	.?,	!,"	.,"	?,.	"?!	?."	?".	?!.	!?"
Olive	,."	?.,	.!,	!,"	",!	!?,	!?.	"!.	!,"	"!?
Green	!?.	!.?	.",	,!"	".,	".,	?",	!?,	"?!	?!.
Blue	?!,	?!.	?.,	,!.	?."	!,?	?!"	?,!	!."	?,.
Maroon	,"?	."!	?,!	.?!	.!"	".?	.!"	.!?	?,"	".?

On the Subject of Becoming a Colored Piano

"Memory is a great artist. For every man and for every woman it makes the recollection of his or her life a work of art and an unfaithful record." ~Andre Maurois

- If I become a colored piano, one of my notes will need to be played.
- I will have six piano keys without any sharp or flat keys. They will each be a certain color.
- The keys, from left to right, are: C, D, E, F, G, A
- In the below table, use the column of the color from The Memory Banks. Each entry in the column will have a different note on it.
- There should be only one row in the column that has its key on the module have the same color as the row it is in. Press this key to solve me.
- If an incorrect key is pressed, the keys may change color, and a strike is issued.

	C	F	A	G	C	E	G	D	G	E
	D	E	G	F	D	G	C	E	A	F
	E	G	D	C	A	D	E	C	F	G
	F	C	F	E	G	A	A	A	D	C
	G	A	E	D	F	C	D	F	C	A
	A	D	C	A	E	F	F	G	E	D

On the Subject of Becoming a Colorful Message

- If I become a colorful message, I will have a small, circular display along with six blank buttons and a small button to the right of the display.
- Press the button beside the display to begin transmitting the message.
- After the message is transmitted, the button next to the display disappears, and the buttons will reveal six letters on them.
- The colors of the flashing message spell out a word. Use the column of the color from The Memory Banks for the column. Each letter in the column is assigned to the color of the row it is in.
- Press the six lettered buttons in order of their appearance in the message to solve me.
- Upon an incorrect button press, the lettered buttons will become blank again, the button next to the display will come back, a different message may flash, and a strike will be issued.

	A	L	E	T	C	E	R	U	T	S
	T	O	C	D	R	A	E	S	S	E
	M	E	L	S	U	R	Y	E	L	I
	S	D	A	E	E	S	A	R	B	A
	R	O	R	A	S	H	L	T	A	L
	E	P	L	E	E	S	B	D	E	D