# On the Subject of Forget Everything

I'm not sure what this is, and at this point I'm too afraid to ask.

- The dials, nixie tubes, and lights will update on each solved module*. The current stage is shown on the display, and stages are not in order***.
- For the first stage, take the dial values. This is your starting solution.
- For every stage there-after, use the nixie tubes to determine if the stage is valid. If it is, use the dial values to progressively modify your solution.
- When all** other modules* have been completed, the stage display will turn blank, and the nixie tubes and lights will shut off.
- Enter your solution into the dials, and turn the key to solve the module.
- Do not attempt to interact with the module before it is ready to be solved, and always wait for dials to stop before turning the key.
- Enter a stage number as a solution to show that stage again. This will cause a strike.
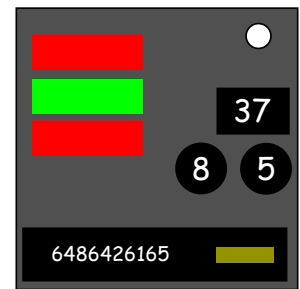
Follow these steps to determine if a stage is valid:

- If the previous two stages were both valid, this stage is not valid.
- If the previous two stages were both not valid, this stage is valid.
- If neither of the above apply, this stage is valid if both numbers shown in the nixie tubes are on the dials.

Follow these steps to determine the stage colour:

- If three colours are shown, the stage colour is the one that is not shown.
- Otherwise, the stage colour is the colour that appears multiple times.

Refer to the table below when using a stage to modify the solution.

Operation	Odd Digits (1st, 3rd, 5th, 7th, 9th)	Even Digits (2nd, 4th, 6th, 8th, 10th)
Add	Red	Yellow
Subtract	Green	Blue

Add or subtract 10 to keep solution numbers in the 0-9 range.
When subtracting, subtract the current dial number from the solution number.

*Some modules are ignored by Forget Everything modules.
**If there are more than 99 other modules, this module will be ready for solving after the 99th solved module.
***Any rule referring to a stage is referring to the stages after they are put in order.