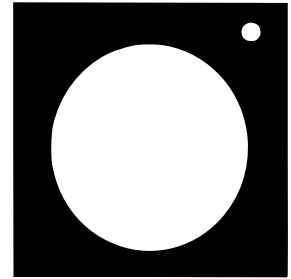


On the Subject of Remember Simple

Do I just keep pressing this button?

This module has a black background and a blue button. Every time an unignored module (see ignored module heading) is solved, this button will have to be pressed.



If the button is pressed too much, too little, or in a strike loophole (below paragraph), it will strike. If it is pressed continuously and is pressed when the last unignored module is solved, it will solve.

There are loopholes in this module. The first loophole is that if there are an odd amount of modules on the bomb that is greater than 1, all but one unignored modules are solved without pressing the button, and the button is clicked before solving the last unignored module, the module will solve early. A second loophole is that if the button is pressed all the way throughout the bomb except before solving the last unignored module, the module will continuously strike, so avoid that!

Ignored Modules

If a module isn't on here, it is an unignored module.

- "14"
- "Cruel Purgatory"
- "Forget Enigma"
- "Forget Everything"
- "Forget It Not"
- "Forget Infinity"
- "Forget Me Later"
- "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"
- "The Troll"
- "Turn The Key"
- "Übermodule"
- "Ultimate Custom Night"
- "The Very Annoying Button"
- "Remember Simple"