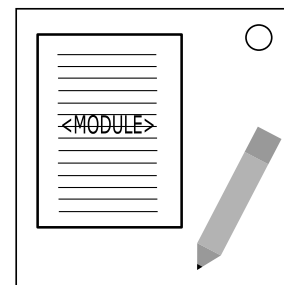# On the Subject of Organization

Order! Order! Order!

This module has a notebook themed display which shows a module's name.

To solve this module the defuser must solve every single module on the bomb in a certain order dictated by this module. The module on the notebook display is the next one to be solved, and it will update to show the next module after each solve. In the case of multiple Organizations any module on any Organization's notebook display can be solved without penalty. A list of other modules that Organization CAN ignore (i.e. they don't show up ever in an Organization's order and can be solved on their own time without penalty) called **Ignored Modules** is on Page 2. Another list on Page 3 called **Moved To Back** shows all modules Organization CAN move to the back of its order (mainly because they can take a while). The reason I mention the word CAN is because both of these lists have mod settings which you may change at your leisure if you do not want these lists in play (both lists are active by default).

A strike will be recorded if any module is solved that is not on an Organization's display. If this does happen, that module will be removed from being a future possibility.

Ignored Modules (Always)

- 100 Levels of Defusal
- 14
- 42
- 501
- A>N<D
- Amnesia
- Bamboozling Time Keeper
- Black Arrows
- Brainf---
- Busy Beaver
- Cookie Jars
- Divided Squares
- Don't Touch Anything
- Encryption Bingo
- Floor Lights
- Forget Any Color
- Forget Enigma
- Forget Everything
- Forget Infinity
- Forget It Not
- Forget Maze Not
- Forget Me Later
- Forget Me Not
- Forget Perspective
- Forget The Colors
- Forget Them All
- Forget This
- Forget Us Not
- Four-Card Monte
- The Heart
- Hogwarts
- Iconic
- Keypad Directionality
- The Klaxon
- Kugelblitz
- Lunchtime
- Mental Math
- Multitask
- OmegaDestroyer
- OmegaForget
- Organization
- Password Destroyer
- Purgatory
- RPS Judging
- Rules
- Security Council
- Shoddy Chess
- Simon Forgets
- Simon's Stages
- Souvenir
- The Stopwatch
- The Swan
- Tallordered Keys
- Tax Returns
- The Time Keeper
- Timing is Everything
- The Troll
- The Twin
- Turn The Key
- Turn The Keys
- The Very Annoying Button
- Ultimate Custom Night
- Übermodule
- Whiteout

Ignored Modules (If Enabled)

- Blind Maze
- Colour Code
- Heraldry
- Langton's Ant
- Laundry
- Planets
- Waste Management
- Yahtzee

Moved To Back (If Enabled)

- 7
- ASCII Maze
- Bamboozled Again
- Bamboozling Button
- Bamboozling Button Grid
- Beanboozled Again
- Black Cipher
- Bordered Keys
- Burger Alarm
- Button Grid
- Cheat Checkout
- Connected Monitors
- Cruello
- Cruel Match 'em
- Cruel Stars
- The cRule
- Cryptic Cycle
- The Cube
- Cursed Double-Oh
- Decay
- Devilish Eggs
- Disordered Keys
- Dragon Energy
- Dreamcipher
- Dungeon
- Dungeon 2nd Floor
- Echolocation
- Encrypted Morse
- English Entries
- Factory Maze
- Faulty RGB Maze
- Forget Me Now

- Forget's Ultimate Showdown
- Game of Life Cruel
- Graphic Memory
- The Great Void
- hexOS
- Hill Cycle
- Identifying Soulless
- Indigo Cipher
- Jenga
- Jumble Cycle
- Kudosudoku
- LEGOs
- Lombax Cubes
- Lousy Chess
- Micro-Modules
- Mineswapper
- Misery Squares
- Mislocation
- Misordered Keys
- Mystic Maze
- The Necronomicon
- Neutrinos
- Number Nimbleness
- The Octadecayotton
- Odd One Out
- Old Fogey
- One Links To All
- Orange Cipher
- Outrageous
- Phosphorescence
- Puzzword
- Quintuples

- Railway Cargo Loading
- Rainbow Arrows
- Recorded Keys
- Red Cipher
- Reordered Keys
- Repo Selector
- RGB Arithmetic
- RGB Hypermaze
- RGB Maze
- Robot Programming
- The Samsung
- Scalar Dials
- Seven Choose Four
- Shapes And Bombs
- Silo Authorization
- Simon Sends
- Simon Sings
- Simon Stores
- Simon's Ultimate Showdown
- Simon Swindles
- The Sphere
- Sporadic Segments
- Ten-Button Color Code
- Three Cryptic Steps
- Turtle Robot
- Ultimate Cipher
- Ultimate Cycle
- UltraStores
- Unfair Cipher
- Unfair's Cruel Revenge
- Unfair's Revenge
- Wonder Cipher

Time Mode Cooldown

This is a feature of Organization which activates only if it is enabled and the bomb is in Time Mode. Basically, because there is a lower amount of time to start, and solves are slower with how Organization works normally, this feature exists. The feature itself is a 30-45 second cooldown between displayed modules. During this cooldown period ANY module may be solved and Organization WILL NOT hand out a strike like it normally does. This gives the defuser and expert some time to bring up the time mode time before they get to the harder modules. With multiple Organization's this feature gets interesting. If one Organization goes into cooldown while another still displays a module the one displayed by the other Organization STILL has to be solved. It is only if ALL Organizations are in cooldown that the defuser and expert can safely solve any module without problems.

NOTE When the cooldown reaches 10 seconds the time left on the cooldown will be displayed on the module to prevent solves close to when the next module will appear.