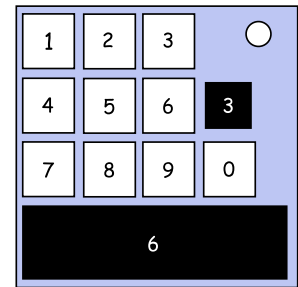# On the Subject of Forget Me Maybe

This one likes attention. In fact, it needs attention.

This module has two screens, a main display on the bottom, a stage counter on the right, and ten buttons numbered 0-9.

Every random interval of time between 45 and 60 seconds, a stage will be generated. An audio queue will be played when this happens. Add the displayed digit to the corresponding digit gained from the table below, and record the least significant digit from the total. This digit is the <u>calculated digit</u> for that stage.

The module will continuously generate stages until all other non-ignored modules have been solved. When this happens, the screens will turn blank.

Press the calculated digits on the keypad in the order they were obtained. Pressing an incorrect digit will incur a strike, and an LED will light up, showing what digit was displayed at that stage.

First digit:

- Take the sum of the digits in the serial number.
- If there are an even number of batteries, take the most significant digit.
- Otherwise, take the least significant digit.

Second digit:

- Take the number of solveable modules on the bomb.
- If there an odd number of ports, take the most significant digit.
- Otherwise, take the least significant digit.

Any other digits:

- If either of the previous two numbers is a 0, take the least significant digit of the alphabetic position of the first letter in the serial number.
- Otherwise, if both of the previous two digits are even, take the least significant digit of the sum of ports and indicators.
- Otherwise, take the previous two calculated digits, sum them together, and take the least significant digit.