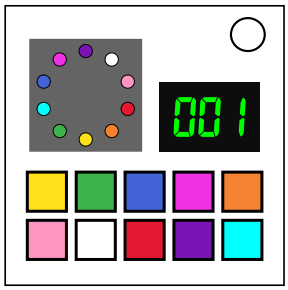
On the Subject of Simon Forgets



Hey, It's not alliterative! You can't do tha... oh.

On the module there are 10 coloured buttons that can flash, 10 coloured LEDs, and a display which will show you the current stage number.

On each solved module*, a new stage will start. The colour of each button will be swapped around, the state of the coloured LEDs will change and a new flashing sequence will be played.

On each stage, use the lit LEDs, the colours of the buttons, and the sequence of flashing buttons to determine the correct sequence of colours to press in order to solve the current stage. This is called a **Stage Sequence**. The first two stages are 5 colours long, the next two stages are 4 colours long, and any subsequent stage is 3 colours long.

Then, take each **Stage Sequence**, and refer to the Section 2 to get the **Calculated Sequence** for that stage.

Once the correct **Stage Sequence** has been entered, the flashing sequence stops and the LEDs will turn off. Solve another module* to get to the next stage.

Pressing a correct button will make the flashing sequence stop. If no other button is pressed during 5 seconds, the input will be reset and the flashing will start playing again.

Entering an incorrect sequence or solving another module* without entering the **Stage Sequence** will result in a strike.

When all the other modules* have been completed, the display will turn blank. Press all of the **Calculated Sequences** in the order they were obtained.

If an incorrect colour is pressed, a strike will be registered, and the correct button will flash once. Press it before continuing to enter the solution.

**Some modules are ignored by Simon Forgets modules.*

Section 1: Determining the Stage Sequence

This part is used to determine the sequence you press when a new stage comes up.

Flashing Colour	Condition A	Condition B	Condition C	Colour to Press
Red	Orange is on the top row	Yellow LED is lit	Stage number is even	Red
			Else	White
		Else	Stage number is odd	Cyan
			Else	Orange
	Else	White LED is lit	Total solvable modules on bomb count is odd	Blue
			Else	Magenta
		Else	Total solvable modules on bomb count is odd	Green
			Else	Pink
Orange	Blue LED is not lit	Green is on the bottom row	Last digit of Serial is even	Purple
			Else	Yellow
		Else	Last digit of Serial is odd	Blue
			Else	Purple
	Else	White LED is lit	# of solved modules is even	White
			Else	Red
		Else	# of solved modules is odd	Green
			Else	Cyan

Flashing Colour	Condition A	Condition B	Condition C	Colour to Press
Yellow	White is on the top row	Green LED is lit	Stage number is even	Blue
			Else	Green
		Else	Stage number is odd	Orange
			Else	Pink
	Else	Purple LED is lit	Total solvable modules on bomb count is odd	White
			Else	Yellow
		Else	Total solvable modules on bomb count is odd	Red
			Else	Magenta
Green	Cyan LED is not lit	Red is on the bottom row	Last digit of Serial is even	Cyan
			Else	Purple
		Else	Last digit of Serial is odd	Blue
			Else	Pink
	Else	Yellow is on the top row	# of solved modules is even	White
			Else	Red
		Else	# of solved modules is odd	Green
			Else	Magenta

Flashing Colour	Condition A	Condition B	Condition C	Colour to Press
Cyan	Red is on the top row	Pink LED is lit	Stage number is even	Orange
			Else	Pink
		Else	Stage number is odd	Yellow
			Else	Green
	Else	Blue LED is lit	Total solvable modules on bomb count is odd	Blue
			Else	White
		Else	Total solvable modules on bomb count is odd	Magenta
			Else	Pink
Blue	Green LED is not lit	Cyan is on the bottom row	Last digit of Serial is even	Blue
			Else	Red
		Else	Last digit of Serial is odd	Orange
			Else	Yellow
	Else	White is on the top row	# of solved modules is even	Cyan
			Else	Green
		Else	# of solved modules is odd	White
			Else	Orange

Flashing Colour	Condition A	Condition B	Condition C	Colour to Press
Purple	Green is on the top row	Yellow LED is lit	Stage number is even	Red
			Else	Magenta
		Else	Stage number is odd	Purple
			Else	Blue
	Else	Magenta LED is lit	Total solvable modules on bomb count is odd	Green
			Else	Orange
		Else	Total solvable modules on bomb count is odd	Pink
			Else	White
Magenta	White LED is not lit	Green is on the bottom row	Last digit of Serial is even	Yellow
			Else	Red
		Else	Last digit of Serial is odd	Magenta
			Else	Cyan
	Else	Purple is on the top row	# of solved modules is even	Purple
			Else	Blue
		Else	# of solved modules is odd	Pink
			Else	White

Flashing Colour	Condition A	Condition B	Condition C	Colour to Press
Pink	Blue is on the top row	Red LED is lit	Stage number is even	Green
			Else	Magenta
		Else	Stage number is odd	Red
			Else	White
	Else	Blue LED is lit	Total solvable modules on bomb count is odd	Orange
			Else	Pink
		Else	Total solvable modules on bomb count is odd	Blue
			Else	Green
White	Pink LED is not lit	Cyan is on the bottom row	Last digit of Serial is even	Cyan
			Else	Yellow
		Else	Last digit of Serial is odd	White
			Else	Red
	Else	Yellow is on the top row	# of solved modules is even	Purple
			Else	Blue
		Else	# of solved modules is odd	Pink
			Else	Yellow

Section 2: Determining the Calculated Sequence

This part is used to determine the sequence you need to press at the end.
Apply the instruction to each colour in the sequence, one by one.
The coloured buttons are numbered in reading order starting from 1, and wraps around.
The buttons will change colours on each stage, so be careful!

First Stage:

If the bomb has no indicators at all, shift each colour up by 5.

Otherwise, if the bomb has both an unlit CAR and a lit FRK indicator, shift each colour up by 2.

Otherwise, if the bomb has either a lit CAR or an unlit FRK indicator, shift each colour down by 4.

Otherwise, if the bomb has no lit indicators, shift each colour up by the amount of unlit indicators.

Otherwise, shift each colour down by the amount of lit indicators.

Second Stage:

If the bomb has more than 1 Serial port, and the Serial Number contains a vowel, shift each colour down by 3.

Otherwise, if there are a Serial port on the bomb, shift each colour up by 6.

Otherwise, if the previous Calculated Sequence does not contains Red, shift each colour down by the Red button's number.

Otherwise, shift each colour up by the last digit of the Serial Number.

Third Stage:

If the bomb has more than 3 battery holders, shift each colour down by the number of batteries on the bomb plus 2.

Otherwise, if there are more than 3 batteries on the bomb, shift each colours up by the number of battery holders on the bomb plus 1.

Otherwise, if the previous Calculated Sequence does not contains Blue, shift each colour down by the Blue button's number.

Otherwise, shift each colours up by the number of batteries on the bomb.

Fourth Stage:

If both the Red and Green LEDs were lit, shift each colour up by the White button's number.

Otherwise, if the Green LED was lit, and the Red LED was not lit, shift each colour down by 1.

Otherwise, if the Red LED was lit, and the Green LED was not lit, shift each colour up by 2.

Otherwise, shift each colours down by 1.

Fifth Stage:

This is a special stage. Use the lit LEDs to calculate a number, then shift each colour up by that amount if the Serial Number ends with an even number. Otherwise, shift down.

Lit LEDs	Value
White	+2
Orange	-1
Yellow	+3
Green	-2
Pink	+5
Cyan	-5
Purple	-3
Magenta	+1
Blue	+4
Red	-4

Sixth Stage :

If the White LED was not lit, shift each colours down by 2.

Otherwise, if the Red LED was not lit, shift each colour up by 3.

Otherwise, if the Blue LED was not lit, shift each colour down by 4.

Otherwise, if the Green LED was not lit, shift each colour up by 1.

Otherwise, if the Pink LED was not lit, shift each colour down by 1.

Otherwise, if the Yellow LED was not lit, shift each colour up by 2.

Otherwise, if the Cyan LED was not lit, shift each colour down by 4.

Otherwise, if the Orange LED was not lit, shift each colour up by 3.

Otherwise, do not shift the colours.

Seventh Stage :

If the previous Calculated Sequence contains Red, shift each colour up by 1.

Otherwise, if the previous Calculated Sequence contains Yellow, shift each colour down by 3.

Otherwise, if the previous Calculated Sequence contains Green, shift each colour up by 2.

Otherwise, if the previous Calculated Sequence contains Blue, shift each colour down by 1.

Otherwise, shift each colour up by 3.

Eighth Stage :

If the Orange LED was lit, shift each colour down by the last digit of the Serial Number.

Otherwise, if the Pink LED was lit, shift each colour up by the number of solved modules currently on the bomb.

Otherwise, if the Green LED was lit, shift each colour down by the number of batteries on the bomb.

Otherwise, if the Purple LED was lit, shift each colour up by the first digit of the Serial Number.

Otherwise, shift each colour up by 4.

Ninth Stage :

If the Serial Number contains at least 2 letters from the word "Steinway", shift each colour up by 4.

Otherwise, if the Serial Number contains at least 2 letters from the word "Intimate", shift each colour down by 2.

Otherwise, if the Serial Number contains at least 2 letters from the word "Oriental", shift each colour up by 3.

Otherwise, if the Serial Number contains at least 2 letters from the word "Tachycardia", shift each colour down by 7.

Otherwise, shift each colour up by 2.

Tenth Stage :

This is another special stage. Exactly 2 LEDs will be lit during this stage. Based on the lit LEDs, refer to the table below for a value, and shift each colour up by that amount if the Serial Number contains a vowel. Otherwise, shift down.

	White	Orange	Yellow	Green	Pink	Cyan	Purple	Magenta	Blue	Red
White	X	+5	-3	+2	+1	+2	-3	+3	+1	-4
Orange	+5	X	+1	+4	-3	0	-2	+2	-1	+2
Yellow	-3	+1	X	-1	+2	-1	-5	+4	+1	0
Green	+2	+4	-1	X	0	+3	+6	-4	+5	-1
Pink	+1	-3	+2	0	X	-5	+2	0	-2	+4
Cyan	+2	0	-1	+3	-5	X	+4	+1	0	-5
Purple	-3	-2	-5	+6	+2	+4	X	-1	+3	+2
Magenta	+3	+2	+4	-4	0	+1	-1	X	+1	-2
Blue	+1	-1	+1	+5	-2	0	+3	+1	X	+1
Red	-4	+2	0	-1	+4	-5	+2	-2	+1	X

Eleventh Stage :

If the White LED was lit, shift each colour up by the White button's number.

Otherwise, if the Orange LED was lit, shift each colour down by the Red button's number.

Otherwise, if the Yellow LED was lit, shift each colour down by the Pink button's number.

Otherwise, if the Green LED was lit, shift each colour up by the Purple button's number.

Otherwise, if the Pink LED was lit, shift each colour down by the Red button's number.

Otherwise, if the Cyan LED was lit, shift each colour down by the Orange button's number.

Otherwise, if the Purple LED was lit, shift each colour down by the Cyan button's number.

Otherwise, if the Magenta LED was lit, shift each colour down by the Blue button's number.

Otherwise, if the Blue LED was lit, shift each colour down by the Yellow button's number.

Otherwise, if the Red LED was lit, shift each colour down by the Magenta button's number.

Otherwise, do not shift the colours.

Any other Stages :

If the White LED is lit, shift up each colour by 3.

Otherwise, if the Yellow LED is lit, use the Eleventh Stage's instructions.

Otherwise, if the Pink LED is lit, use the Eighth Stage's instructions.

Otherwise, if the Magenta LED is lit, use the Sixth Stage's instructions.

Otherwise, if the Red LED is lit, use the Fifth Stage's instructions.

Otherwise, if the Blue LED is lit, use the Seventh Stage's instructions.

Otherwise, if the Green LED is lit, use the Tenth Stage's instructions.

Otherwise, use the Fourth Stage's instructions.