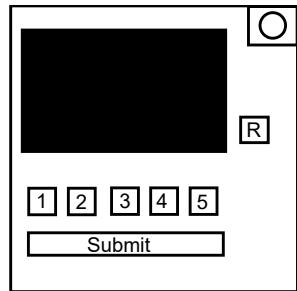


## On the Subject of Forget Infinity

*What did this module do again? I forgot.*

The display will show 5 numbers after every module solved, with some exceptions. **Note these down.** 00000 does not count as a stage.



After every module is solved, the module will enter input mode. **Do not attempt to interact with the module before solving all other modules on the bomb.** Doing so will cause a strike.

When the module is in input mode, you must input each number that was displayed on the screen in a row, following the rules below. Once all numbers have been input, the module will solve. **If any of the numbers inputted were incorrect, the module will reset, and a strike will be gained.**

### Rules to follow to calculate inputs

- If the bomb has a **Stereo RCA port**, **reverse the current 5-digit code** before doing any further calculations.
- If the bomb has batteries, **add the number of batteries to each digit of the code** making sure to keep the number between 1 and 5 by adding or subtracting.
- If the bomb's serial number contains the characters "F" or "I", **subtract 1 from each digit of the code**. If doing so would put that digit below 1, replace that digit with 5 instead.

If you have missed a stage, you may use the Reset button to enter solve mode. In solve mode, the display will be green, and you may input a base-5 number using the number pad and R (for 0). After inputting the number, press the Submit button. A strike will be gained and the display will show the stage number from that stage.

## Addendum EX: Exceptions for stage advance

- Forget Infinity
- Forget Me Not
- Forget This
- Forget Everything
- Turn The Key
- Souvenir
- The Time Keeper
- Simon's Stages
- Timing is Everything