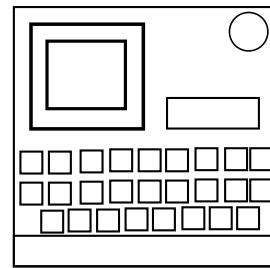


On the Subject of Literally Forgetting Perspectives

Imagination not required.

- This module contains a big colored cube, 26 buttons lettered A-Z and two displays. The smaller displays the stage number, the bigger displays the input you entered.
- Every time you solve a module the cube changes colors.*
- Keep track of colors on the cube and the time left in minutes on the bomb when you solved any other module*. (Use the starting time for the first stage.)
- The cube has 6 colors (**Red, Blue, Green, Yellow, Magenta, Orange**). The face you don't see has the color left.
- When all other modules are solved, the cube will turn white and the smaller display will show "Input", indicating the module is ready to be solved.
- Follow the instructions on the following pages and enter the acquired letter for each stage.
- **Step 1** is carried out once per bomb while subsequent steps are carried out every stage.
- You'll get a strike when:-
 - A button was pressed before the module is ready to be solved.
 - Incorrect button was pressed. In this case the module will display the stage you got the strike on. The number that appears on the top of the cube is the time you got that stage on.
- The module will be disarmed when all letters are entered correctly.



*There are modules that are ignored by Forget Perspective

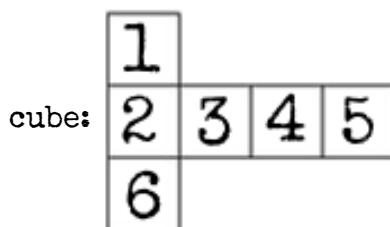
Step 1: Determining the Number of Characters to Shift.

- Use the rule equals to $(\text{batt} * \text{ports}) \bmod 10$
- X = numeric position of last letter in SN ($A=1, B=2, \dots$)
- Y = sum of SN Digits
- The character shift will be used later on **Step 4.**

0	Add 3.
1	Add X .
2	Subtract Y .
3	Add Y , subtract number of plates.
4	Add last digit of SN.
5	Subtract BH, add $2X$.
6	Add number of lit indicators, add Y , subtract number of unlit indicators.
7	Add X if there is a lit SIG, otherwise add Y .
8	Add X and Y , subtract number of indicators, add number of D batteries.
9	Add X if > 3 batteries, Otherwise subtract it, <u>then</u> add Y if > 3 indicators, Otherwise subtract it.

Step 2: Original Sequence

- Look at the module so the top (U) face will be in front of you (A.K.A. Click on the module)
- Place that face into face 1 in the following cube net and apply it for the



- Alt. method: With face 1 = Top, 2 = Front, 3 = Right, 4 = Back, 5 = Left, and 6 = Down
- Take note each color from face 1-6, it will be used in **Step 4.**

Step 3: Determining row/column to use:

- Determine which face is needed by using the table below, using first rule that applies:
- If none applies, use Face 6.

If number of minutes is...	Then use...
Divisible by 6	Face 1
Prime Number	Face 2
Perfect Square	Face 3
Less than 10	Face 4
Even Number	Face 5

- After obtaining the row number, use the column of its corresponding color of obtained Face X.

Step 4: Obtaining the final sequence

- Find the sequence using the obtained row and column.
- Replace the numbers back to the corresponding face color obtained on Step 2. This is your final sequence.
- Don't forget to shift the number of characters by number obtained on Step 1 to be used on Step 5.
- e.g. RBGYMO and 7min>F2 (B), Final sequence = 253416 = BMGYRO

Face/Color	R	B	G	Y	M	O
F1	135426	153642	165342	152436	145632	154263
F2	235164	253416	245316	256134	215436	251463
F3	342165	324516	352416	326145	312546	321654
F4	453162	435216	423516	436152	413256	431625
F5	524163	542316	534216	546123	514326	541632
F6	653421	635142	613542	632451	643152	634215

Step 5: Submitting rules

- If there is 3 or more vowels in the sequence, submit the 1st letter.
- Otherwise, if all the letters in the sequence are consonants, submit the 5th letter.
- Otherwise, if there is only one vowel in the sequence, use the first rule that applies in the table below.

If...	Then submit the...
Last letter is a vowel	2nd letter
Otherwise	4th letter

- Otherwise, use the first rule that applies in the table below.

If...	Then submit the...
Last letter is a vowel	2nd letter
2 consequentive vowels (Wrap around**)	3rd letter
3 consequentive consonants (Wrap around***)	4th letter
None of the above applies	6th letter

**Sequence with vowels on 1st and 6th considered as true for that statement.

***Sequence with consonants on 5th, 6th and 1st OR 1st, 2nd and 6th are considered as true for that statement.

Lookup Tables (Update v2.0; August 5, 2020)

# to shift	R	B	G	Y	M	O
1	S	C	H	Z	N	P
2	T	D	I	A	O	Q
3	U	E	J	B	P	R
4	V	F	K	C	Q	S
5	W	G	L	D	R	T
6	X	H	M	E	S	U
7	Y	I	N	F	T	V
8	Z	J	O	G	U	W
9	A	K	P	H	V	X
10	B	L	Q	I	W	Y
11	C	M	R	J	X	Z
12	D	N	S	K	Y	A
13	E	O	T	L	Z	B
14	F	P	U	M	A	C
15	G	Q	V	N	B	D
16	H	R	W	O	C	E
17	I	S	X	P	D	F
18	J	T	Y	Q	E	G
19	K	U	Z	R	F	H
20	L	V	A	S	G	I
21	M	W	B	T	H	J
22	N	X	C	U	I	K
23	O	Y	D	V	J	L
24	P	Z	E	W	K	M
25	Q	A	F	X	L	N

Case Unicorn: 3 Vowels

Just submit the corresponding face N's colors determined from Step 3.

Case Half-Unicorn: All consonants

Just submit the corresponding face's colors determined from the table below.

Face/Color	R	B	G	Y	M	O
F1	2	4	4	3	3	6
F2	6	1	1	3	3	6
F3	6	1	1	4	4	5
F4	6	1	1	5	5	2
F5	6	1	1	2	2	3
F6	2	4	4	5	5	1

Case Quarter Unicorn: 1 Vowel

Refer to table below for A B/C Values. If the modified letter derived from Face A is a vowel, submit modified letter from Face B, otherwise Face C.

A B/C	R	B	G	Y	M	O
F1	6 3/4	2 5/6	2 6/3	6 5/4	2 4/6	3 5/2
F2	4 3/1	6 5/4	6 4/3	4 5/1	6 1/4	3 5/4
F3	5 4/1	6 2/5	6 5/4	5 2/1	6 1/5	4 2/6
F4	2 5/1	6 3/2	6 2/5	2 3/1	6 1/2	5 3/6
F5	3 2/1	6 4/3	6 3/2	3 4/1	6 1/3	2 4/6
F6	1 5/4	2 3/1	2 1/5	1 3/4	2 4/1	5 3/2

Otherwise

I suggest to use original method. However, you can use the table from Case Quarter Unicorn to check whether the last letter is a vowel as a shortcut.