

On the Subject of Organization

Order! Order! Order!

This module has a notebook themed display which shows a module's name. It also has a switch towards the top right and a button that says "Continue?" in the bottom left.



To solve this module the defuser must solve every single module in a certain order dictated by the module. The module on the notebook display is the next one to be solved, and it will update to show the next module when the "Continue?" button is pressed. But be warned, the switch needs to be in a certain position before the "Continue?" button is pressed, which is determined in the table on Page 2. 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).

If the defuser presses continue when the displayed module is not solved or the position of the switch is in the wrong position when "Continue?" is pressed, a strike will be recorded and the module will NOT reset. A strike will also be recorded if any module is solved that is not on an Organization's display and that module not on the display will be removed as future possibility.

In the case of Multiple Organizations...

- Any module on any Organization's notebook display can be solved without penalty (except for the cases below)
- If any Organization has an arrow at the bottom of its notebook display (which appears after a correct solve) and a module is solved it will cause a strike to be recorded
- If a module is solved and all Organizations without an arrow DON'T currently display that solved module ALL Organizations without an arrow will cause a strike

Switch Position Table

Use this table to determine the position of the switch before moving onto the next module.

Rule	Position
If the current number of solved modules is a multiple of 3 move the switch...	UP
Otherwise, if the displayed module has an even number of vowels (excluding Y) move the switch...	DOWN
Otherwise, if a The Digit, Mega Man 2, or Unfair Cipher was just solved move the switch...	UP
Otherwise, if the displayed module starts with an 'S' move the switch...	DOWN
Otherwise, if the bomb has an SND indicator move the switch...	UP
Otherwise, if a Forget This is on the bomb move the switch...	DOWN
Otherwise, if the bomb has 2 batteries or less move the switch...	UP
Otherwise, move the switch...	DOWN

Ignored Modules (If Enabled)

- Divided Squares
- Turn The Key
- Turn The Keys
- The Swan
- Cookie Jars
- The Time Keeper
- Hogwarts
- Forget Me Not
- Forget Everything
- Forget This
- Forget Them All
- Forget Enigma
- Forget Perspective
- Forget Us Not
- Simon's Stages
- Souvenir
- Tallordered Keys
- Tax Returns
- Purgatory
- Colour Code
- Planets
- Four-Card Monte
- Laundry
- Press X
- The Stare
- The Stopwatch
- The Troll
- Langton's Ant
- Big Circle
- Black Hole
- Blind Maze
- A Mistake
- Morse-A-Maze
- Mystic Square
- Yahtzee
- Cruel Piano Keys
- The Hexabutton

Moved To Back (If Enabled)

- 3D Maze
- 3D Tunnels
- Bamboozled Again
- Bamboozling Button
- Bomb Diffusal
- Burger Alarm
- Button Grid
- Cryptic Cycle
- Cursed Double-Oh
- Disordered Keys
- Dragon Energy
- Encrypted Morse
- Factory Maze
- Forget Me Now
- Game of Life Cruel
- Hill Cycle
- Jumble Cycle
- Kudosudoku
- LEGO_s
- Lightspeed
- Lombax Cubes
- Mastermind Cruel
- Micro-Modules
- Misordered Keys
- Number Nimbleness
- Odd One Out
- Old Fogey
- Quintuples
- Recorded Keys
- Reordered Keys
- Shapes And Bombs
- Simon Sends
- Simon Sings
- Simon Stores
- Ten-Button Color Code
- The Cube
- The Hypercube
- The Jewel Vault
- The Necronomicon
- The Sphere
- The Ultracube
- Turtle Robot
- Ultimate Cipher
- Ultimate Cycle
- Unfair Cipher
- Waste Management

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 (without an arrow) the one displayed by the other Organization STILL has to be solved. If the other Organizations have an arrow then a solve WILL STILL cause a strike from that Organization because the continue button hadn't been pressed yet. 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.