

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

Moved To Back (If Enabled)

- The Jewel Vault
- Turtle Robot
- Lightspeed
- Number Nimbleness
- 3D Maze
- 3D Tunnels
- Bomb Diffusal
- Kudosudoku
- Old Fogey
- Button Grid
- Reordered Keys
- Misordered Keys
- Recorded Keys
- Disordered Keys
- Simon Sings
- Vectors
- Game of Life Cruel
- Mastermind Cruel
- Factory Maze
- Simon Sends
- Quintuples
- The Hypercube
- The Ultracube
- Lombax Cubes
- Bamboozling Button
- Simon Stores
- The Cube
- The Sphere
- Ten-Button Color Code
- LEGO_s
- Unfair Cipher
- Ultimate Cycle
- Ultimate Cipher
- Bamboozled Again

Options (Alt-O)

Highlighter

Enabled (Alt-H)

Color:

- Blue (Alt-1)
- Red (Alt-2)
- Green (Alt-3)
- Yellow (Alt-4)

Page layout

- Vertical
- Side by side