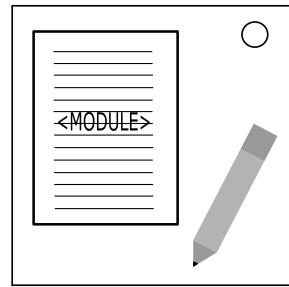


## On the Subject of Organization

*Order! Order! Order!*

This module has a notebook themed display which shows a module's name.



To solve this module the defuser must solve every single module on the bomb in a certain order dictated by this module. The module on the notebook display is the next one to be solved, and it will update to show the next module after each solve. In the case of multiple Organizations any module on any Organization's notebook display can be solved without penalty. Some modules will always be ignored

([..//More/Ignore%20Table.html](#)) by Organization. On this page is a list of modules that are ignored by Organization due to their reliance on the bomb's solved module count. Another list on Page 2 called **Moved To Back** shows all modules Organization can move to the back of its order (mainly because they can take a while). Both lists below are ignored by default, but can be changed in Organization's mod settings.

A strike will be recorded if any module is solved that is not on an Organization's display. If this does happen, that module will be removed from being a future possibility.

### Ignored Modules (If Enabled)

- Blind Maze
- Colour Code
- Free Parking
- Heraldry
- Langton's Ant
- Laundry
- Planets
- Waste Management
- Yahtzee

**Moved To Back (If Enabled)**

- 4D Maze
- 7
- ASCII Maze
- Bamboozled Again
- Bamboozling Button
- Bamboozling Button Grid
- Beanboozled Again
- Black Cipher
- Bordered Keys
- Burger Alarm
- Button Grid
- Cheat Checkout
- Connected Monitors
- Cruello
- Cruel Colour Flash
- Cruel Match 'em
- Cruel Stars
- Cruel Synesthesia
- The cRule
- Cryptic Cycle
- The Cube
- Cursed Double-Oh
- Decay
- Devilish Eggs
- Dimension King
- Disordered Keys
- Dragon Energy
- Dreamcipher
- Dungeon
- Dungeon 2nd Floor
- Echolocation
- Encrypted Morse
- English Entries
- Factory Maze
- Faulty RGB Maze
- Forget Me Now
- Forget's Ultimate Showdown
- Game of Life Cruel
- Graphic Memory
- The Great Void
- hexOS
- Hill Cycle
- Identifying Soulless
- Indigo Cipher
- Jenga
- Jumble Cycle
- Kudosudoku
- LEGOos
- Lombax Cubes
- Lousy Chess
- Mazeswapper
- Melody Memory
- Micro-Modules
- Mineswapper
- Misery Squares
- Mislocation
- Misordered Keys
- Mystic Maze
- The Necronomicon
- Neutrinos
- Not Coordinates
- Not Murder
- Not X01
- Number Nimbleness
- The Octadecayotton
- Odd One Out
- Old Fogey
- One Links To All
- Orange Cipher
- Outrageous
- Phosphorescence
- Polygrid
- Puzzword
- Quintuples
- Railway Cargo Loading
- Rain Hell
- Recorded Keys
- Red Cipher
- Reordered Keys
- Repo Selector
- RGB Arithmetic
- RGB Hypermaze
- RGB Maze
- Robit Programming
- Robot Programming
- The Samsung
- Scalar Dials
- Seven Choose Four
- Shapes And Bombs
- Silo Authorization
- Simon Sends
- Simon Sings
- Simon Stores
- Simon's Ultimate Showdown
- Simon Swindles
- The Sphere
- Sporadic Segments
- Sysadmin
- Ten-Button Color Code
- Three Cryptic Steps
- Turtle Robot
- Ultimate Cipher
- Ultimate Cycle
- UltraStores
- Unfair Cipher
- Unfair's Cruel Revenge
- Unfair's Revenge
- Walking Cube
- Wonder Cipher

## 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 the one displayed by the other Organization STILL has to be solved. 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.

## Old Switch Version

This is a feature of Organization which activates only if it is enabled. Organization will revert itself to its old version which has a switch and "Continue?" button. Now after each solved module you must perform the additional task of making sure the switch is in the right position, and then pressing the "Continue?" button. The correct switch position can be found using the table below. A strike will be recorded if the "Continue?" button is pressed when the switch is in the wrong position. With multiple Organization's this feature gets interesting. When a module displayed on any Organization is solved, then the ones which displayed that module will have an arrow appear on the notebook display until the additional task has been performed. A strike will be recorded on ALL Organizations with an arrow if a module is solved.

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