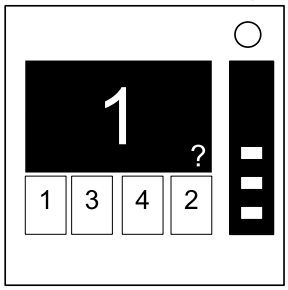
On the Subject of Memory



Memory is a fragile thing... I'm not forgetting something right?

- Press the correct button to progress the module to the next stage. Complete all stages to disarm the module.
- Pressing an incorrect button will reset the module back to stage 1.
- Button positions are ordered from left to right.

Stage 1:

If the display is 1, press the button in the third position.
If the display is 2, press the button in the first position.
If the display is 3, press the button in the fourth position.
If the display is 4, press the button in the second position.

Stage 2:

If the display is 1, press the button labeled "2".
If the display is 2, press the button with the same label you pressed in stage 1.
If the display is 3, press the button in the first position.
If the display is 4, press the button in the same position as you pressed in stage 1.

Stage 3:

If the display is 1, press the button with the same label you pressed in stage 1.
If the display is 2, press the button with the same label you pressed in stage 2.
If the display is 3, press the button in the second position.
If the display is 4, press the button labeled "3".

Stage 4:

If the display is 1, press the button in the same position as you pressed in stage 3.
If the display is 2, press the button in the fourth position.
If the display is 3, press the button in with the same label you pressed in stage 2.
If the display is 4, press the button in the same position as you pressed in stage 1.

Stage 5:

If the display is 1, press the button with the same label you pressed in stage 4.
If the display is 2, press the button with the same label you pressed in stage 3.
If the display is 3, press the button in the same position as you pressed in stage 2.
If the display is 4, press the button with the same label you pressed in stage 1.

If the sum is odd, press the button in the third position.
If the sum is even, press the button labeled "2".
Add the number of intersections created by the lines between each set.
Each line should only be drawn through its own number.
Draw four lines starting from the top of the stack going through each label.
Stack each set of button labels from each stage of Memory and Anti-Memory on top of each other in the order they appeared.

Stage 4:

If the result is 0, press the button labeled "4".
Press the button equal to the number of times the display showed the position of a button with the same label on each stage of Memory and Anti-Memory so far modulo 4.

Stage 3:

If the result is 0, press the button in the fourth position.
Press the button in the position of the difference between the number of labels whose positions match on each stage of Memory and Anti-Memory so far modulo 4.

Stage 2:

Otherwise, press the button labeled "1".
Otherwise, if the sum is divisible by 2, press the button labeled "3".
Otherwise, if the sum is divisible by 3, press the button in the second position.
If the sum is divisible by 4, press the button in the first position.
Add the positions of the buttons which are labeled with the number on the display for this stage of Memory and Anti-Memory.

Stage 1:

- Button positions are ordered from right to left.
- Stage numbers here refer to which stage was most recently completed on Memory.
- Pressing an incorrect button or running out of time will reset the module back to stage 1.
- Press the correct button within 25 seconds to return to Memory.
- I forgot to tell you that this module has a flip-side to it. It can sometimes appear after completing a stage of Memory.

Oh right, I knew I was forgetting something!

On the Subject of Anti-Memory