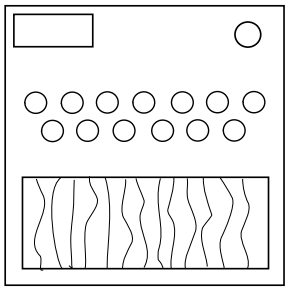
On the Subject of Forget Them All



Remembering where you've been sure helps figuring out where you're going to.

See Appendix A for indicator identification reference.
See Appendix B for battery identification reference.
See Appendix C for port identification reference.

- The module consists of one number display, thirteen LEDs and thirteen colored wires. The display will show the current stage number, starting at 1, and, for each stage, some of the LEDs will be on.
- Whenever a non-ignored module is solved after a short amount of time, the stage number and the LEDs will change. For each stage, take note of which LEDs were ON and which module caused the stage to change (i.e., the first solved module will correspond to the first stage).
- When all other modules have been solved, the number display will no longer show any numbers. That means that the module is ready to be solved. Cut any necessary wires in order to disarm the module. Cutting a wire out of order or before the module is ready to solve will cause a strike.
  - If an incorrect wire is cut while the module is ready to solve, all of the LEDs will shut off for a short amount of time. The module will then proceed to show the initial LEDs for each stage alongside up to the first three characters (0 – 9, A – Z only) of the name of the module that advanced this stage. Settings can be used to disable this behavior.
- The module may automatically be disarmed if there are no stages to generate on Forget Them All.

Obtaining The Key Stage

When the module is ready to be solved, for each LED, count the number of stages in which it was ON (see Interpreting Broken LEDs to determine possible incorrect LED flashes) and multiply it by its multiplier, as seen in the table below. Then, sum all the obtained LED values. If the obtained number is not between 1 and the number of stages, add or subtract the number of stages until it is. The obtained number is the key stage.

Cutting Wires

Using the table below, translate each character, of the module's name corresponding to the key stage into a color. If a character corresponding to the module's name does not correspond to a color, skip to the next character if there are more. In order to disarm the module, cut the wires with those colors in the order they appear in the translated module's name, ignoring any repetitions and any characters not in the table. Also ignore wires that are already cut. If there are no uncut wires in relation to the translated module's name and Forget Them All is requiring a wire to cut, cut any uncut wire to solve the module instead.

Interpreting Broken LEDs

For each stage, use the table below and the name of module that caused it to change to the next stage to identify which LEDs were broken that stage. Consider each ON broken LED as if it was OFF, and vice-versa.

An LED is broken for a specific stage if the corresponding module's name contains any of the words in the respective row in the table below, either as a whole word or as a part of one. Note that if there are multiple instances of one set of words for one color, the LED will never be unbroken for that module name.

	Color	Words	Multiplier	Characters
	Yellow	Wire	Number of AA Batteries	A, N, Ø
	Grey	Button, Key	Number of Port Plates	B, O, 1
	Blue	Maze	Starting Bomb Time (whole minutes)	C, P, 2
	Green	Simon	Number of Port Types with a Duplicate	D, Q, 3
	Orange	Morse	Number of Modules	E, R, 4
	Red	Cruel, Complicated, Broken, Cursed, Faulty	Number of Strikes (when ready to solve)	F, S, 5
	Lime	Math, Number, Digit, Equation, Logic	Serial Number Digit Total	G, T, 6
	Cyan	Word, Letter, Phrase, Text, Talk, Alphabet	Number of Letters in Serial Number	H, U, 7
	Brown	Code, Cipher	Number of Port Types	I, V, 8
	White	Light, LED	Number of Lit Indicators	J, W, 9
	Purple	Square, Circle, Triangle, Cube, Sphere	Number of Stages with Purple LED ON	K, X
	Magenta	Color, Colour	Number of Unlit Indicators	L, Y
	Pink	Melody, Harmony, Chord, Piano	Number of D Batteries	M, Z