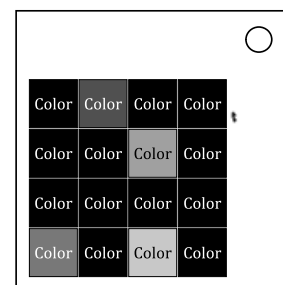


















On the Subject of Discolored Squares

Order gives way to entropy. Entropy is the disappearance of order. Welcome... to the real chaos.



- At the start, if there are not four colors that occur exactly once each, you are looking at a different module.
- Begin by pressing those four colors. Remember their positions and colors in the order you pressed them. Then stage 1 begins. If none of the squares in stage 1 are of the first remembered color, you are looking at a different module.
- At each stage, look at the below table and read the cell in the respective remembered position to obtain an instruction.

Instructions

 Move NW (wrap)	 Move NE (wrap)	 Move N (wrap)	 Rotate 180°
 Mirror about \	 Move SW (wrap)	 Mirror about	 Stay in place
 Mirror about /	 Move E (wrap)	 Rotate 90° CW	 Move W (wrap)
 Mirror about —	 Move S (wrap)	 Rotate 90° CCW	 Move SE (wrap)

- Take all the squares of the respective remembered color in the order specified below and do the following for each such square:
 - Modify its position as instructed by the table cell.
 - If the modification takes you to an already white square, keep applying the modification.
 - Press the first non-white square you land on.
 - If the square you pressed is of the current remembered color, remove that square from future consideration for the remainder of this stage.
- Process the squares in the following order:

Stage 1

5	12	1	15
14	13	7	3
9	4	6	10
16	2	8	11

Stage 2

1	14	6	7
12	15	3	10
16	4	2	11
9	8	13	5

Stage 3

16	9	7	12
6	15	3	5
11	8	13	14
2	10	1	4

Stage 4

4	11	3	14
16	12	7	8
5	2	6	9
1	13	15	10