On the Subject of Minimizing Morsematics

Get it? Because it's a cheatsheet! I'll see myself out...

Take the 4th and 5th character of the serial number. They will be referred to as A and B respectively.

Always keep all numeric values between 1-26.

Perform each step below in sequence, modifying A and B:

- For every ind. that matches a received letter, +1 to A if it's lit or otherwise +1 to B.
- If A + B is square, +4 to A; otherwise, -4 to B.
- +Largest received letter to A.
- -Any prime received letters to A.
- -Any square received letters to B.
- For any received letters that are / # Bat., from both A and B.

After performing all steps, perform whatever rule applies below:

- A = B: Transmit A.
- A > B: Transmit A B.
- A < B: Transmit A + B.

Perfect squares. Prime numbers.

| Letter | # | -# | Morse | Letter | # | -# | Morse |
|--------|----|-----|-------|--------|----|------------|-------|
| A | 1 | -25 | •- | N | 14 | -12 | |
| В | 2 | -24 | | 0 | 15 | -11 | |
| C | 3 | -23 | | P | 16 | -10 | •• |
| D | 4 | -22 | | Q | 17 | -9 | |
| E | 5 | -21 | • | R | 18 | -8 | • |
| F | 6 | -20 | ••-• | S | 19 | -7 | ••• |
| G | 7 | -19 | | Т | 20 | -6 | _ |
| Н | 8 | -18 | •••• | U | 21 | - 5 | ••- |
| I | 9 | -17 | •• | V | 22 | -4 | •••- |
| J | 10 | -16 | • | W | 23 | -3 | • |
| K | 11 | -15 | | X | 24 | -2 | |
| L | 12 | -14 | •-•• | Y | 25 | -1 | |
| M | 13 | -13 | | Z | 26 | 0 | |

