On the Subject of Spilling Paint

Where two wrongs make a right.

On the module is a 6x6 grid of cells, a color selector, and a
reset button.

In order to solve the module, turn every cell white in
exactly 7 spills. If any cell is not white after 7 spills, or
you press the reset button, the module will return to its original state.

Each color is assigned a value between 0 and 6, where white is 0, red is 1, orange
is 2, yellow is 3, green is 4, blue is 5, and purple is 6.

In order to spill paint on the module, select the color of your choice from the
selector, then press a cell on the module. When paint spills, the following
occurs:

- Paint will be applied to the pressed cell, as well as every adjacent cell,
  both orthogonally and diagonally.

    o The grid does not wrap around, so a spill in the top left corner only
      affects 4 cells.

- The new color of a cell is calculated by summing the numerical value of
  both the current cell color and the color of the paint spilled, subtracting
  7 if the total is greater than 6, and converting this value back into a
  color.