# On the Subject of Colored Squares

Show off your dance moves! Follow the colors and cure your fever, but one wrong step, and the night could get more explosive than you bargained for.

- Press all squares in the correct group to progress the module.
- Pressing a square will cause it to light up white. Light all squares to disarm the module.
- Press the color group containing the fewest squares to begin, then use the table to determine the next group to press in each stage.
- "Group" refers to all squares of a particular color, or all unlit squares in the topmost row or leftmost column containing unlit squares.
- Pressing an incorrect square will result in a strike and reset the module.
- Lit squares will remain lit for the duration of the module, but unlit squares may change color in each stage.
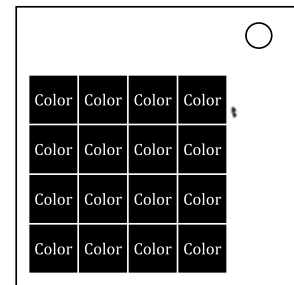
Currently Lit Squares	Previous Group of Squares Pressed						
	Red	Blue	Green	Yellow	Magenta	Row	Column
1	Blue	Column	Red	Yellow	Row	Green	Magenta
2	Row	Green	Blue	Magenta	Red	Column	Yellow
3	Yellow	Magenta	Green	Row	Blue	Red	Column
4	Blue	Green	Yellow	Column	Red	Row	Magenta
5	Yellow	Row	Blue	Magenta	Column	Red	Green
6	Magenta	Red	Yellow	Green	Column	Blue	Row
7	Green	Row	Column	Blue	Magenta	Yellow	Red
8	Magenta	Red	Green	Blue	Yellow	Column	Row
9	Column	Yellow	Red	Green	Row	Magenta	Blue
10	Green	Column	Row	Red	Magenta	Blue	Yellow
11	Red	Yellow	Row	Column	Green	Magenta	Blue
12	Column	Blue	Magenta	Red	Yellow	Row	Green
13	Row	Magenta	Column	Yellow	Blue	Green	Red
14	Red	Blue	Magenta	Row	Green	Yellow	Column
15	Column	Row	Column	Row	Column	Row	Column