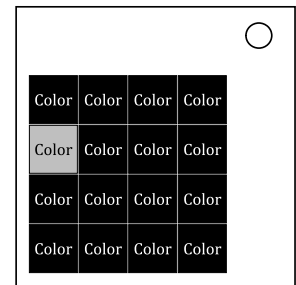


On the Subject of Bicolored Squares

There is chaos in order. A color in the patterns. Find it, and all will become clear.

See Appendix of [Colored Squares](#) for identifying modules in Colored Squares family.



A	• ■■	U	• • ■■
B	■■■ • • •	V	• • • ■■
C	■■■ • ■■ •	W	• ■■ ■■
D	■■■ • •	X	■■■ • • ■■
E	•	Y	■■■ • ■■ ■■
F	• • ■■ •	Z	■■■ ■■ • •
G	■■■ ■■ •		
H	• • • •		
I	• •		
J	• ■■ ■■ ■■		
K	■■■ • ■■	0	■■■ ■■ ■■ ■■ ■■
L	• ■■ • •	1	• ■■ ■■ ■■ ■■
M	■■■ ■■	2	• • ■■ ■■ ■■
N	■■■ •	3	• • • ■■ ■■
O	■■■ ■■ ■■	4	• • • • ■■
P	• ■■ ■■ •	5	• • • • •
Q	■■■ ■■ • ■■	6	■■■ • • • •
R	• ■■ •	7	■■■ ■■ • • •
S	• • •	8	■■■ ■■ ■■ • •
T	■■■	9	■■■ ■■ ■■ ■■ •

- Initially, if the module doesn't display four colors occurring exactly four times each with exactly 1 color missing, you are looking at a different module.
- The grid displayed is known as the initial phase.
- To start, press 2 squares of different color. Afterwards, every square will display one of two colors. From the initial phase, the first color you pressed represents a dot and the second color represents a dash. Note that these colors invert every time a button is pressed after pressing a button during this phase.
- To solve the module, select every square correctly during the selection phase. Valid selections are ones where when selecting squares then clicking the final square the dot and dash states form a character in the serial number. Continue the process until the module is solved. Selected squares cannot be used again. If it is impossible to create any Morse letter, a strike will be recorded and the module will reset back to the initial phase.