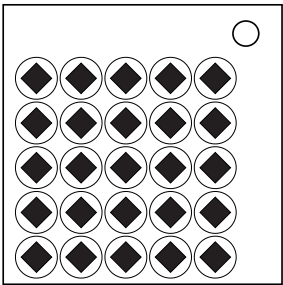


On the Subject of Color Grid

*You must be seeing things.*



- Each button on the grid will be colored one of four colors on a 5x5 grid.
- Each color corresponds to a set of three conditions. You should press a button if two or three conditions is met. A button will become black if it is pressed.
- The buttons can be pressed in any order, meaning that the answer will change upon each input.
- Button adjacency only refers to orthogonal directions.
- Upon each button press, each non-pressed button has a 10% chance to change. This does mean that the module can turn into a solved state prematurely.

Red	Orange	Blue	Green
<div>- There is an adjacent red square.</div> <div>- There are three black squares adjacent.</div> <div>- No blue squares are adjacent.</div>	<div>- There is an adjacent orange square.</div> <div>- There are two black squares adjacent.</div> <div>- No red squares are adjacent.</div>	<div>- There is an adjacent blue square.</div> <div>- There is one adjacent black square.</div> <div>- No green squares are adjacent.</div>	<div>- There is an adjacent green square.</div> <div>- There are no adjacent black squares.</div> <div>- No orange squares are adjacent.</div>