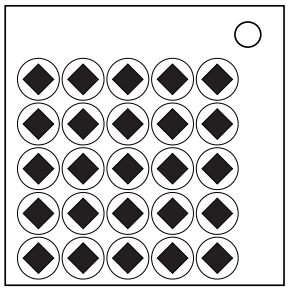
On the Subject of Color Grid



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 are met. A button wil become black if it is pressed.
- The buttons can be pressed in any order, meaning that the answer will change upon each input.
- Button adjaceny 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
- There is an adjacent red square. - There are three black squares adjacent. - No blue squares are adjacent.	- There is an adjacent orange square. - There are two black squares adjacent. - No red squares are adjacent.	- There is an adjacent blue square. - There is one adjacent black square. - No green squares are adjacent.	- There is an adjacent green square. - There are no adjacent black squares. - No orange squares are adjacent.