

## On the Subject of Monosweeper

*Not all problems are black and white.  
However...*

- On the module is a 7×7 grid of numbered pieces. There is one white piece, one black piece, and forty-seven grey pieces, which have their black or white status hidden, in the grid.
- Each piece is labelled with the number of adjacent pieces that have the same status.
- The number on the display above the grid is the number of grey pieces that have a hidden black status.
- Selecting a grey piece reveals its status:
  - If the piece is white, a strike is received.
  - If the piece is black, the number on the display decreases by 1.
- The module is solved once all black pieces have been selected.

