# On the Subject of Black & White

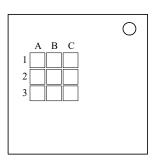
Sometimes it is only a matter of Black and White.
Usually you can change your mind about a wrong choice...usually...not always...

You are given a grid of white squares.

You must find which squares must become black.

Simply click them to change their color.

Solution is automatically submitted when correct.



#### Indicators

Indicators always refer to a group of 2 horizontal squares.

If the indicator is lit, the first square is black, the second is white.

If the indicator is unlit, the first square is white, the second is black.

Row to look	Indicator	
1	SND - IND	
2	MSA - TRN	
3	CLR - CAR	
4	BOB - NSA	
5	FRQ - SIG	
6	FRK	

IXI

If the indicator is not present, both the squares must be white.

#### Timer

This square is always black, but it must be pressed when on the timer there is a digit corresponding to the square's line number in any position.



#### Serial Number Last

If the last digit of the serial number is even, this square must be black otherwise it must be white.



### Serial Number Sum

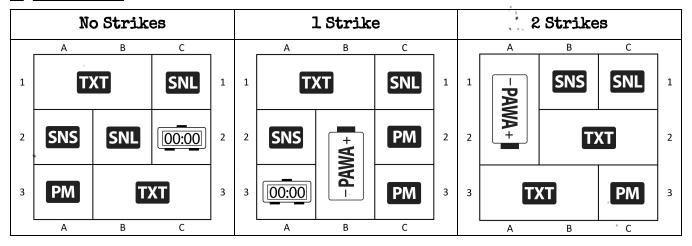
Sum every digit in the serial number.

If the result is odd, this square must be black, otherwise it must be white.

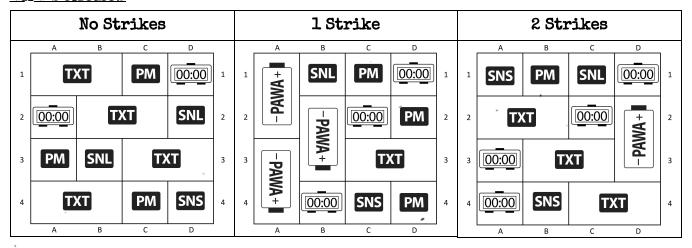


		Port to find		Square Color	
1-2		Stereo RCA		modules are even: black modules are odd: white	
Row,	3-4	DVI-D	Total modules are even: white Total modules are odd: black		PM
	5	Parallel		Solved modules are even: black Solved modules are odd: white	
	6	RJ-45		modules are even: white modules are odd: black	
on	re are Ly AA teries	Column (A-C-		Column is even (B-D-F)	PAWA+
on	re are ily D teries				-PA
There are AA		Battery on the is facing up	-	Battery on the map is facing upwards	
and D Batteries	Battery on the is facing downware	g _	Battery on the map is facing downwards		

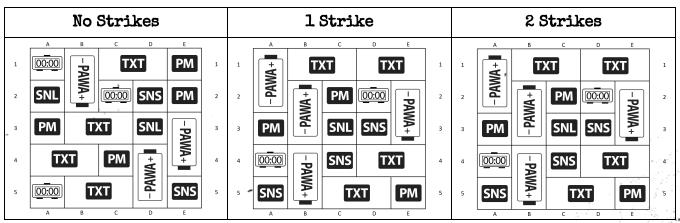
### 3x3 Schemes



## 4x4 Schemes



## 5x5 Schemes



## 6x6 Schemes

