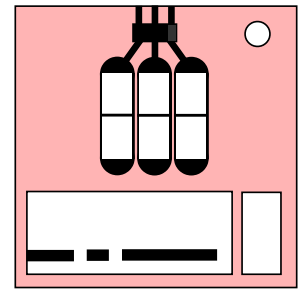# On the Subject of Minimizing Morsematics

Get it? Because it's a cheatsheet! I'll see myself out...

Take the 4th and 5th character of the serial number. They will be refered to as **A** and **B** respectively.

Always keep all numeric values between 1-26.

Perform each step below in sequence, modifying **A** and **B**:

- For every ind. that matches a recieved letters, +1 to **A** if it's lit or otherwise +1 to **B**.
- If **A** + **B** is square, +4 to **A**; otherwise, −4 to **B**.
- +Largest received letter to **A**.
- −Any prime received letters to **A**.
- −Any square received letters to **B**.
- For any received letters that are / # Bat., − from both **A** and **B**.

After performing all steps, perform whatever rule applies below:

- **A** = **B**: Transmit **A**.
- **A** > **B**: Transmit **A** − **B**.
- **A** < **B**: Transmit **A** + **B**.

Perfect squares. Prime numbers.

Letter	#	-#	Morse	Letter	#	-#	Morse
A	1	−25	•—	N	14	−12	—•
B	2	−24	—•••	O	15	−11	———
C	3	−23	—•—•	P	16	−10	•——•
D	4	−22	—••	Q	17	−9	——•—
E	5	−21	•	R	18	−8	•—•
F	6	−20	••—•	S	19	−7	•••
G	7	−19	——•	T	20	−6	—
H	8	−18	••••	U	21	−5	••—
I	9	−17	••	V	22	−4	•••—
J	10	−16	•———	W	23	−3	•——
K	11	−15	—•—	X	24	−2	—••—
L	12	−14	•—••	Y	25	−1	—•——
M	13	−13	——	Z	26	0	——••