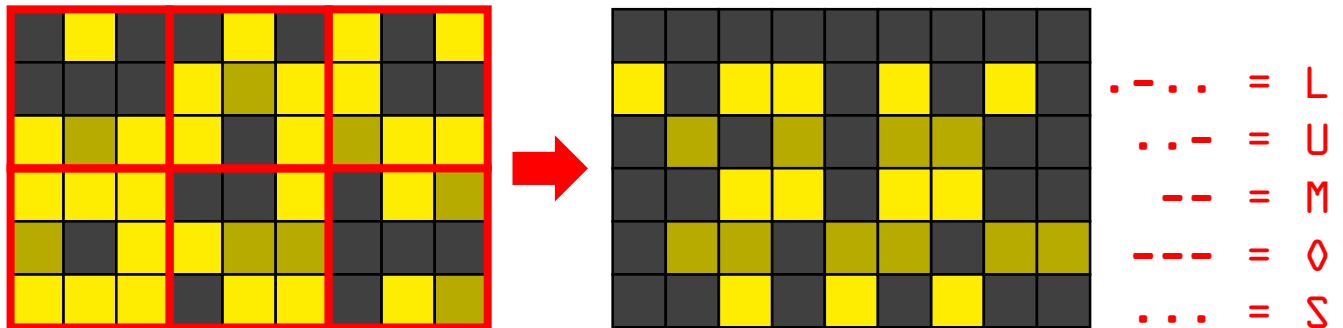




Lighten Up

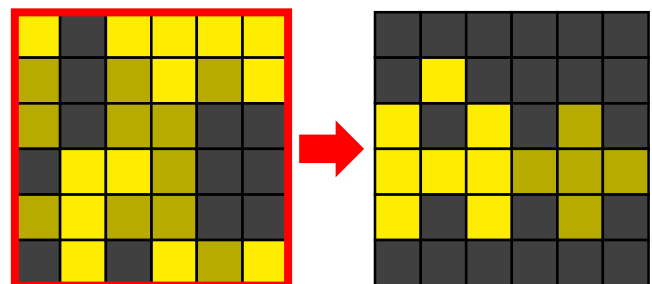
The online control panel implements a version of the game Lights Out. For each of the 3x3 blocks, the user can enter the puzzle into the control panel while in the **set** mode. In the **solve** mode, clicking a square affects the selected square and the 4 adjacent squares in a + shape. The game operates mod 3 with 3 different levels of illumination. Once all 9 cells are fully illuminated, the solution tracker shows the decoded grid. Combining the 6 grids reveals the message **LUMOS** in Morse code.

Control Panel:
bit.ly/cspuzzle4



A	• ■■■	U	• • ■■■
B	■■■ • • •	V	• • • ■■■
C	■■■ • ■■■ •	W	• ■■■ ■■■
D	■■■ • •	X	■■■ • • ■■■
E	•	Y	■■■ • ■■■ ■■■
F	• • ■■■ •	Z	■■■ ■■■ • •
G	■■■ ■■■ •		
H	• • • •		
I	• •		
J	• ■■■ ■■■ ■■■		
K	■■■ • ■■■ ■■■		
L	• ■■■ • •		
M	■■■ ■■■		
N	■■■ •		
O	■■■ ■■■ ■■■		
P	• ■■■ ■■■ •		
Q	■■■ ■■■ • ■■■		
R	■■■ • •		
S	• • •		
T	■■■		
		1	• ■■■ ■■■ ■■■ ■■■
		2	• • ■■■ ■■■ ■■■
		3	• • • ■■■ ■■■
		4	• • • • ■■■
		5	• • • • •
		6	■■■ • • • •
		7	■■■ ■■■ • • •
		8	■■■ ■■■ • • • •
		9	■■■ ■■■ ■■■ •
		0	■■■ ■■■ ■■■ ■■■

To solve complicated puzzles more easily, try the following trick: Solve the first row of the puzzle by only clicking in the second row. This lets you fully control the first row by clicking below the square you want to affect. Then solve the second row by clicking on the third, etc. This solves all the rows except the last.



Bonus
 (Not graded)