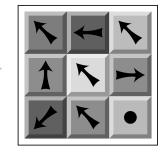
On the Subject of Flipping Squares

With every added move, the search space just... blows up.

Press any square to perform a flip.



Long-press (>.3 sec) any square to return to the original configuration.

Use the first character of the serial number to determine which configuration the arrows need to be in (the dot is the status light):

0/0	1/I	2/G	3/H	4/J/W	5/K	6/L	7/M		
× 1 ≠ ↔ • → ≠ ↓ ×			→ ¼↓ ✓ • ⊻ ↑ 、 ←	 ↓↓ ↓ 			$\begin{array}{c} \leftarrow & \searrow \\ \downarrow & \bullet & \checkmark \\ \downarrow & \bullet & \downarrow \end{array}$		
							F/V/Z		
8/N	9/P/X	A/Q	B/R/Y	C/S	D/T	E/U	F/V/Z		

Use the last character of the serial number to determine which configuration the colors need to be in:

0/8 1/9			2			3		4			5			6			7						
R	0		В	G	R	I	P	В	Y	Z	I	Y	0	R	R	G	В	B G R	P	Ι	I	Z	Y
G	C	Z	Р	C	0	Z	C	G	0	C	Р	Z	C	G	0	C	Р	G	C	Z	P	C	0
В	P	I	I	Z	Y	Y	0	R	R	G	В	I	P	В	Y	Z	I	R	0	Y	В	G	R

Colors are: R = red, O = orange, Y = yellow, G = green, C = cyan, Z = azure, B = blue, P = purple, I = pink.

The solution can always be performed in no more than 4 flips.