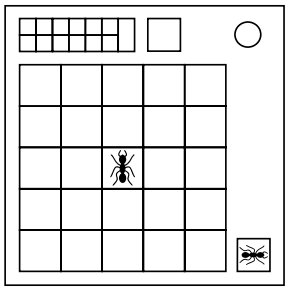
On the Subject of Langton's Ant



As an ant, you wouldn't have to alter the text to read this.

See Appendix A for indicator identification reference.
See Appendix B for battery identification reference.
See Appendix C for port identification reference.

This module shows a 5×5 grid of grey squares with an ant in the center, a color palette and a button with an ant label.

Clicking each space on the module will change the color of the square to the color currently selected in the color palette. The twelve possible color variations are red, lime, white, yellow, blue, brown, forest, orange, black, cyan, magenta and purple. This is also the order of the coloring sequence.

To solve the module, color each square in the ant's path with its last attributed color and then press the ant button.

The ant will move until it leaves the grid. Each of the ant's movements consists in changing the color of its current square to the valid color that comes after the square's current color in the sequence (or Red if it was not painted). The coloring sequence loops around. Then, the ant will rotate clockwise or counter-clockwise according to the current square's color, and move one space forward in the direction it is facing.

Use the table below to identify what colors are valid and what rotation they apply to the ant.

Always valid. CCW if there is exactly one battery. Else, CW.	Valid if there is a prime nº of solved modules. CW if there are at least 5 batteries. Else, CCW.	Valid if there are three or more port plates. CW if there is a modded port present. Else, CCW.	Valid if there is at least one empty port plate. CCW if there is an odd nº of port plates. Else, CW.	Valid if there is an FRK indicator. CCW if there are less than three indicators. Else, CW.	Valid if there is an equal nº of odd and even digits in the serial number. CW if there is an even nº of battery holders. Else, CCW.
Valid if there are at least two vowels in the serial number. CW if there is an even number of batteries. Else, CCW.	Valid if there is a prime nº of unsolved modules. CCW if there is an NLL indicator. Else, CW.	Valid if the nº of ports is equal to the nº of batteries or indicators. CCW if there are at least three digits in the SN. Else, CW.	Valid if there are five or less solved modules. CCW if there are exactly three indicators. Else, CW.	Valid if there is a BOB indicator. CW if there is no DVI-D port. Else, CCW.	Always valid. CCW if no other valid color goes CCW. Else, CW.