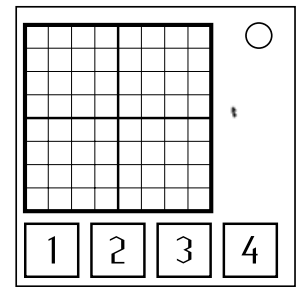


On the Subject of Belittling Bitmaps

Over 18 quintillion combinations, fun fact, none of them actually matter.

- Start at row equal to last digit of serial number.



#	Rule	Answer
0	<u>1</u> Q has ≤ 5 <u>W</u> pixels	<u>W</u> in other Qs
1	Most <u>W</u> Qs = lit inds.	Battery count
2	<u>1</u> row or column is solid	x/y coord of row or column
3	Most <u>B</u> Qs > Most <u>W</u> Qs	Most <u>B</u> Qs
4	Total <u>W</u> ≥ 36	Total <u>W</u>
5	Most <u>W</u> Qs > Most <u>B</u> Qs	<u>B</u> count in Q with fewest <u>B</u>
6	Q has ≤ 5 <u>B</u> pixels	<u>B</u> in other Qs
7	Most <u>B</u> Qs = unlit inds.	Port count
8	Solid 3x3 square	x coord of first square in reading order
9	Most <u>W</u> Qs = Most <u>B</u> Qs	First number in S#