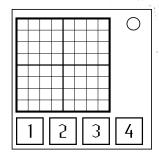
On the Subject of Not Bitmaps

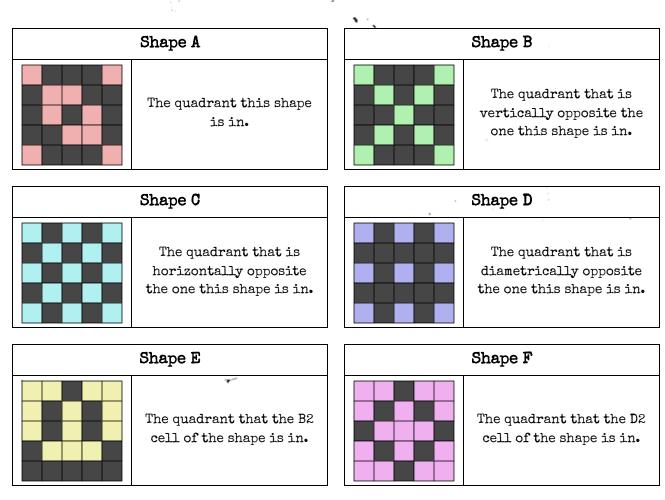
Over 18 quintillion combinations. Some of them look cool. Others, they scare me.

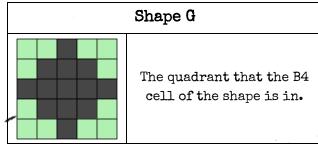
A Not Bitmaps module will cycle through four different colored 8×8 bitmaps. You may press the screen at any time to pause or unpause the cycle.

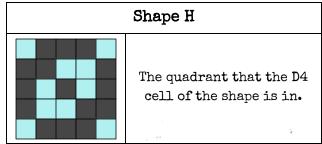


Each of the bitmaps will have a 5×5 shape from the tables below present within it. Neither the bitmap nor the shape wrap around.

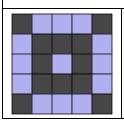
Based on the shape and the quadrant that the center cell is present in, press the button equivalent to the quadrant that the shape's rule refers to. The quadrants are the 4×4 subregions of the full grid. They are numbered 1-4 in reading order.





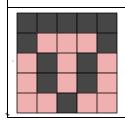


Shape I



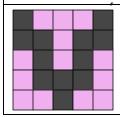
The quadrant n clockwise from the one this shape is in, where n is the third character of the serial number.

Shape J



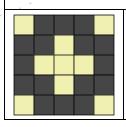
The quadrant *n* clockwise from the one this shape is in, where *n* is the sixth character of the serial number.

Shape K



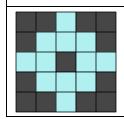
The quadrant *n* counterclockwise from the one this shape is in, where *n* is the number of indicators.

Shape L



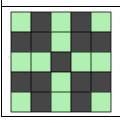
The quadrant n counterclockwise from the one this shape is in, where n is the number of ports.

Shape M



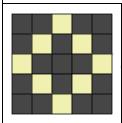
The quadrant *n* clockwise from the one this shape is in, where *n* is the first character of the serial number (A=1, Z=26).

Shape N



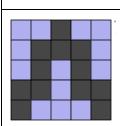
The quadrant *n* clockwise from the one this shape is in, where *n* is the second character of the serial number (A=1, Z=26).

Shape 0



The quadrant *n* counterclockwise from the one this shape is in, where *n* is the fourth character of the serial number (A=1, Z=26).

Shape P



The quadrant n counterclockwise from the one this shape is in, where n is the fifth character of the serial number (A=1, Z=26).