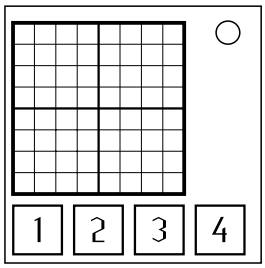
On the Subject of Bitmaps



Over 18 quintillion combinations, only some of them actually matter.

- Have the defuser count the number of light pixels (called "white") and dark pixels (called "black") per quadrant.
- There are 16 pixels per quadrant and 64 pixels in total.
- Start at the box numbered with the last digit in the serial number (top left). Search clockwise for the first box whose condition (middle) applies, then read its answer (bottom).
- Finally, with the answer from the previous step, use the instructions in the center between the boxes to determine which button to press.

#0	1x ▫ < 6
Exactly one quadrant has less than 6 white pixels.	
The total number of white pixels in the other three quadrants	

▶

#1	▣ = lit [???]
There are exactly as many mostly-white quadrants as there are lit indicators.	
The number of batteries (not holders).	

▶

#2	— or |
Exactly one row or column (8 pixels length) is completely white or completely black.	
Its x-/y-coordinate, starting from 1 in the top left.	

▼

#3	▣ < ◘
There are fewer mostly-white quadrants than mostly-black quadrants.	
The number of mostly-black quadrants.	

▼

#4	▫ > 35
The entire bitmap has more than 35 white pixels.	
The total number of white pixels.	

▼

#5	▣ > ◘
There are more mostly-white quadrants than mostly black quadrants.	
The smallest number of black pixels in any quadrant.	

◀

#6	1x ▪ < 6
Exactly one quadrant has less than 6 black pixels.	
The total number of black pisels in the other 3 quadrants.	

◀

#7	◘ = unlit [???]
There are exactly as many mostly-black quadrants as there are unlit indicators.	
The number of ports.	

▲

#8	■ or □
There is a 3x3 square that is completely white or completely black.	
The x-coordinate (starting at 1) of the center of the first such square in reading order.	

▲

#9	▣ = ◘
There are exactly as many mostly-white quadrants as mostly-black quadrants.	
The first numeric digit of the serial number.	

▲

Choosing the Button:

Repeatedly add or subtract 4 from the answer until the result is between 1 and 4. Have the defuser press the corresponding button to disarm the module.

B

Cut
me
off