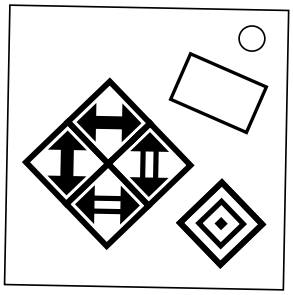
On the Subject of Not Double-Oh



Stirred, not shaken. Hang on...

A Not Double-Oh module has four arrow buttons, a submit button, and a display which will initially appear blank. Pressing the submit button will activate the module.

The display will then light up, and show a two-letter pair of letters A-H, representing a position in the table below. However, the segments's positions have been shuffled, and display nonsense rather than letters.

The four arrowed buttons have two functions each, based on whether the last digit of the timer is even or odd. These functions will move you around in the table below, however their functions have also been shuffled. These functions include:

- Toggling between an even or odd column within the 4×4 subgrid
- Toggling between an even or odd row within the 4×4 subgrid
- Toggling between the left or right half within the 4×4 subgrid
- Toggling between the top or bottom half within the 4×4 subgrid
- Toggling between the left or right half of the entire 8×8 grid
- Toggling between the top or bottom half of the entire 8×8 grid
- Flipping your position horizontally across the entire 8×8 grid
- Flipping your position vertically across the entire 8×8 grid

In this phase, you are freely allowed to press the arrow buttons. After determining the functionalities of each button, press the submit button to enter the next phase.

The display will now unshuffle, and proceed to cycle between eight two-letter pairs. There is a gap where the display appears blank. This will help deduce the start and end of the sequence.

The first pair in the sequence will indicate your starting position, and the next seven pairs indicate the seven goal positions you have to navigate to. Every movement within the grid must land on a goal position. Press the submit button to enter the final phase.

The display will show your current position. Navigate to the seven goal positions in order. Navigating to a cell that is not a goal position will incur a strike and fully reset the module. Successfully navigating to all seven goal positions will disarm the module.

FH	DB	CB	HB	AC	EA	AG	HE
GE	HG	GC	DD	GF	FC	FF	BB
CA	HC	CG	AH	DE	AD	DC	FE
DA	BE	AB	CC	BC	HA	AA	BA
AF	HF	EG	FB	EE	BD	EF	BG
CE	GB	ED	AE	HH	DG	FA	DH
GA	GD	EH	EB	DF	GH	CD	FG
EC	FD	CF	GG	BH	HD	BF	CH