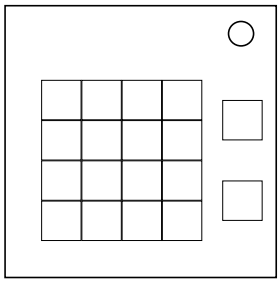
On the Subject of Game Changer



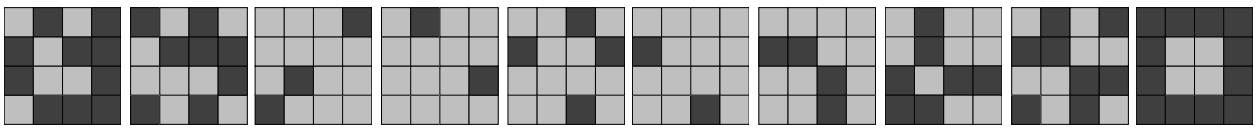
Wait... Ten stages?! I thought you said there were only three!

The buttons on the right are respectively the RESET and SUBMIT button.
To solve the module solve the 4×4 game of life grid for each iteration. The rules for this game are different to the normal Game of Life.
Cell birth, or when a black cell should turn into a white cell, depends on the top half of the grid. For every white cell in the top half, take its position in reading order. F.E. A1 is 1; B3 is 7. The values obtained indicate how many cells adjacent to a black cell should be white, in order to turn said black cell white. Diagonals are included!
Cell survival, or when a white cell should stay white, depends on the bottom half of the grid. For every white cell in the bottom half, take its position in reading order ignoring the top two rows. F.E. C1 is 1, D2 is 6. These values indicate how many white cells should be adjacent a white cell for it to stay white. If it should not stay white turn it black.
The edge of the grid should be considered consisting of black/dead cells. No cells get born or survive without any white neighbors.

The module will solve whenever the next iteration was previously submitted. Because it is possible to get a ten iteration seed, you can instead of solving the module normally, solve it instantly for the cost of a strike by clicking the statuslight. **This will only work after having submitted three iterations, but the strike will always incur.**

Example and explanation

Black cells should be thought of as dead, and white as alive. This example uses a very unlucky ten iteration case. The final stage is stable.



The first grid has the following rules: birth on 1, 3, or 6; survival on 2, 3, or 5. Therefore A2, A3, B1, B4, D1, and D4 get born; A1, A4, B2, and C1 die. This results in the second grid.

For the second grid the following rules apply: birth on 2, 4, or 5; survival on 1, 2, 3, 6, or 8. Applying these rules on the specific grid they came from results in the third grid, and so on.

The final grid is stable, as every white cell has 2 or 3 white neighbors and every black cell does not have 6 or 7 white neighbors (because there are only 4 white cells).