

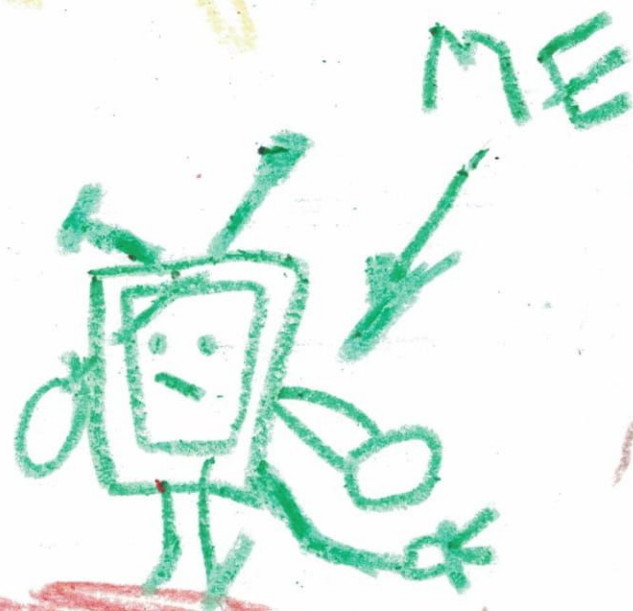
X

A

SASHAS

MASHEEN

MANUL

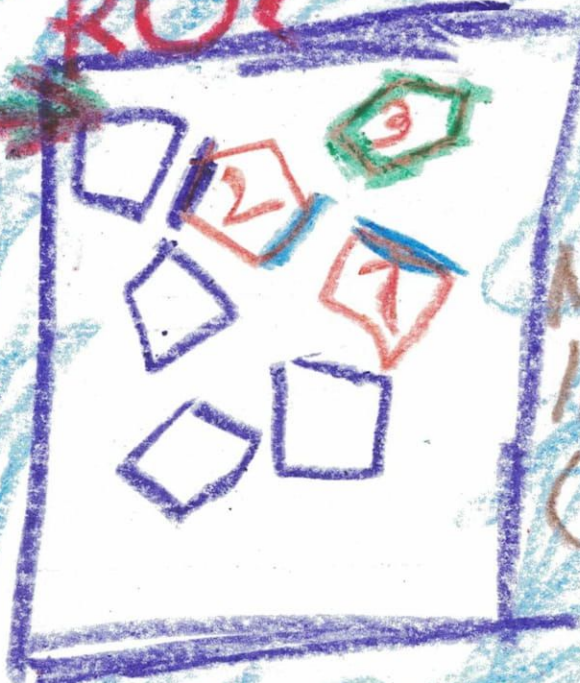


ISTUCSHUN
CLICK

HOW TO CONTROL



0	*	*	*	*
1	*	*	*	*
2	*	*	*	*
3	*	*	*	*
4	*	*	*	*
5	*	*	*	*

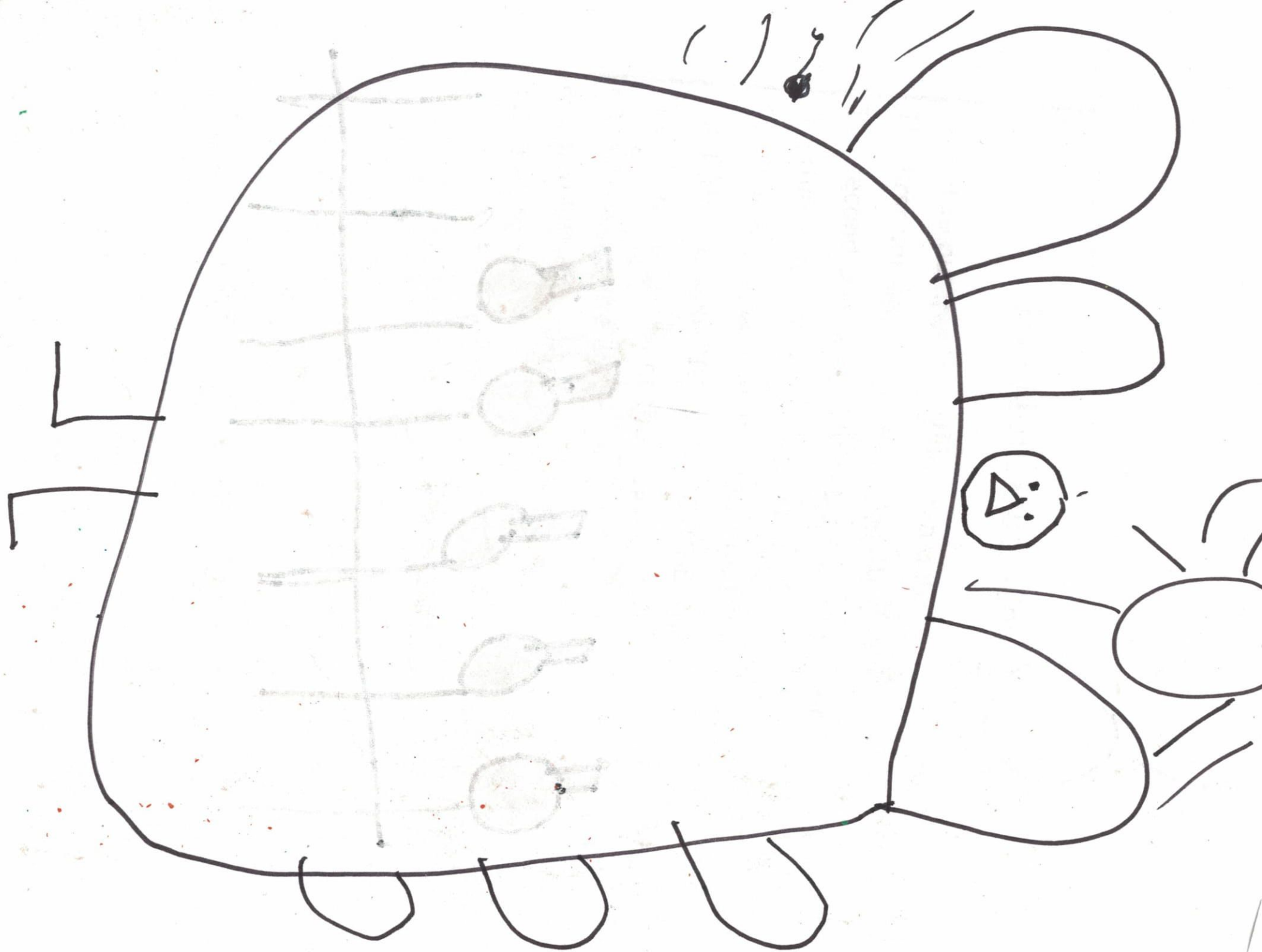


MOVE
IN
TO
OUT

BUTTY
D



TEST

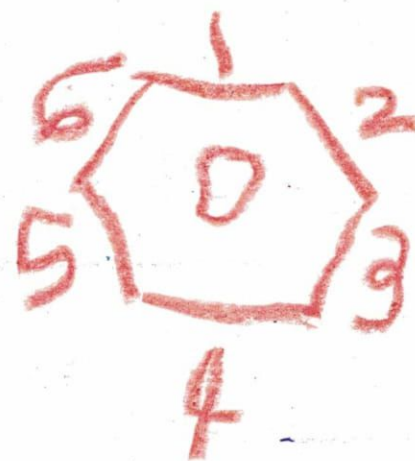


HI

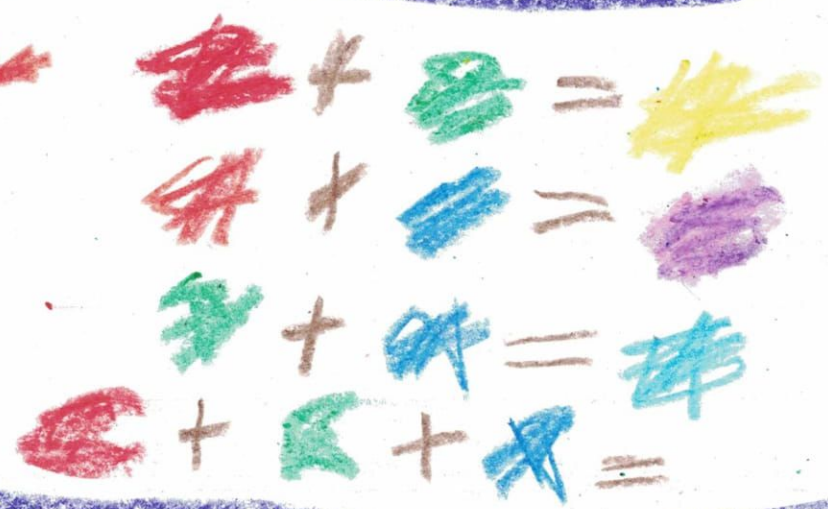
~~NEW~~

STUFF

0	000	5	101	9	100
1	001	6	110	10	101
2	010	7	111	11	101
3	011	8	1000	12	1100
4	100				



O = ALL



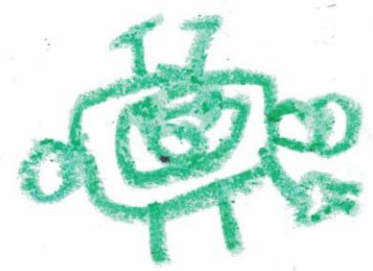
000
OP



00000 0 00

SOURCE SIEN AMT
HEX DIR

JUMP



DPS

ROTAT

000

MOVE

000

ADD/SUB

000

LOPE

000

JUMP

000

JUMP IF RED

000

JUMP IF GREEN

000

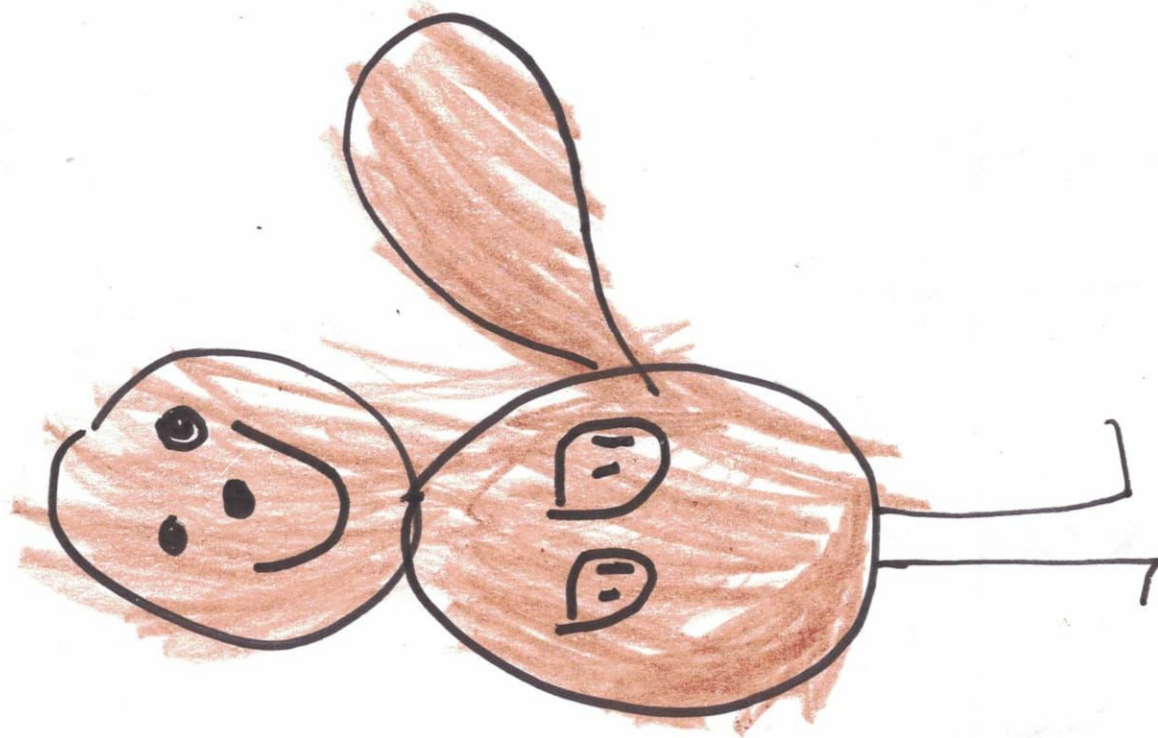
JUMP IF BLUE

000

COOL

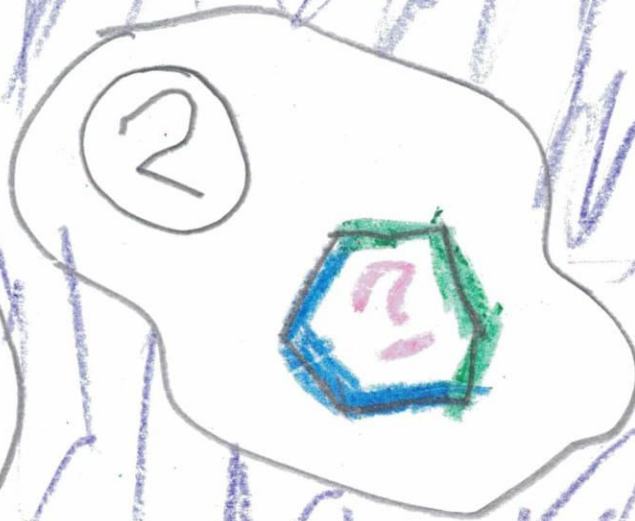
POOP A





ROTAT

OP=0000



SIEN : 0 = 0

AMT = 0

SORS HEX

0 = ALL

000

OP

0000

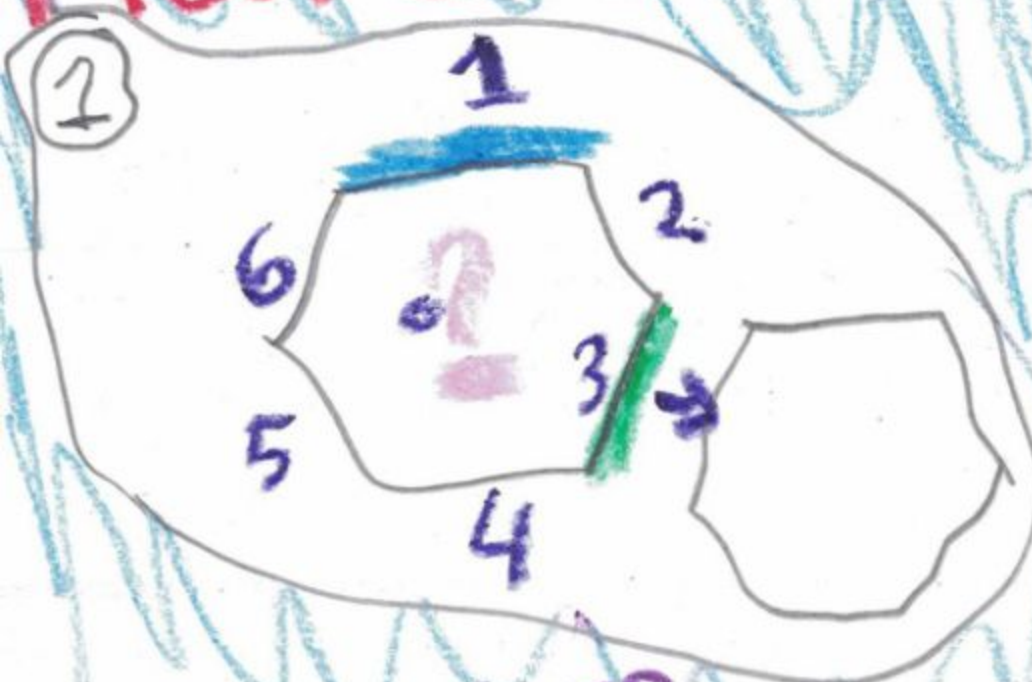
SORS

0

SIEN

MOVE

SP = 000



→ = DIR
? = SORS HEX

//
1
000 0000 000
OP ↑ 9
3 = ALL HEX



ADD / SUB

OP = 000



90RS HEX = ?
0 = ALL



SIEN =
0 = ADD
0 = SUB

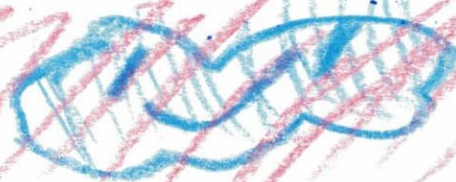
? = 13

AMT = COLOR

00 = RED
00 = GREEN
00 = BLUE

OP
SIEN
AMT

COPE



OP =
0 0 0



? = SORS HEX
0 = KILL HEX

SIEN - 0 < ADD 0 < SUB

AMDIR - COPE FROM SO-3

? = 3 0 = KILL HEX

OP SORS SIEN DIR

JUMP

OP = 00

15	0	0	0	0	0	0	0	0	0
16	0	0	0	0	0	0	0	0	0
17	0	0	0	0	0	0	0	0	0
18	0	0	0	0	0	0	0	0	0
19	0	0	0	0	0	0	0	0	0
20	0	0	0	0	0	0	0	0	0



JUMP = NEXT INSTRUCTION

MA

00 00 00 00 00 00

JUMP (0-69)

A hand-drawn diagram on a white background. On the left, the letters "DP" are written in blue. To the right of "DP" is a 3x3 grid of blue circles. Red lines are drawn across the grid, forming a pattern that resembles a stylized "X" or a series of intersecting lines. The circles are arranged in three rows and three columns. The red lines are drawn in a way that they appear to be crossing the circles.



SOS HEX - JUMP IF
0 = ALL HAVE IT

DIR (AM T) - # JUMP

$$\frac{00}{00}$$

0050
SORS

(10-7)

