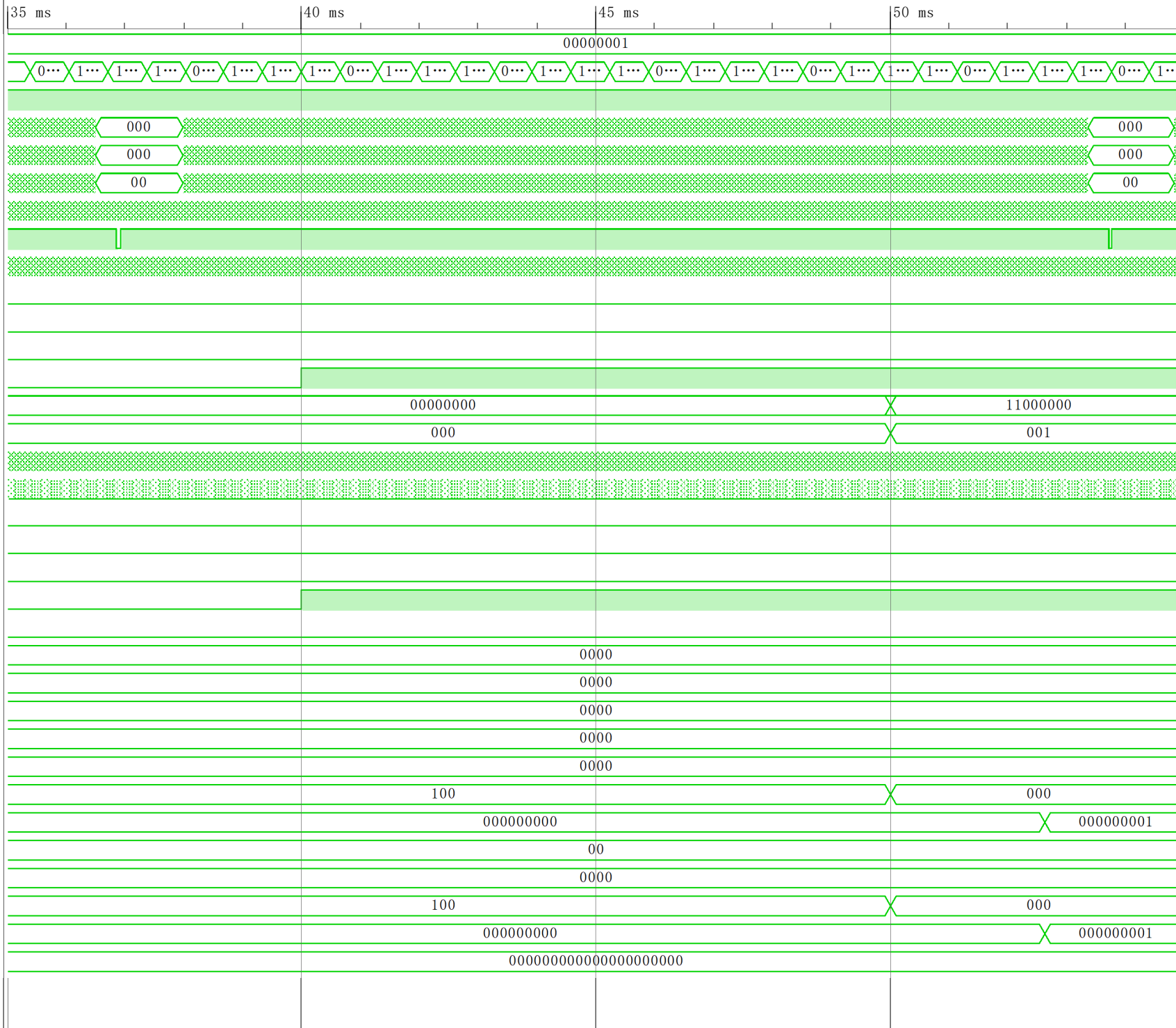


seg[7:0]
an[3:0]
dp
red[2:0]
green[2:0]
blue[1:0]
hsync
vsync
clk
clr
restart
key
jump
alex_wire[7:0]
game_state[2:0]
clk
vgackl
clr
restart
key
jump
is_alive
num3_disp[3:0]
num2_disp[3:0]
num1_disp[3:0]
num0_disp[3:0]
dino_pos[3:0]
dino_state[2:0]
tree_pos[8:0]
level[1:0]
dino_pos_reg[3:0]
dino_state_reg[2:0]
tree_pos_reg[8:0]
aaa_delay_count[20:0]



- bbb_delay_count[20:0]
- ccc_delay_count[20:0]
- ddd_delay_count[20:0]
- num3_disp_reg[3:0]
- num2_disp_reg[3:0]
- num1_disp_reg[3:0]
- num0_disp_reg[3:0]
- alex[7:0]
- p[40:0]
- q[30:0]

