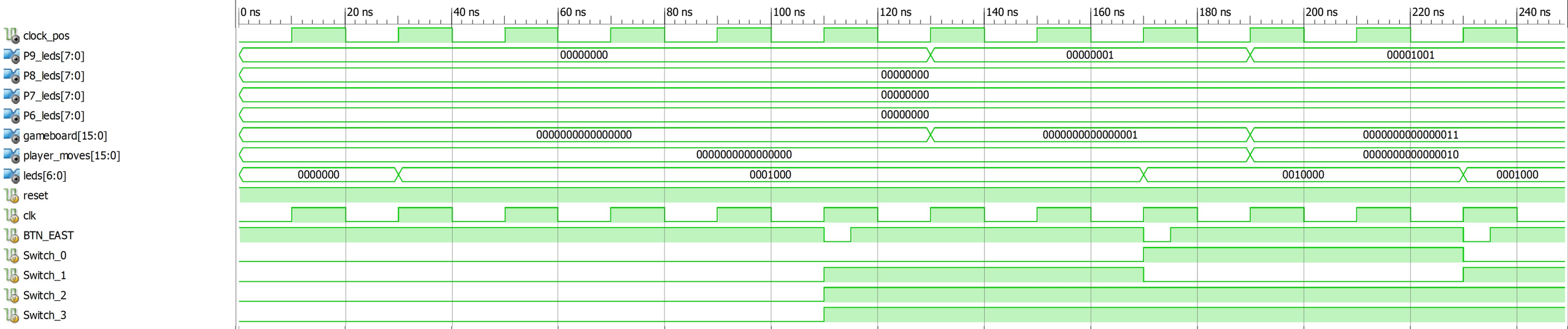
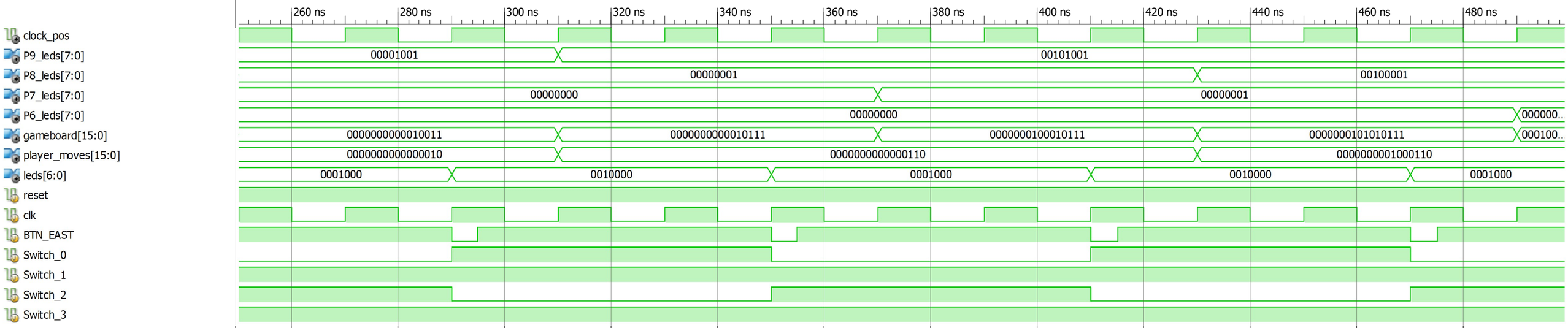
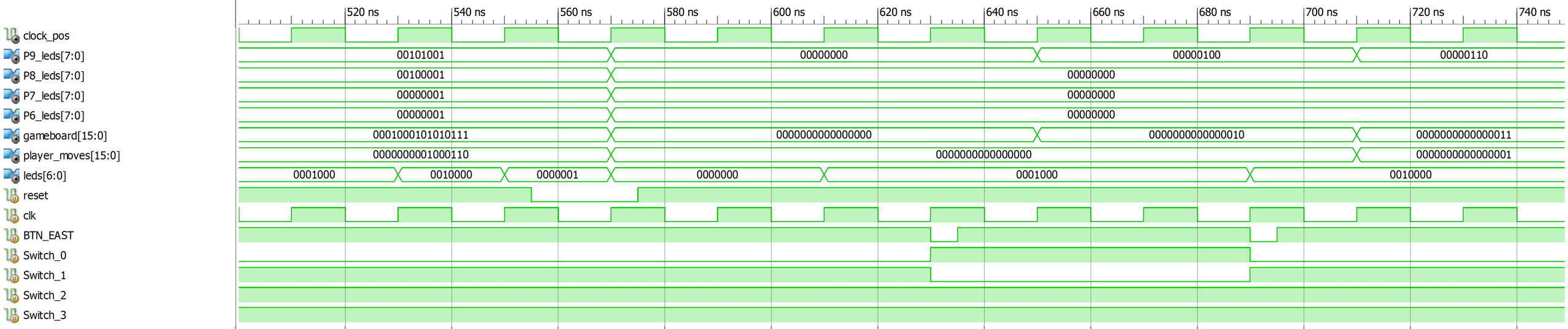
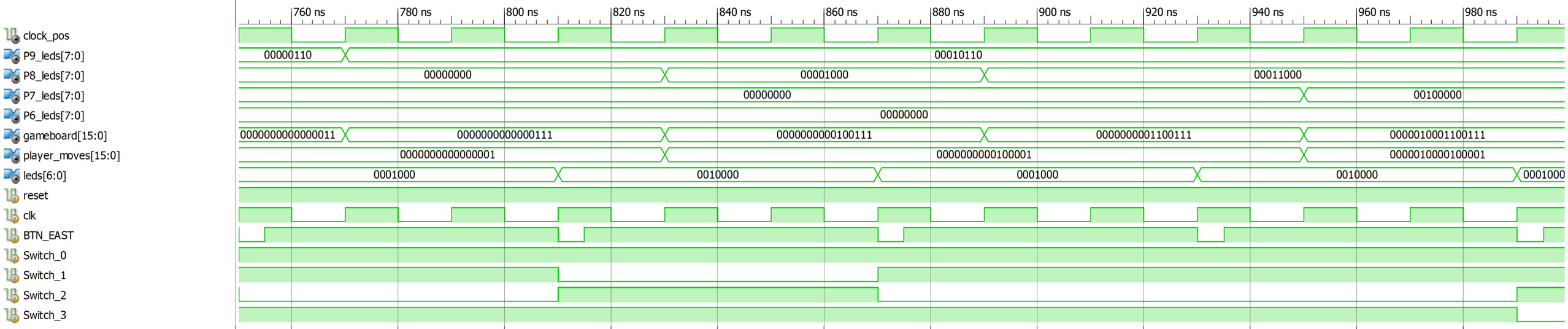
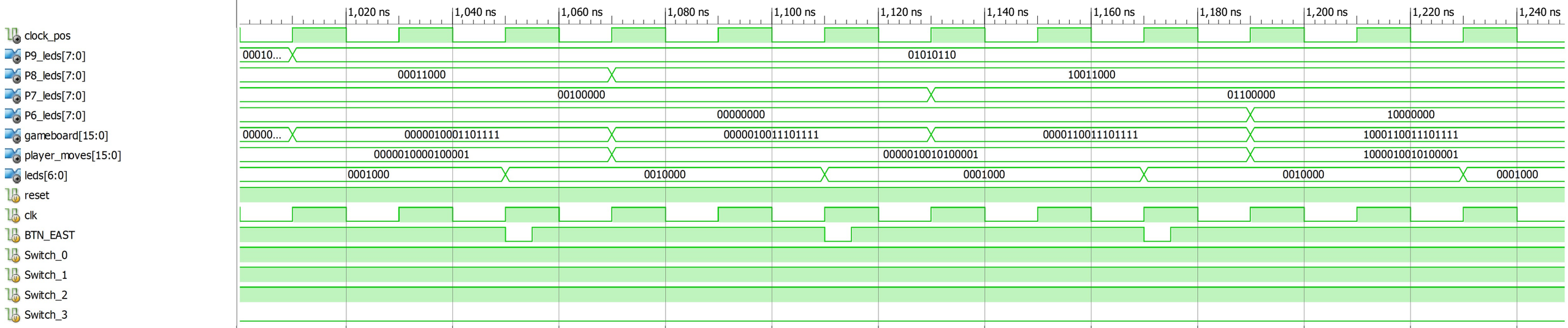
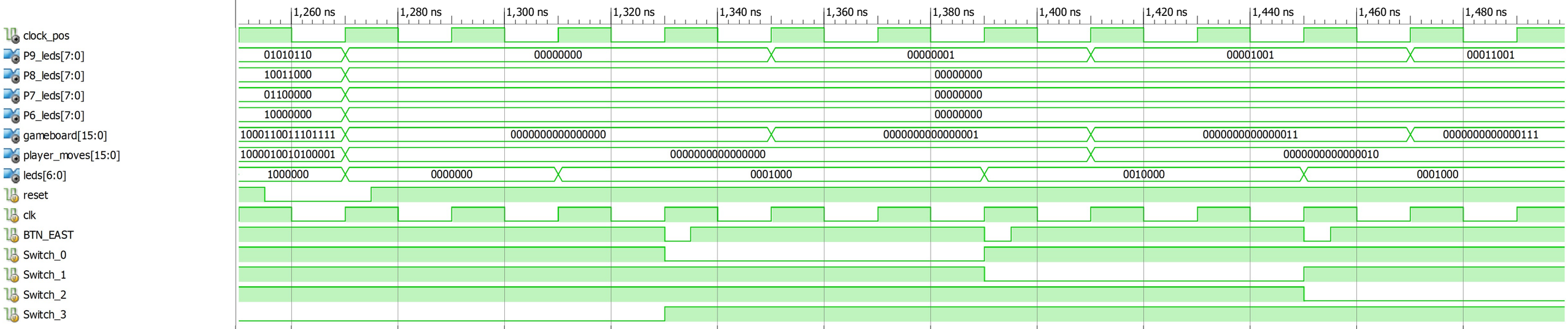

0 ns
20 ns
40 ns
60 ns
80 ns
100 ns
120 ns
140 ns
160 ns
180 ns
200 ns
220 ns
240 ns
clock_pos
P9_leds[7:0]
00000000
00000001
00001001
P8_leds[7:0]
00000000
P7_leds[7:0]
00000000
P6_leds[7:0]
00000000
gameboard[15:0]
0000000000000000
0000000000000001
0000000000000011
player_moves[15:0]
0000000000000000
0000000000000010
leds[6:0]
0000000
0001000
0010000
0001000
reset
clk
BTN_EAST
Switch_0
Switch_1
Switch_2
Switch_3

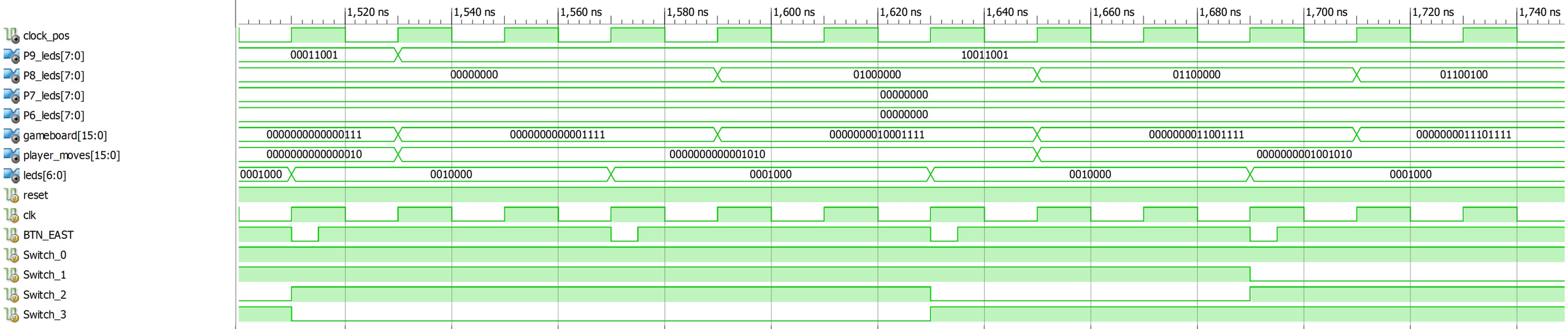

260 ns
280 ns
300 ns
320 ns
340 ns
360 ns
380 ns
400 ns
420 ns
440 ns
460 ns
480 ns
clock_pos
P9_leds[7:0]
00001001
00101001
P8_leds[7:0]
00000001
00100001
P7_leds[7:0]
00000000
00000001
P6_leds[7:0]
00000000
000000..
gameboard[15:0]
0000000000010011
0000000000010111
0000000100010111
0000000101010111
000100..
player_moves[15:0]
0000000000000010
0000000000000110
0000000001000110
leds[6:0]
0001000
0010000
0001000
0010000
0001000
reset
clk
BTN_EAST
Switch_0
Switch_1
Switch_2
Switch_3

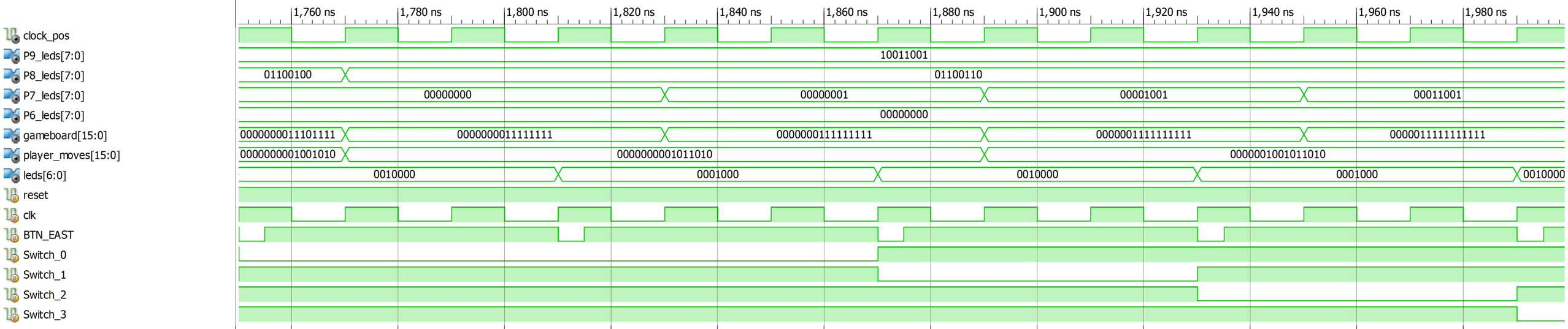

520 ns
540 ns
560 ns
580 ns
600 ns
620 ns
640 ns
660 ns
680 ns
700 ns
720 ns
740 ns
clock_pos
P9_leds[7:0]
00101001
00000000
00000100
00000110
P8_leds[7:0]
00100001
00000000
P7_leds[7:0]
00000001
00000000
P6_leds[7:0]
00000001
00000000
gameboard[15:0]
0001000101010111
0000000000000000
0000000000000010
0000000000000011
player_moves[15:0]
0000000001000110
0000000000000000
0000000000000001
leds[6:0]
0001000
0010000
0000001
0000000
0001000
0010000
reset
clk
BTN_EAST
Switch_0
Switch_1
Switch_2
Switch_3

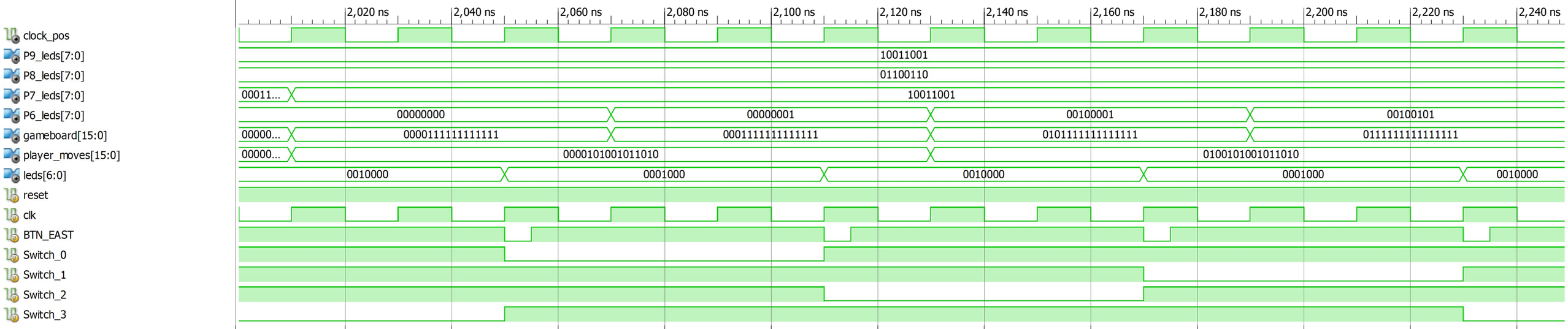

760 ns
780 ns
800 ns
820 ns
840 ns
860 ns
880 ns
900 ns
920 ns
940 ns
960 ns
980 ns
clock_pos
P9_leds[7:0]
00000110
00010110
P8_leds[7:0]
00000000
00001000
00011000
P7_leds[7:0]
00000000
00100000
P6_leds[7:0]
00000000
gameboard[15:0]
0000000000000011
0000000000000111
0000000000100111
0000000001100111
0000010001100111
player_moves[15:0]
0000000000000001
0000000000100001
0000010000100001
leds[6:0]
0001000
0010000
0001000
0010000
0001000
reset
clk
BTN_EAST
Switch_0
Switch_1
Switch_2
Switch_3

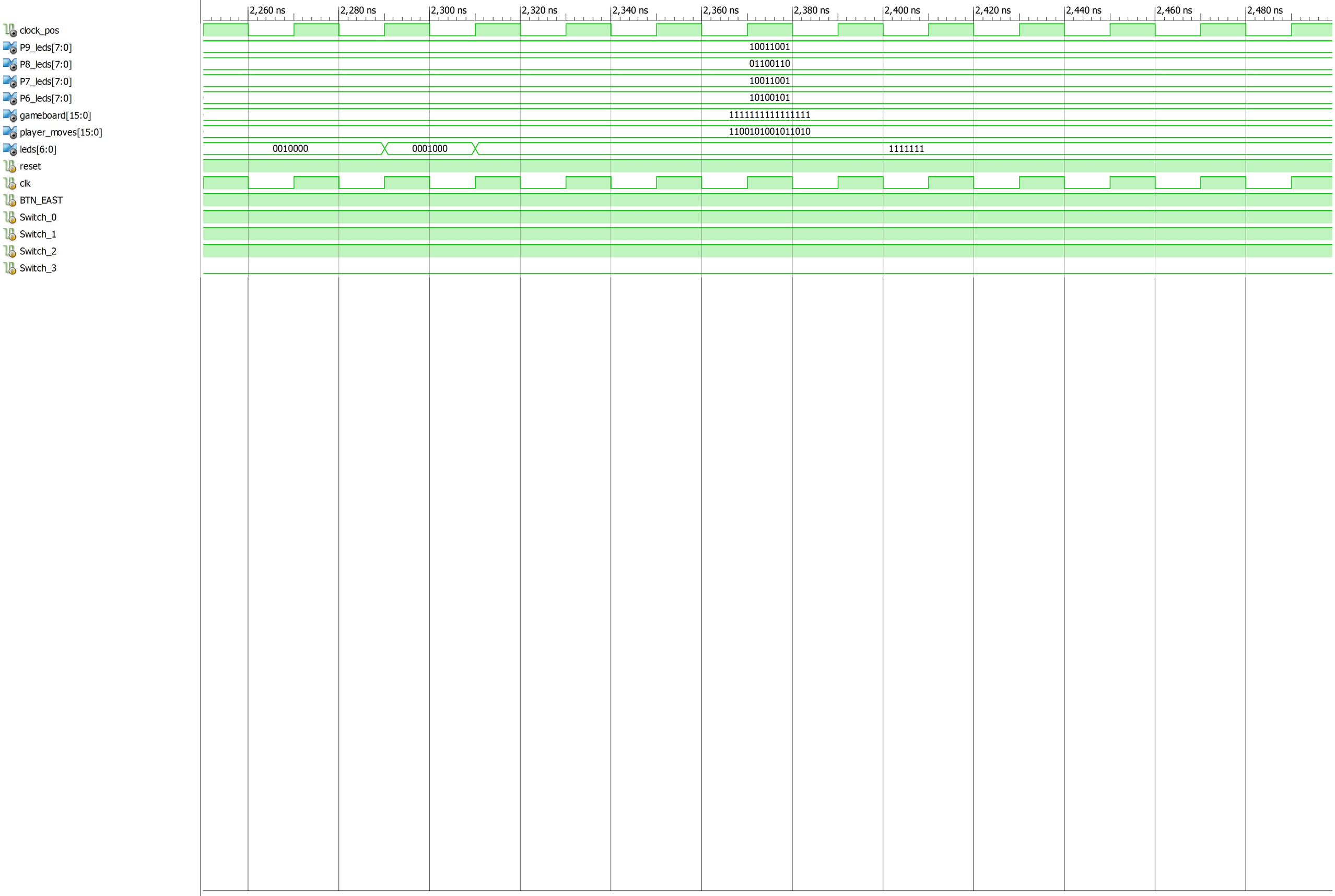

1,020 ns
1,040 ns
1,060 ns
1,080 ns
1,100 ns
1,120 ns
1,140 ns
1,160 ns
1,180 ns
1,200 ns
1,220 ns
1,240 ns
clock_pos
P9_leds[7:0]
00010...
01010110
P8_leds[7:0]
00011000
10011000
P7_leds[7:0]
00100000
01100000
P6_leds[7:0]
00000000
10000000
gameboard[15:0]
00000...
0000010001101111
0000010011101111
0000110011101111
1000110011101111
player_moves[15:0]
0000010000100001
0000010010100001
1000010010100001
leds[6:0]
0001000
0010000
0001000
0010000
0001000
reset
clk
BTN_EAST
Switch_0
Switch_1
Switch_2
Switch_3


1,260 ns
1,280 ns
1,300 ns
1,320 ns
1,340 ns
1,360 ns
1,380 ns
1,400 ns
1,420 ns
1,440 ns
1,460 ns
1,480 ns
clock_pos
P9_leds[7:0]
01010110
00000000
00000001
00001001
00011001
P8_leds[7:0]
10011000
00000000
P7_leds[7:0]
01100000
00000000
P6_leds[7:0]
10000000
00000000
gameboard[15:0]
1000110011101111
0000000000000000
0000000000000001
0000000000000011
0000000000000111
player_moves[15:0]
1000010010100001
0000000000000000
0000000000000010
leds[6:0]
1000000
0000000
0001000
0010000
0001000
reset
clk
BTN_EAST
Switch_0
Switch_1
Switch_2
Switch_3


1,520 ns
1,540 ns
1,560 ns
1,580 ns
1,600 ns
1,620 ns
1,640 ns
1,660 ns
1,680 ns
1,700 ns
1,720 ns
1,740 ns
clock_pos
P9_leds[7:0]
00011001
10011001
P8_leds[7:0]
00000000
01000000
01100000
01100100
P7_leds[7:0]
00000000
P6_leds[7:0]
00000000
gameboard[15:0]
0000000000000111
0000000000001111
0000000010001111
0000000011001111
0000000011101111
player_moves[15:0]
0000000000000010
0000000000001010
0000000001001010
leds[6:0]
0001000
0010000
0001000
0010000
0001000
reset
clk
BTN_EAST
Switch_0
Switch_1
Switch_2
Switch_3


1,760 ns
1,780 ns
1,800 ns
1,820 ns
1,840 ns
1,860 ns
1,880 ns
1,900 ns
1,920 ns
1,940 ns
1,960 ns
1,980 ns
clock_pos
P9_leds[7:0]
10011001
P8_leds[7:0]
01100100
01100110
P7_leds[7:0]
00000000
00000001
00001001
00011001
P6_leds[7:0]
00000000
gameboard[15:0]
0000000011101111
0000000011111111
0000000111111111
0000001111111111
0000011111111111
player_moves[15:0]
0000000001001010
0000000001011010
0000001001011010
leds[6:0]
0010000
0001000
0010000
0001000
0010000
reset
clk
BTN_EAST
Switch_0
Switch_1
Switch_2
Switch_3


2,020 ns
2,040 ns
2,060 ns
2,080 ns
2,100 ns
2,120 ns
2,140 ns
2,160 ns
2,180 ns
2,200 ns
2,220 ns
2,240 ns
clock_pos
P9_leds[7:0]
P8_leds[7:0]
P7_leds[7:0]
P6_leds[7:0]
gameboard[15:0]
player_moves[15:0]
leds[6:0]
reset
clk
BTN_EAST
Switch_0
Switch_1
Switch_2
Switch_3
10011001
01100110
00011...
10011001
00000000
00000001
00100001
00100101
00000...
0000111111111111
0001111111111111
0101111111111111
0111111111111111
00000...
0000101001011010
0100101001011010
0010000
0001000
0010000
0001000
0010000


2,260 ns
2,280 ns
2,300 ns
2,320 ns
2,340 ns
2,360 ns
2,380 ns
2,400 ns
2,420 ns
2,440 ns
2,460 ns
2,480 ns
clock_pos
P9_leds[7:0]
P8_leds[7:0]
P7_leds[7:0]
P6_leds[7:0]
gameboard[15:0]
player_moves[15:0]
leds[6:0]
reset
clk
BTN_EAST
Switch_0
Switch_1
Switch_2
Switch_3
10011001
01100110
10011001
10100101
1111111111111111
1100101001011010
0010000
0001000
1111111