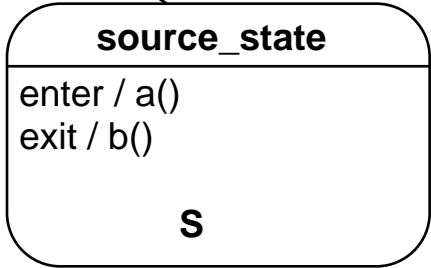
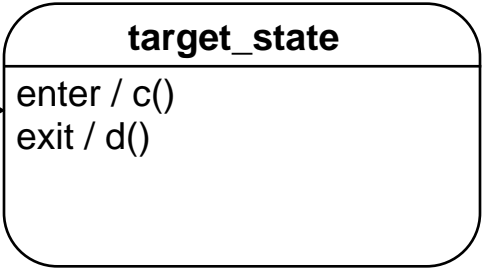


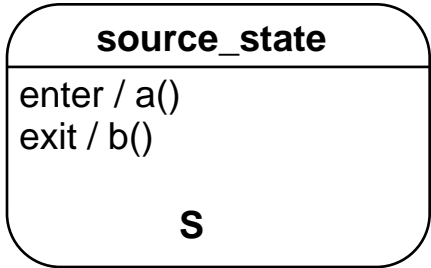
Play 1 Begins  
Their Turn



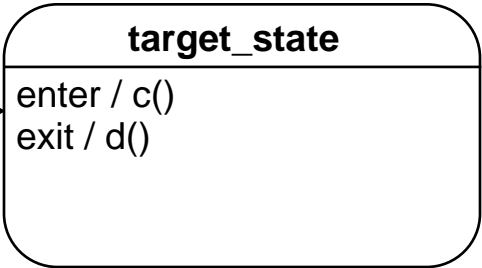
SIGNAL\_A / running\_on\_arrow()



Event(  
signal=signals.SIGNAL\_NAME)



SIGNAL\_A / running\_on\_arrow()

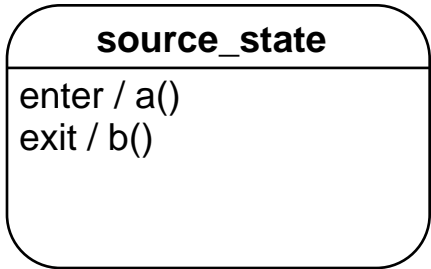


event processor starts  
moving the common  
board peices

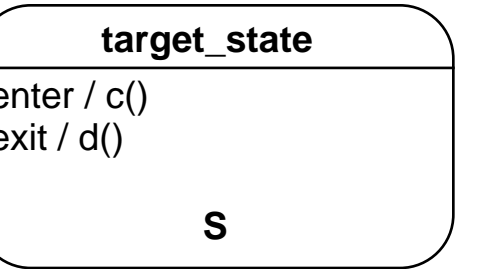
creates a list of things to do:  
[ b(), running\_on\_arrow(), c() ]

b(), runner\_on\_arrow(), c()

code run



SIGNAL\_A / running\_on\_arrow()



Player 1 ends  
their turn

RTC