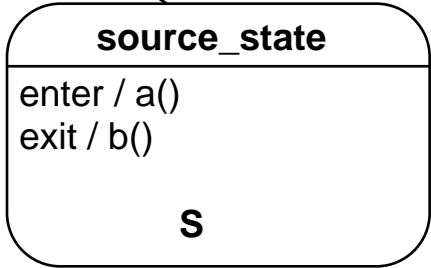
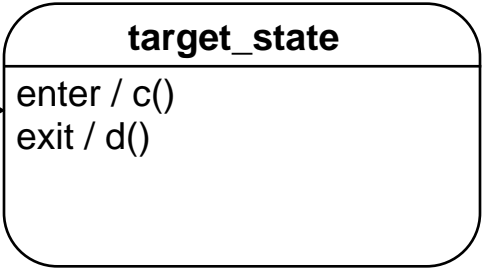


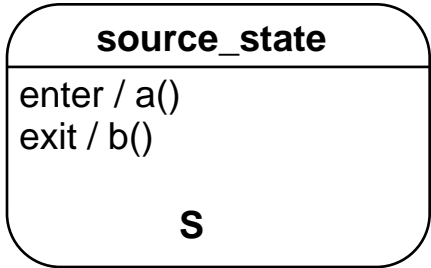
Play 1 Begins
Their Turn



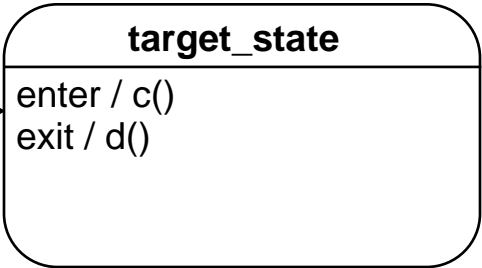
SIGNAL_A / running_on_arrow()



Event(
signal=signals.SIGNAL_NAME)



SIGNAL_A / running_on_arrow()

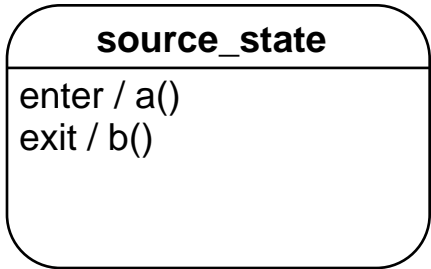


event processor starts
moving the common
board peices

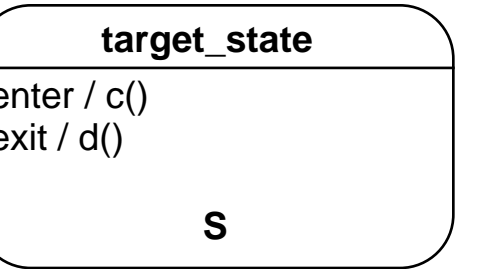
creates a list of things to do:
[b(), running_on_arrow(), c()]

b(), runner_on_arrow(), c()

code run



SIGNAL_A / running_on_arrow()



Player 1 ends
their turn

RTC