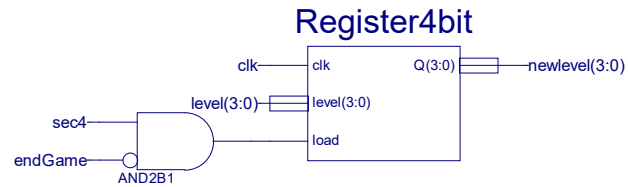


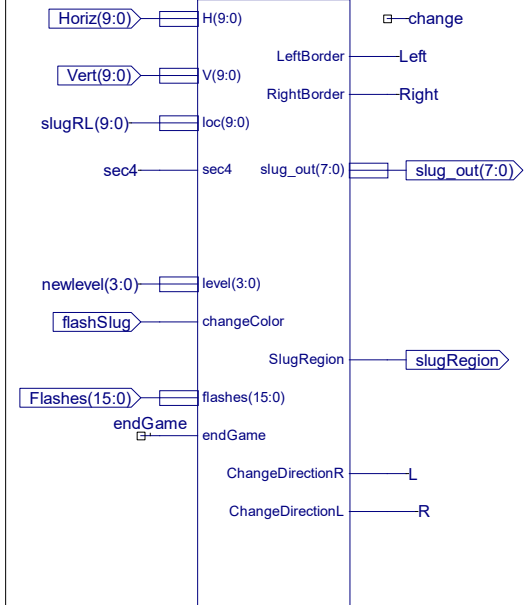
## Slug Top Level



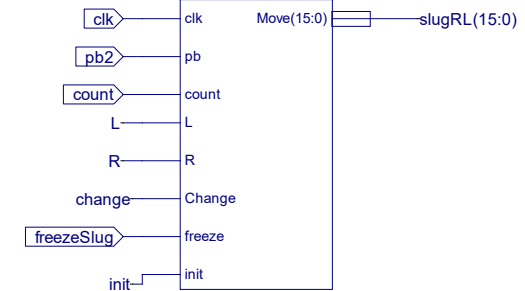
storing the level to calculate slug size

## Verilog

### Slug2



### GetTurned2



Turn direction and location logic