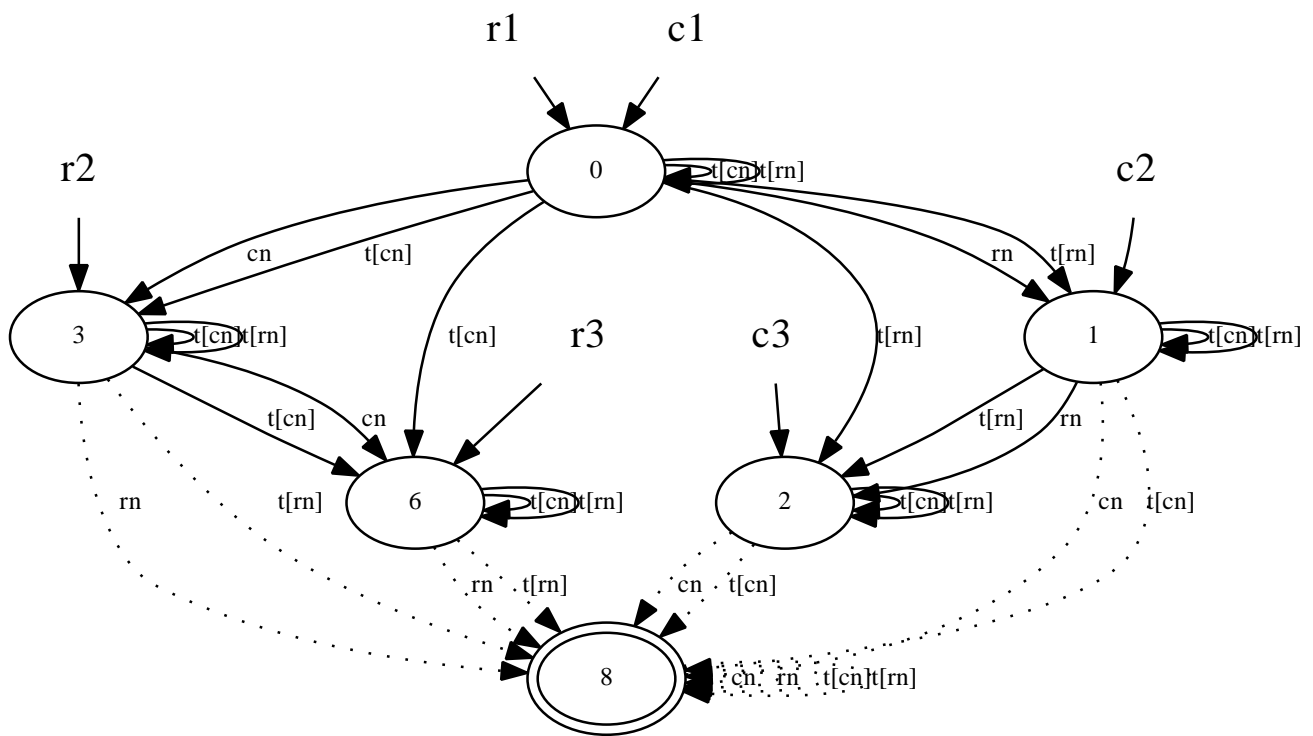
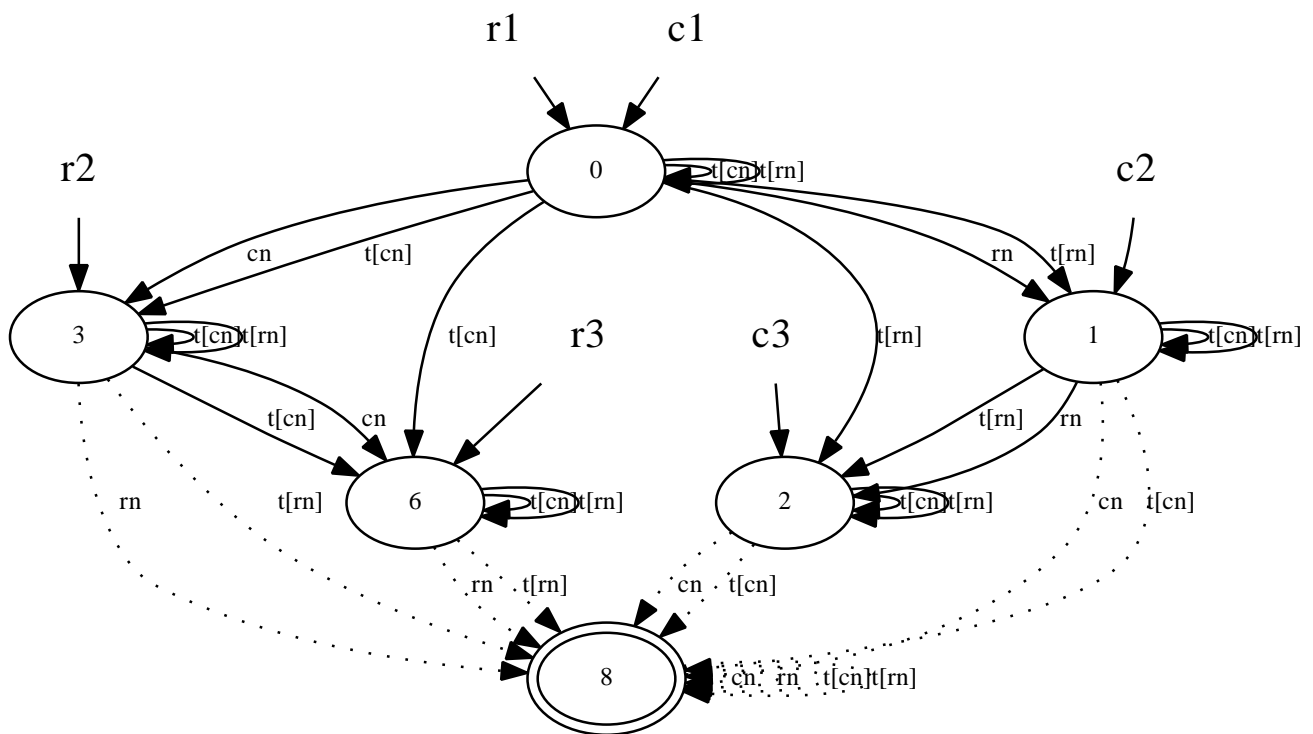


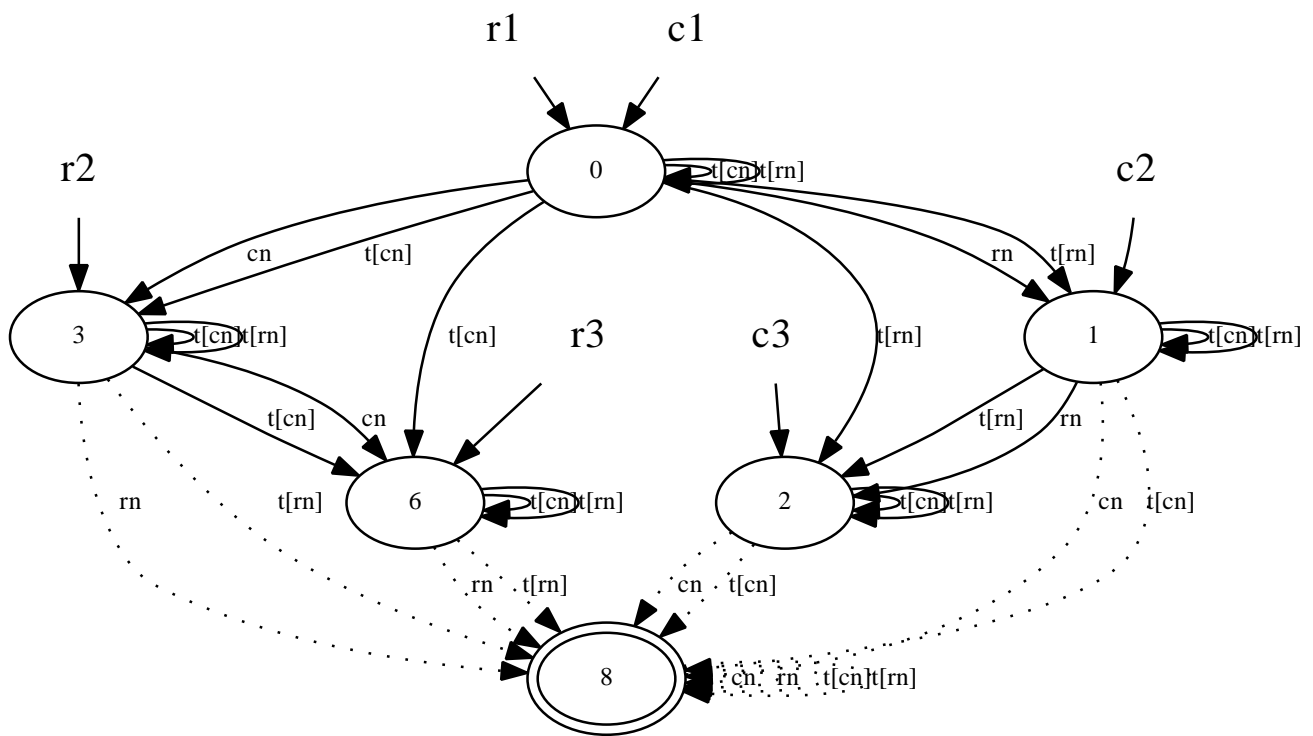
# Executing Start game over



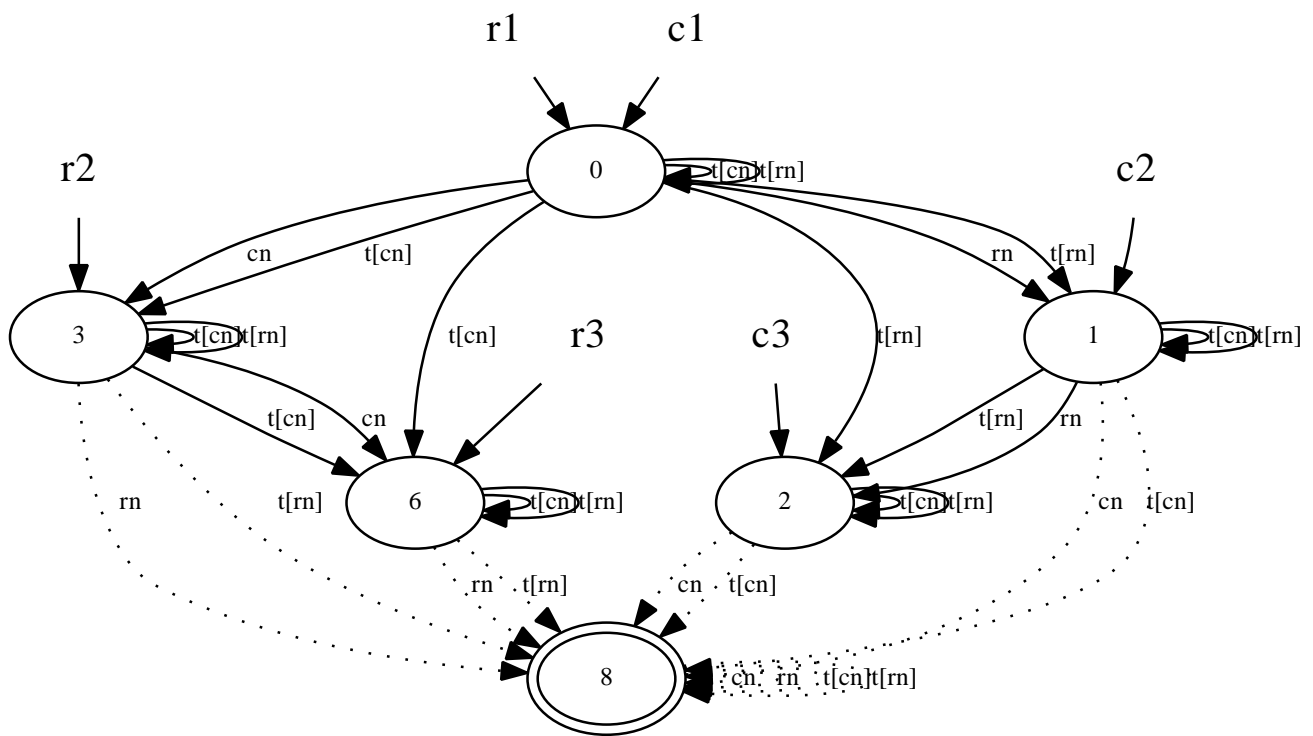
After Focus Start game over



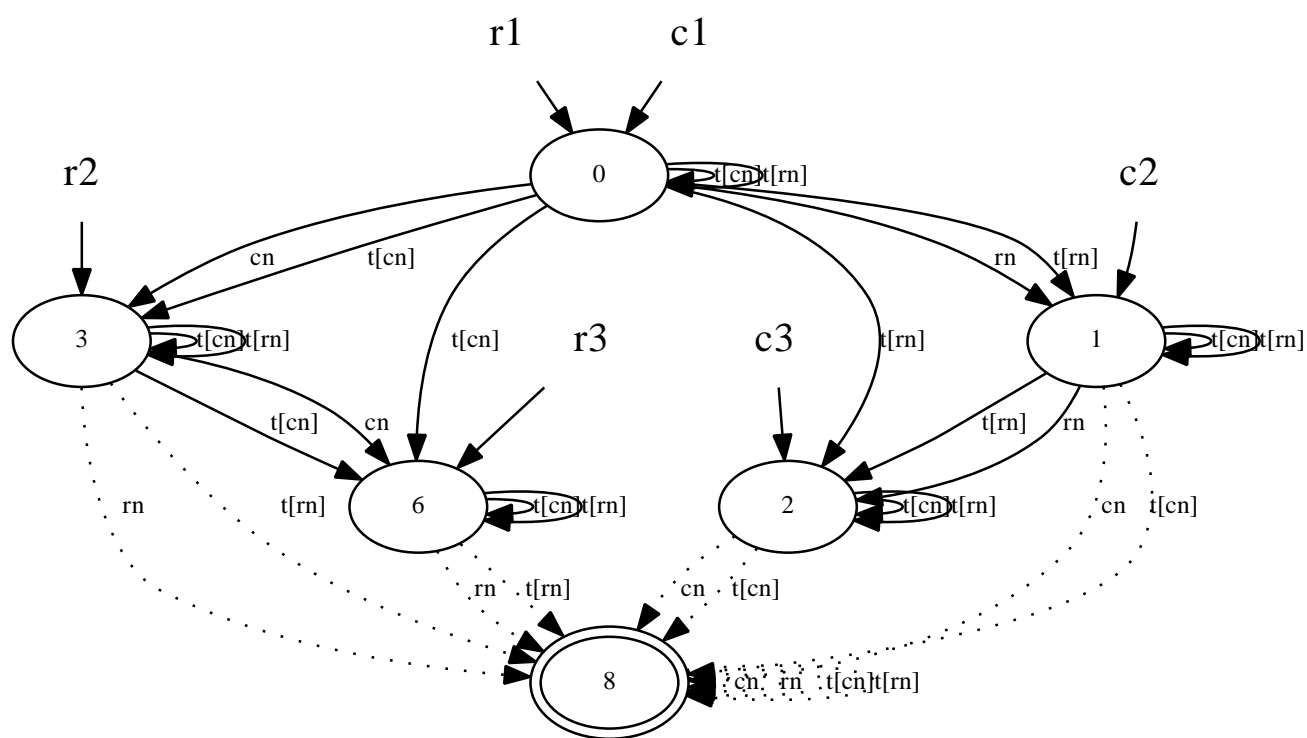
After Coerce Start game over



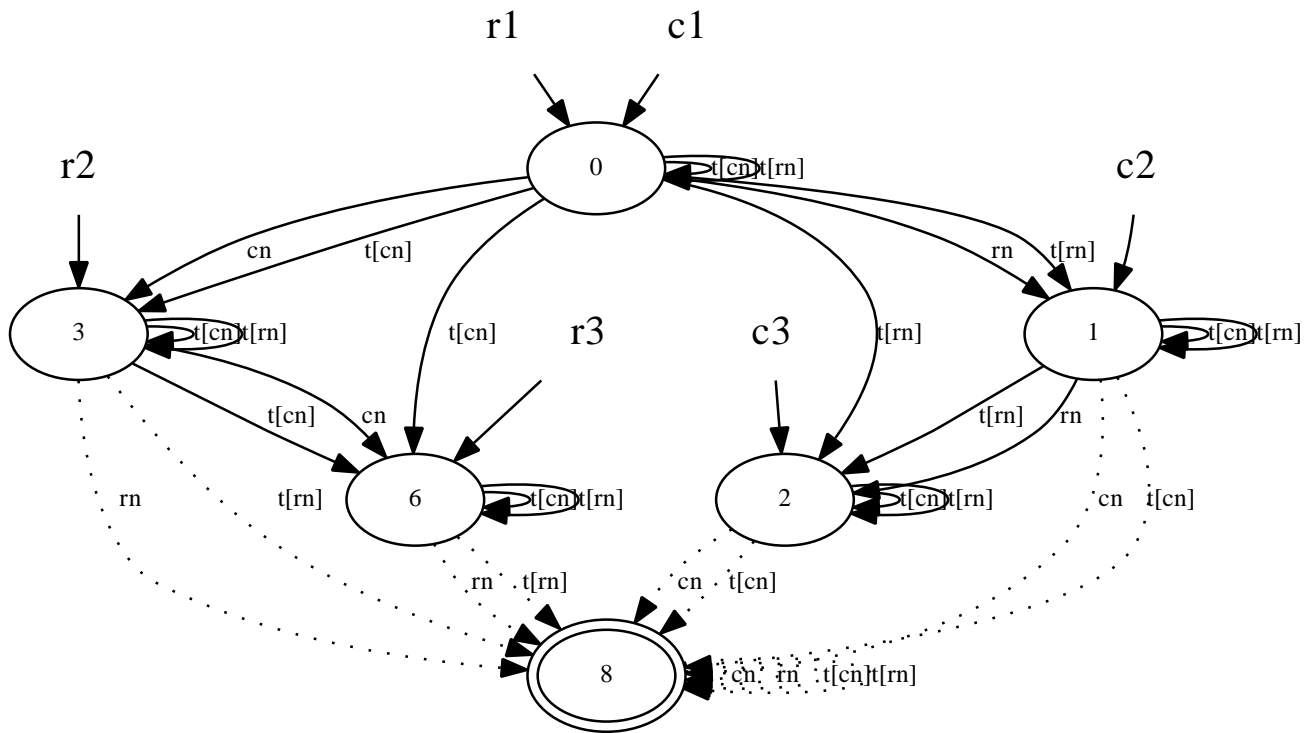
# Executing Start play



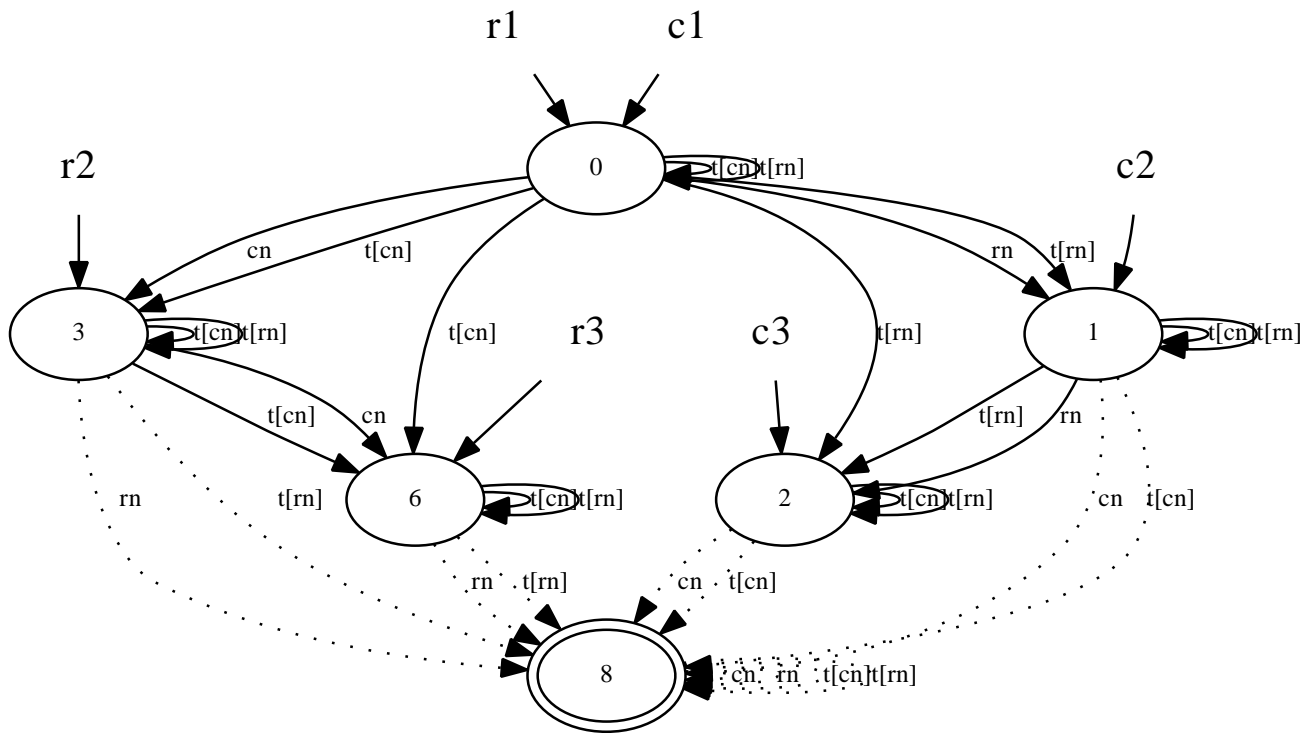
After Focus Start play



After Coerce Start play

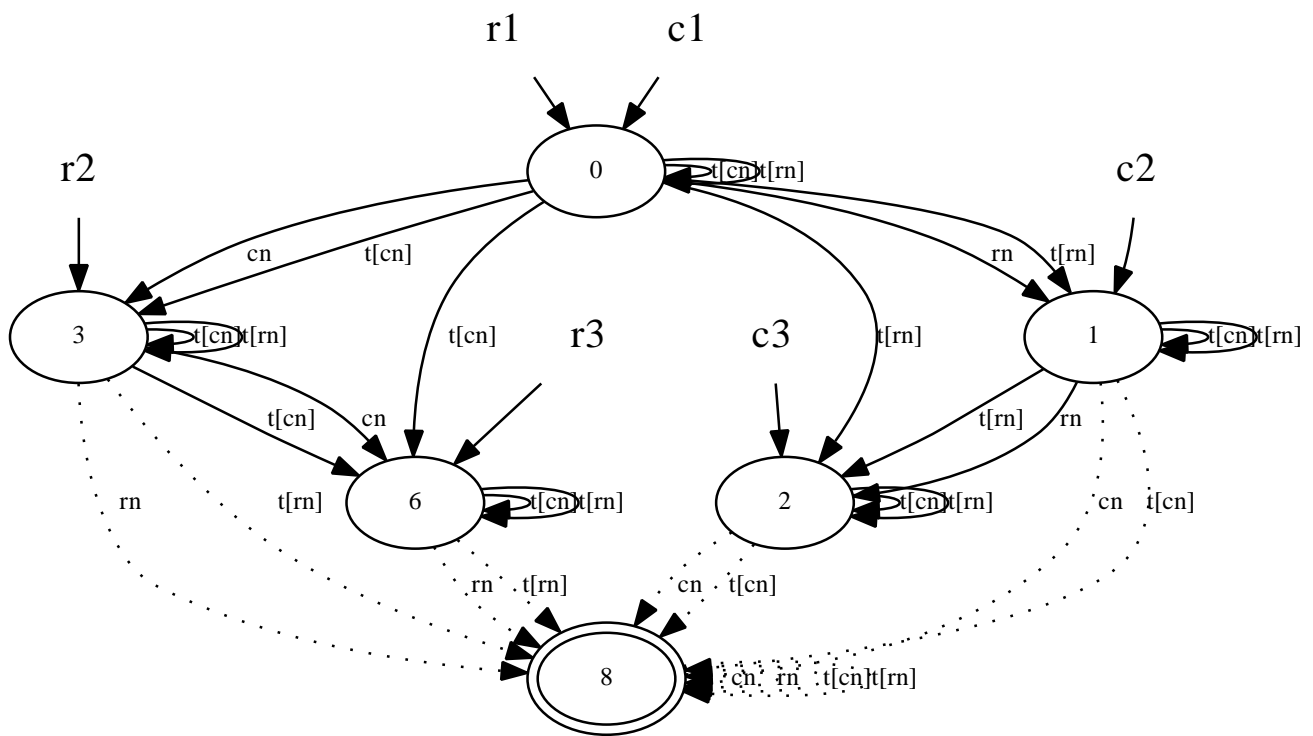


After Update Start play{ }

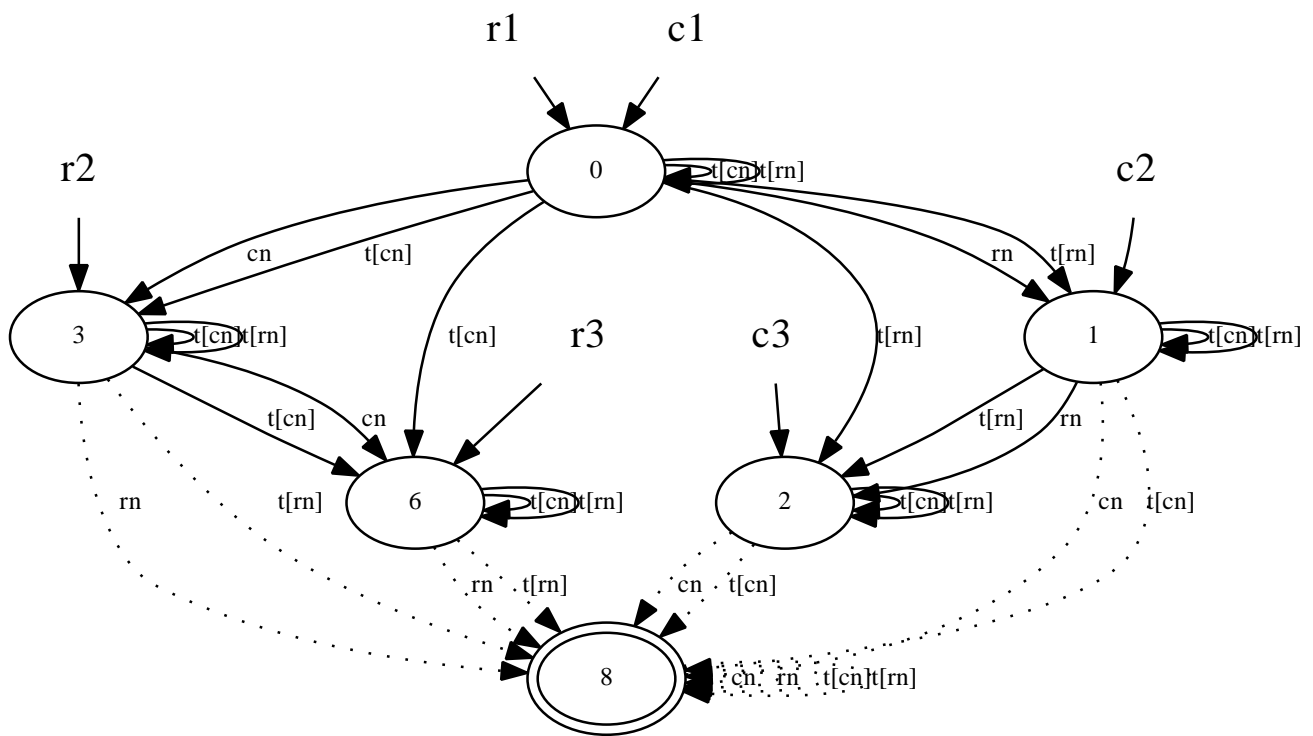




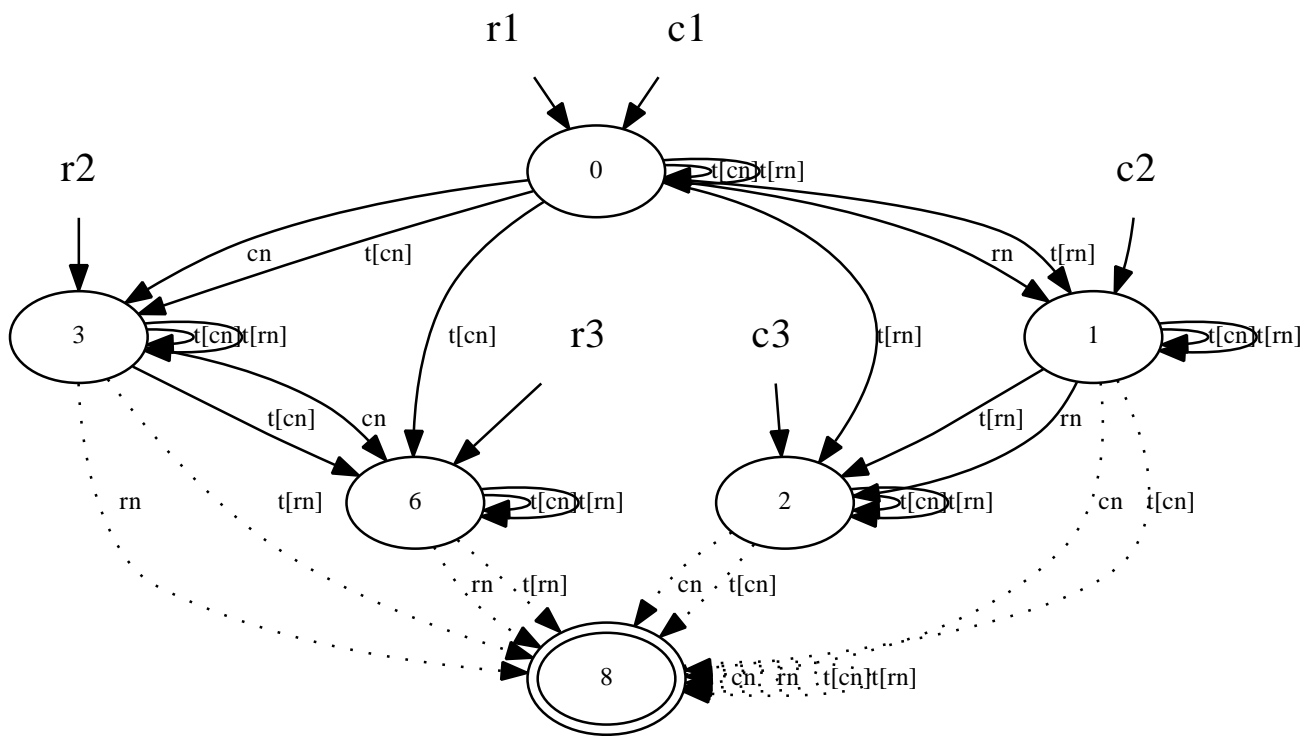
After Coerce Start play



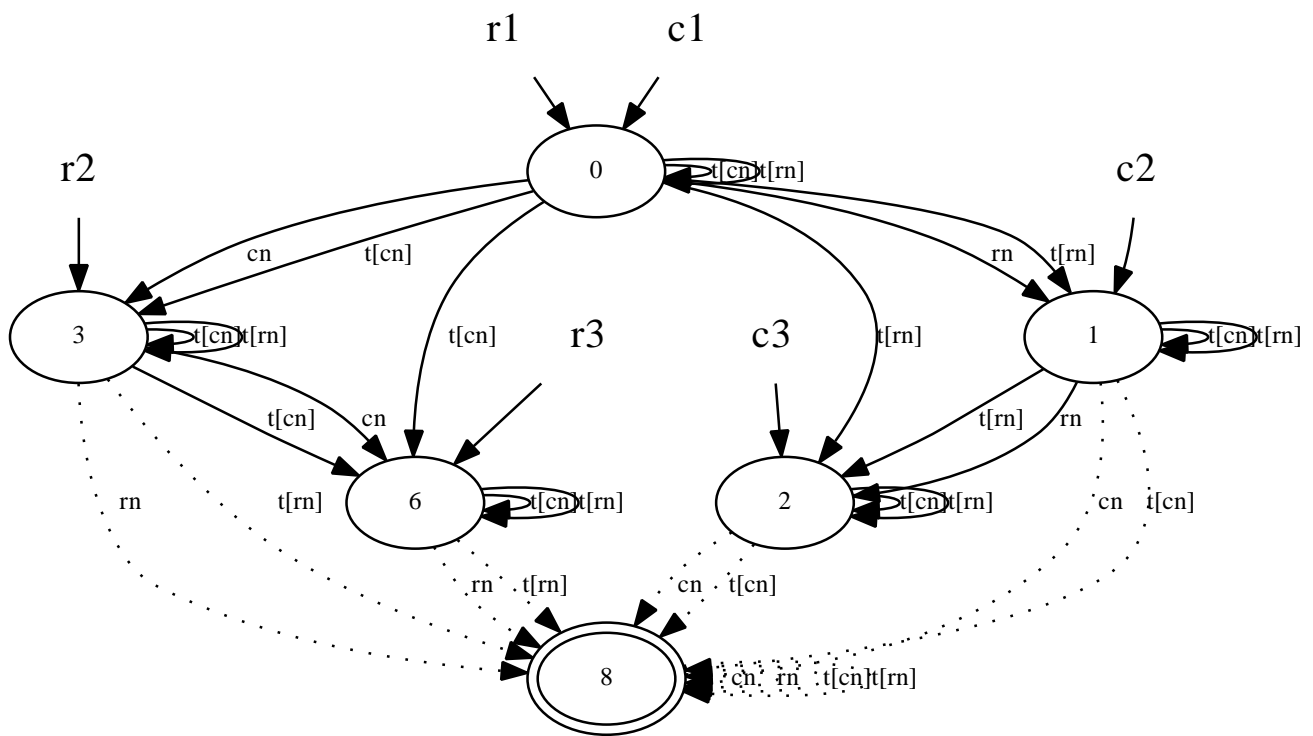
After Blur Start play



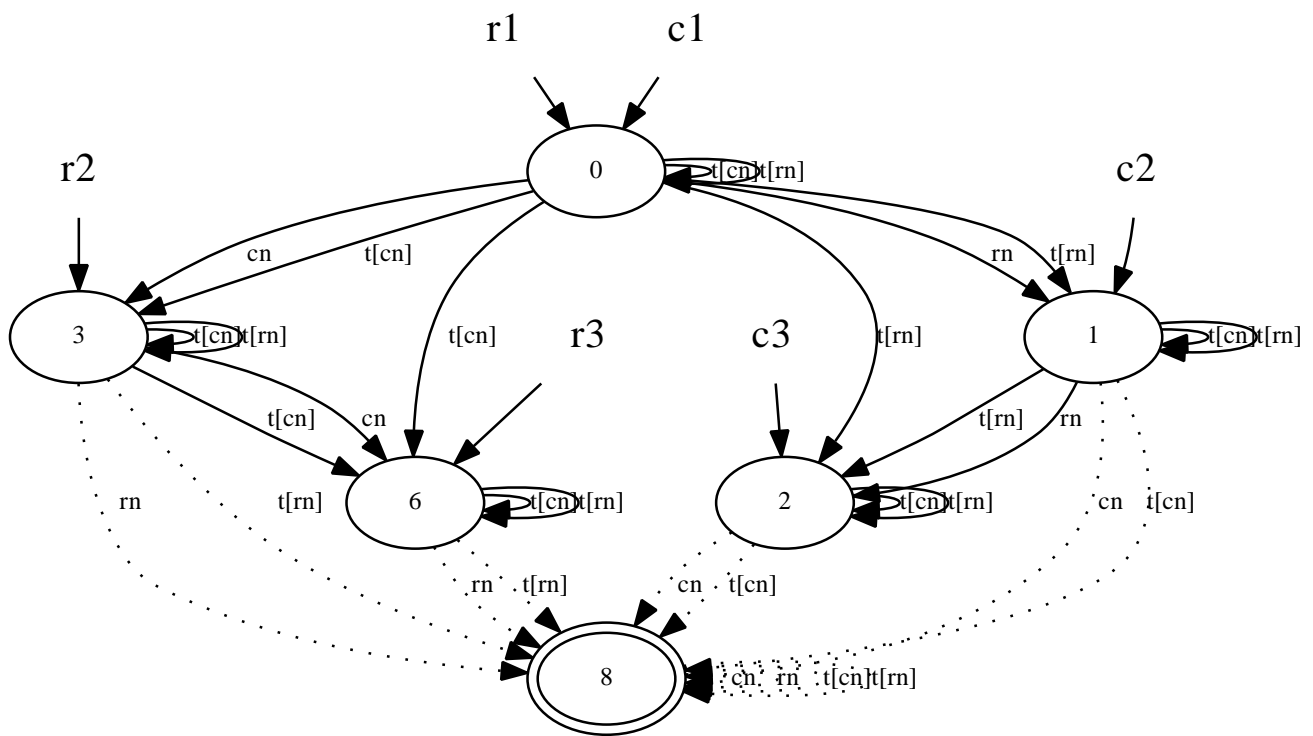
# Executing L1 their turn



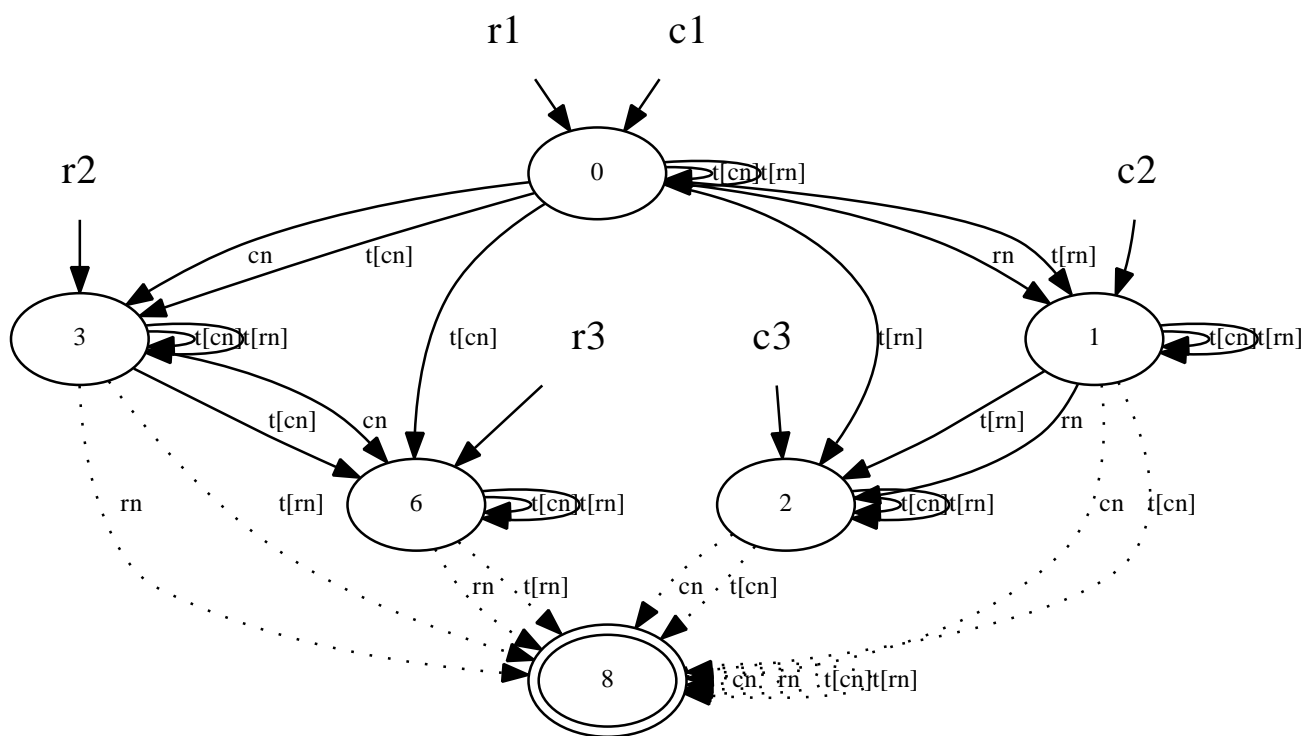
After Focus L1 their turn



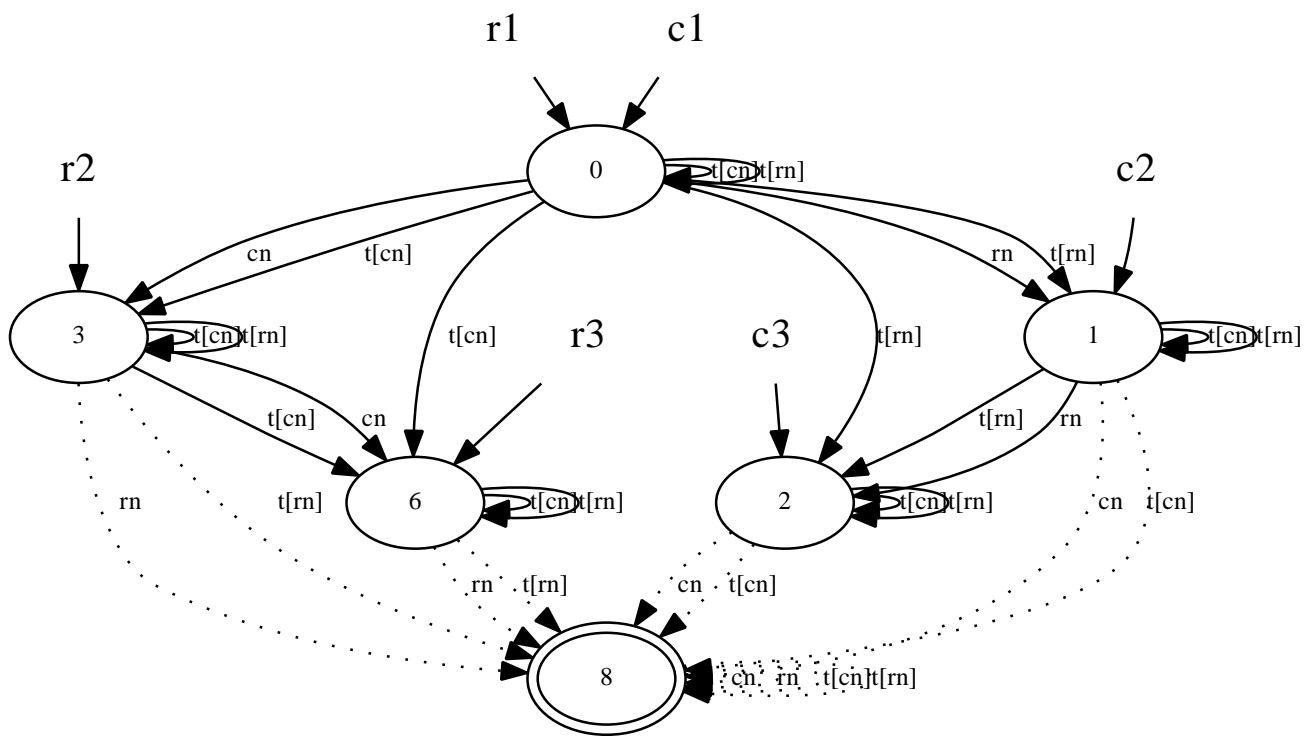
After Coerce L1 their turn



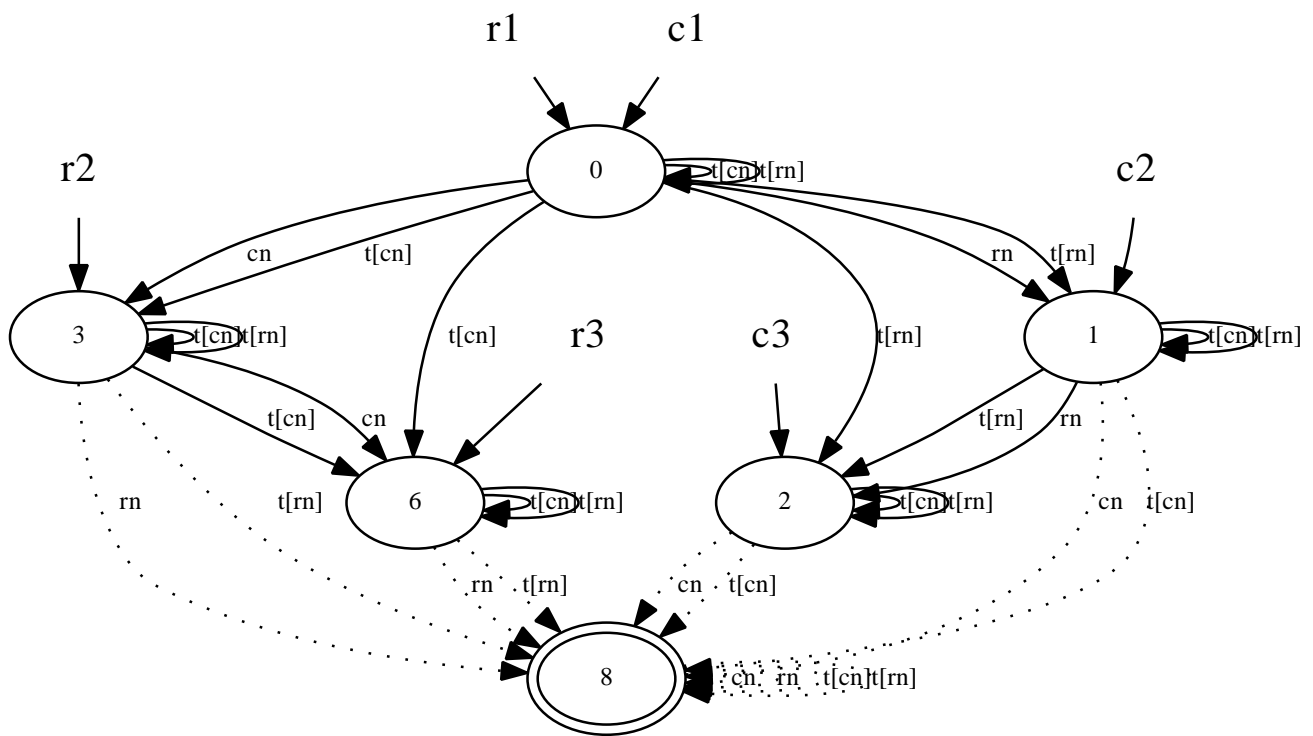
After Update L1 their turn{ }



After Coerce L1 their turn

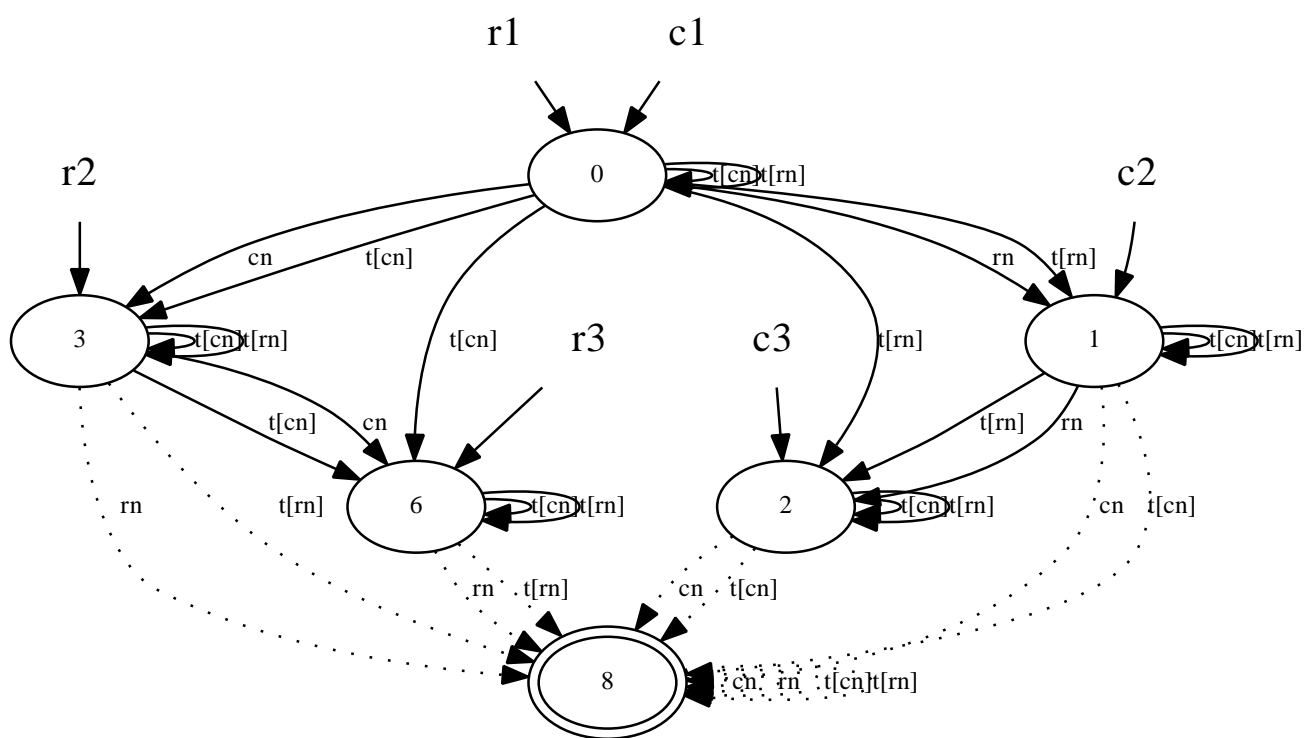


After Blur L1 their turn

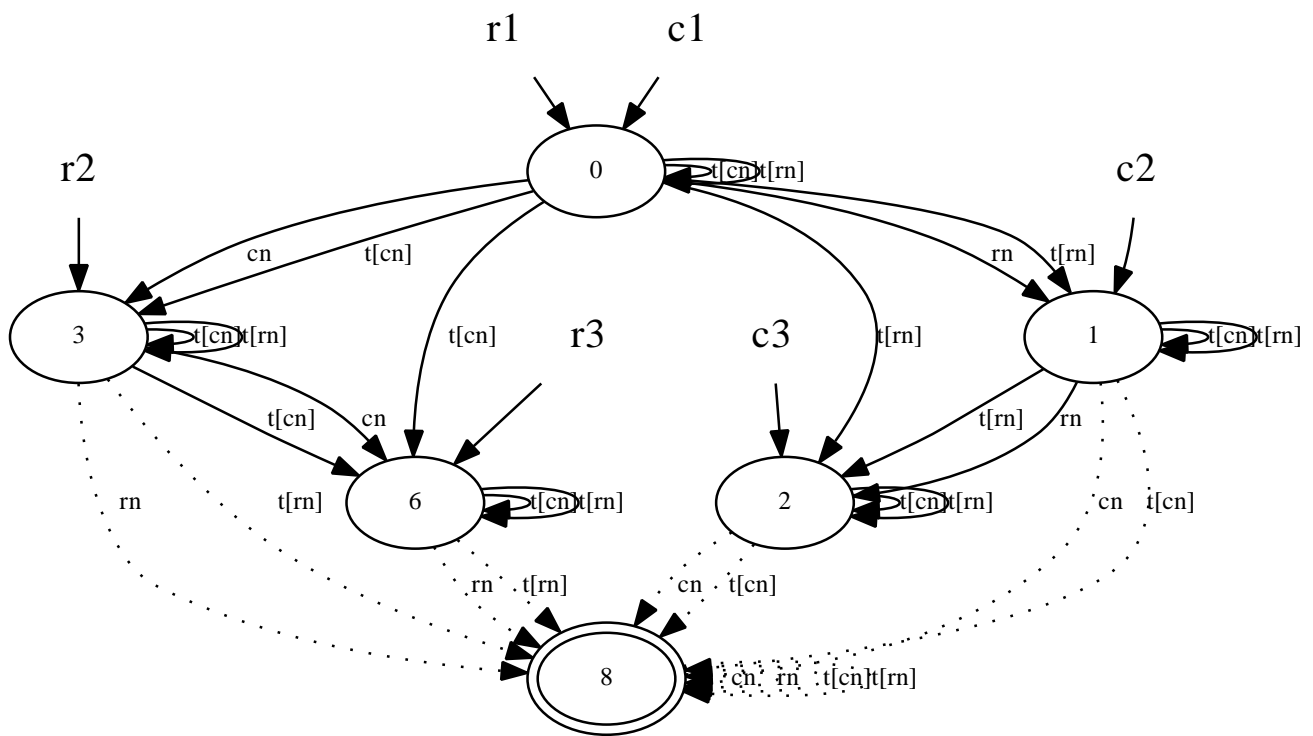




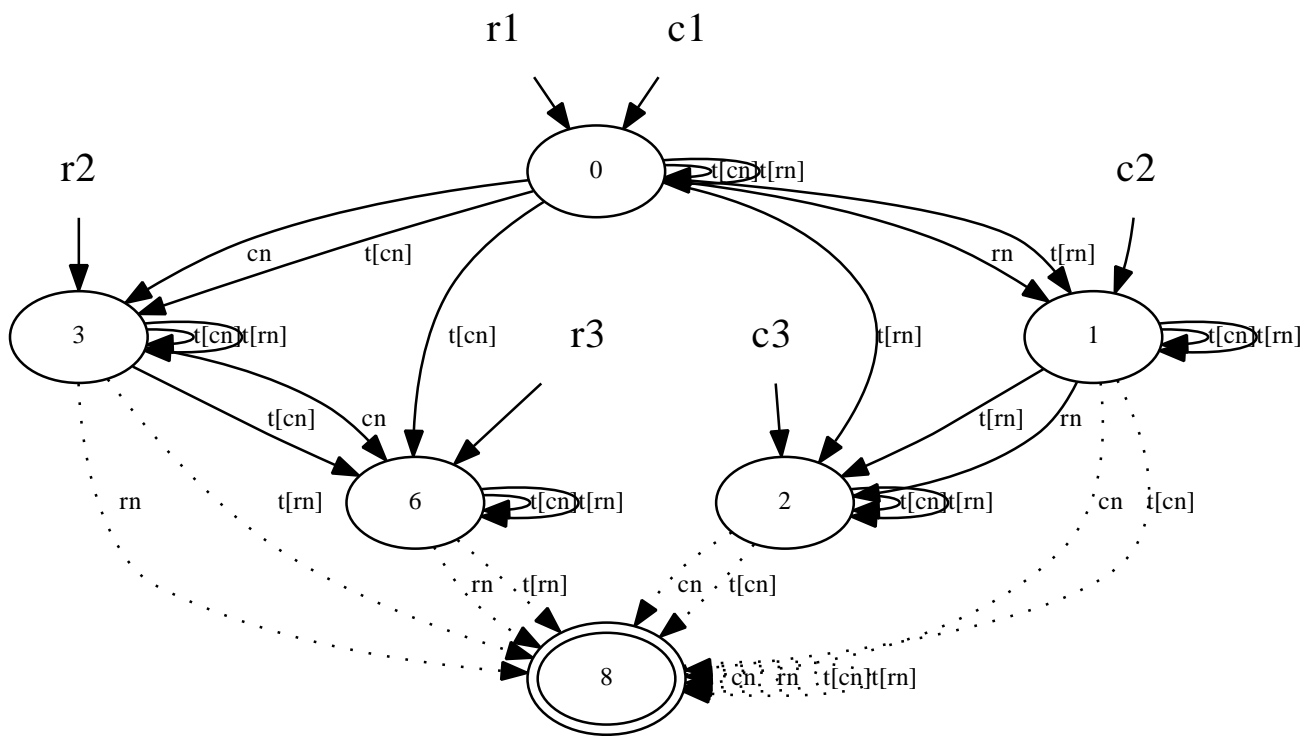
Executing L2 my turn



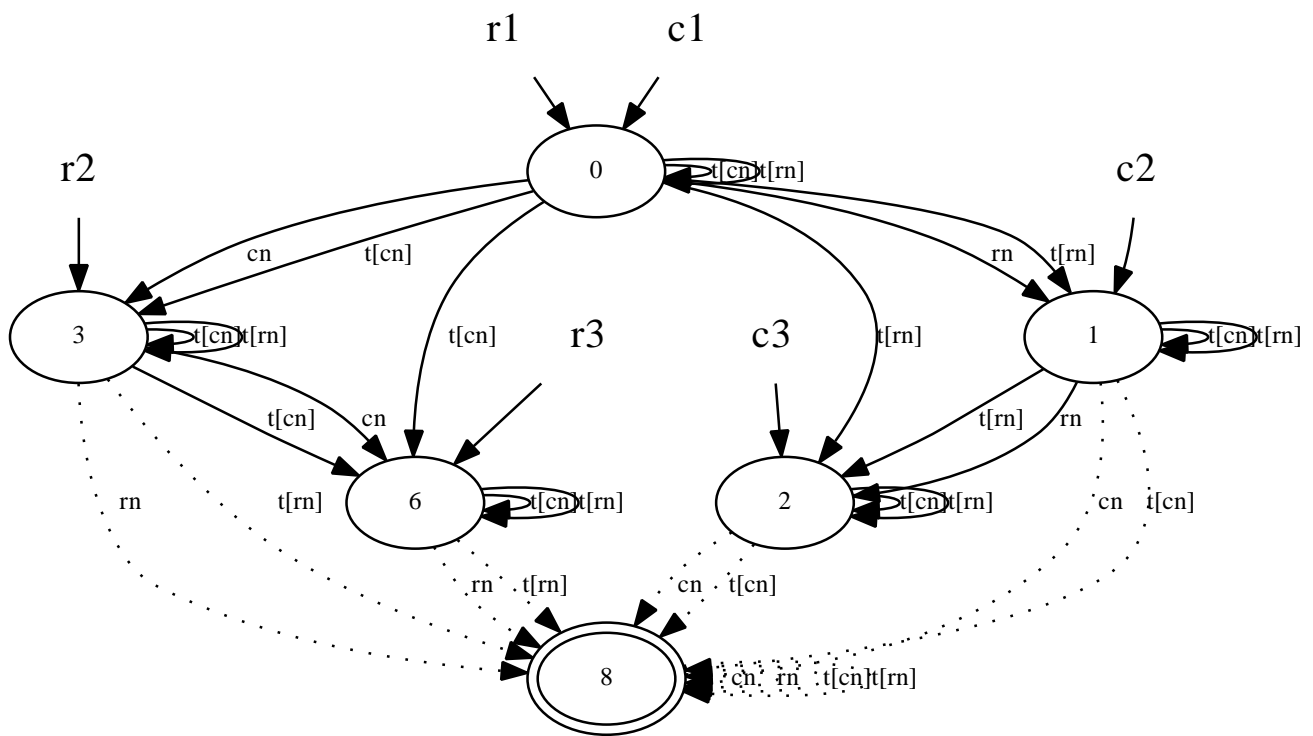
After Focus L2 my turn



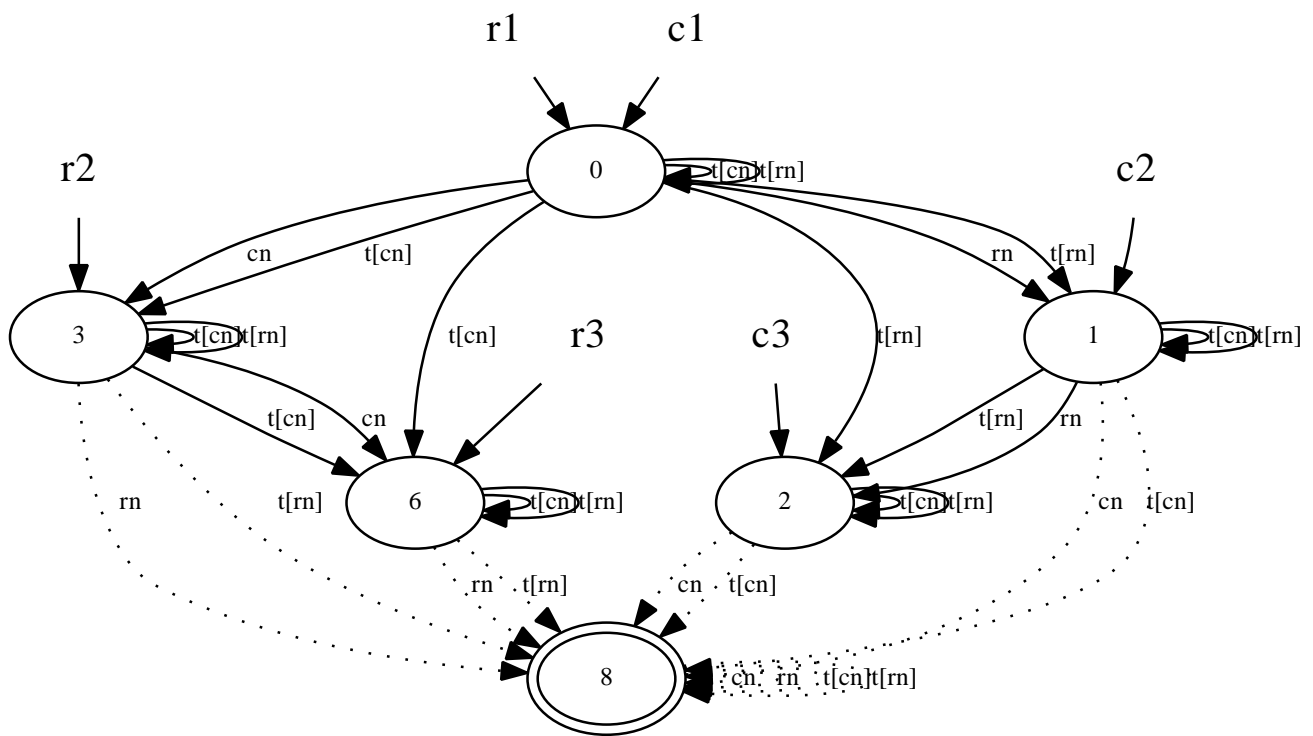
After Coerce L2 my turn



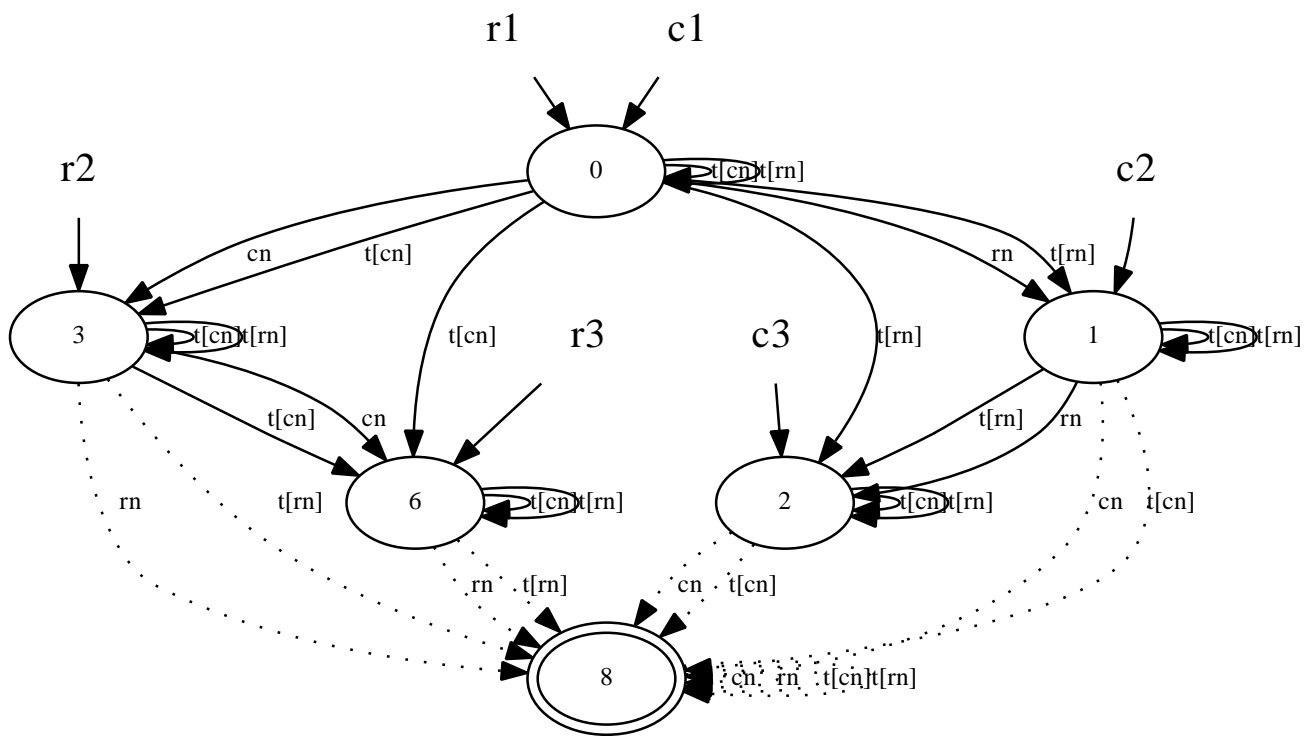
After Update L2 my turn{ }



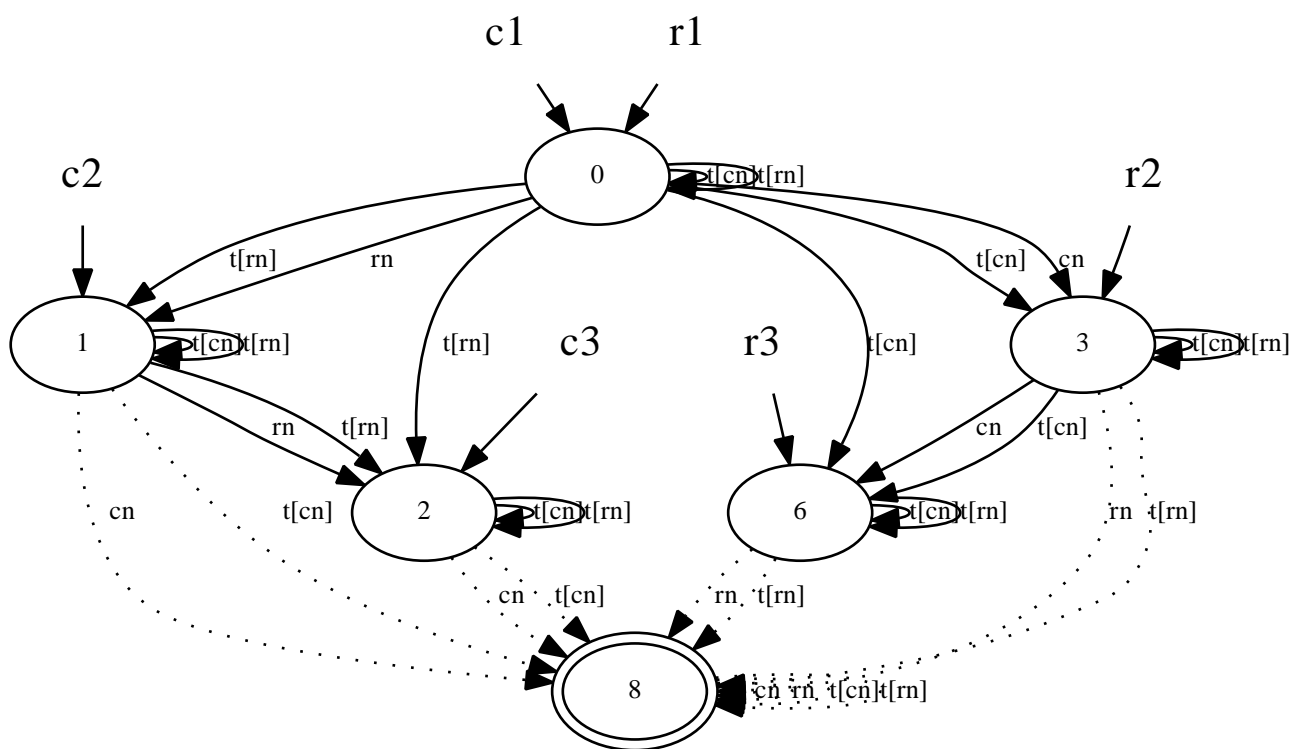
After Coerce L2 my turn



After Blur L2 my turn



# Program Location Start

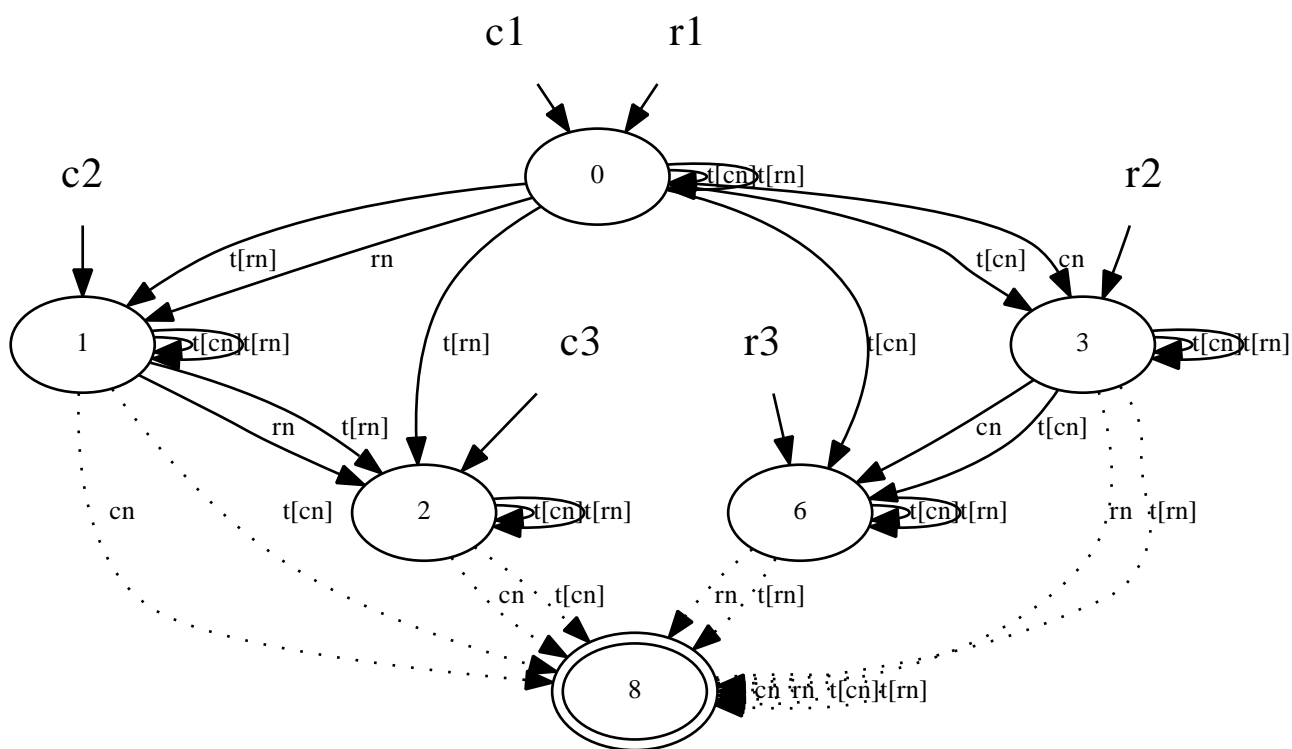




Program Location  
exit

# Program Location

## L1



# Program Location

## L2

