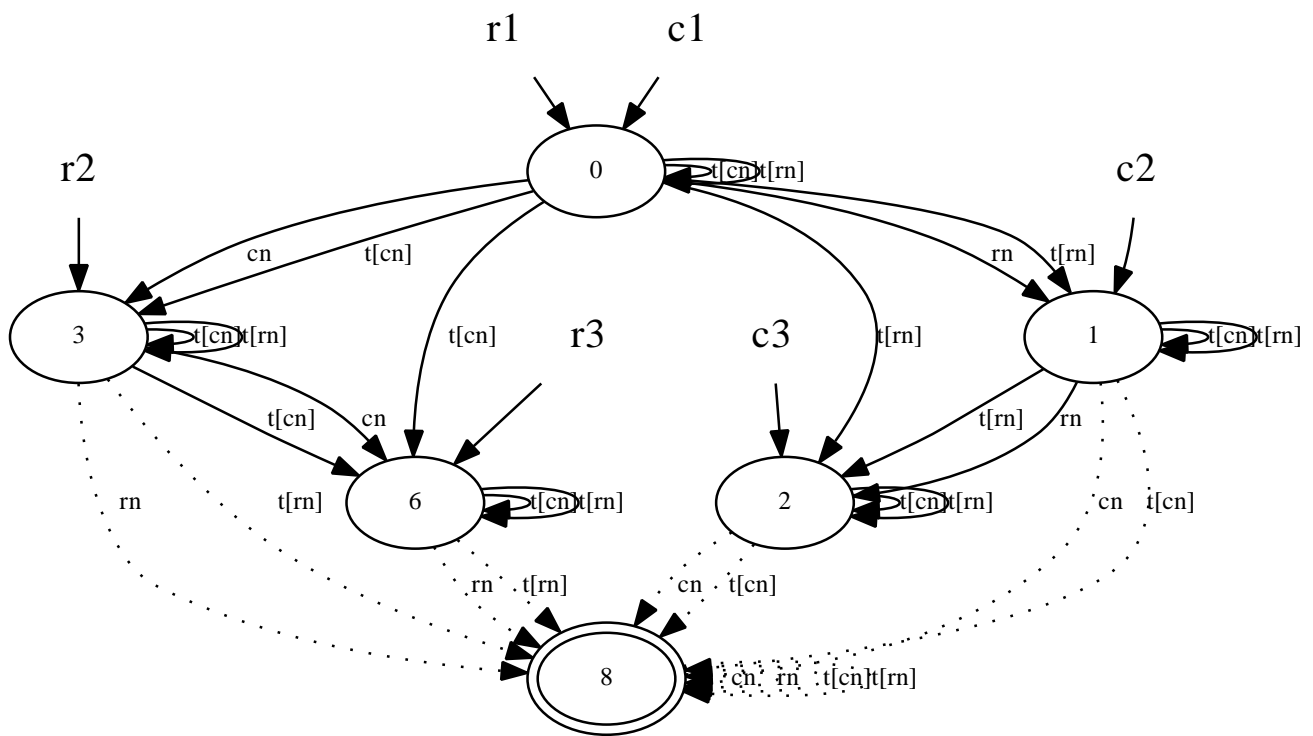
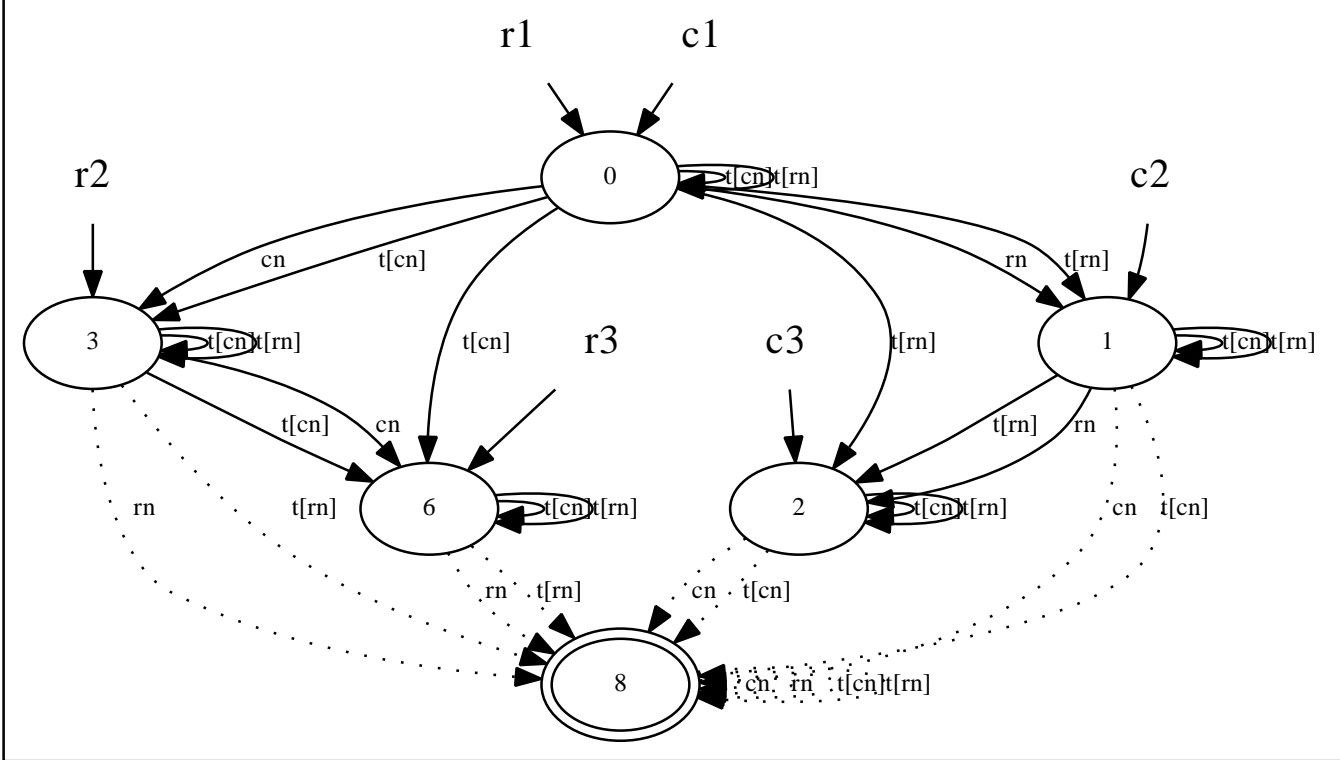


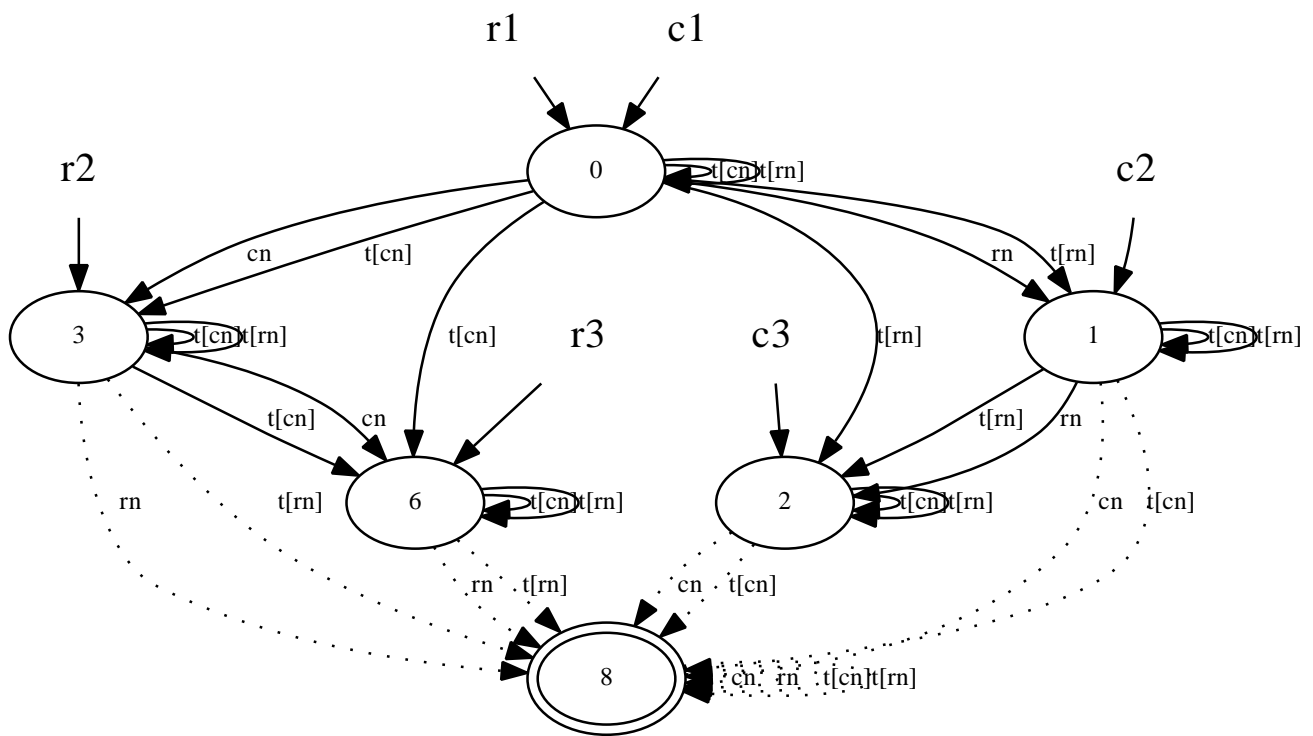
Executing Start game over



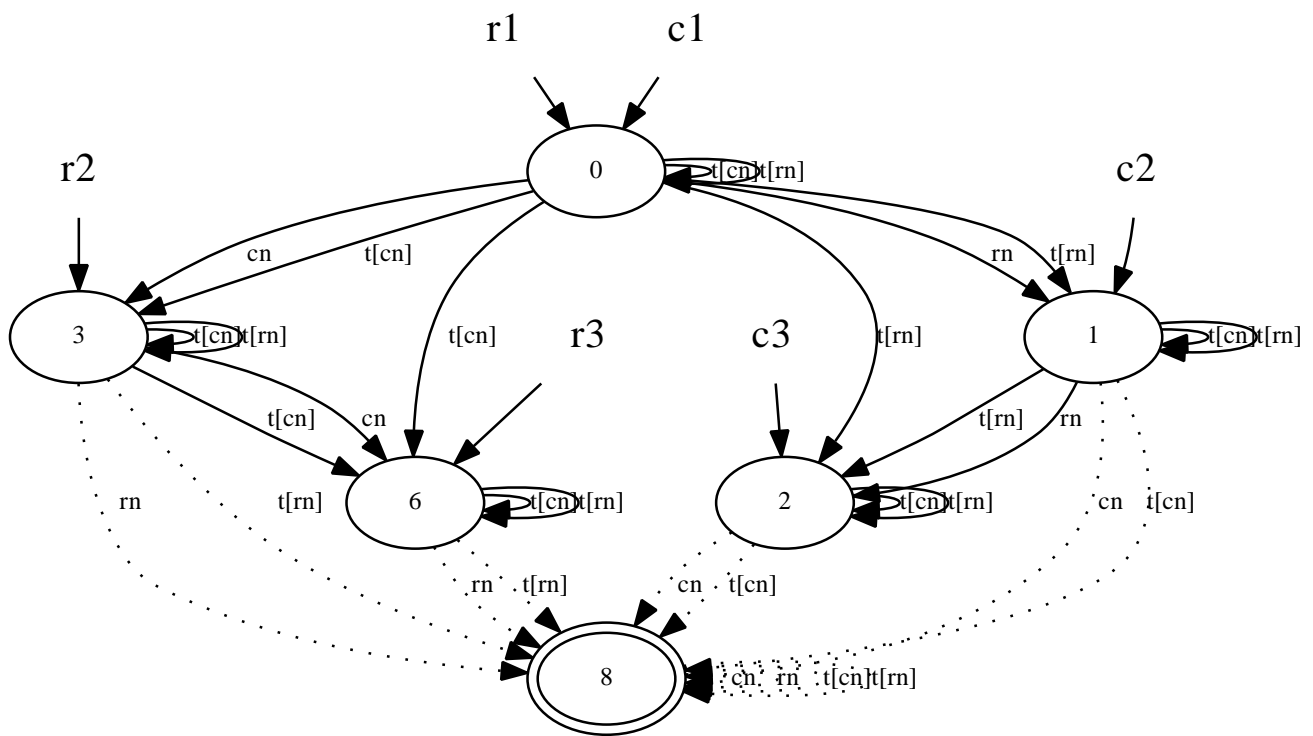
After Focus Start game over



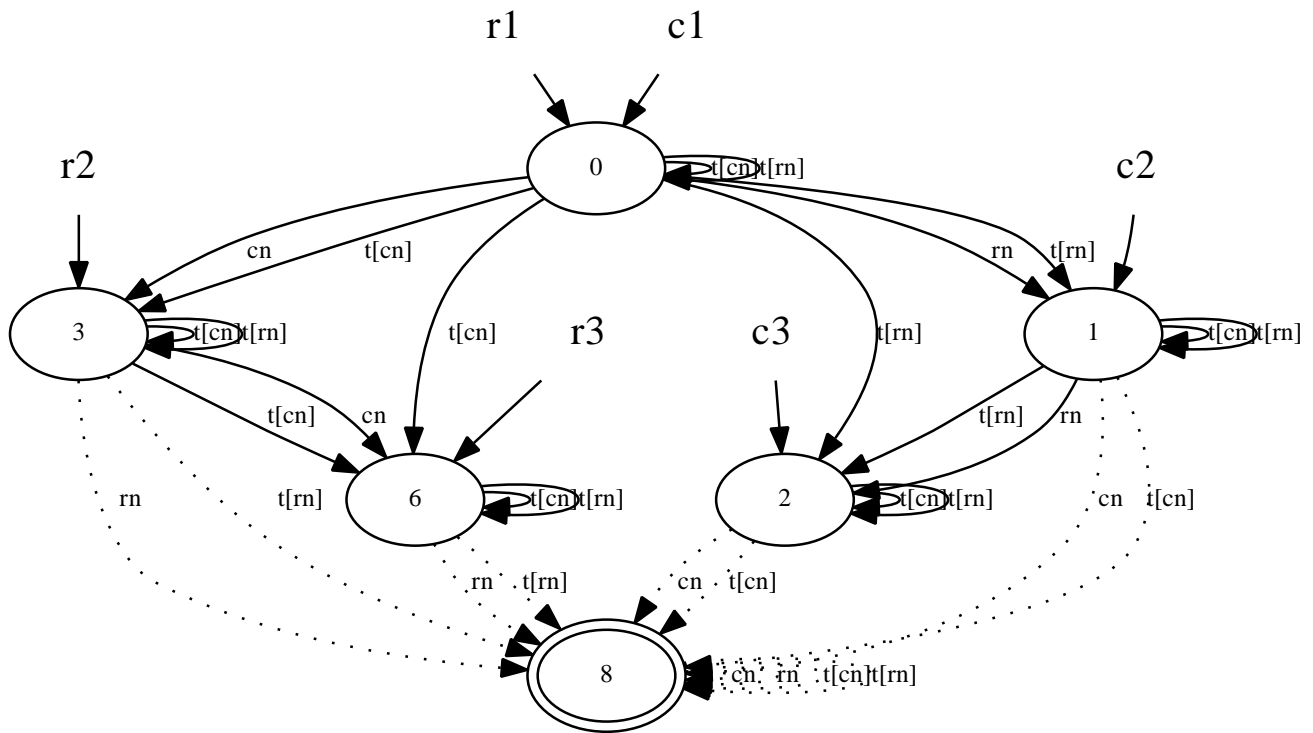
After Coerce Start game over



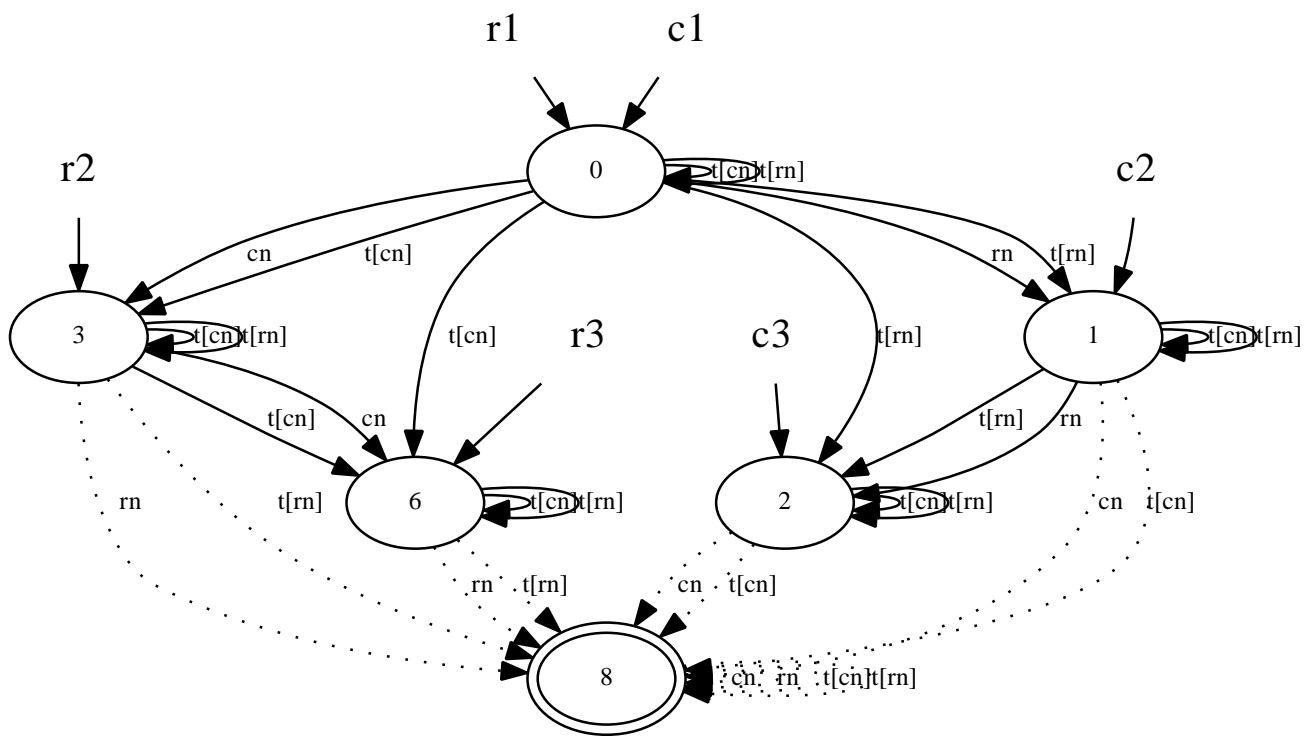
Executing Start play



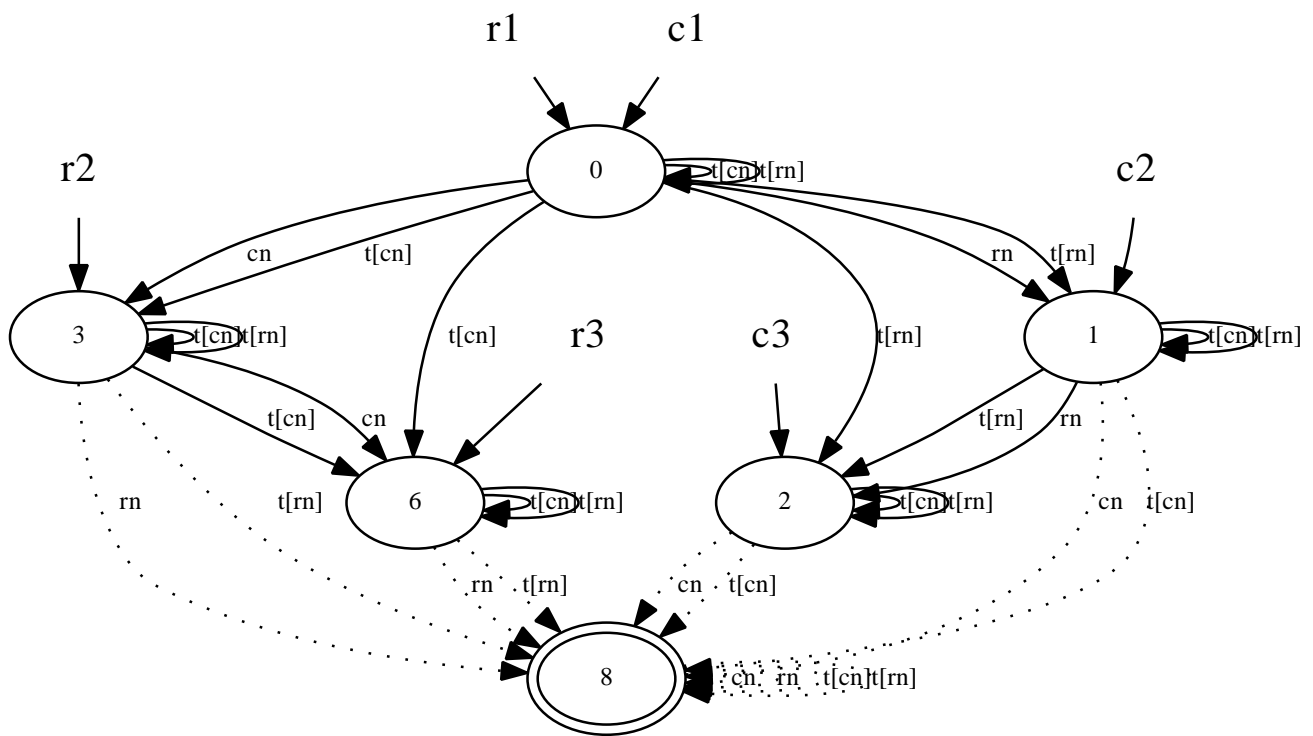
After Focus Start play



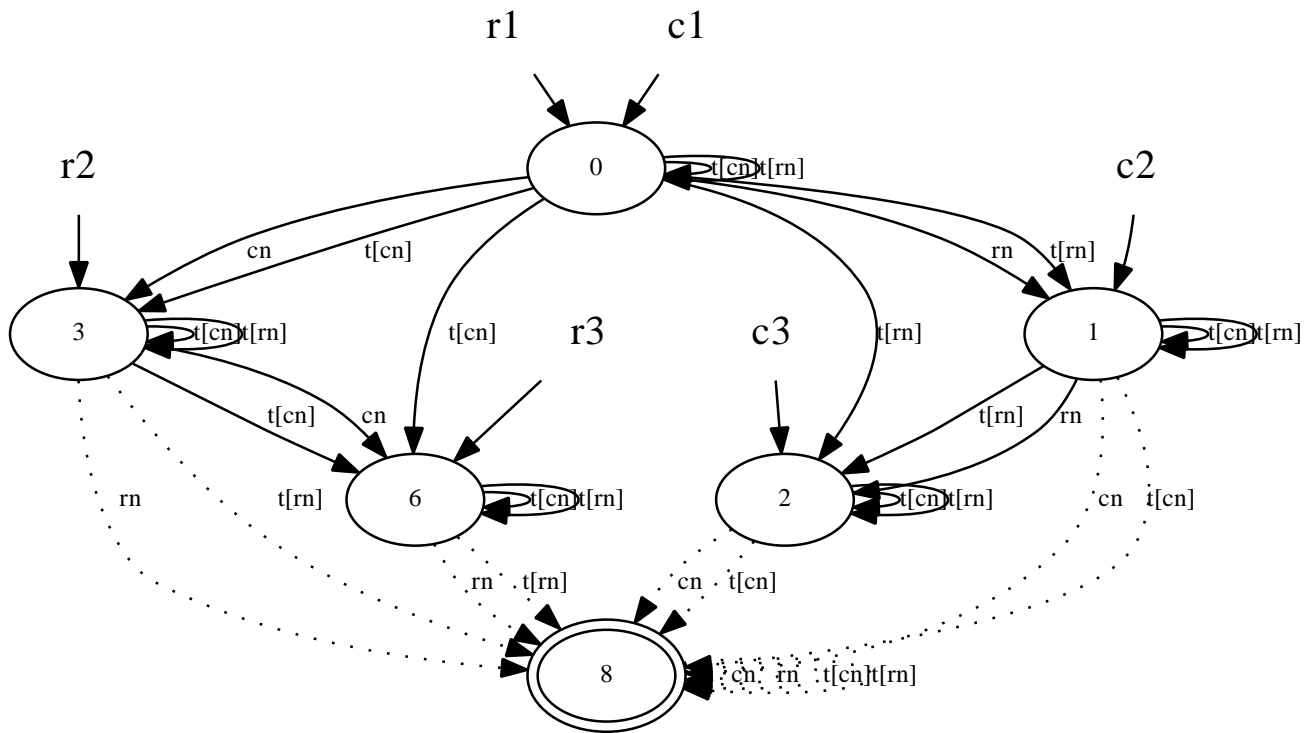
After Coerce Start play



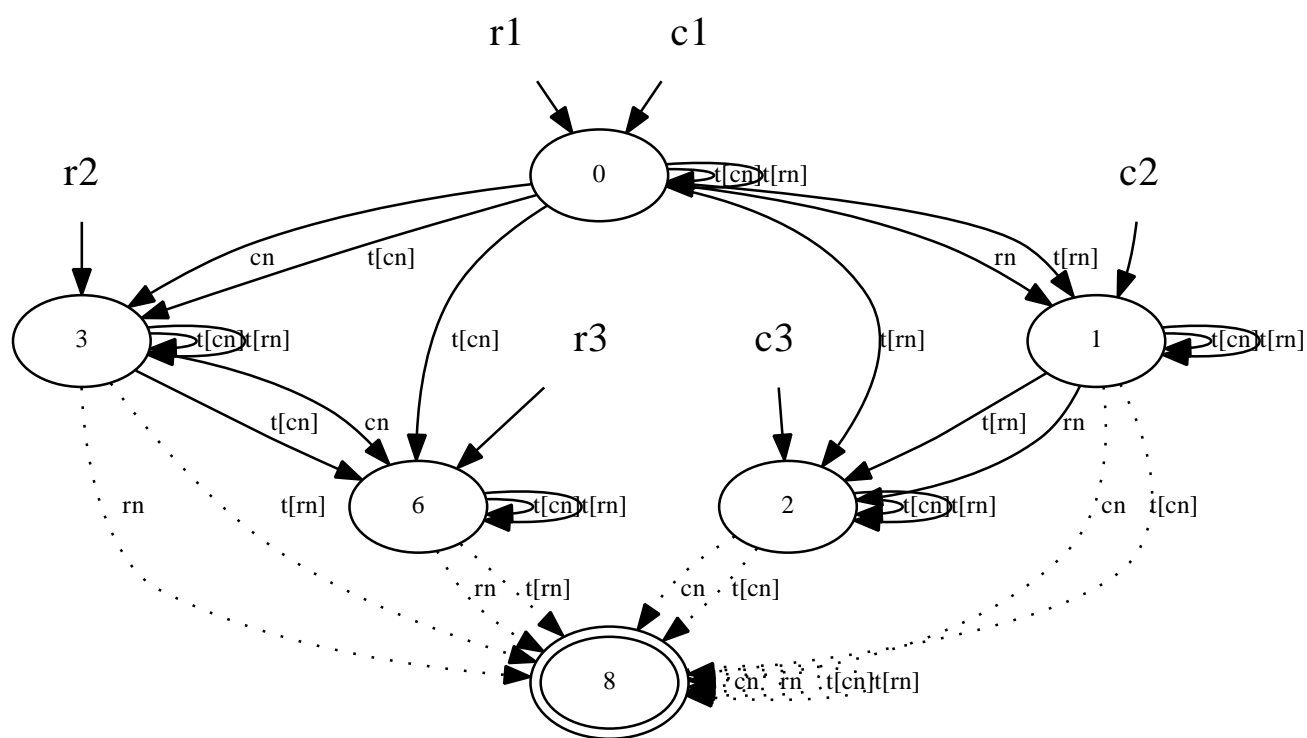
After Update Start play{ }



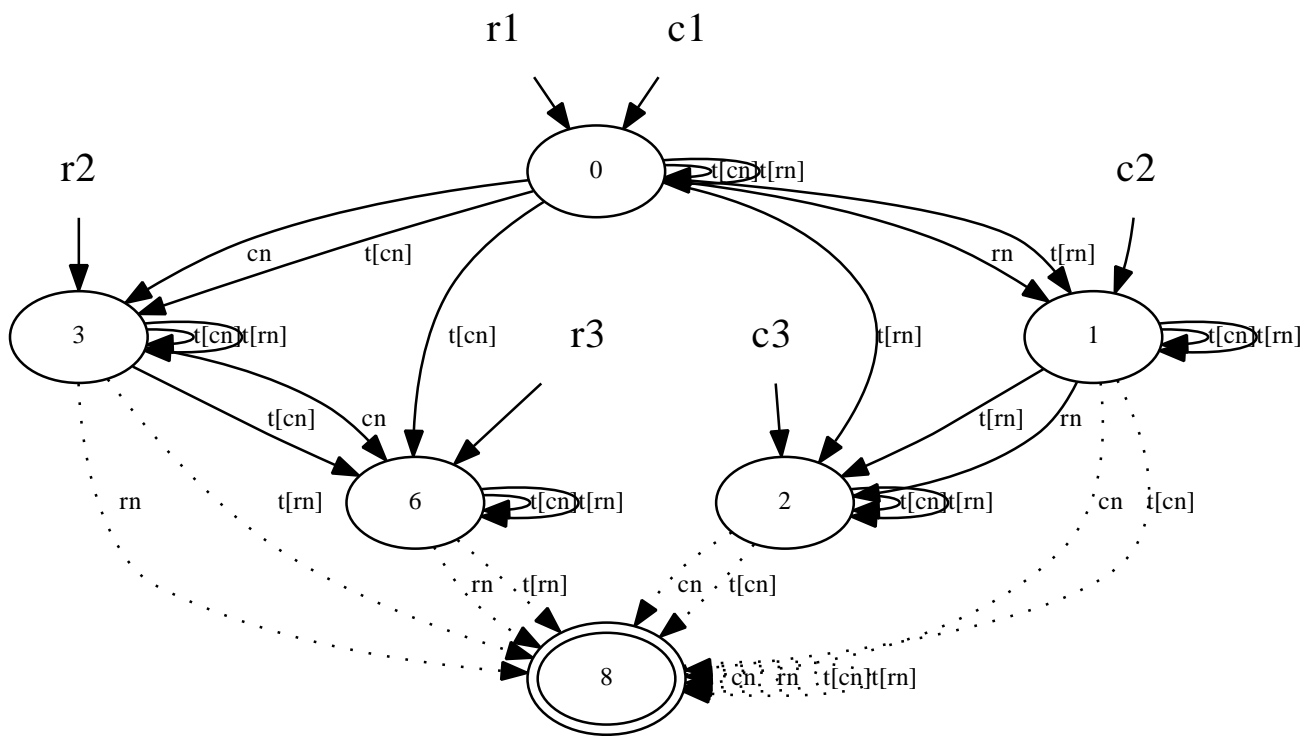
After Coerce Start play



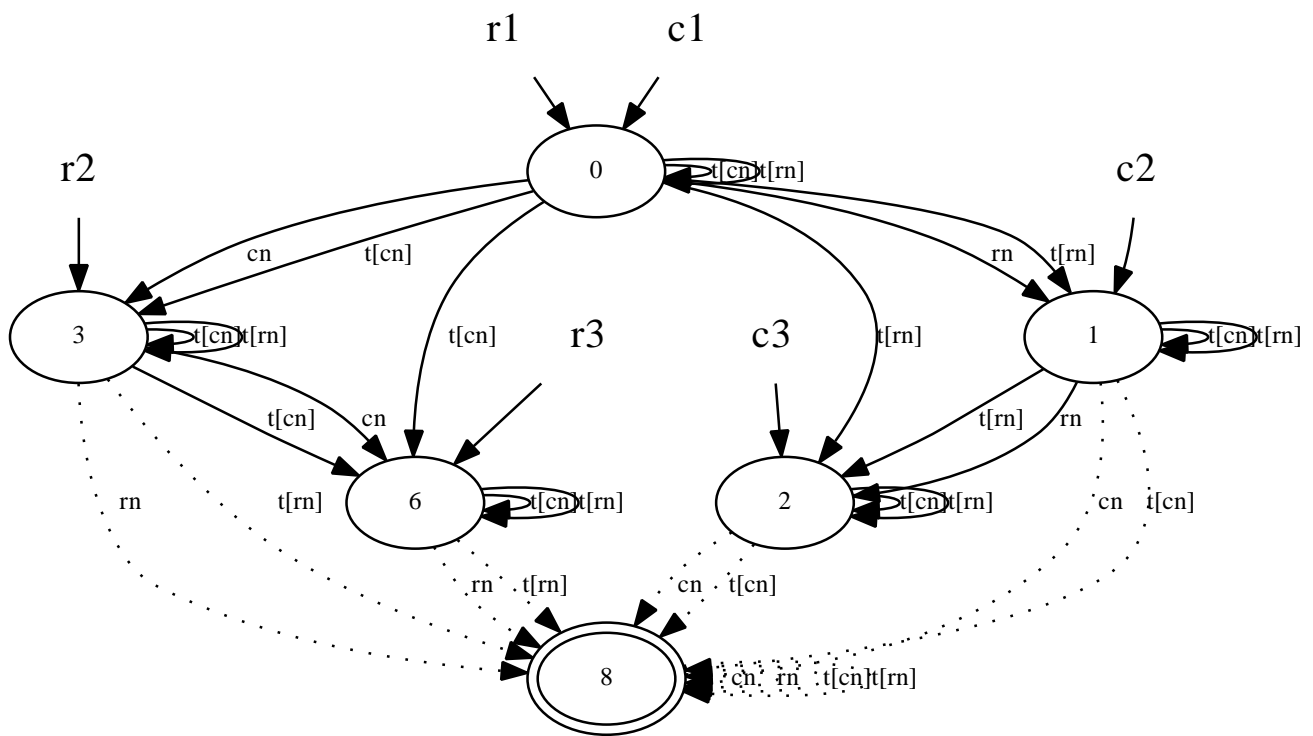
After Blur Start play



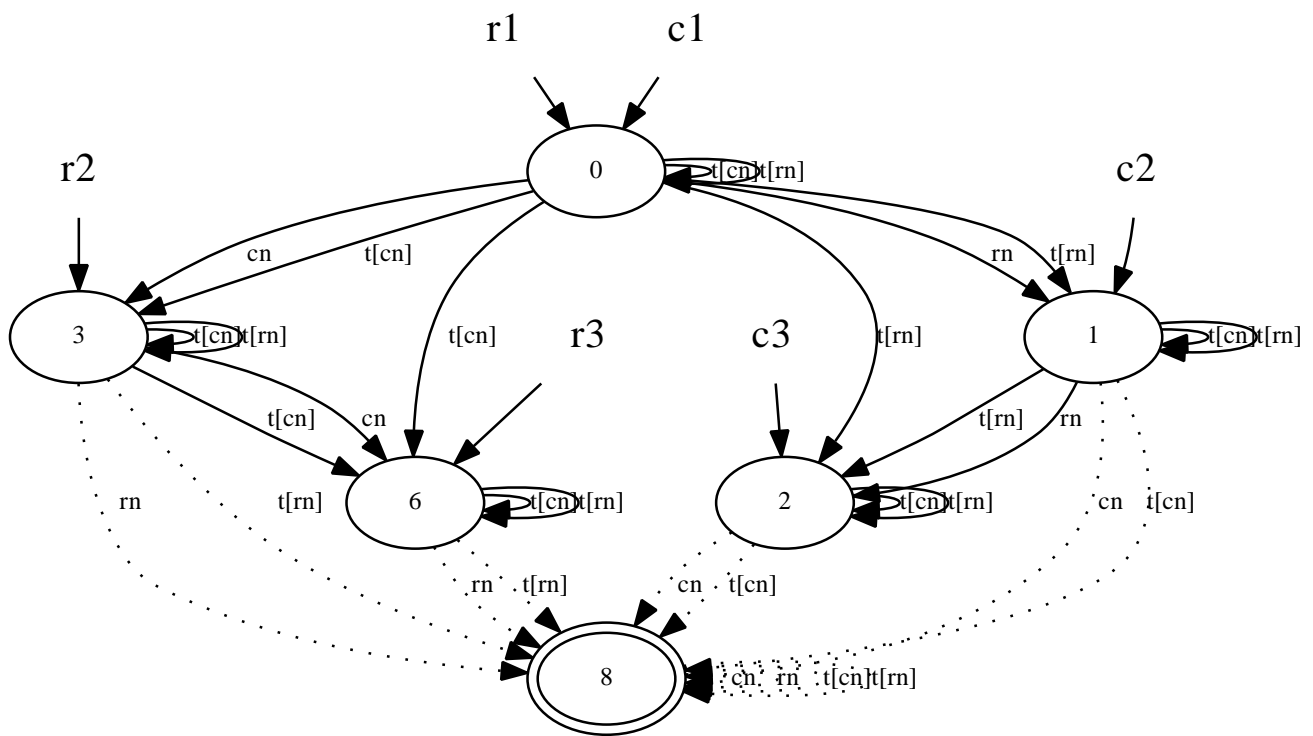
Executing L1 their turn



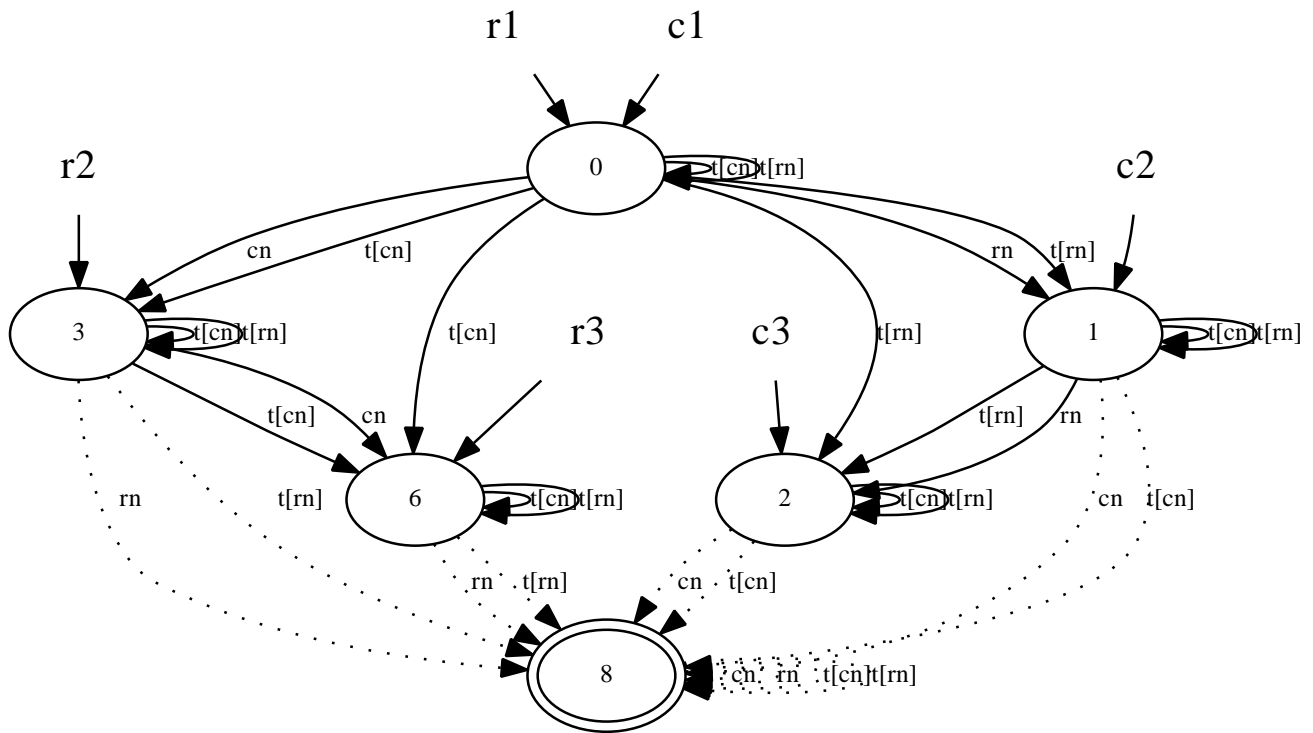
After Focus L1 their turn



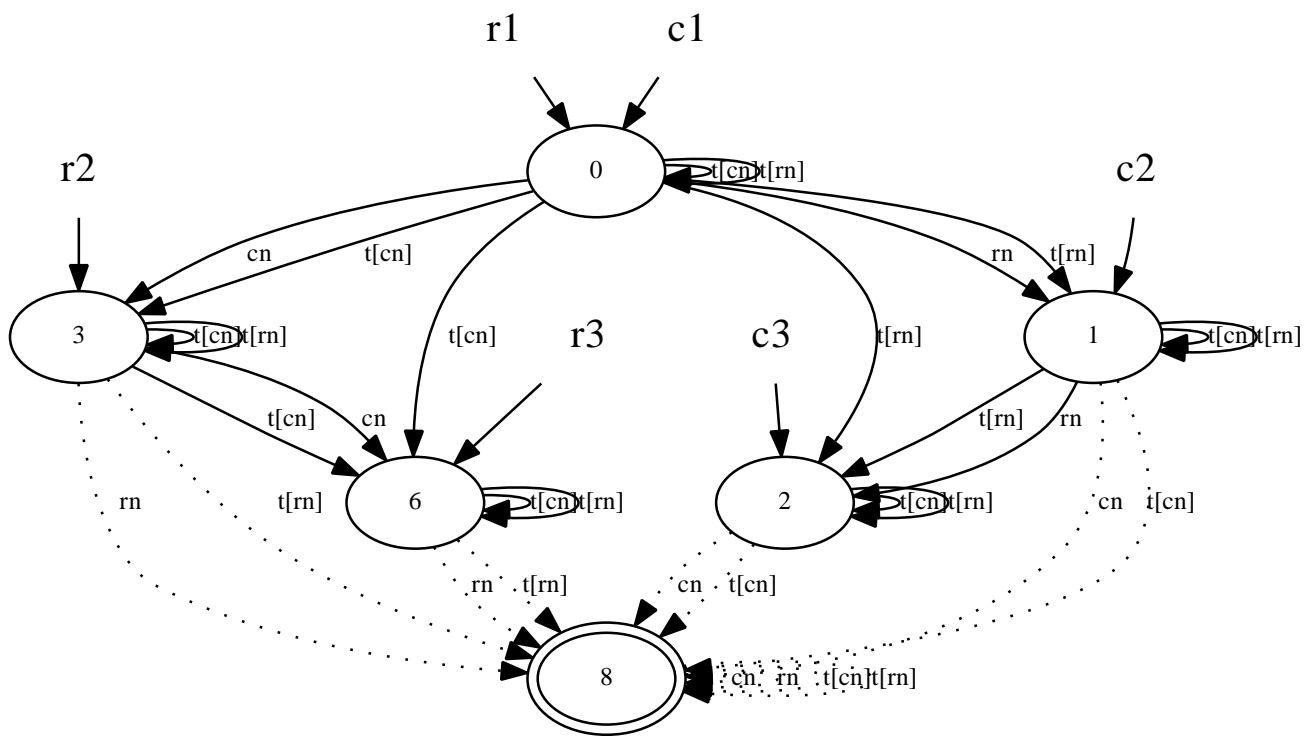
After Coerce L1 their turn



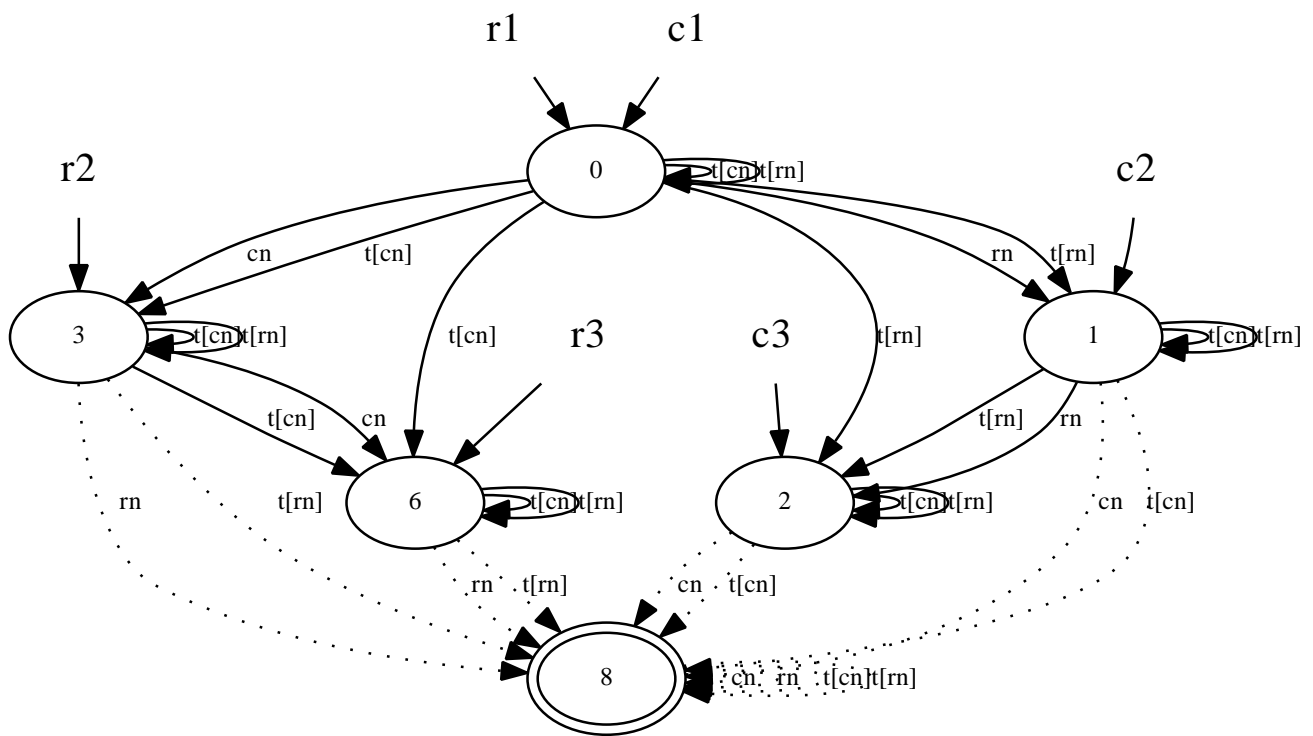
After Update L1 their turn{ }



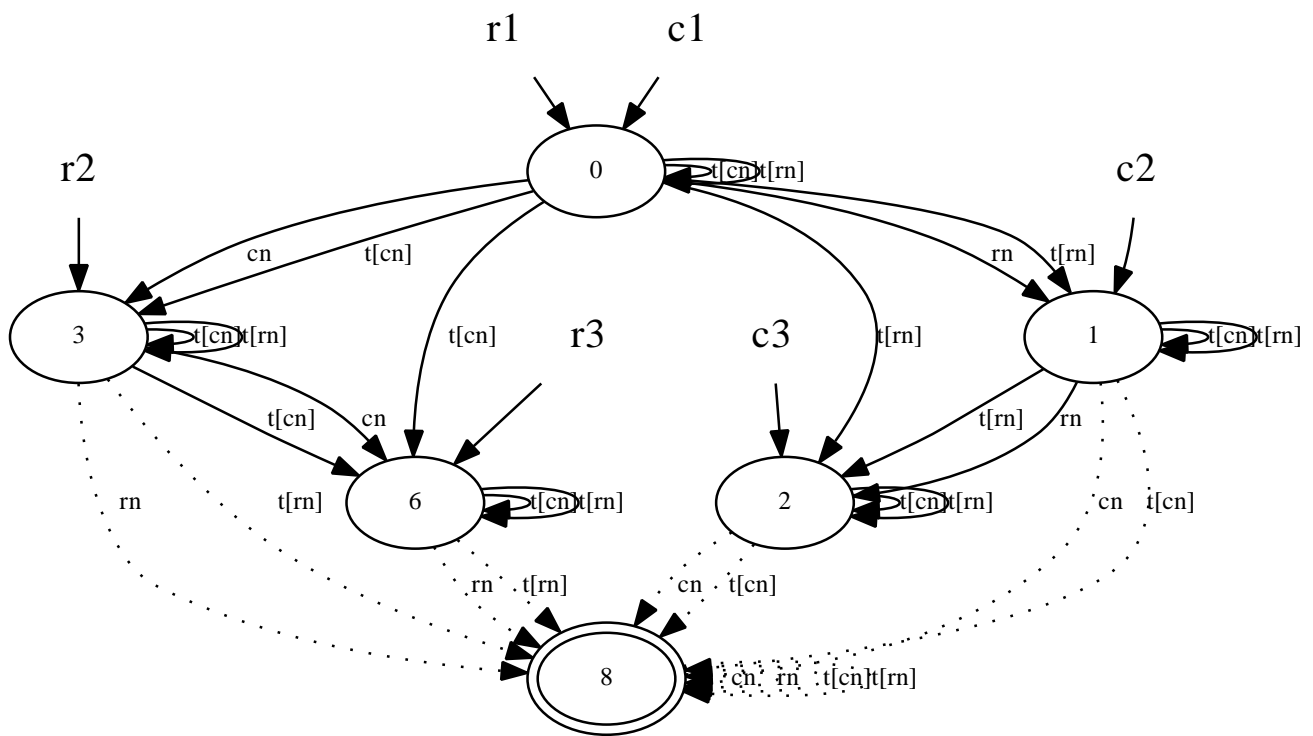
After Coerce L1 their turn



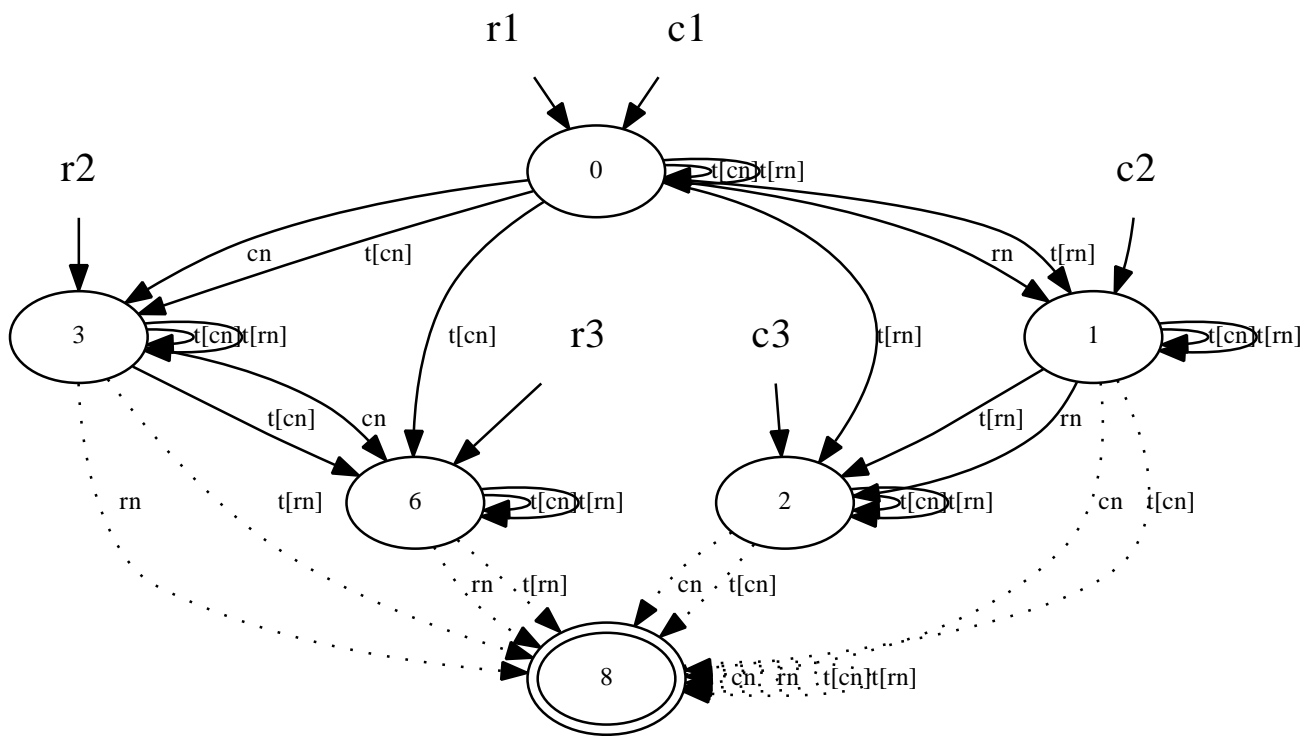
After Blur L1 their turn



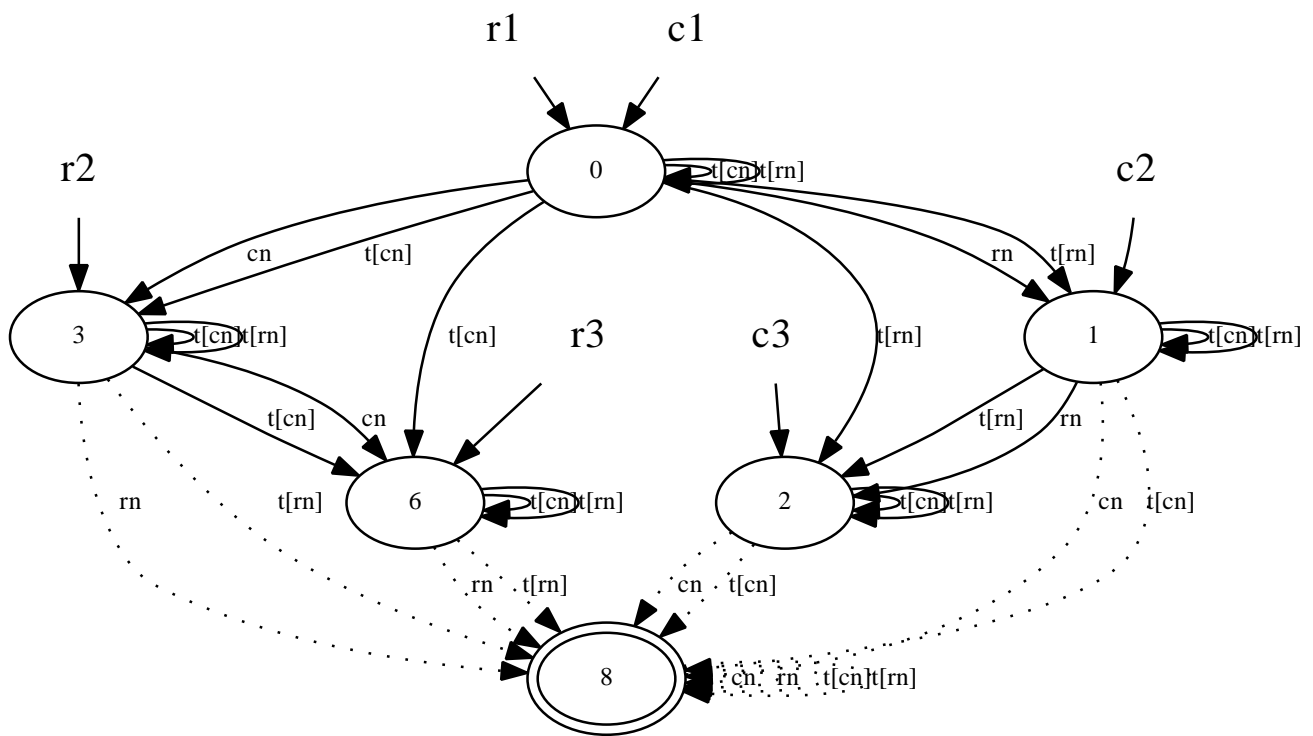
After Focus L2 my turn



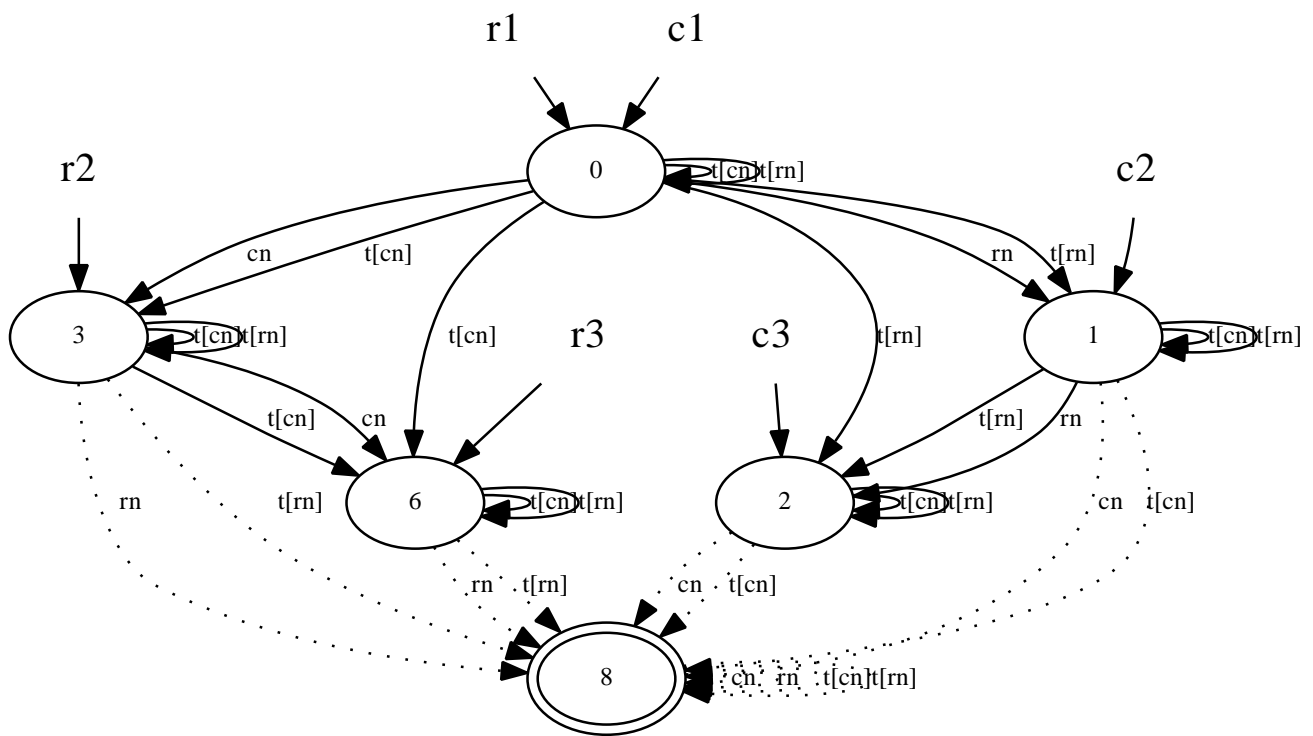
After Coerce L2 my turn



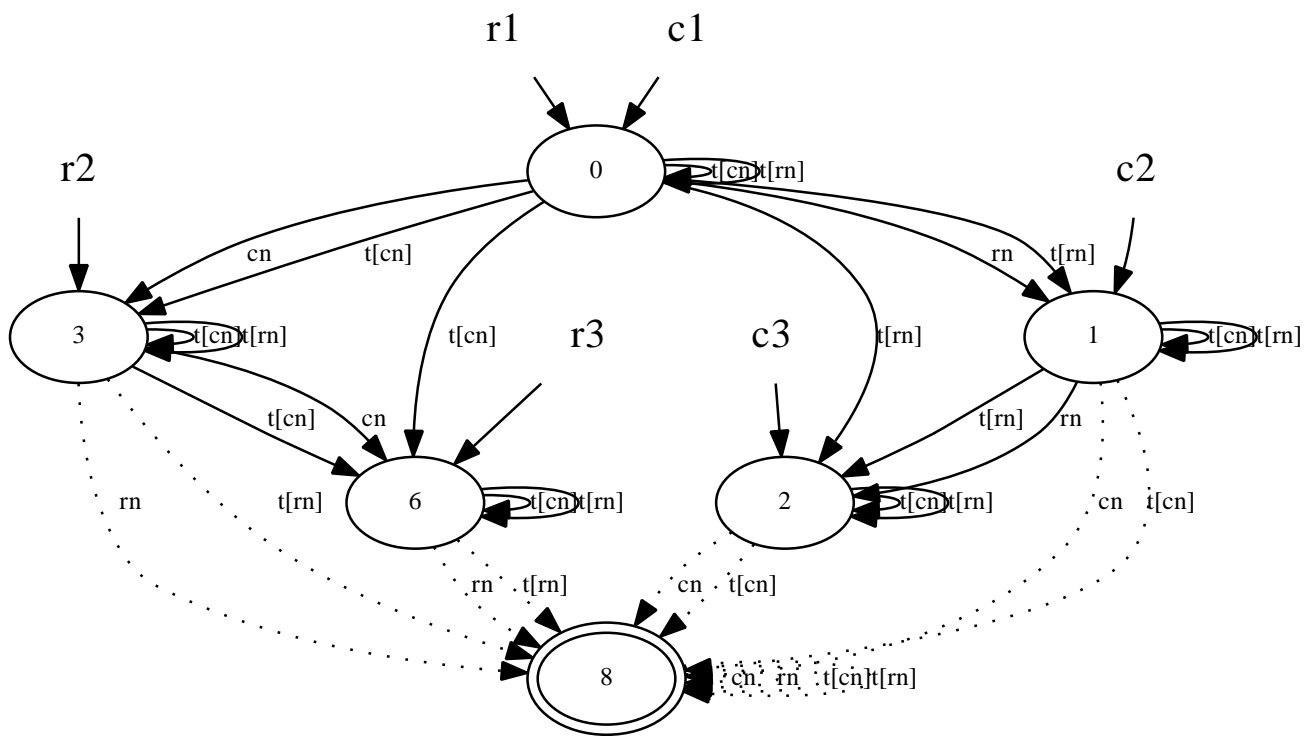
After Update L2 my turn{ }



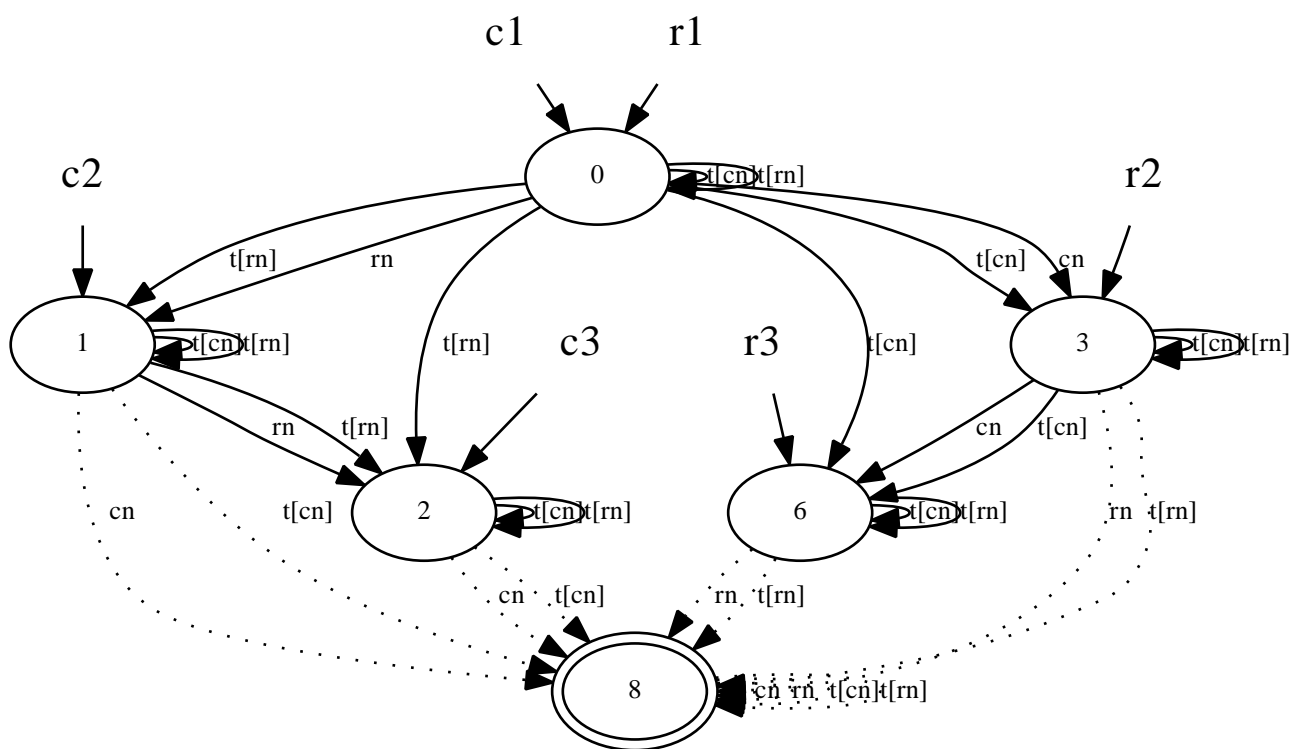
After Coerce L2 my turn



After Blur L2 my turn



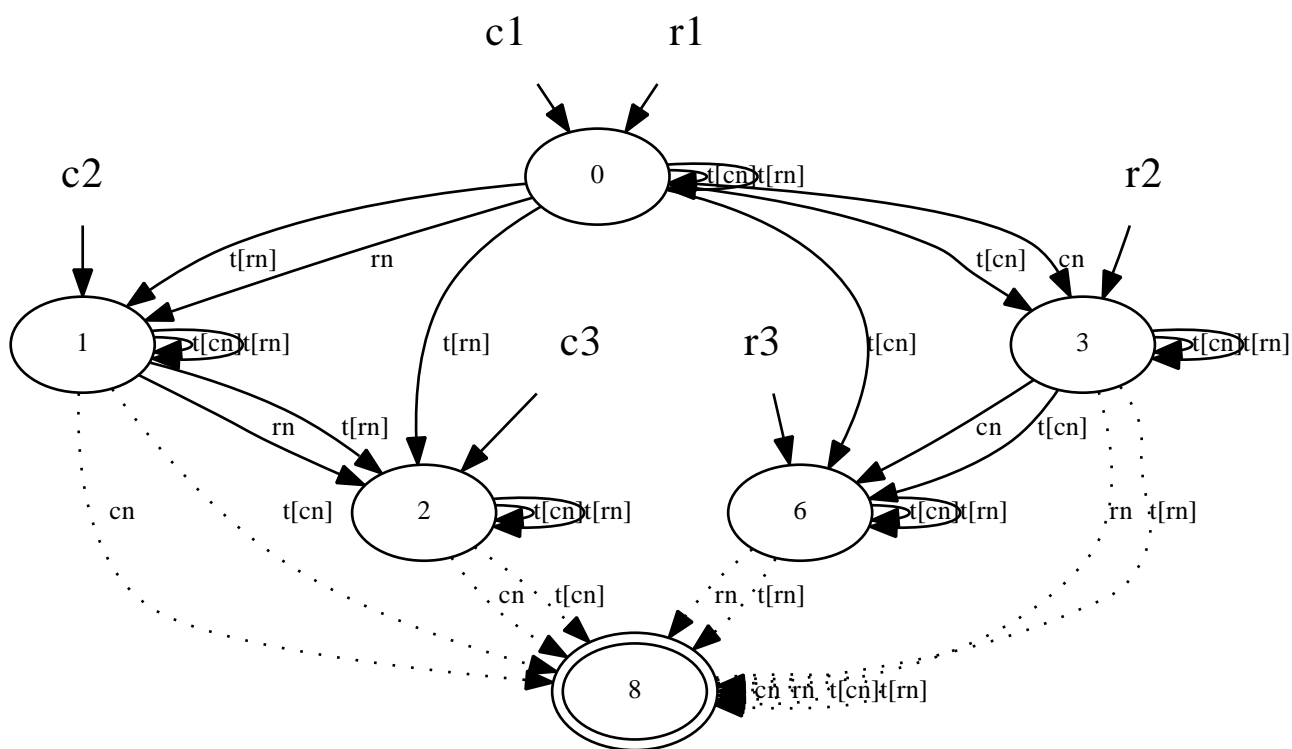
Program Location Start



Program Location
exit

Program Location

L1



Program Location

L2

