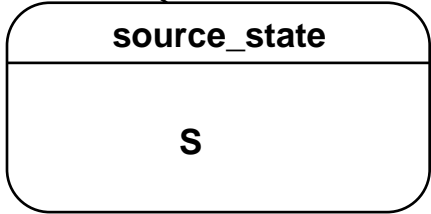


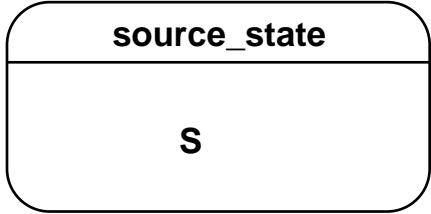
Play 1 Begins
Their Turn



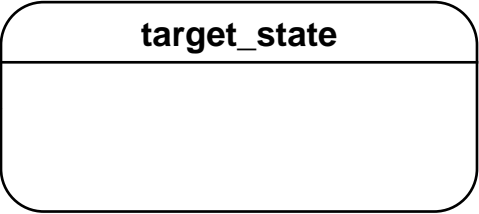
SIGNAL_A / running_on_arrow()



Event(
signal=signals.SIGNAL_NAME)



SIGNAL_A / running_on_arrow()

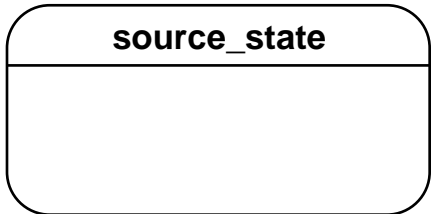


event processor starts
moving the common
board peices

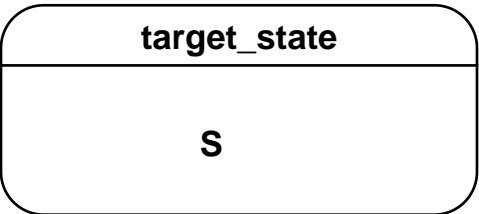
creates a list of things to do:
[runner_on_arrow()]

runner_on_arrow()

code run



SIGNAL_A / running_on_arrow()



Player 1 ends
their turn

RTC