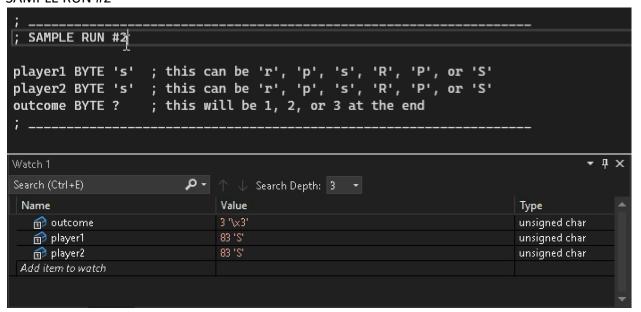
SAMPLE RUN #1

```
; SAMPLE RUN #1
player1 BYTE 'p' ; this can be 'r', 'p', 's', 'R', 'P', or 'S'
                     ; this can be 'r', 'p', 's', 'R', 'P', or 'S'
player2 BYTE 'R'
outcome BYTE ?
                     ; this will be 1, 2, or 3 at the end
Watch 1
                                                                                       ŢХ
Search (Ctrl+E)
                          🔑 🕆 \uparrow 👃 Search Depth: 3 🔻
 Name
                               Value
                                                                           Type
  🗊 outcome
                               1"\x1"
                                                                           unsigned char
 player1
                               80 'P'
                                                                           unsigned char
  📦 player2
                               82 'R'
                                                                           unsigned char
 Add item to watch
```

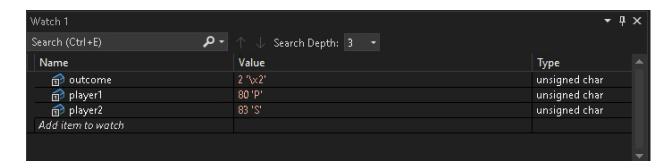
SAMPLE RUN #2



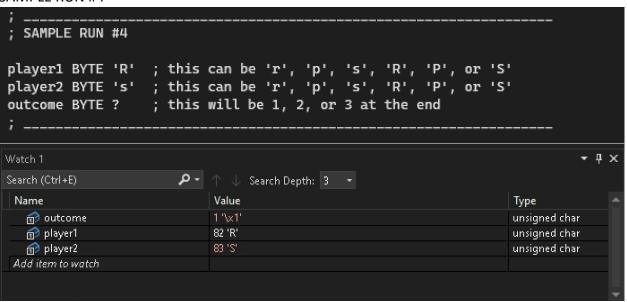
SAMPLE RUN #3

```
; ______; SAMPLE RUN #3

player1 BYTE 'p' ; this can be 'r', 'p', 's', 'R', 'P', or 'S'
player2 BYTE 's' ; this can be 'r', 'p', 's', 'R', 'P', or 'S'
outcome BYTE ? ; this will be 1, 2, or 3 at the end
; _______
```



SAMPLE RUN #4



SAMPLE RUN #5

