





### SAMPLE RUN #1

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

Watch 1


Search (Ctrl+E)  Search Depth: 3




Name	Value	Type
 outcome	1 '\x1'	unsigned char
 player1	80 'P'	unsigned char
 player2	82 'R'	unsigned char
<i>Add item to watch</i>		

### SAMPLE RUN #2

```
; -----  
; SAMPLE RUN #2  
-----  
player1 BYTE 's' ; 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  
; -----
```





Watch 1

Search (Ctrl+E)  Search Depth: 3





Name	Value	Type
 outcome	3 '\x3'	unsigned char
 player1	83 'S'	unsigned char
 player2	83 'S'	unsigned char
<i>Add item to watch</i>		

### 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  
; -----
```

Watch 1		
Search (Ctrl+E)  ↑ ↓ Search Depth: 3		
Name	Value	Type
 outcome	2 '\x2'	unsigned char
 player1	80 'P'	unsigned char
 player2	83 'S'	unsigned char
Add item to watch		

#### SAMPLE RUN #4

; -----		
; SAMPLE RUN #4		
player1 BYTE 'R' ; 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		
; -----		
Watch 1		
Search (Ctrl+E)  ↑ ↓ Search Depth: 3		
Name	Value	Type
 outcome	1 '\x1'	unsigned char
 player1	82 'R'	unsigned char
 player2	83 'S'	unsigned char
Add item to watch		

#### SAMPLE RUN #5

; -----		
; SAMPLE RUN #5		
player1 BYTE 'S' ; this can be 'r', 'p', 's', 'R', 'P', or 'S'		
player2 BYTE 'R' ; this can be 'r', 'p', 's', 'R', 'P', or 'S'		
outcome BYTE ? ; this will be 1, 2, or 3 at the end		
; -----		
Watch 1		
Search (Ctrl+E)  ↑ ↓ Search Depth: 3		
Name	Value	Type
 outcome	2 '\x2'	unsigned char
 player1	83 'S'	unsigned char
 player2	82 'R'	unsigned char
Add item to watch		