```cpp
67  ///This function resets all the game variables to their default values
68  ///
69  void Reset(){
70    flash(500);
71    curLen = 0;
72    inputCount = 0;
73    lastInput = 0;
74    expRd = 0;
75    btnDwn = false;
76    wait = false;
77    resetFlag = false;
78  }
79
80  ///
81  /// User lost
82  ///
83  void Lose(){
84    flash(50);
85  }
```