Design. Classic _ Init btr-up
btr-R

Time-Init btn-L Reverse-Init (Gamemode-Sel . btr-dwr Speed-Irit I. Classic Mode !start Stort Ger-Pattern Classic - Init done 35 · score = o · pattern = new-pattern pottern · Input-lea =0 Score + Score + 1 !done/ WAIT · done = input_ler = score input-lent input-lea +1

input_ler +1

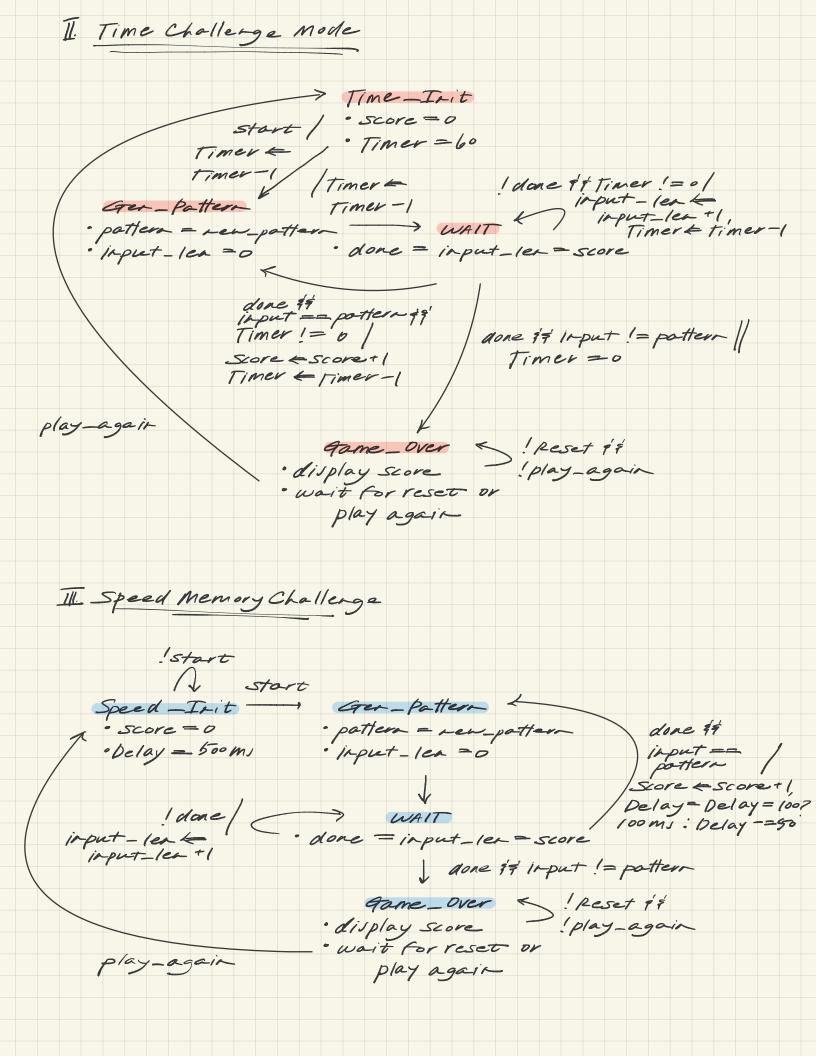
done if input!= pattern

fame_over ! Reset if

display score ! play-again

play-again

play-again



I Reverse mode should be exactly the same as classic but reverse the input to cup.