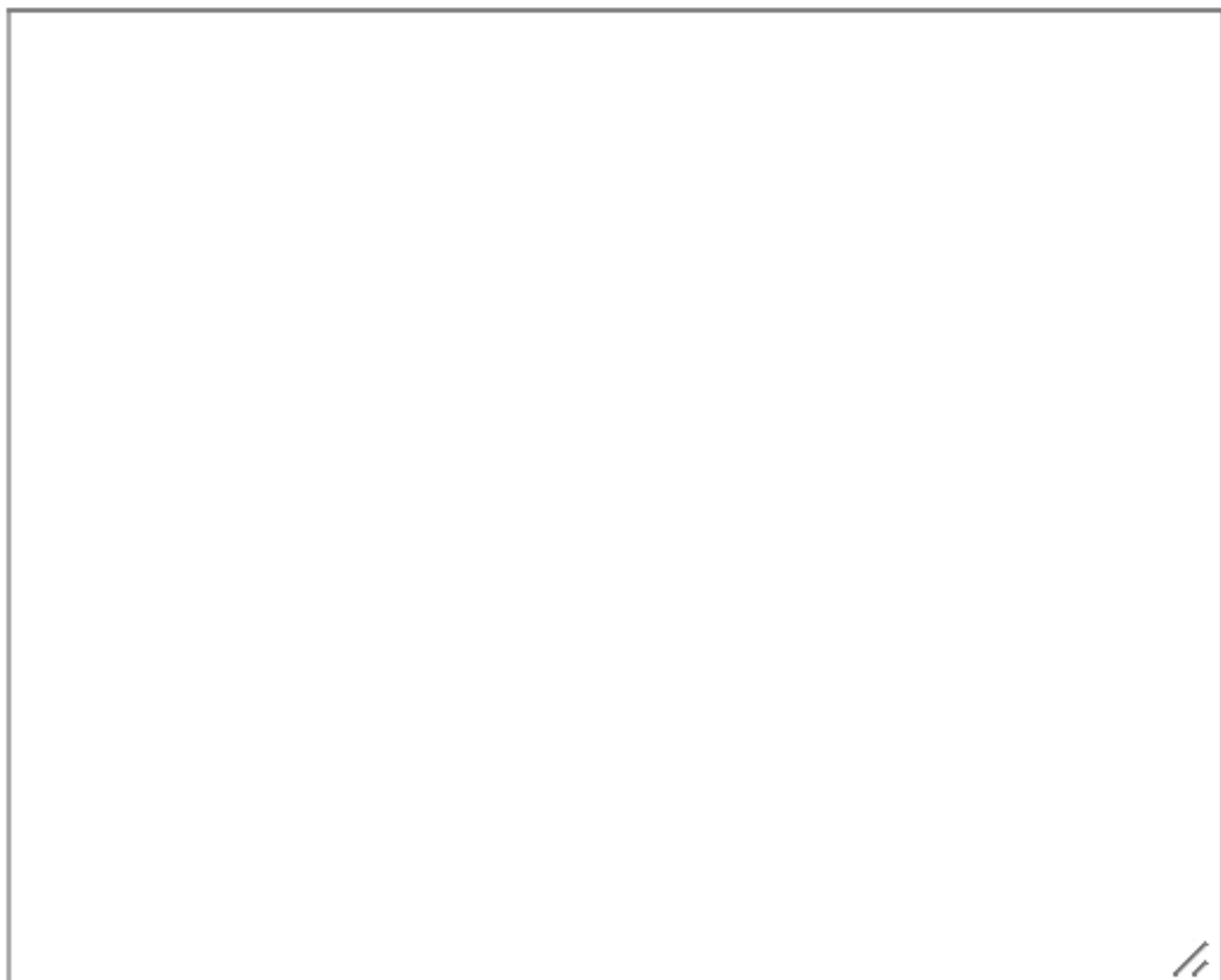




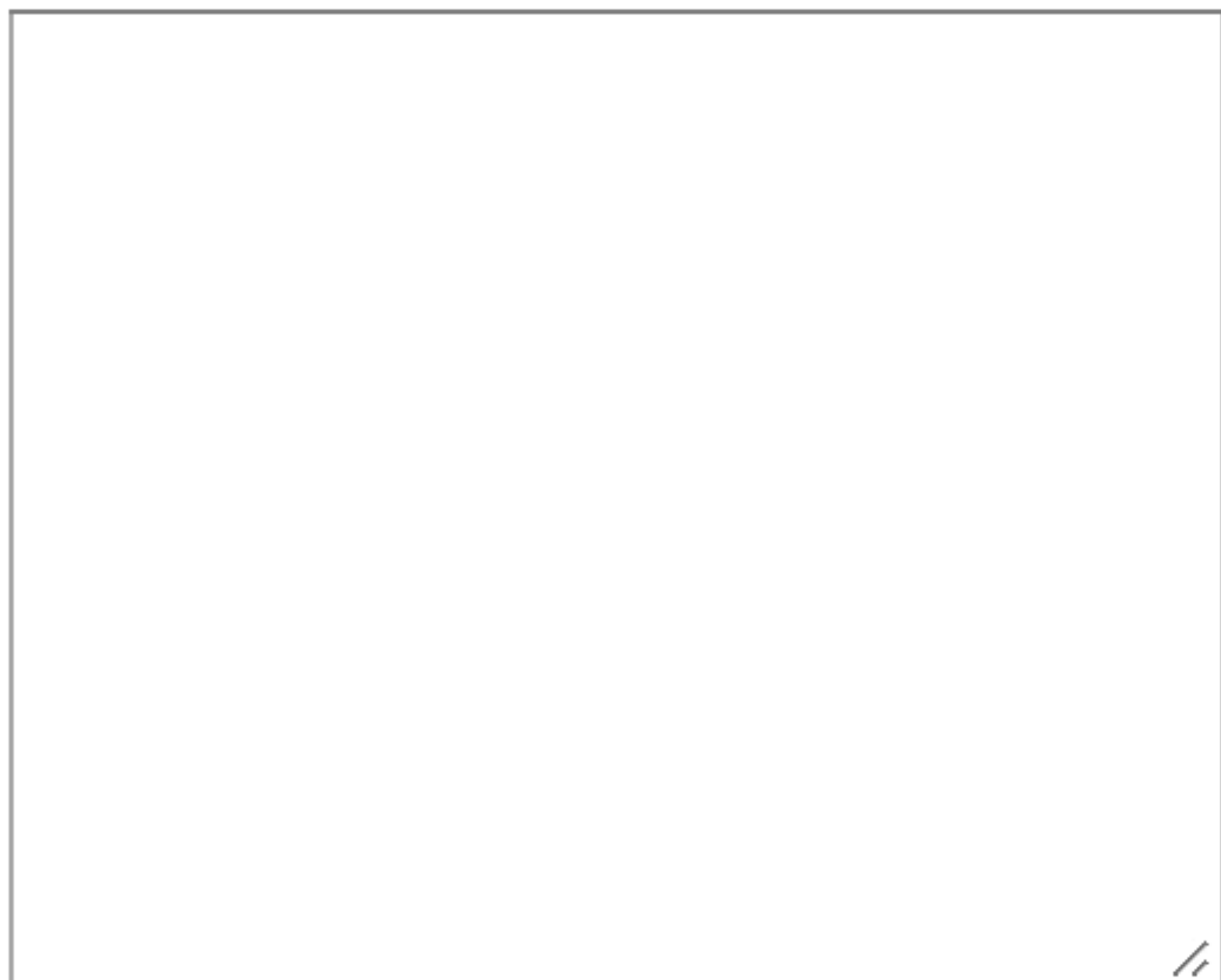
(shift+click to draw 0)



```
function* enforcePlayerTurns() {  
  while (true) {  
    yield { wait: 'X', block: 'O' };  
    yield { wait: 'O', block: 'X' };  
  }  
}
```



(shift+click to draw 0)





(shift+click to draw 0)



```
function* enforcePlayerTurns() {  
  while (true) {  
    yield { wait: 'X', block: 'O' };  
    yield { wait: 'O', block: 'X' };  
  }  
}
```

☒ Off ☐ High

