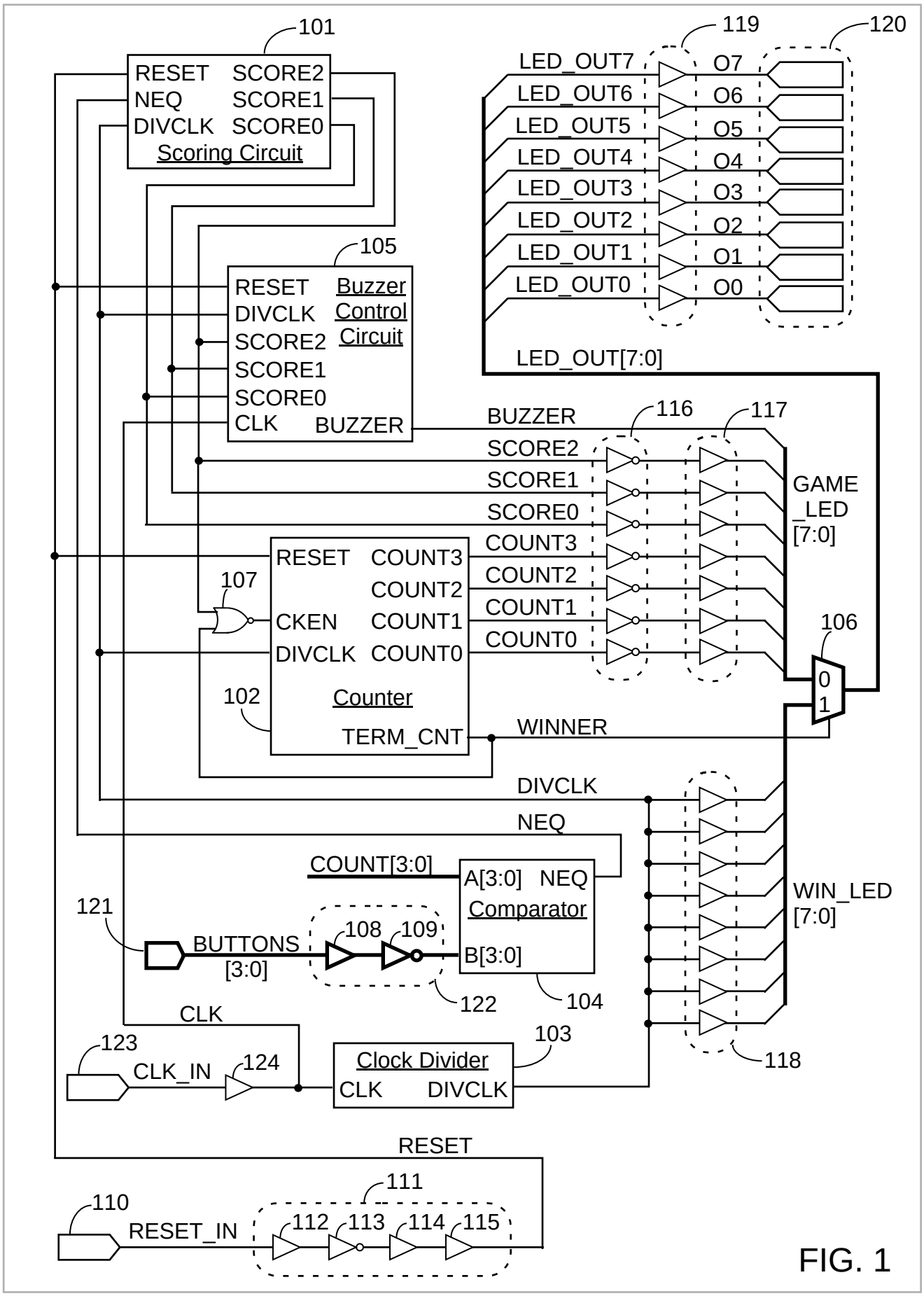
101
RESET
NEQ
DIVCLK
SCORE2
SCORE1
SCORE0
Scoring Circuit
105
RESET
DIVCLK
SCORE2
SCORE1
SCORE0
CLK
Buzzer Control Circuit
BUZZER
119
120
LED_OUT7
LED_OUT6
LED_OUT5
LED_OUT4
LED_OUT3
LED_OUT2
LED_OUT1
LED_OUT0
O7
O6
O5
O4
O3
O2
O1
O0
LED_OUT[7:0]
BUZZER
116
117
SCORE2
SCORE1
SCORE0
COUNT3
COUNT2
COUNT1
COUNT0
GAME_LED [7:0]
106
0
1
107
RESET
CKEN
DIVCLK
COUNT3
COUNT2
COUNT1
COUNT0
102
Counter
TERM_CNT
WINNER
DIVCLK
NEQ
COUNT[3:0]
A[3:0]
NEQ
Comparator
B[3:0]
104
121
BUTTONS [3:0]
108
109
122
WIN_LED [7:0]
118
CLK
123
CLK_IN
124
Clock Divider
CLK
DIVCLK
103
RESET
111
110
RESET_IN
112
113
114
115

FIG. 1

1 inch

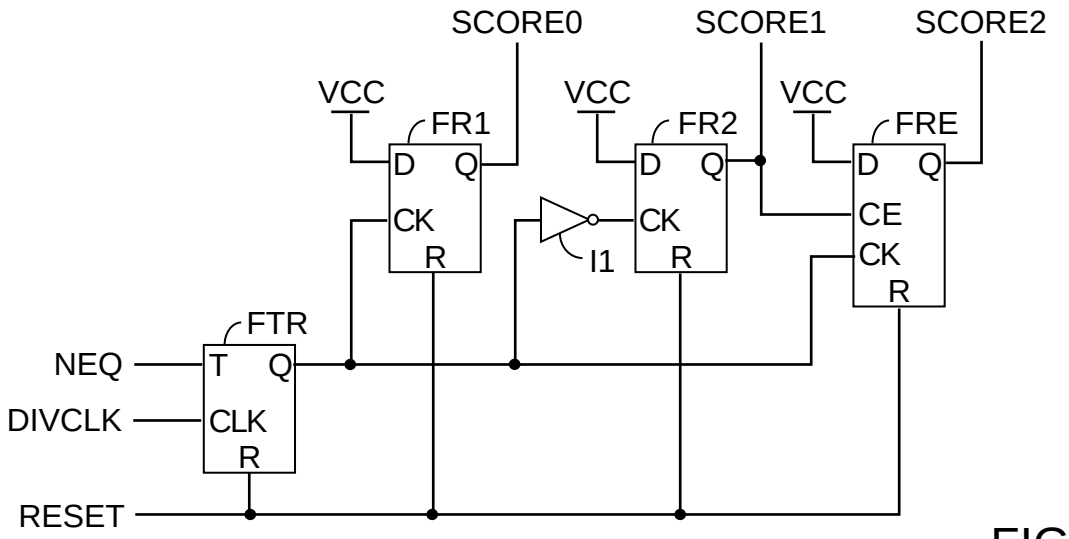

FIG. 2

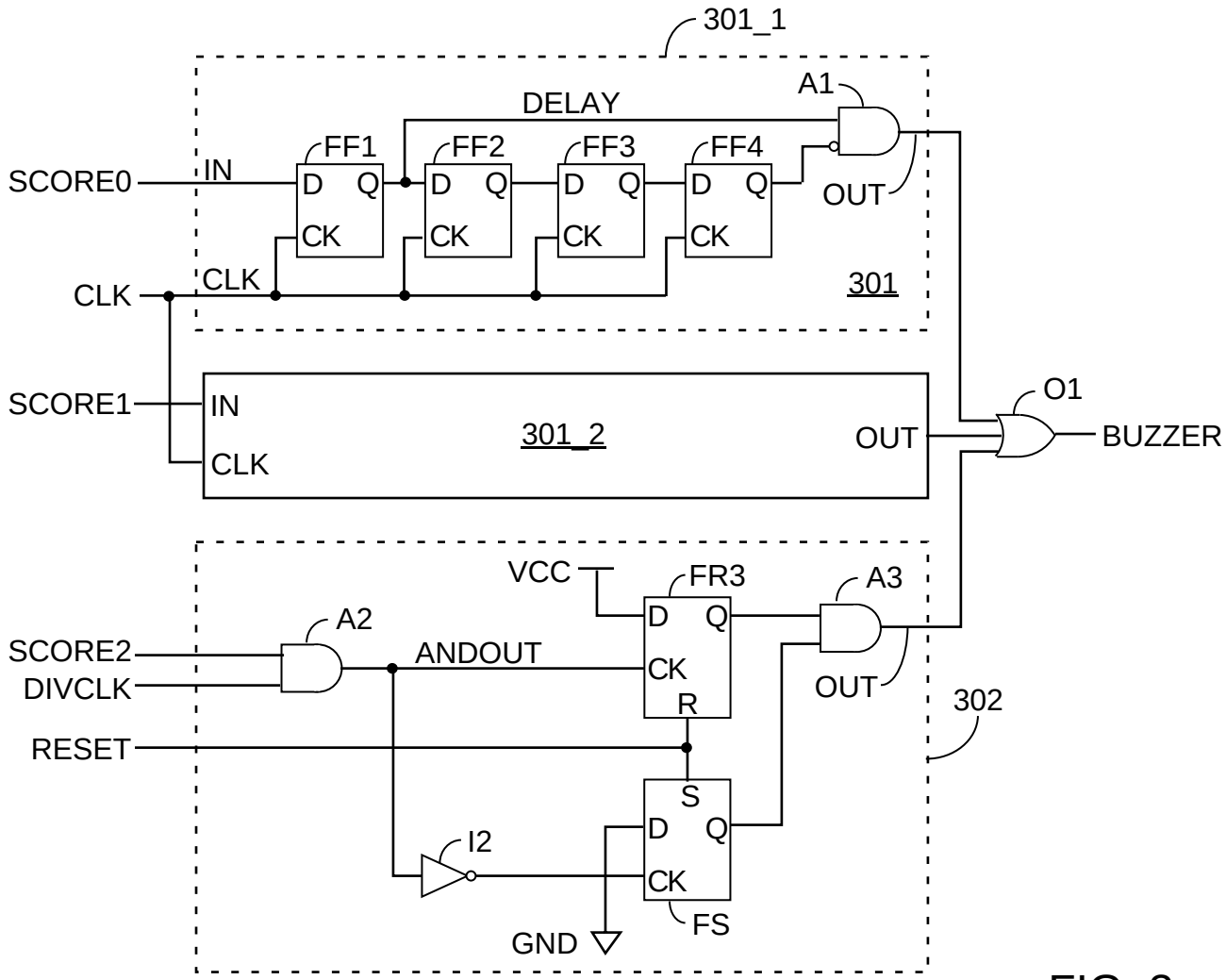

FIG. 3

1 in
5/8 in
3/8 inch

1 inch
1 in
5/8 in
3/8 inch

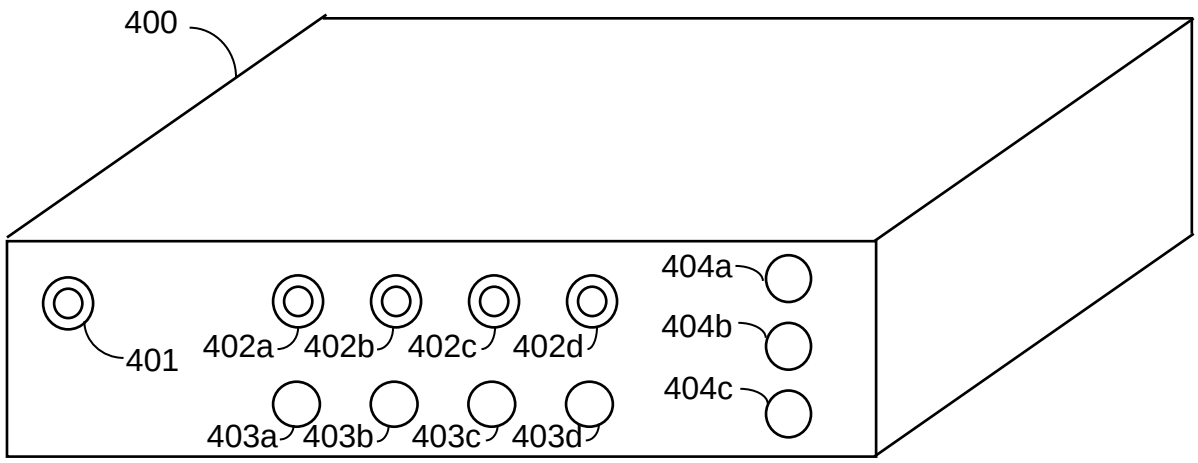

FIG. 4

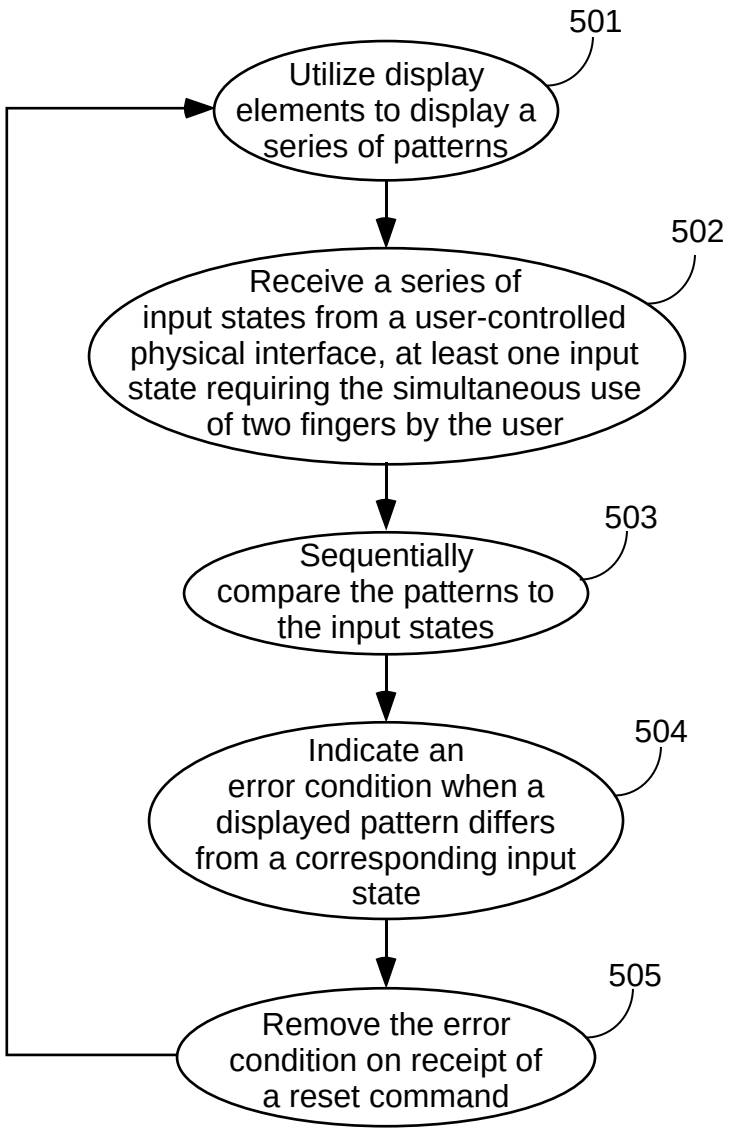

FIG. 5

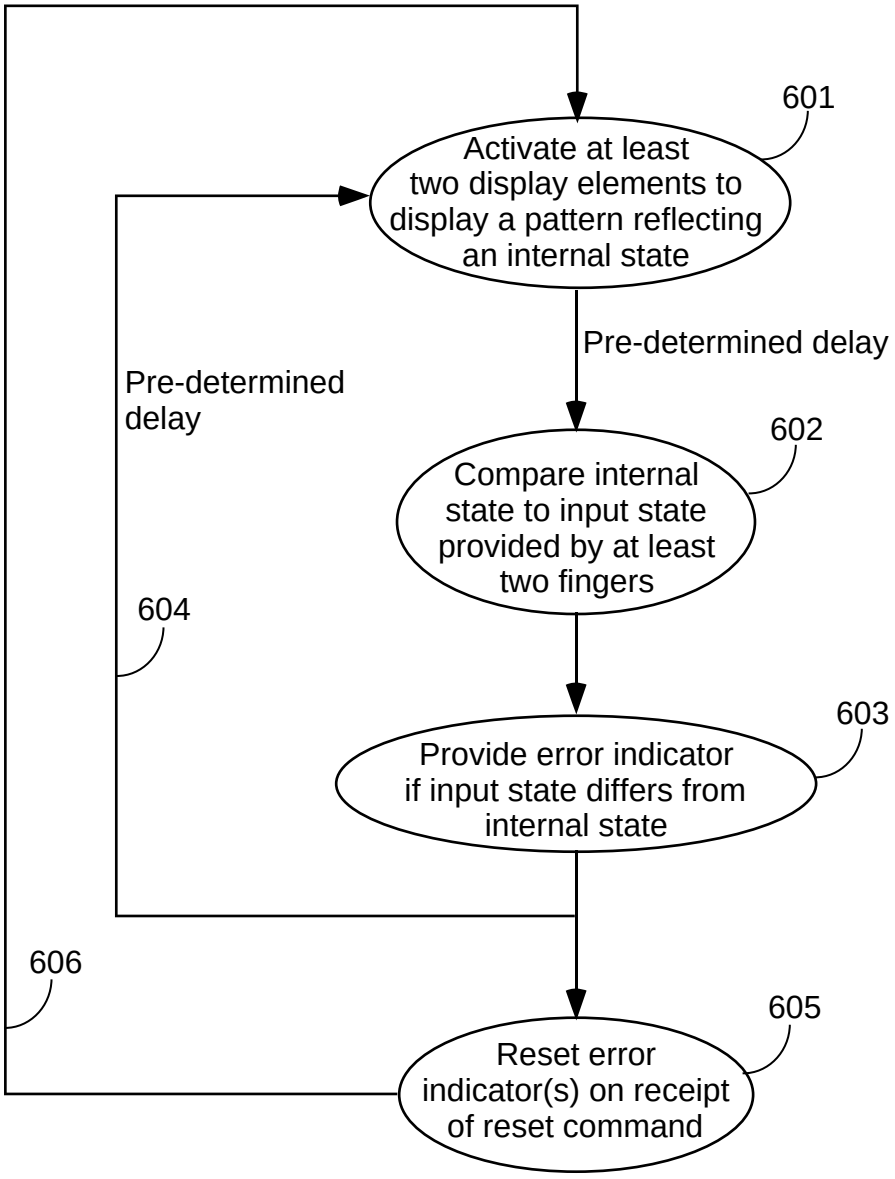
601
Activate at least two display elements to display a pattern reflecting an internal state
Pre-determined delay
602
Compare internal state to input state provided by at least two fingers
603
Provide error indicator if input state differs from internal state
605
Reset error indicator(s) on receipt of reset command
Pre-determined delay
604
606

FIG. 6