

This project is a game. The object is to catch the bit when it is in the middle (seg G). If you catch it, the speed increases, if you miss, the speed decreases. When the speed gets really fast, you win, and the green lights flash. To reset, press the button again once.

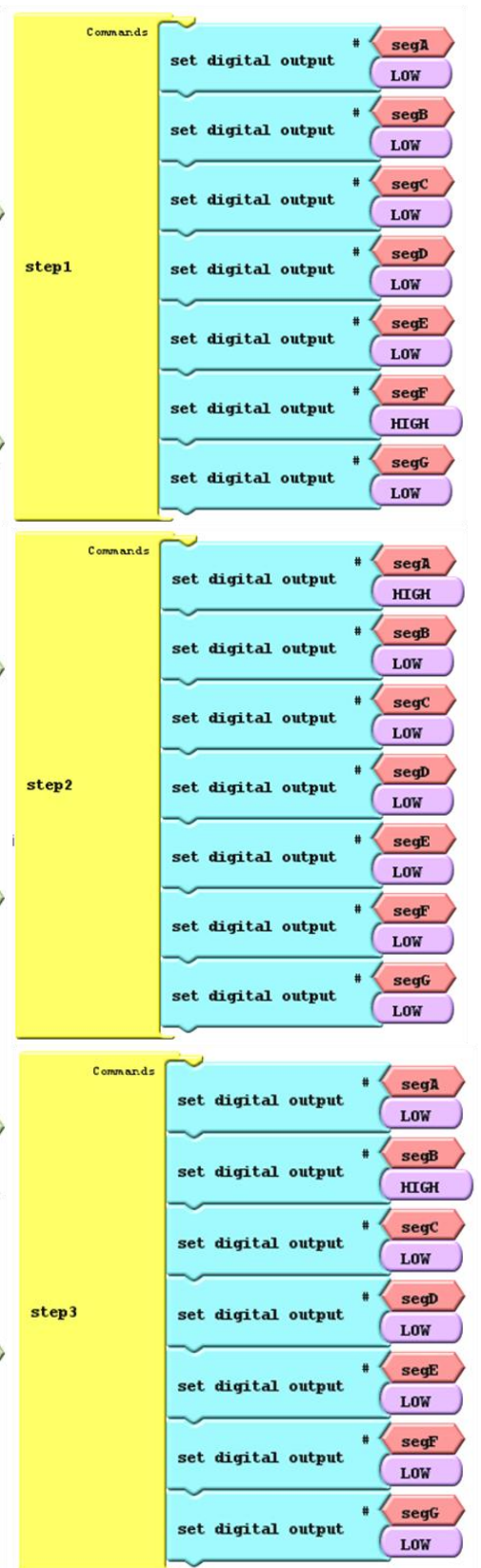
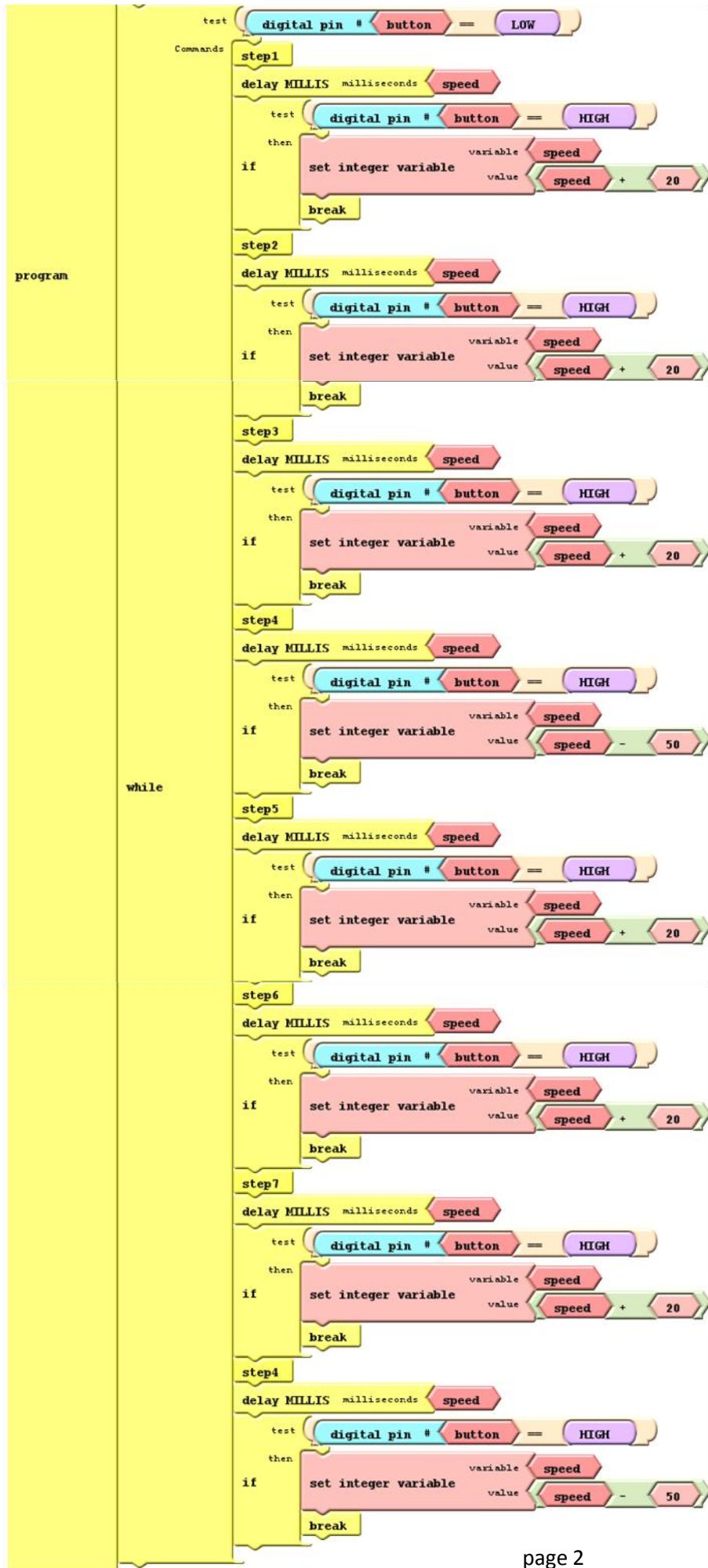
	segA	segB	segC	segD	segE	segF	segG
step1	0	0	0	0	0	1	0
Step2	1	0	0	0	0	0	0
Step3	0	1	0	0	0	0	0
Step4	0	0	0	0	0	0	1
Step5	0	0	0	0	1	0	0
Step6	0	0	0	1	0	0	0
Step7	0	0	1	0	0	0	0



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    setup
      set integer variable variable segA value 4
      set integer variable variable segB value 5
      set integer variable variable segC value 6
      set integer variable variable segD value 7
      set integer variable variable segE value 8
      set integer variable variable segF value 9
      set integer variable variable segG value 10
      set integer variable variable button value 2
      set integer variable variable Winner1 value 11
      set integer variable variable Winner2 value 12
      set integer variable variable speed value 200

    loop
      test speed < 40
      then
        repeat times 10
          Commands Flash
          if
            set digital output # Winner1 HIGH
            set integer variable variable speed value 200
          waiting
            set digital output # Winner1 LOW
            set digital output # Winner2 LOW
            delay MILLIS milliseconds 500
            Commands
              delay MILLIS milliseconds 1000
              while
                test digital pin # button == LOW
                Commands
                  delay MILLIS milliseconds 5
            set digital output # Winner1 HIGH
            set digital output # Winner2 HIGH
            delay MILLIS milliseconds 150
            set digital output # Winner2 LOW
            set digital output # Winner1 LOW
            delay MILLIS milliseconds 150
  
```



etc.. to step 7 (step 4 repeats)