

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

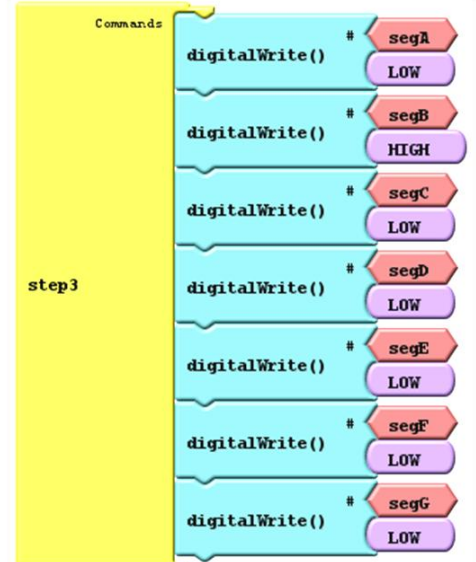
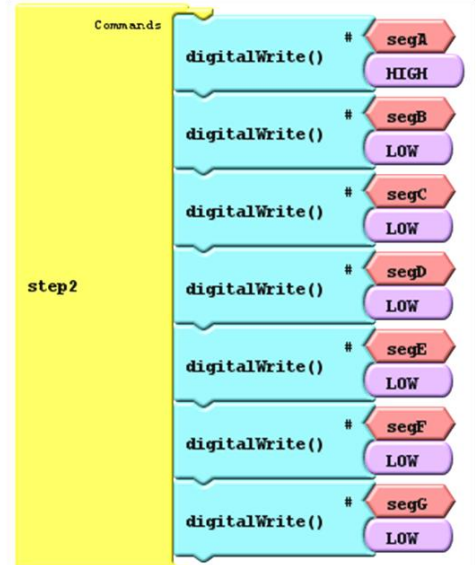
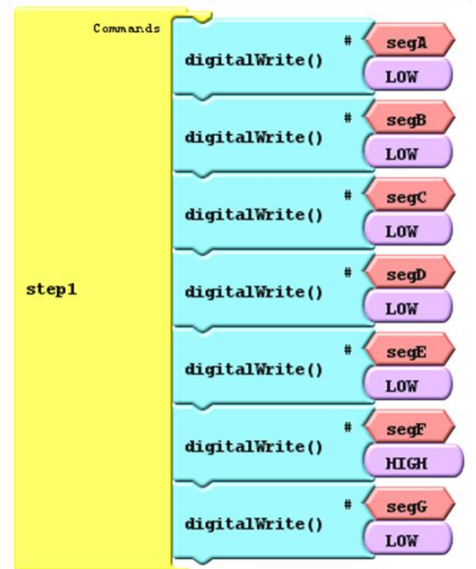
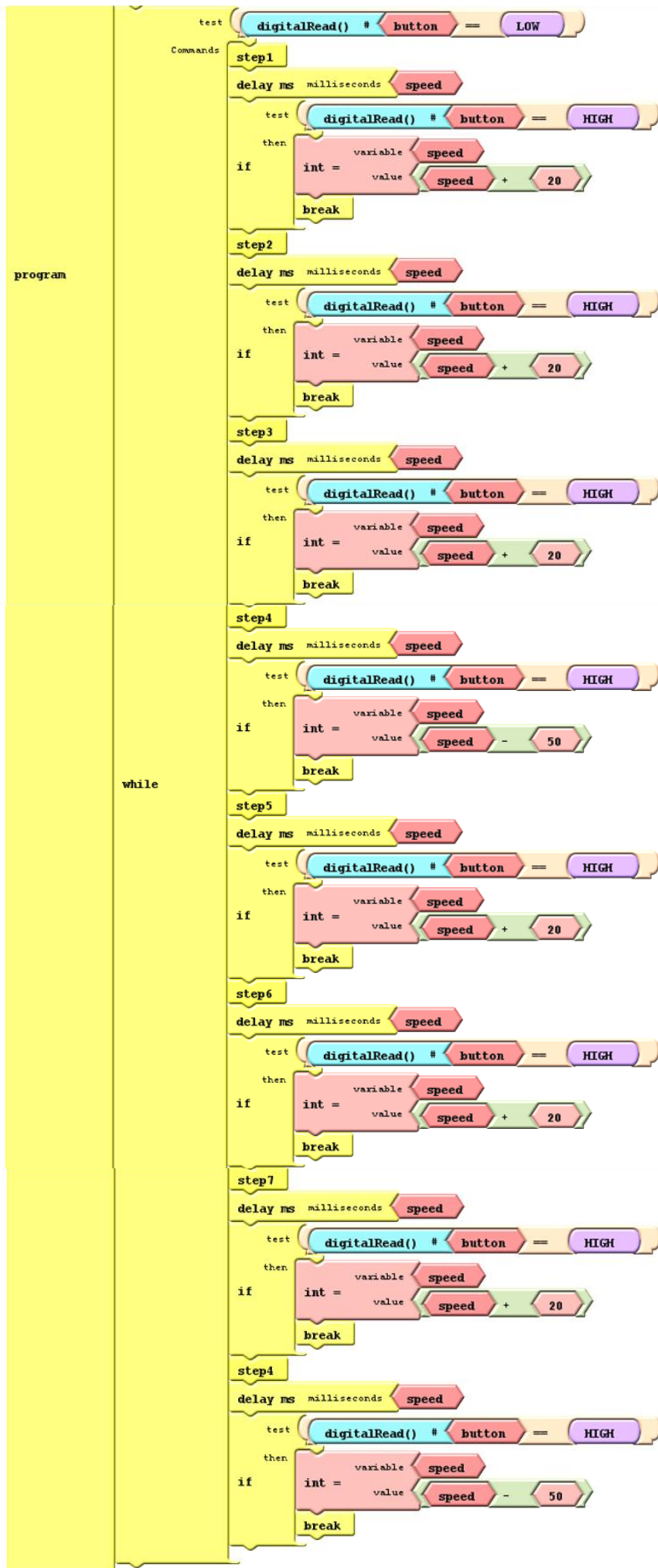


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    setup
      int = variable segA value 4
      int = variable segB value 5
      int = variable segC value 6
      int = variable segD value 7
      int = variable segE value 8
      int = variable segF value 9
      int = variable segG value 10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

    loop
      test speed < 40
      then
        repeat 10 times
          Commands Flash
          if
            digitalWrite() # Winner1 HIGH
            int = variable speed value 200
            waiting
          digitalWrite() # Winner1 LOW
          digitalWrite() # Winner2 LOW
          delay ms milliseconds 500
          Commands
            digitalWrite() # Winner1 HIGH
            digitalWrite() # Winner2 LOW
            delay ms milliseconds 150
            digitalWrite() # Winner1 LOW
            digitalWrite() # Winner2 HIGH
            delay ms milliseconds 150
            waiting
            Commands
              delay ms milliseconds 1000
              test digitalRead() # button = LOW
              while
                Commands
                  delay ms milliseconds 5
  
```

continued on next page....



etc.. to step 7 (step 4 repeats)