**Tag-Of-War Example**

![Diagram of the Tag-Of-War example](image)

**Two-Player Game**

- **Reset Button** starts the game.
- Wait for "Wait Done" from the timer, then turn on LED.
- Wait for A or B to be pressed.
  - A first: shift right, left
  - B first: shift right, left
- Repeat until game is over (DONE).
- If A or B is pressed before LED is turned on, the other player wins.

![Finite State Machine Diagram](image)