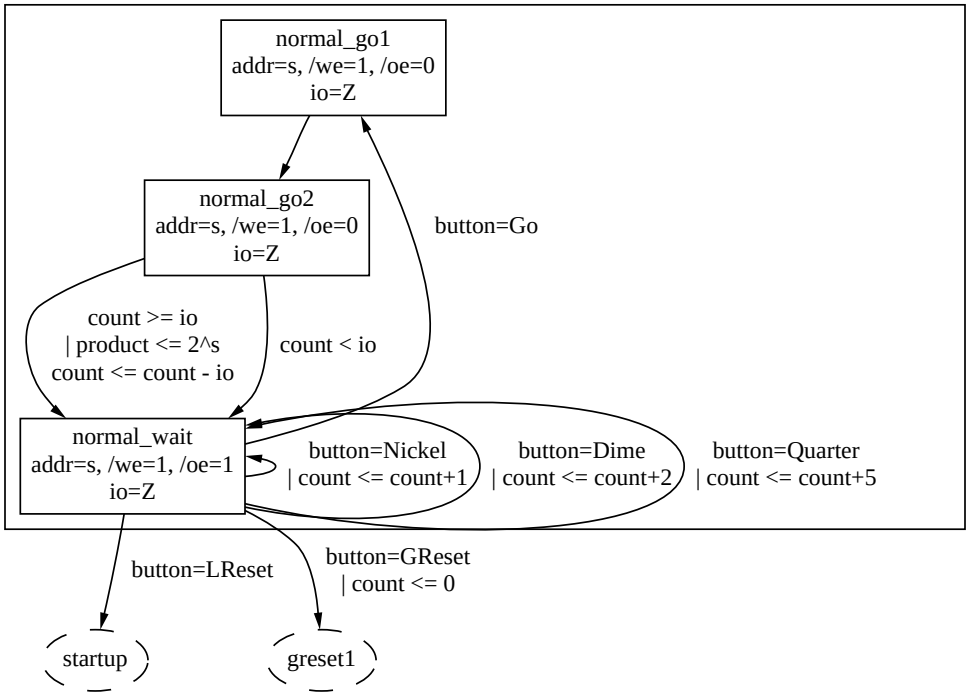
normal_go1
addr=s, /we=1, /oe=0
io=Z
normal_go2
addr=s, /we=1, /oe=0
io=Z
button=Go
count >= io
| product <= 2^s
count <= count - io
count < io
normal_wait
addr=s, /we=1, /oe=1
io=Z
button=Nickel
| count <= count+1
button=Dime
| count <= count+2
button=Quarter
| count <= count+5
button=LReset
button=GReset
| count <= 0
startup
greset1