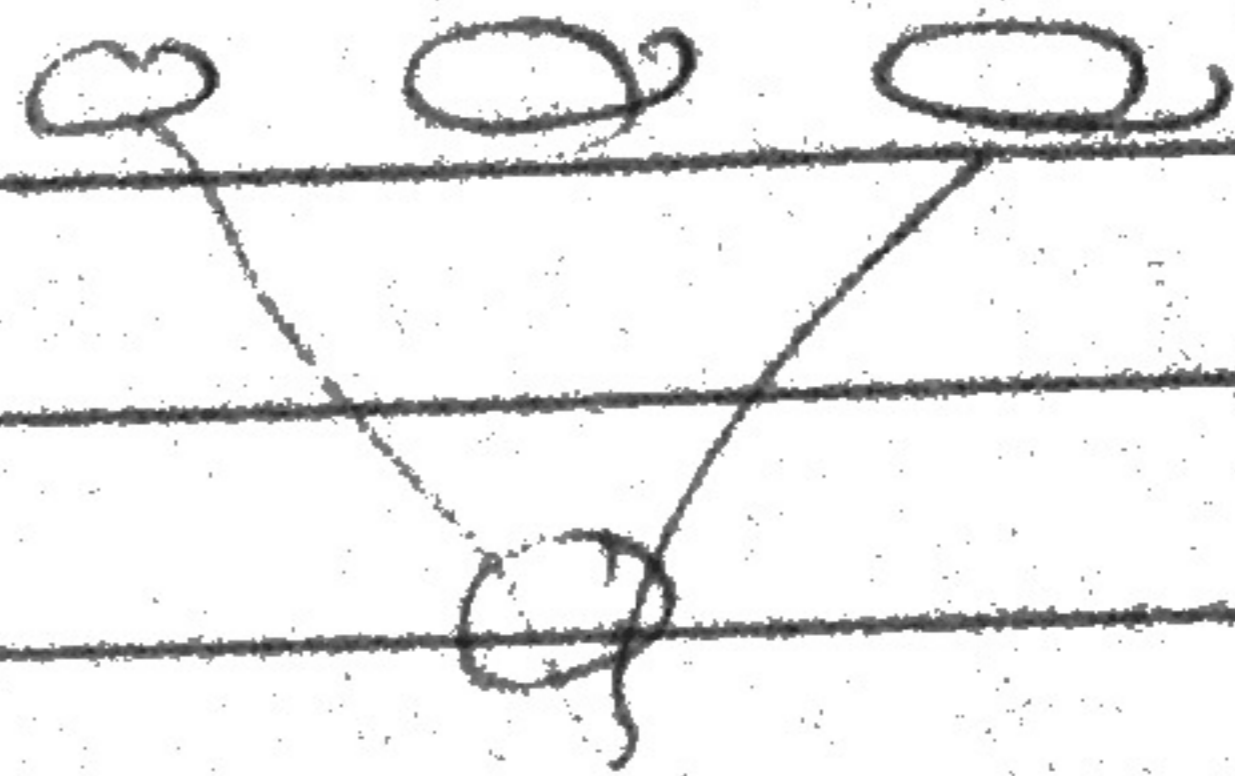


1 2 3



moves:

if {

W B W
 B B W
 W B B
 B B B
 W W W

failSafe (

go

1+2 on
 2 or 1 off until WBW
 1 or 2 off until WBW

