



S1 = 1 = 1 REVOLUTION  
 2 = 2 " "  
 etc

**VAS 80**  
**"ADD LAND"**

SWITCH S2 IN POS. "2": "TIME" TRIGGERS  
 "ADD LAND" DEPENDING ON POS. OF S1. IN  
 POS "1": END OF LEADER TRIGGERS "ADD LAND"  
 [AS WAS: ADD LAND GOES FOR "MAX. 10 REVS.  
 NO MATTER POS. OF S2]