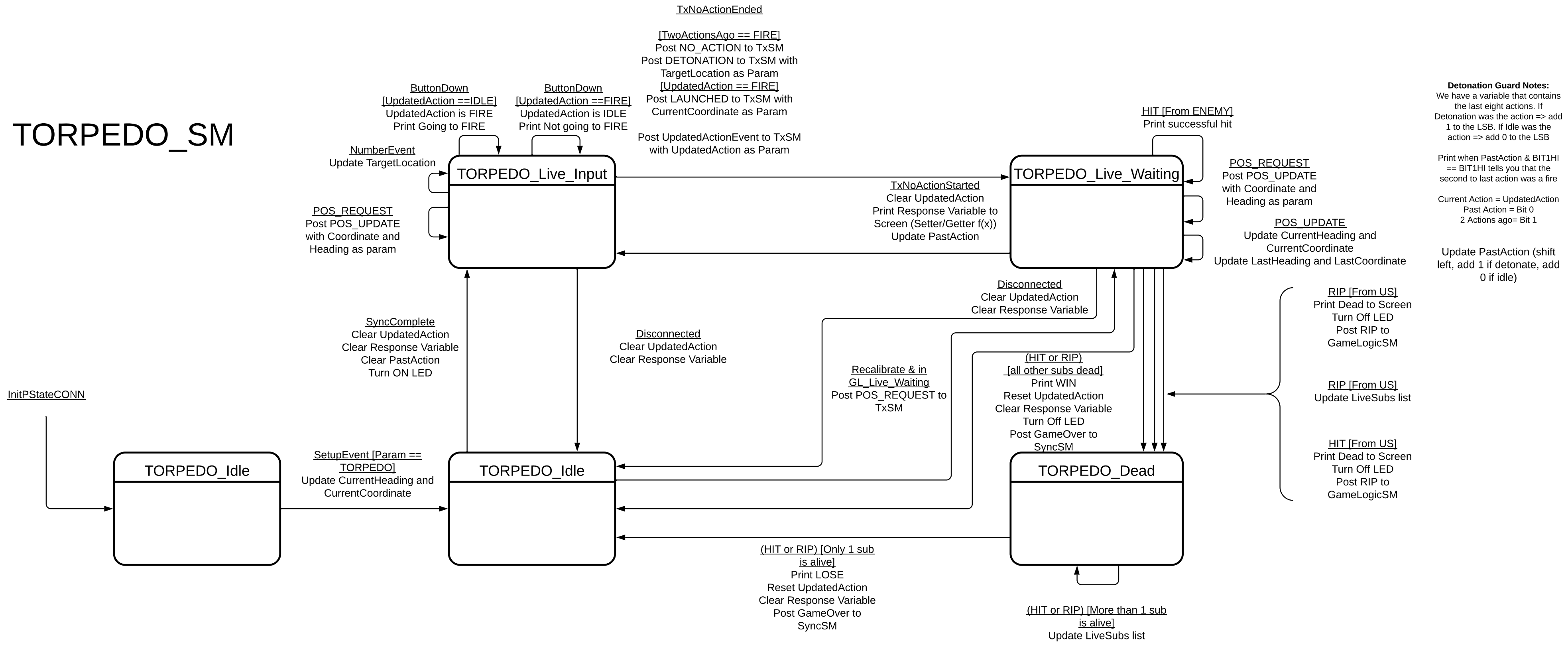


TORPEDO_SM



Detonation Guard Notes:
 We have a variable that contains the last eight actions. If Detonation was the action => add 1 to the LSB. If Idle was the action => add 0 to the LSB

Print when PastAction & BIT1HI == BIT1HI tells you that the second to last action was a fire

Current Action = UpdatedAction
 Past Action = Bit 0
 2 Actions ago= Bit 1

Update PastAction (shift left, add 1 if detonate, add 0 if idle)