玩具として実装されないであろう以下の操作を状態遷移の対象から外す（←以下でグレーアウトしている箇所が該当）：

1. SW-CとSW-1の同時操作
2. SW-CとSW-2の同時操作
3. SW-1とSW-2の同時操作のうち、片方ON・片方OFFの状態を、片方OFF・片方ONに入れ替える操作

状態	待機発光	説明	
Single A	-	単体遊び待機その１（初期状態）	
Single B	-	単体遊び待機その２	
Ready Wp	-	武器玩具待機	
Wp	-	武器玩具必殺発動	
Ready Ch	点滅	ライダータイム・アーマータイム待機	
Changed	rider timer counter と armor timer counter が どちらかが2でなければ点滅	変身後	
Ready Cr	点滅	必殺技待機	
Cr	-	必殺技発動	
rider time counter	-	ライダータイム操作のカウントアップ	※変身と必殺技のカウンタは共用している模様
armor time counter	-	アーマータイム操作のカウントアップ	※変身と必殺技のカウンタは共用している模様

SW-C	SW-1	SW-2	内部状態		SW-C	SW-1	SW-2	状態遷移	遷移音声
OFF	OFF	OFF							
OFF	OFF	OFF	Single A	→	ON	OFF	OFF	Single A → Single B	起動音１＋起動音２＋「ライダー名」
OFF	OFF	OFF	Single B	→	ON	OFF	OFF	Single B → Single A	起動音１＋「〇〇は〜〇〇だ！」
OFF	OFF	OFF	Single A・B	→	OFF	ON	OFF	Single A・B → Ready Wp	停止
OFF	OFF	OFF	Single A・B	→	OFF	OFF	ON	-	-
OFF	OFF	OFF		→	ON	ON	OFF		
OFF	OFF	OFF		→	ON	OFF	ON		
OFF	OFF	OFF	Single A・B	→	OFF	ON	ON	Single A・B → Ready Ch	停止
OFF	OFF	OFF		→	ON	ON	ON		
ON	OFF	OFF							
ON	OFF	OFF	Single A・B	→	OFF	OFF	OFF	-	-
ON	OFF	OFF	Single A・B	→	ON	ON	OFF	Single A・B → Ready Wp	停止
ON	OFF	OFF	Single A・B	→	ON	OFF	ON	-	-
ON	OFF	OFF		→	OFF	ON	OFF		
ON	OFF	OFF		→	OFF	OFF	ON		
ON	OFF	OFF	Single A・B	→	ON	ON	ON	Single A・B → Ready Ch	停止
ON	OFF	OFF		→	OFF	ON	ON		
OFF	ON	OFF							
OFF	ON	OFF	Ready Wp	→	ON	ON	OFF	-	-
OFF	ON	OFF	Ready Ch	→	ON	ON	OFF	-	-
OFF	ON	OFF	Changed	→	ON	ON	OFF	Changed → Ready Cr rider time counter = 0 armor time counter = 0	起動音１＋「ライダー名」
OFF	ON	OFF	Ready Cr	→	ON	ON	OFF	rider time counter = 0 armor time counter = 0	起動音１＋「ライダー名」
OFF	ON	OFF	Changed Ready Wp・Ready Ch・Ready Cr	→	OFF	OFF	OFF	Changed・Ready Wp・Ready Ch・Ready Cr → Single A rider time counter = 0 armor time counter = 0	解除音
OFF	ON	OFF	Ready Wp	→	OFF	ON	ON	Ready Wp → Wp	「ライダー名」
OFF	ON	OFF	Ready Ch	→	OFF	ON	ON	rider time counter + 1 カウントが2に達したら Ready Ch → Changed	（カウントが2に達したら）「ライダータイム！〇〇（ライダー名）」
OFF	ON	OFF	Changed	→	OFF	ON	ON	rider time counter + 1	（カウントが2に達したら）「ライダータイム！〇〇（ライダー名）」
OFF	ON	OFF	Ready Cr	→	OFF	ON	ON	rider time counter + 1 カウントが2に達したら Ready Cr → Cr	（カウントが2に達したら）（X秒開けて）「〇〇！（必殺技）」
OFF	ON	OFF		→	ON	OFF	OFF		
OFF	ON	OFF		→	ON	ON	ON		
OFF	ON	OFF		→	OFF	OFF	ON		
OFF	ON	OFF		→	ON	OFF	ON		
OFF	OFF	ON							
OFF	OFF	ON	Single A	→	ON	OFF	ON	Single A → Single B	起動音１＋起動音２＋「ライダー名」
OFF	OFF	ON	Single B	→	ON	OFF	ON	Single B → Single A	起動音１＋「〇〇は〜〇〇だ！」
OFF	OFF	ON	Wp	→	ON	OFF	ON	-	-
OFF	OFF	ON	Ready Ch	→	ON	OFF	ON	-	-
OFF	OFF	ON	Changed	→	ON	OFF	ON	Changed → Ready Cr rider time counter = 0 armor time counter = 0	起動音１＋「ライダー名」
OFF	OFF	ON	Ready Cr	→	ON	OFF	ON	rider time counter = 0 armor time counter = 0	起動音１＋「ライダー名」
OFF	OFF	ON	Single A・B	→	OFF	ON	ON	Single A・B → Ready Ch	停止
OFF	OFF	ON	Wp	→	OFF	ON	ON	-	-
OFF	OFF	ON	Ready Ch	→	OFF	ON	ON	armor time counter + 1 カウントが2に達したら Ready Ch → Changed	（カウントが2に達したら）「アーマータイム！〇〇（ライダー名）」
OFF	OFF	ON	Changed	→	OFF	ON	ON	armor time counter + 1	（カウントが2に達したら）「アーマータイム！〇〇（ライダー名）」
OFF	OFF	ON	Ready Cr	→	OFF	ON	ON	armor time counter + 1 カウントが2に達したら Ready Cr → Cr	（カウントが2に達したら）（Y秒開けて）「〇〇！（必殺技）」
OFF	OFF	ON	Single A・B	→	OFF	OFF	OFF	-	-
OFF	OFF	ON	Wp・Changed Ready Ch・Ready Cr	→	OFF	OFF	OFF	Wp・Changed・Ready Ch・Ready Cr → Single A rider time counter = 0 armor time counter = 0	解除音
OFF	OFF	ON		→	ON	ON	ON		
OFF	OFF	ON		→	ON	OFF	OFF		
OFF	OFF	ON		→	OFF	ON	OFF		
OFF	OFF	ON		→	ON	ON	OFF		
ON	ON	OFF							
ON	ON	OFF	Changed Ready Wp・Ch・Cr	→	OFF	ON	OFF	-	-
ON	ON	OFF	Changed Ready Wp・Ready Ch・Ready Cr	→	ON	OFF	OFF	Changed・Ready Wp・Ready Ch・Ready Cr → Single A rider time counter = 0 armor time counter = 0	解除音
ON	ON	OFF	Ready Wp	→	ON	ON	ON	Ready Wp → Wp	「ライダー名」
ON	ON	OFF	Ready Ch	→	ON	ON	ON	rider time counter + 1 カウントが2に達したら Ready Ch → Changed	（カウントが2に達したら）「ライダータイム！〇〇（ライダー名）」
ON	ON	OFF	Changed	→	ON	ON	ON	rider time counter + 1	（カウントが2に達したら）「ライダータイム！〇〇（ライダー名）」
ON	ON	OFF	Ready Cr	→	ON	ON	ON	rider time counter + 1 カウントが2に達したら Ready Cr → Cr	（カウントが2に達したら）（X秒開けて）「〇〇！（必殺技）」
ON	ON	OFF		→	OFF	OFF	OFF		
ON	ON	OFF		→	OFF	ON	ON		
ON	ON	OFF		→	ON	OFF	ON	-	
ON	ON	OFF		→	OFF	OFF	ON		
ON	OFF	ON							
ON	OFF	ON	Single A・B Wp・Changed Ready Ch・Ready Cr	→	OFF	OFF	ON	-	-
ON	OFF	ON	Single A・B	→	ON	ON	ON	Single A・B → Ready Ch	停止
ON	OFF	ON	Wp	→	ON	ON	ON	-	-
ON	OFF	ON	Ready Ch	→	ON	ON	ON	armor time counter + 1 カウントが2に達したら Ready Ch → Changed	（カウントが2に達したら）「アーマータイム！〇〇（ライダー名）」
ON	OFF	ON	Changed	→	ON	ON	ON	armor time counter + 1	（カウントが2に達したら）「アーマータイム！〇〇（ライダー名）」
ON	OFF	ON	Ready Cr	→	ON	ON	ON	armor time counter + 1 カウントが2に達したら Ready Cr → Cr	（カウントが2に達したら）（Y秒開けて）「〇〇！（必殺技）」
ON	OFF	ON	Single A・B	→	ON	OFF	OFF	-	-
ON	OFF	ON	Wp・Changed Ready Ch・Ready Cr	→	ON	OFF	OFF	Wp・Changed・Ready Ch・Ready Cr → Single A rider time counter = 0 armor time counter = 0	解除音
ON	OFF	ON		→	OFF	ON	ON		
ON	OFF	ON		→	OFF	OFF	OFF		
ON	OFF	ON		→	ON	ON	OFF		
ON	OFF	ON		→	OFF	ON	OFF		
OFF	ON	ON							
OFF	ON	ON	Wp	→	ON	ON	ON	-	-
OFF	ON	ON	Ready Ch	→	ON	ON	ON	-	-
OFF	ON	ON	Changed	→	ON	ON	ON	Changed → Ready Cr rider time counter = 0 armor time counter = 0	起動音１＋「ライダー名」
OFF	ON	ON	Ready Cr・Cr	→	ON	ON	ON	rider time counter = 0 armor time counter = 0	起動音１＋「ライダー名」
OFF	ON	ON	Wp	→	OFF	OFF	ON	-	-
OFF	ON	ON	Ready Ch・Ready Cr	→	OFF	OFF	ON	-	-
OFF	ON	ON	Changed	→	OFF	OFF	ON	カウントが2に達していたら armor time counter = 0	-
OFF	ON	ON	Cr	→	OFF	OFF	ON	Cr → Changed カウントが2に達していたら armor time counter = 0	-
OFF	ON	ON	Wp	→	OFF	ON	OFF	Wp → Ready Wp	-
OFF	ON	ON	Ready Ch・Ready Cr	→	OFF	ON	OFF	-	-
OFF	ON	ON	Changed	→	OFF	ON	OFF	カウントが2に達していたら rider time counter = 0	-
OFF	ON	ON	Cr	→	OFF	ON	OFF	Cr → Changed カウントが2に達していたら rider time counter = 0	-
OFF	ON	ON		→	ON	OFF	ON		
OFF	ON	ON		→	ON	ON	OFF		
OFF	ON	ON	Wp・Changed Ready Ch・Ready Cr Cr	→	OFF	OFF	OFF	Wp・Changed・Ready Ch・Ready Cr・Cr → Single A rider time counter = 0 armor time counter = 0	解除音
OFF	ON	ON		→	ON	OFF	OFF		
ON	ON	ON							
ON	ON	ON	Wp・Changed Ready Ch・Ready Cr・Cr	→	OFF	ON	ON	-	-
ON	ON	ON	Wp Ready Ch・Ready Cr	→	ON	OFF	ON	-	-
ON	ON	ON	Changed	→	ON	OFF	ON	カウントが2に達していたら armor time counter = 0	-
ON	ON	ON	Cr	→	ON	OFF	ON	Cr → Changed カウントが2に達していたら armor time counter = 0	
ON	ON	ON	Wp	→	ON	ON	OFF	Wp → Ready Wp	
ON	ON	ON	Ready Ch・Ready Cr	→	ON	ON	OFF	-	-
ON	ON	ON	Changed	→	ON	ON	OFF	カウントが2に達していたら rider time counter = 0	-
ON	ON	ON	Cr	→	ON	ON	OFF	Cr → Changed カウントが2に達していたら rider time counter = 0	-
ON	ON	ON		→	OFF	OFF	ON		
ON	ON	ON		→	OFF	ON	OFF		
ON	ON	ON	Wp・Changed Ready Ch・Ready Cr Cr	→	ON	OFF	OFF	Wp・Changed・Ready Ch・Ready Cr・Cr → Single A rider time counter = 0 armor time counter = 0	解除音
ON	ON	ON		→	OFF	OFF	OFF		