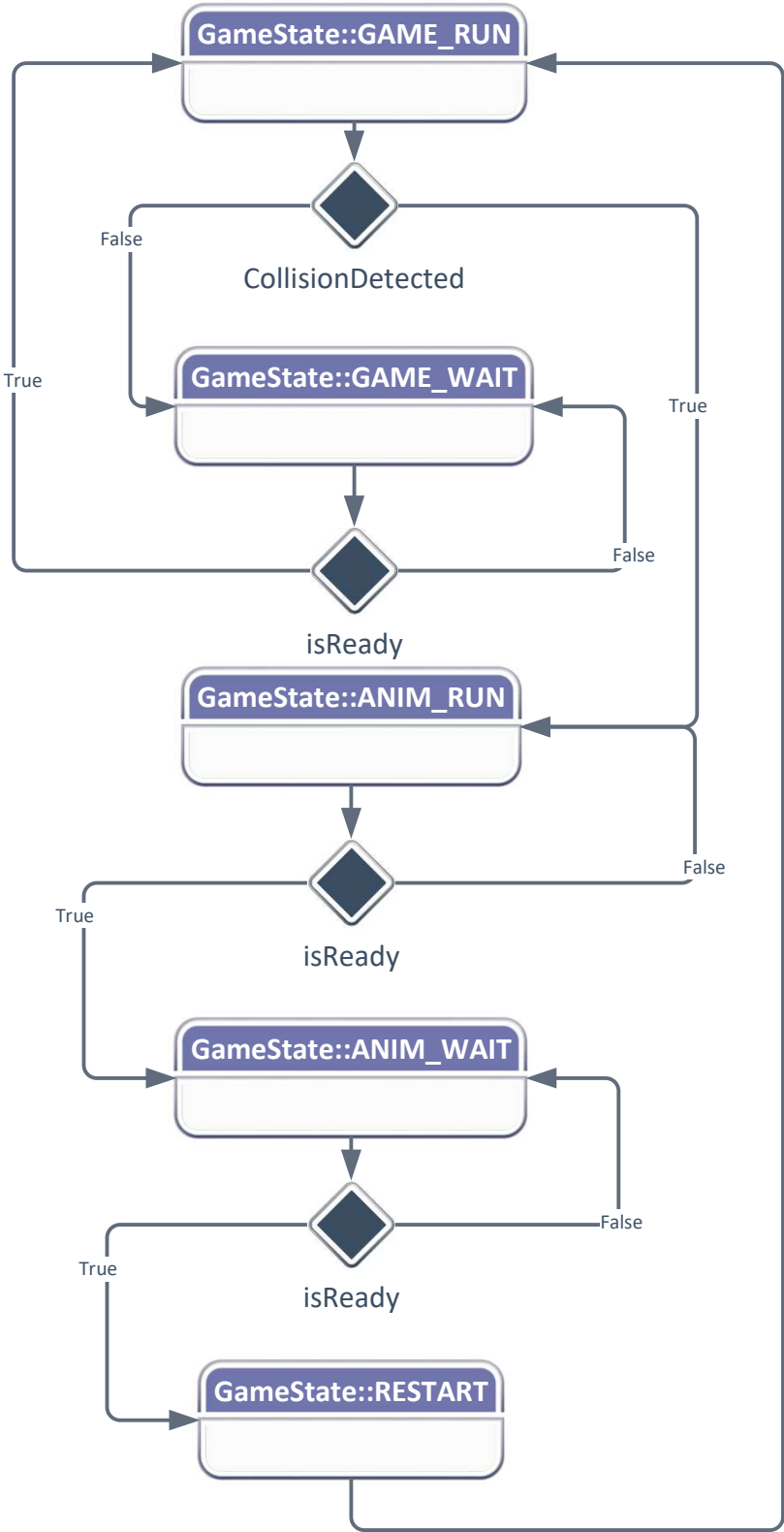


InoBundle state machine



GameState::PAUSE

GameState::BLINK