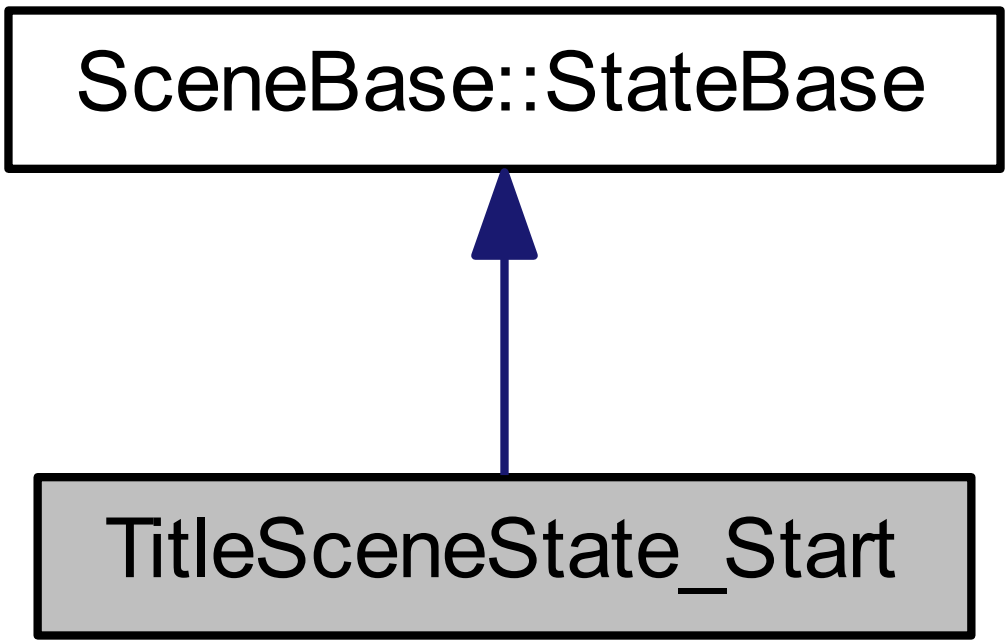
SceneBase::StateBase
TitleSceneState_Start