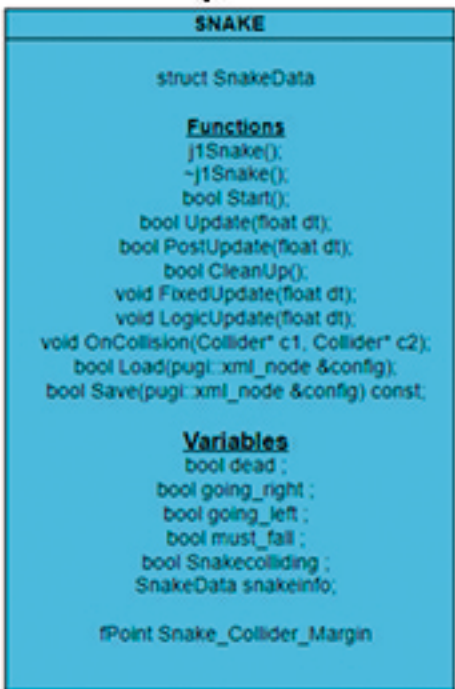




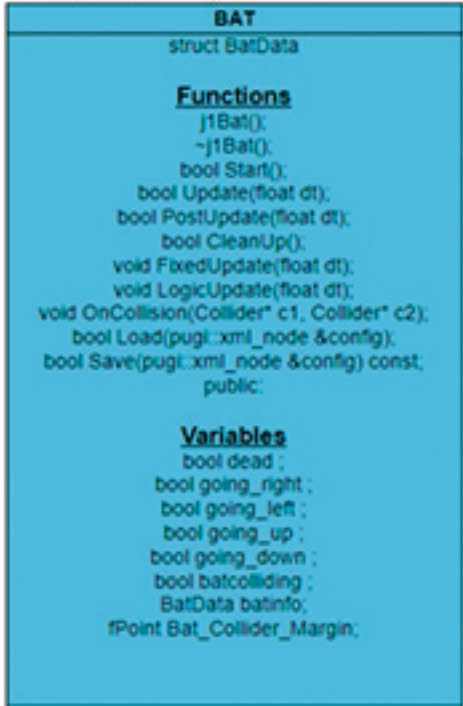
Every entity has its struct with their own variables. Only the relevant variables are shown



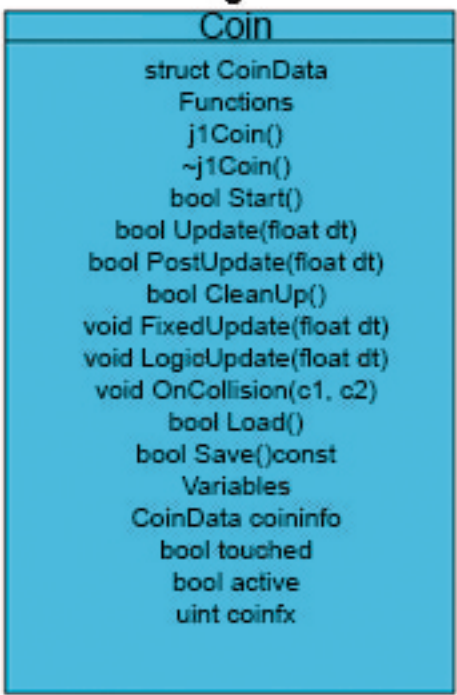
1



0..2



0..1



Coin