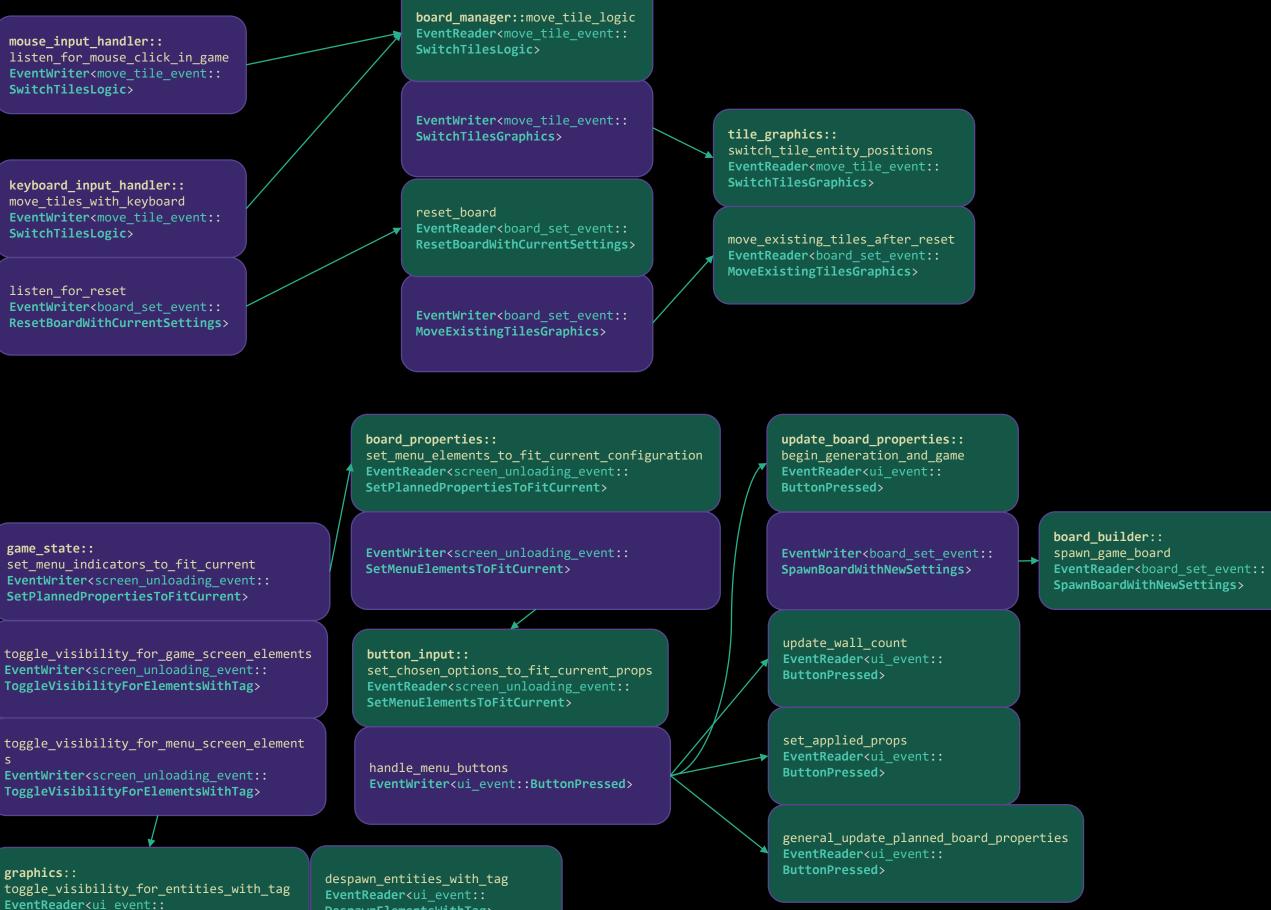
SwitchTilesLogic> SwitchTilesLogic> listen_for_reset game state::

ToggleVisibilityForElementsWithTag>



DespawnElementsWithTag>