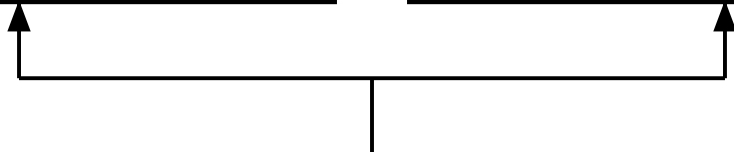


cp::State

cp::State



cp::GameState