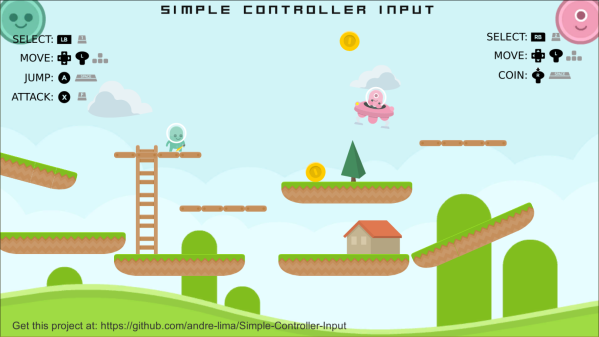
Warm Up



How do you think the game's behaviors and logic are implemented?

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