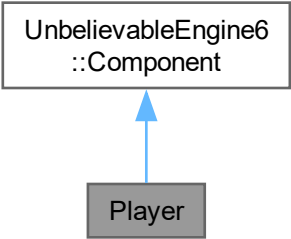


UnbelievableEngine6
::Component



```
graph BT; Player[Player] --> UnbelievableEngine6[UnbelievableEngine6 ::Component];
```

Player