

GameState

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(Menu, _ , _)

(Ingame, _ , _)

(Special, _ , _)

(Special, IngameSettings,Manager _)

(Menu, MainMenu , _)

(Menu, IngameMenu, _)

(Ingame, Quickplay, _)

(Ingame, Funmode, _)

(Ingame, ClassicMode, _)

(Ingame, TrainingsMode , _)

(Special, Quit, _)

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