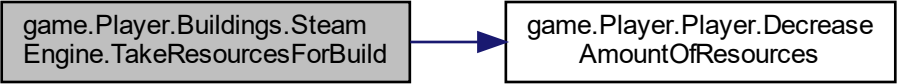


game.Player.Buildings.Steam
Engine.TakeResourcesForBuild



```
graph LR; A["game.Player.Buildings.SteamEngine.TakeResourcesForBuild"] --> B["game.Player.Player.DecreaseAmountOfResources"]
```

game.Player.Player.Decrease
AmountOfResources