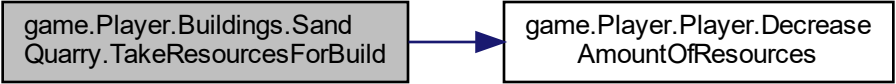


game.Player.Buildings.Sand
Quarry.TakeResourcesForBuild



```
graph LR; A["game.Player.Buildings.Sand  
Quarry.TakeResourcesForBuild"] --> B["game.Player.Player.Decrease  
AmountOfResources"]
```

game.Player.Player.Decrease
AmountOfResources