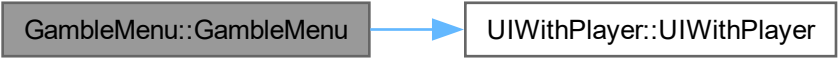


GambleMenu::GambleMenu



```
graph LR; A[GambleMenu::GambleMenu] --> B[UIWithPlayer::UIWithPlayer]
```

UIWithPlayer::UIWithPlayer