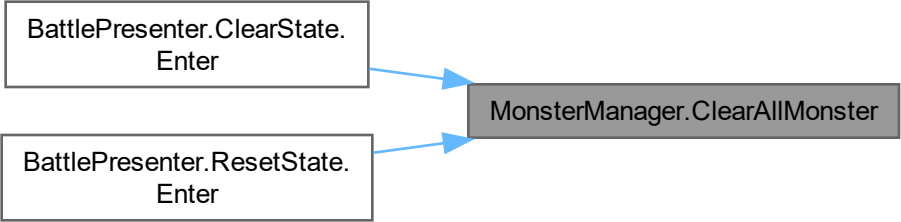


BattlePresenter.ClearState.
Enter

BattlePresenter.ResetState.
Enter

MonsterManager.ClearAllMonster



```
graph LR; A[BattlePresenter.ClearState.Enter] --> C[MonsterManager.ClearAllMonster]; B[BattlePresenter.ResetState.Enter] --> C;
```