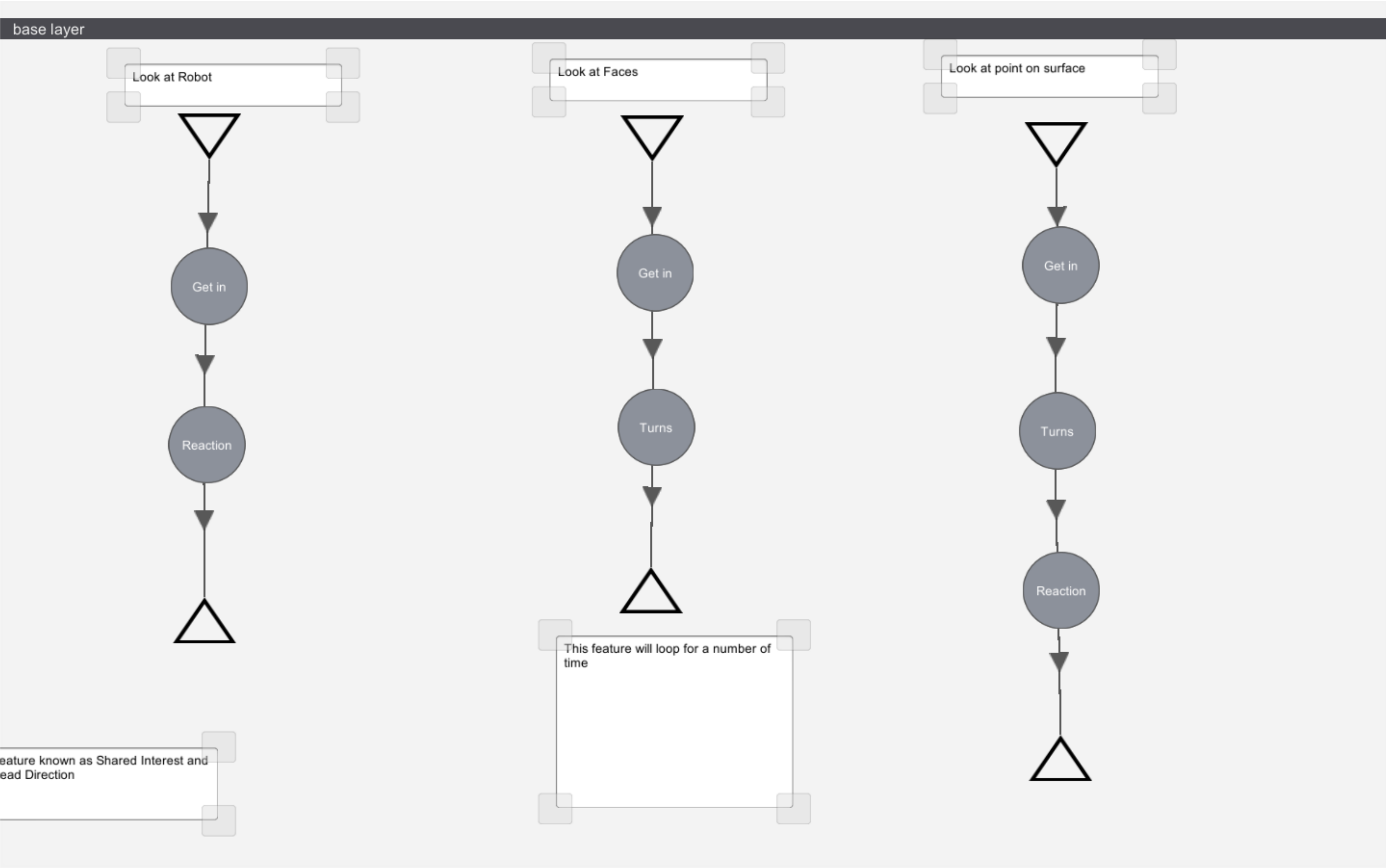


Gazing State Machine.

base layer



Get in



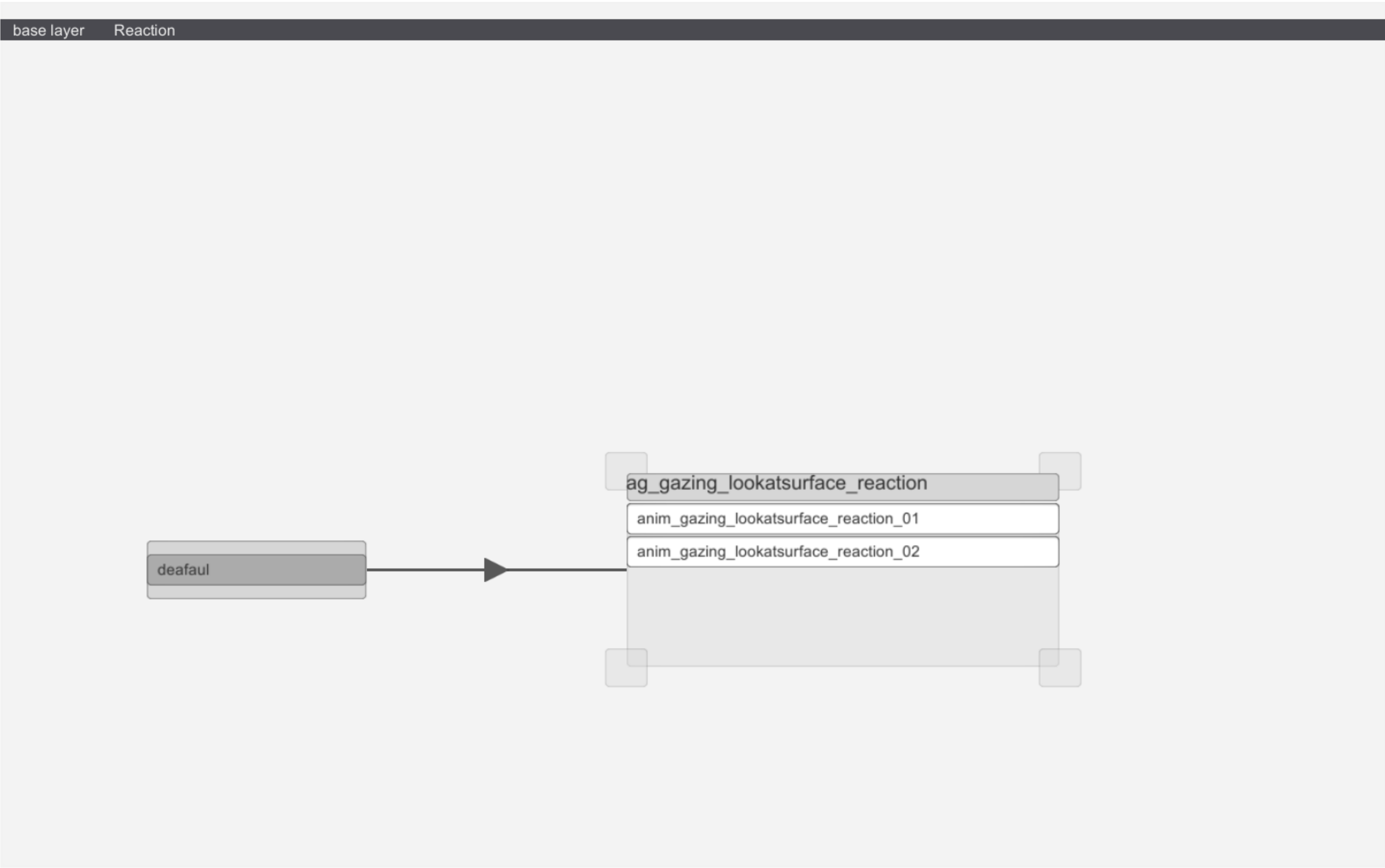
Turns



Get in



Reaction



Turns



Reaction



Get in

