Cubespinner State Machine.
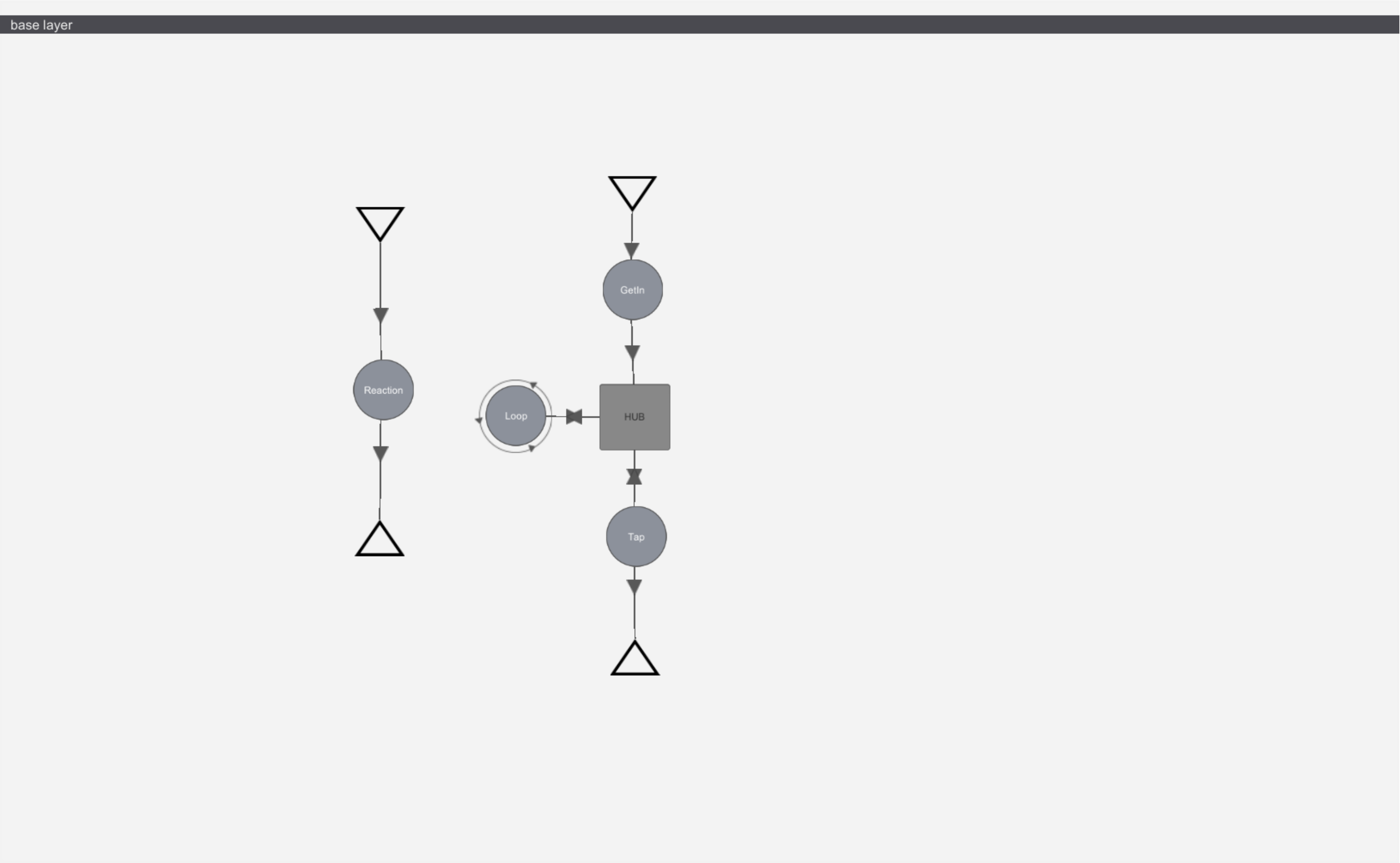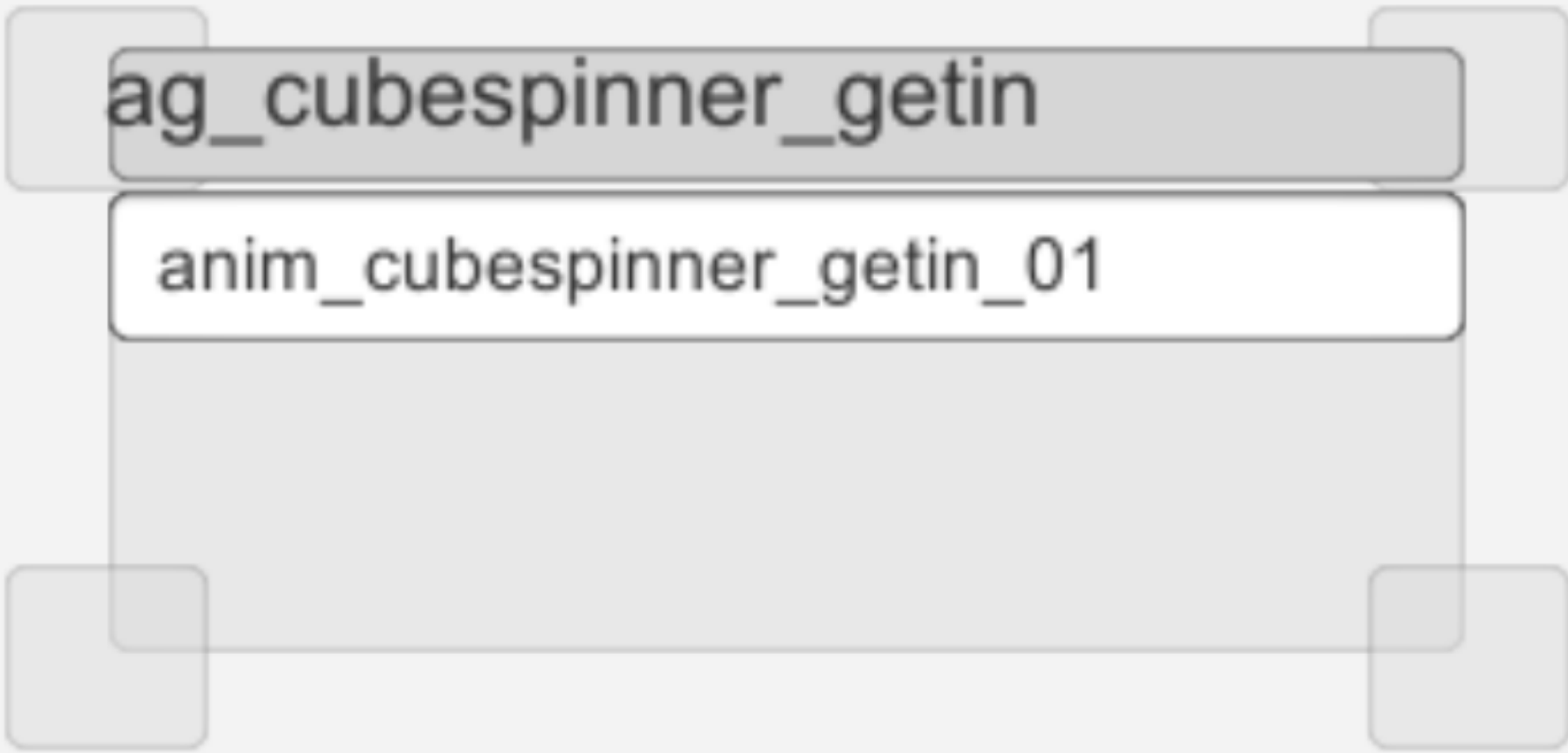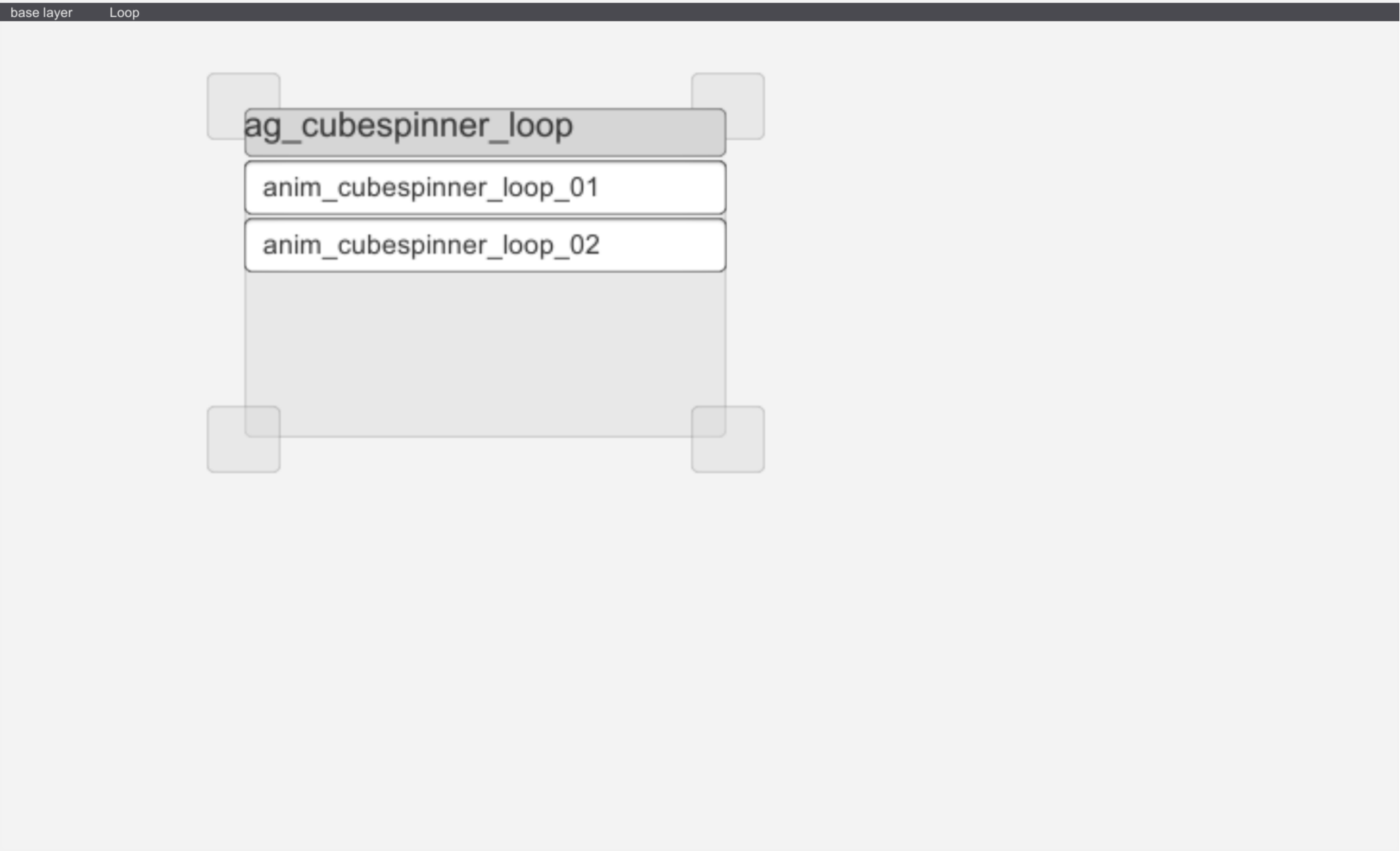
base layer
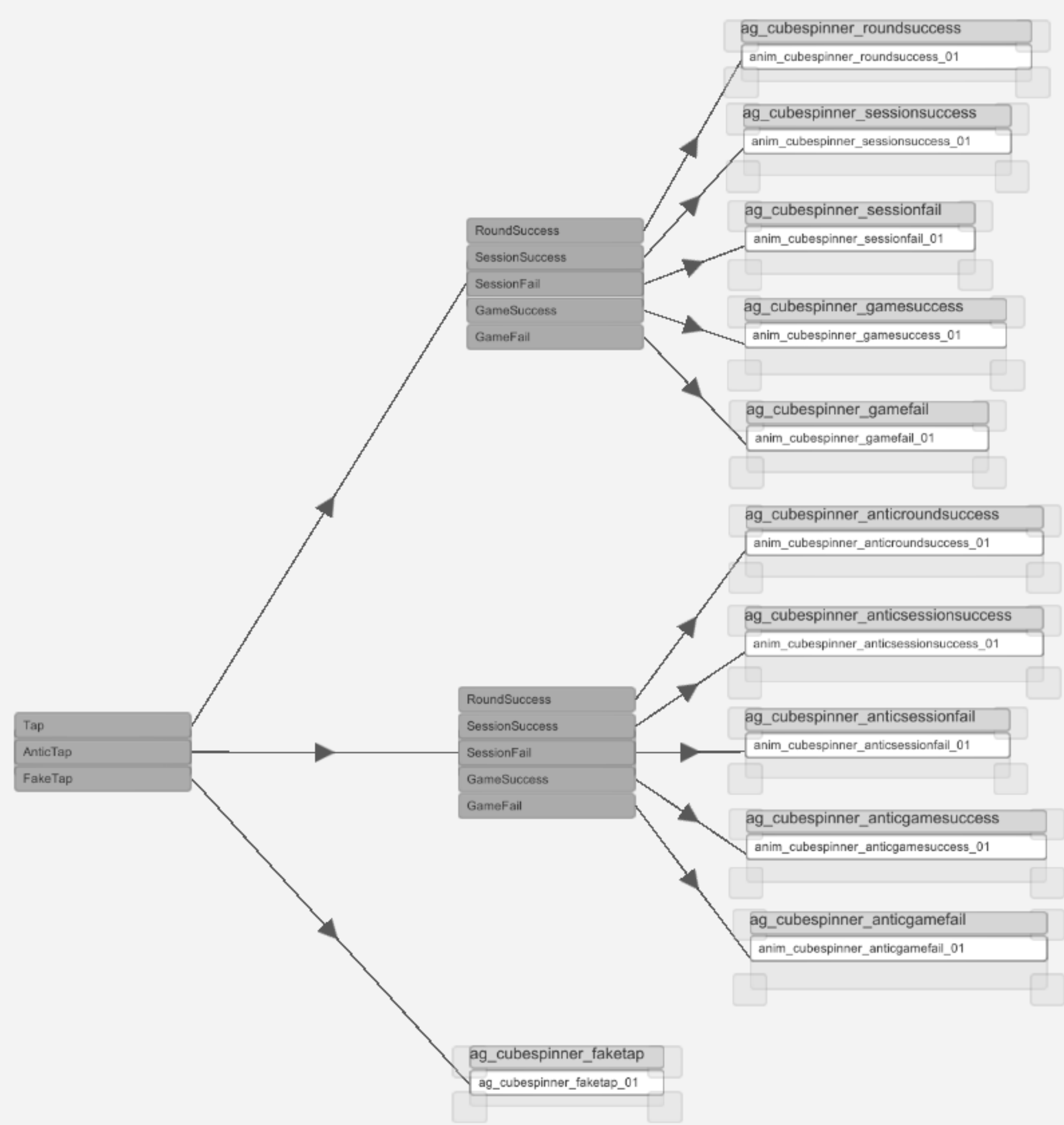
GetIn

ag_cubespinner_getin

anim_cubespinner_getin_01

Loop

ag_cubespinner_loop

anim_cubespinner_loop_01

anim_cubespinner_loop_02

Tap

ag_cubespinner_roundsuccess
anim_cubespinner_roundsuccess_01

ag_cubespinner_sessionsuccess
anim_cubespinner_sessionsuccess_01

ag_cubespinner_sessionfail
anim_cubespinner_sessionfail_01

ag_cubespinner_gamesuccess
anim_cubespinner_gamesuccess_01

ag_cubespinner_gamefail
anim_cubespinner_gamefail_01

RoundSuccess
SessionSuccess
SessionFail
GameSuccess
GameFail

ag_cubespinner_anticroundsuccess
anim_cubespinner_anticroundsuccess_01

ag_cubespinner_anticsessionsuccess
anim_cubespinner_anticsessionsuccess_01

ag_cubespinner_anticsessionfail
anim_cubespinner_anticsessionfail_01

ag_cubespinner_anticgamesuccess
anim_cubespinner_anticgamesuccess_01

ag_cubespinner_anticgamefail
anim_cubespinner_anticgamefail_01

RoundSuccess
SessionSuccess
SessionFail
GameSuccess
GameFail

Tap
AnticTap
FakeTap

ag_cubespinner_faketap
ag_cubespinner_faketap_01

Reaction

ag_cubespinner_reaction

anim_cubespinner_reaction_01