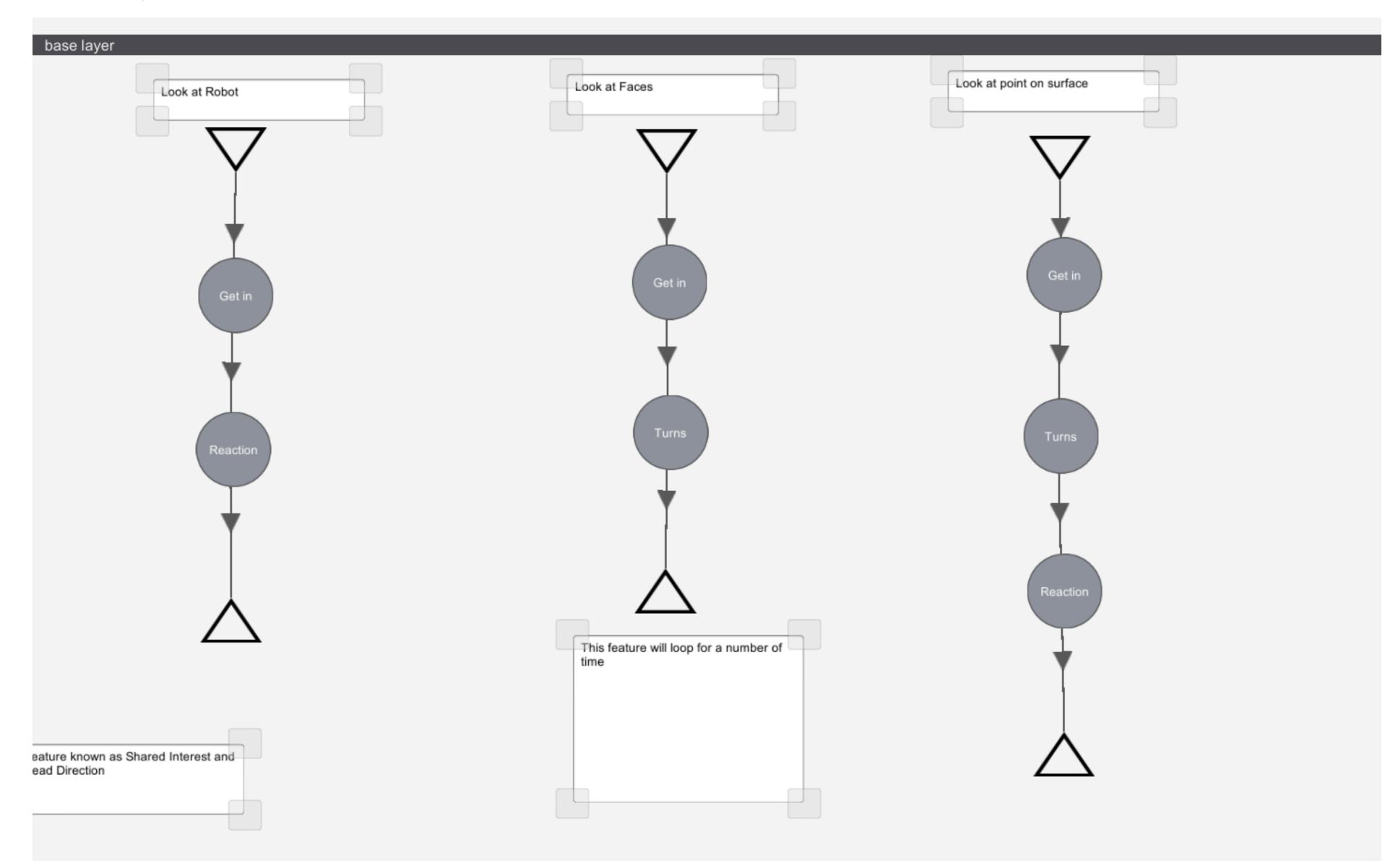
Gazing State Machine.

base layer

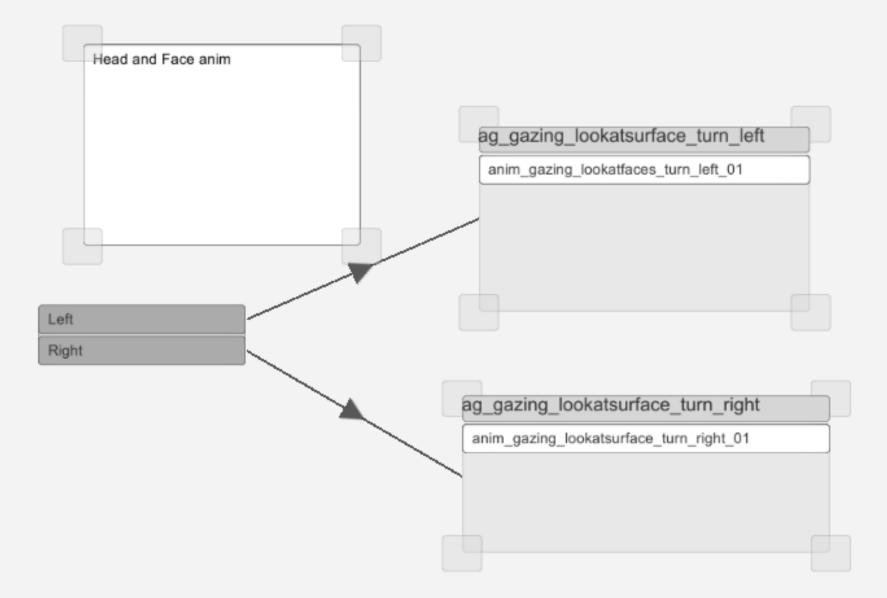


Get in



Turns

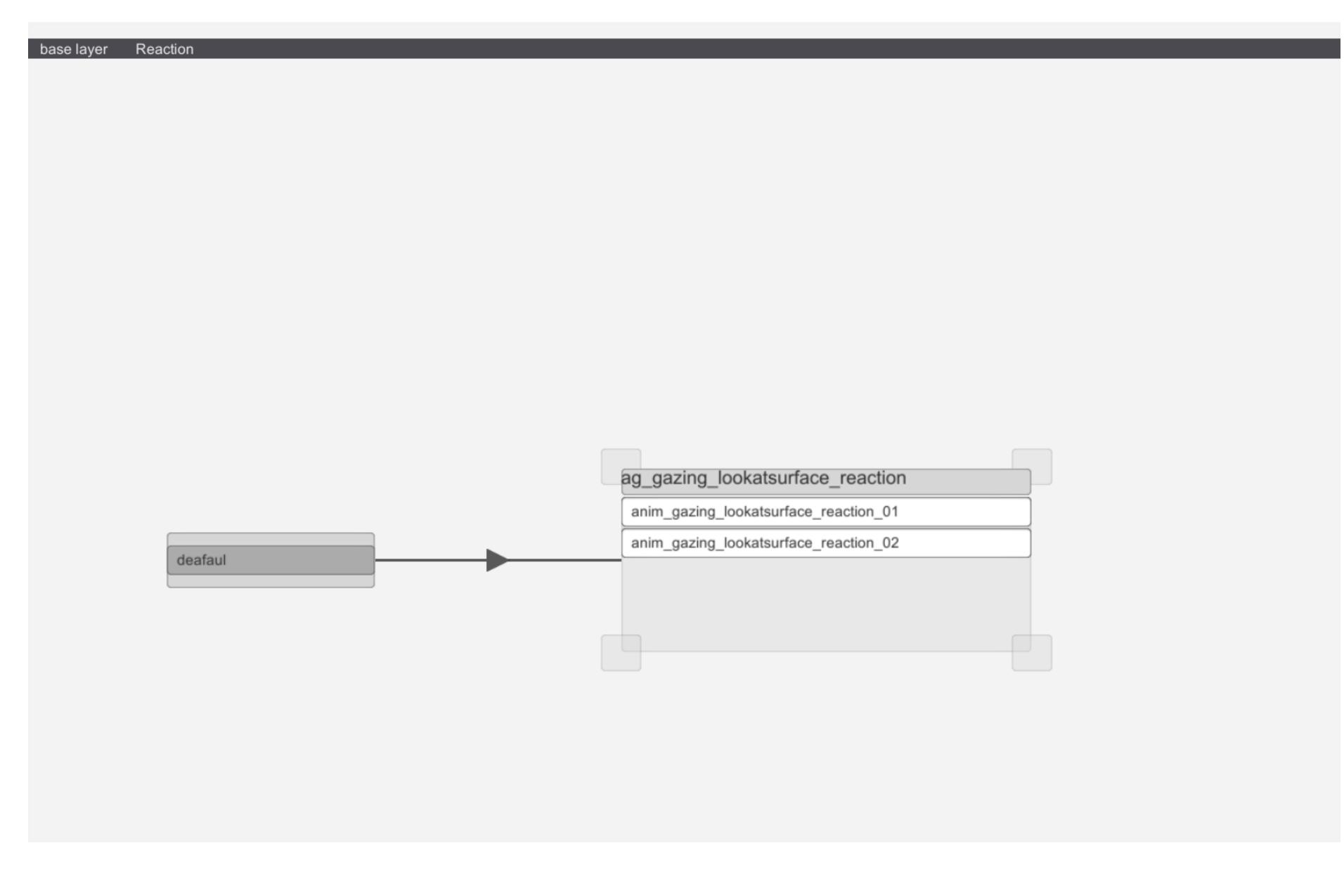
base layer Turns



Get in

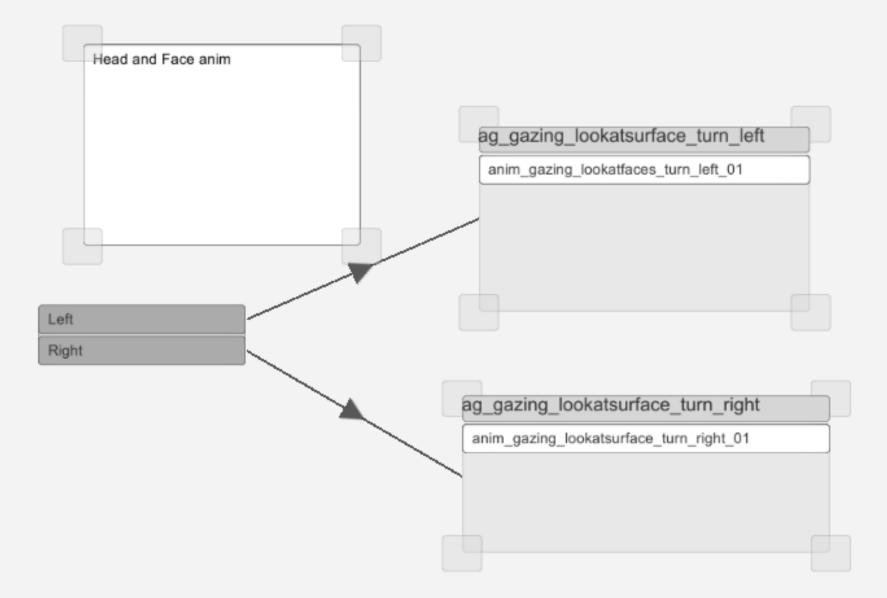


Reaction

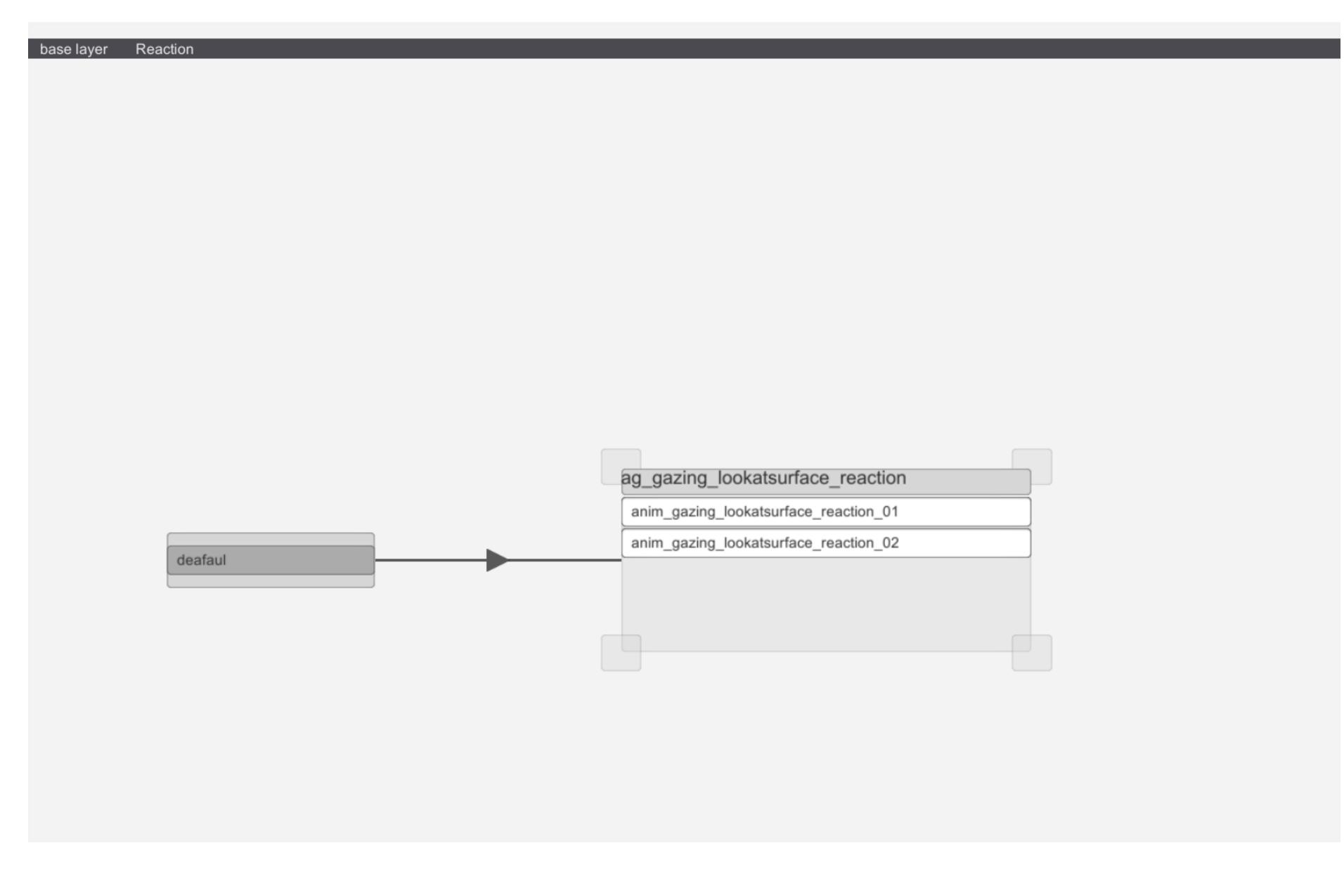


Turns

base layer Turns



Reaction



Get in

