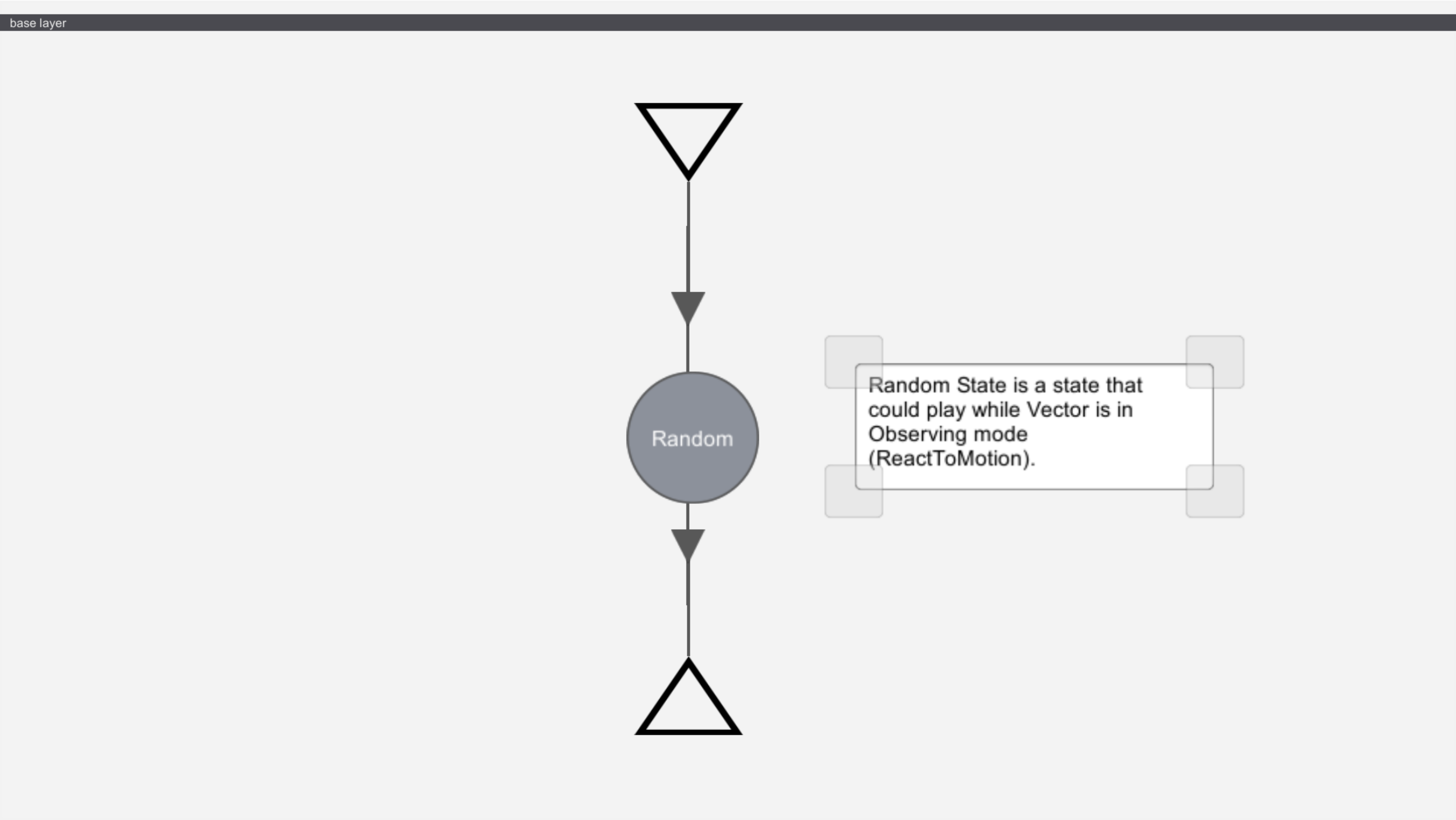


# Random State Machine.

base layer



# Random

