

GameRunner.StageEnd



```
graph LR; A[GameRunner.StageEnd] --> B[GameRunner.StageBegin];
```

A diagram showing a transition from a white box labeled 'GameRunner.StageEnd' to a gray box labeled 'GameRunner.StageBegin'. A blue arrow points from the right side of the first box to the left side of the second box.

GameRunner.StageBegin