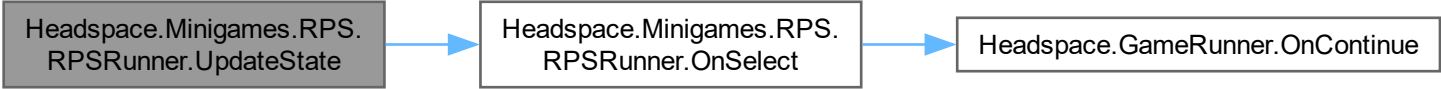


Headspace.Minigames.RPS.
RPSRunner.UpdateState



```
graph LR; A[Headspace.Minigames.RPS.RPSRunner.UpdateState] --> B[Headspace.Minigames.RPS.RPSRunner.OnSelect]; B --> C[Headspace.GameRunner.OnContinue];
```

Headspace.Minigames.RPS.
RPSRunner.OnSelect

Headspace.GameRunner.OnContinue