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//| hang game final state machine transition table

//|=====|

//| current state | event | new state | action

//|=====|

//	init		back		-		-
//	init		start		playing		show current game
//	playing		back		init		show last top score
//	playing		guess		playing		show current game
//	playing		guess		win		show you win
//	win		back		init		show new top score
//	playing		guess		lose		show you lose
//	lose		back		init		show last top score
//	=====						