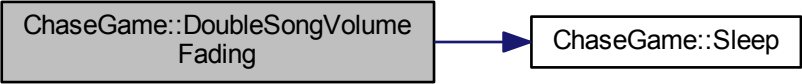


ChaseGame::DoubleSongVolume
Fading



```
graph LR; A[ChaseGame::DoubleSongVolume Fading] --> B[ChaseGame::Sleep]
```

ChaseGame::Sleep