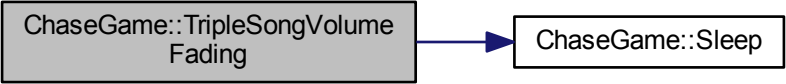


ChaseGame::TripleSongVolume  
Fading



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

ChaseGame::Sleep