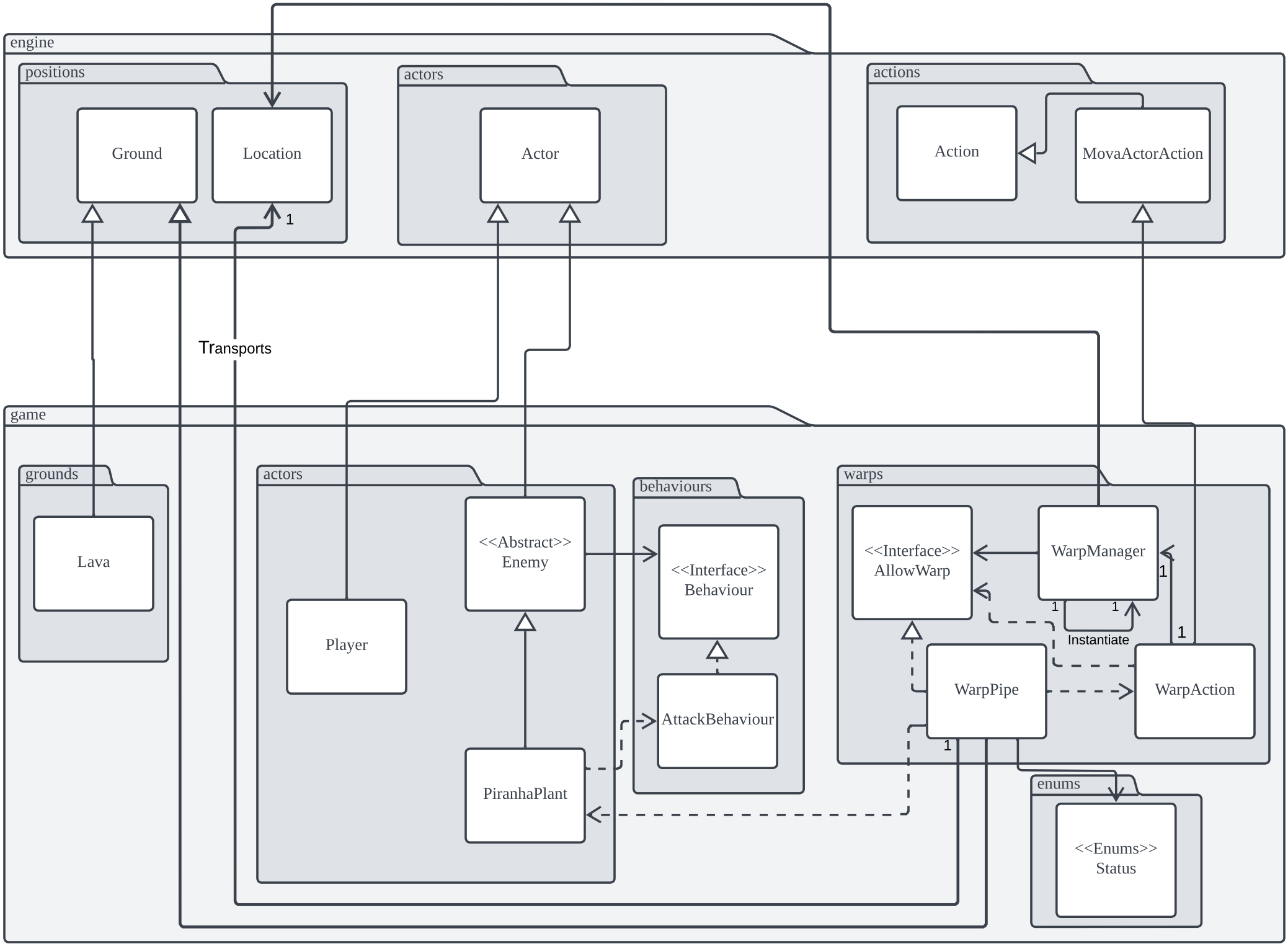
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Location
actors
Actor
actions
Action
MovaActorAction
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Transports
game
grounds
Lava
actors
Player
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Enemy
PiranhaPlant
behaviours
<<Interface>>
Behaviour
AttackBehaviour
warps
<<Interface>>
AllowWarp
WarpManager
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Instantiate
1
WarpPipe
WarpAction
1
enums
<<Enums>>
Status