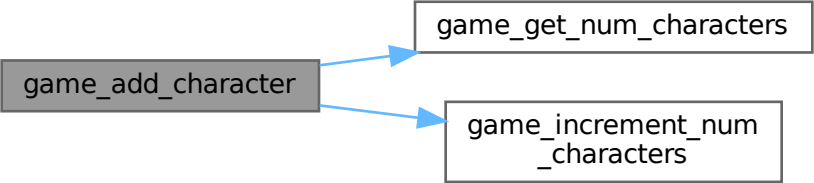


game_add_character



```
graph LR; A[game_add_character] --> B[game_get_num_characters]; A --> C[game_increment_num_characters]
```

game_get_num_characters

game_increment_num
_characters