

Treasure::Effect



```
graph LR; A[Treasure::Effect] --> B[Score::ChangeScore]
```

The diagram consists of two rectangular boxes with a folded top-right corner. The left box is white with a black border and contains the text 'Treasure::Effect'. The right box is gray with a black border and contains the text 'Score::ChangeScore'. A blue arrow points from the right side of the white box to the left side of the gray box.

Score::ChangeScore