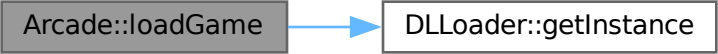


Arcade::loadGame



```
graph LR; A[Arcade::loadGame] --> B[DLLoader::getInstance]
```

A diagram showing a call from the function `Arcade::loadGame` to the function `DLLoader::getInstance`. The first box is gray and the second is white, connected by a blue arrow.

DLLoader::getInstance