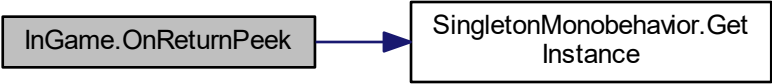


InGame.OnReturnPeek



```
graph LR; A[InGame.OnReturnPeek] --> B[SingletonMonobehavior.GetInstance]
```

A diagram showing a call from `InGame.OnReturnPeek` to `SingletonMonobehavior.GetInstance`. The first box is shaded gray and the second is white. A blue arrow points from the first box to the second.

SingletonMonobehavior.GetInstance