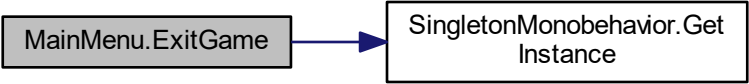


MainMenu.ExitGame



```
graph LR; A[MainMenu.ExitGame] --> B[SingletonMonobehavior.GetInstance]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'MainMenu.ExitGame'. The right box is white with a black border and contains the text 'SingletonMonobehavior.GetInstance' on two lines. A dark blue arrow points from the right side of the gray box to the left side of the white box.

SingletonMonobehavior.GetInstance