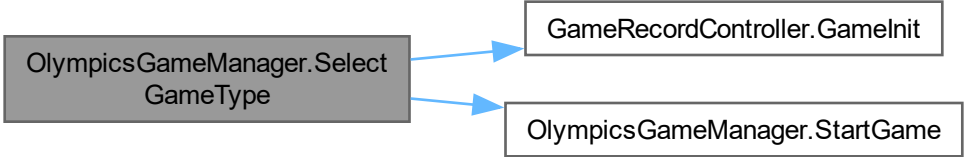


OlympicsGameManager.Select
GameType



```
graph LR; A["OlympicsGameManager.Select GameType"] --> B["GameRecordController.GameInit"]; A --> C["OlympicsGameManager.StartGame"]
```

GameRecordController.GameInit

OlympicsGameManager.StartGame