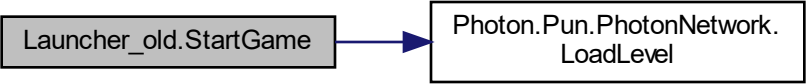


Launcher_old.StartGame



```
graph LR; A[Launcher_old.StartGame] --> B[Photon.Pun.PhotonNetwork.  
LoadLevel]
```

Photon.Pun.PhotonNetwork.
LoadLevel