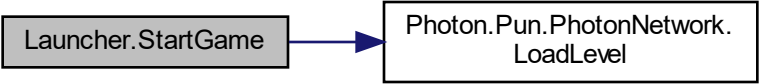


Launcher.StartGame



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

Photon.Pun.PhotonNetwork.  
LoadLevel