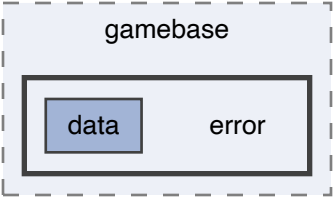


gamebase



```
graph TD; gamebase[gamebase] --- subcontainer[ ]; subcontainer --- data[data]; subcontainer --- error[error];
```

data

error