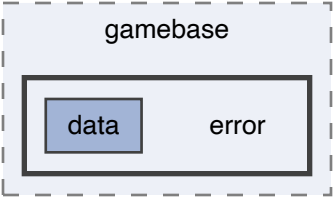


gamebase



```
graph TD; gamebase[gamebase] -- contains --> inner[ ]; inner -- contains --> data[data]; inner -- contains --> error[error];
```

data

error