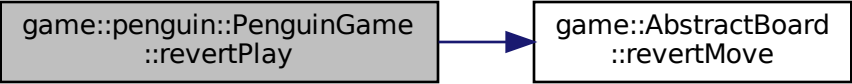


game::penguin::PenguinGame
::revertPlay



```
graph LR; A["game::penguin::PenguinGame  
::revertPlay"] --> B["game::AbstractBoard  
::revertMove"]
```

A diagram showing a call from the PenguinGame class to the AbstractBoard class. The PenguinGame class is represented by a gray box on the left, and the AbstractBoard class is represented by a white box on the right. A blue arrow points from the PenguinGame box to the AbstractBoard box, indicating a call to the revertMove method.

game::AbstractBoard
::revertMove