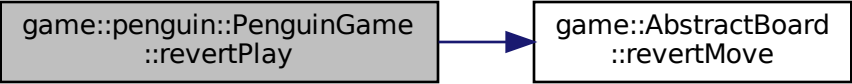


game::penguin::PenguinGame
::revertPlay



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

A diagram showing a call from the `game::penguin::PenguinGame::revertPlay` method to the `game::AbstractBoard::revertMove` method. The call is represented by a blue arrow pointing from the left box to the right box.

game::AbstractBoard
::revertMove