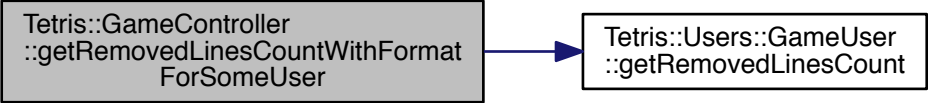


Tetris::GameController
::getRemovedLinesCountWithFormat
ForSomeUser



```
graph LR; A[Tetris::GameController  
::getRemovedLinesCountWithFormat  
ForSomeUser] --> B[Tetris::Users::GameUser  
::getRemovedLinesCount]
```

Tetris::Users::GameUser
::getRemovedLinesCount