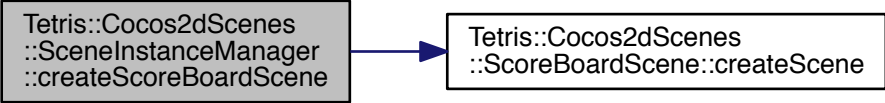


Tetris::Cocos2dScenes
::SceneInstanceManager
::createScoreBoardScene



```
graph LR; A["Tetris::Cocos2dScenes  
::SceneInstanceManager  
::createScoreBoardScene"] --> B["Tetris::Cocos2dScenes  
::ScoreBoardScene::createScene"]
```

Tetris::Cocos2dScenes
::ScoreBoardScene::createScene