Skrímsli PCBs

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I. SCHEMATICS

In order, our schematics are shown in Figures 1-7.

1) Main Game Board: [101.6, 76.2]
2) Monster Boards (panelized): [105.4, 68.95]
3) Main Gauntlet Board: [64.9, 37.85]
4) Buttons Periphery Board: [19.68, 15.24]
5) Communications Periphery Board: [15.24, 25.4]
6) Magic Periphery Board: [15.24, 69.85]
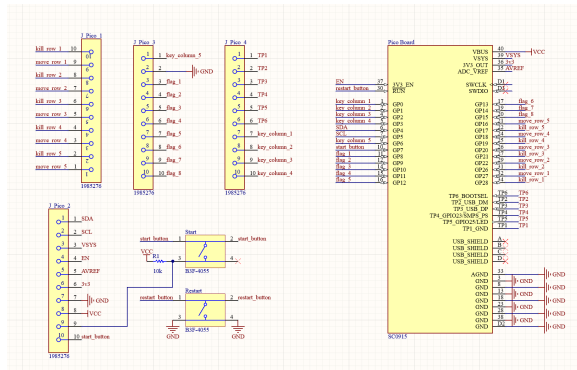7) Programming Periphery Board: [15.24, 16.51]
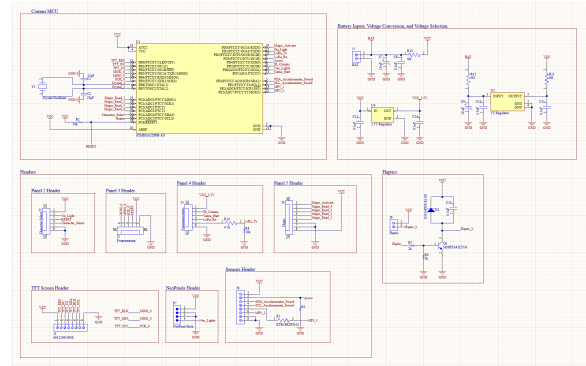

Fig. 1.   Schematic 1: Main Game Board
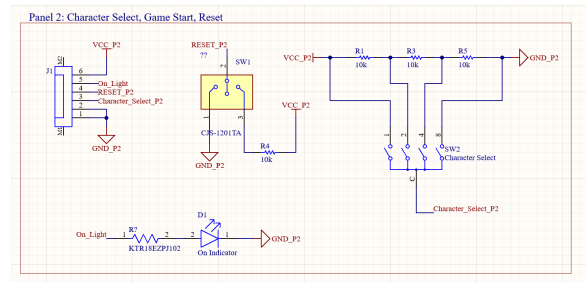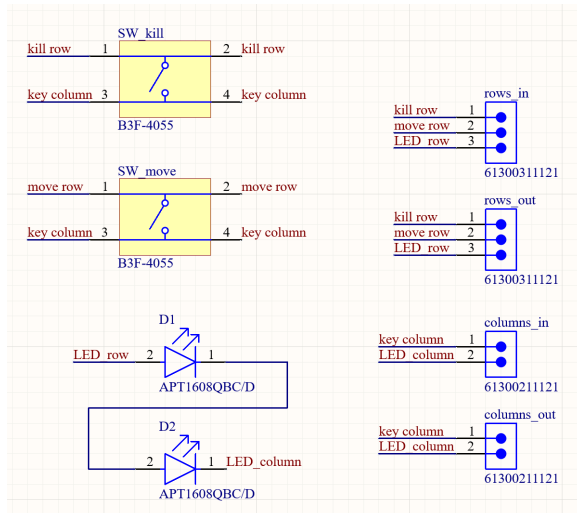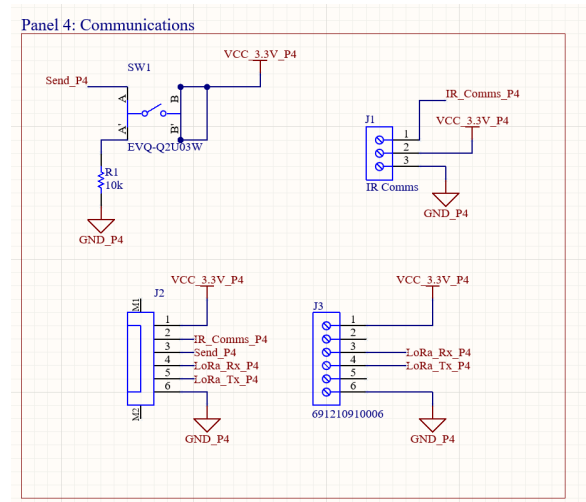

Fig. 2.   Schematic 2: Monster Boards

II. LAYOUT OF PCBS

In order, the layout of our PCBs are shown in Figures 8-14.

Fig. 3.   Schematic 3: Main Gauntlet Board

Fig. 4.   Schematic 4: Buttons Periphery Board

Fig. 5.   Schematic 5: Communications Periphery Board
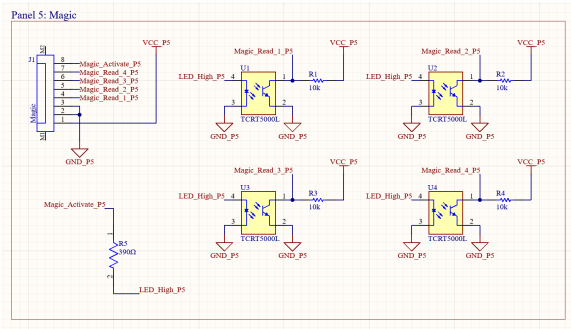
1) Main Game Board
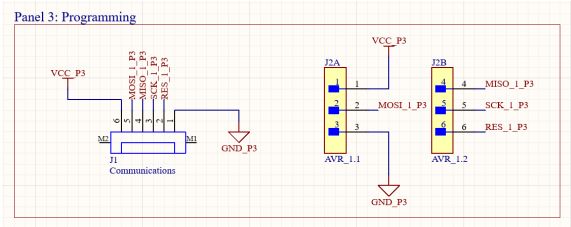2) Monster Boards (panelized)

Fig. 6.   Schematic 6: Magic Periphery Board

Fig. 7.   Schematic 7: Programming Periphery Board

3) Main Gauntlet Board
4) Buttons Periphery Board
5) Communications Periphery Board
6) Magic Periphery Board
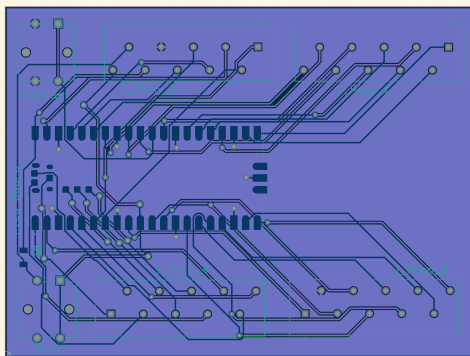7) Programming Periphery Board

Fig. 8.   2D PCB 1: Main Game Board

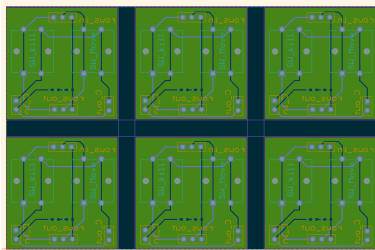Fig. 9.   2D PCB 2: Monster Boards
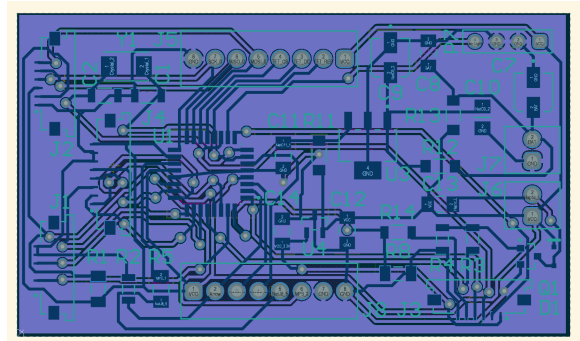
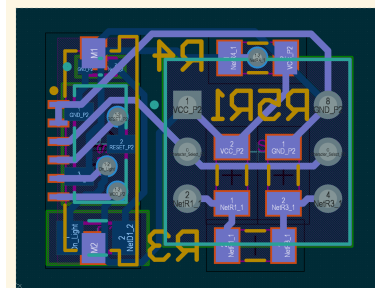

Fig. 10.   2D PCB 3: Main Gauntlet Board

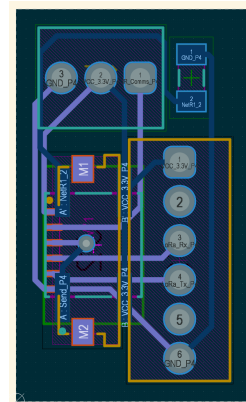Fig. 11.   2D PCB 4: Buttons Periphery Board

Fig. 12.   2D PCB 5: Communications Periphery Board
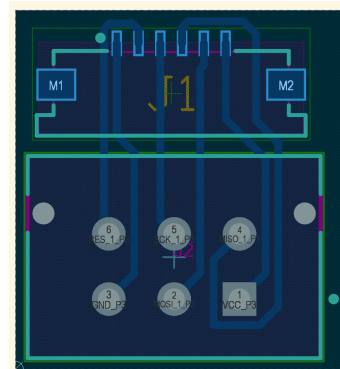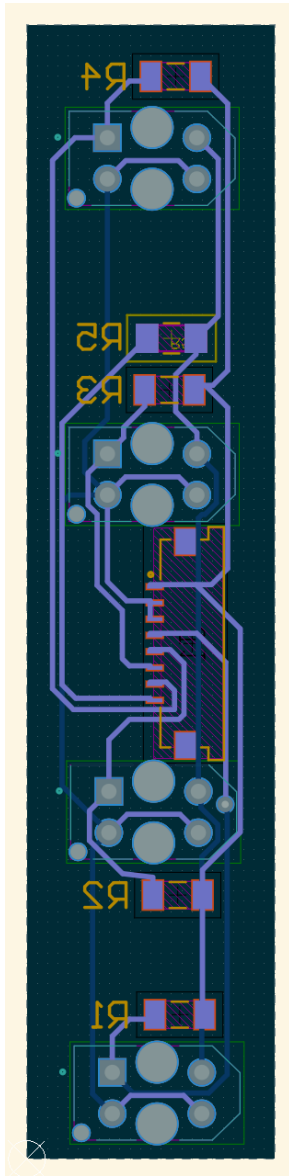

Fig. 13.   2D PCB 7: Programming Periphery Board

Fig. 14.   2D PCB 6: Magic Periphery Board

III. 3D PCBs

In order, the 3D images of our PCBs are shown in Figures 15-28.

1) Main Game Board
2) Monster Boards (panelized)
3) Main Gauntlet Board
4) Buttons Periphery Board
5) Communications Periphery Board
6) Magic Periphery Board
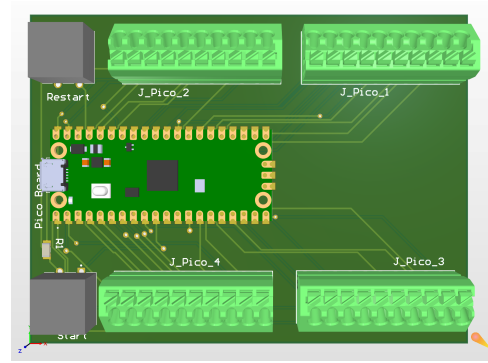7) Programming Periphery Board

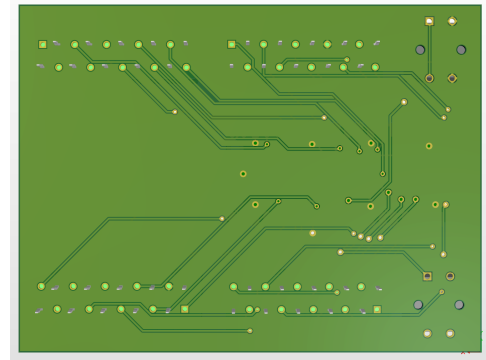Fig. 15.   3D1 PCB 1: Main Game Board

Fig. 16.   3D2 PCB 1: Main Game Board
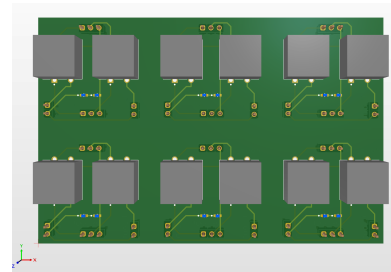

Fig. 17.   3D1 PCB 2: Monster Boards

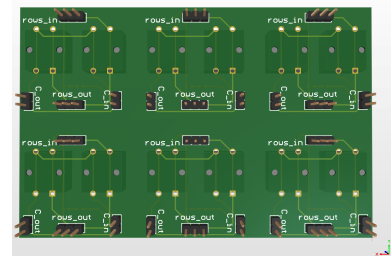Fig. 18.   3D2 PCB 2: Monster Boards
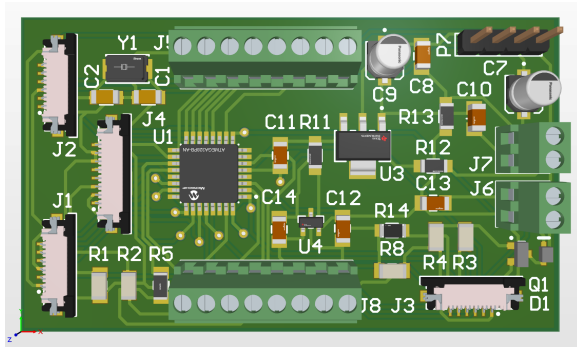
Fig. 19.   3D1 PCB 3: Main Gauntlet Board
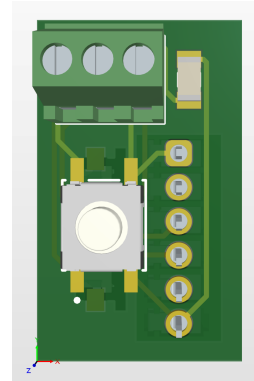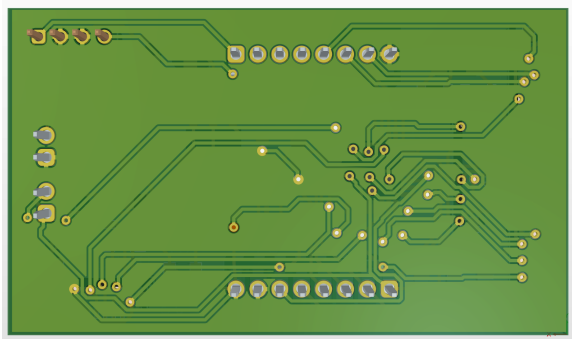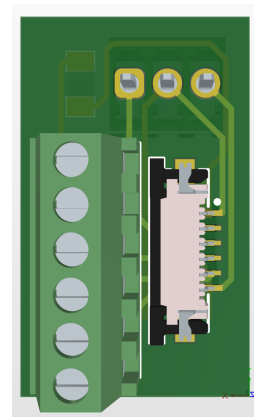

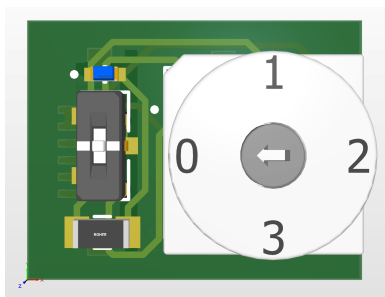Fig. 20.   3D2 PCB 3: Main Gauntlet Board

Fig. 21.   3D1 PCB 4: Buttons Periphery Board

Fig. 22.   3D2 PCB 4: Buttons Periphery Board

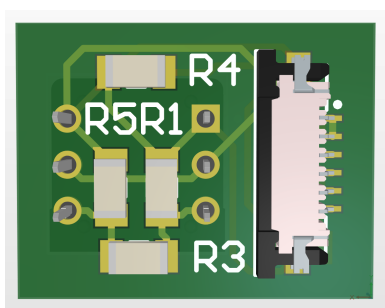Fig. 23.   3D1 PCB 5: Communications Periphery Board

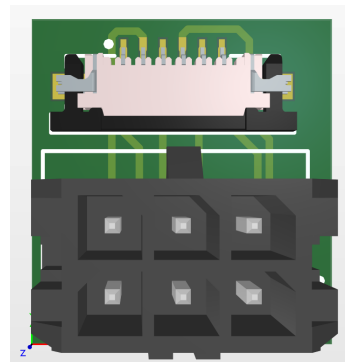Fig. 24.   3D2 PCB 5: Communications Periphery Board

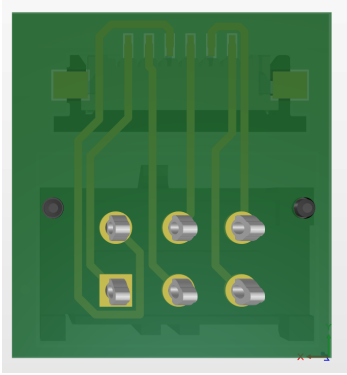Fig. 25.   3D1 PCB 7: Programming Periphery Board

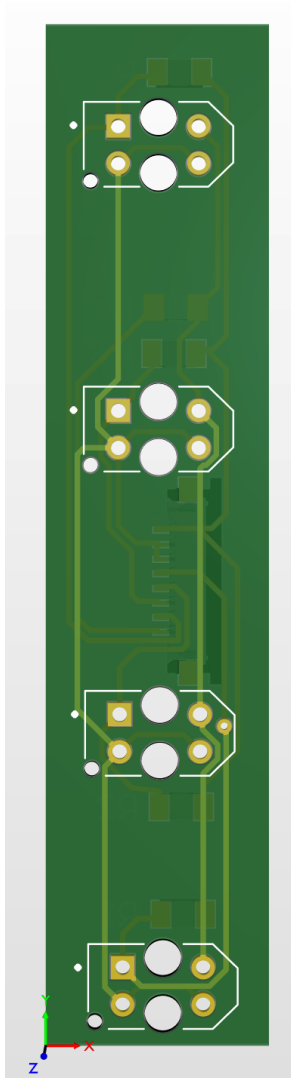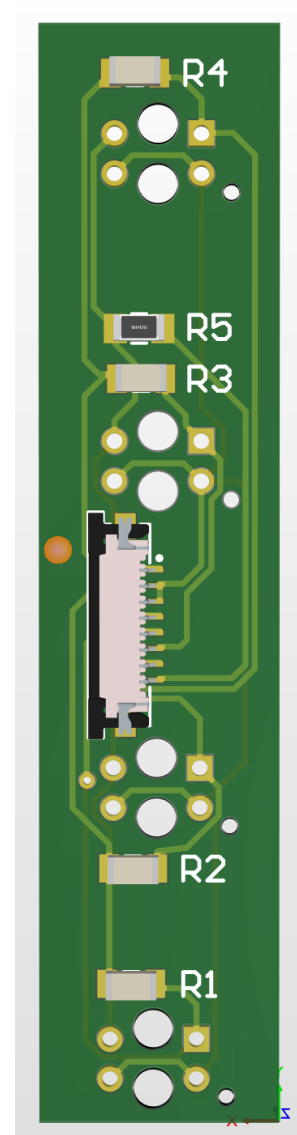Fig. 26.   3D2 PCB 7: Programming Periphery Board

Fig. 28.   3D2 PCB 6: Magic Periphery Board

Fig. 27.   3D1 PCB 6: Magic Periphery Board