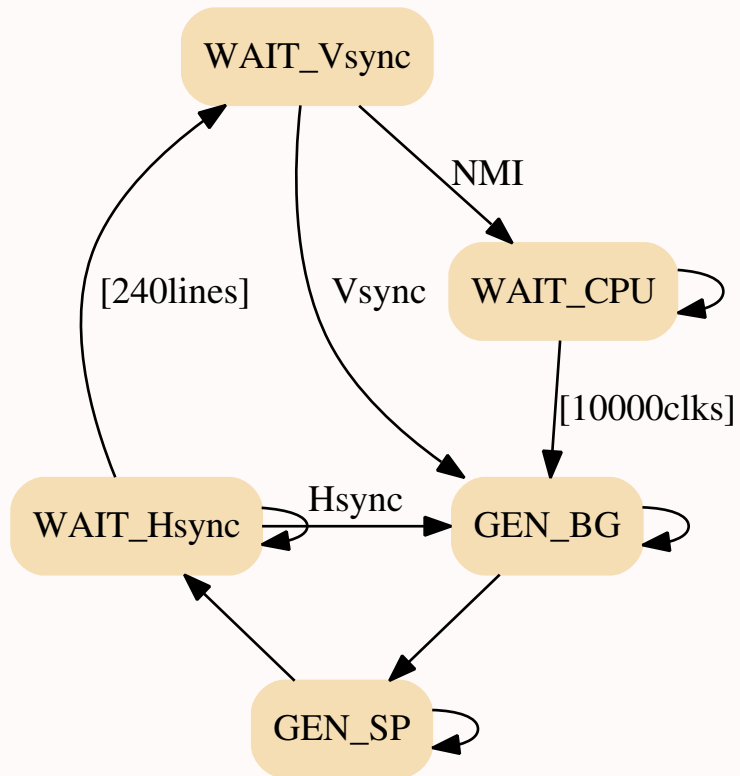
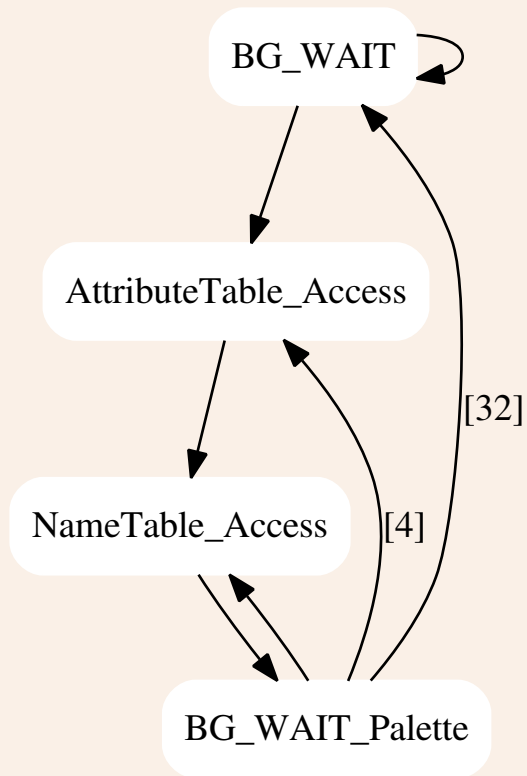


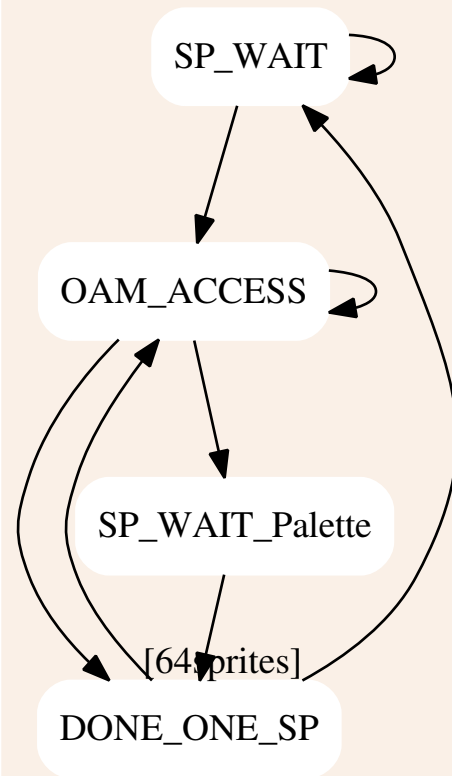
Control FSM



Background FSM



Sprite FSM



Palette FSM

