

A

B

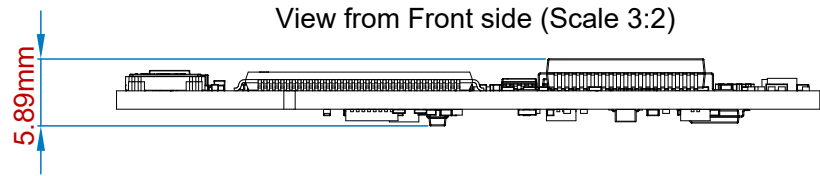
C

D

E

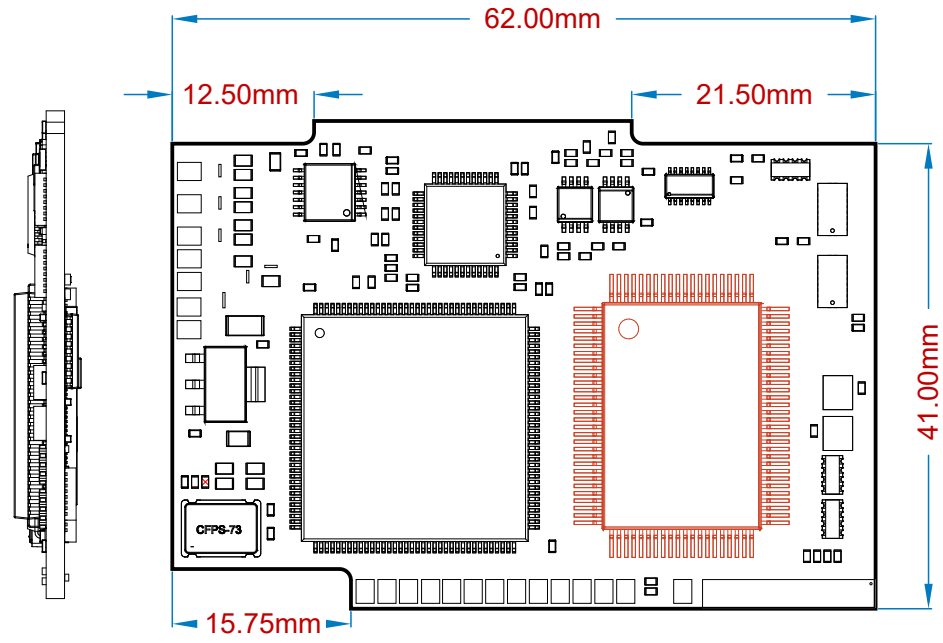
1

1



2

2



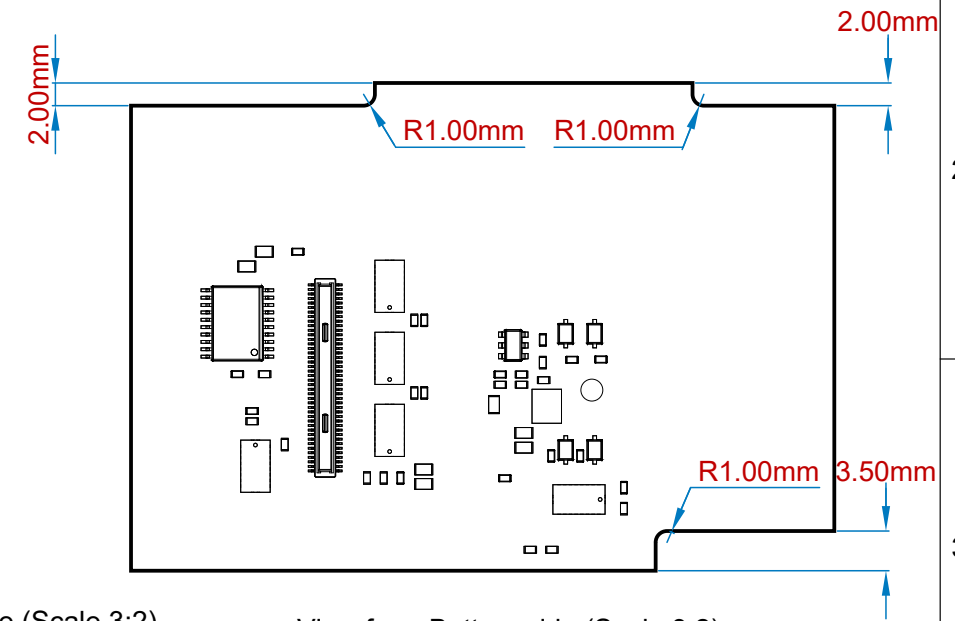
3

3

View from Right side (Scale 3:2)

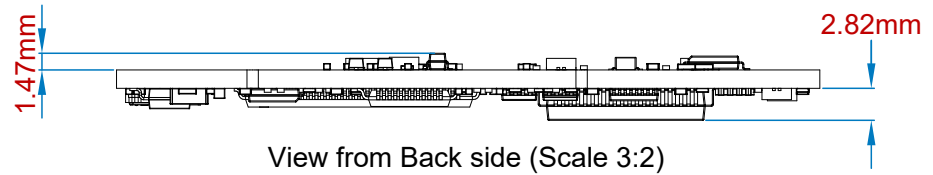
View from Top side (Scale 3:2)

View from Left side (Scale 3:2)



4

4



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A

B

C

D

E

A

B

C

D

E

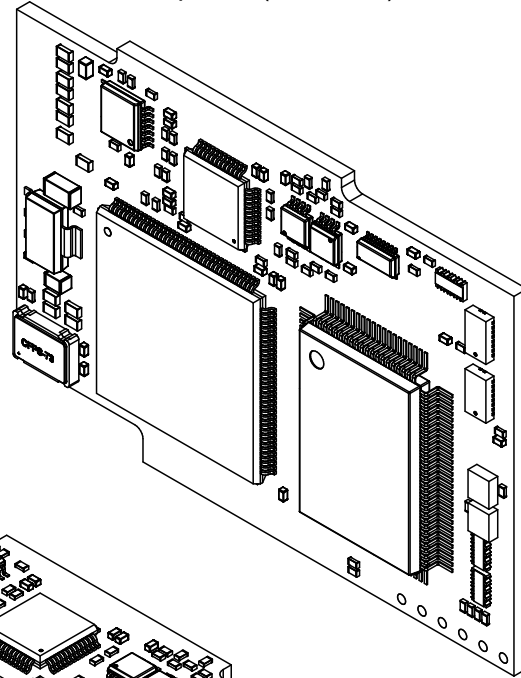
1

2

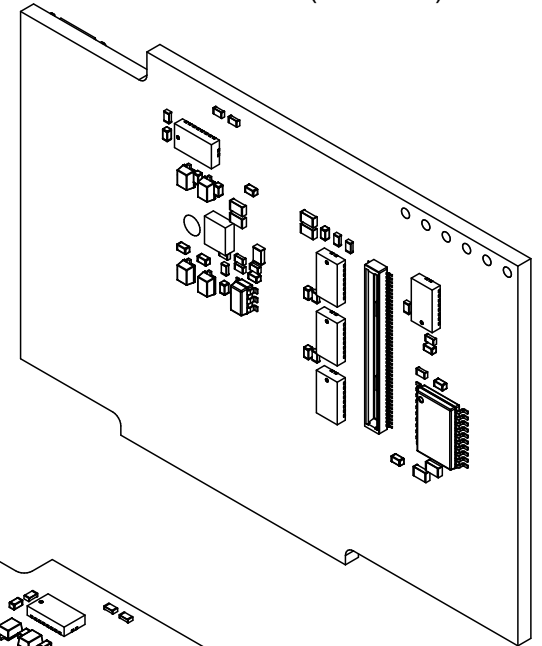
3

4

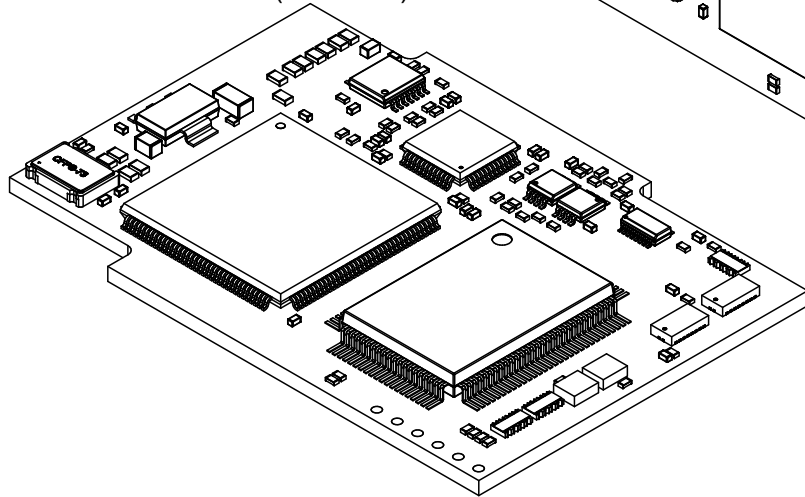
View from Top side (Scale 3:2)



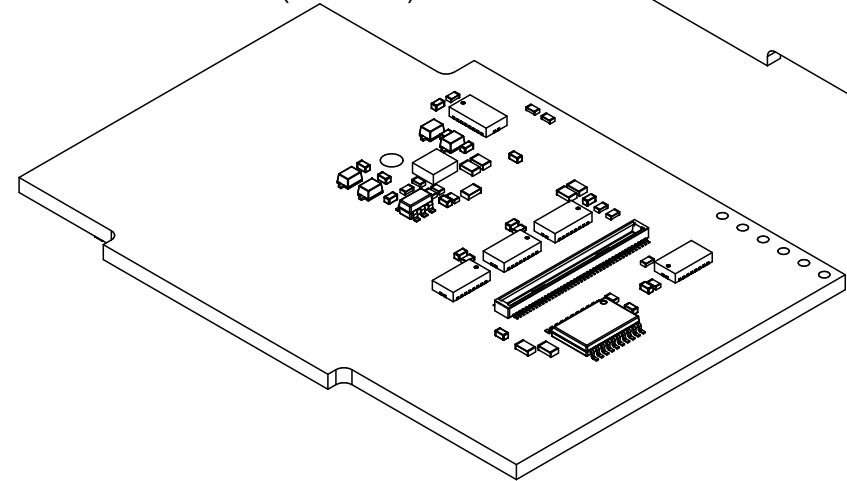
View from Bottom side (Scale 3:2)



View from Front side (Scale 3:2)



View from Back side (Scale 3:2)



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A

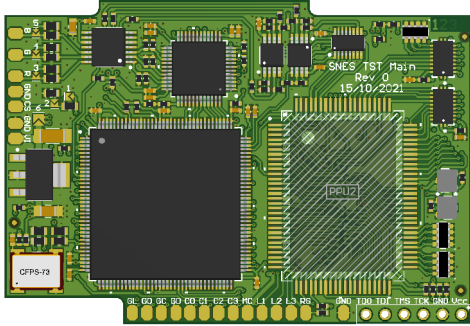
B

C

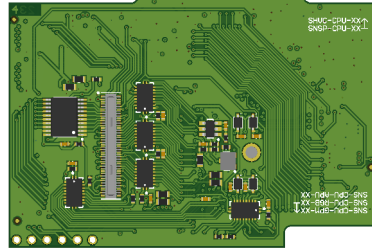
D

E

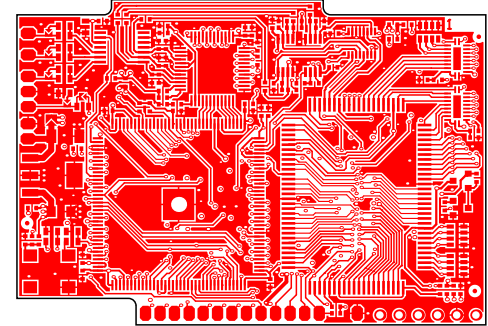
Realistic View



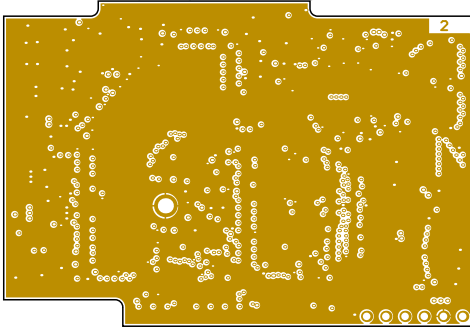
Realistic View



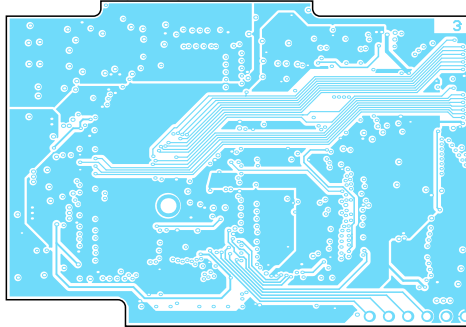
Top Layer (Scale 1:1)



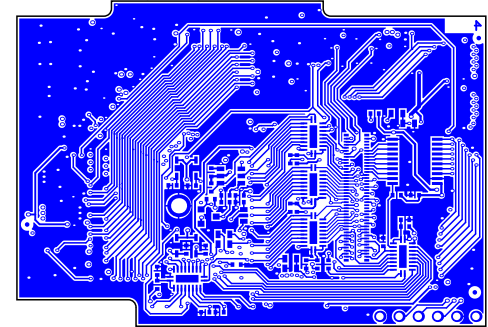
Ground Layer (Scale 1:1)



Power Layer (Scale 1:1)



Bottom Layer (Scale 1:1)



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Bill Of Materials SNES TST NTSC System Variant

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Bill Of Materials SNES TST PAL System Variant

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