

A

B

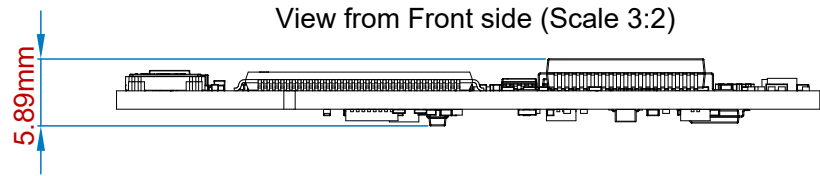
C

D

E

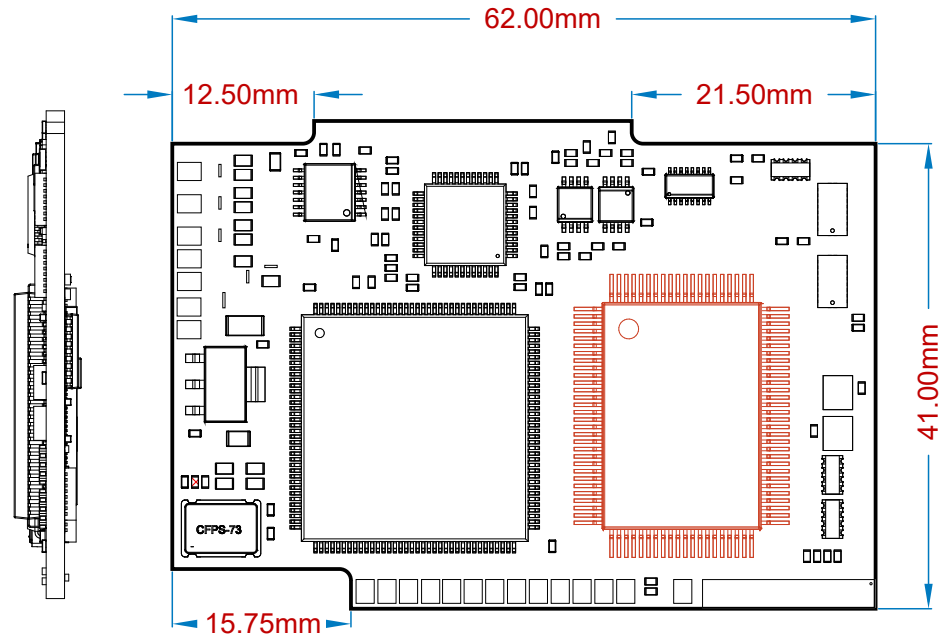
1

1



2

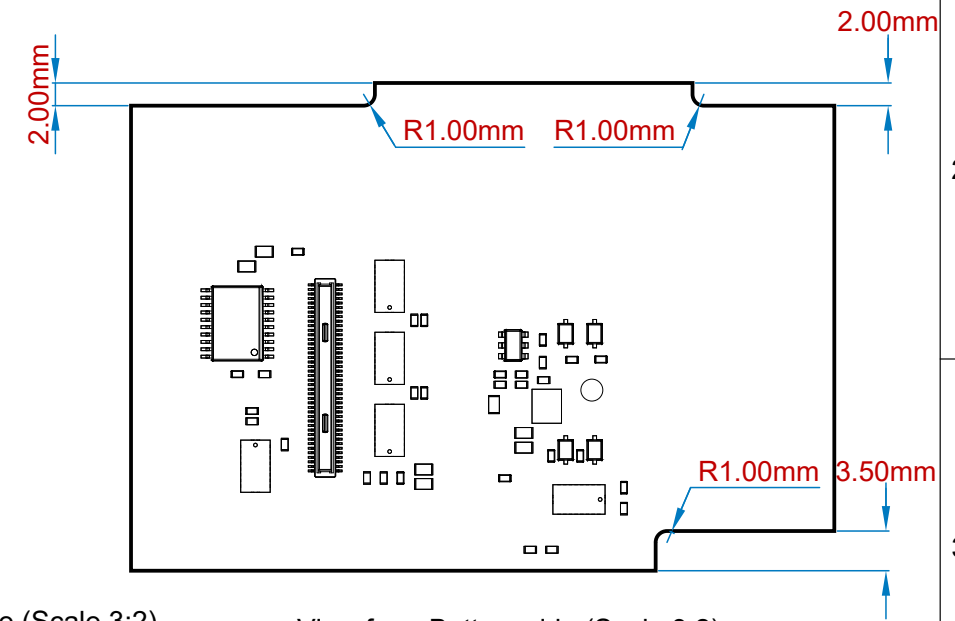
2



View from Right side (Scale 3:2)

View from Top side (Scale 3:2)

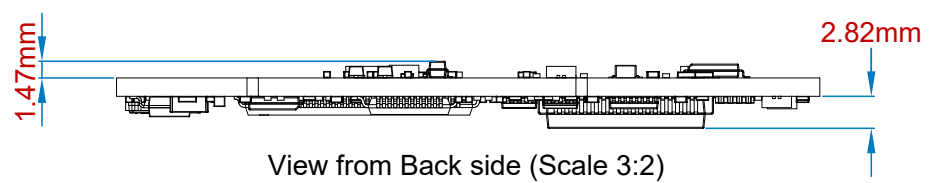
View from Left side (Scale 3:2)



View from Bottom side (Scale 3:2)

4

4



A

B

C

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E

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A

B

C

D

E

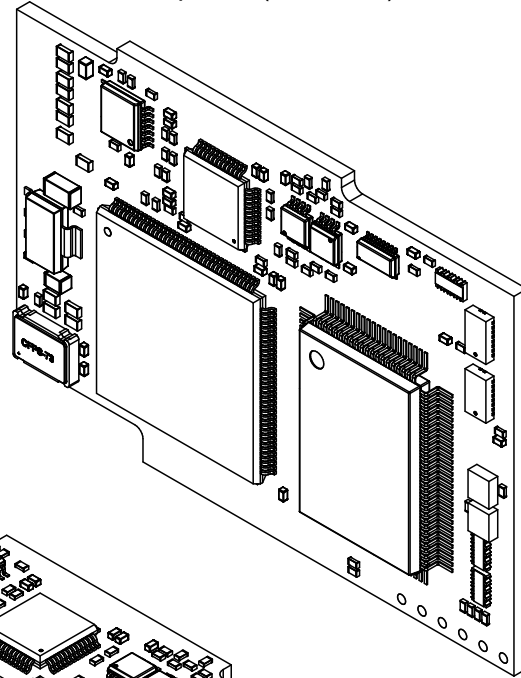
1

2

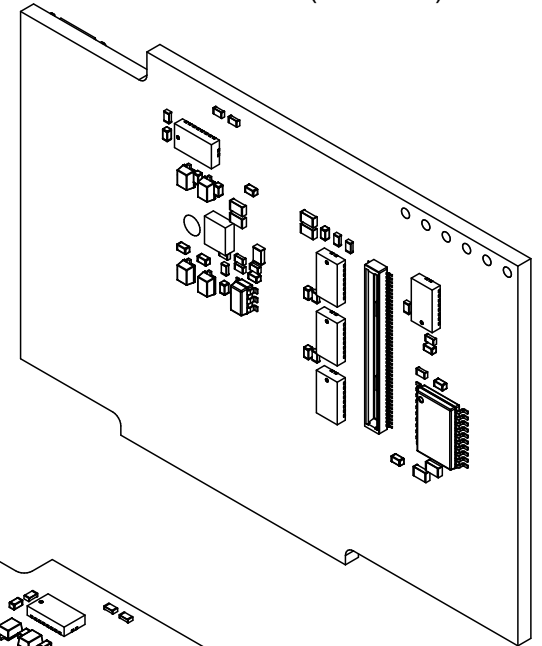
3

4

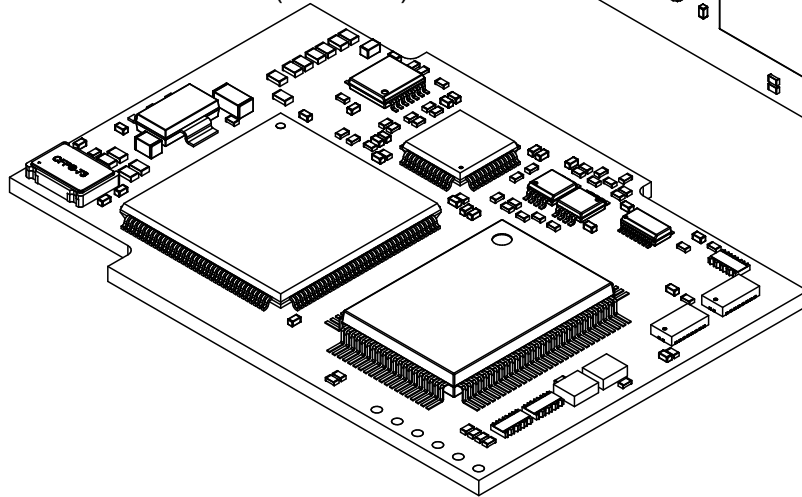
View from Top side (Scale 3:2)



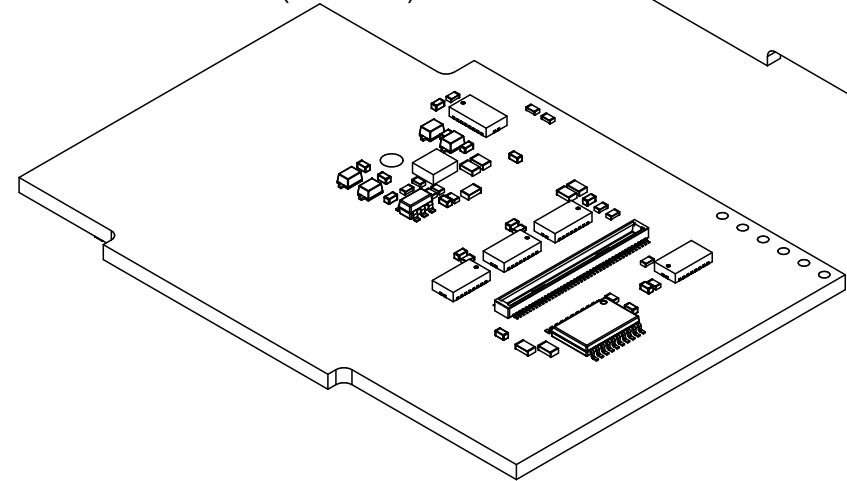
View from Bottom side (Scale 3:2)



View from Front side (Scale 3:2)



View from Back side (Scale 3:2)



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A

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A

B

C

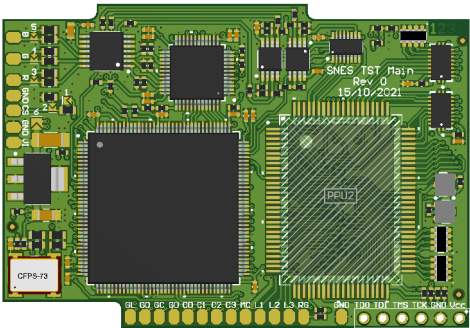
D

E

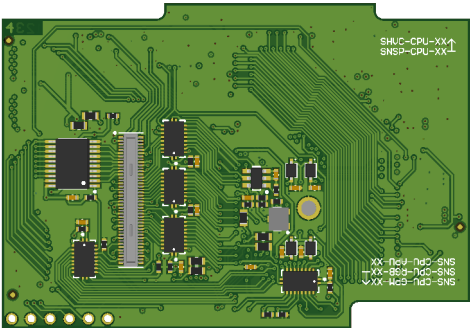
1

1

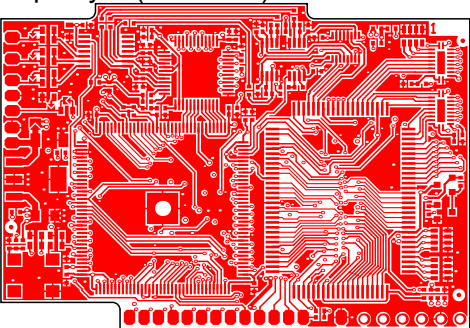
Realistic View



Realistic View

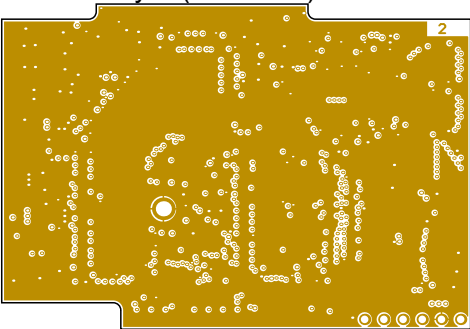


Top Layer (Scale 1:1)

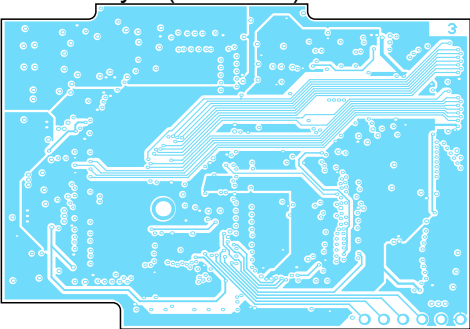


2

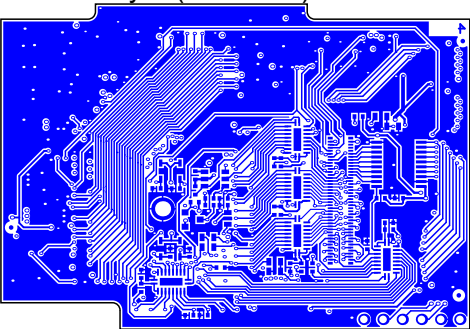
Ground Layer (Scale 1:1)



Power Layer (Scale 1:1)



Bottom Layer (Scale 1:1)



3

4

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A

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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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