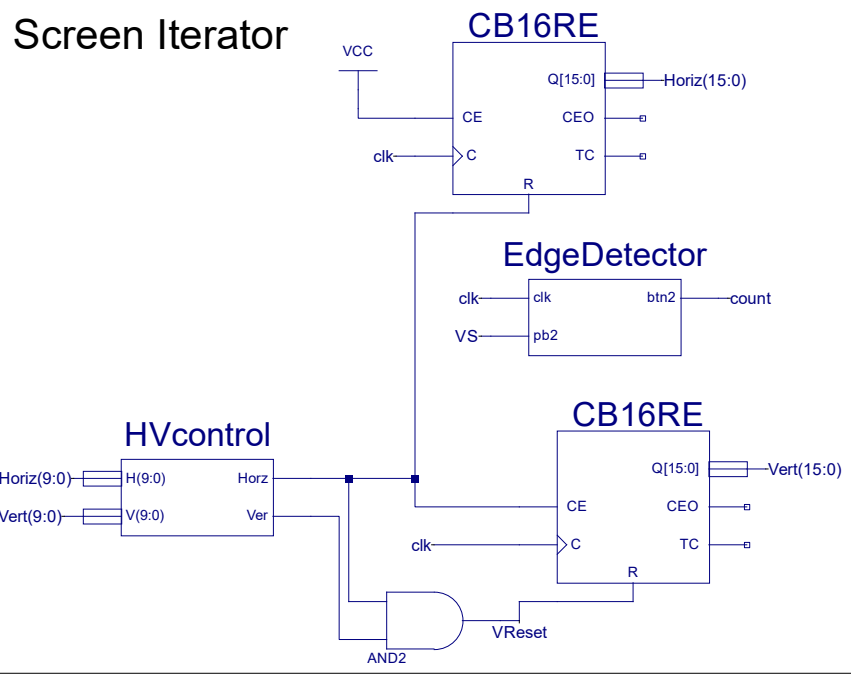
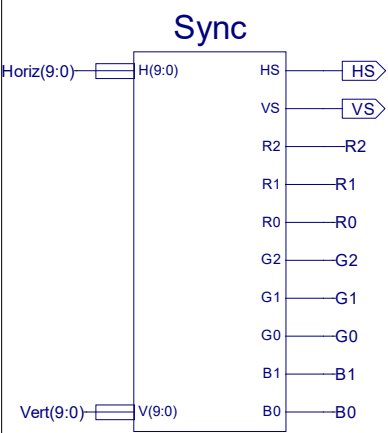


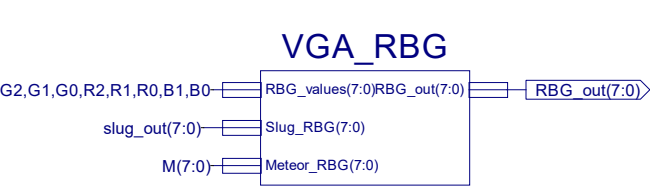
# Screen Iterator



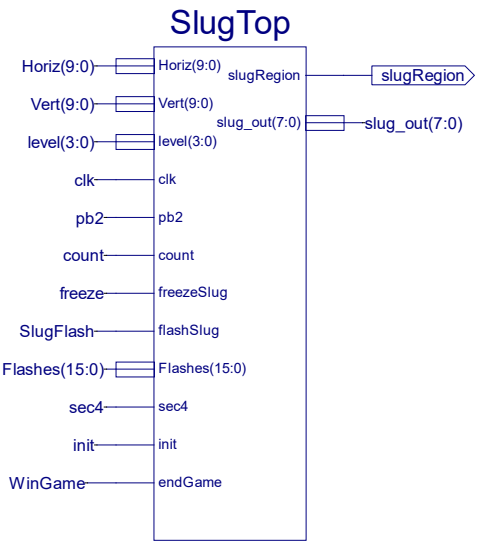
# Sync



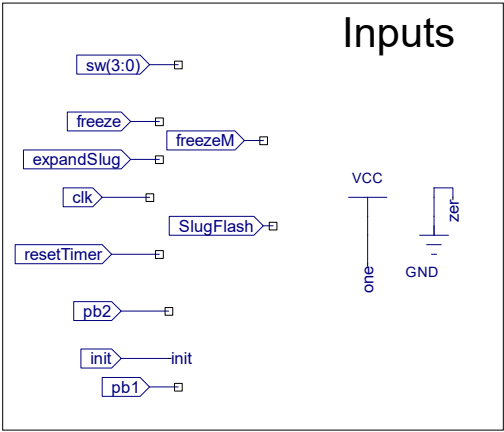
# VGA\_RBG



# SlugTop



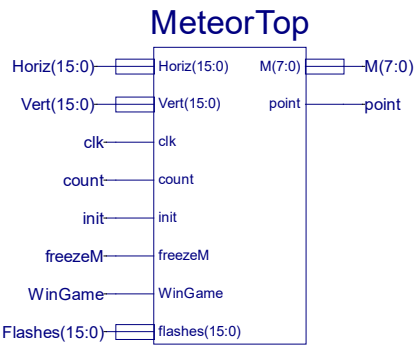
# Inputs



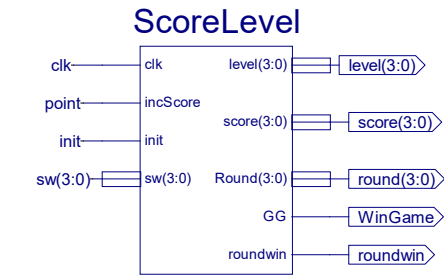
# VGA Controler



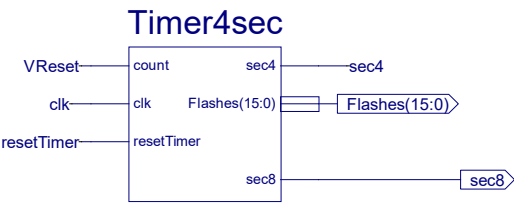
# MeteorTop



# ScoreLevel



# Timer4sec



# CrashDetection

