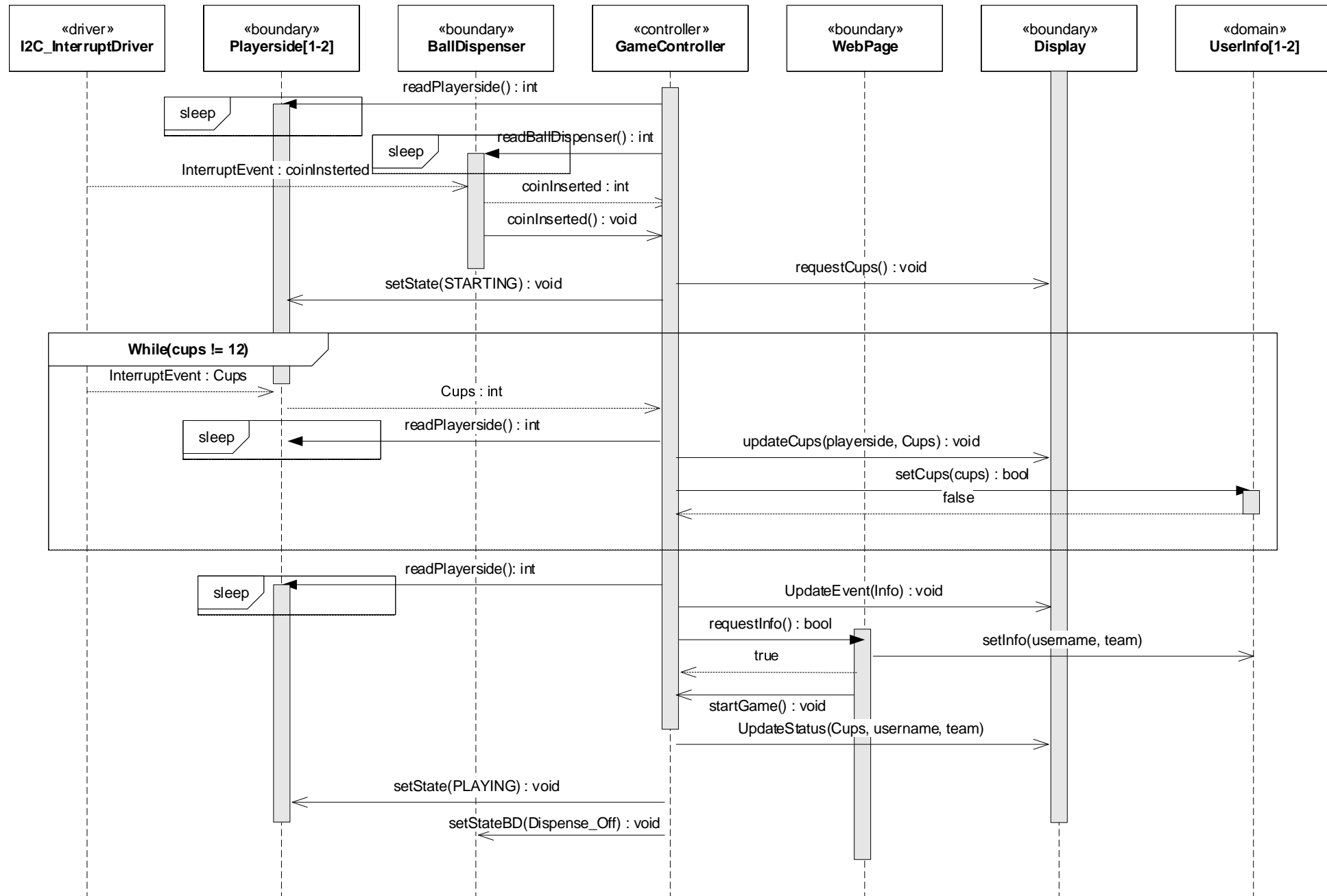
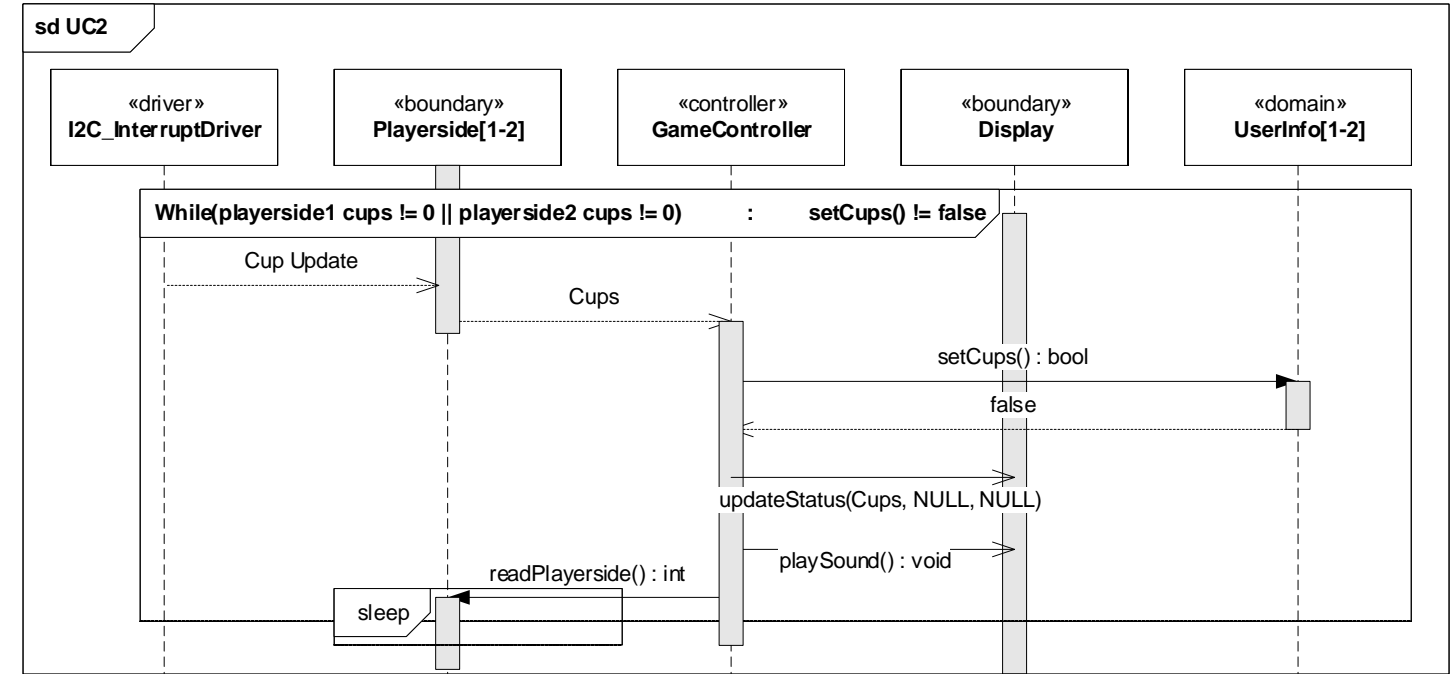
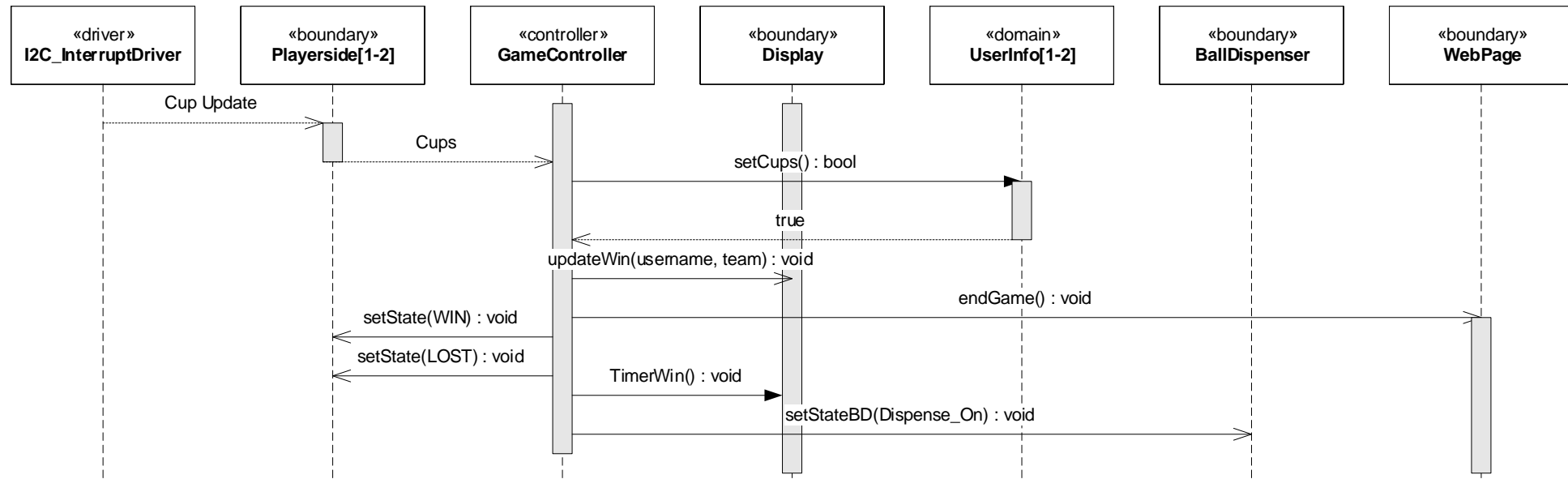


## sd UC1

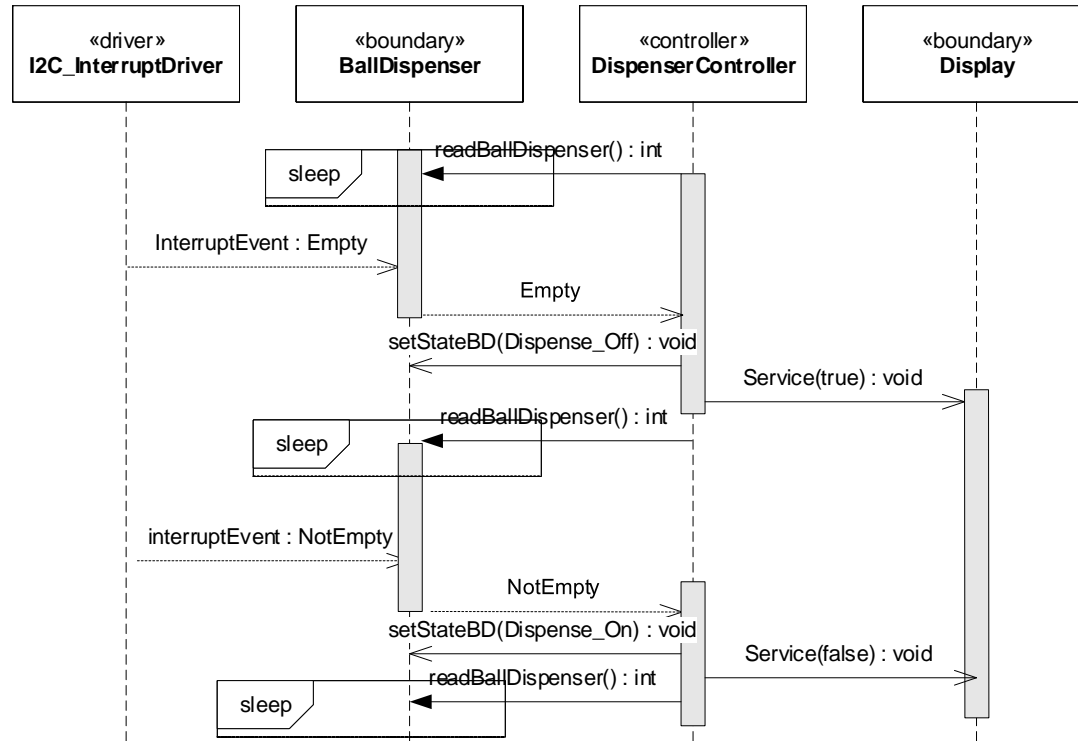


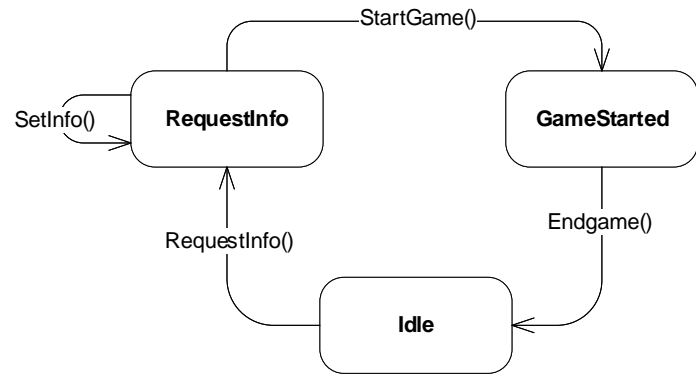


## sd UC3

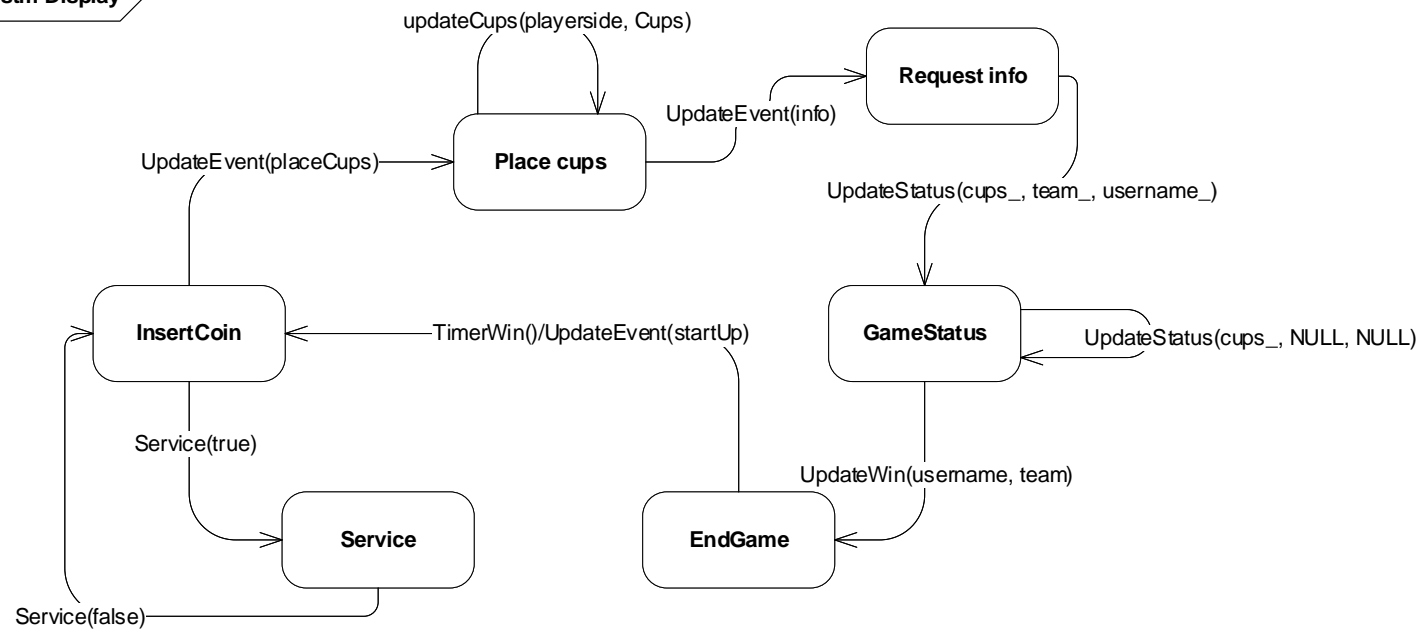


## sd UC4





stm Display



stm GameController

