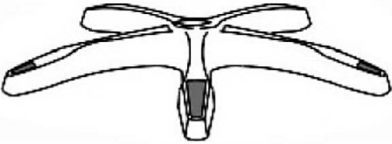

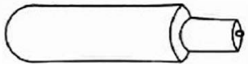
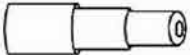
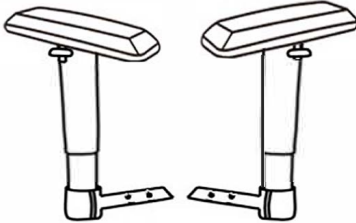
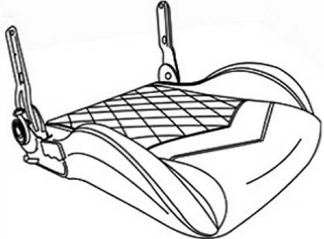
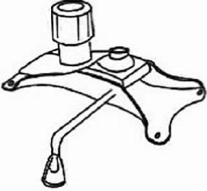
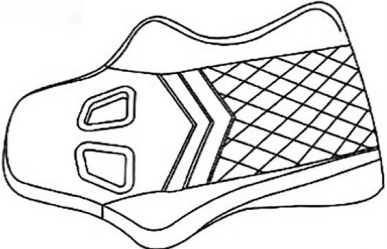


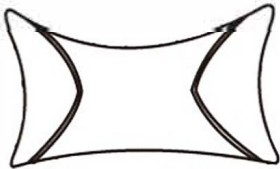
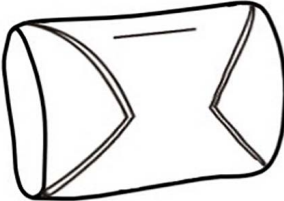







# GAME X ASSEMBLE INSTRUCTION 2015

<p><b>Ax1</b></p> 	<p><b>Bx5</b></p> 	<p><b>Cx1</b></p> 	<p><b>Dx1</b></p> 		
<p><b>Ex2</b></p> 	<p><b>Fx1</b></p> 	<p><b>Gx1</b></p> 	<p><b>Hx1</b></p> 		
<p><b>Ix1</b></p> 	<p><b>Jx1</b></p> 	<p><b>Kx1</b></p> 	<p><b>Lx1</b></p> 		
<p><b>Mx8</b></p> <p><b>M8*20mm</b></p> 	<p><b>Nx4</b></p> <p><b>M8*20mm</b></p> 	<p><b>Rx4</b></p> <p><b>M5*12mm</b></p> 	<p><b>Px1</b></p> 	<p><b>Qx4</b></p> 	

# GAME X ASSEMBLE INSTRUCTION 2015

