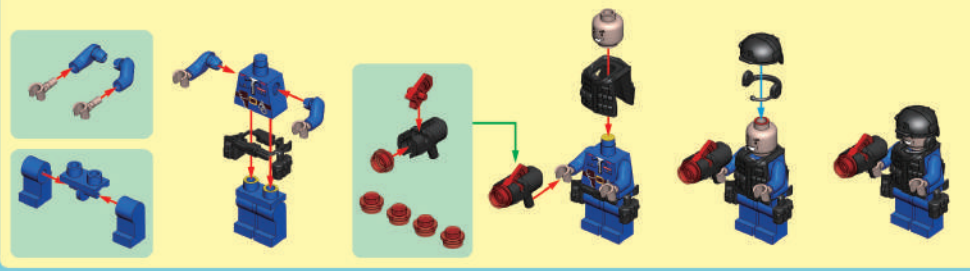
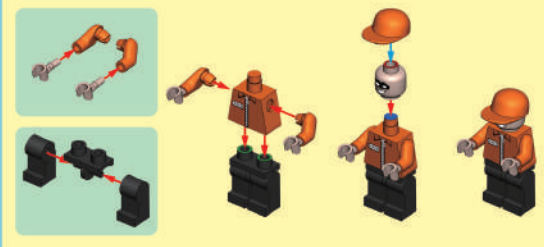




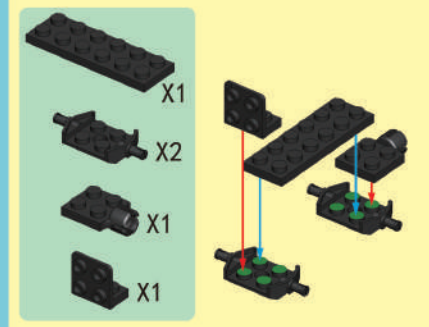
- 1**
- X1 [Blue 1x3 Technic Brick]
 - X1 [Black 1x2 Technic Pin]
 - X1 [Black 1x2 Technic Pin]
 - X1 [Black 1x2 Technic Pin]
 - X1 [Blue 1x2 Technic Pin]
 - X1 [Black 1x2 Technic Pin]
 - X1 [Black 1x2 Technic Pin]
 - X1 [Black 1x2 Technic Pin]
 - X1 [Blue 1x2 Technic Pin]
 - X1 [Blue 1x2 Technic Pin]
 - X1 [Red 1x2 Technic Pin]
 - X1 [Blue 1x2 Technic Pin]
 - X1 [Blue 1x2 Technic Pin]
 - X5 [Red 1x2 Technic Pin]
 - X2 [Grey 1x2 Technic Pin]



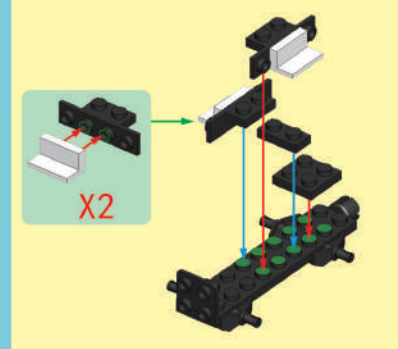
- 2**
- X1 [Orange 1x2 Technic Pin]
 - X1 [Orange 1x2 Technic Pin]
 - X1 [Black 1x2 Technic Pin]
 - X1 [Black 1x2 Technic Pin]
 - X1 [Black 1x2 Technic Pin]
 - X1 [Orange 1x2 Technic Pin]
 - X1 [Orange 1x2 Technic Pin]
 - X1 [Orange 1x2 Technic Pin]
 - X2 [Grey 1x2 Technic Pin]



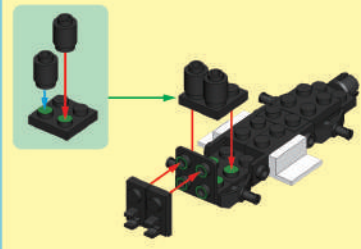
- 3**
- X1 [Black 1x10 Technic Beam]
 - X2 [Black 1x2 Technic Pin]
 - X1 [Black 1x2 Technic Pin]
 - X1 [Black 1x2 Technic Pin]



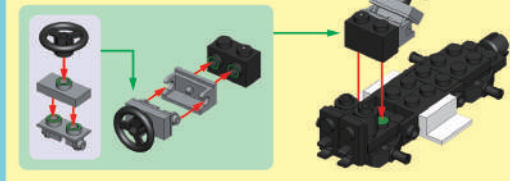
- 4**
- X2 [Black 1x2 Technic Pin]
 - X1 [Black 1x2 Technic Pin]
 - X2 [White 1x2 Technic Pin]
 - X1 [Black 1x2 Technic Pin]



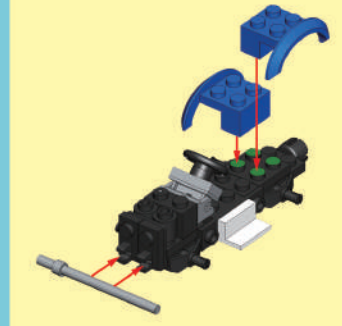
- 5**
- X1 [Black 1x2 Technic Pin]
 - X2 [Black 1x2 Technic Pin]
 - X2 [Black 1x2 Technic Pin]



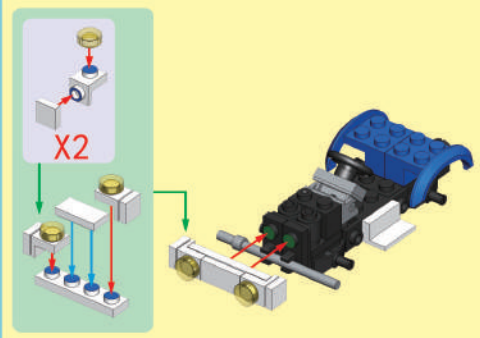
- 6**
- X1 [Black 1x2 Technic Pin]
 - X1 [Black 1x2 Technic Pin]
 - X1 [Black 1x2 Technic Pin]
 - X1 [Black 1x2 Technic Pin]
 - X1 [Black 1x2 Technic Pin]



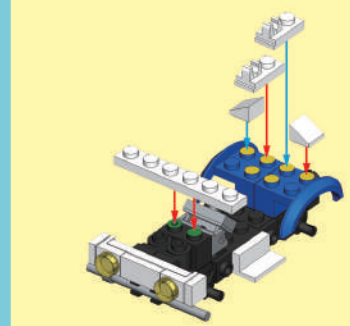
- 7**
- X1 [Grey 1x2 Technic Pin]
 - X2 [Blue 1x2 Technic Pin]



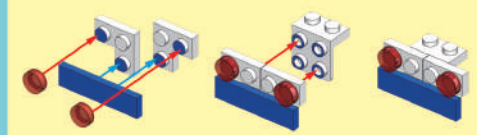
- 8**
- X1 [White 1x10 Technic Beam]
 - X1 [White 1x2 Technic Pin]
 - X2 [White 1x2 Technic Pin]
 - X2 [White 1x2 Technic Pin]
 - X2 [Yellow 1x2 Technic Pin]



- 9**
- X1 [White 1x10 Technic Beam]
 - X2 [White 1x2 Technic Pin]
 - X2 [White 1x2 Technic Pin]

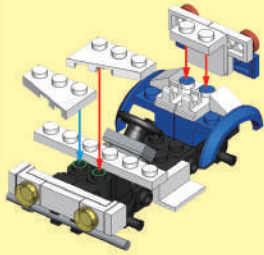


- 10**
- X1 [White 1x10 Technic Beam]
 - X1 [Blue 1x2 Technic Pin]
 - X2 [White 1x2 Technic Pin]
 - X2 [Red 1x2 Technic Pin]

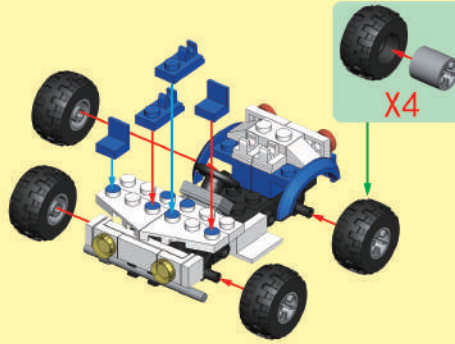


11
X1 X1

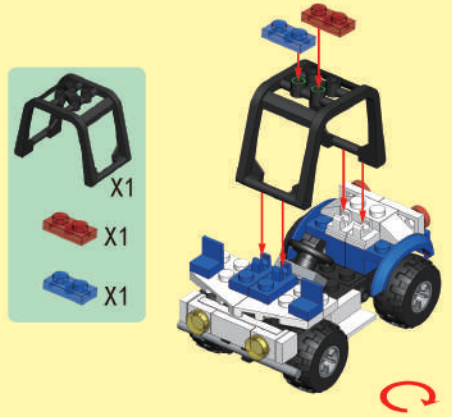
9
+
10



12
X4 X4 X2 X2



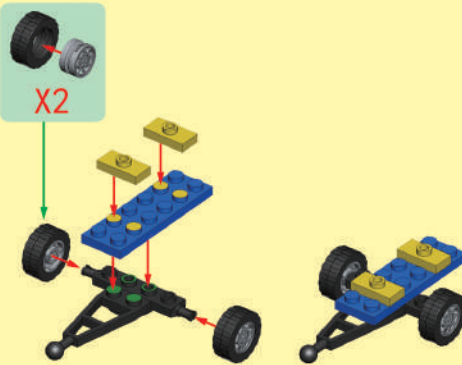
13
X1 X1 X1



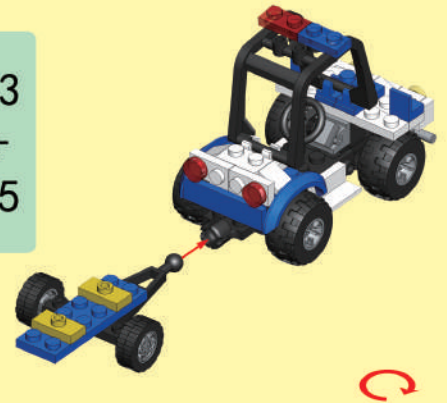
14
X1 X1 X1



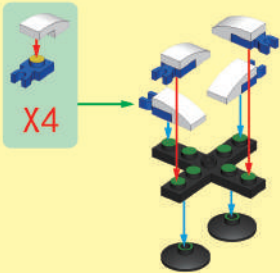
15
X1 X2 X2 X2



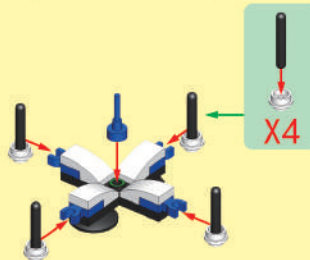
16
13
+
15



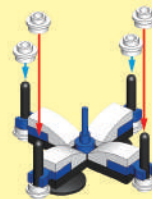
17
X1 X4 X4 X2



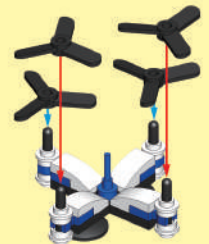
18
X1 X4 X4



19
X4



20
X4



21
X4



22

1
+
2
+
16
+
21

