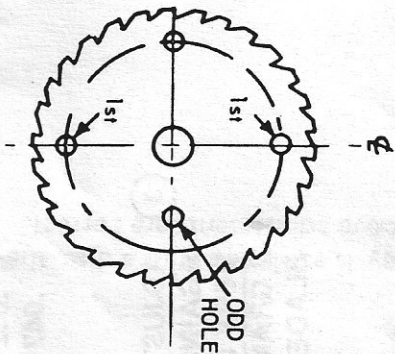


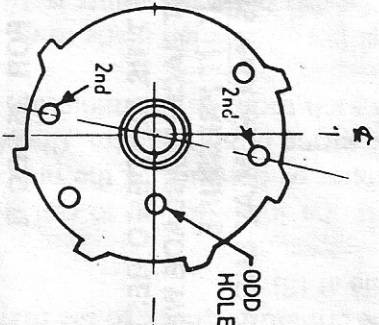
PLAYER UNIT CAM LINE-UP (4 PLAYER GAME)

STEEL RATCHET



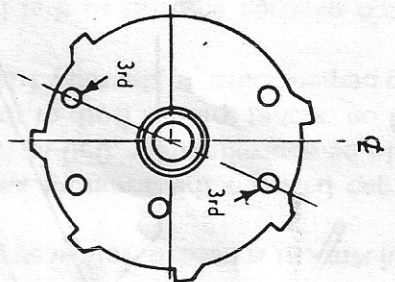
INSERT 1st CAM
IN HOLES INDICATED.

1st CAM
(WHITE)



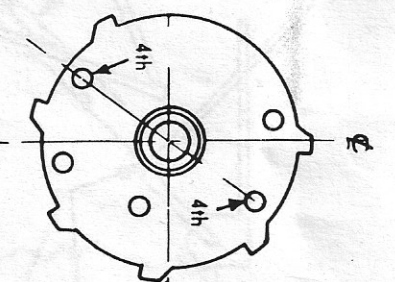
INSERT 2nd CAM
IN HOLES INDICATED.

2nd CAM
(WHITE)



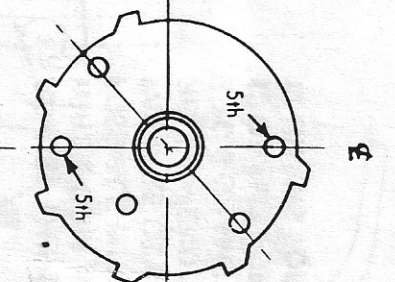
INSERT 3rd CAM
IN HOLES INDICATED.

3rd CAM
(WHITE)



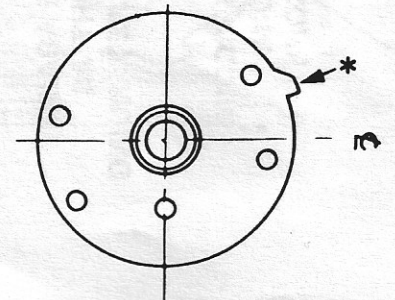
INSERT 4th CAM
IN HOLES INDICATED.

4th CAM
(WHITE)



INSERT 5th CAM
IN HOLES INDICATED.

5th CAM
(BLACK)



SINGLE TOOTH ON
5th CAM NOW LINES
UP WITH FIRST TOOTH
ON 1st CAM.
* WHEN CAM FOLLOWER
IS ON TOP OF THIS TOOTH
UNIT IS AT ZERO POS.

