

A

A

min = 2, -24 max = 616, 724

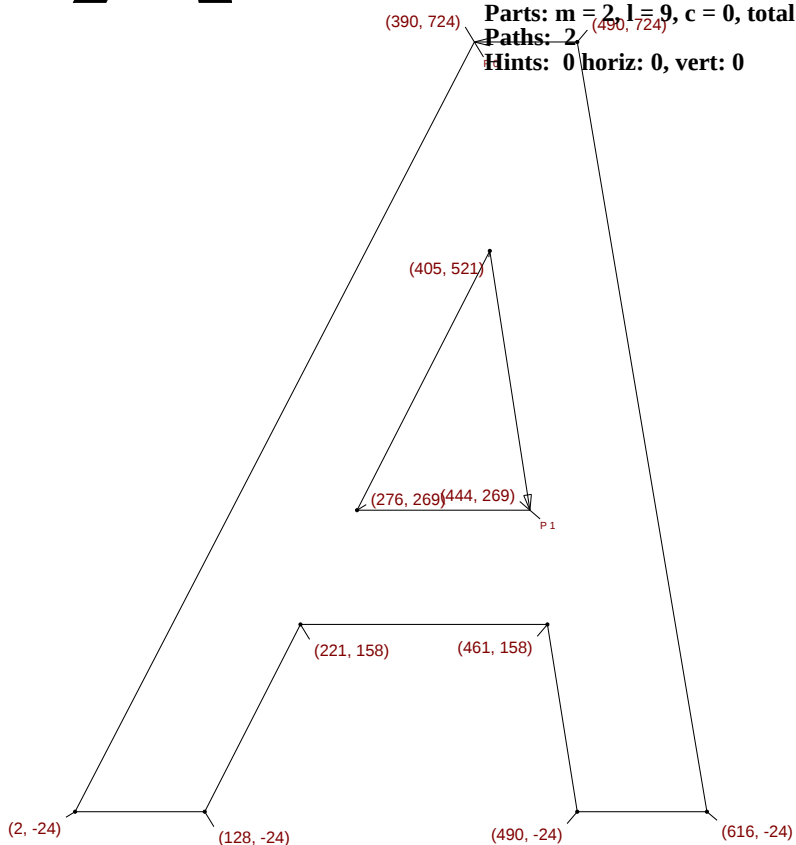
L = 2, R = 2 Width = 618

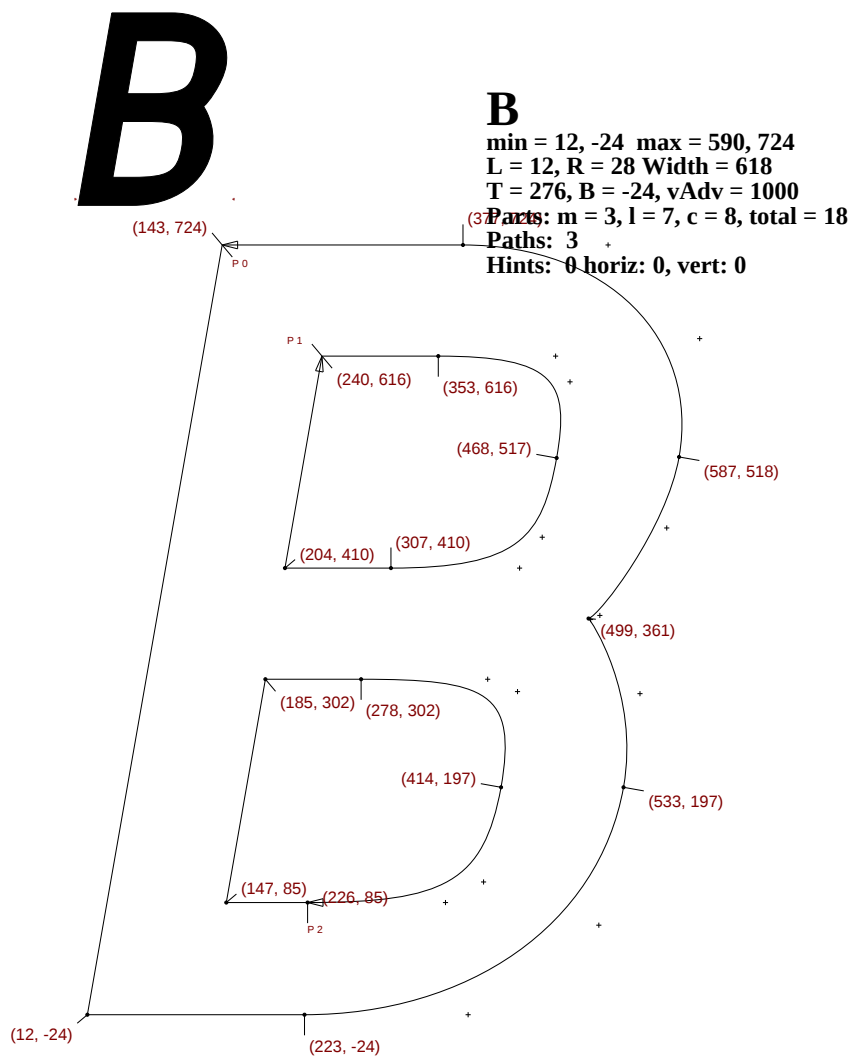
T = 276, B = -24, vAdv = 1000

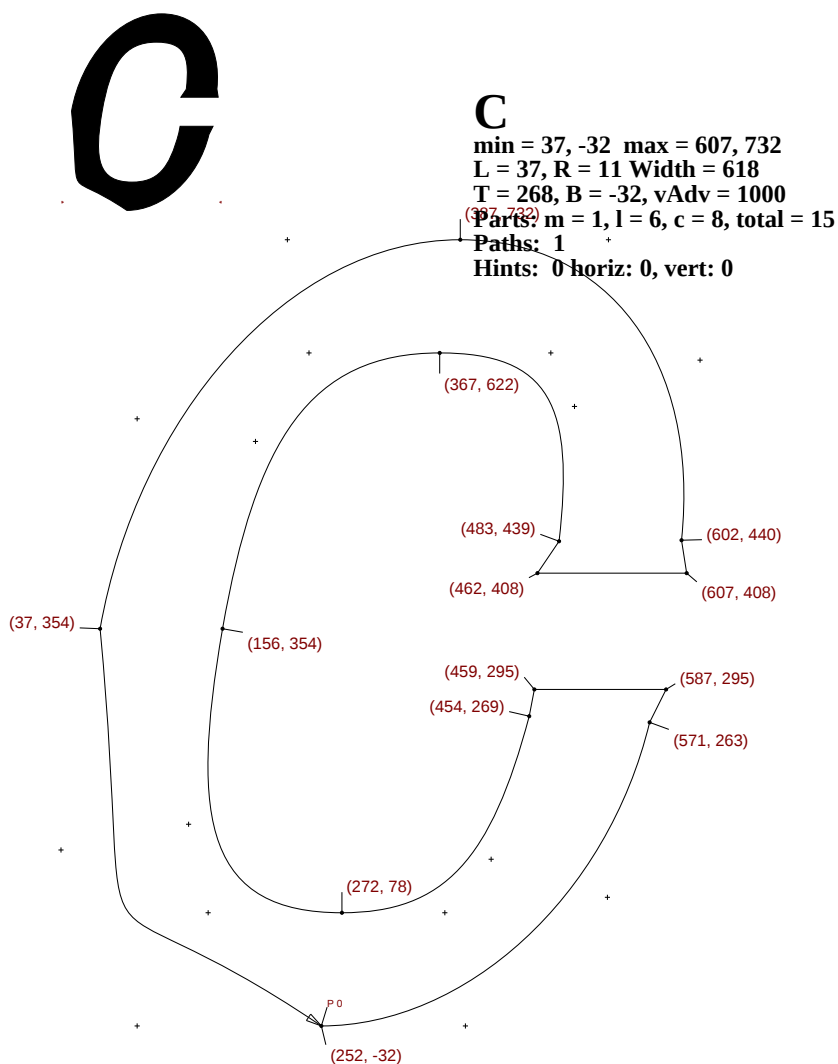
Parts: m = 2, l = 9, c = 0, total = 11

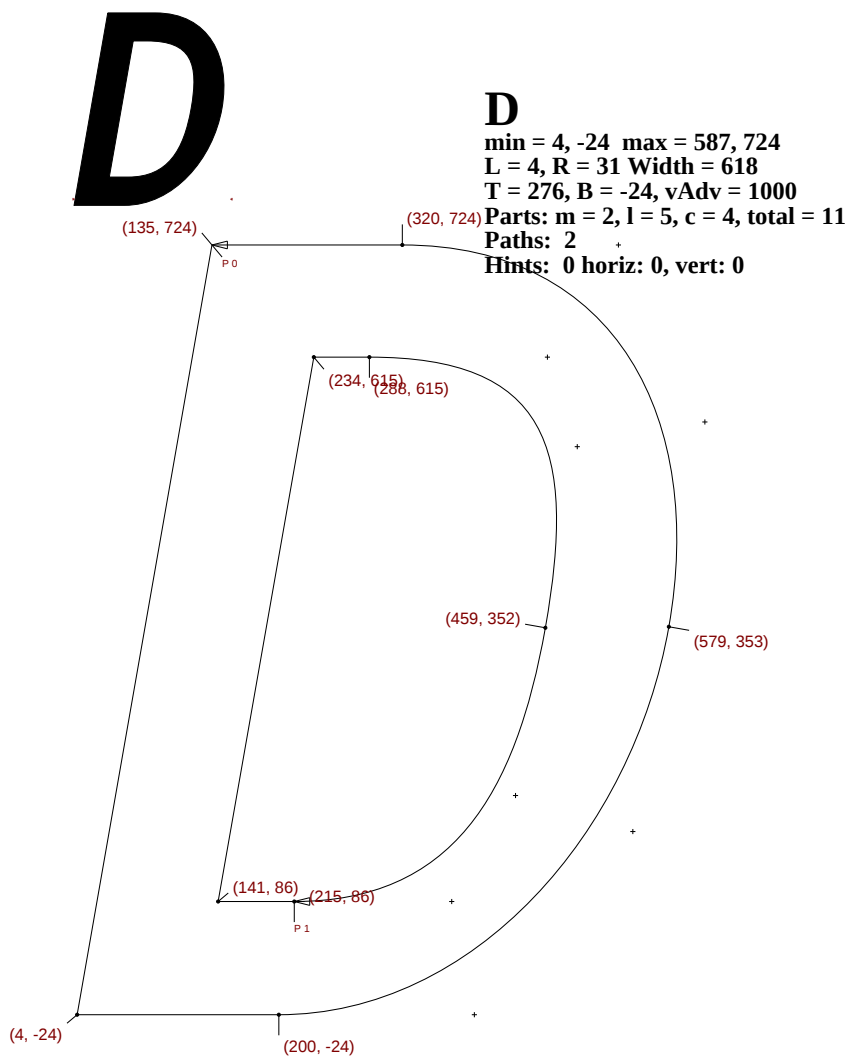
Paths: 2

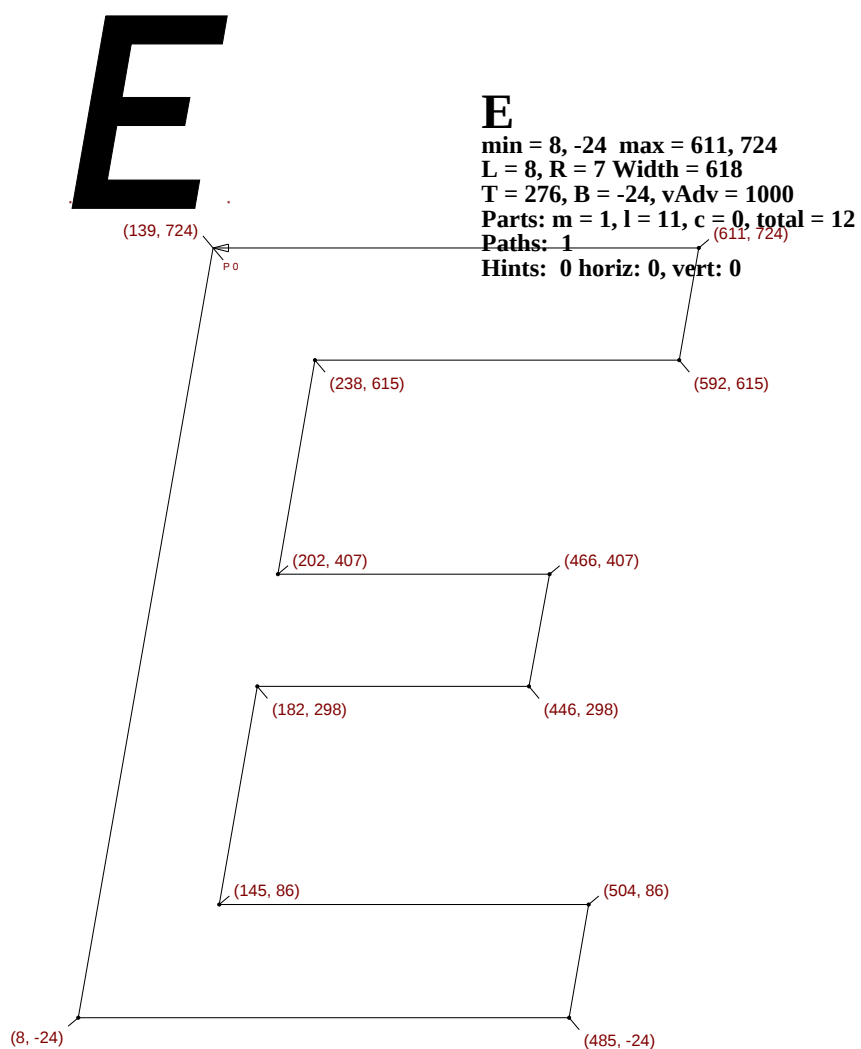
Hints: 0 horiz: 0, vert: 0

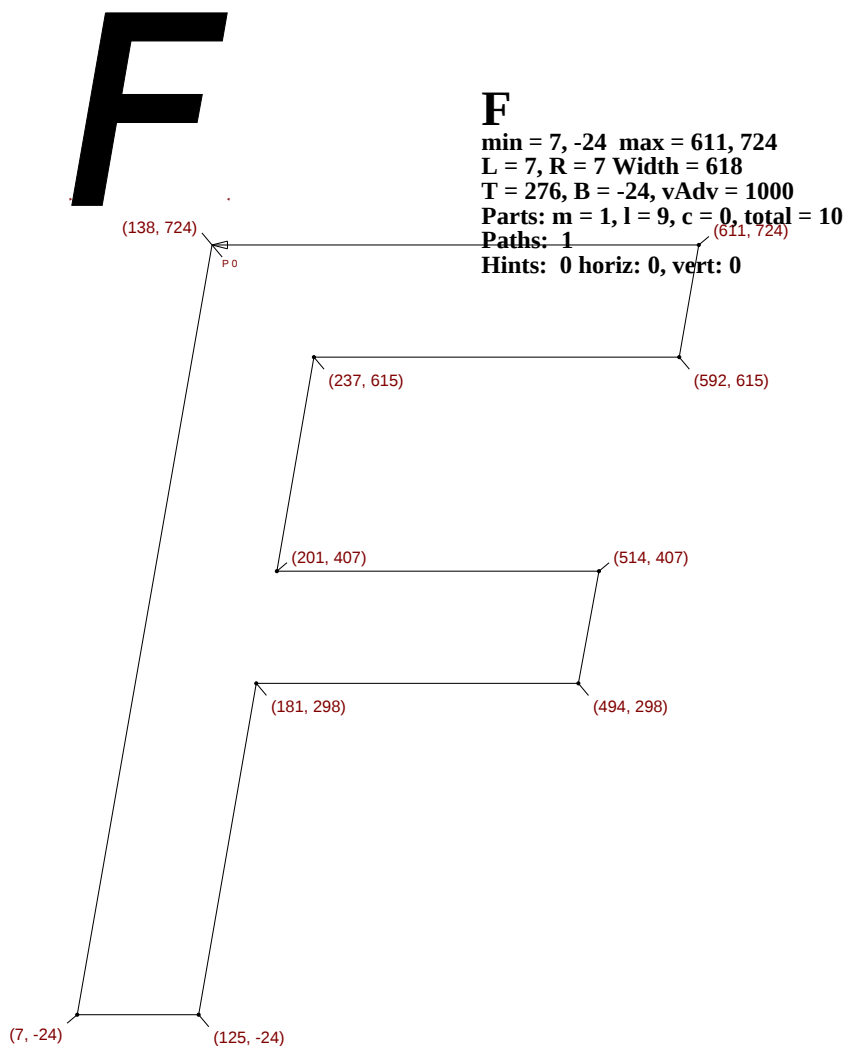












G**G**

min = 41, -32 max = 614, 732

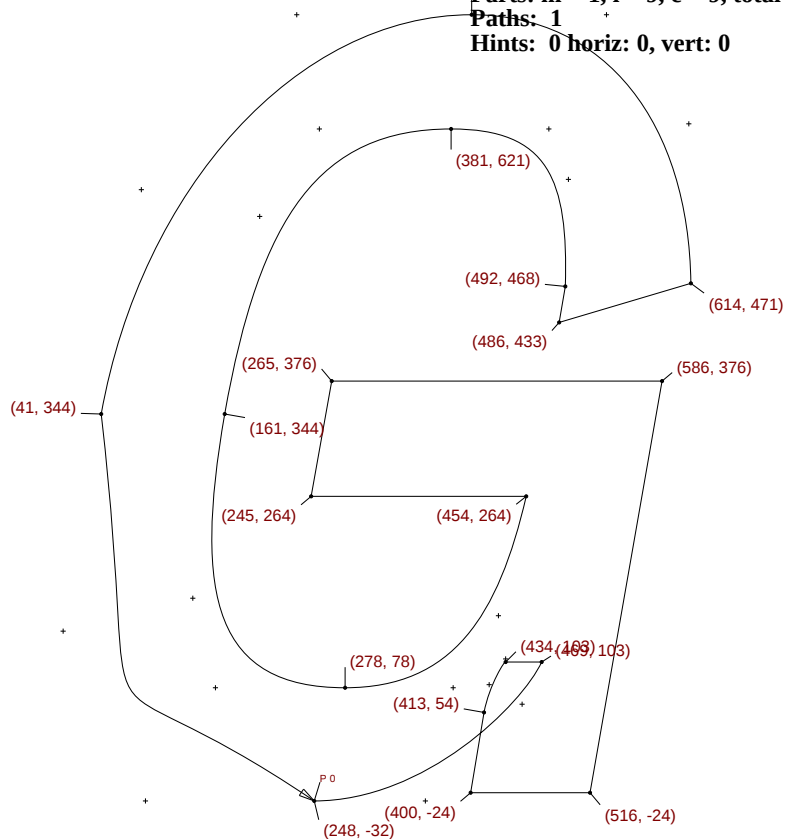
L = 41, R = 4 Width = 618

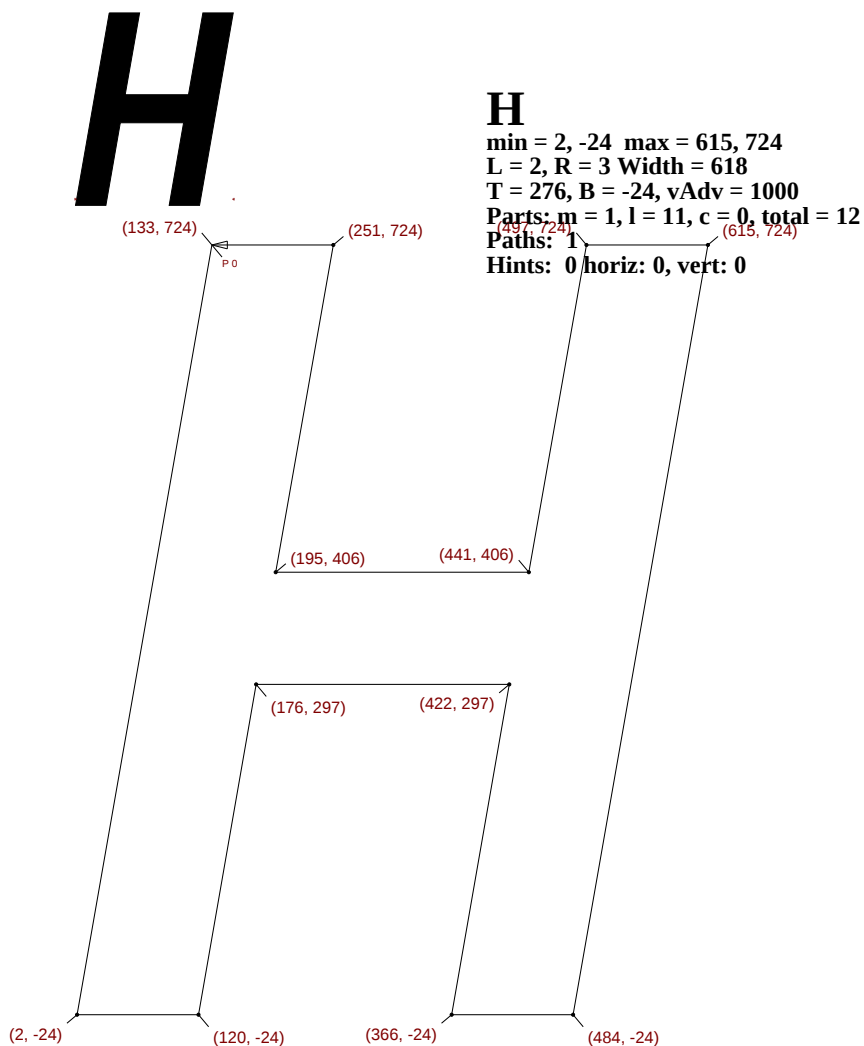
T = 268, B = -32, vAdv = 1000

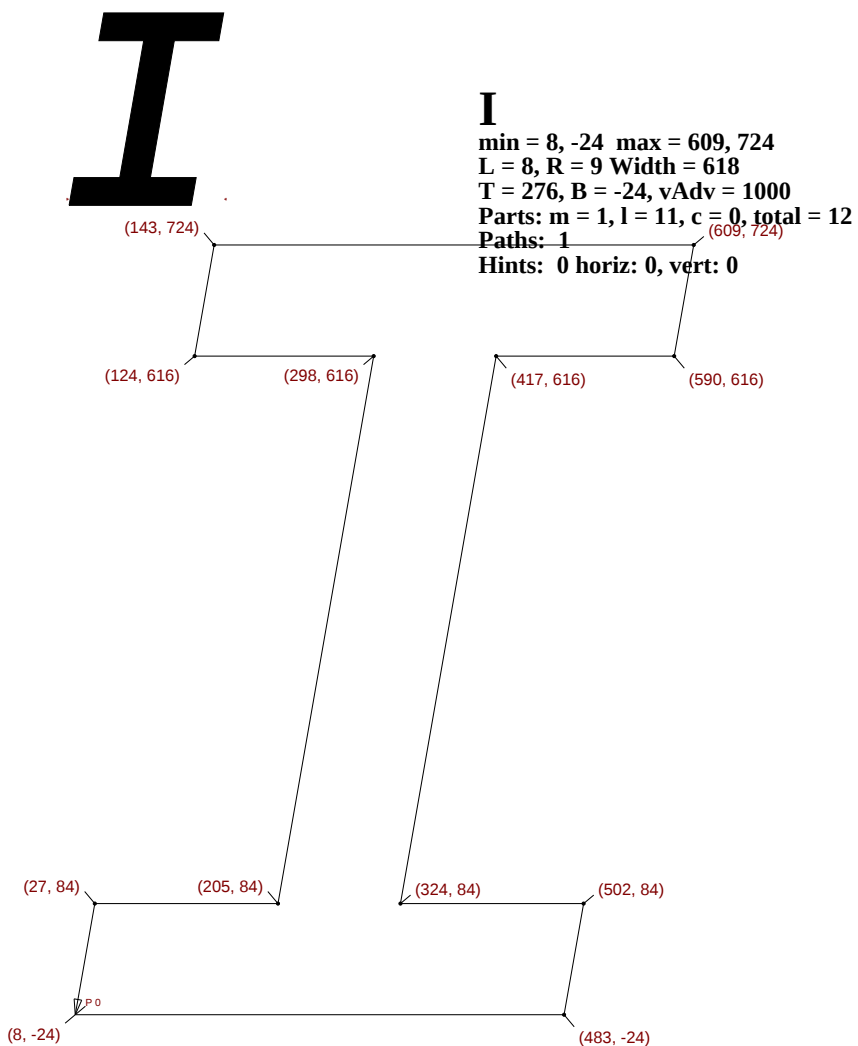
Parts: m = 1, l = 9, c = 9, total = 19

Paths: 1

Hints: 0 horiz: 0, vert: 0







J

J

min = 23, -32 max = 613, 724

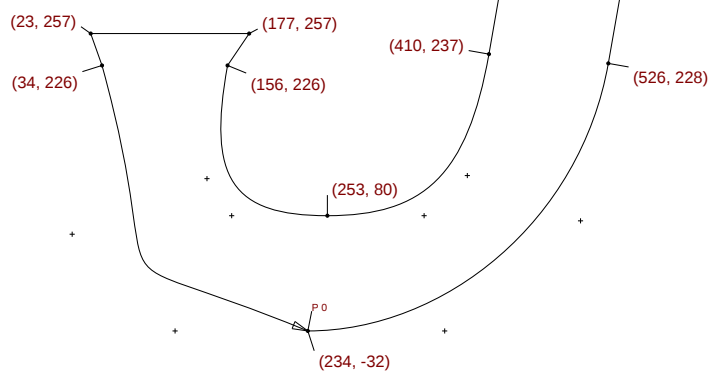
L = 23, R = 5 Width = 618

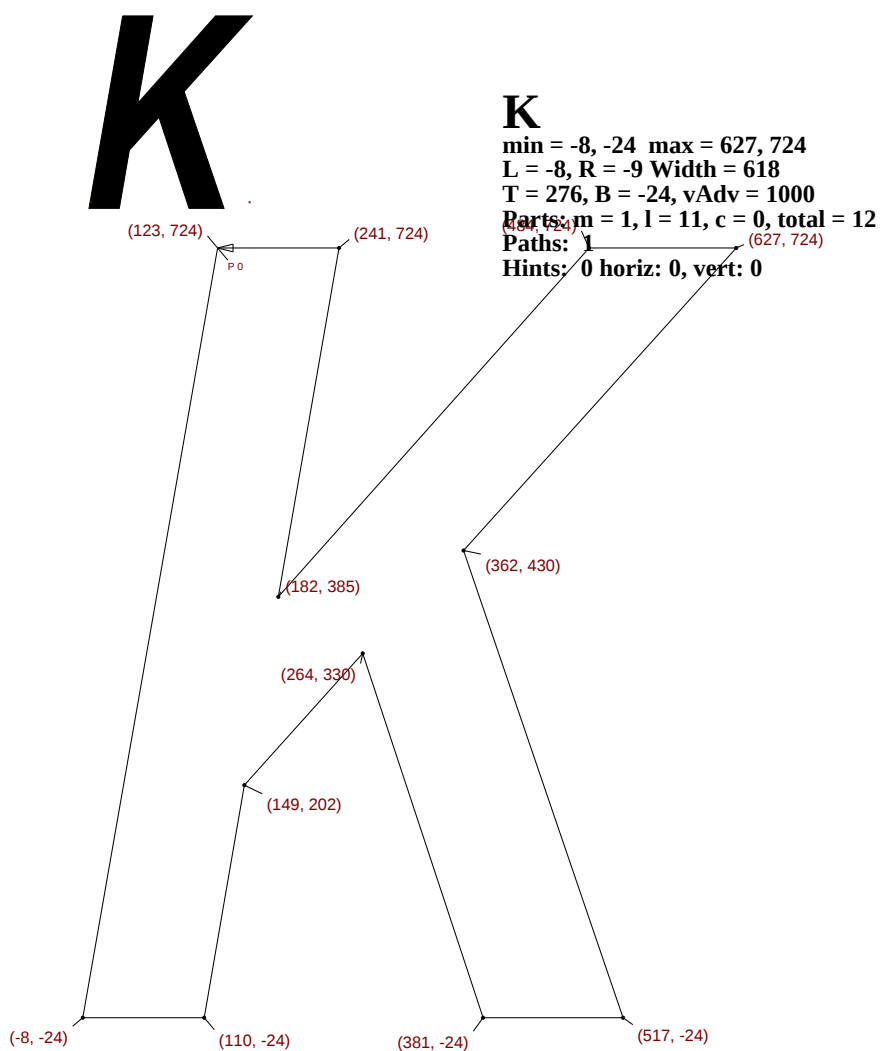
T = 276, B = -32, vAdv = 1000

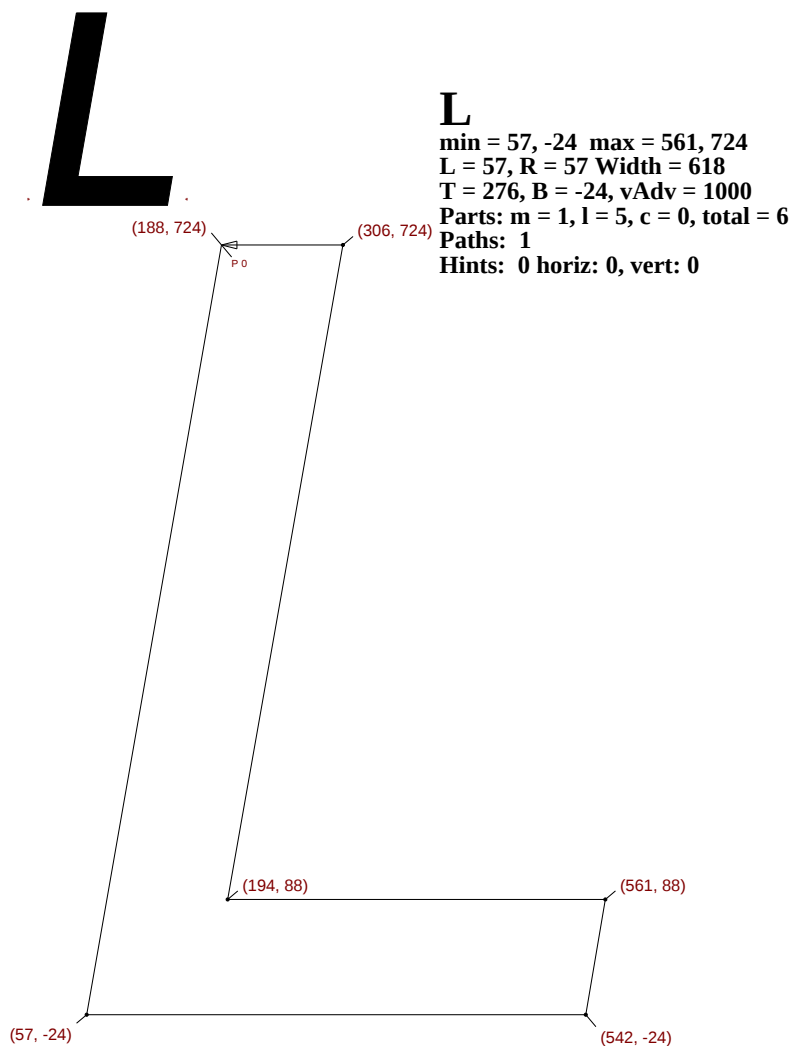
Parts: m = 1, l = 6, c = 4, total = 11

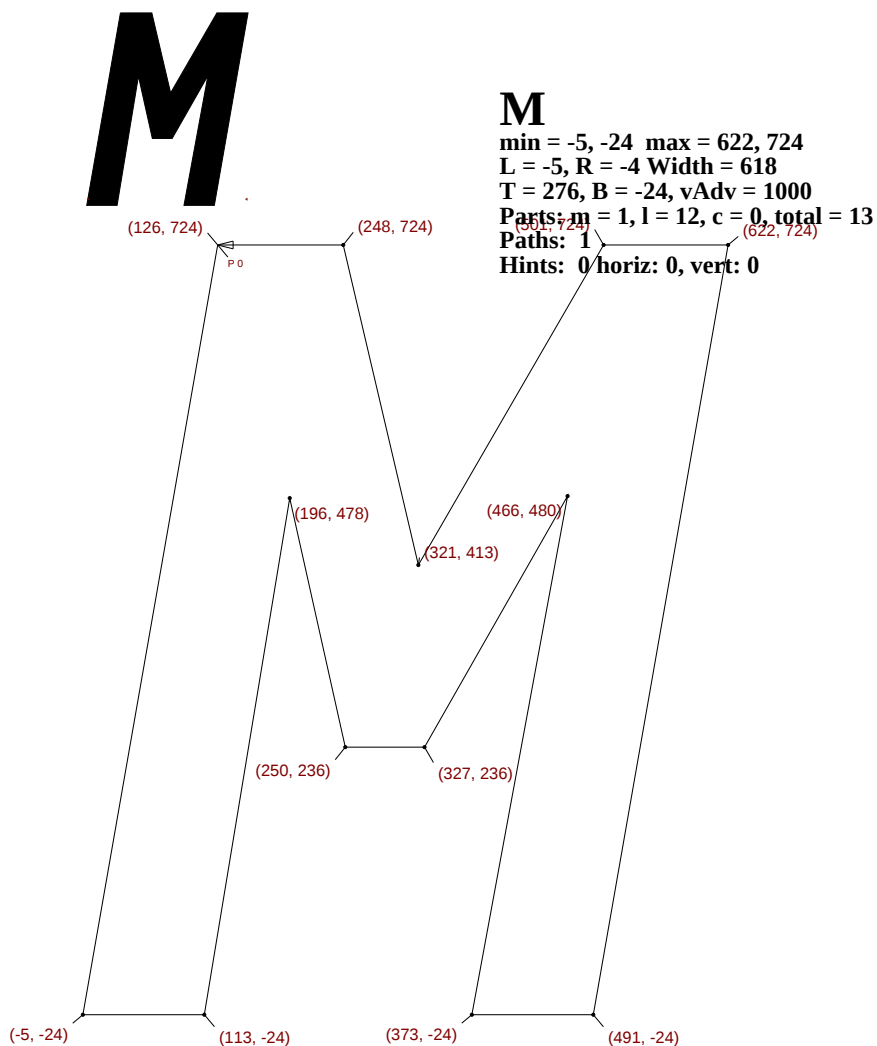
Paths: 1

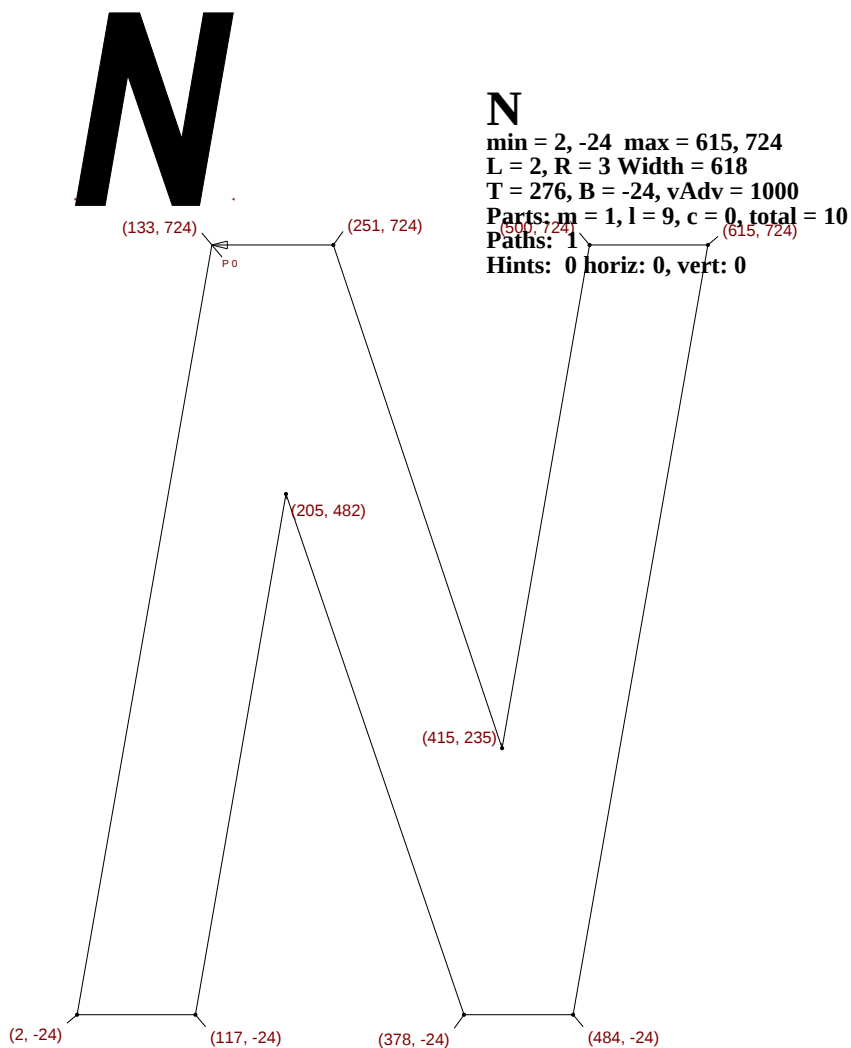
Hints: 0/horiz: 0, vert: 0











O

O

min = 32, -32 max = 596, 732

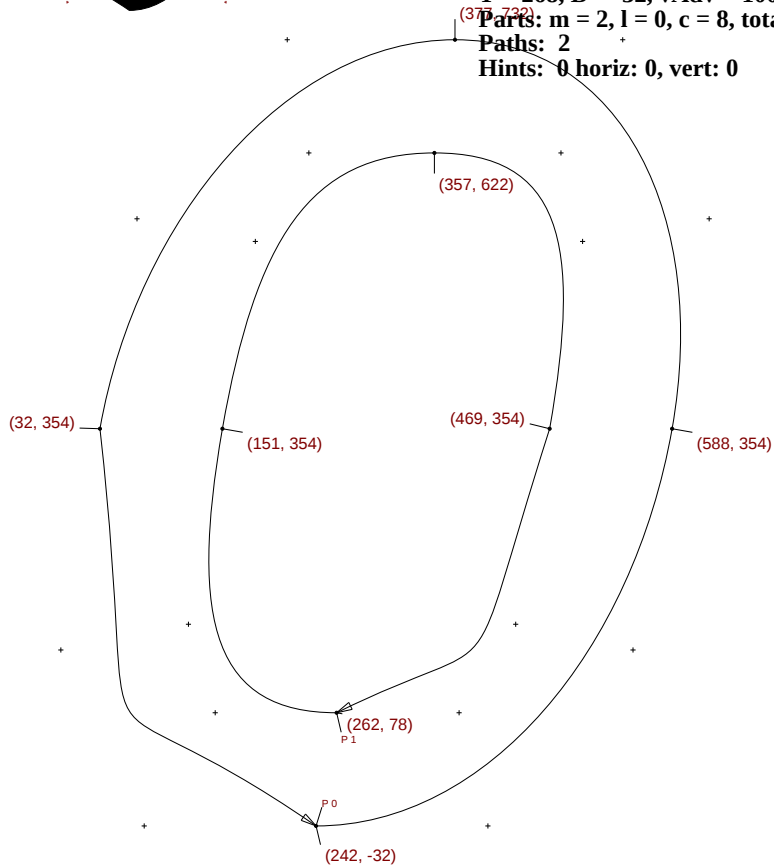
L = 32, R = 22 Width = 618

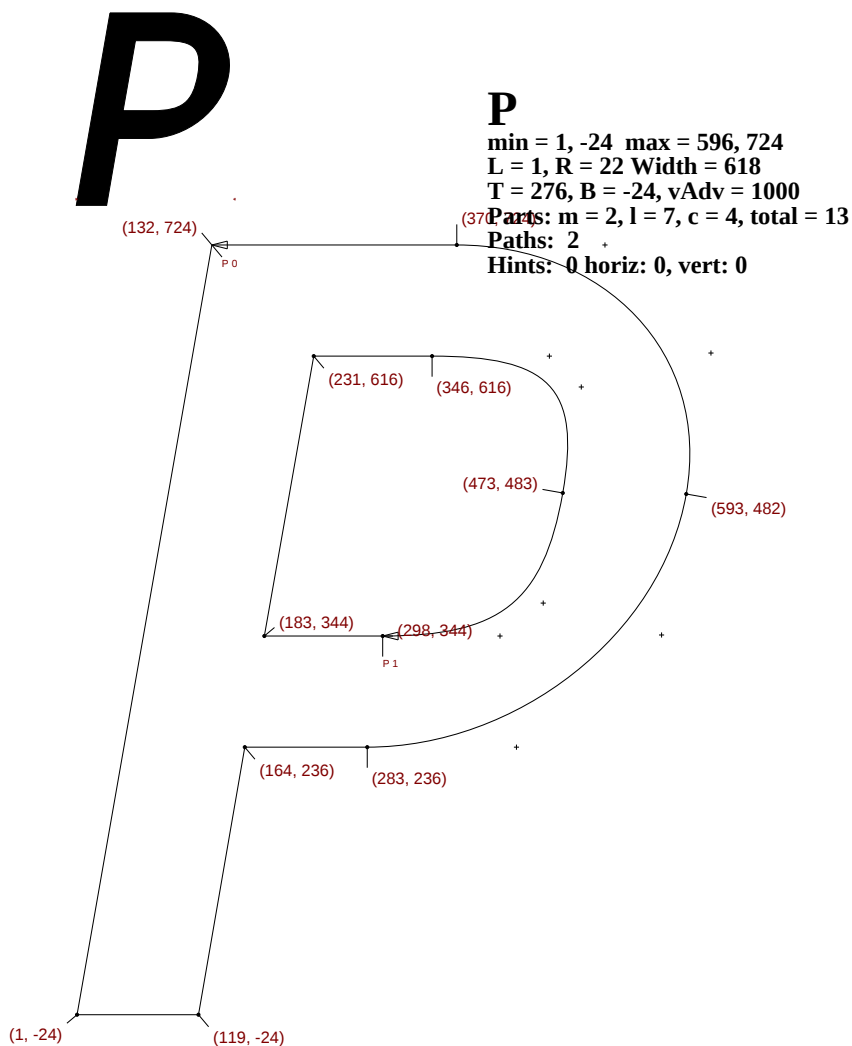
T = 268, B = -32, vAdv = 1000

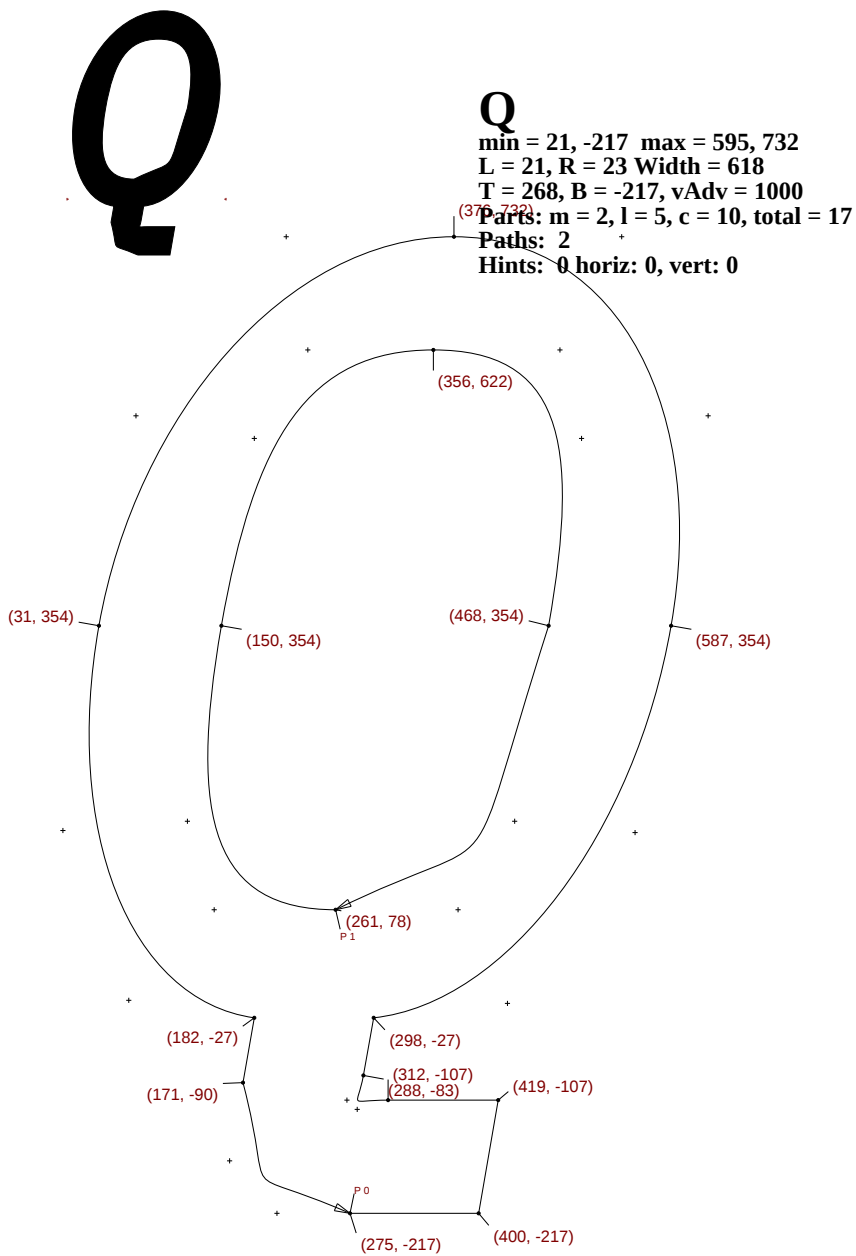
Parts: m = 2, l = 0, c = 8, total = 10

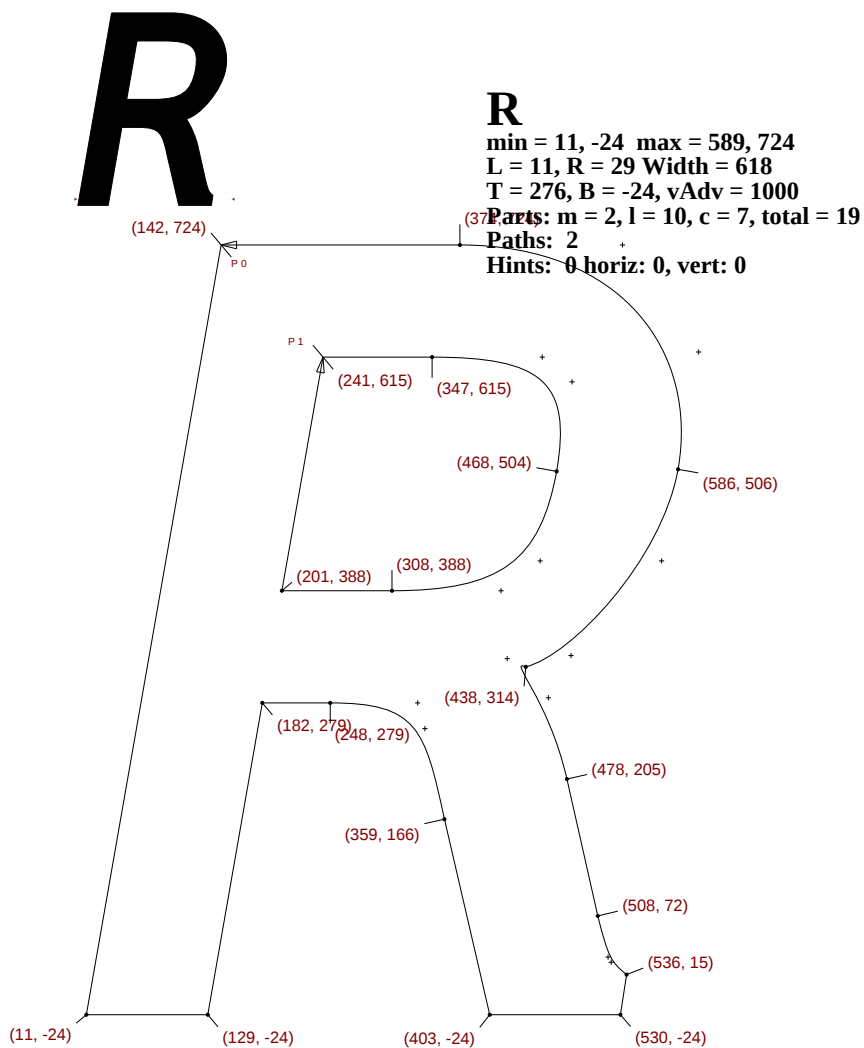
Paths: 2

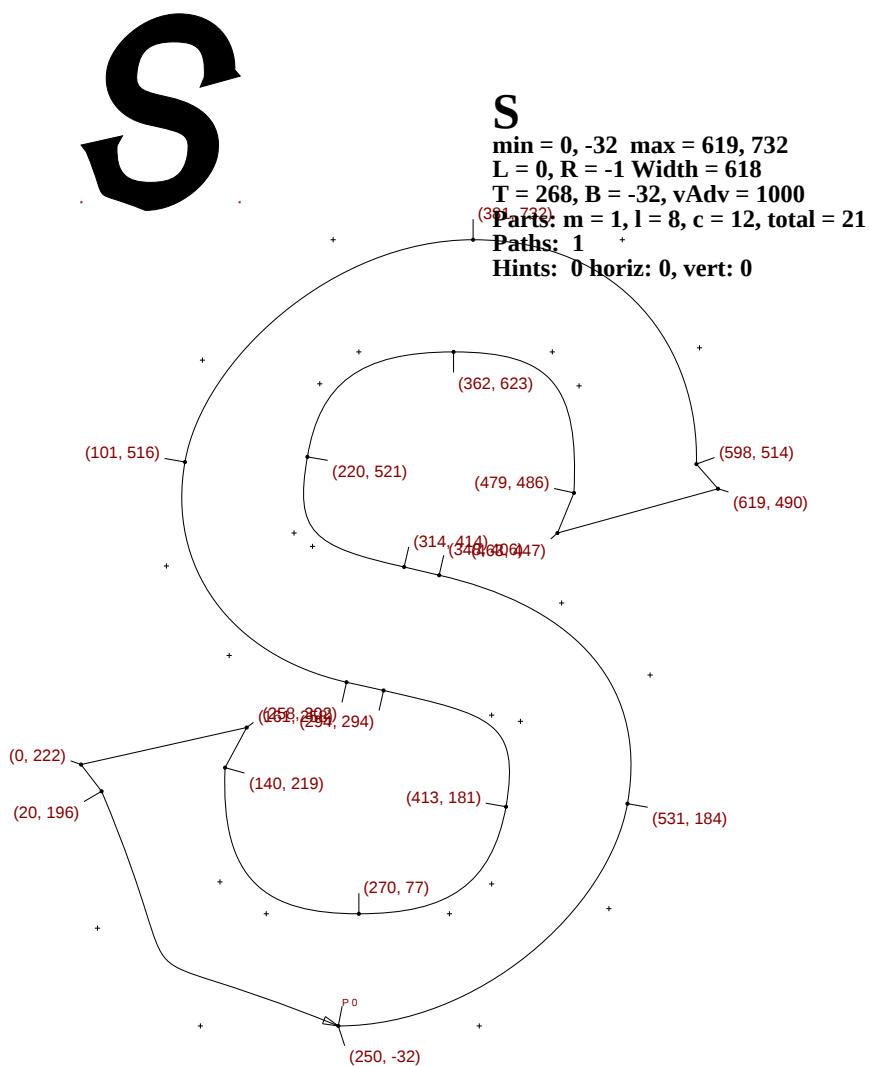
Hints: 0 horiz: 0, vert: 0

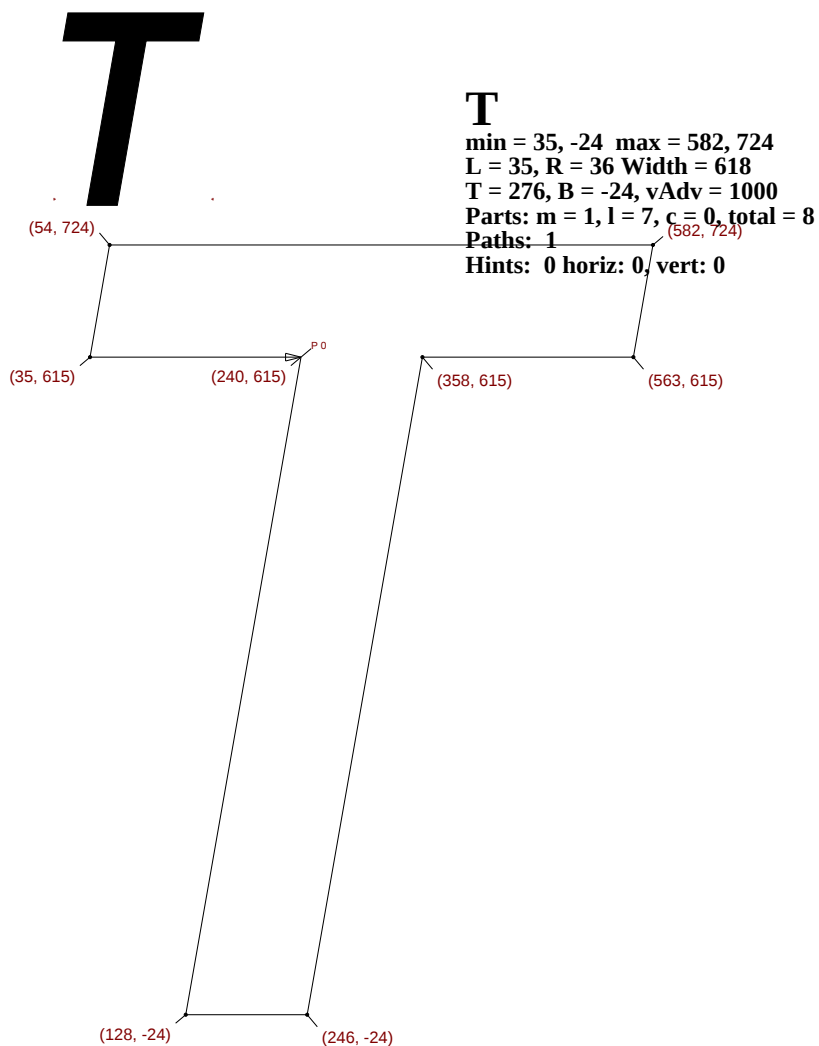


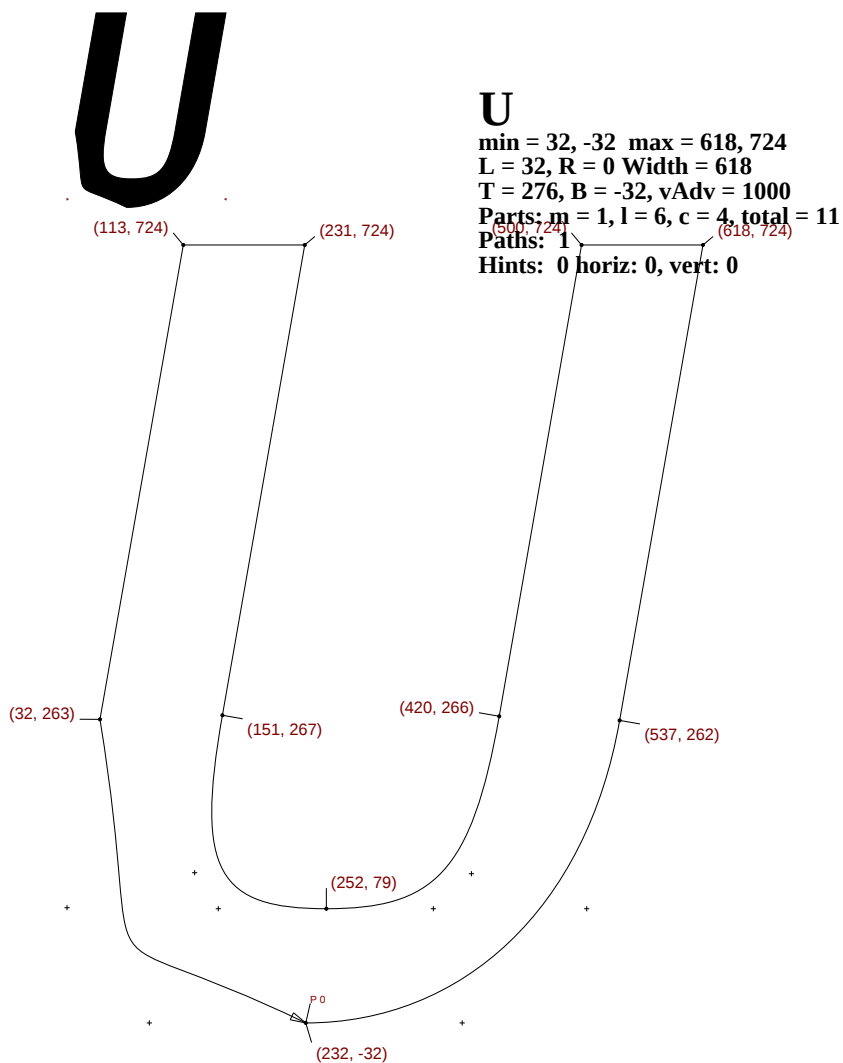


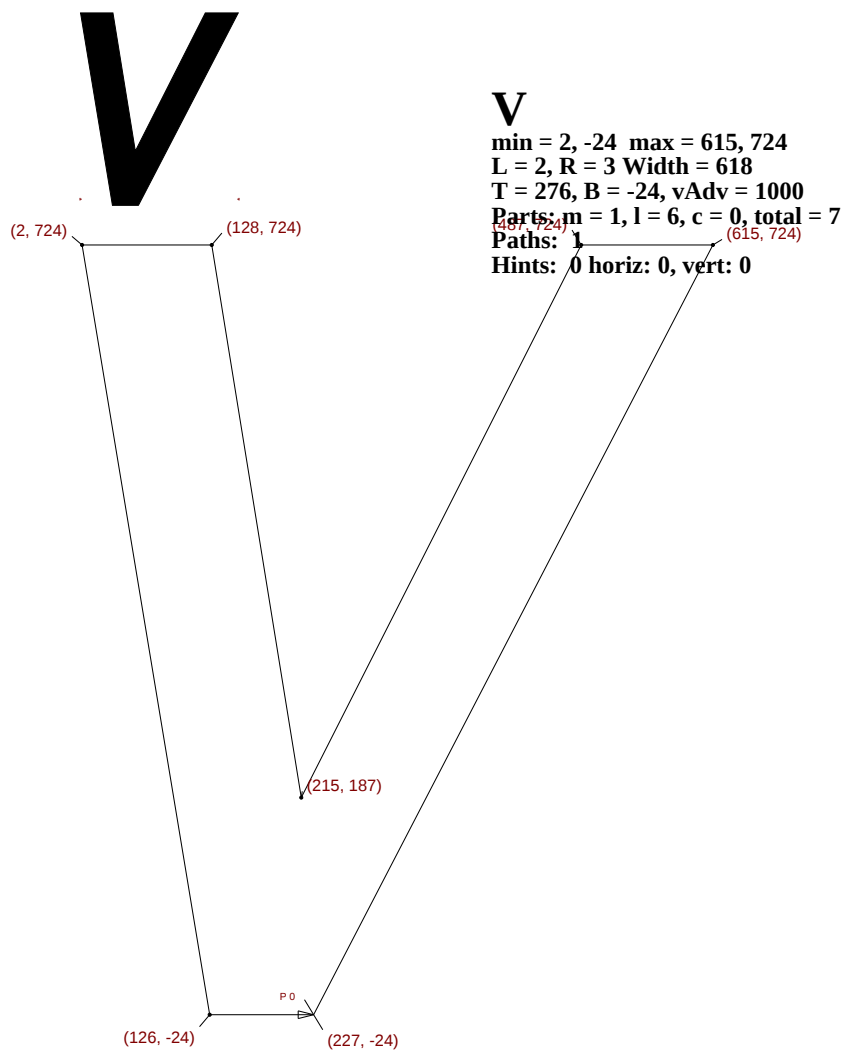


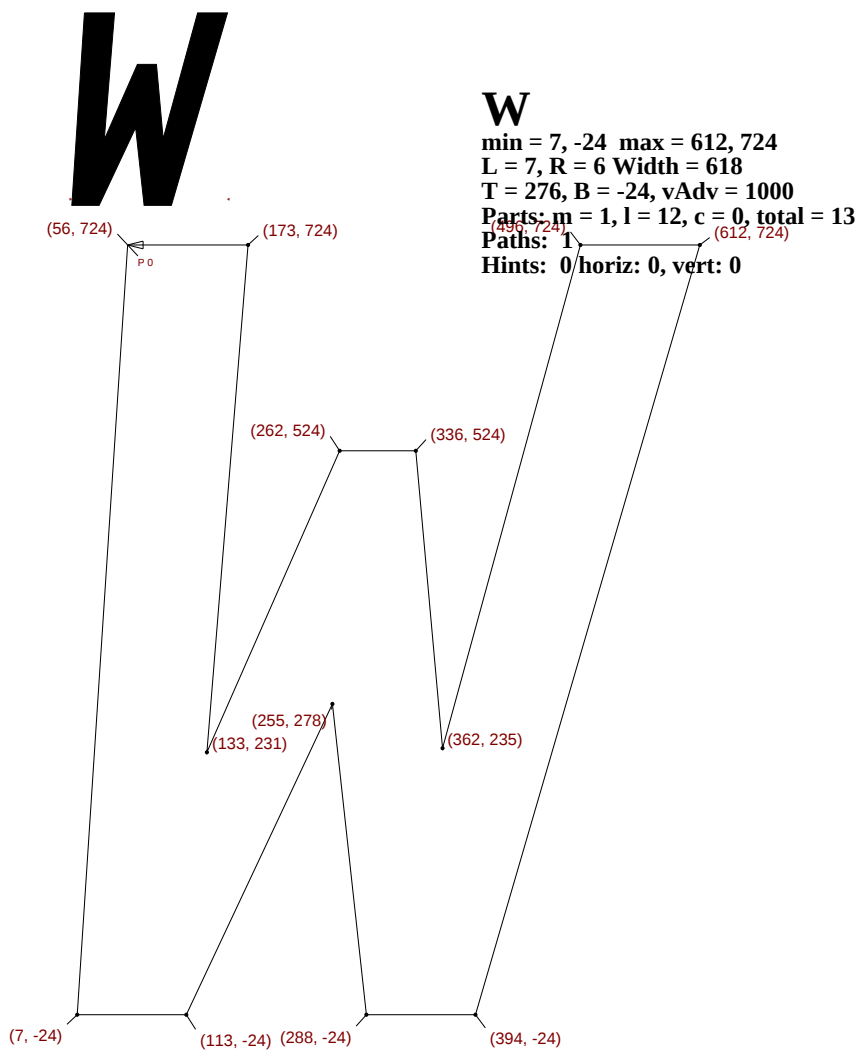


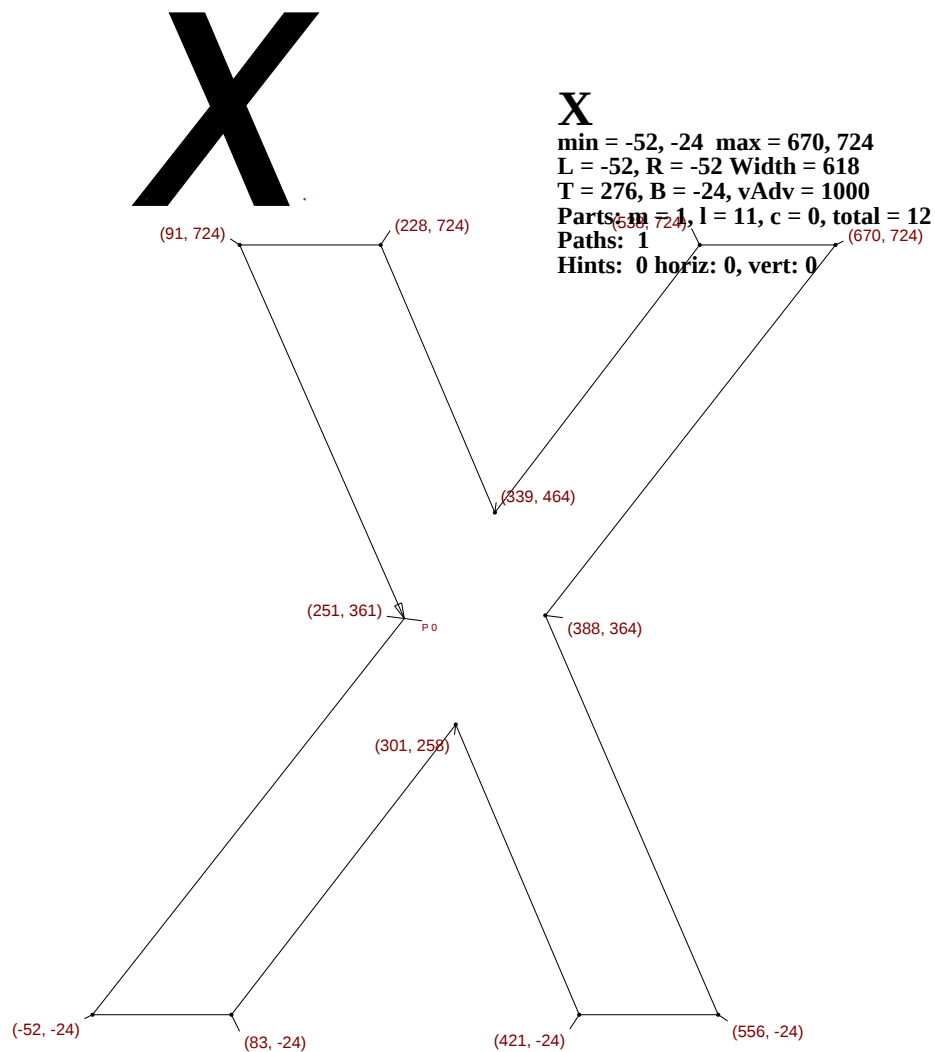


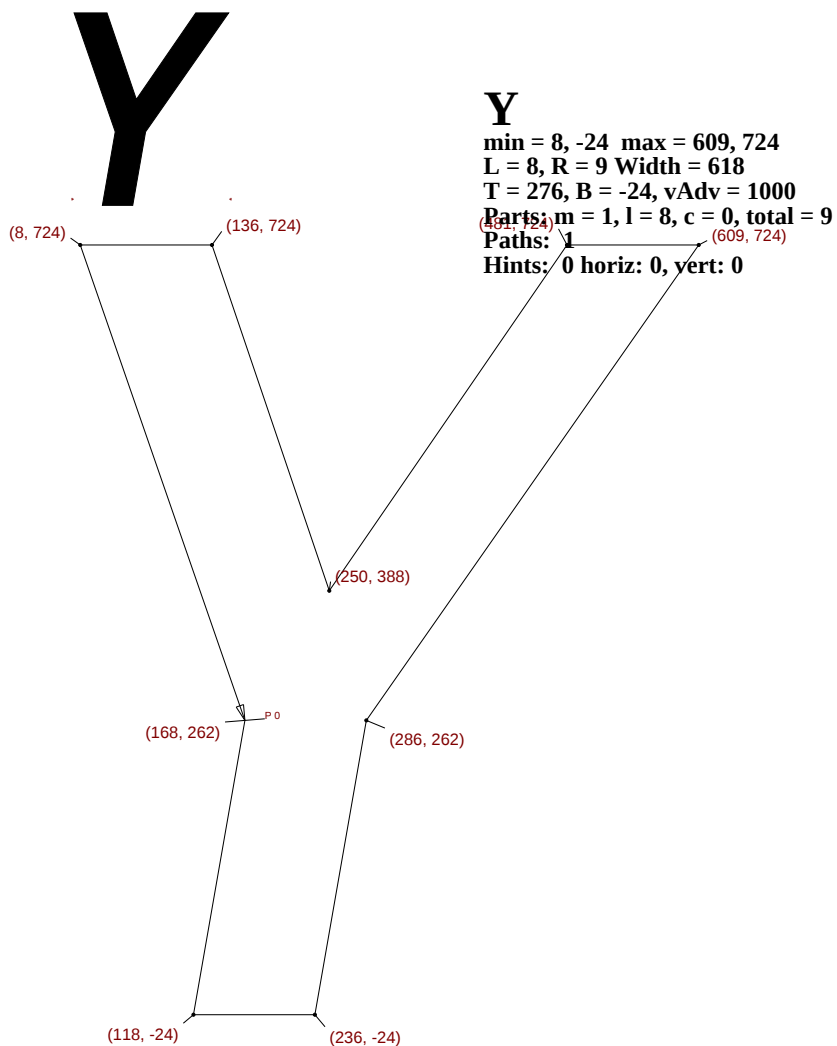


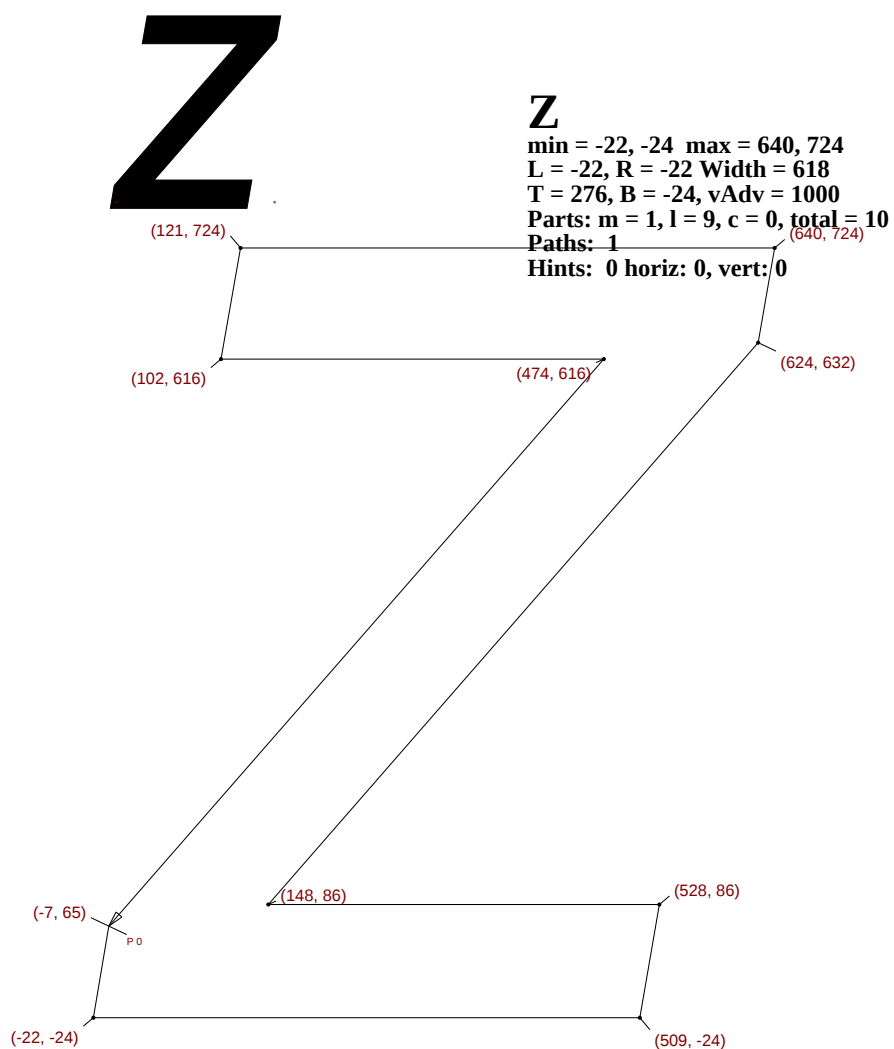












a**a**

min = 51, -37 max = 573, 558

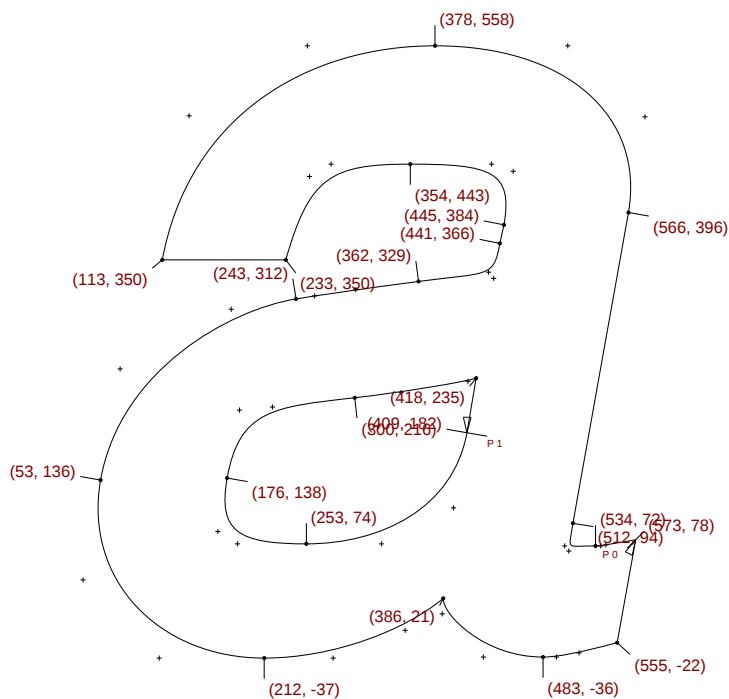
L = 51, R = 45 Width = 618

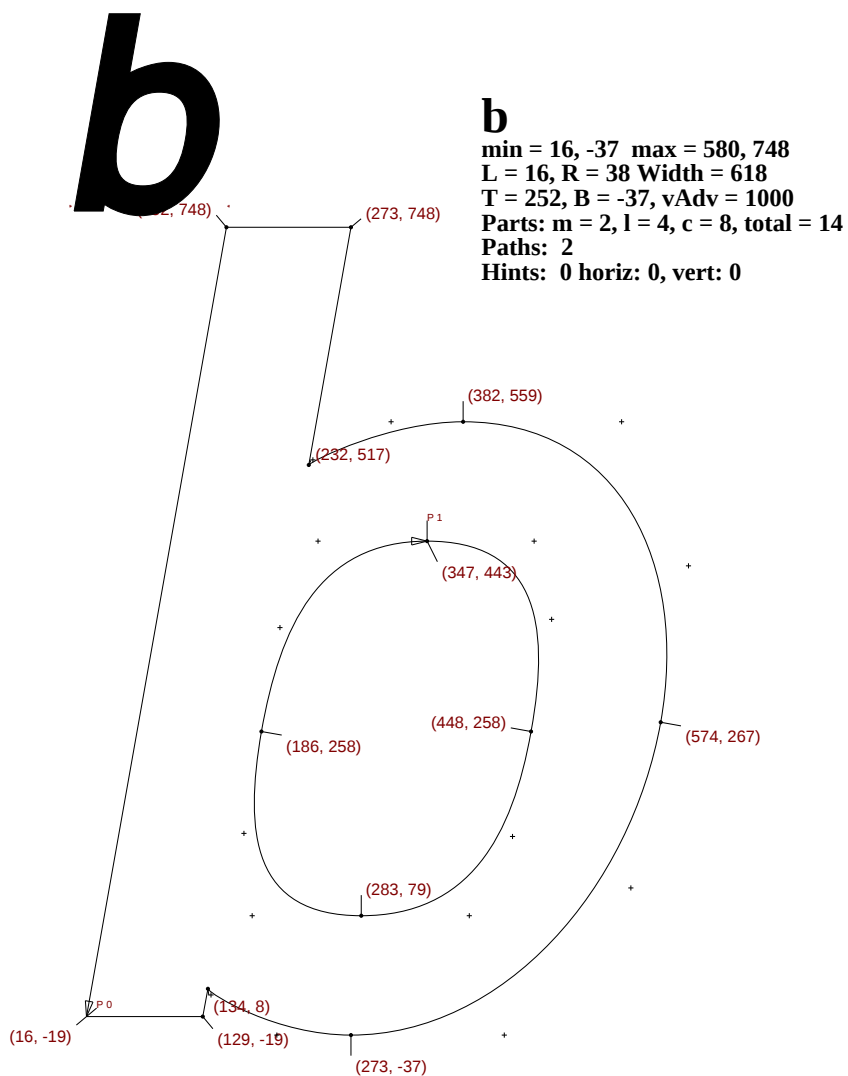
T = 442, B = -37, vAdv = 1000

Parts: m = 2, l = 3, c = 17, total = 22

Paths: 2

Hints: 0 horiz: 0, vert: 0





C**C**

min = 57, -37 max = 566, 559

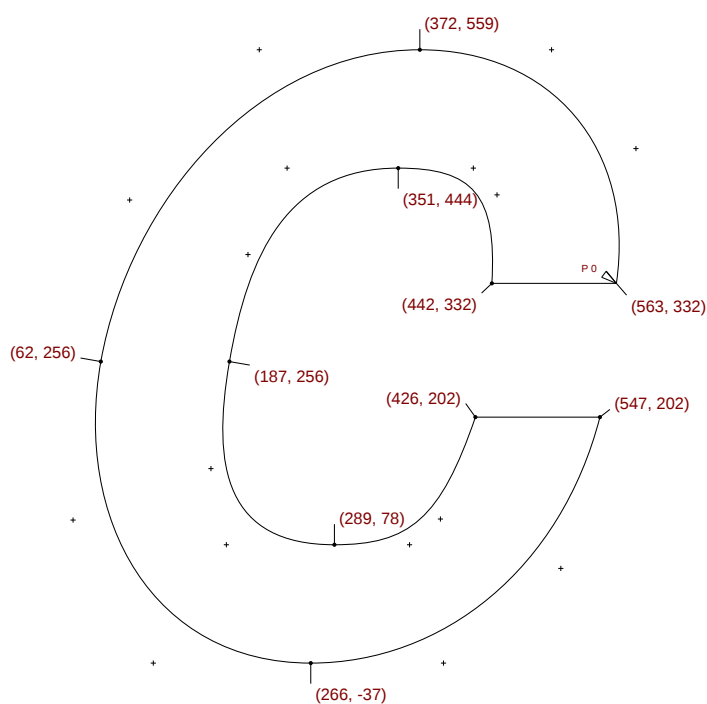
L = 57, R = 52 Width = 618

T = 441, B = -37, vAdv = 1000

Parts: m = 1, l = 1, c = 8, total = 10

Paths: 1

Hints: 0 horiz: 0, vert: 0



d

d

min = 21, -37 max = 620, 748

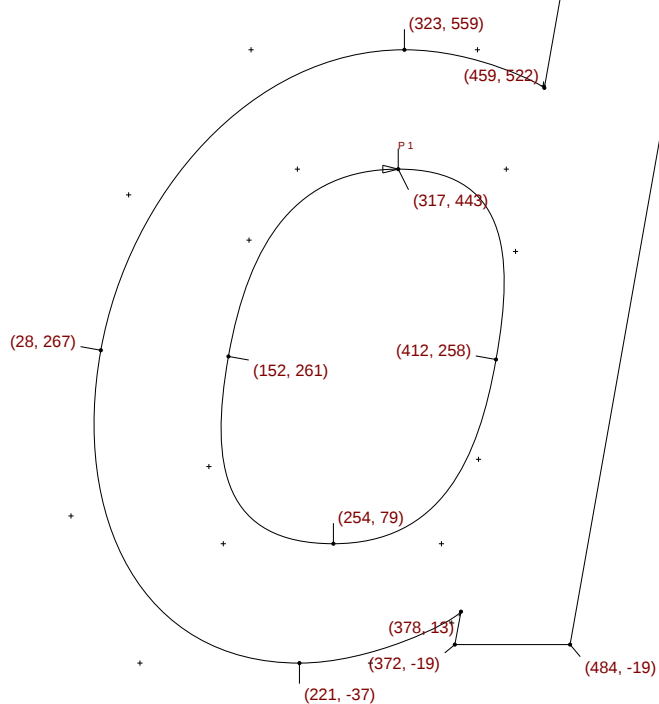
L = 21, R = -2 Width = 618

T = 252, B = -37, vAdv = 1000

Parts: m = 2, l = 4, c = 8, total = 14

Paths: 2

Hints: 0 horiz: 0, vert: 0



**e**

min = 47, -37 max = 567, 559

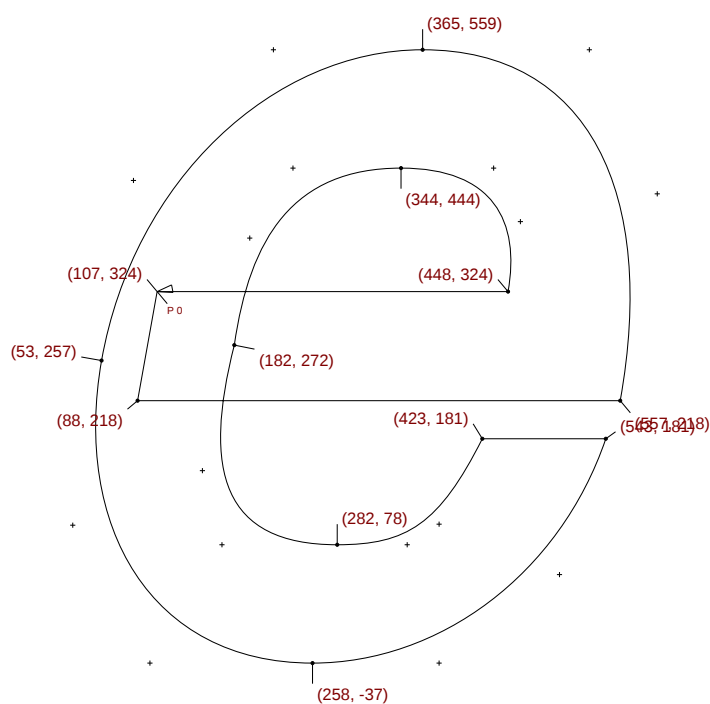
L = 47, R = 51 Width = 618

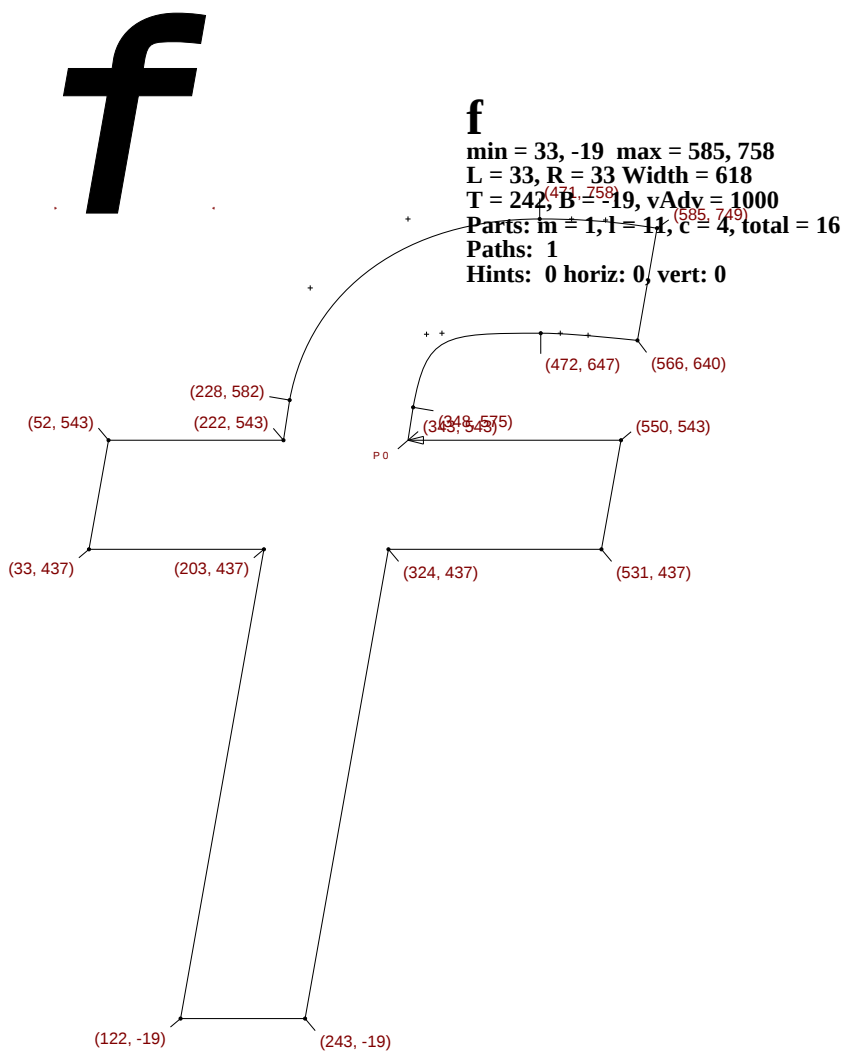
T = 441, B = -37, vAdv = 1000

Parts: m = 1, l = 3, c = 8, total = 12

Paths: 1

Hints: 0 horiz: 0, vert: 0





g

g

min = 16, -237 max = 609, 559

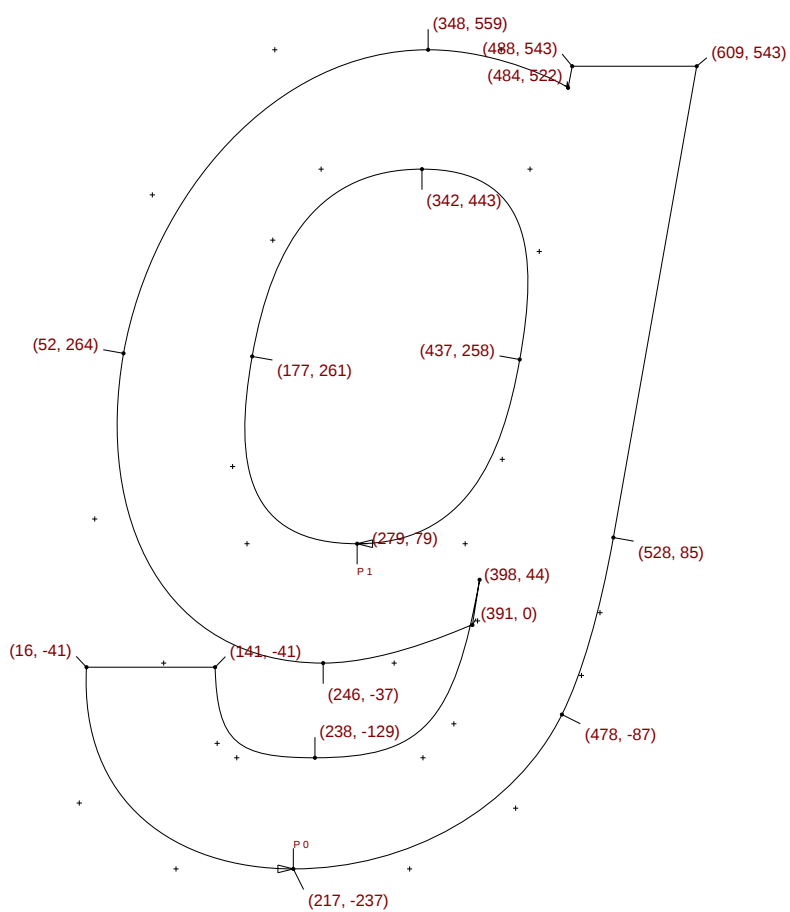
L = 16, R = 9 Width = 618

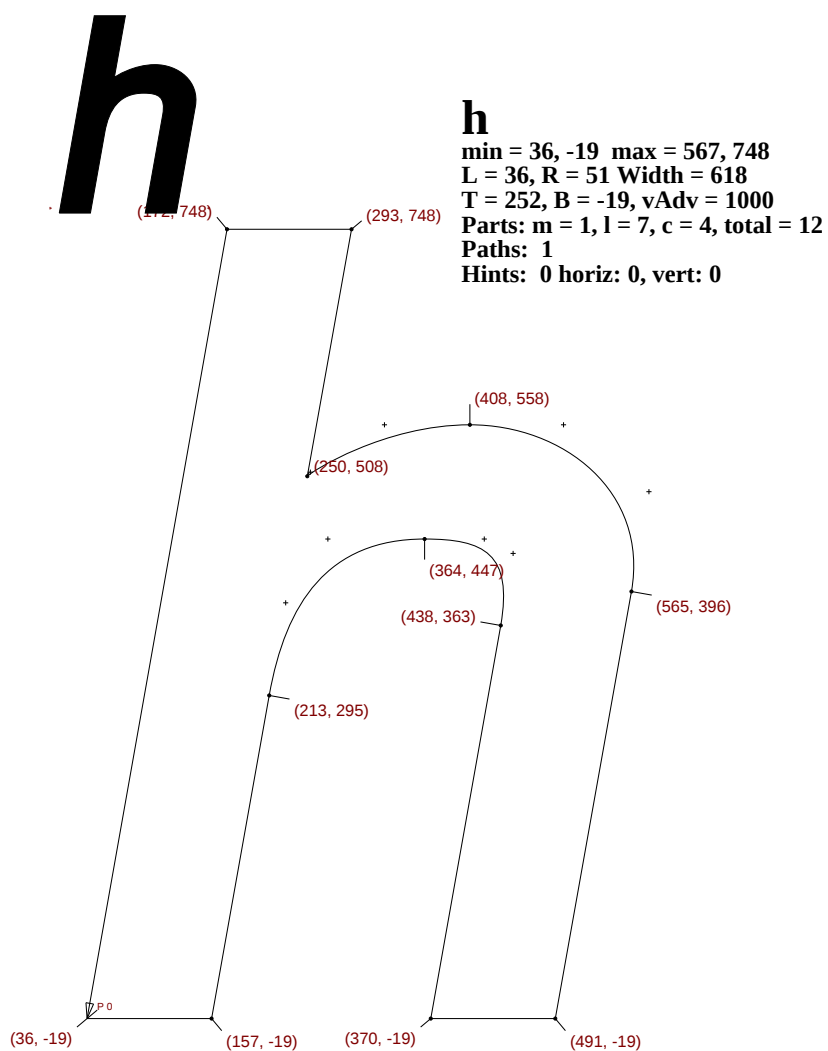
T = 441, B = -237, vAdv = 1000

Parts: m = 2, l = 5, c = 13, total = 20

Paths: 2

Hints: 0 horiz: 0, vert: 0





i

i

min = 69, -19 max = 549, 718

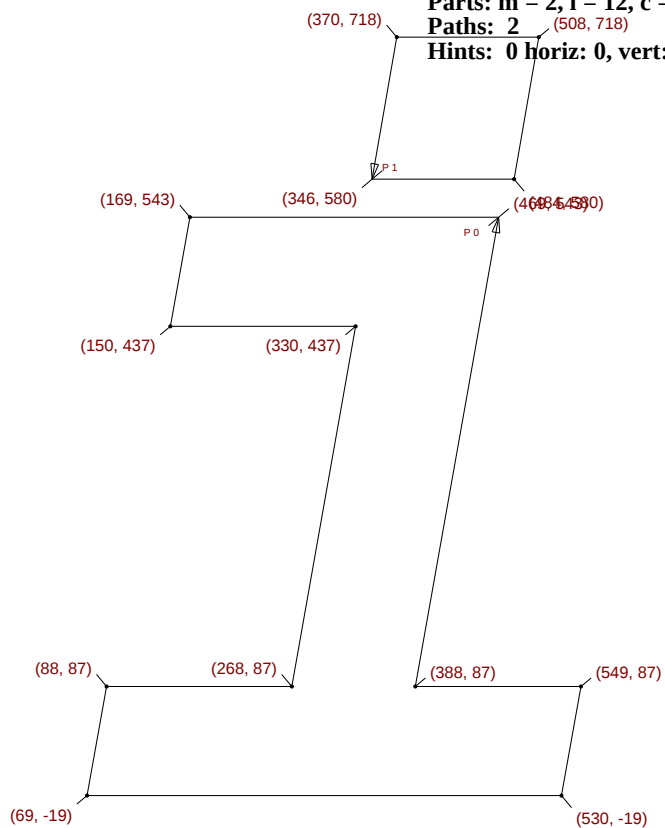
L = 69, R = 69 Width = 618

T = 282, B = -19, vAdv = 1000

Parts: m = 2, l = 12, c = 0, total = 14

Paths: 2

Hints: 0 horiz: 0, vert: 0



j

j

min = 46, -237 max = 571, 718

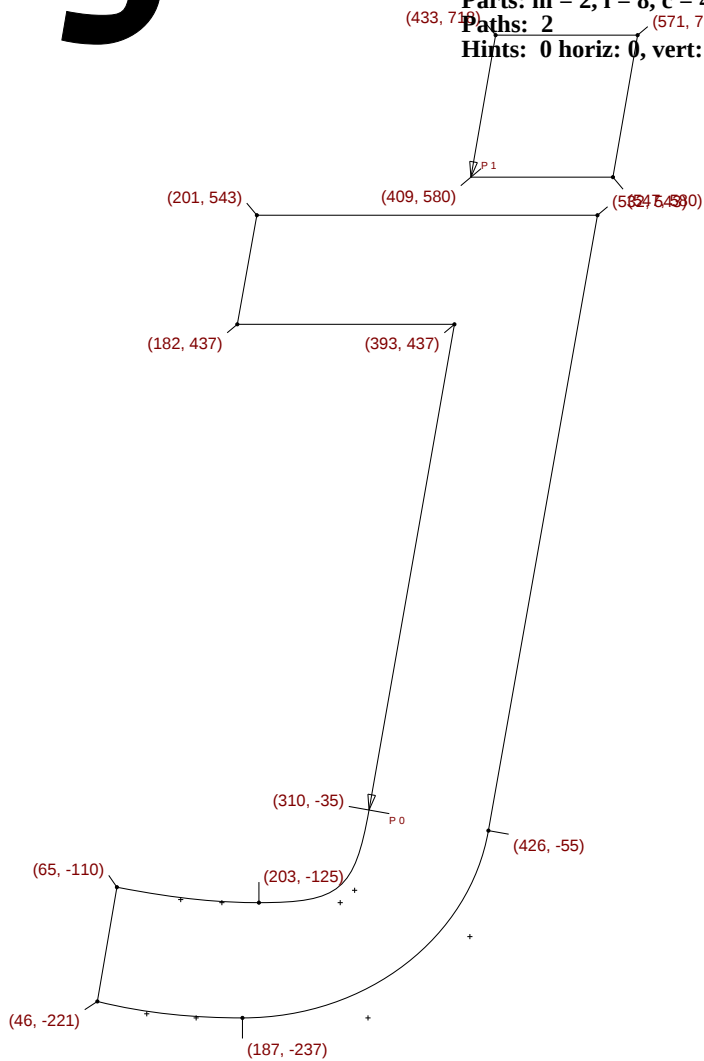
L = 46, R = 47 Width = 618

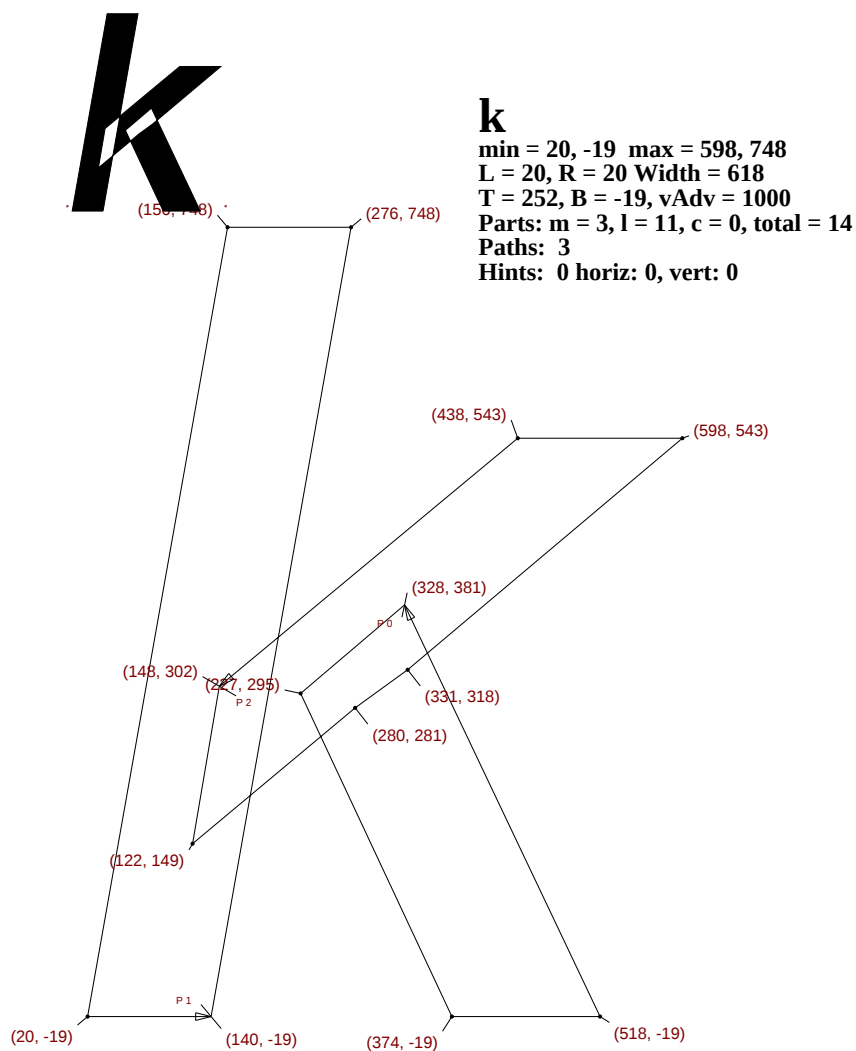
T = 282, B = -237, vAdv = 1000

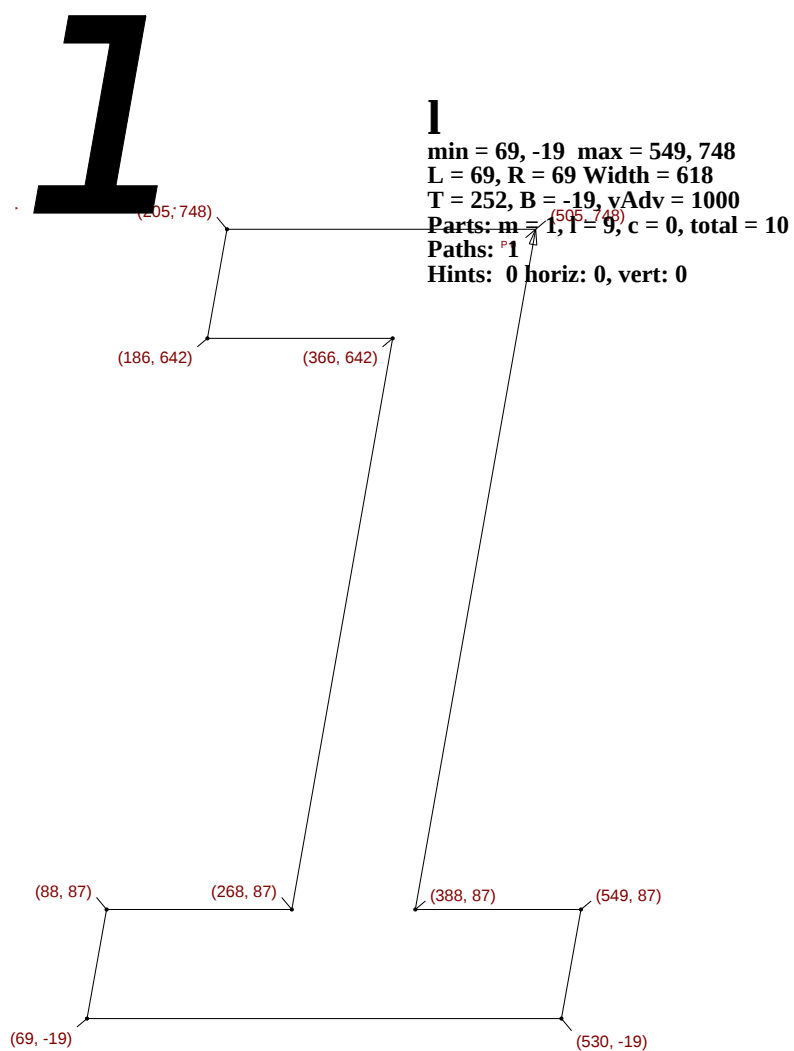
Parts: m = 2, l = 8, c = 4, total = 14

Paths: 2

Hints: 0 horiz: 0, vert: 0







m**m**

min = -26, -19 max = 633, 555

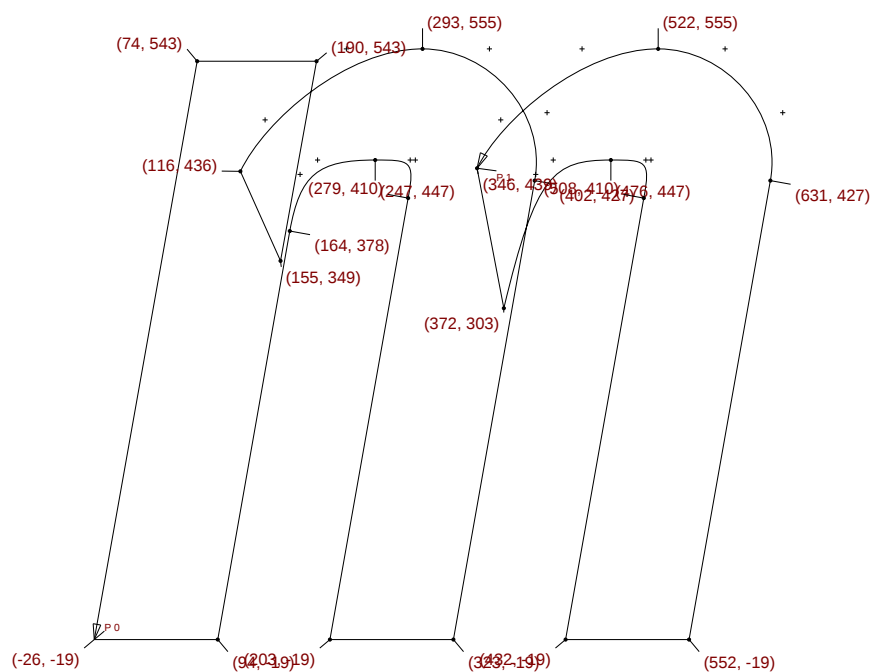
L = -26, R = -15 Width = 618

T = 445, B = -19, vAdv = 1000

Parts: m = 2, l = 12, c = 8, total = 22

Paths: 2

Hints: 0 horiz: 0, vert: 0



n**n**

min = 36, -19 max = 567, 558

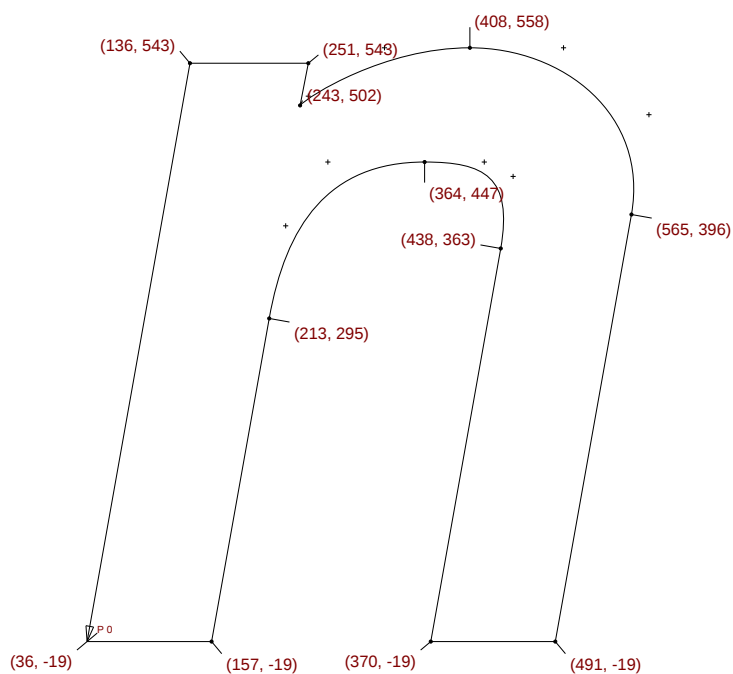
L = 36, R = 51 Width = 618

T = 442, B = -19, vAdv = 1000

Parts: m = 1, l = 7, c = 4, total = 12

Paths: 1

Hints: 0 horiz: 0, vert: 0



O

O

min = 47, -37 max = 571, 559

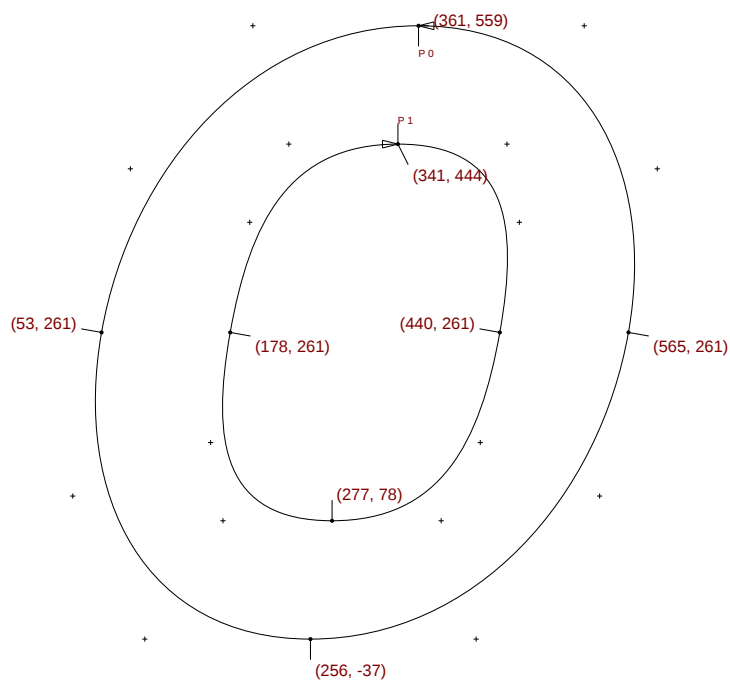
L = 47, R = 47 Width = 618

T = 441, B = -37, vAdv = 1000

Parts: m = 2, l = 0, c = 8, total = 10

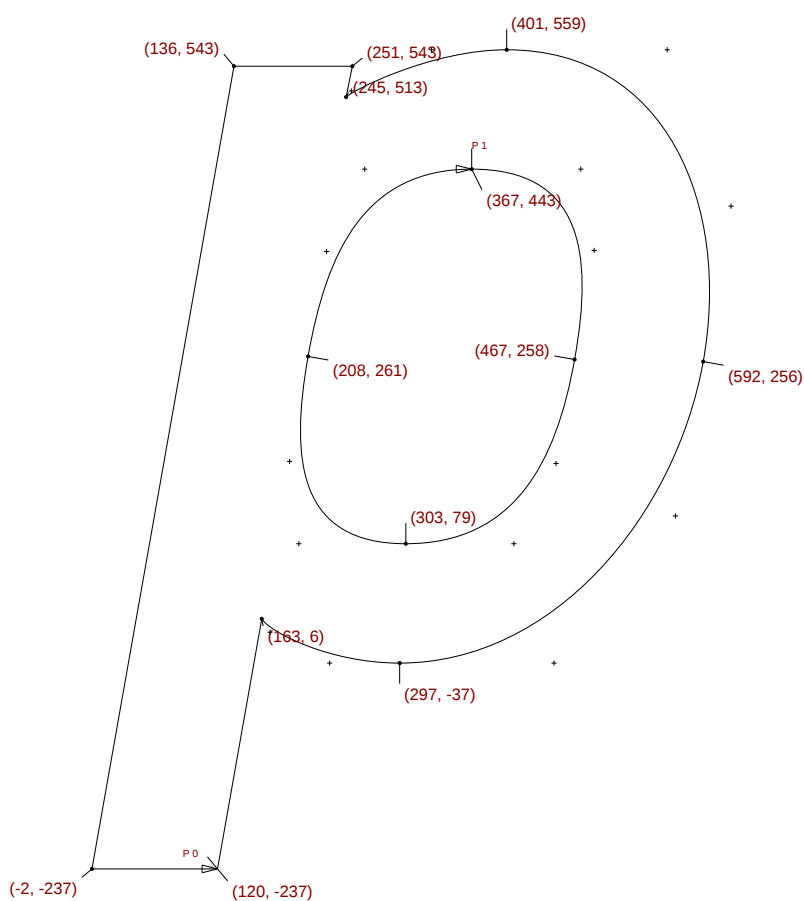
Paths: 2

Hints: 0 horiz: 0, vert: 0



p

P
min = -2, -237 max = 598, 559
L = -2, R = 20 Width = 618
T = 441, B = -237, vAdv = 1000
Parts: m = 2, l = 4, c = 8, total = 14
Paths: 2
Hints: 0 horiz: 0, vert: 0



q

q

min = 38, -237 max = 602, 559

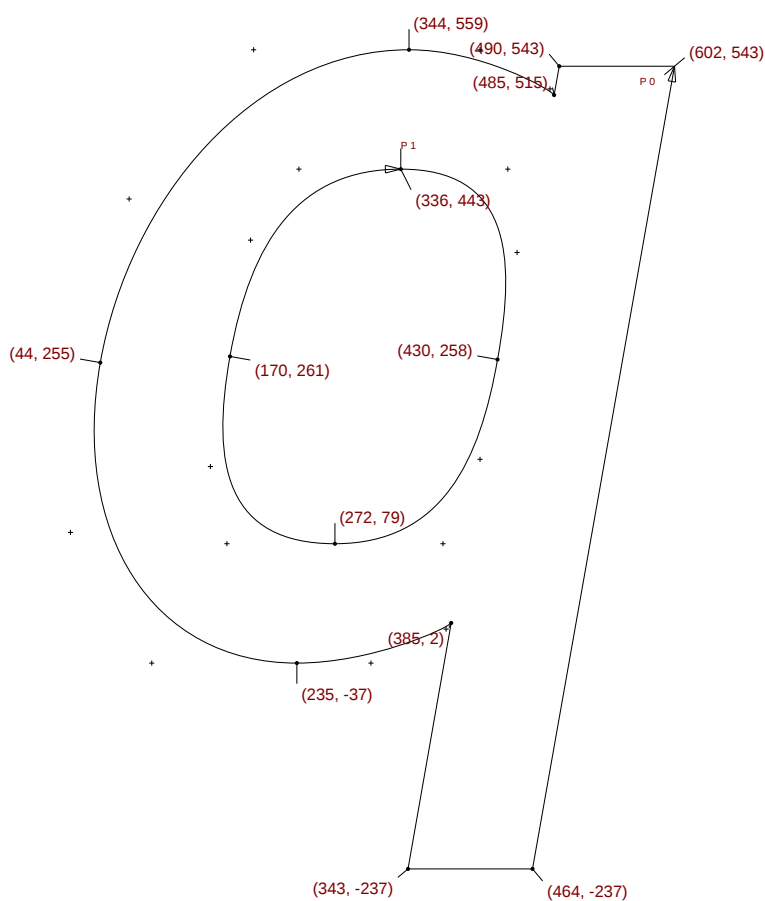
L = 38, R = 16 Width = 618

T = 441, B = -237, vAdv = 1000

Parts: m = 2, l = 4, c = 8, total = 14

Paths: 2

Hints: 0 horiz: 0, vert: 0



r***r***

min = 23, -19 max = 587, 558

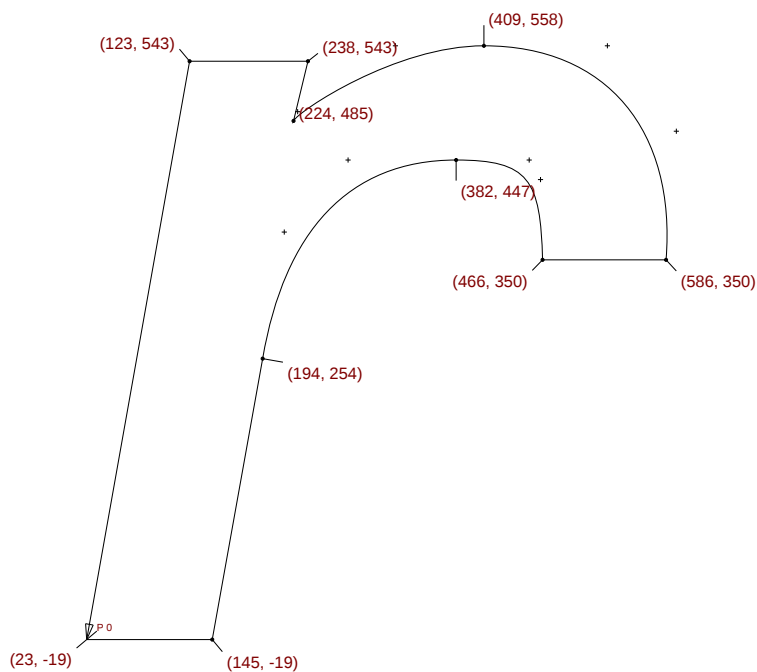
L = 23, R = 31 Width = 618

T = 442, B = -19, vAdv = 1000

Parts: m = 1, l = 5, c = 4, total = 10

Paths: 1

Hints: 0 horiz: 0, vert: 0



S**S**

min = 68, -37 max = 549, 559

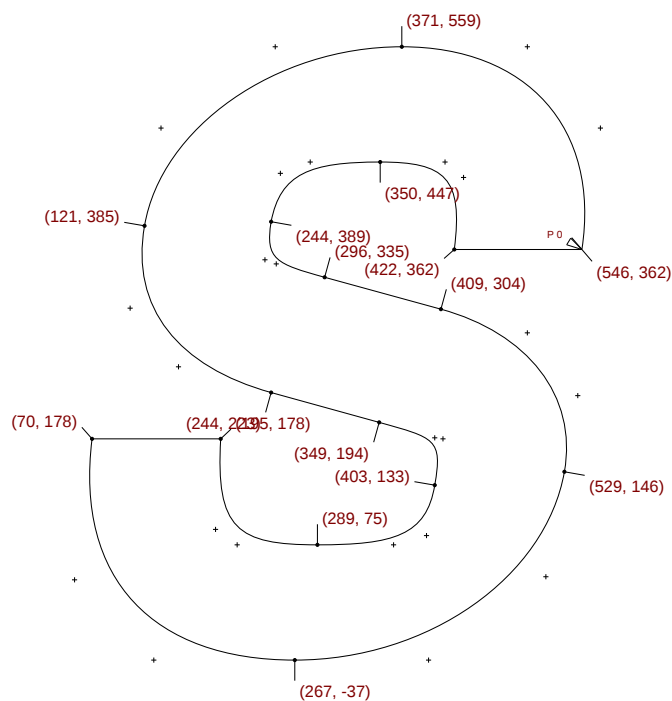
L = 68, R = 69 Width = 618

T = 441, B = -37, vAdv = 1000

Parts: m = 1, l = 3, c = 12, total = 16

Paths: 1

Hints: 0 horiz: 0, vert: 0



t

t

min = 61, -33 max = 558, 687

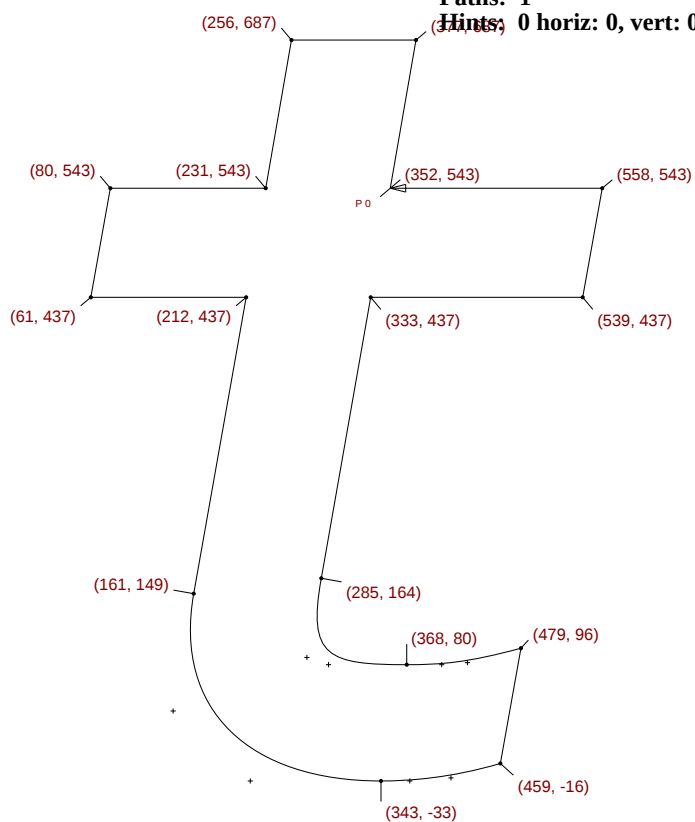
L = 61, R = 60 Width = 618

T = 313, B = -33, vAdv = 1000

Parts: m = 1, l = 11, c = 4, total = 16

Paths: 1

Hints: 0 horiz: 0, vert: 0



u

u

min = 47, -37 max = 578, 543

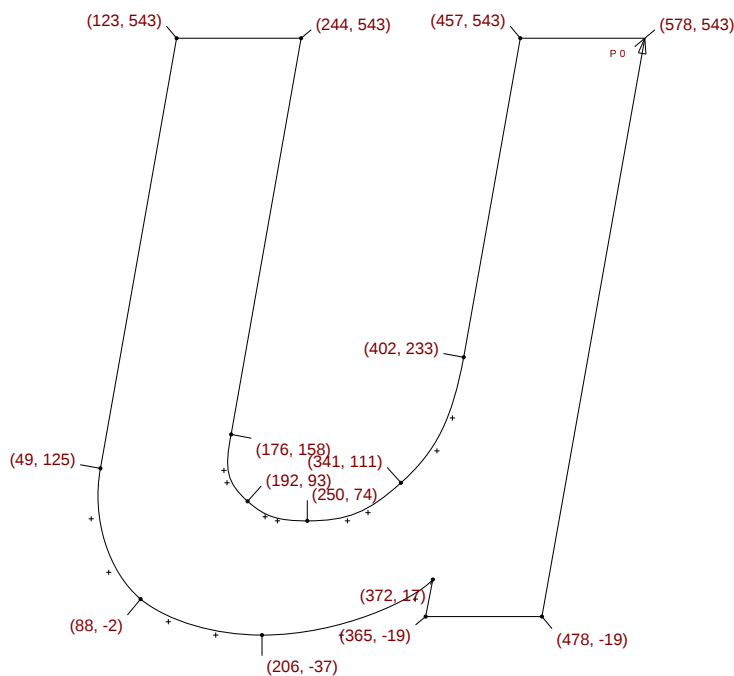
L = 47, R = 40 Width = 618

T = 457, B = -37, vAdv = 1000

Parts: m = 1, l = 7, c = 7, total = 15

Paths: 1

Hints: 0 horiz: 0, vert: 0



V**V**

min = 44, -19 max = 574, 543

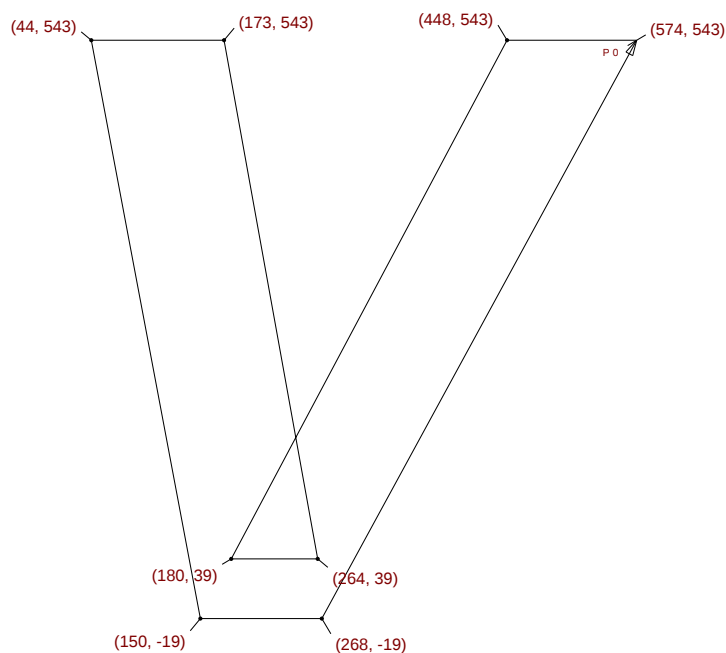
L = 44, R = 44 Width = 618

T = 457, B = -19, vAdv = 1000

Parts: m = 1, l = 7, c = 0, total = 8

Paths: 1

Hints: 0 horiz: 0, vert: 0



W**W**

min = -1, -19 max = 619, 543

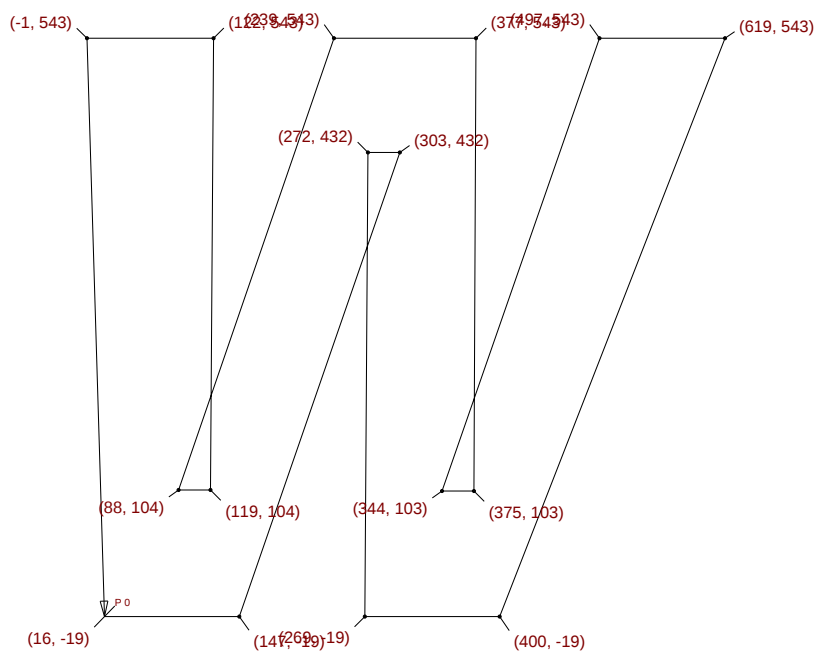
L = -1, R = -1 Width = 618

T = 457, B = -19, vAdv = 1000

Parts: m = 1, l = 15, c = 0, total = 16

Paths: 1

Hints: 0 horiz: 0, vert: 0



X**X**

min = -3, -19 max = 620, 543

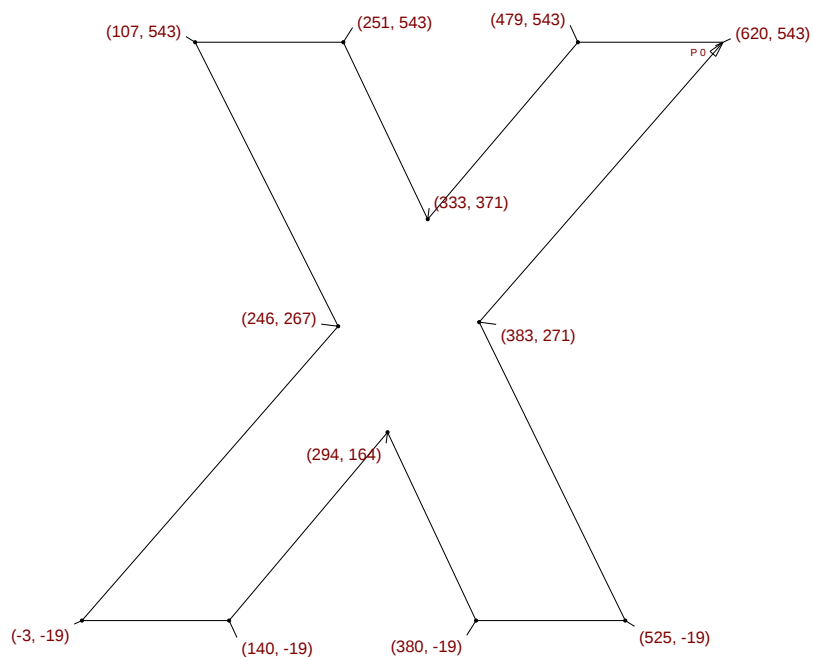
L = -3, R = -2 Width = 618

T = 457, B = -19, vAdv = 1000

Parts: m = 1, l = 11, c = 0, total = 12

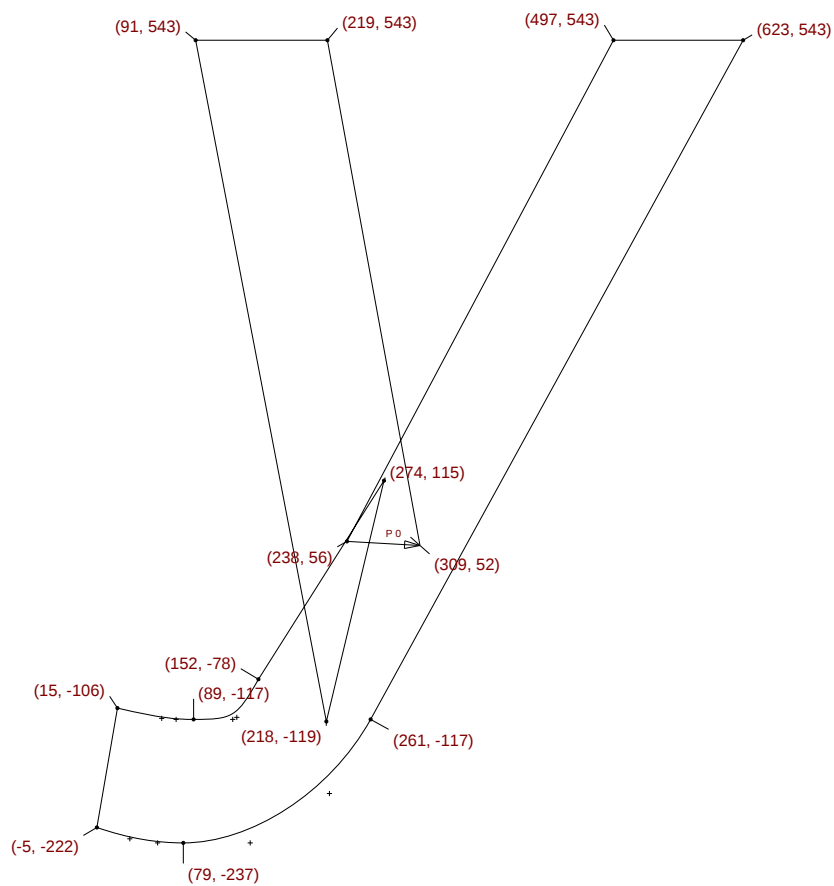
Paths: 1

Hints: 0 horiz: 0, vert: 0



y

y
min = -5, -237 max = 623, 543
L = -5, R = -5 Width = 618
T = 457, B = -237, vAdv = 1000
Parts: m = 1, l = 9, c = 4, total = 14
Paths: 1
Hints: 0 horiz: 0, vert: 0



Z**Z**

min = 34, -19 max = 584, 543

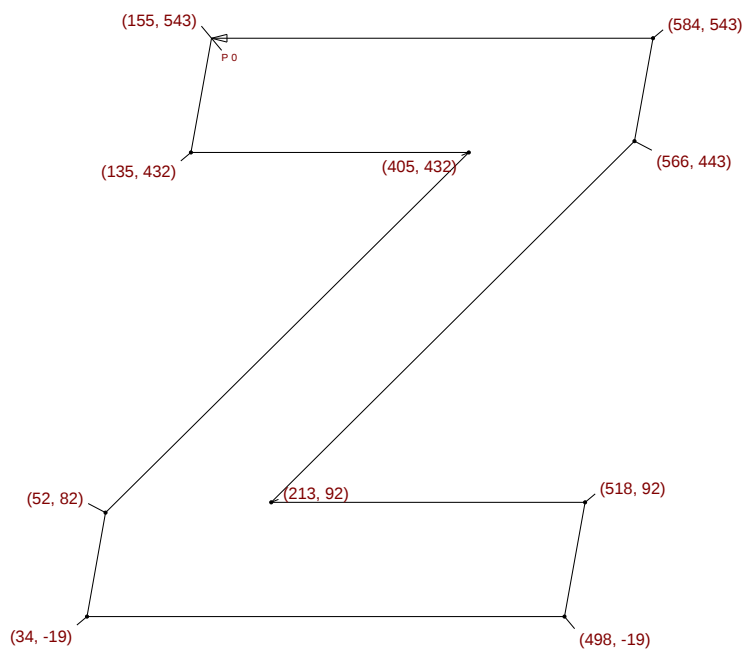
L = 34, R = 34 Width = 618

T = 457, B = -19, vAdv = 1000

Parts: m = 1, l = 9, c = 0, total = 10

Paths: 1

Hints: 0 horiz: 0, vert: 0



0

zero

min = 50, -27 max = 578, 727

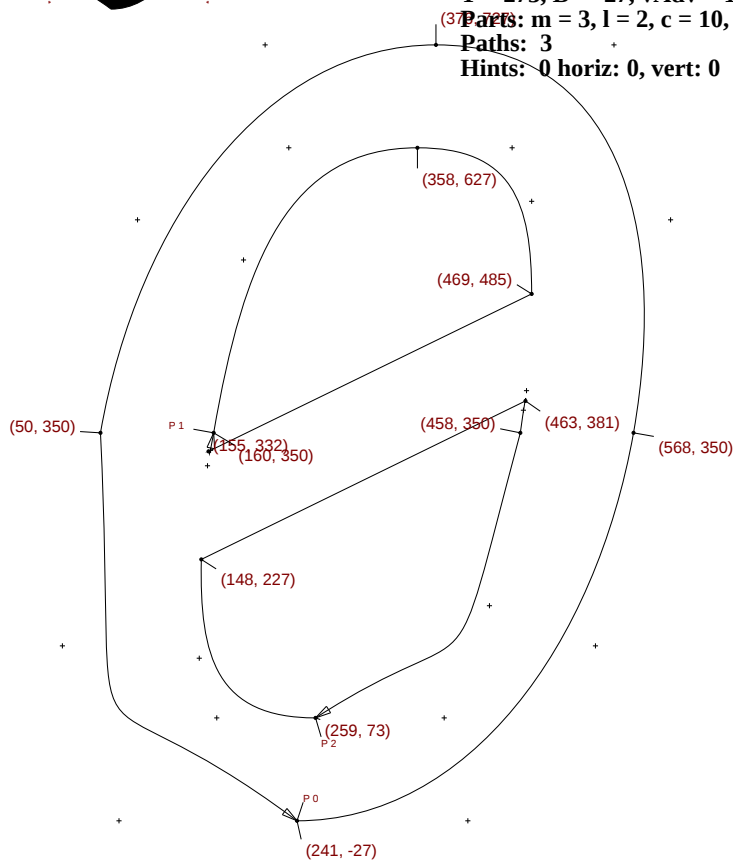
L = 50, R = 40 Width = 618

T = 273, B = -27, vAdv = 1000

Parts: m = 3, l = 2, c = 10, total = 15

Paths: 3

Hints: 0 horiz: 0, vert: 0



1

one

min = 46, -19 max = 571, 719

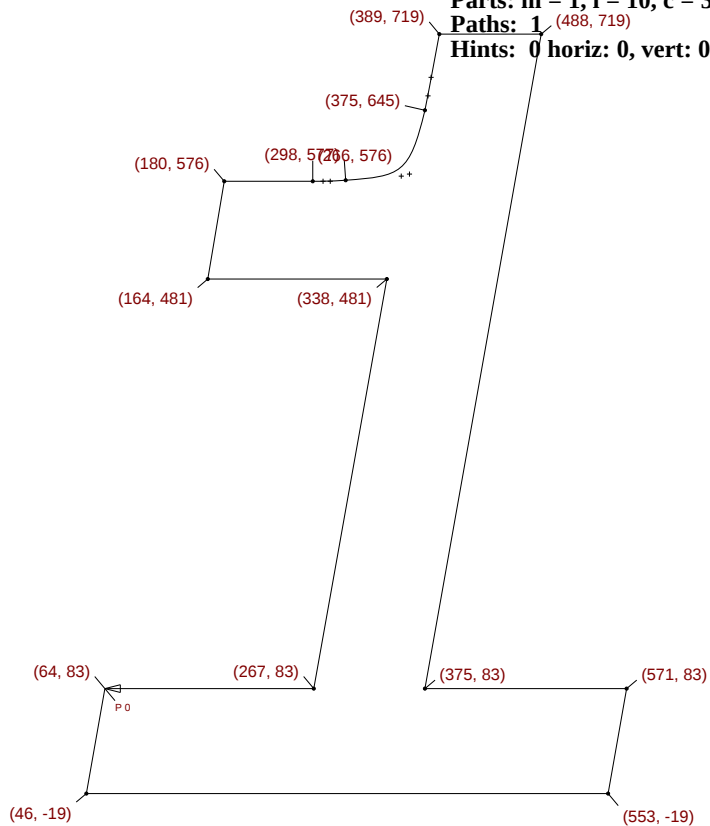
L = 46, R = 47 Width = 618

T = 281, B = -19, vAdv = 1000

Parts: m = 1, l = 10, c = 3, total = 14

Paths: 1 (488, 719)

Hints: 0 horiz: 0, vert: 0



2

two

min = 1, -19 max = 600, 727

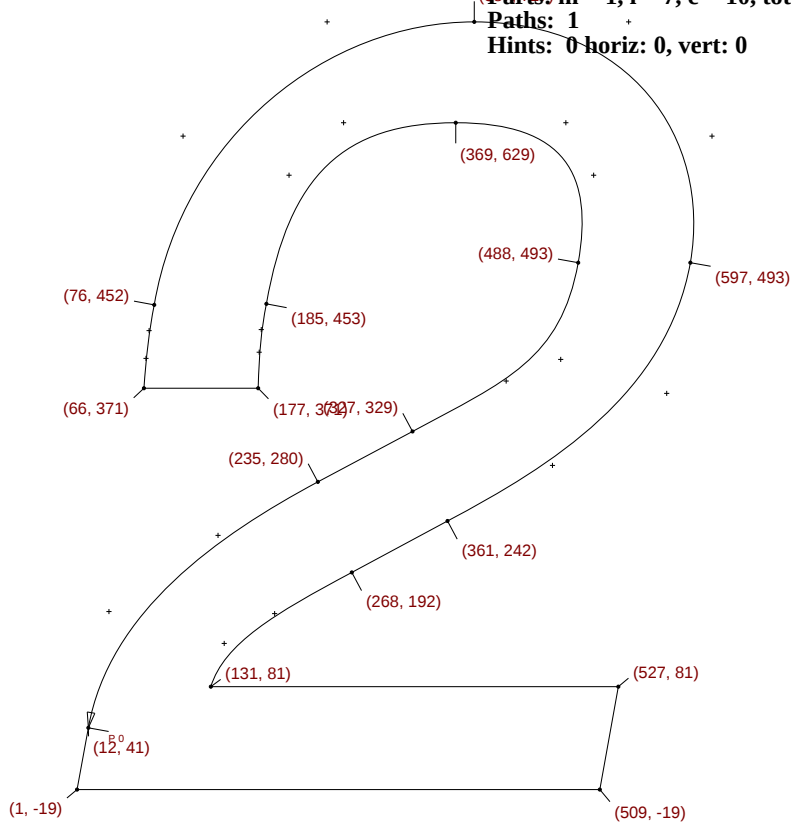
L = 1, R = 18 Width = 618

T = 273, B = -19, vAdv = 1000

Parts: m = 1, l = 7, c = 10, total = 18

Paths: 1

Hints: 0 horiz: 0, vert: 0



3

three

min = 36, -27 max = 597, 727

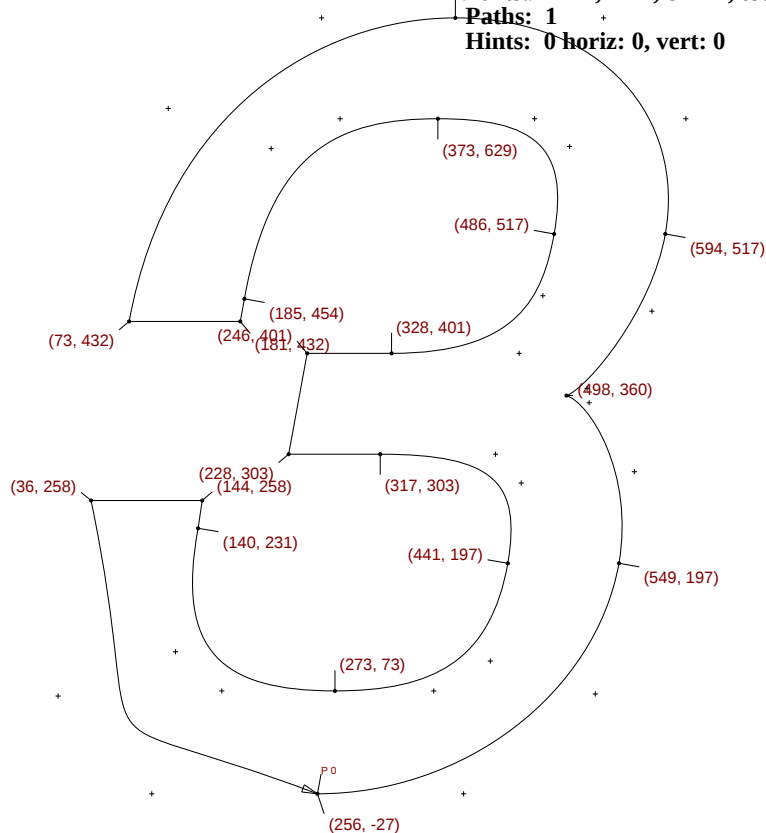
L = 36, R = 21 Width = 618

T = 273, B = -27, vAdv = 1000

(Parts: m = 1, l = 7, c = 12, total = 20)

Paths: 1

Hints: 0 horiz: 0, vert: 0



4

four

min = 24, -19 max = 593, 719

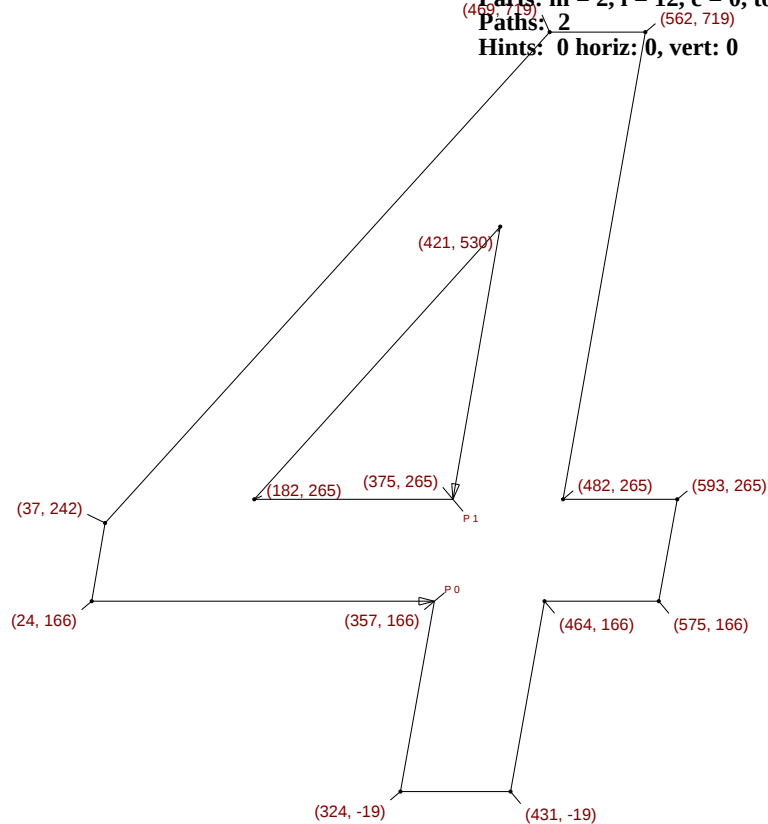
L = 24, R = 25 Width = 618

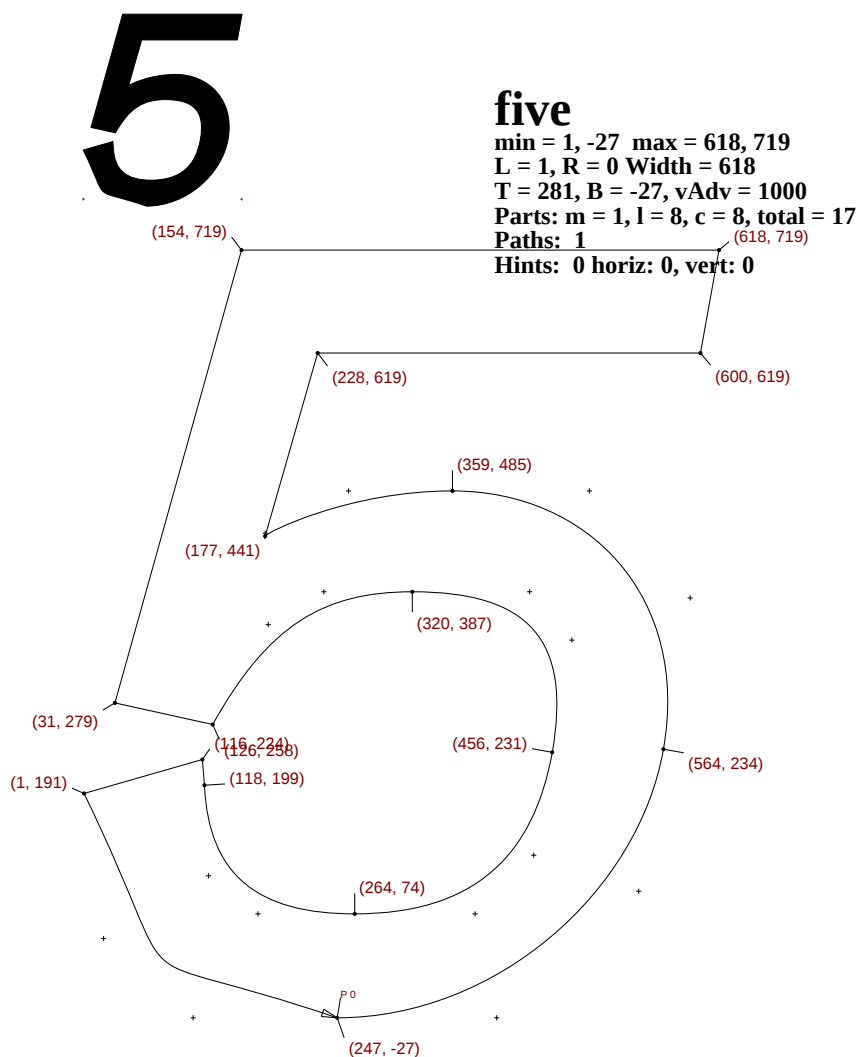
T = 281, B = -19, vAdv = 1000

Parts: m = 2, l = 12, c = 0, total = 14

Paths: 2

Hints: 0 horiz: 0, vert: 0





6

six

min = 19, -29 max = 611, 729

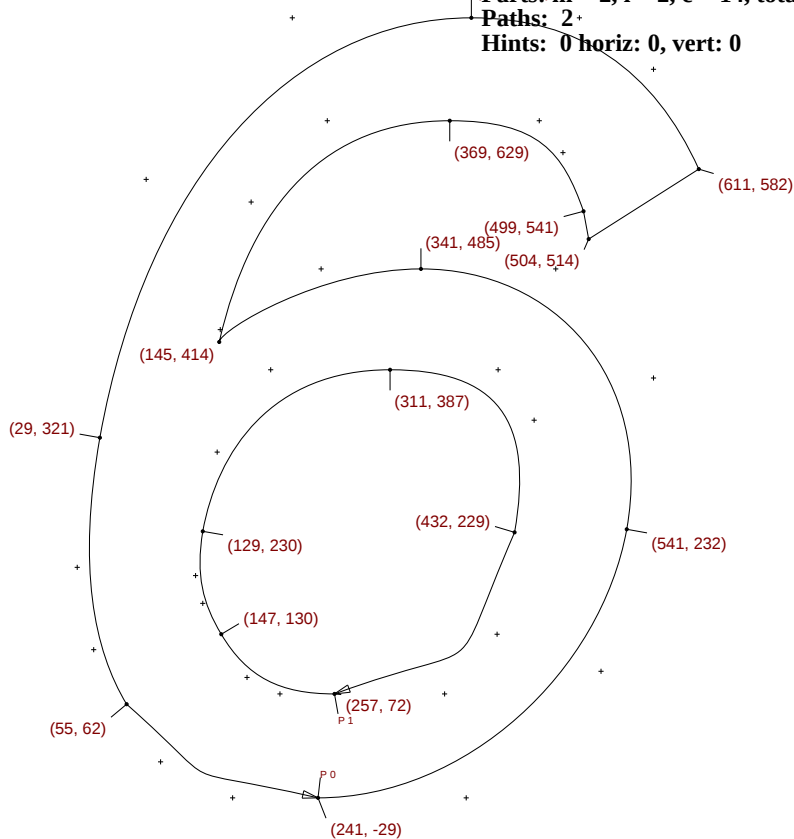
L = 19, R = 7 Width = 618

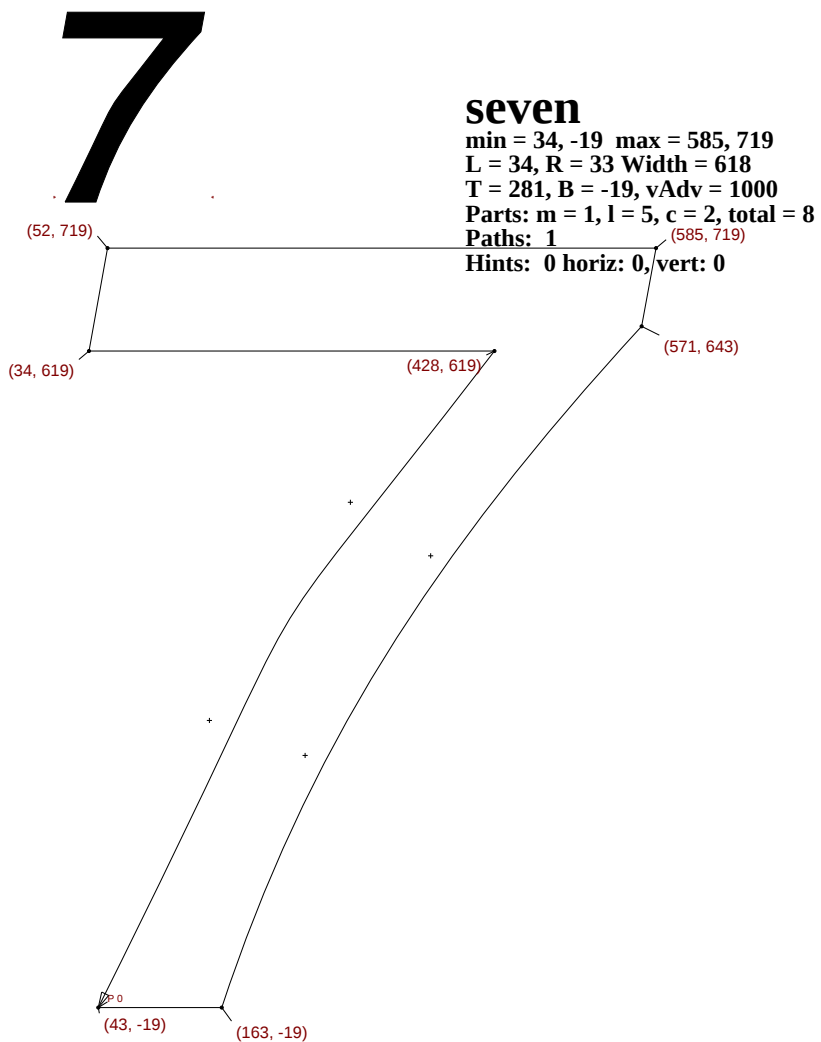
T = 271, B = -29, vAdv = 1000

(Parts) m = 2, l = 2, c = 14, total = 18

Paths: 2

Hints: 0 horiz: 0, vert: 0





8

eight

min = 29, -27 max = 594, 727

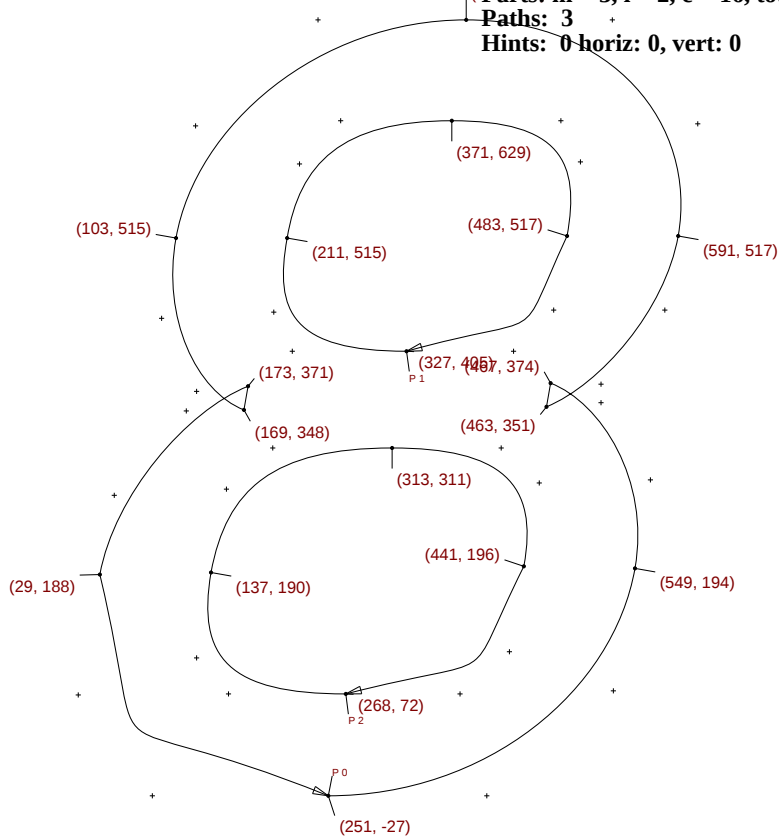
L = 29, R = 24 Width = 618

T = 273, B = -27, vAdv = 1000

Parts: m = 3, l = 2, c = 16, total = 21

Paths: 3

Hints: 0 horiz: 0, vert: 0



9

nine

min = 9, -43 max = 598, 715

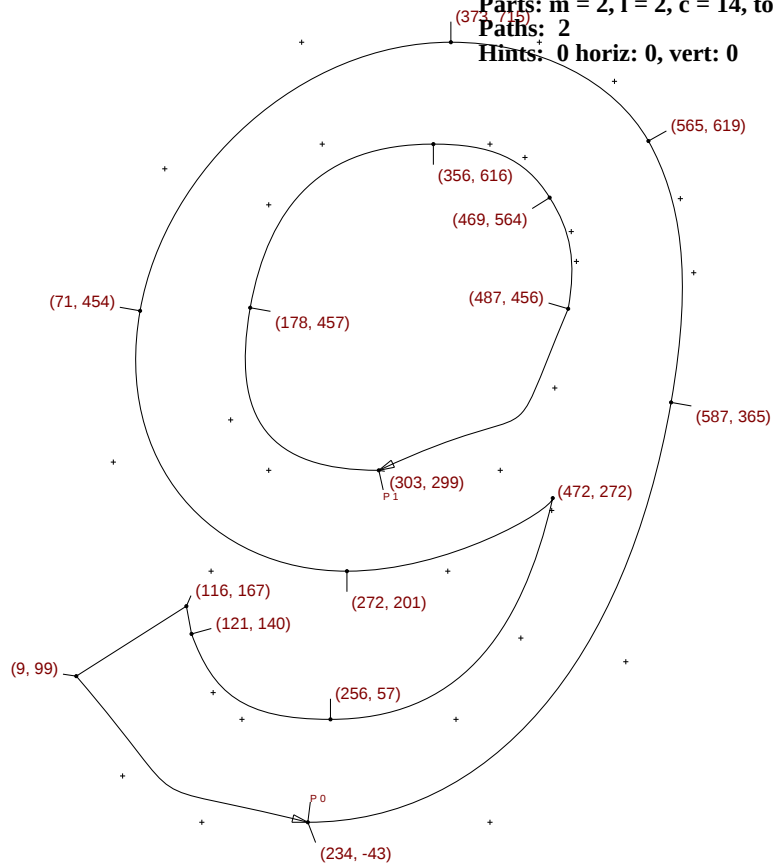
L = 9, R = 20 Width = 618

T = 285, B = -43, vAdv = 1000

Parts: m = 2, l = 2, c = 14, total = 18

Paths: 2

Hints: 0 horiz: 0, vert: 0



C

uni0186.smcp

min = 98, 10 max = 497, 509

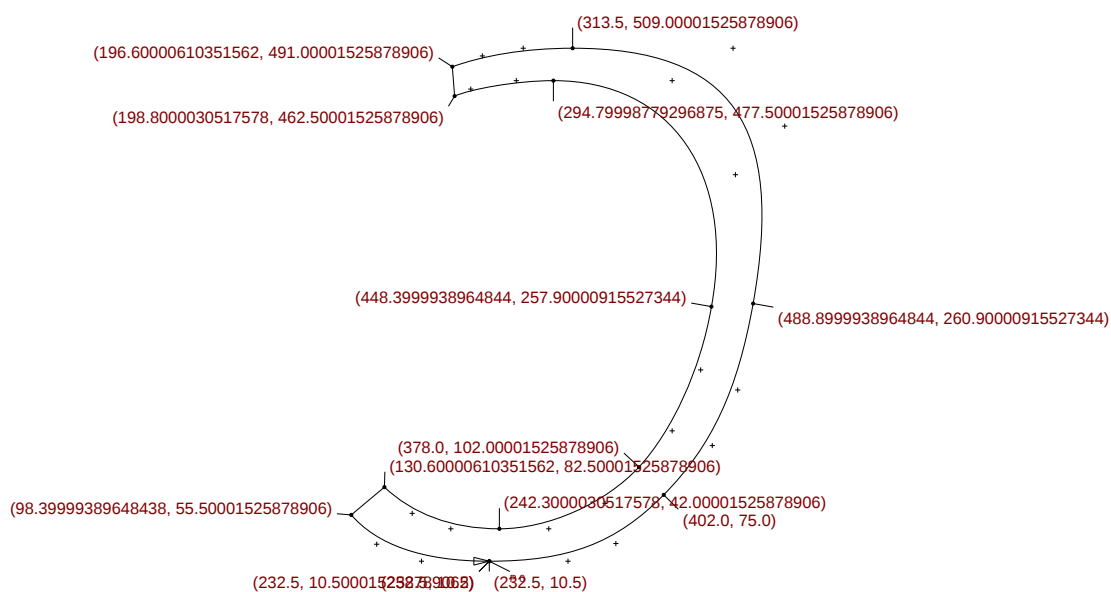
L = 98, R = 121 Width = 618

T = 491, B = 10, vAdv = 1000

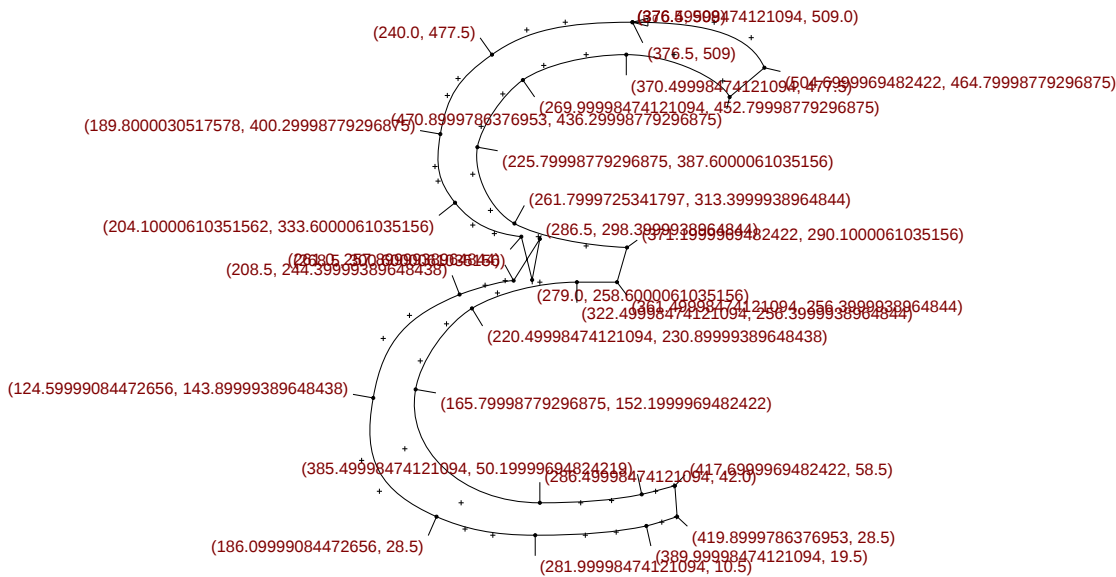
Parts: m = 1, l = 3, c = 10, total = 14

Paths: 1

Hints: 0 horiz: 0, vert: 0



ε

uni0190.smcp**min = 121, 10 max = 505, 509****L = 121, R = 113 Width = 618****T = 491, B = 10, vAdv = 1000****Parts: m = 1, l = 8, c = 21, total = 30****Paths: 1****Hints: 0 horiz: 0, vert: 0**

B**uni0181.smcp****min = 102, -18 max = 516, 542****L = 102, R = 102 Width = 618****T = 458, B = -18, vAdv = 1000****Parts: m = 4, l = 35, c = 4, total = 43****Paths: 4****Hints: 0 horiz: 0, vert: 0**

**uni018A.smcp**

min = 100, -18 max = 518, 542

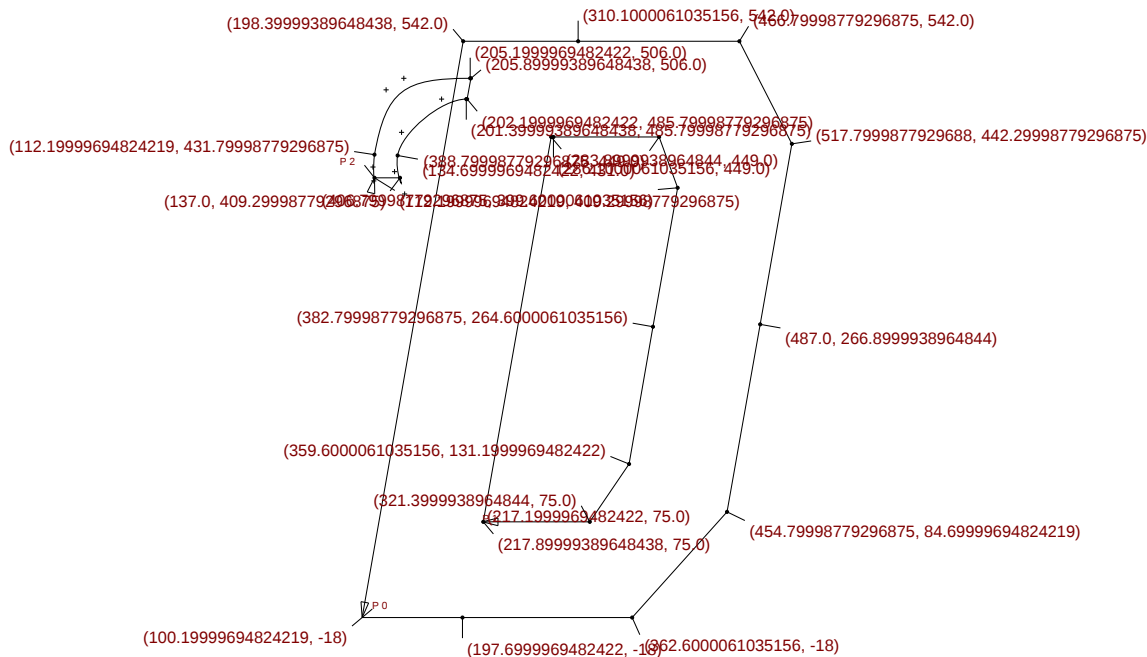
L = 100, R = 100 Width = 618

T = 458, B = -18, vAdv = 1000

Parts: m = 3, l = 20, c = 4, total = 27

Paths: 3

Hints: 0 horiz: 0, vert: 0



I**uni0197.smcp**

min = 102, -18 max = 516, 542

L = 102, R = 102 Width = 618

T = 458, B = -18, vAdv = 1000

Parts: m = 2, l = 14, c = 0, total = 16

Paths: 2

Hints: 0 horiz: 0, vert: 0



uni0196.smcp

min = 191, 10 max = 427, 531

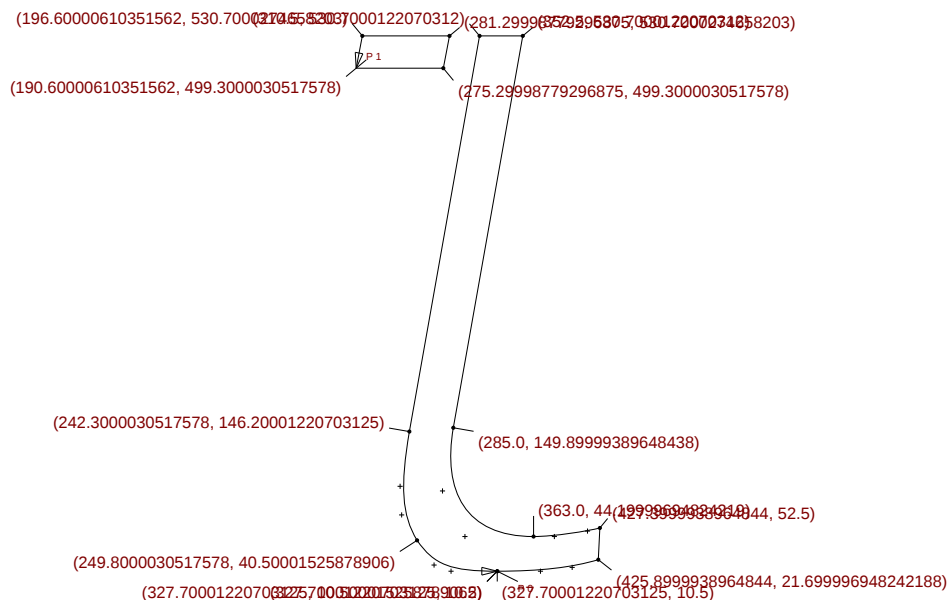
L = 191, R = 191 Width = 618

T = 469, B = 10, vAdv = 1000

Parts: $m = 2, l = 8, c = 5, \text{total} = 15$

Paths: 2

Hints: 0 horiz: 0, vert: 0



N

uni019D.smcp

min = 64, -154 max = 554, 502

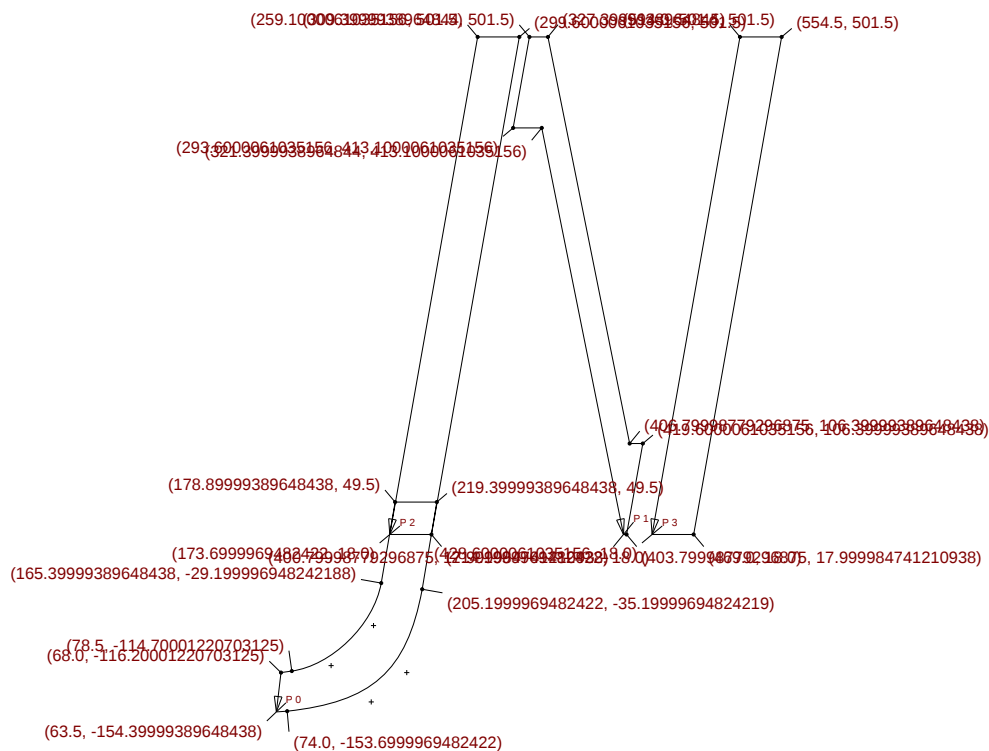
L = 64, R = 64 Width = 618

T = 498, B = -154, vAdv = 1000

Parts: m = 4, l = 18, c = 2, total = 24

Paths: 4

Hints: 0 horiz: 0, vert: 0



U

uni01B2.smcp

min = 137, 10 max = 492, 502

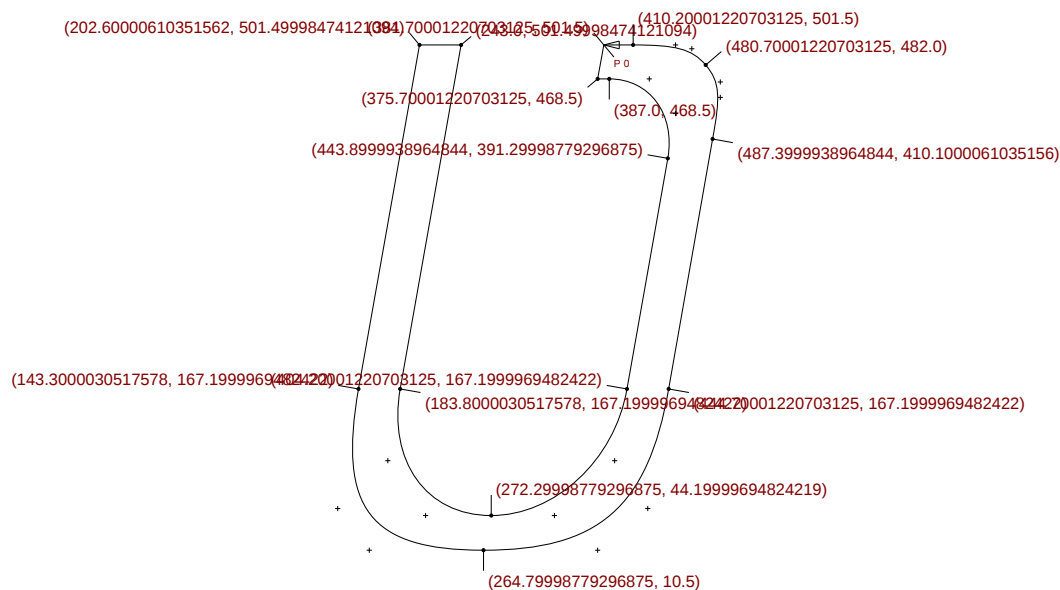
L = 137, R = 126 Width = 618

T = 498, B = 10, vAdv = 1000

Parts: m = 1, l = 7, c = 7, total = 15

Paths: 1

Hints: 0 horiz: 0, vert: 0





uni0244.smcp

min = 80, -26 max = 538, 542

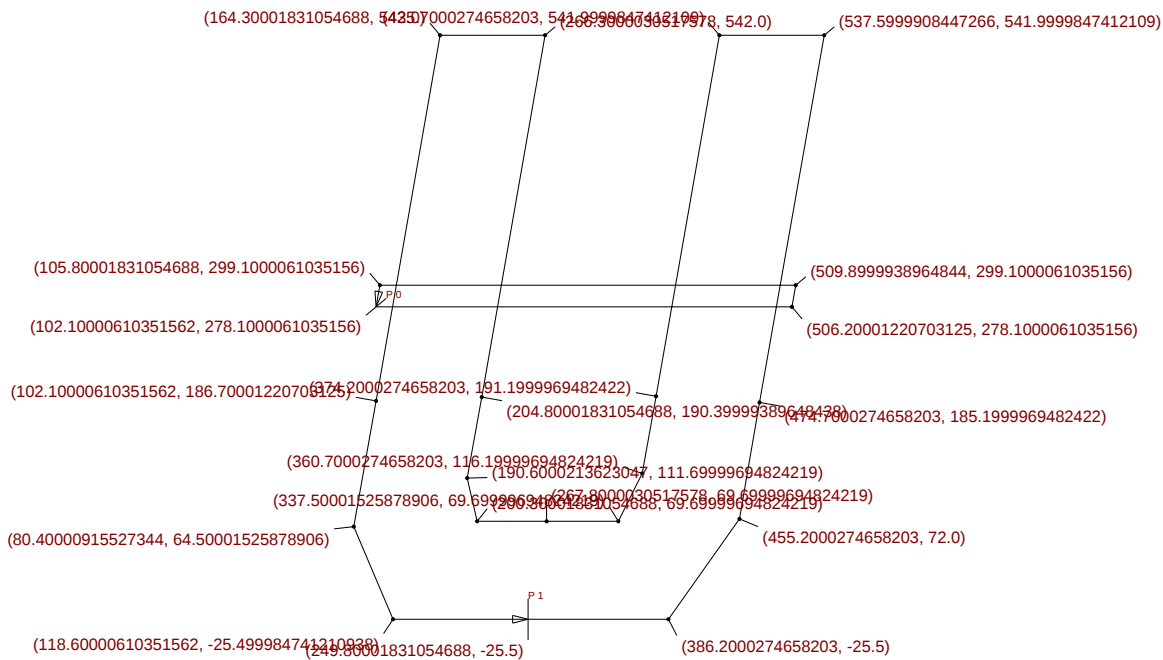
L = 80, R = 80 Width = 618

T = 458, B = -26, vAdv = 1000

Parts: m = 2, l = 20, c = 0, total = 22

Paths: 2

Hints: 0 horiz: 0, vert: 0



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uniA78B.smcp

min = 226, 148 max = 392, 542

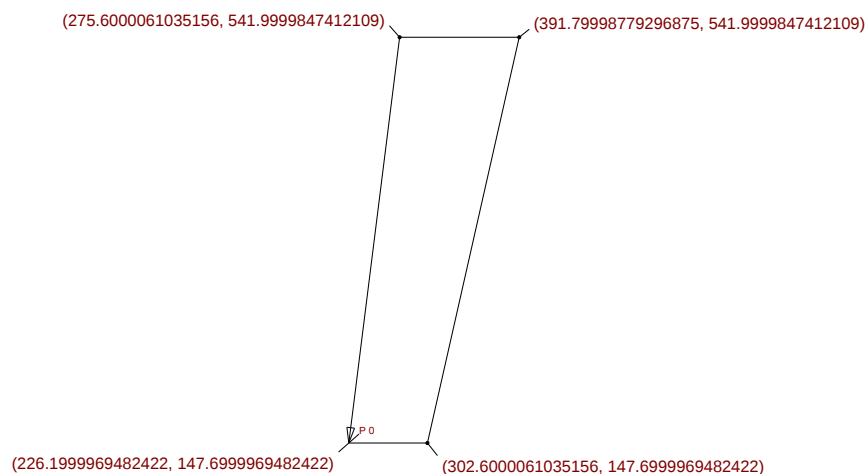
L = 226, R = 226 Width = 618

T = 458, B = 148, vAdv = 1000

Parts: m = 1, l = 3, c = 0, total = 4

Paths: 1

Hints: 0 horiz: 0, vert: 0



**uni0254**

min = 48, -29 max = 571, 553

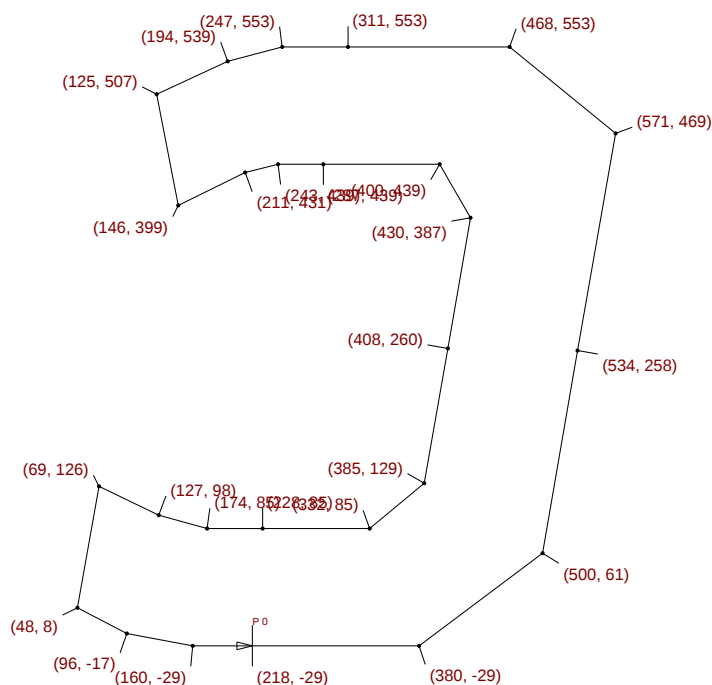
L = 48, R = 47 Width = 618

T = 447, B = -29, vAdv = 1000

Parts: m = 1, l = 25, c = 0, total = 26

Paths: 1

Hints: 0 horiz: 0, vert: 0



E

uni025B

min = 48, -29 max = 571, 553

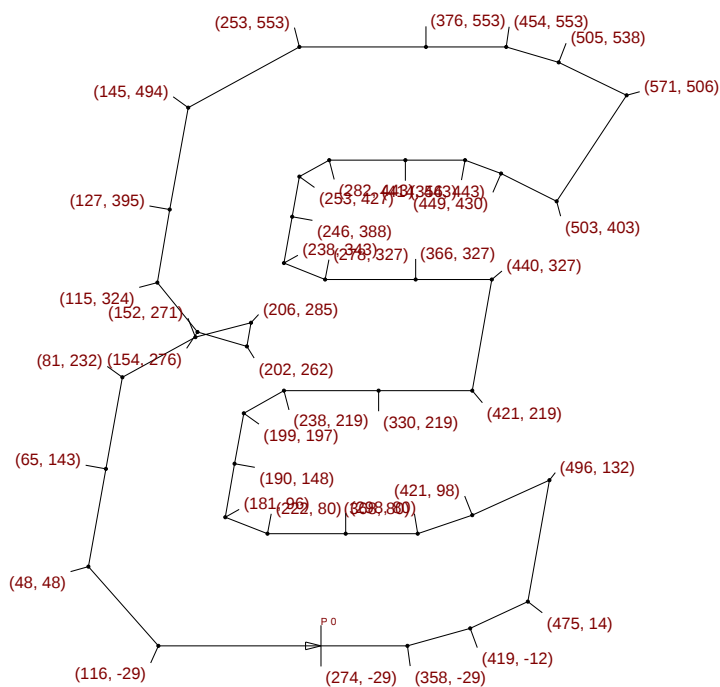
L = 48, R = 47 Width = 618

T = 447, B = -29, vAdv = 1000

Parts: m = 1, l = 41, c = 0, total = 42

Paths: 1

Hints: 0 horiz: 0, vert: 0



6

uni0253
min = 21, -29 max = 597, 767
L = 21, R = 21 Width = 618
T = 233, B = -29, vAdv = 1000
Parts: m = 2, l = 44, c = 0, total = 46
Paths: 2
Hints: 0 horiz: 0, vert: 0

(207, 767) (297, 767) (326, 767) (354, 760) (357, 635) (518, 553) (597, 447) (564, 263) (531, 76) (416, -29) (283, -29) (199, -29) (128, -19) (148, 12) (127, 47) (147, 47) (198, 81) (269, 81) (265, 81) (172, 139) (414, 138) (195, 265) (436, 263) (216, 385) (458, 386) (268, 443) (434, 443) (230, 475) (234, 491) (241, 527) (247, 563) (299, 553) (385, 553) (257, 617) (312, 617) (312, 635) (312, 653) (312, 671) (233, 511) (203, 475) (133, 611) (150, 708)

P 1

P 0

d**uni0257**

min = -37, -29 max = 654, 767

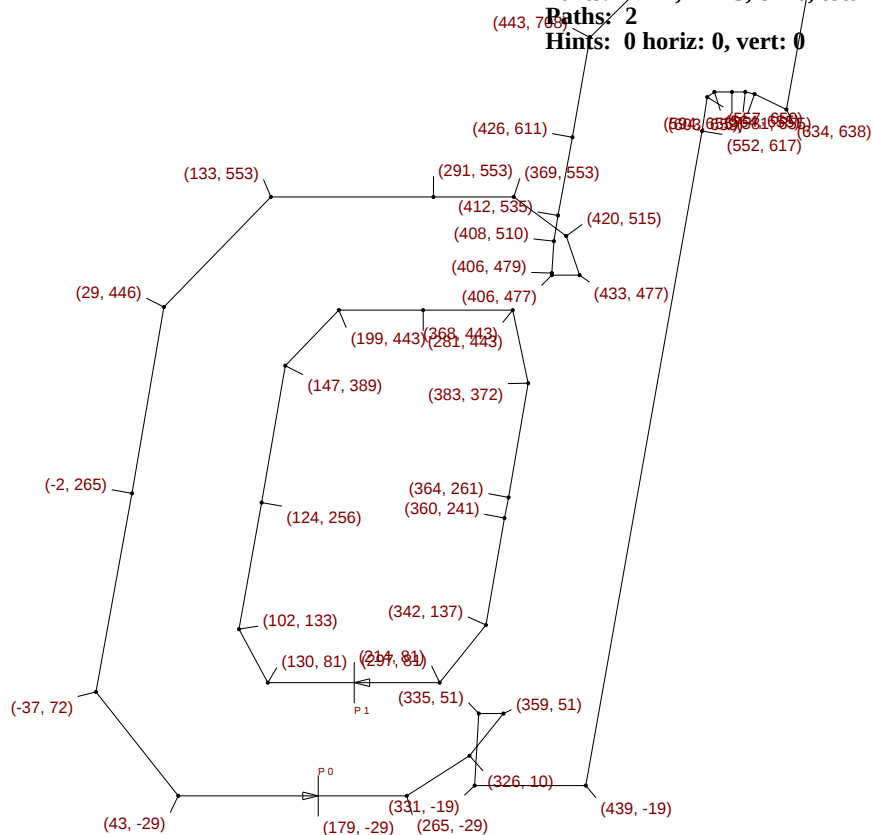
L = -37 R = -36 Width = 618

T = 233 B = -29 vAdv = 1000

Parts: m = 2, l = 45, c = 0, total = 47

Paths: 2

Hints: 0 horiz: 0, vert: 0



i

i.loclTRK

min = 69, -19 max = 549, 718

L = 69, R = 69 Width = 618

T = 282, B = -19, vAdv = 1000

Parts: m = 2, l = 12, c = 0, total = 14

Paths: 2 (370, 718) (508, 718)

Hints: 0 horiz: 0, vert: 0

