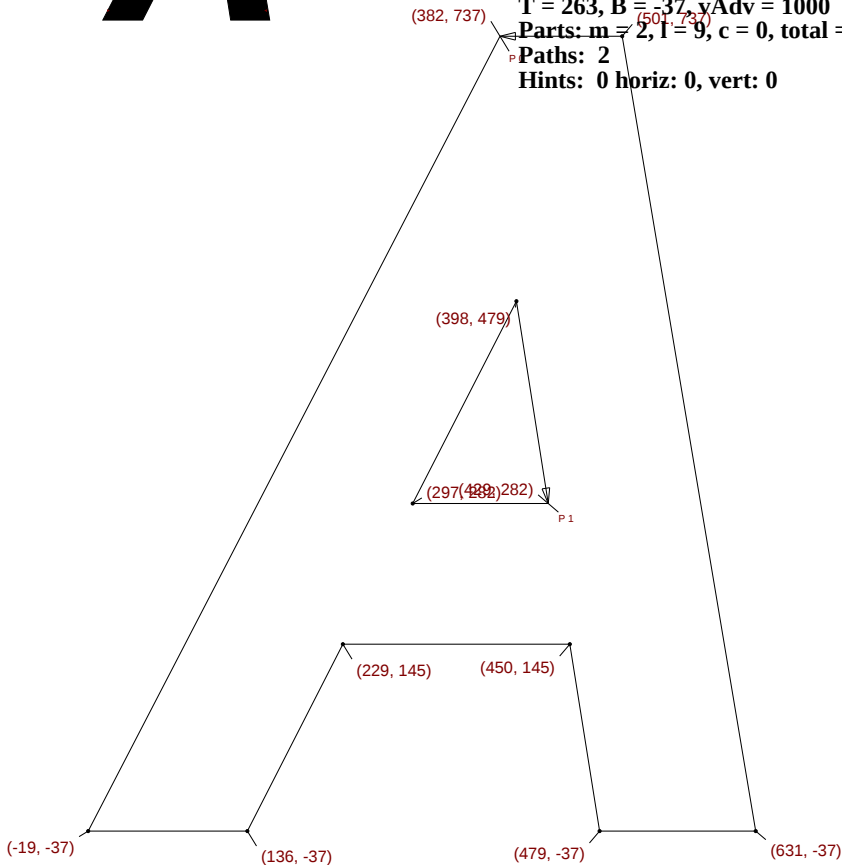
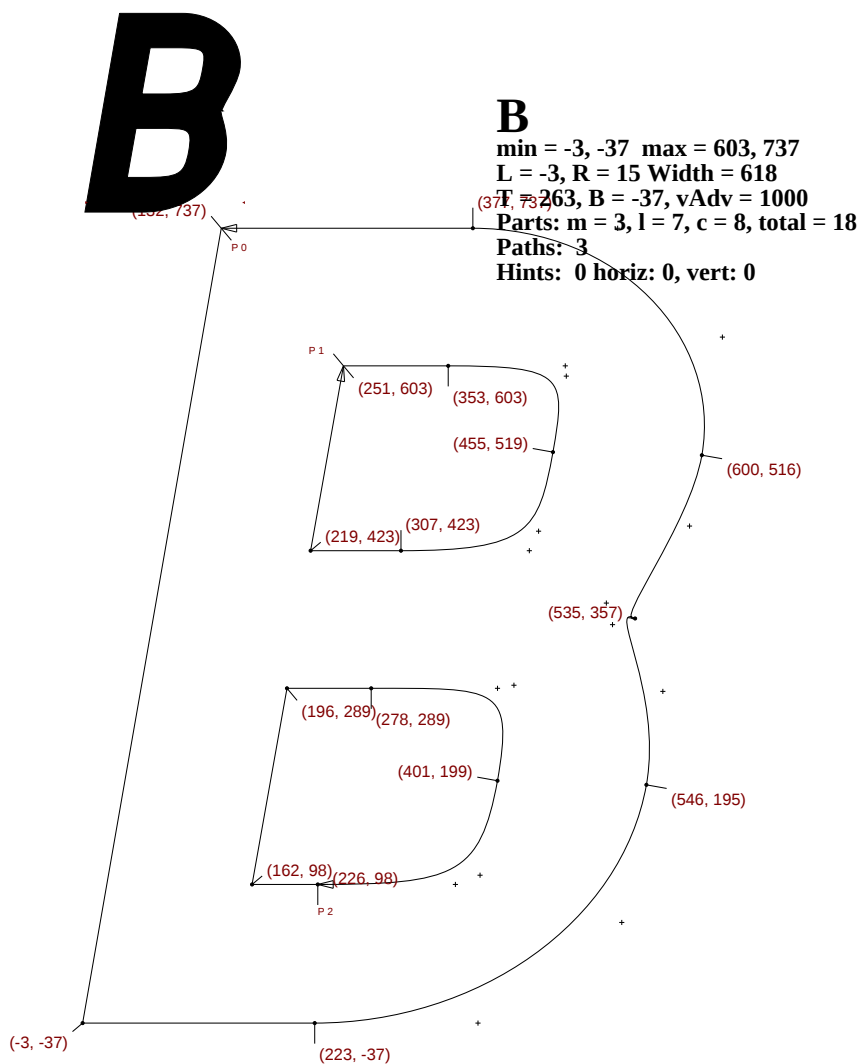
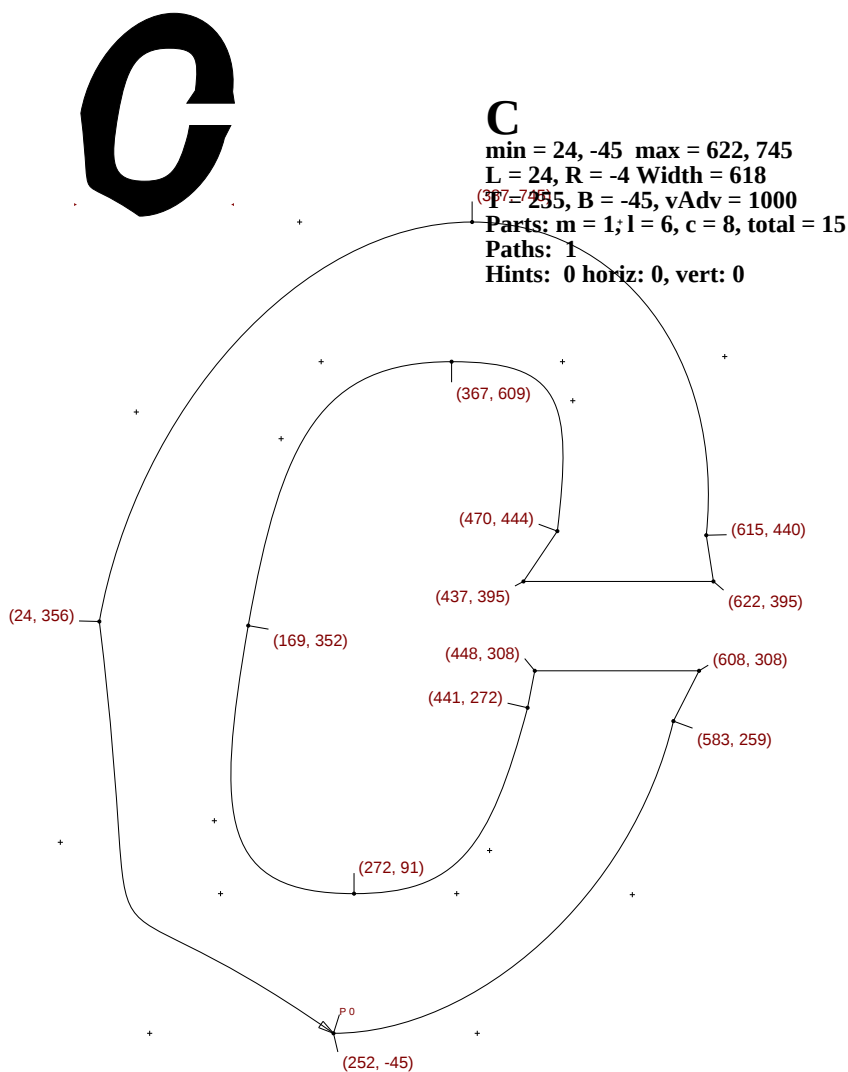
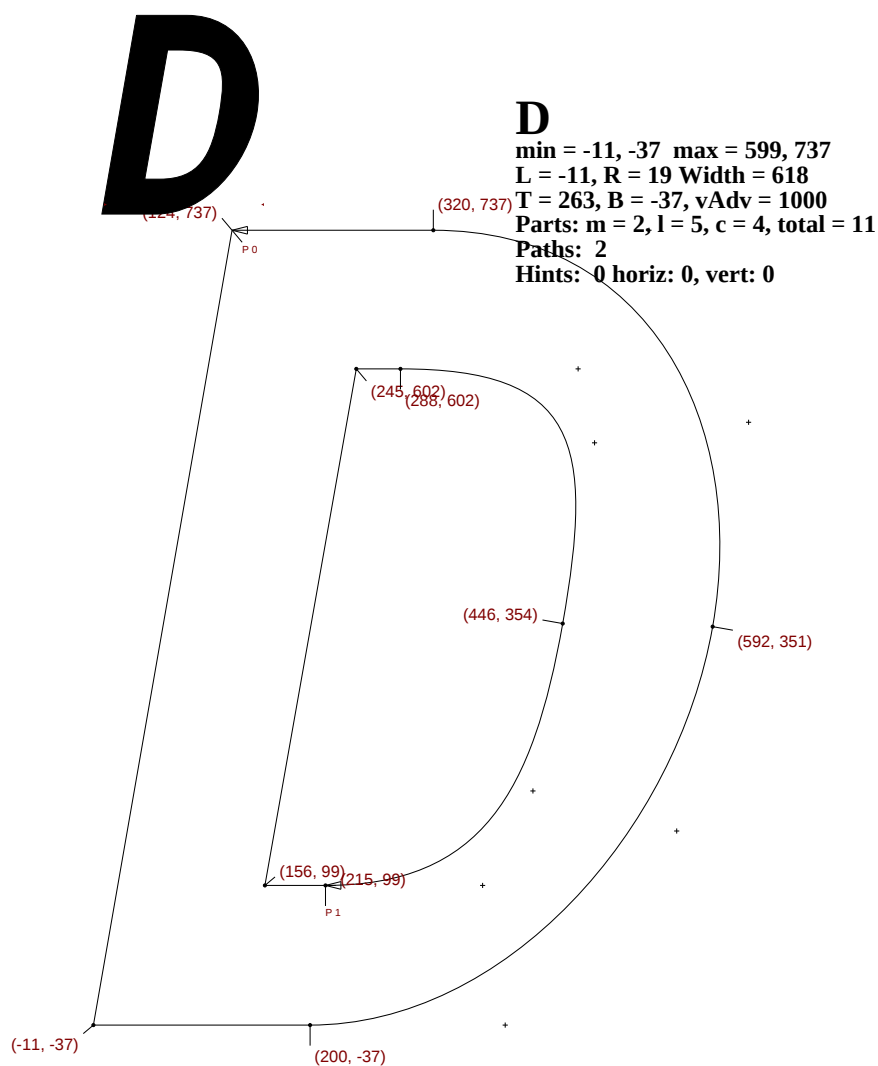


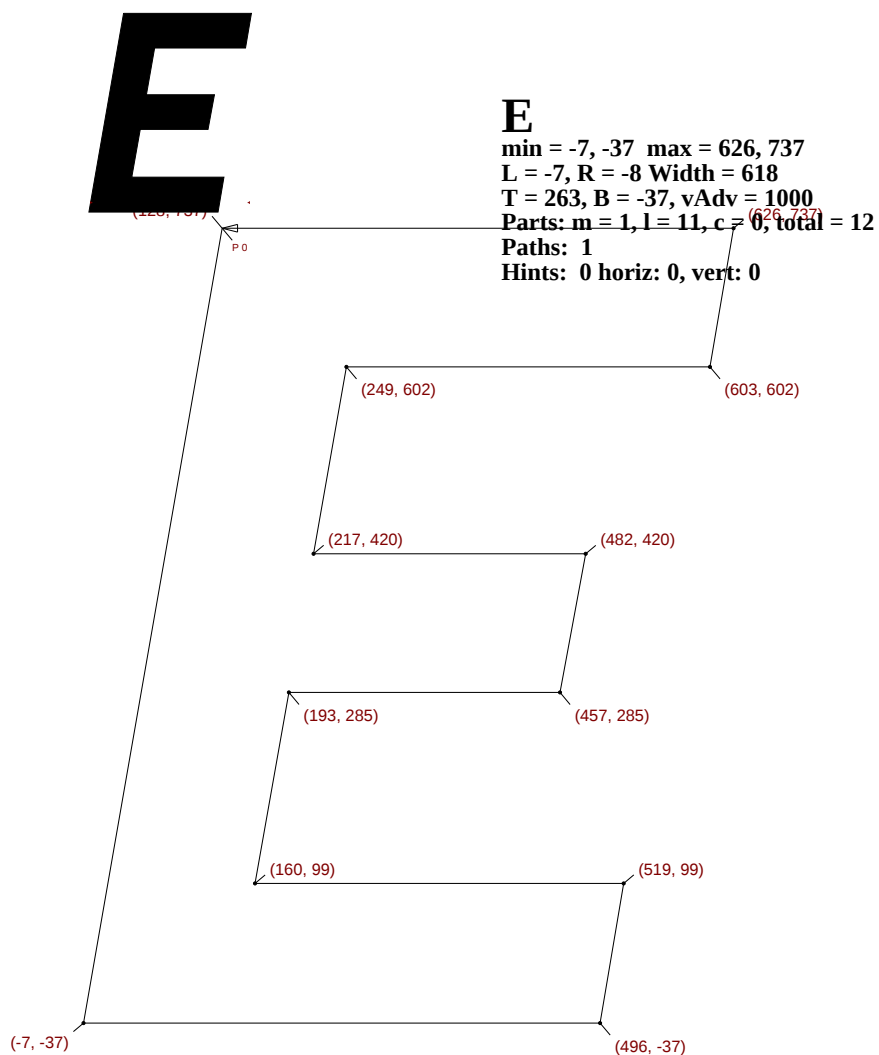
A
min = -19, -37 max = 631, 737
L = -19, R = -13 Width = 618
T = 263, B = -37, yAdv = 1000
Parts: m = 2, l = 9, c = 0, total = 11
Paths: 2
Hints: 0 horiz: 0, vert: 0

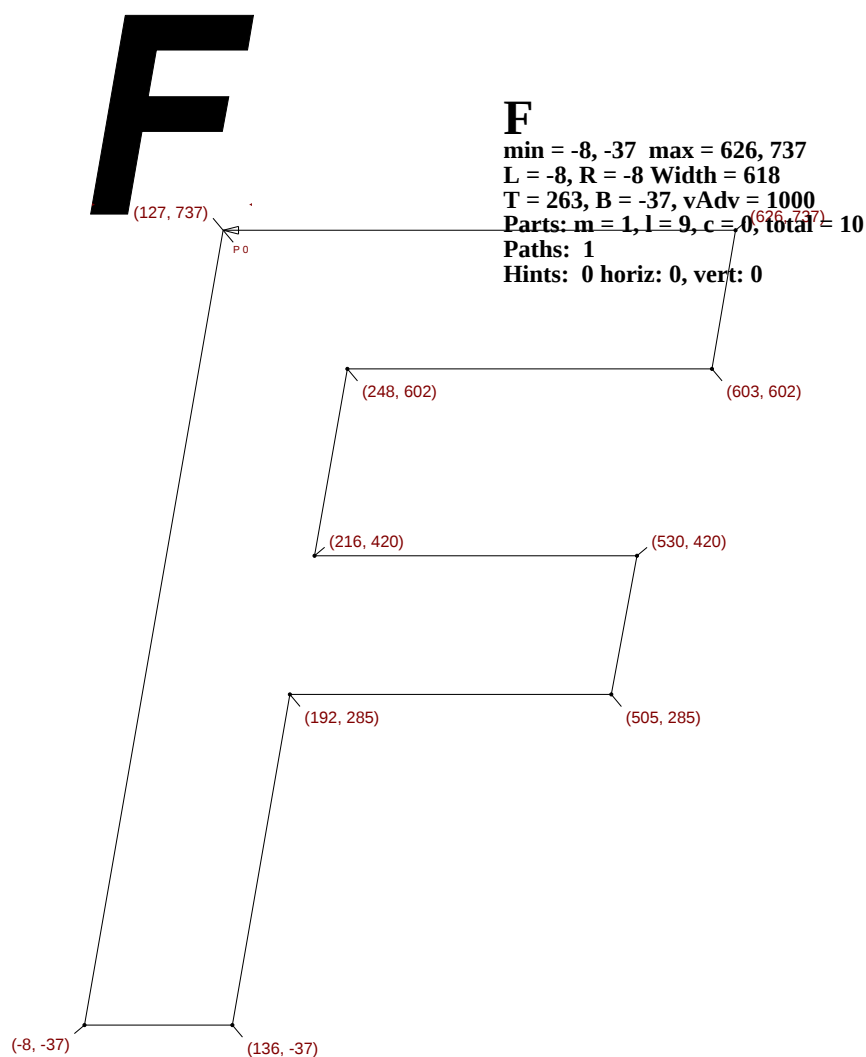












G**G**

min = 28, -45 max = 627, 745

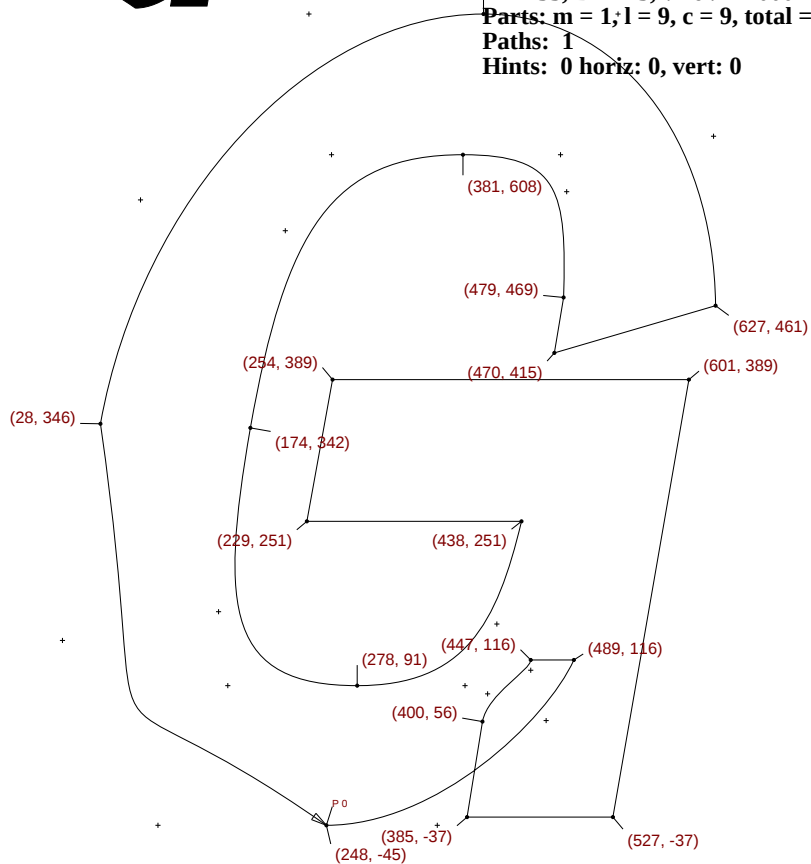
L = 28, R = -9 Width = 618

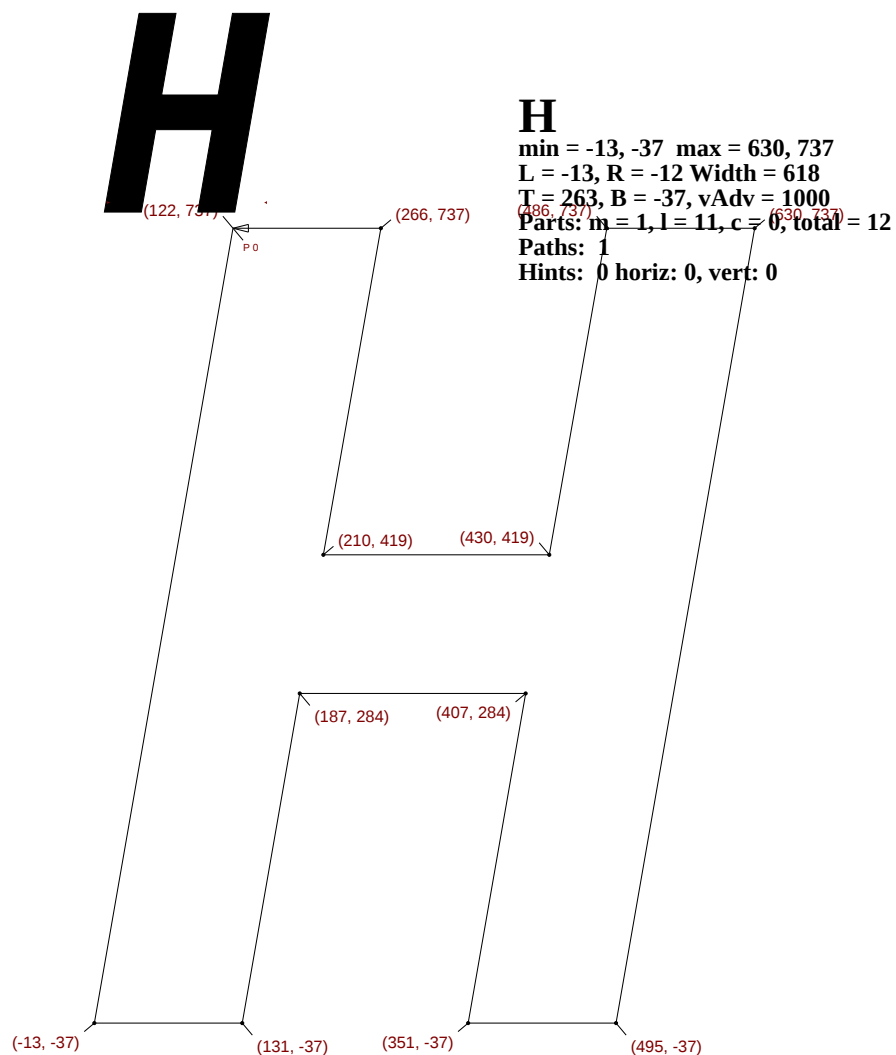
T = 255, B = -45, vAdv = 1000

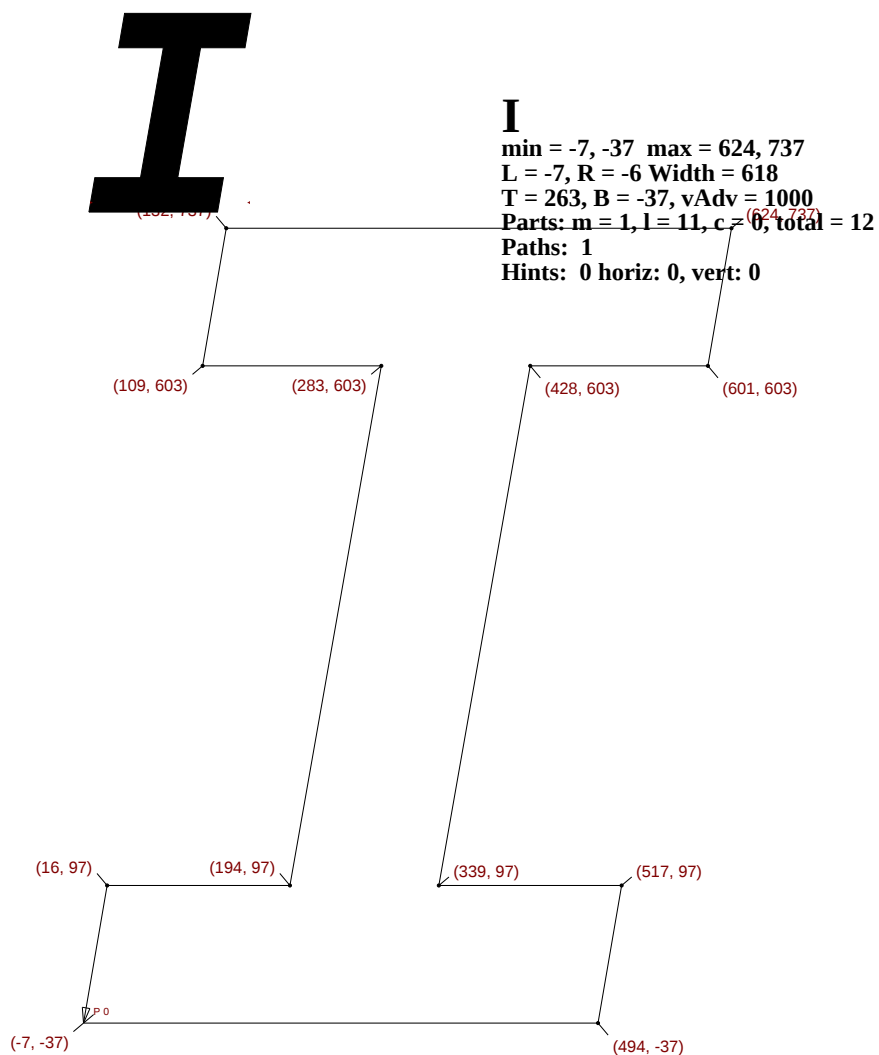
Parts: m = 1; l = 9, c = 9, total = 19

Paths: 1

Hints: 0 horiz: 0, vert: 0







J

J

min = 5, -45 max = 628, 737

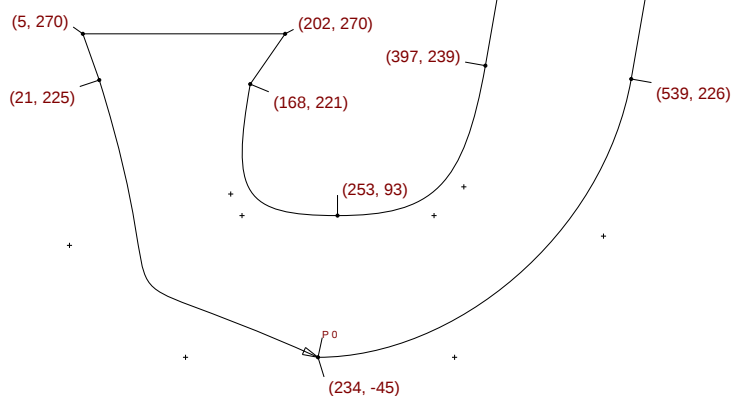
L = 5, R = -10 Width = 618

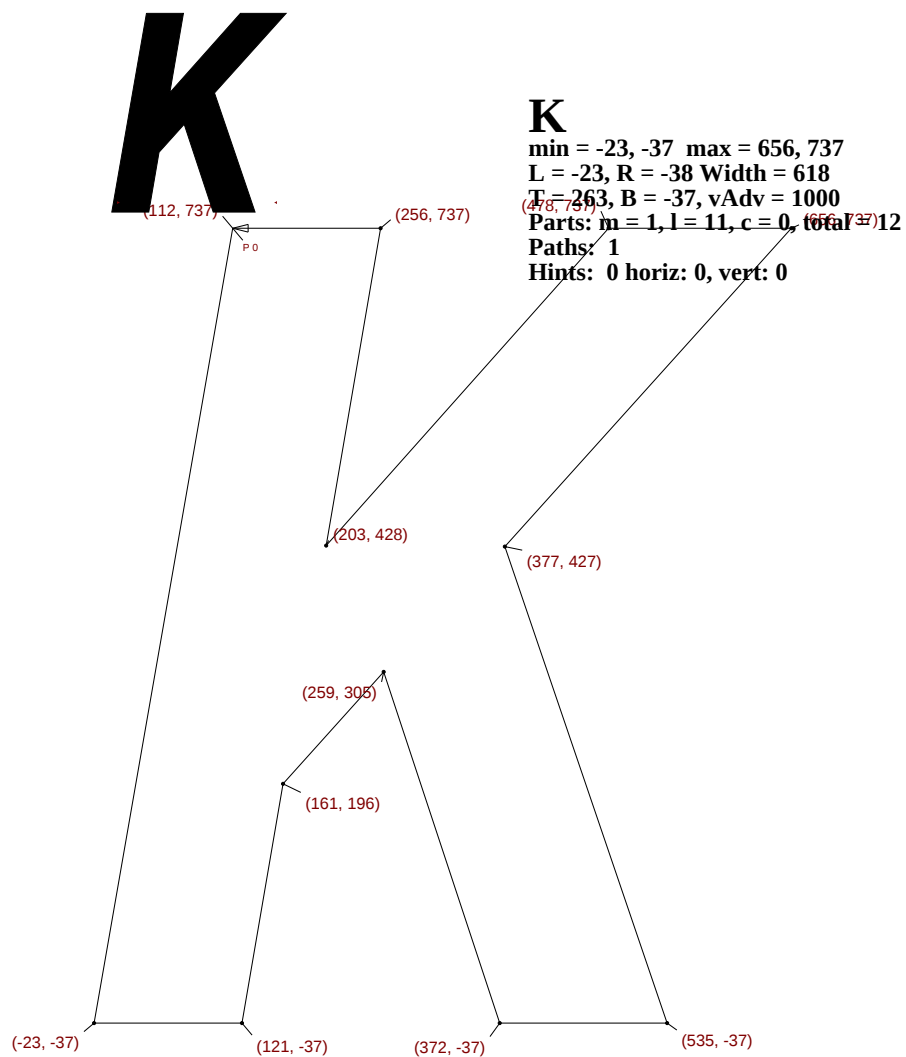
T = 263, B = -45, vAdv = 1000

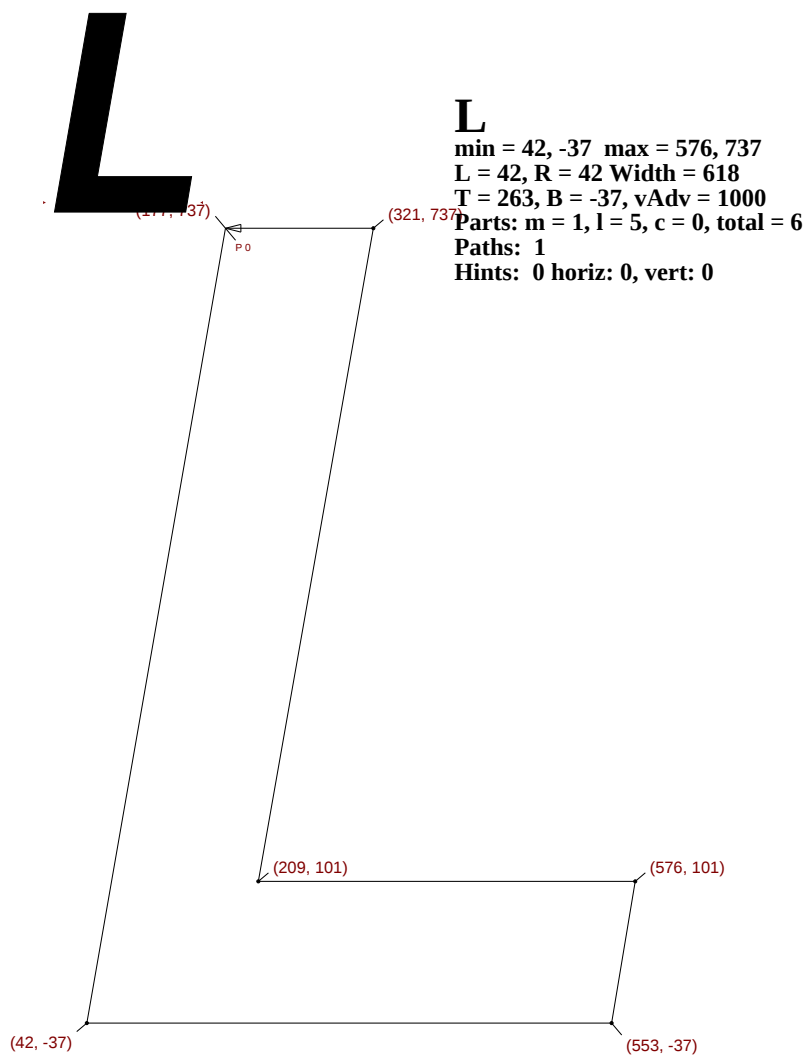
Parts: m = 1, l = 6, c = 4, total = 11

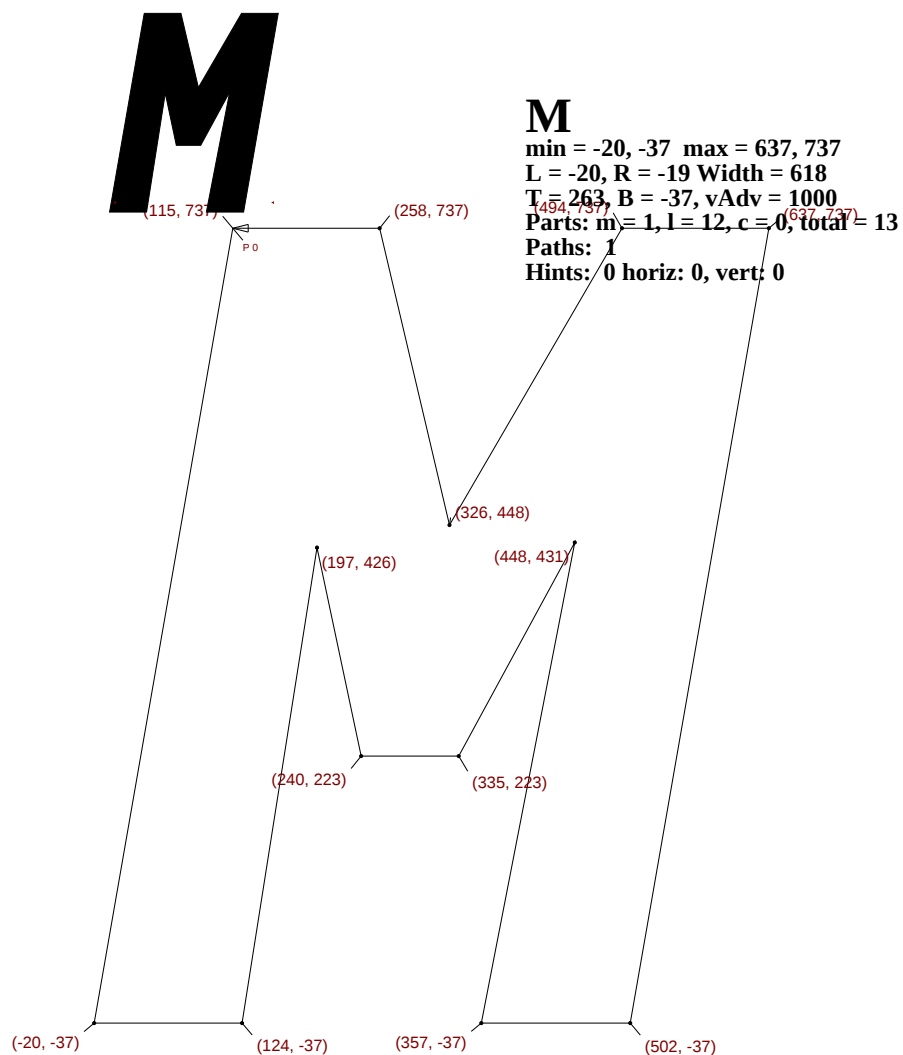
Paths: 1

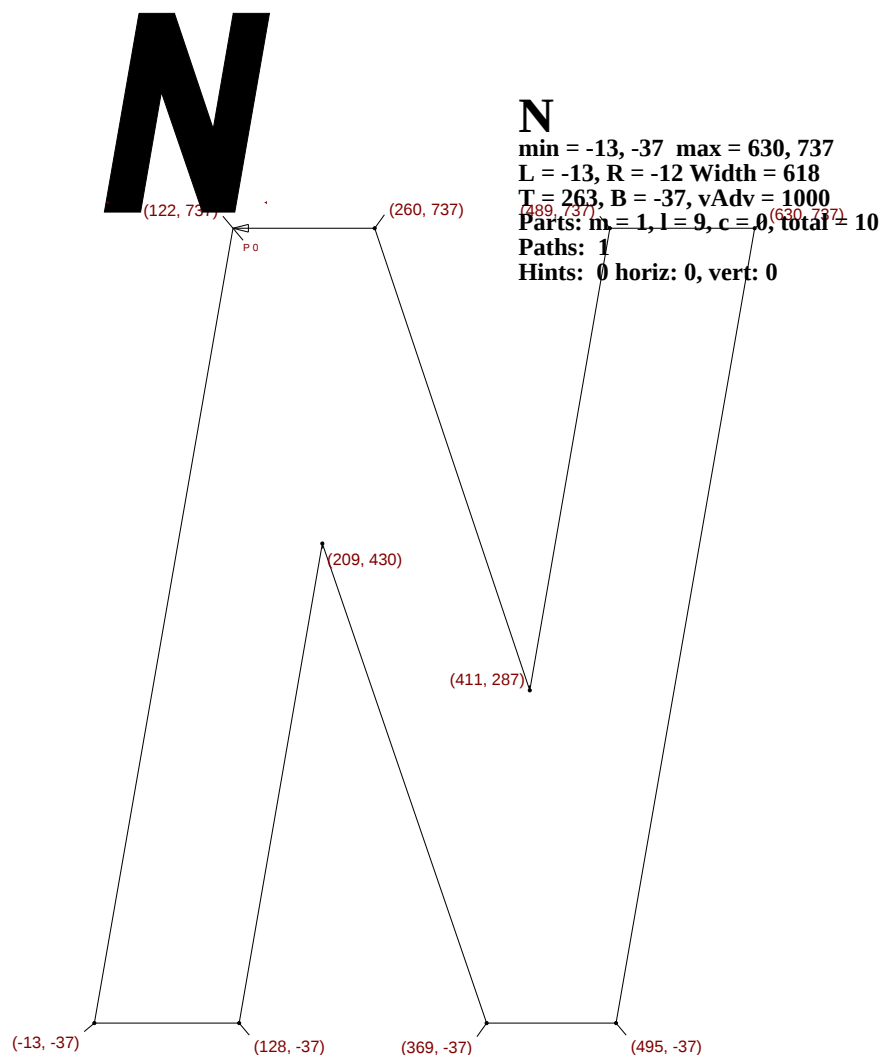
Hints: 0 horiz: 0, vert: 0











O

O

min = 19, -45 max = 608, 745

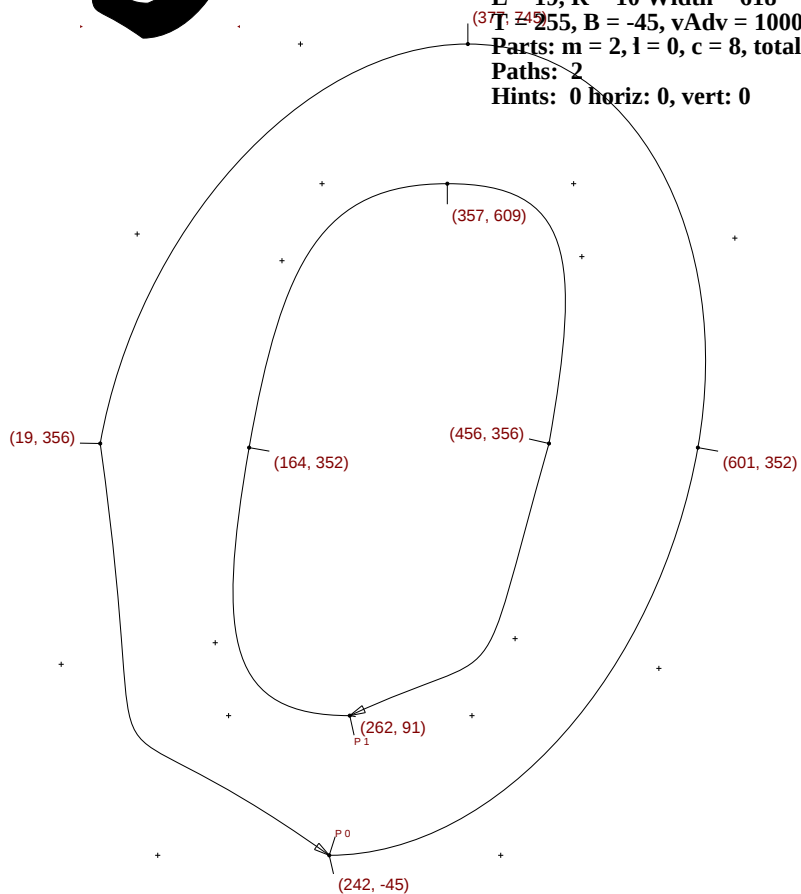
L = 19, R = 10 Width = 618

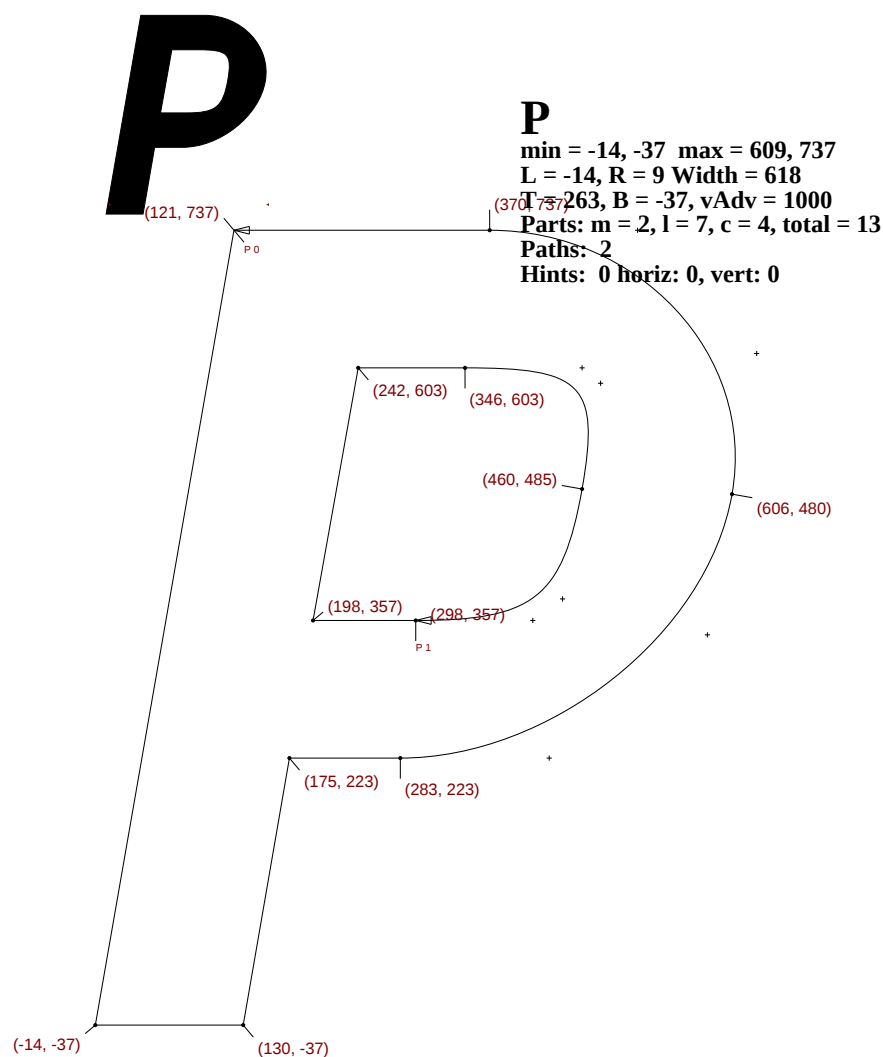
T = 255, B = -45, vAdv = 1000

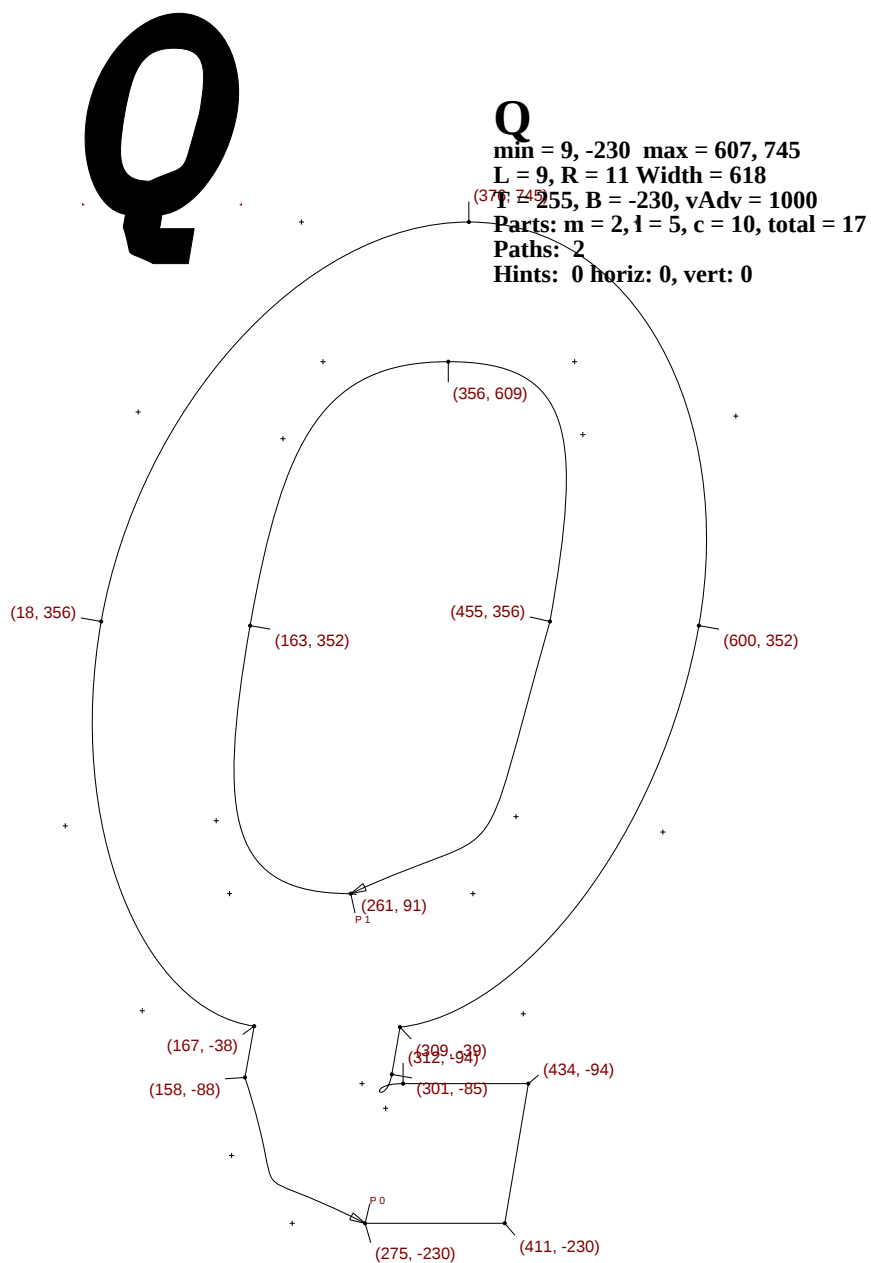
Parts: m = 2, l = 0, c = 8, total = 10

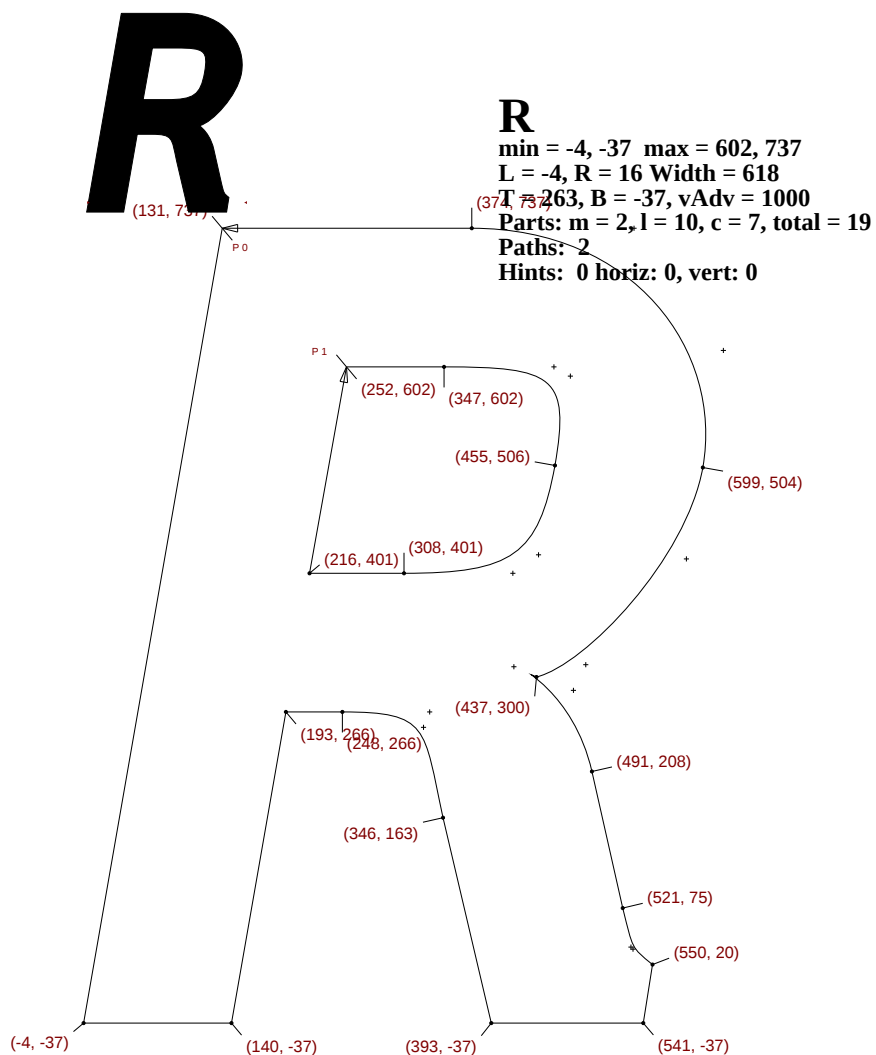
Paths: 2

Hints: 0 horiz: 0, vert: 0









S

S

min = -23, -45 max = 642, 745

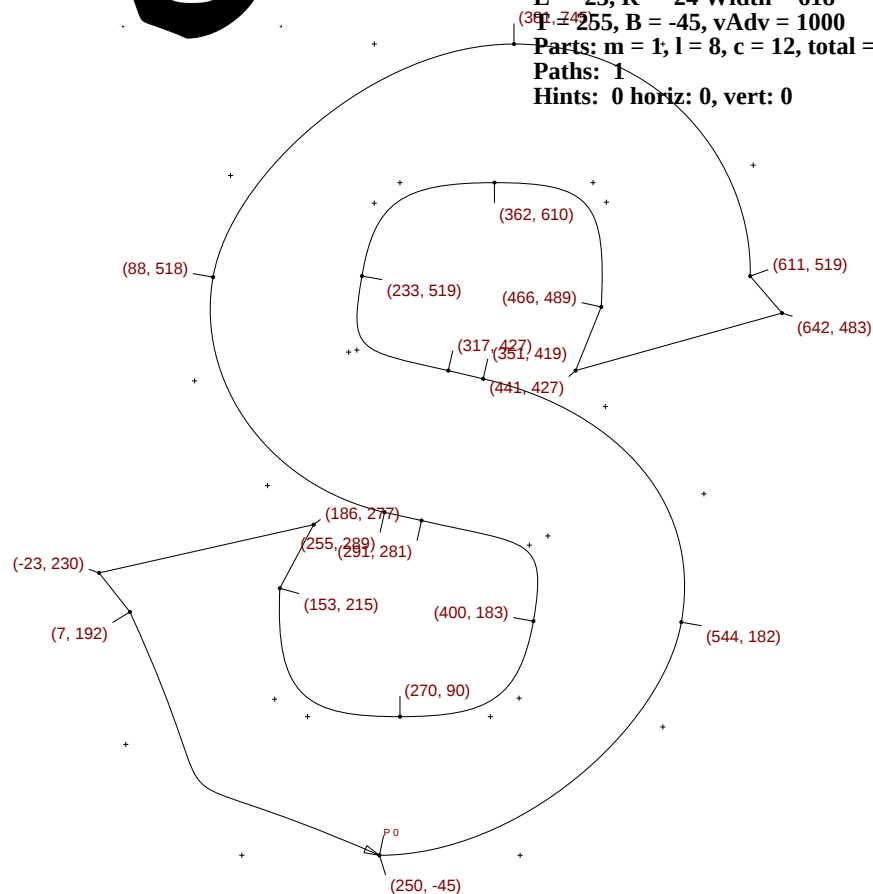
L = -23, R = -24 Width = 618

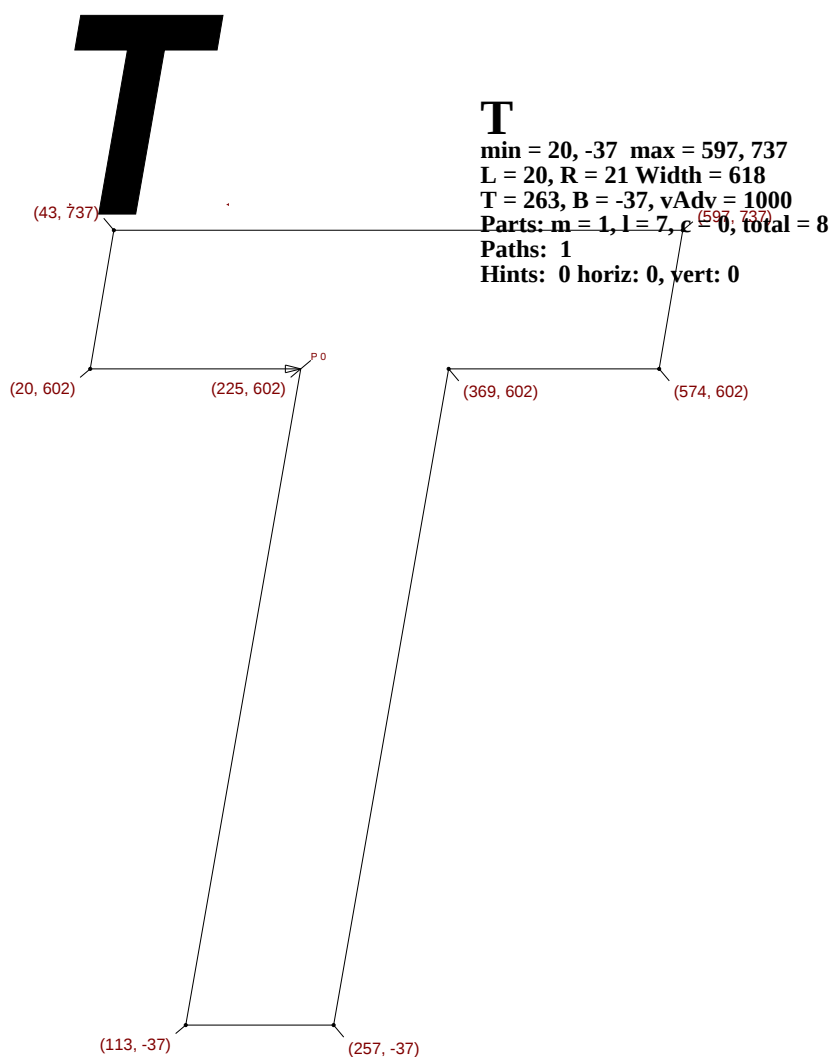
T = 255, B = -45, vAdv = 1000

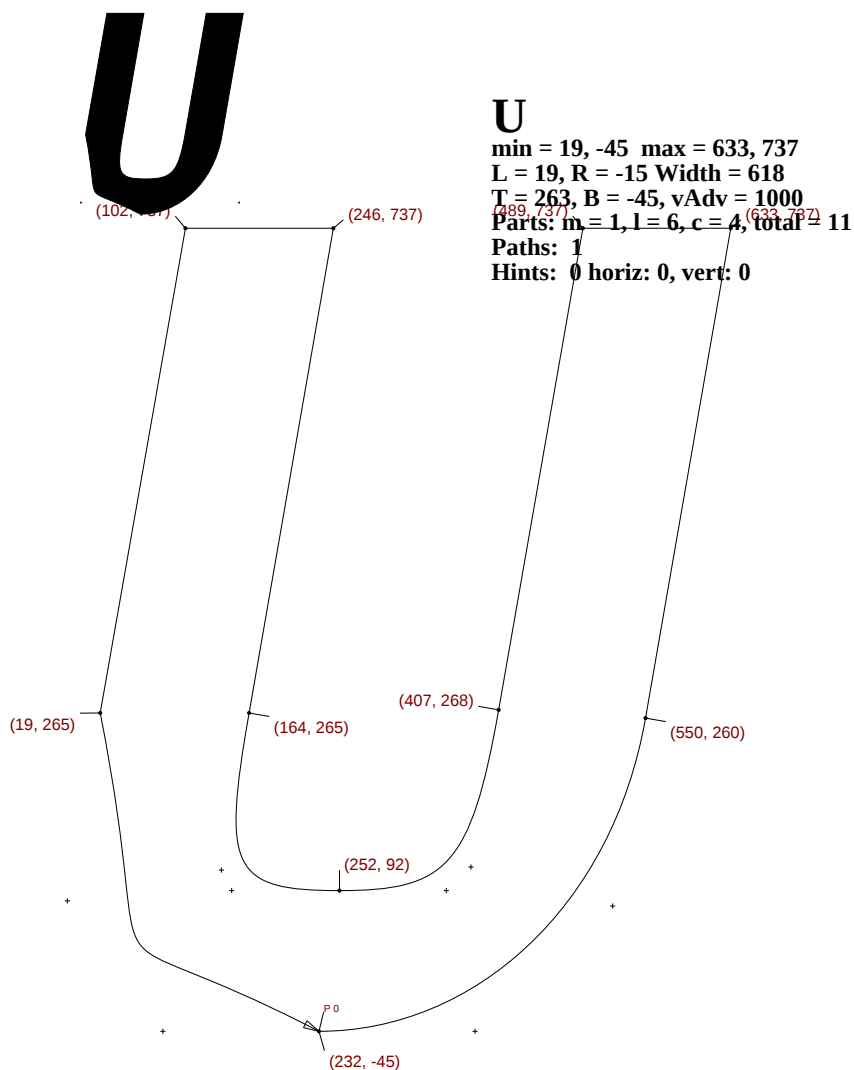
Parts: m = 1; l = 8, c = 12, total = 21

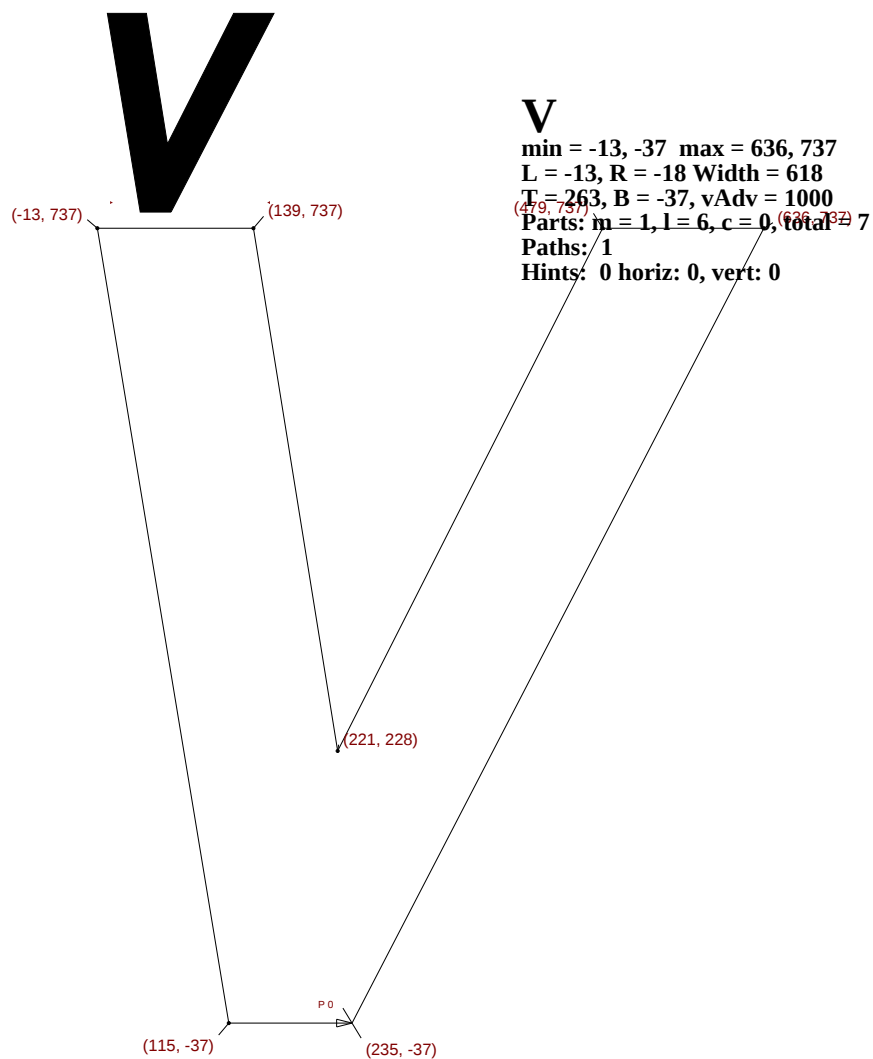
Paths: 1

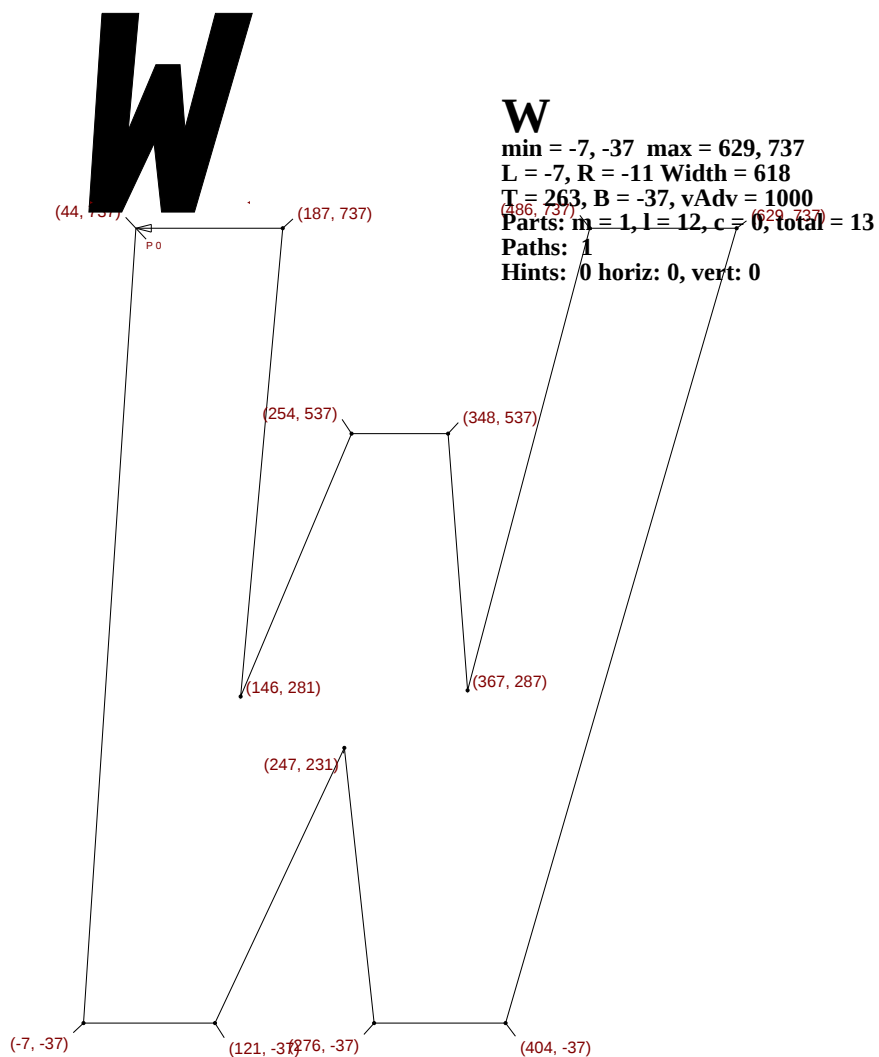
Hints: 0 horiz: 0, vert: 0











X**X**

min = -79, -37 max = 697, 737

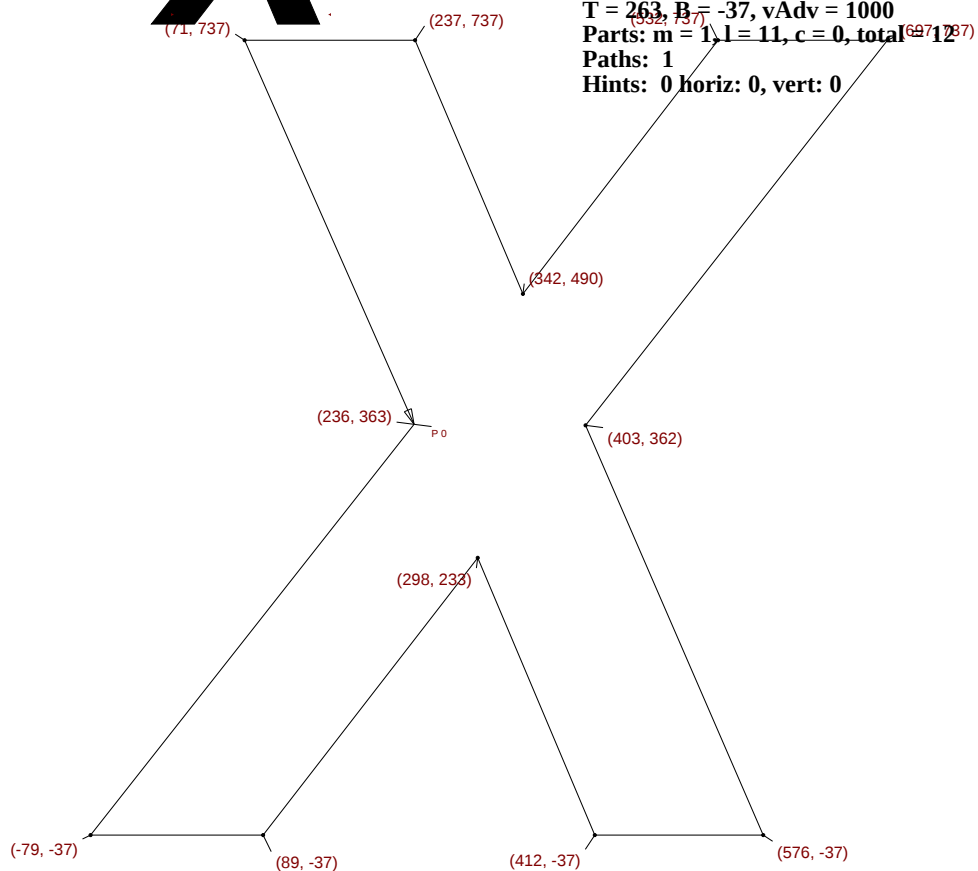
L = -79, R = -79 Width = 618

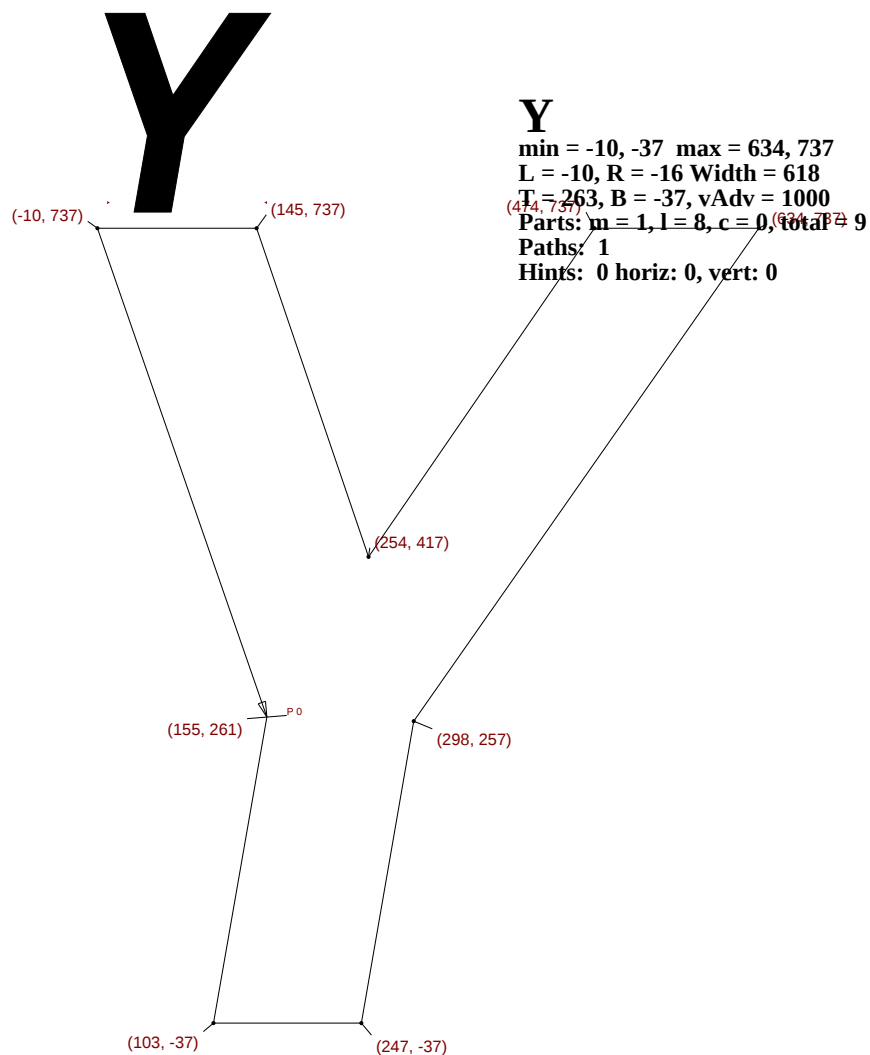
T = 263, B = -37, vAdv = 1000

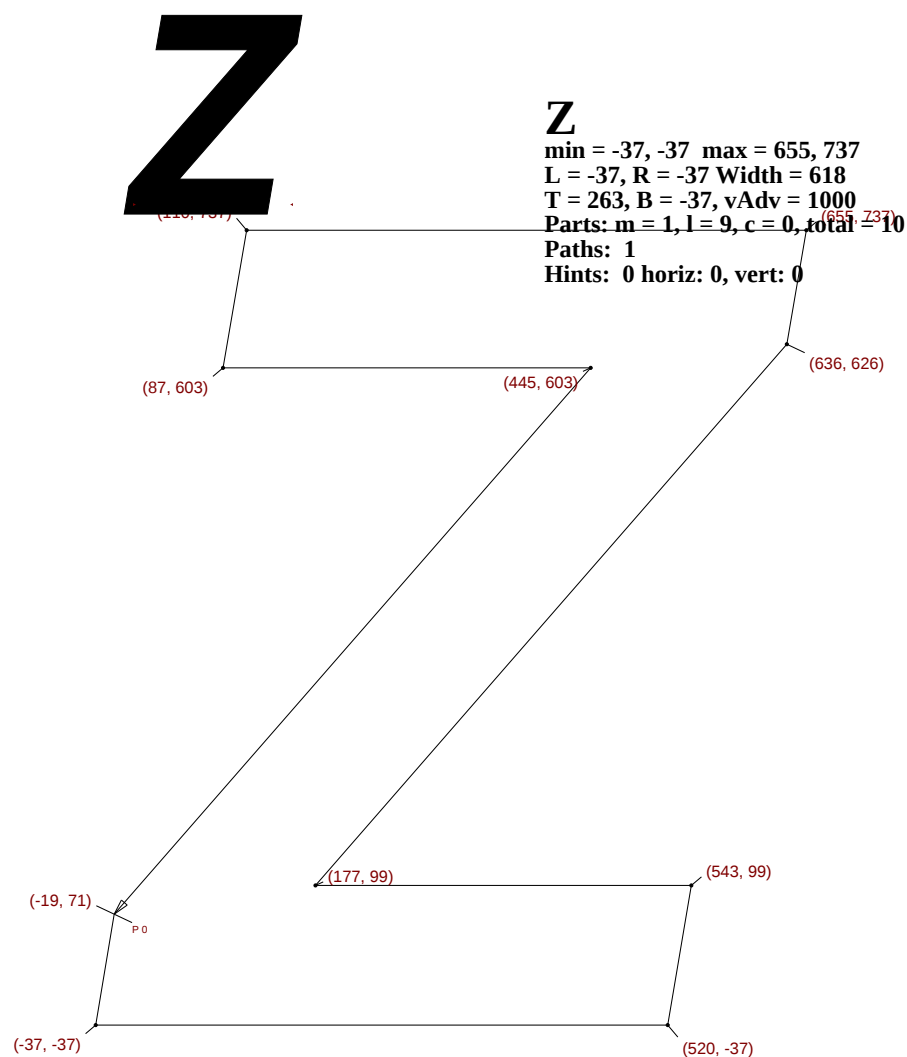
Parts: m = 1, l = 11, c = 0, total = 12

Paths: 1

Hints: 0 horiz: 0, vert: 0







a**a**

min = 38, -50 max = 589, 571

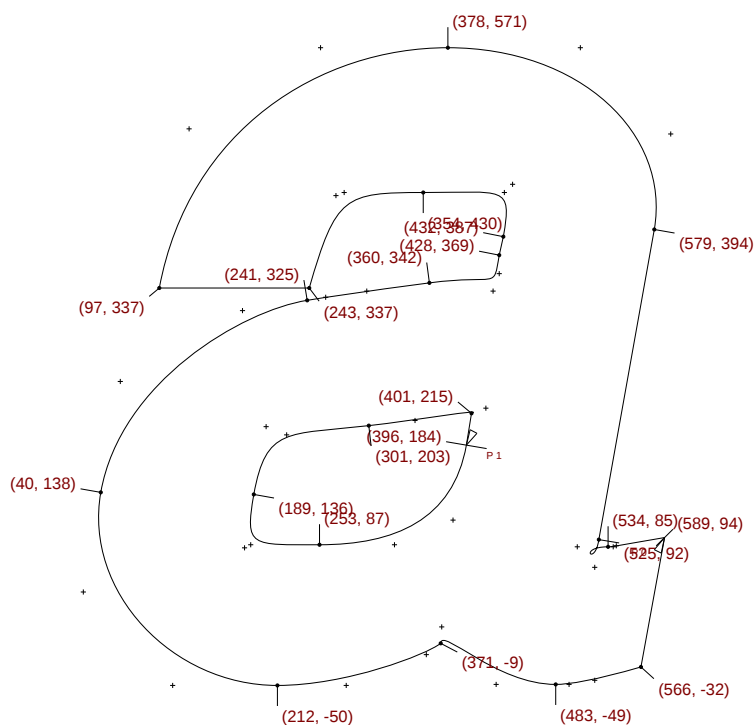
L = 38, R = 29 Width = 618

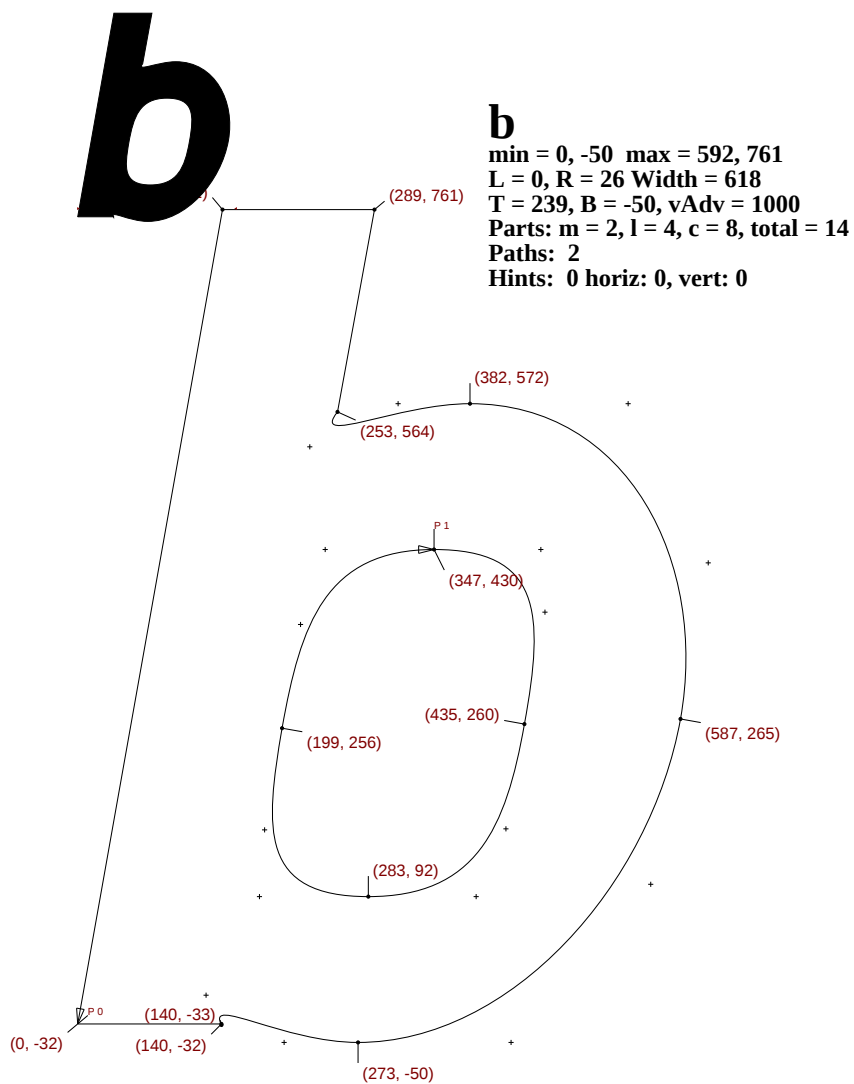
T = 429, B = -50, vAdv = 1000

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

Paths: 2

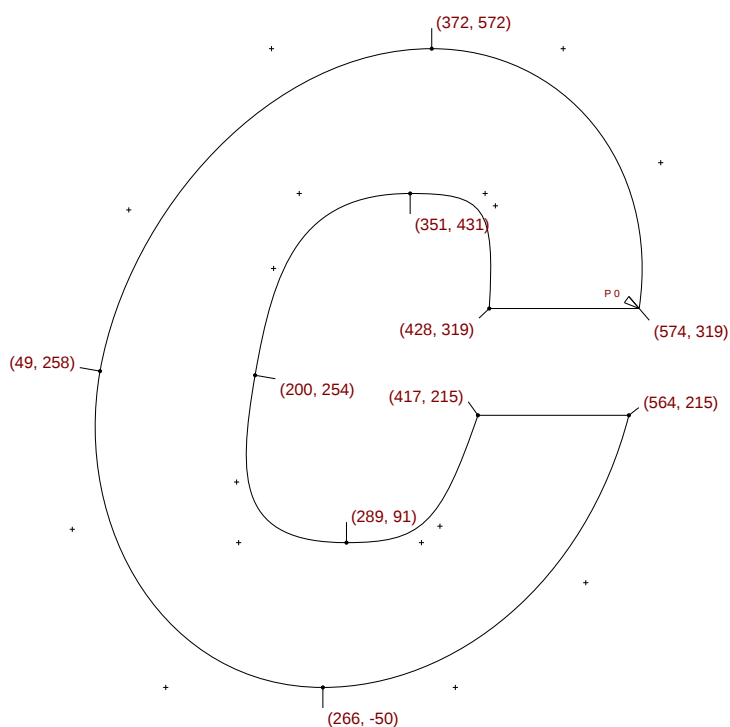
Hints: 0 horiz: 0, vert: 0

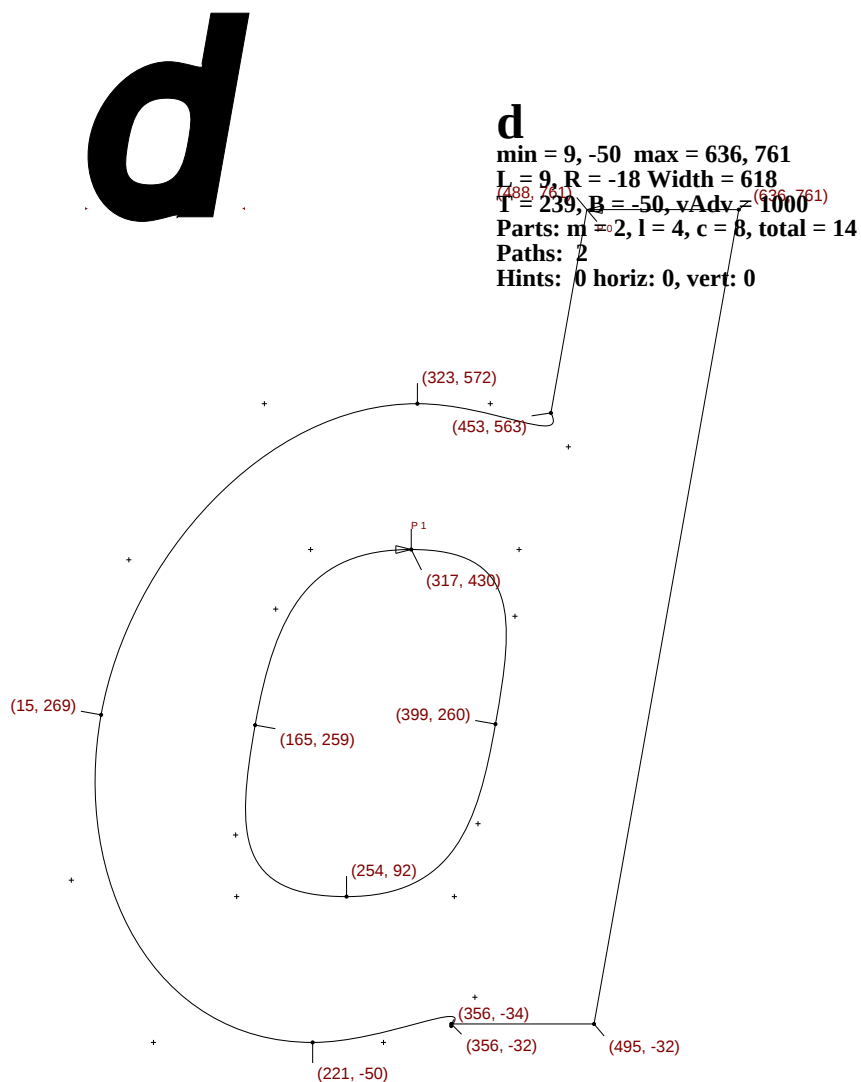




C

C
min = 44, -50 max = 577, 572
L = 44, R = 41 Width = 618
T = 428, B = -50, vAdv = 1000
Parts: m = 1, l = 1, c = 8, total = 10
Paths: 1
Hints: 0 horiz: 0, vert: 0





**e**

min = 35, -50 max = 577, 572

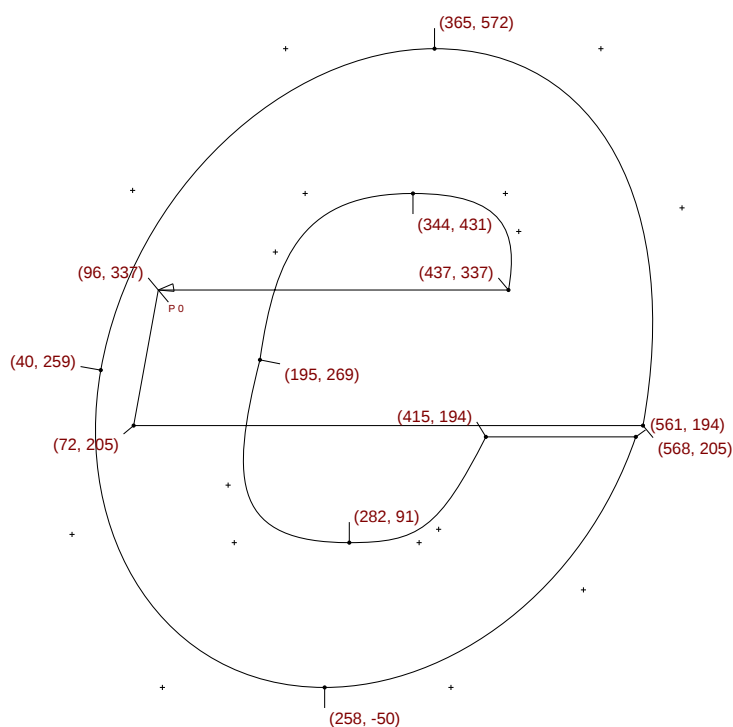
L = 35, R = 41 Width = 618

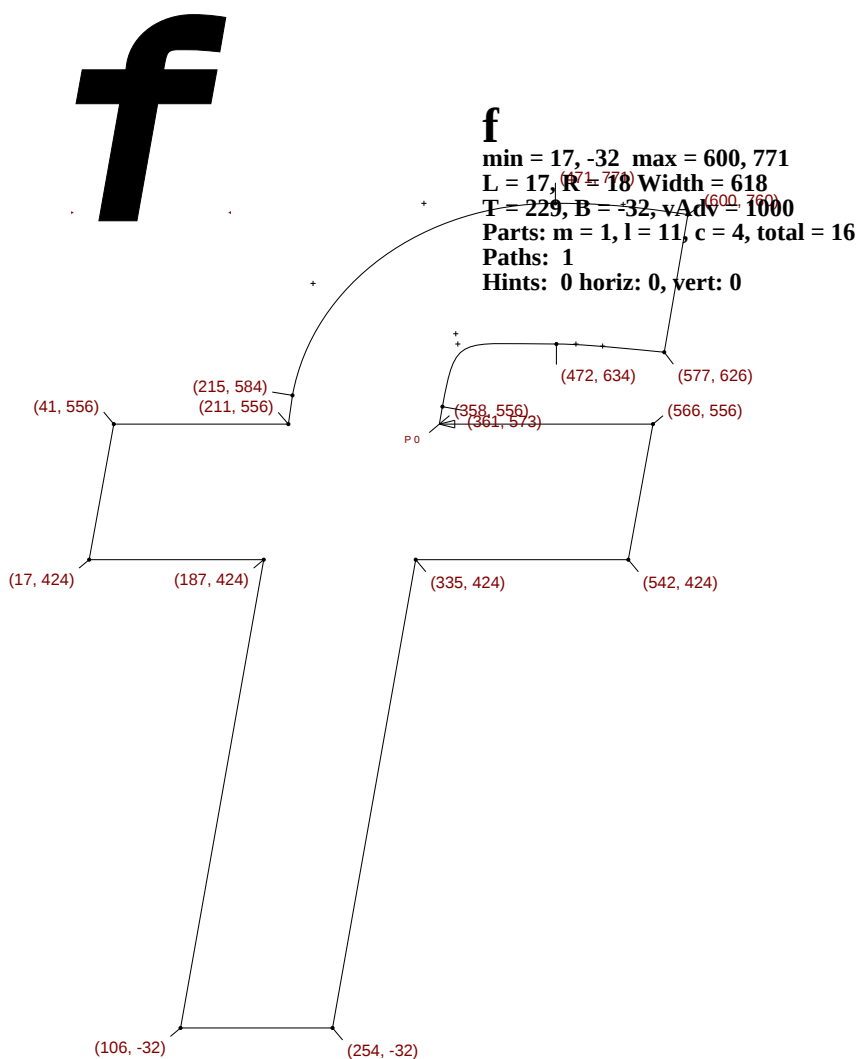
T = 428, B = -50, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0





g**g**

min = 4, -250 max = 625, 572

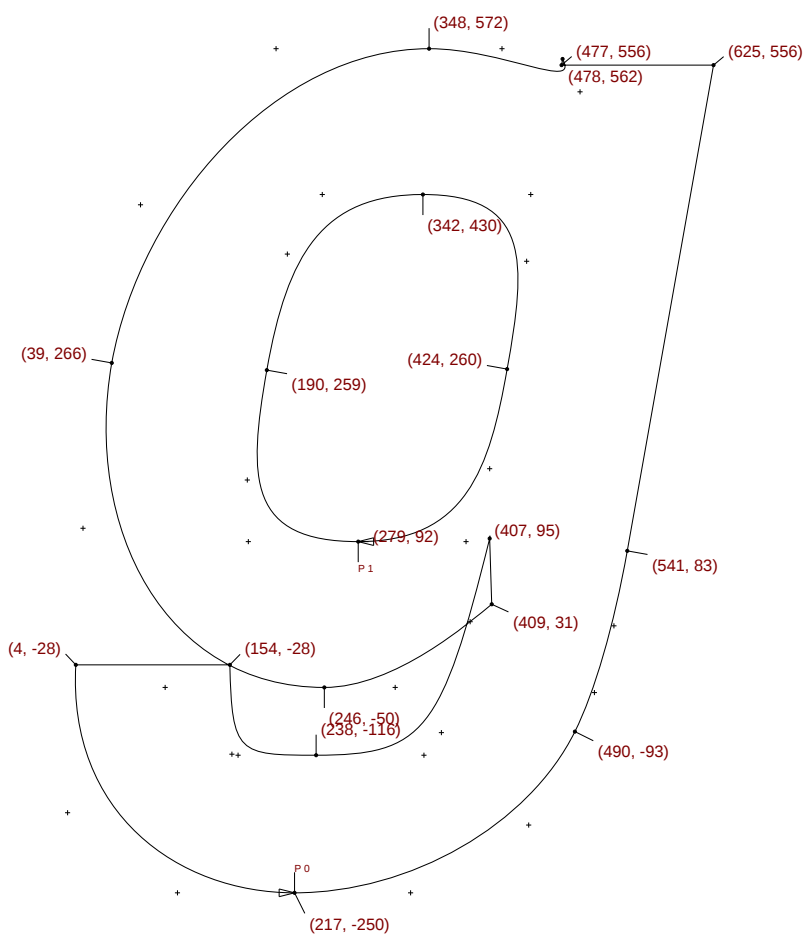
L = 4, R = -7 Width = 618

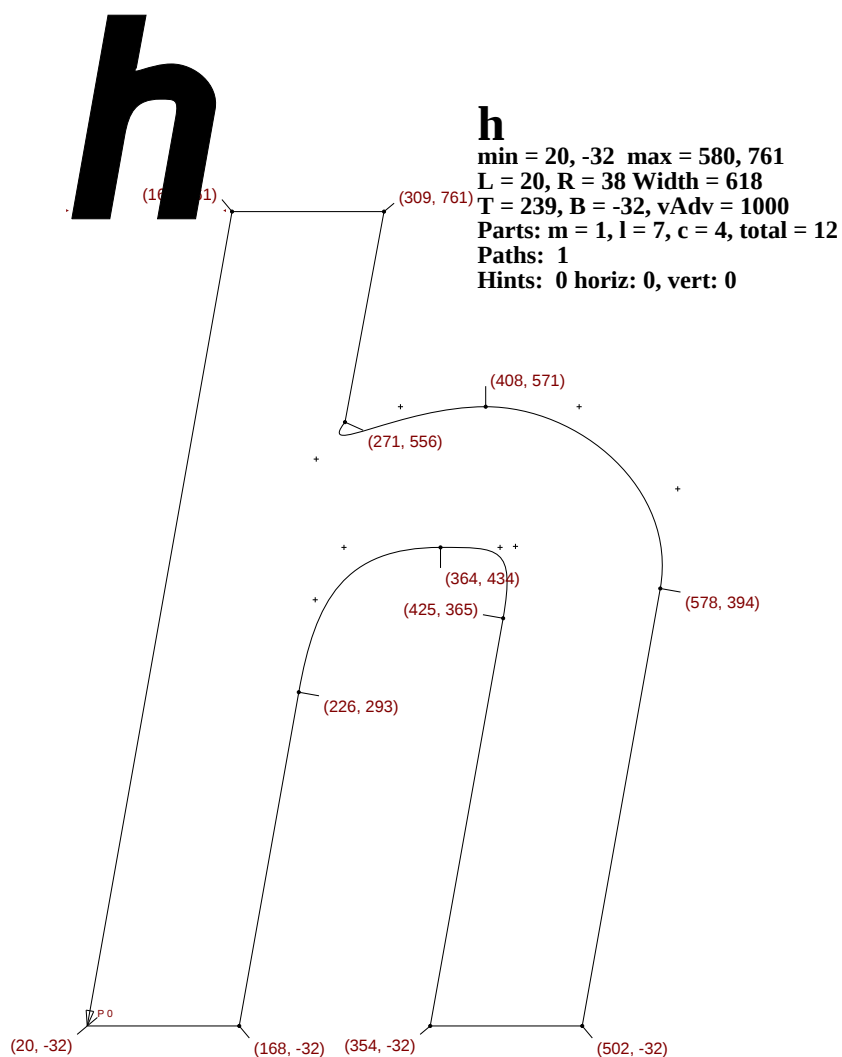
T = 428, B = -250, vAdv = 1000

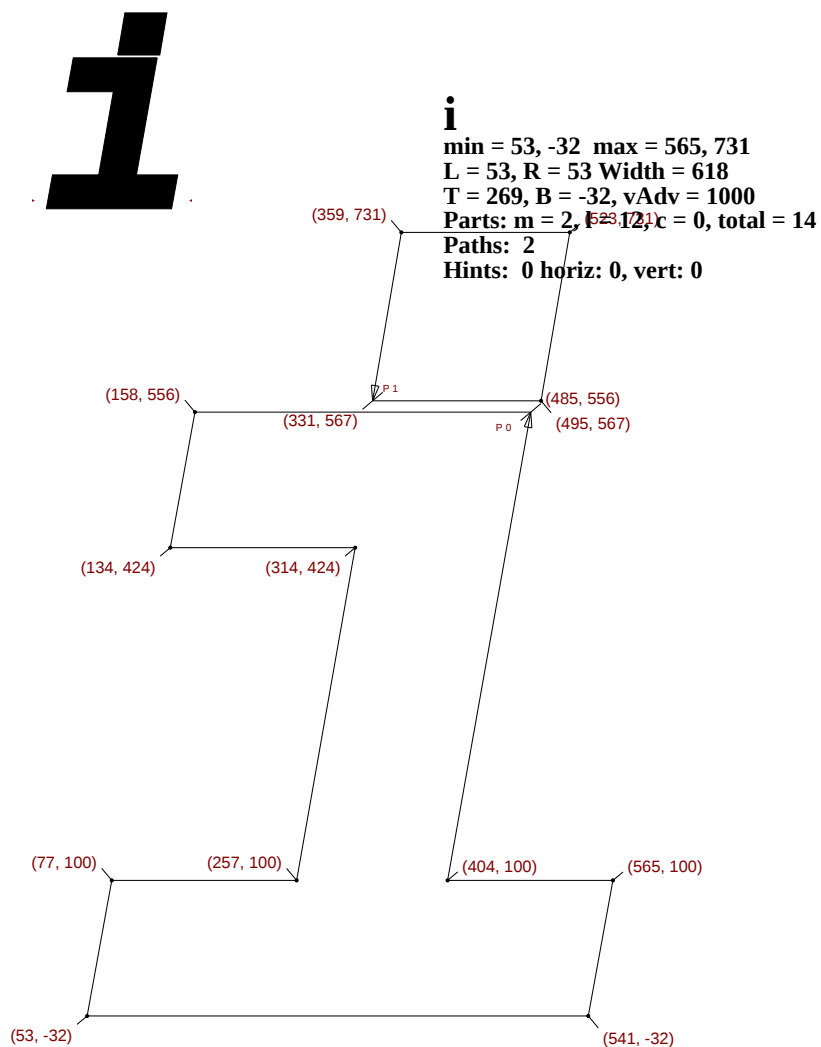
Parts: m = 2, l = 5, c = 13, total = 20

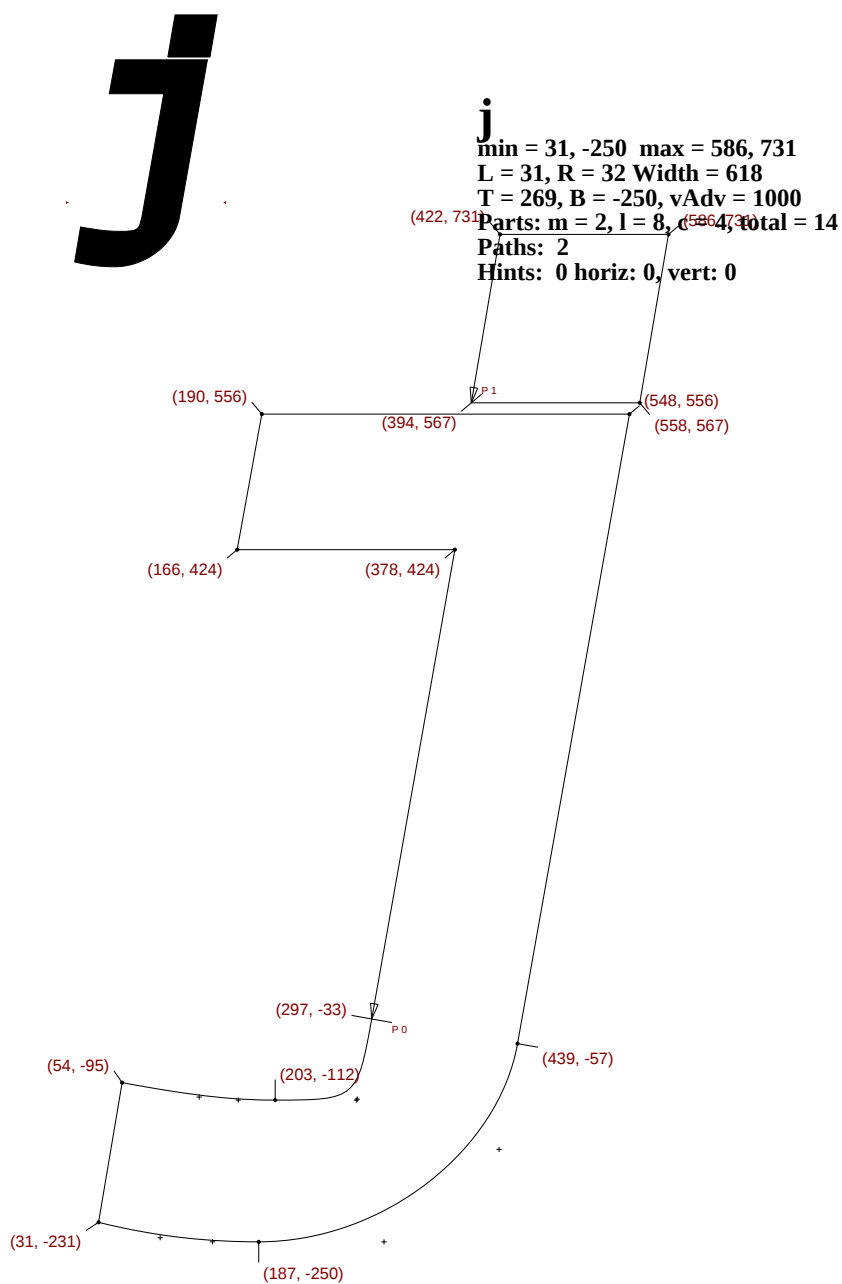
Paths: 2

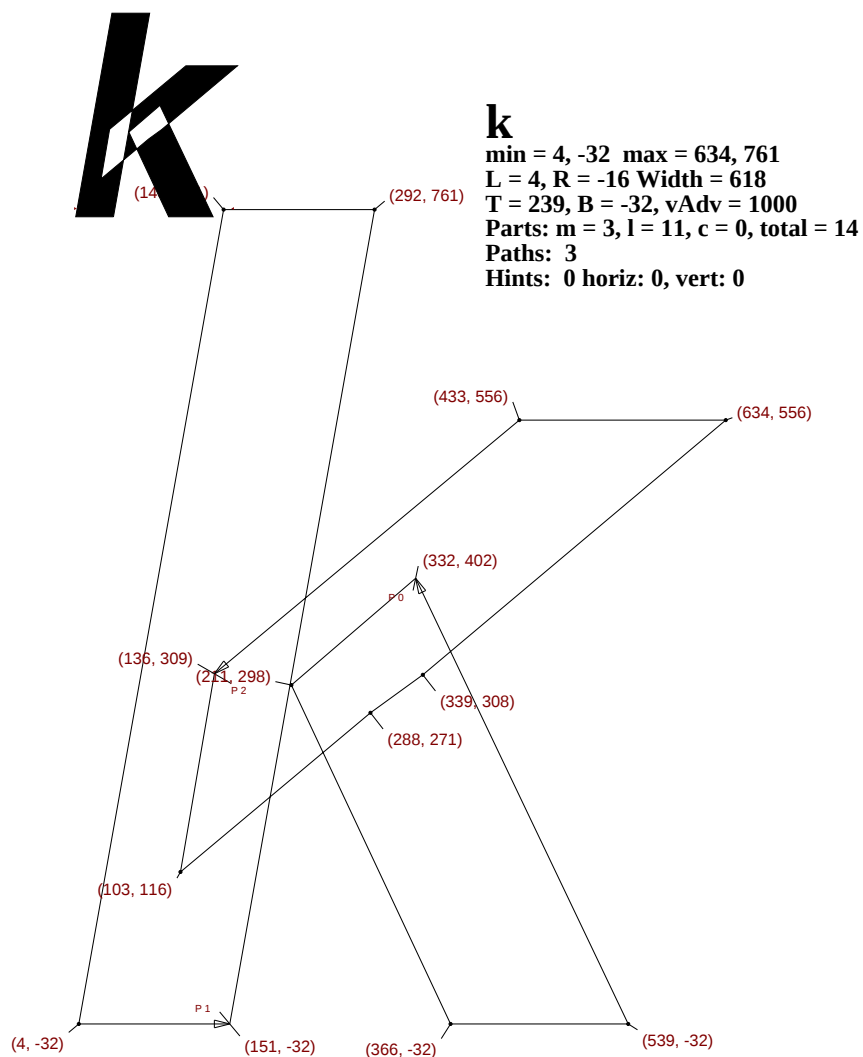
Hints: 0 horiz: 0, vert: 0

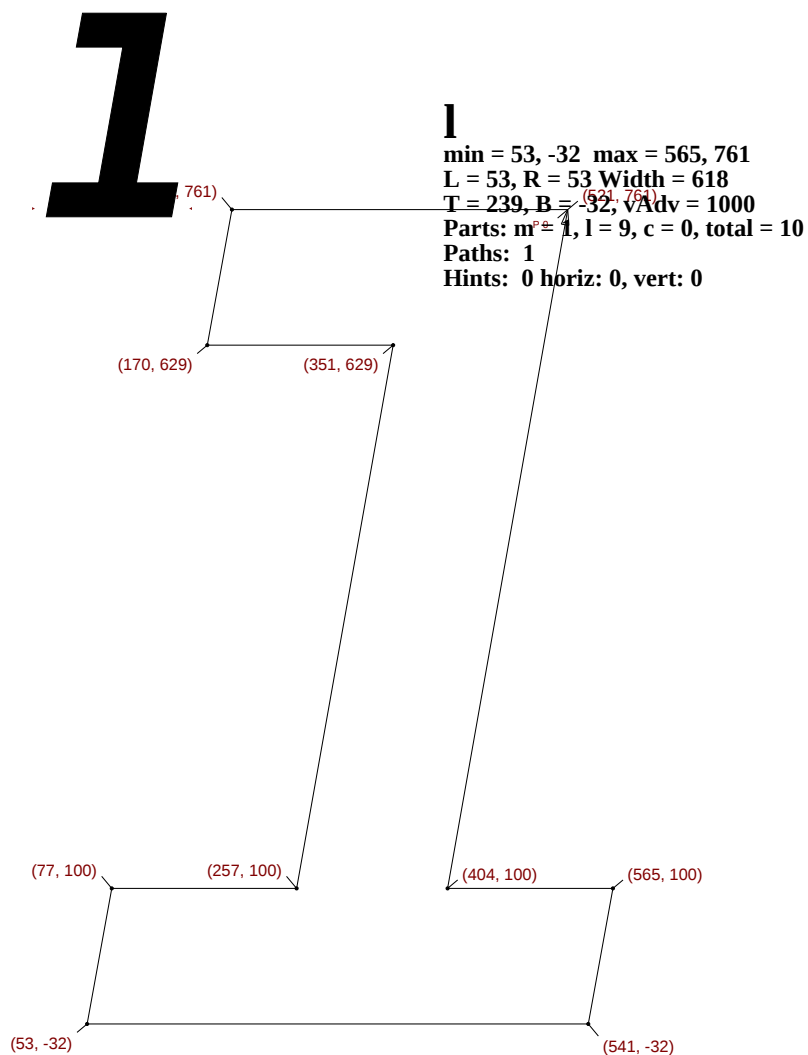












m**m**

min = -42, -32 max = 645, 568

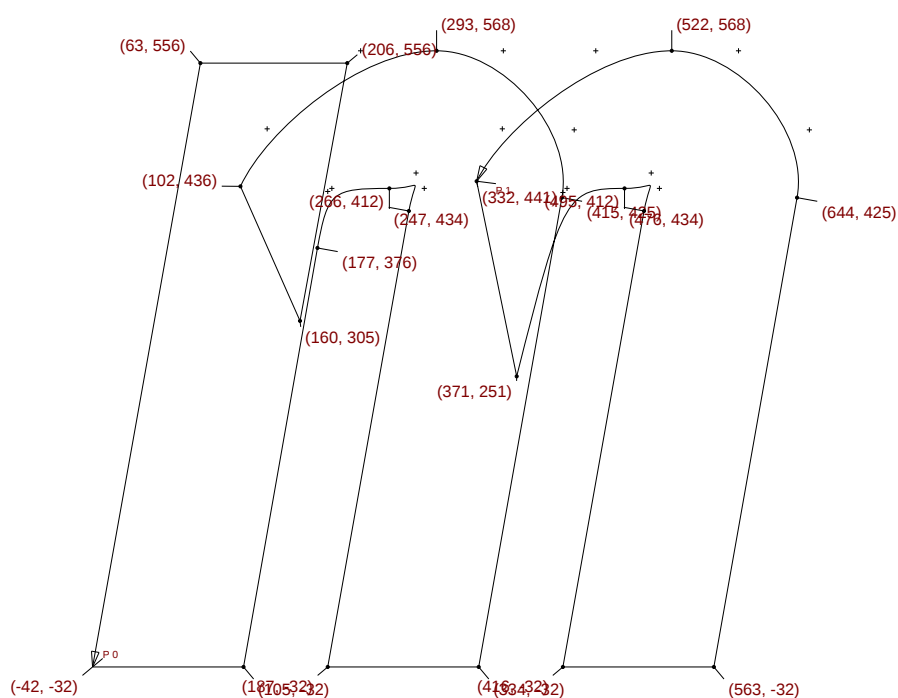
L = -42, R = -27 Width = 618

T = 432, B = -32, vAdv = 1000

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

Paths: 2

Hints: 0 horiz: 0, vert: 0



n**n**

min = 20, -32 max = 580, 571

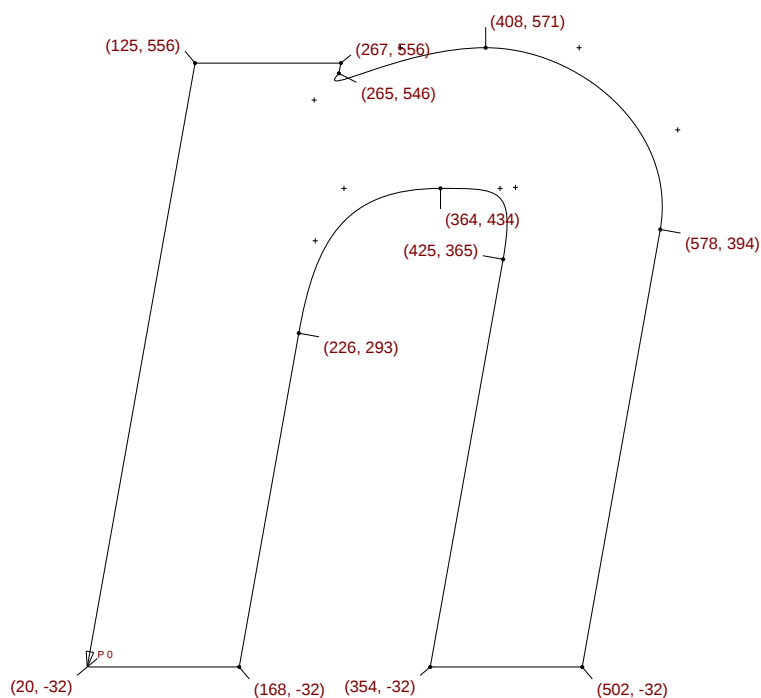
L = 20, R = 38 Width = 618

T = 429, B = -32, vAdv = 1000

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

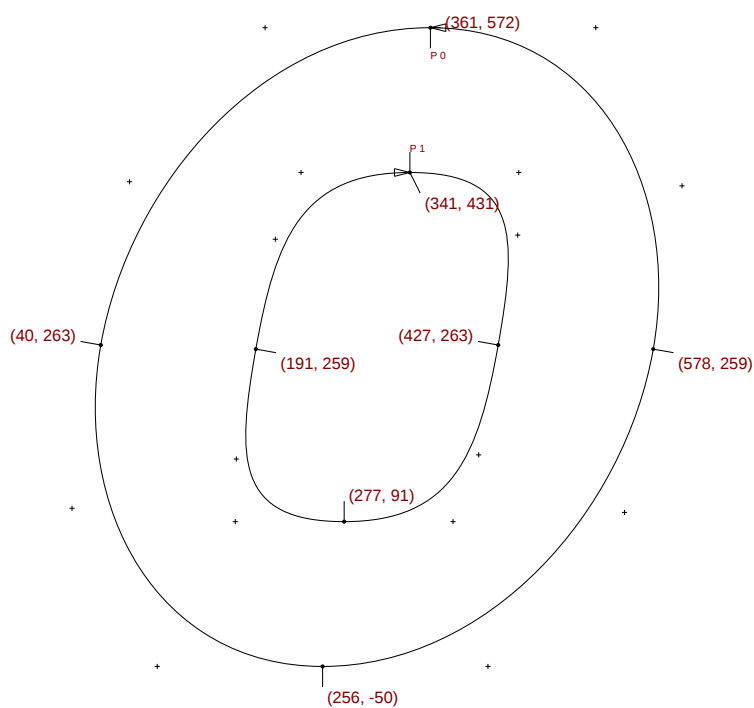
Paths: 1

Hints: 0 horiz: 0, vert: 0



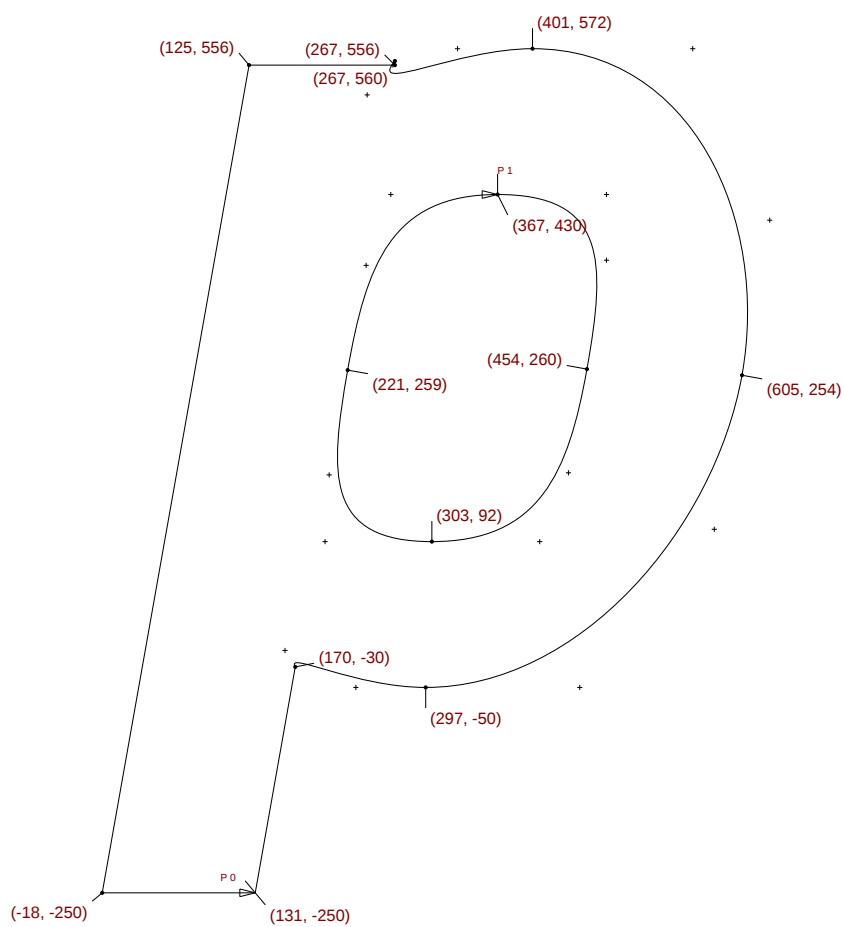
O

O
min = 35, -50 max = 583, 572
L = 35, R = 35 Width = 618
T = 428, B = -50, vAdv = 1000
Parts: m = 2, l = 0, c = 8, total = 10
Paths: 2
Hints: 0 horiz: 0, vert: 0



p

p
min = -18, -250 max = 610, 572
L = -18, R = 8 Width = 618
T = 428, B = -250, vAdv = 1000
Parts: m = 2, l = 4, c = 8, total = 14
Paths: 2
Hints: 0 horiz: 0, vert: 0



q**q**

min = 26, -250 max = 618, 572

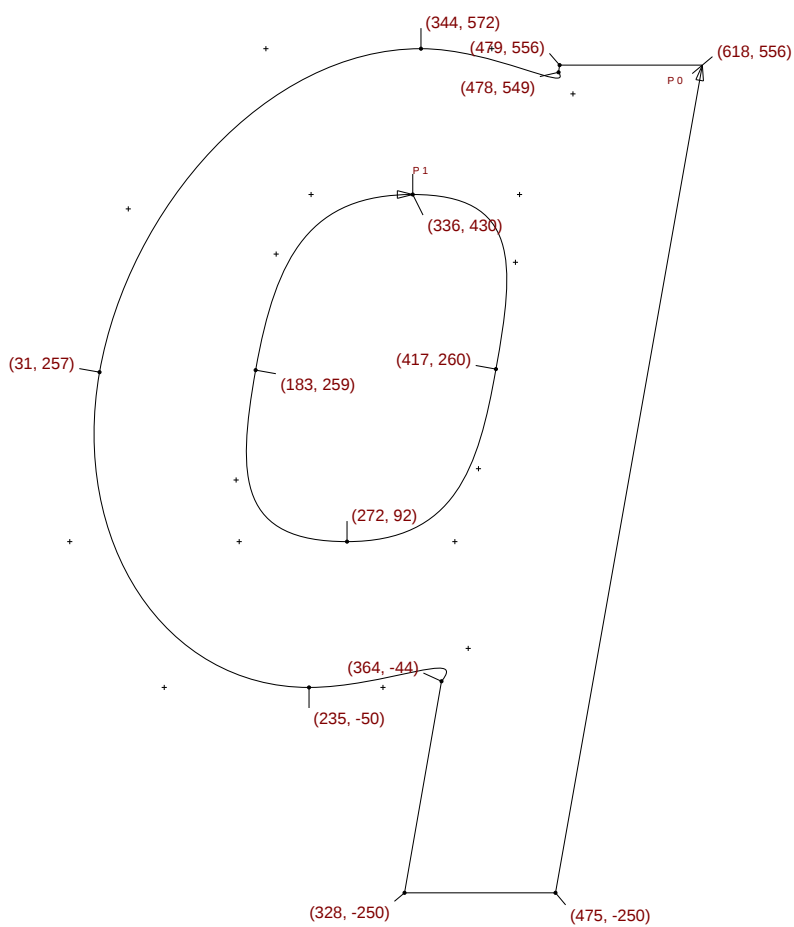
L = 26, R = 0 Width = 618

T = 428, B = -250, vAdv = 1000

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

Paths: 2

Hints: 0 horiz: 0, vert: 0



r***r***

min = 7, -32 max = 599, 571

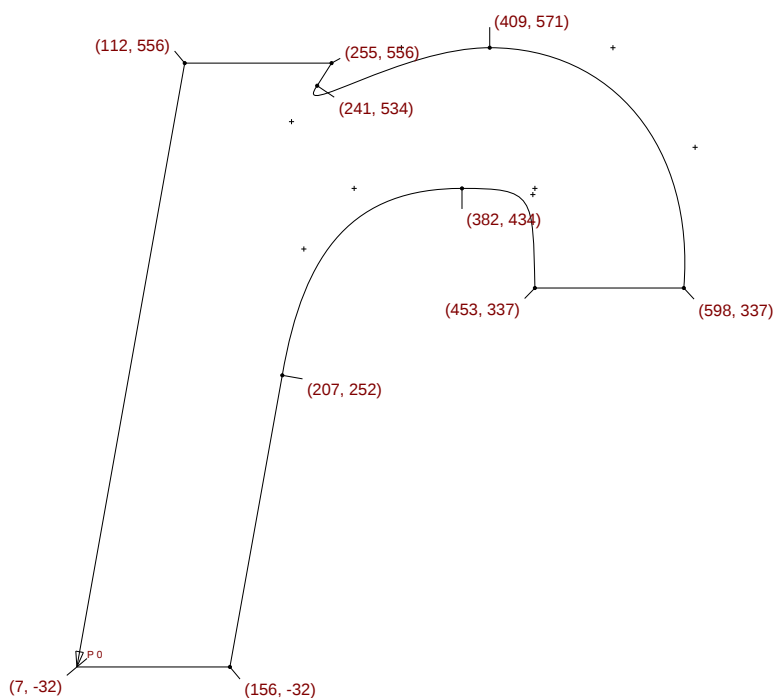
L = 7, R = 19 Width = 618

T = 429, B = -32, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



S**S**

min = 56, -50 max = 560, 572

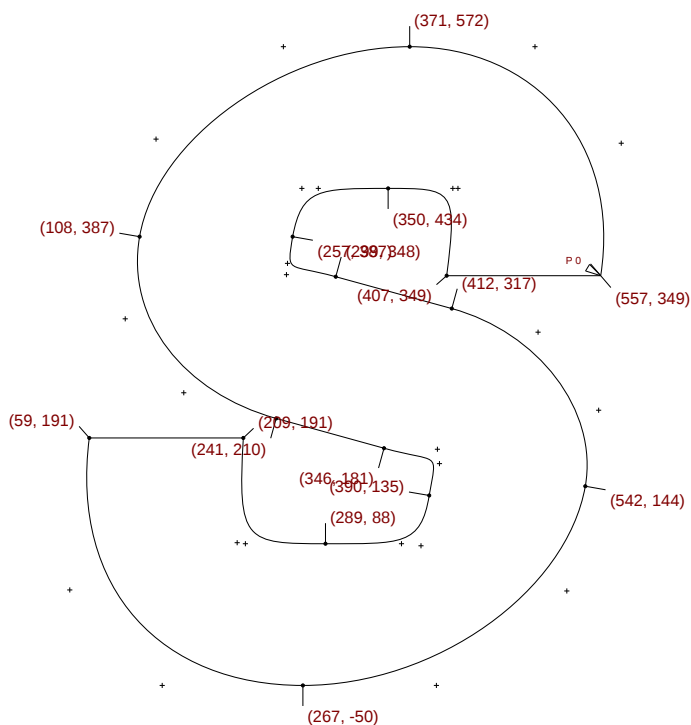
L = 56, R = 58 Width = 618

T = 428, B = -50, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



t

t

min = 45, -46 max = 574, 700

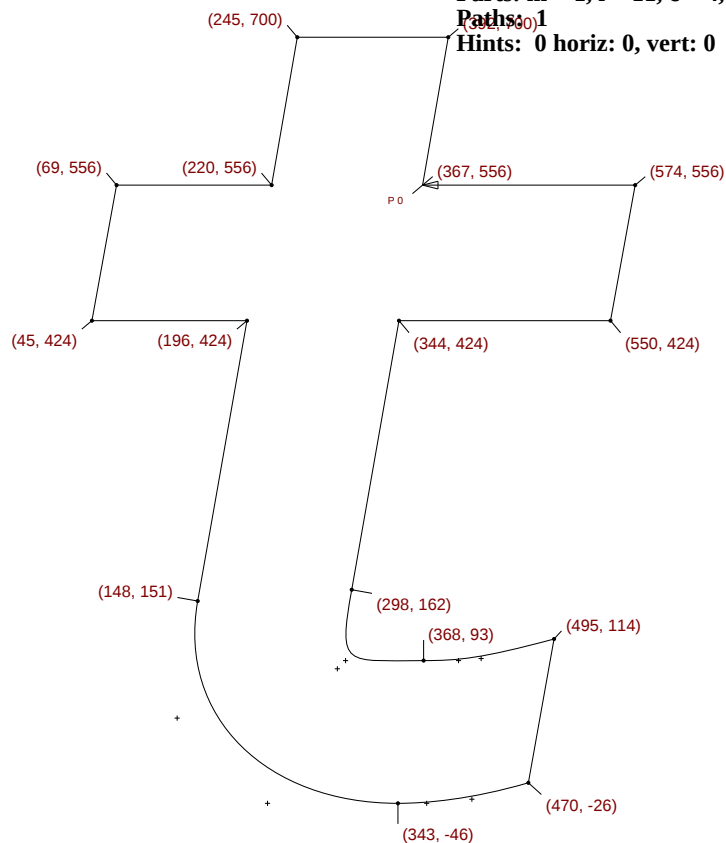
L = 45, R = 44 Width = 618

T = 300, B = -46, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



u

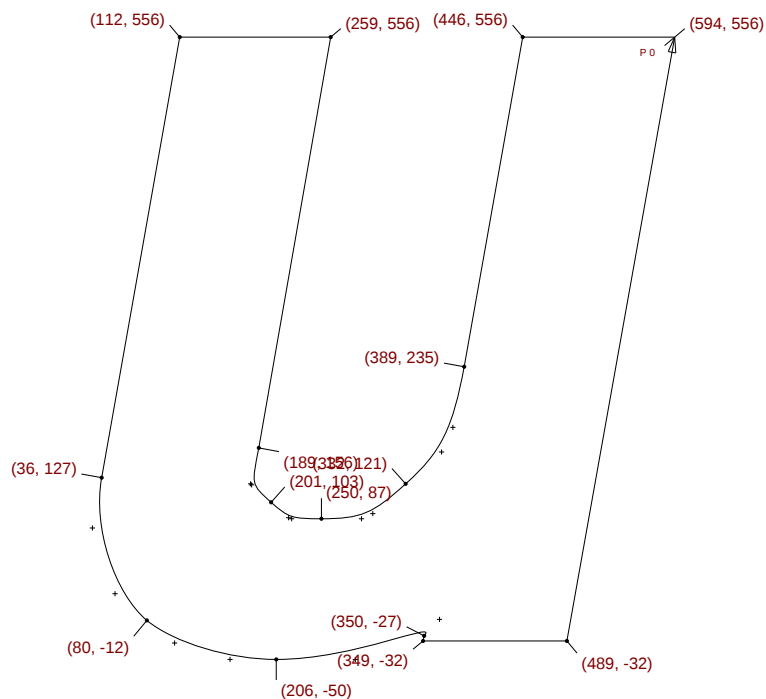
L = 34, R = 24 Width = 618

T = 444, B = -50, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



V**V**

min = 28, -32 max = 596, 556

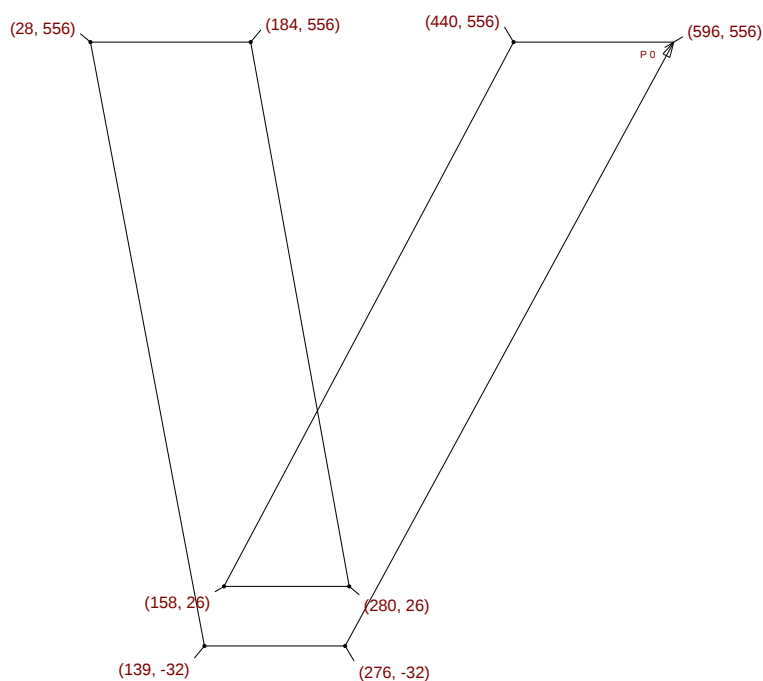
L = 28, R = 22 Width = 618

T = 444, B = -32, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



W**W**

min = -14, -32 max = 638, 556

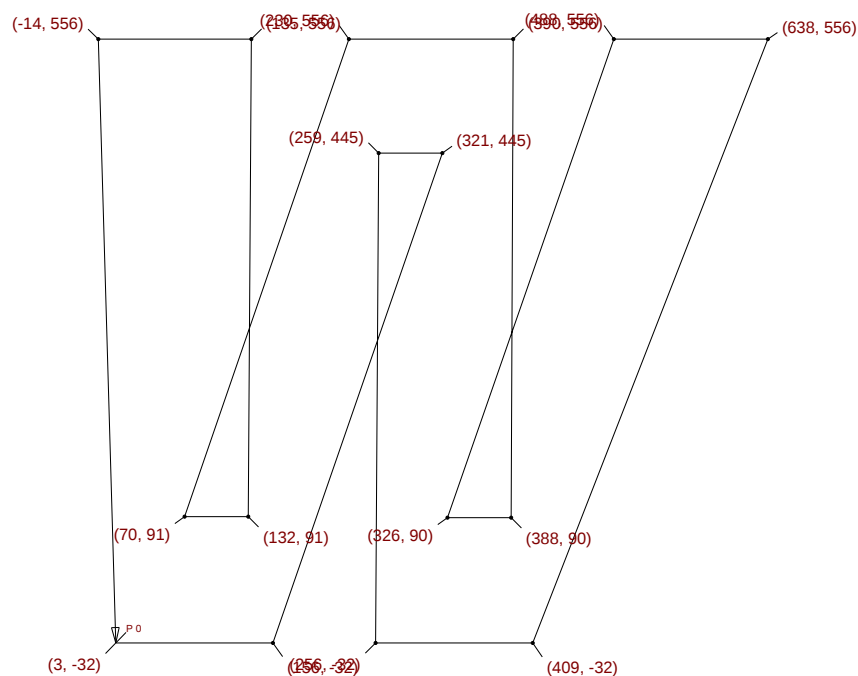
L = -14, R = -20 Width = 618

T = 444, B = -32, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



X**X**

min = -32, -32 max = 649, 556

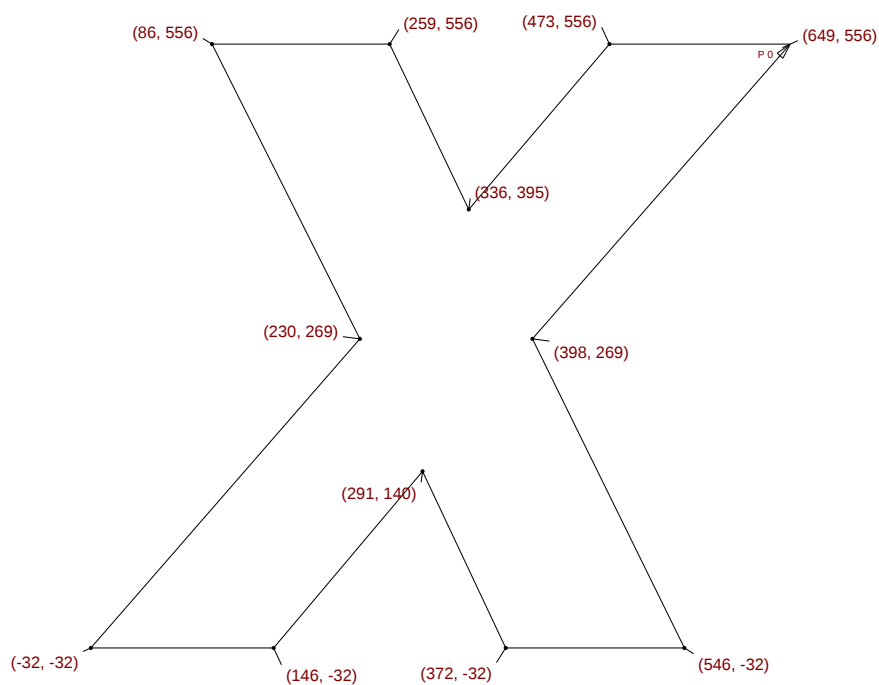
L = -32, R = -31 Width = 618

T = 444, B = -32, vAdv = 1000

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

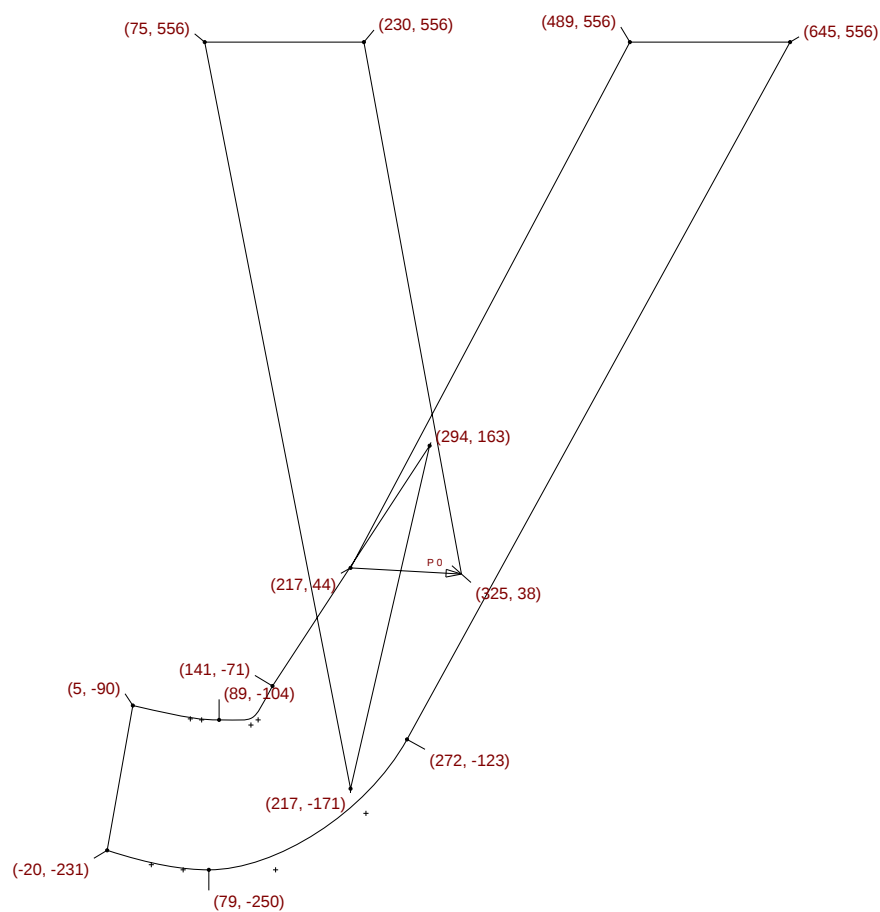
Paths: 1

Hints: 0 horiz: 0, vert: 0



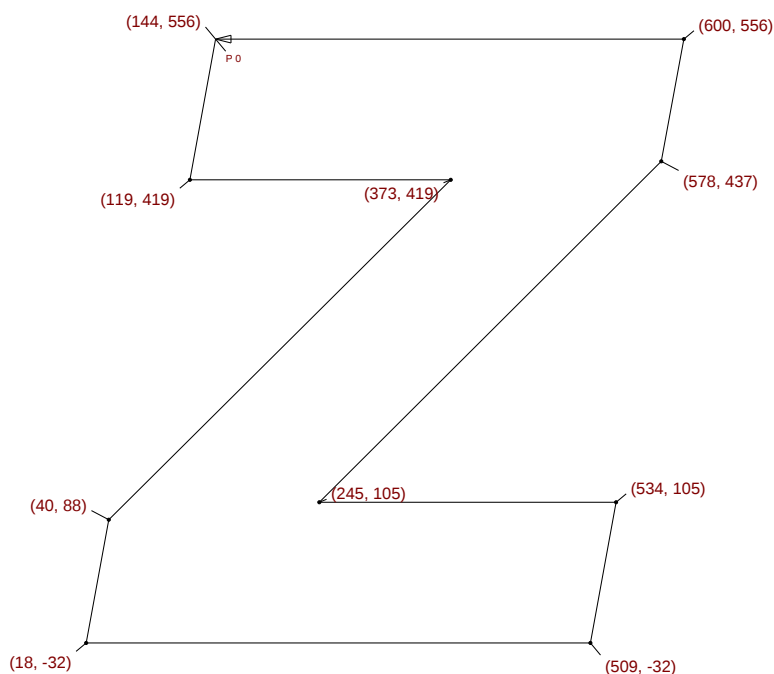
y

y
min = -20, -250 max = 645, 556
L = -20, R = -27 Width = 618
T = 444, B = -250, vAdv = 1000
Parts: m = 1, l = 9, c = 4, total = 14
Paths: 1
Hints: 0 horiz: 0, vert: 0



Z

Z
min = 18, -32 max = 600, 556
L = 18, R = 18 Width = 618
T = 444, B = -32, vAdv = 1000
Parts: m = 1, l = 9, c = 0, total = 10
Paths: 1
Hints: 0 horiz: 0, vert: 0



0

zero

min = 37, -40 max = 590, 740

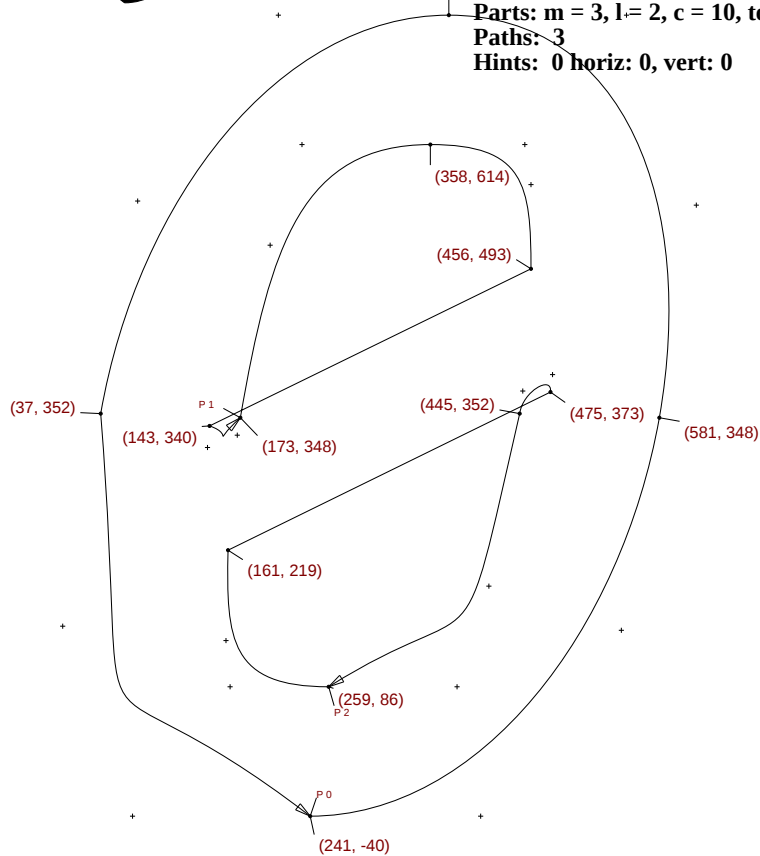
L = 37, R = 28 Width = 618

(37, 740) T = 260, B = -40, vAdv = 1000

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

Paths: 3

Hints: 0 horiz: 0, vert: 0



1**one**

min = 31, -32 max = 586, 732

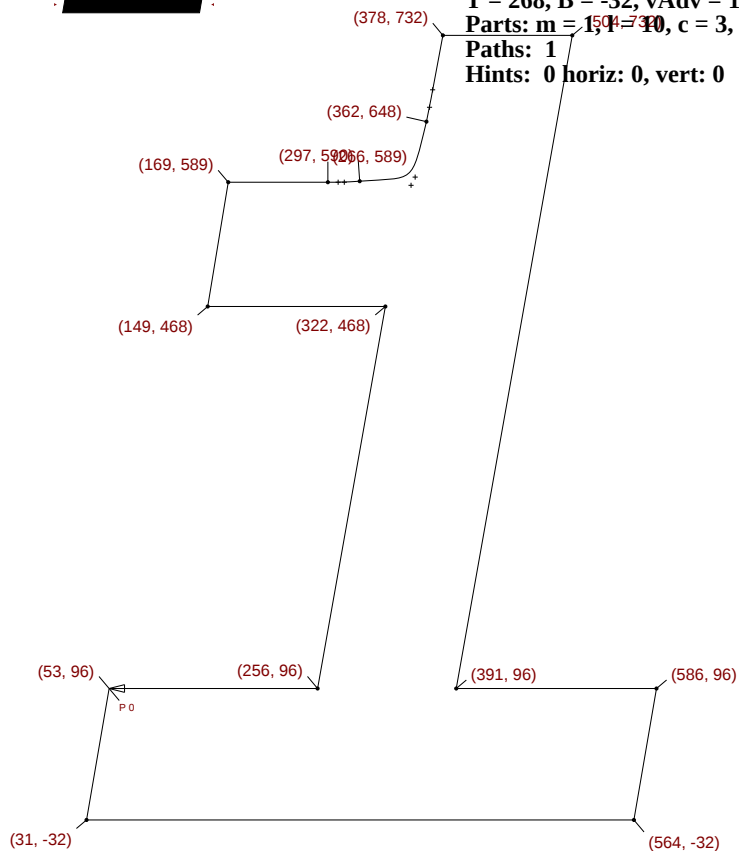
L = 31, R = 32 Width = 618

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

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



2

two

min = -15, -32 max = 613, 740

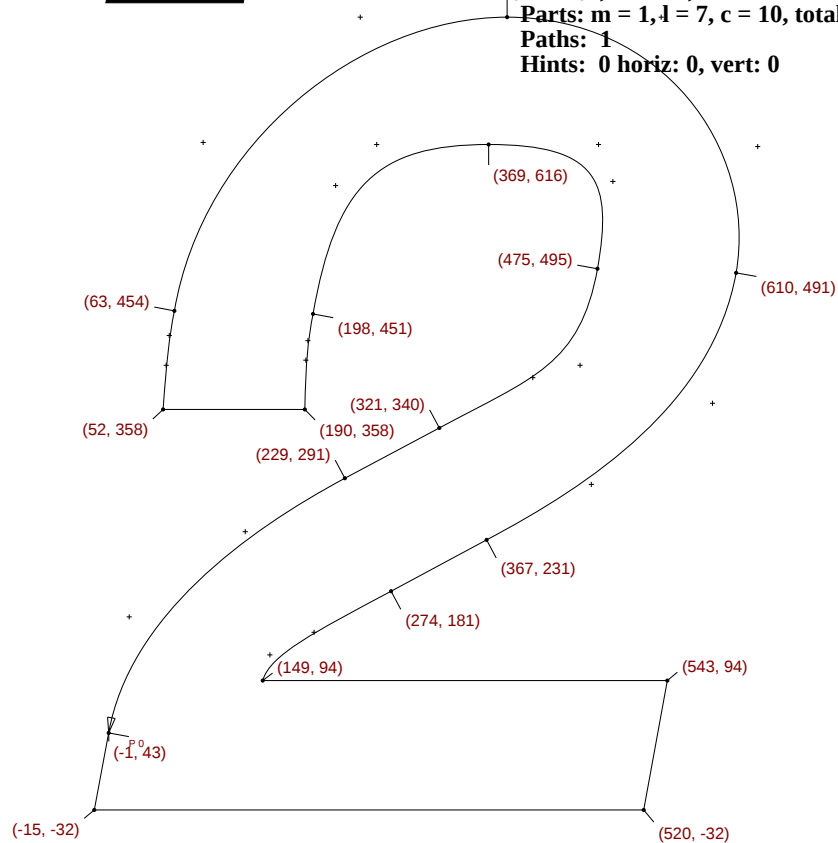
L = -15, R = 5 Width = 618

E = 260, B = -32, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



3

three

min = 25, -40 max = 610, 740

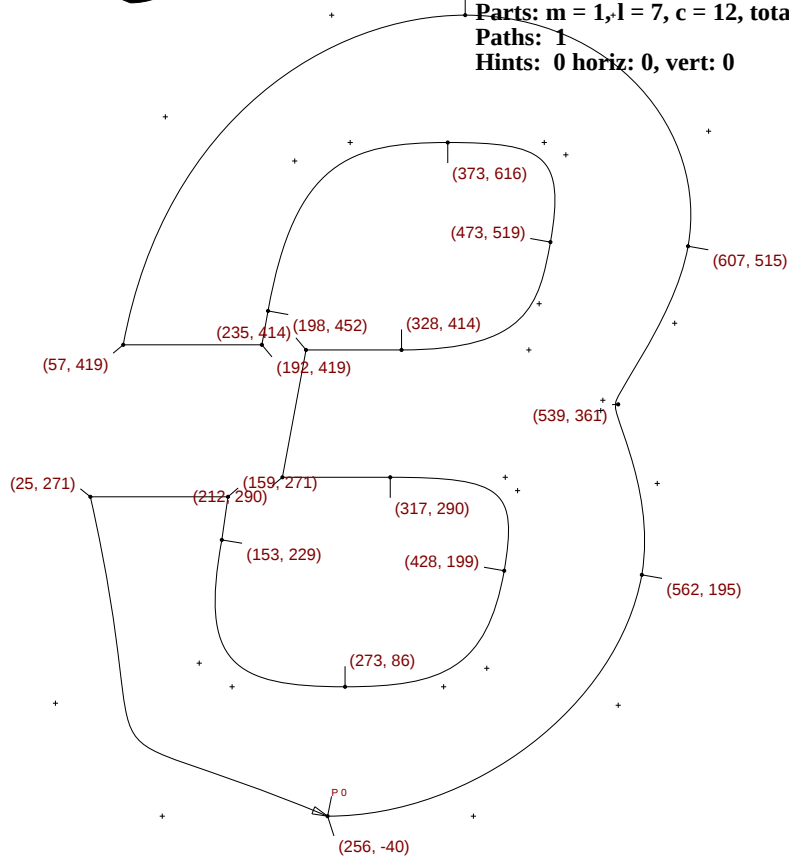
L = 25, R = 8 Width = 618

x0 = 260, B = -40, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



4

four

min = 9, -32 max = 609, 732

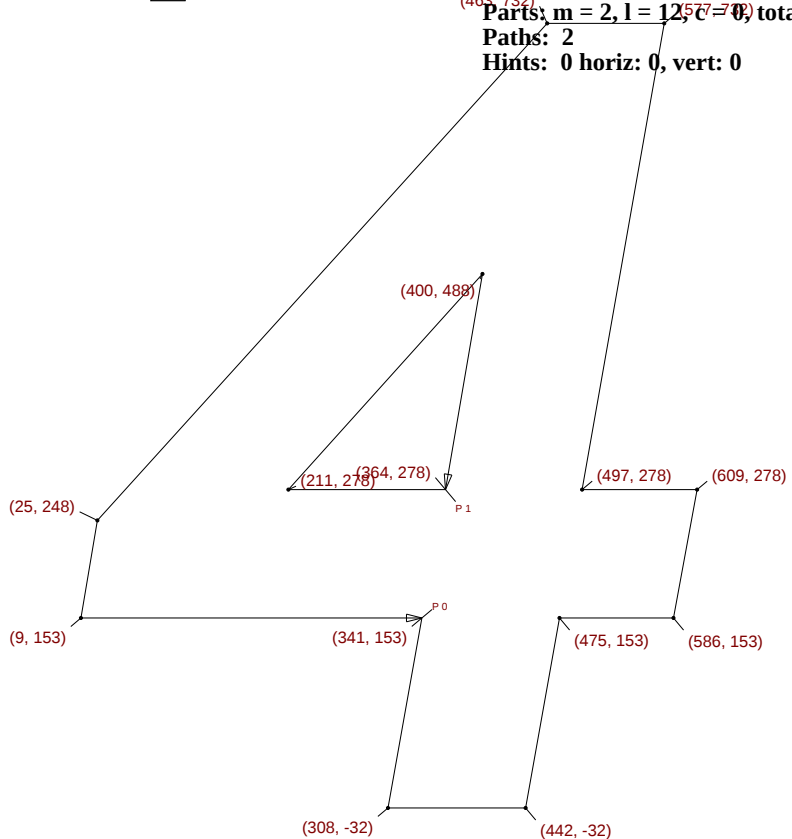
L = 9, R = 9 Width = 618

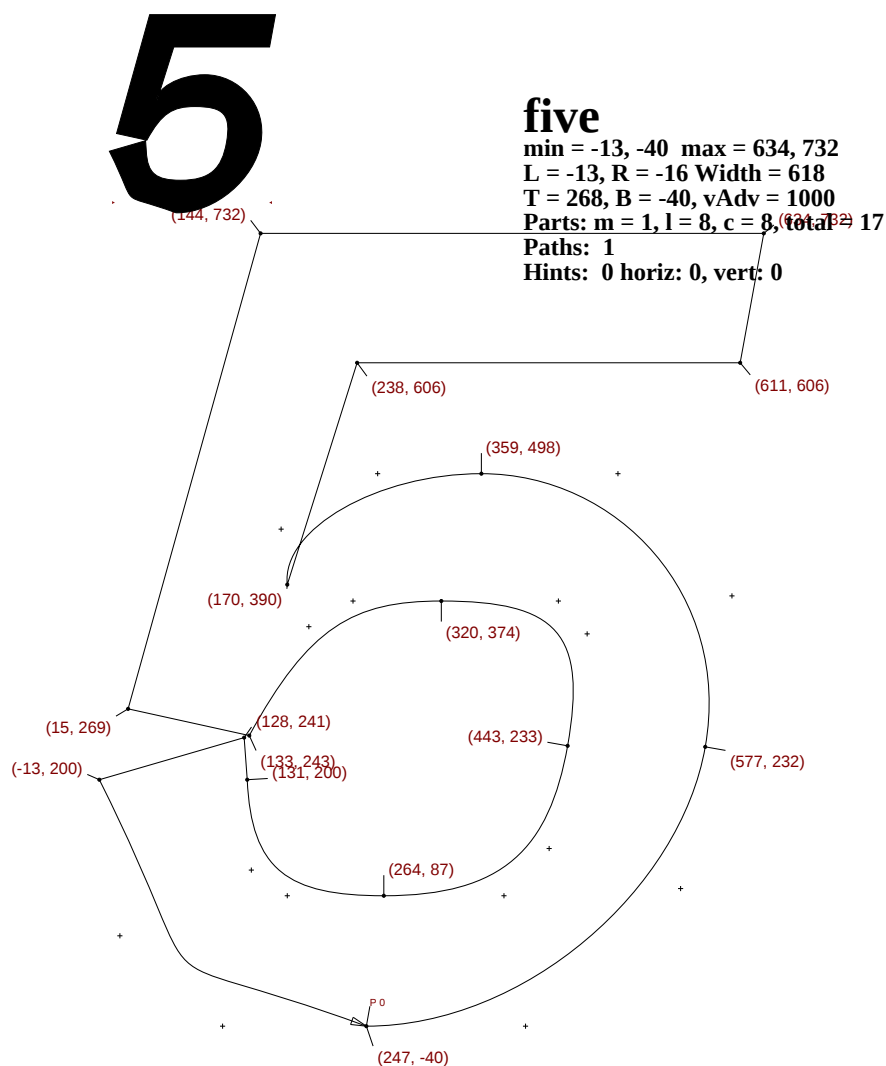
T = 268, B = -32, vAdv = 1000

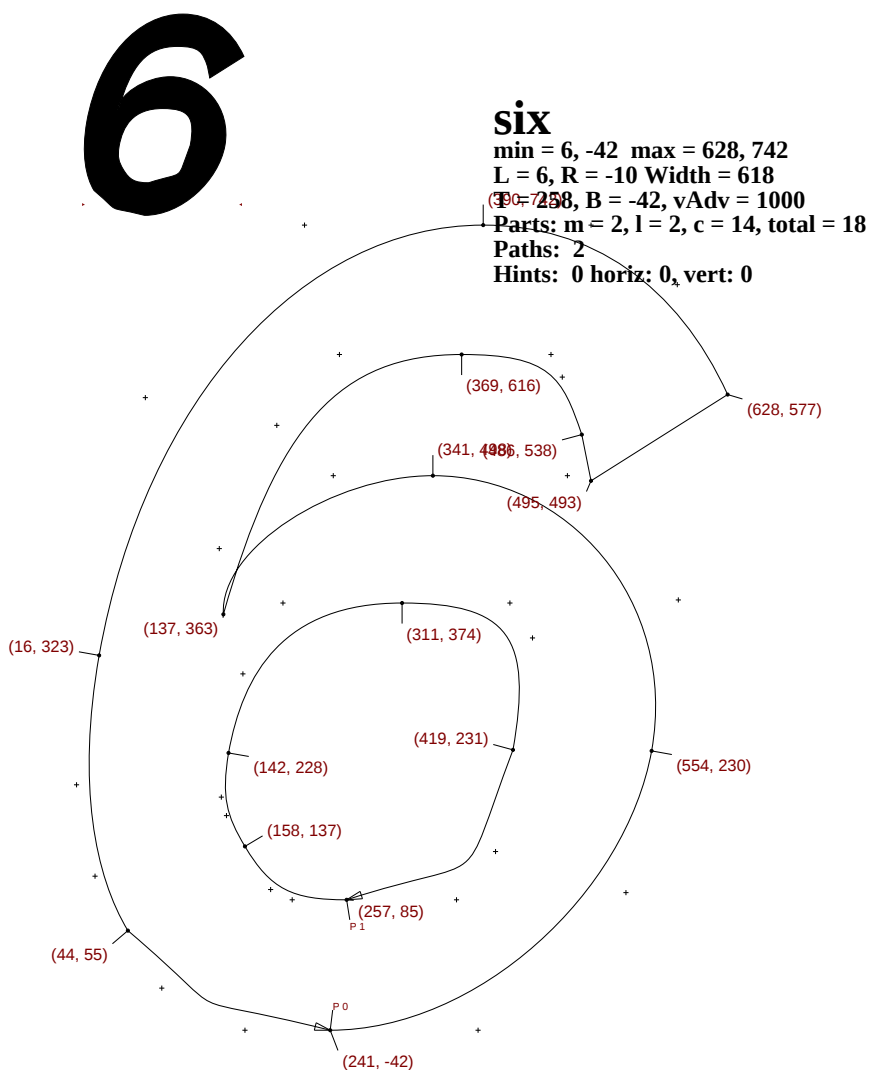
Parts: m = 2, l = 12, c = 0 total = 14

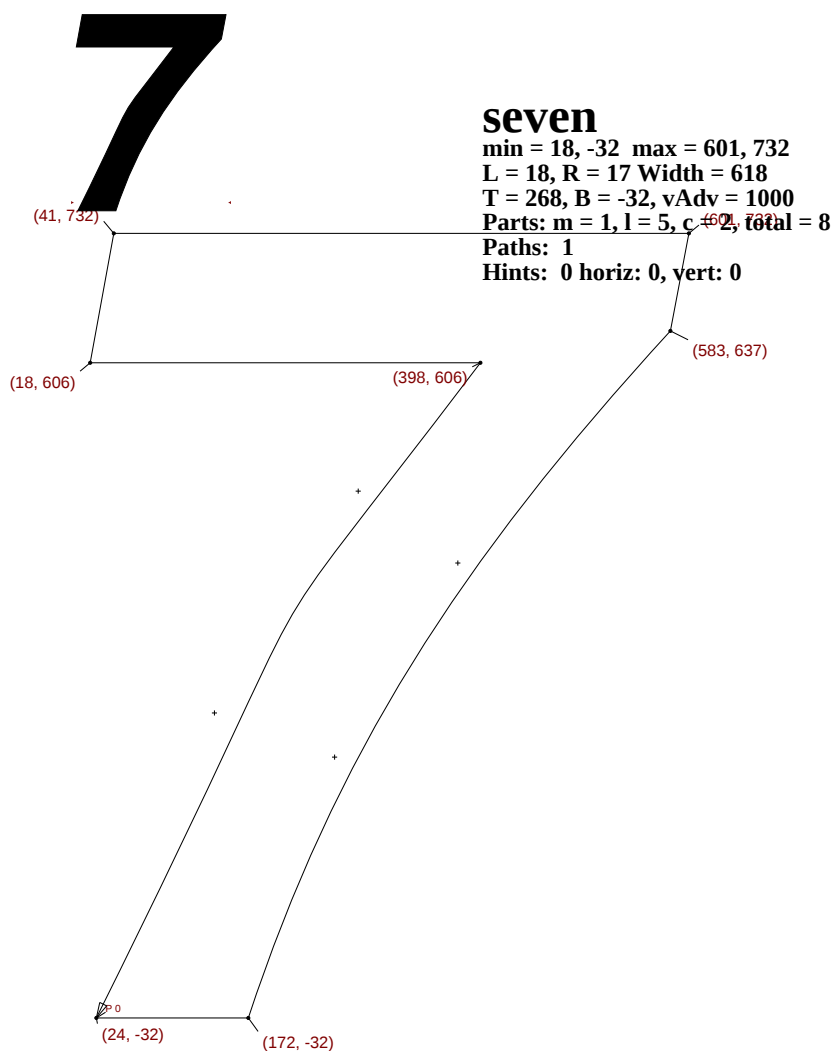
Paths: 2

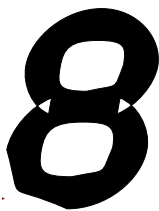
Hints: 0 horiz: 0, vert: 0





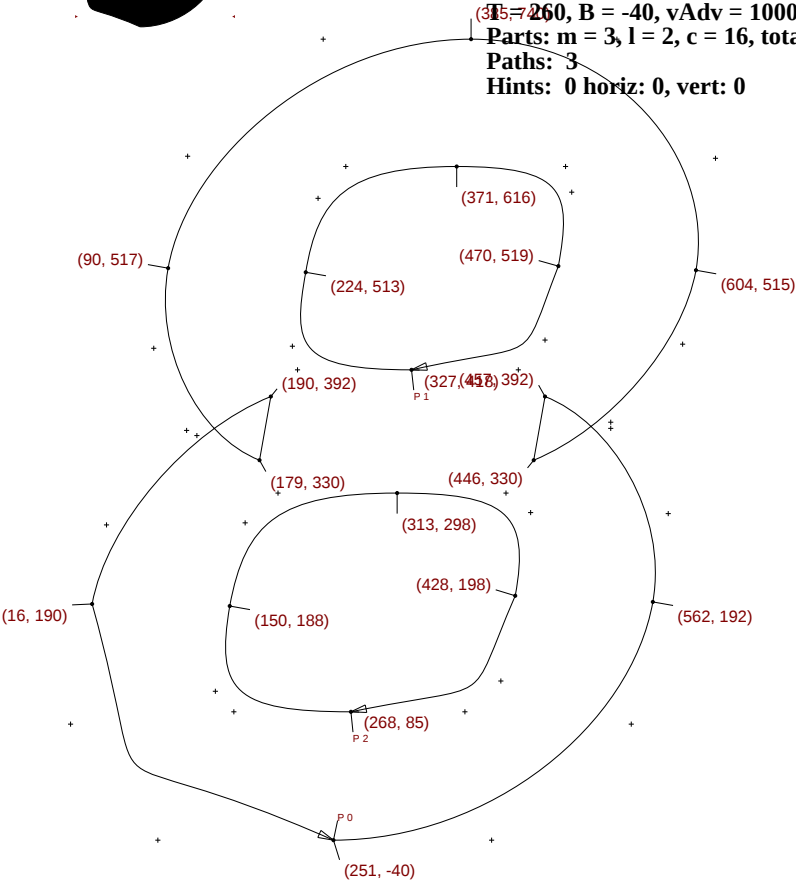


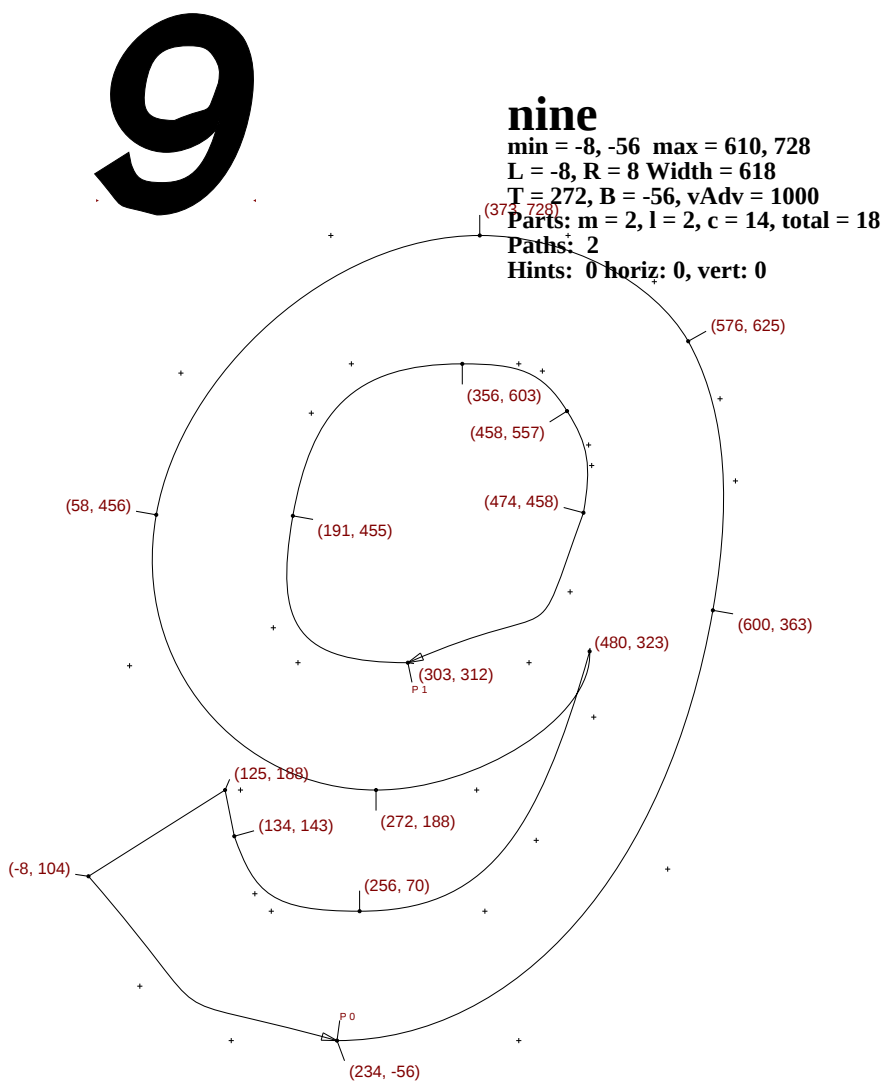




eight

min = 16, -40 max = 606, 740
L = 16, R = 12 Width = 618
T = 260, B = -40, vAdv = 1000
Parts: m = 3, l = 2, c = 16, total = 21
Paths: 3
Hints: 0 horiz: 0, vert: 0





C

uni0186.smcp

min = 80, -2 max = 509, 522

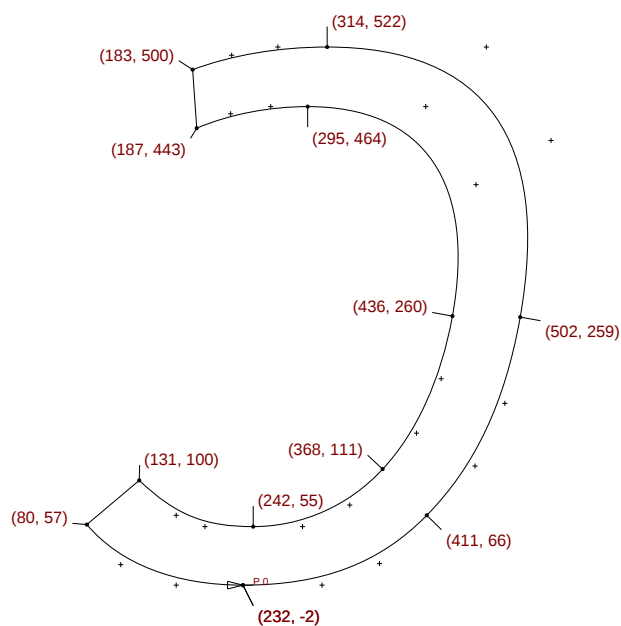
L = 80, R = 109 Width = 618

T = 478, B = -2, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



E

uni0190.smcp

min = 109, -2 max = 521, 522

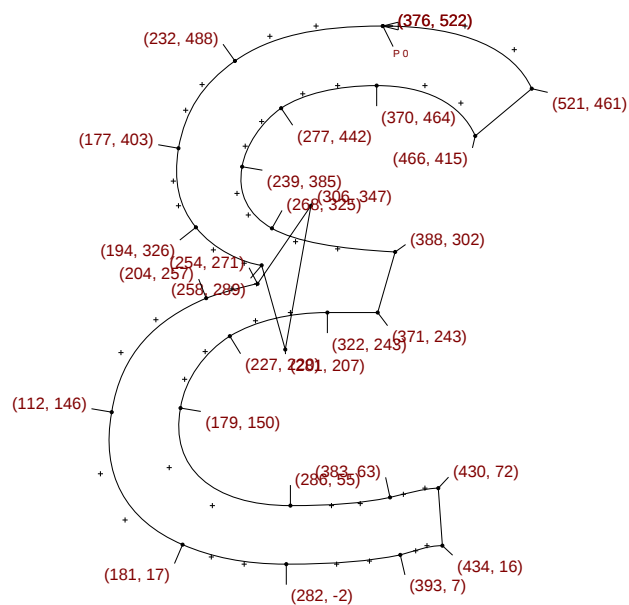
L = 109, R = 97 Width = 618

T = 478, B = -2, vAdv = 1000

Parts: m = 1, l = 8, c = 21, total = 30

Paths: 1

Hints: 0 horiz: 0, vert: 0



B

uni0181.smcp

min = 87, -31 max = 530, 555

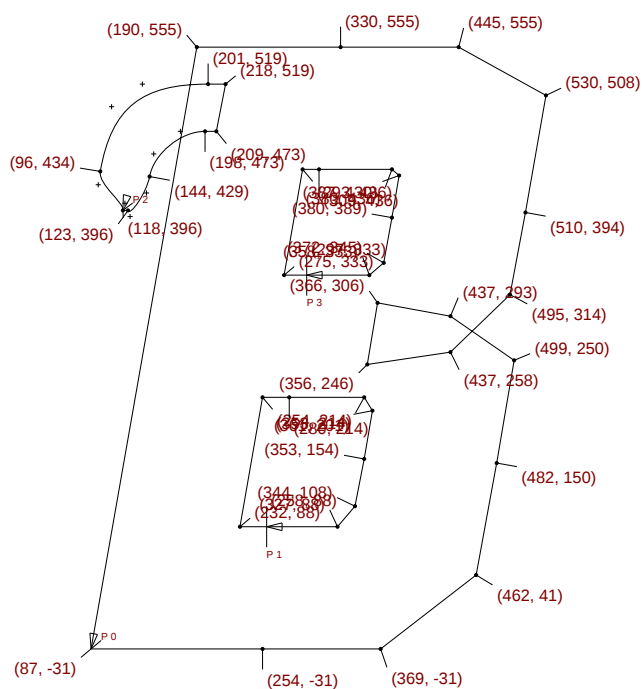
L = 87, R = 88 Width = 618

T = 445, B = -31, vAdv = 1000

Parts: $m = 4$, $l = 35$, $c = 4$, total = 43

Paths: 4

Hints: 0 horiz: 0, vert: 0



D**uni018A.smcp**

min = 85, -31 max = 531, 555

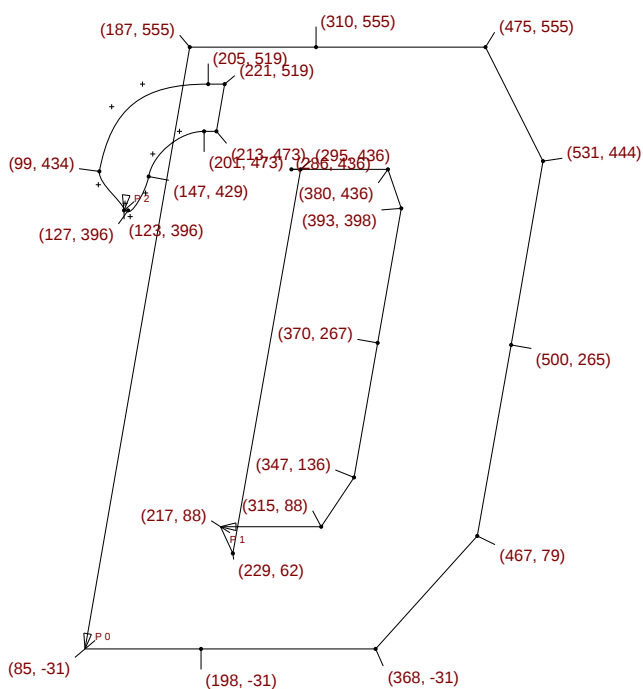
L = 85, R = 87 Width = 618

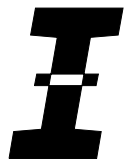
T = 445, B = -31, vAdv = 1000

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

Paths: 3

Hints: 0 horiz: 0, vert: 0



**uni0197.smcp**

min = 87, -31 max = 531, 555

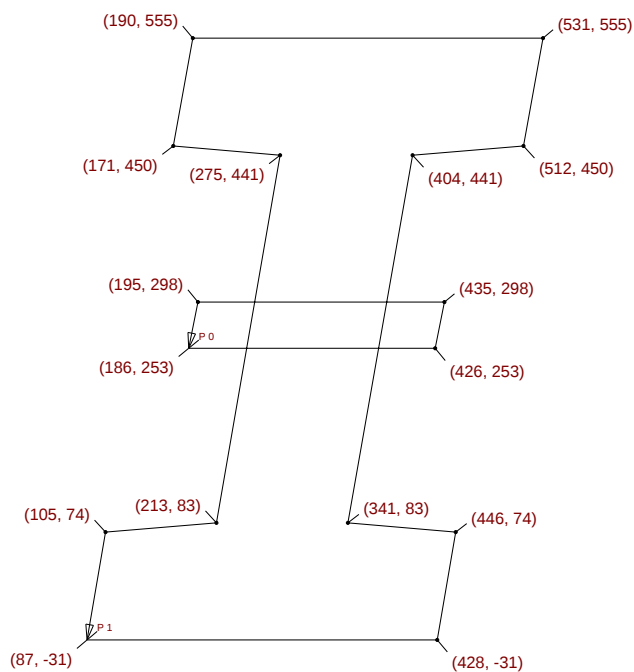
L = 87, R = 87 Width = 618

T = 445, B = -31, vAdv = 1000

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

Paths: 2

Hints: 0 horiz: 0, vert: 0



l

uni0196.smcp

min = 175, -2 max = 441, 544

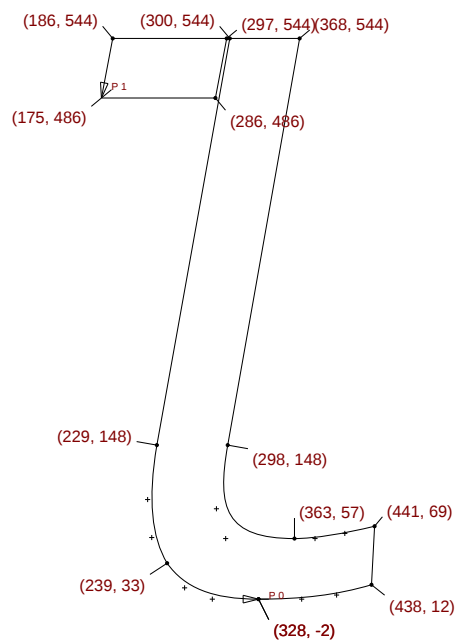
L = 175, R = 177 Width = 618

T = 456, B = -2, vAdv = 1000

Parts: m = 2, l = 8, c = 5, total = 15

Paths: 2

Hints: 0 horiz: 0, vert: 0



N**uni019D.smcp**

min = 49, -168 max = 570, 514

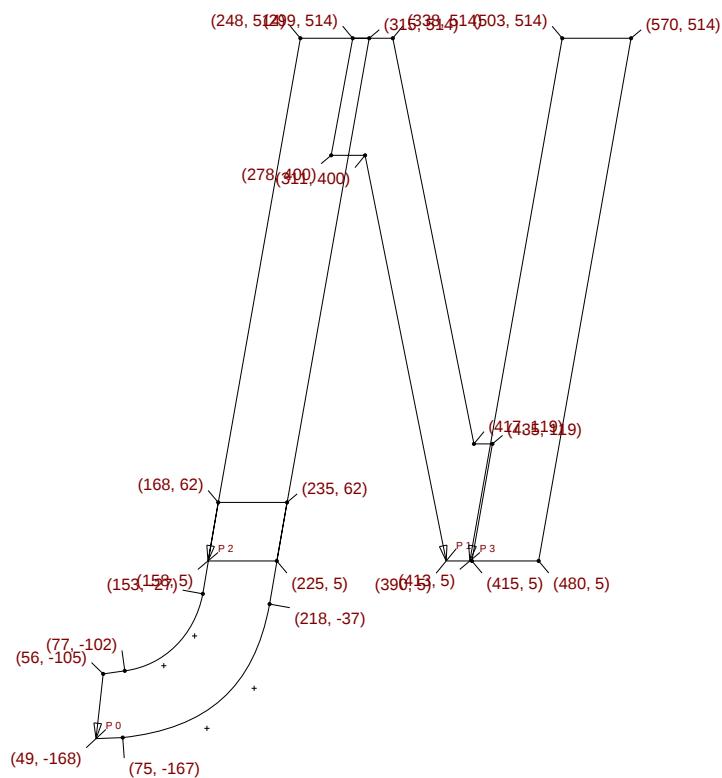
L = 49, R = 48 Width = 618

T = 486, B = -168, vAdv = 1000

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

Paths: 4

Hints: 0 horiz: 0, vert: 0



U

uni01B2.smcp

min = 125, -2 max = 504, 514

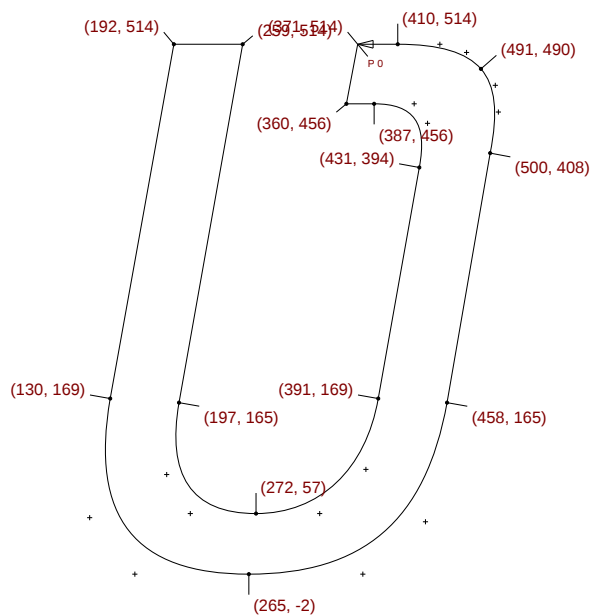
L = 125, R = 114 Width = 618

T = 486, B = -2, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



**uni0244.smcp**

min = 67, -38 max = 553, 555

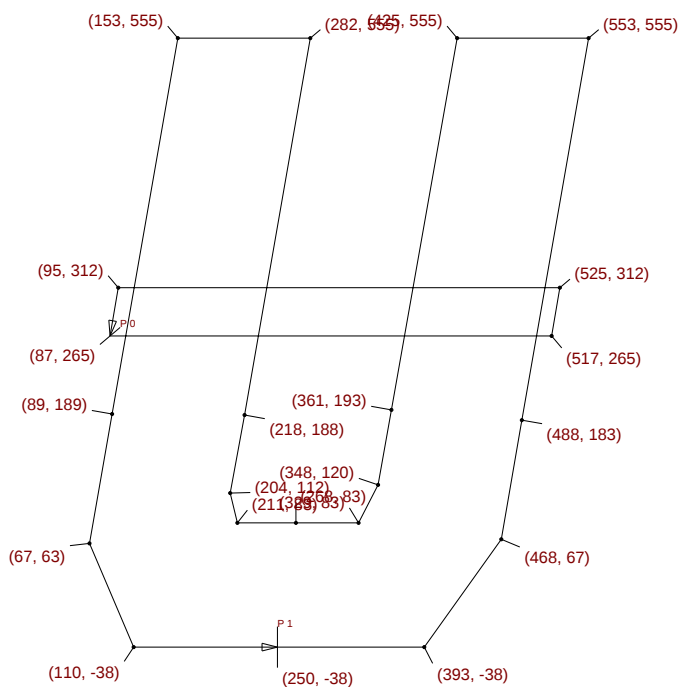
L = 67, R = 65 Width = 618

T = 445, B = -38, vAdv = 1000

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

Paths: 2

Hints: 0 horiz: 0, vert: 0



/

uniA78B.smcp

min = 211, 135 max = 408, 555

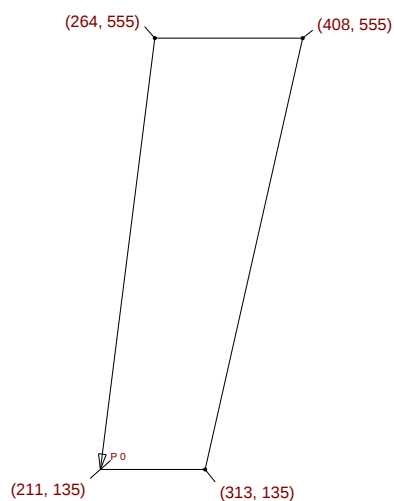
L = 211, R = 210 Width = 618

T = 445, B = 135, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



**uni0254**

min = 34, -42 max = 585, 566

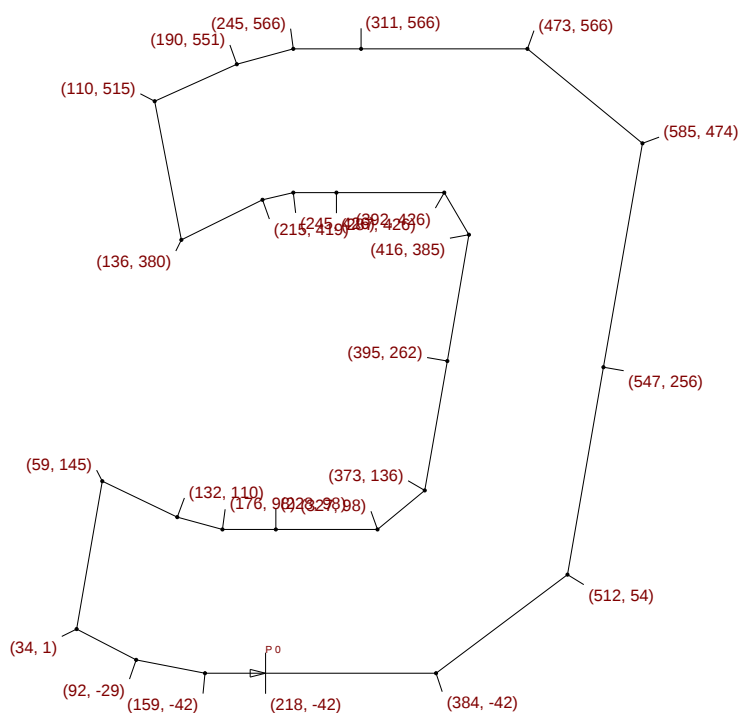
L = 34, R = 33 Width = 618

T = 434, B = -42, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



E**uni025B**

min = 34, -42 max = 590, 566

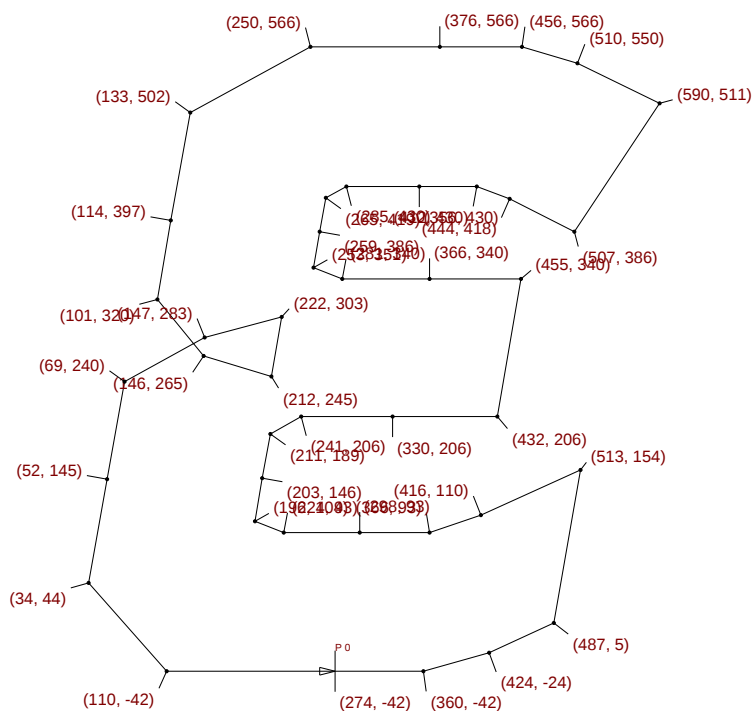
L = 34, R = 28 Width = 618

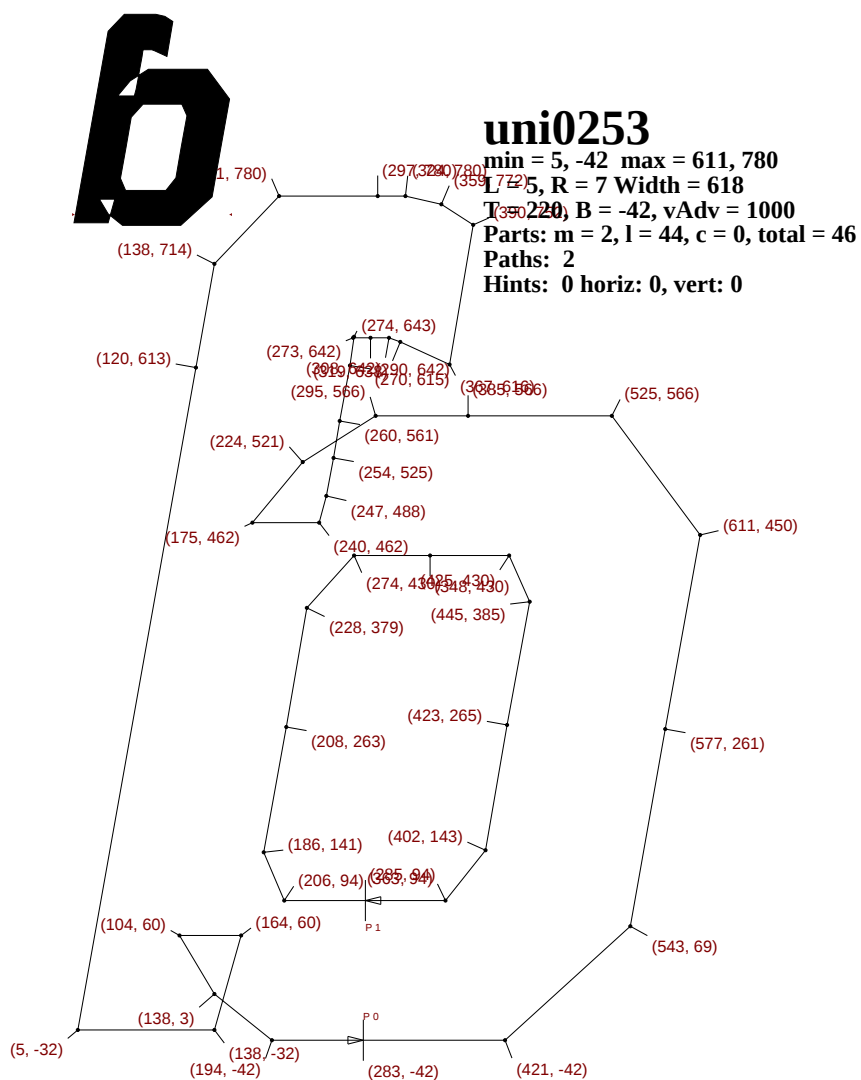
T = 434, B = -42, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0





d**uni0257**

min = -51, -42 max = 668, 780

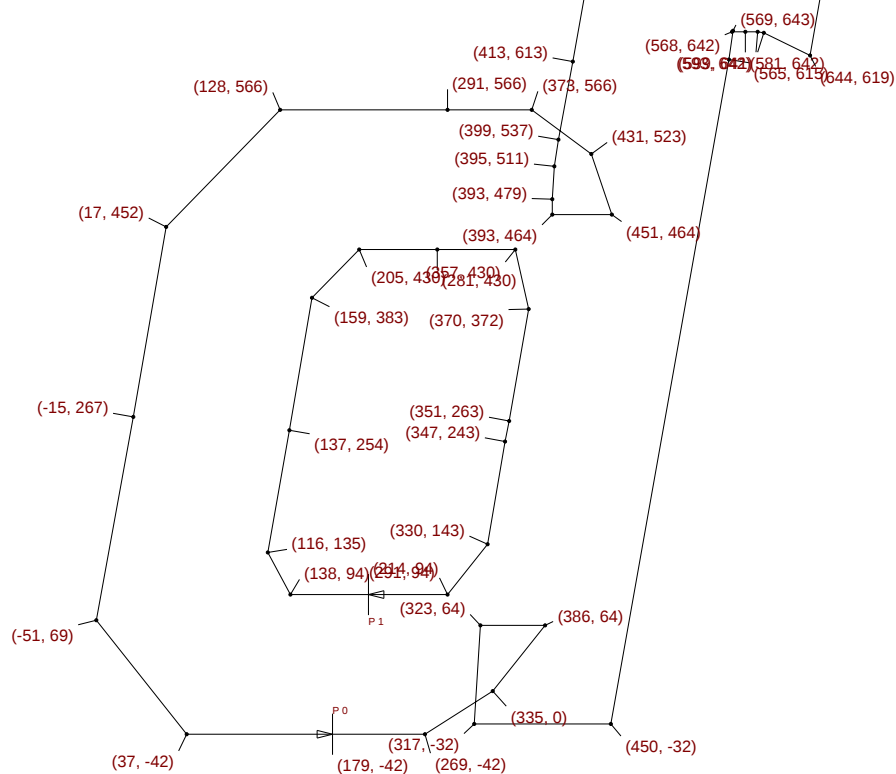
L = -51, R = -50 Width = 618

T = 220, B = -42, vAdv = 1000

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

Paths: 2

Hints: 0 horiz: 0, vert: 0



i**i.loclTRK**

min = 53, -32 max = 565, 731

L = 53, R = 53 Width = 618

T = 269, B = -32, vAdv = 1000

Parts: m = 2, e = 3, c = 0, total = 14

Paths: 2

Hints: 0 horiz: 0, vert: 0

