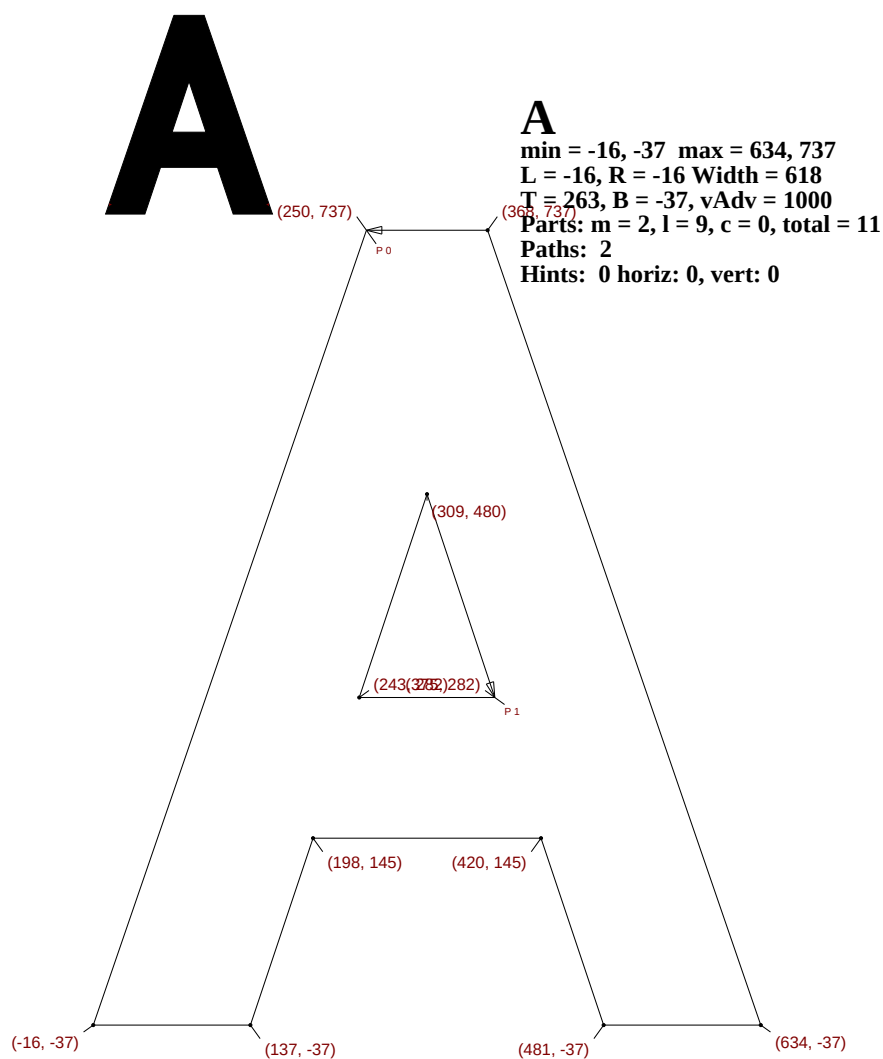
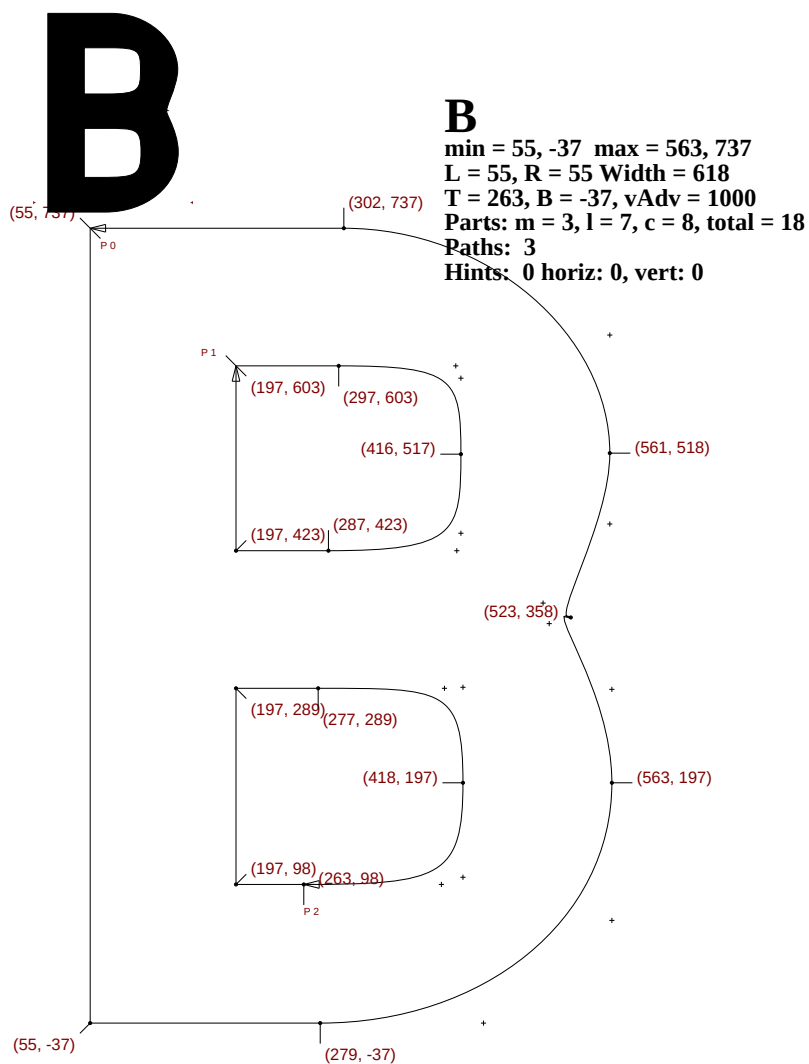
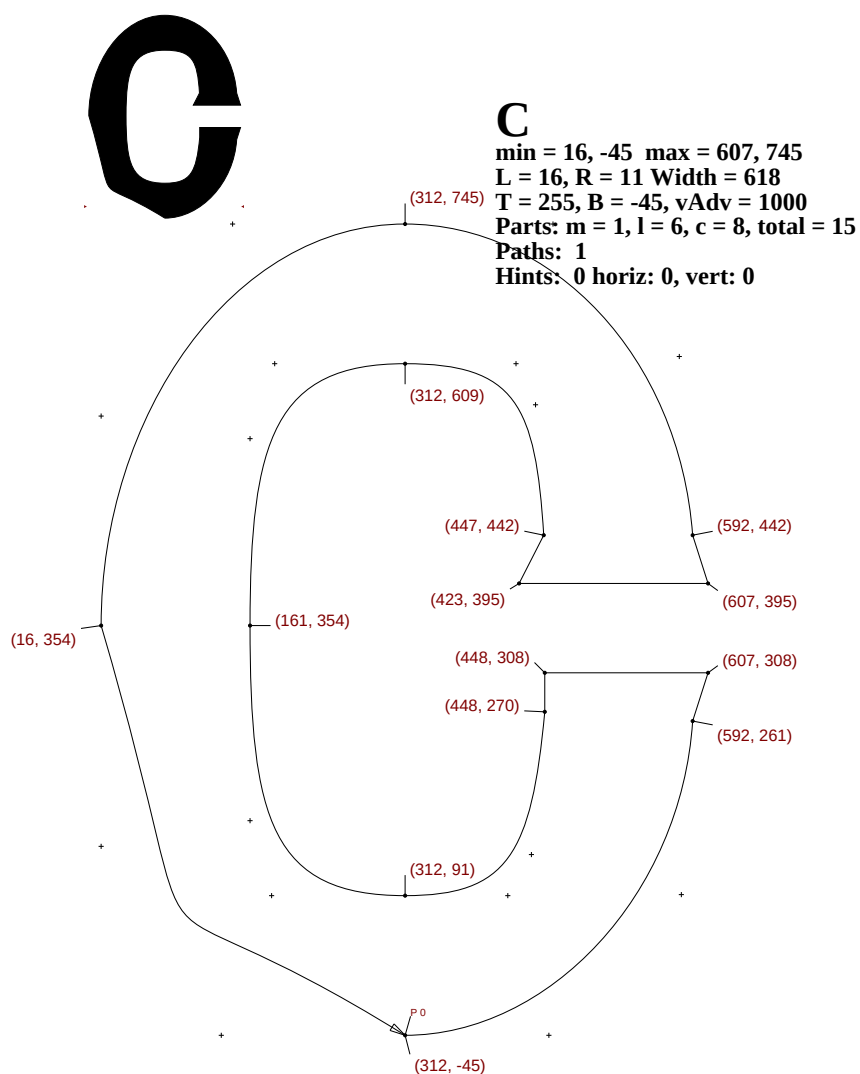
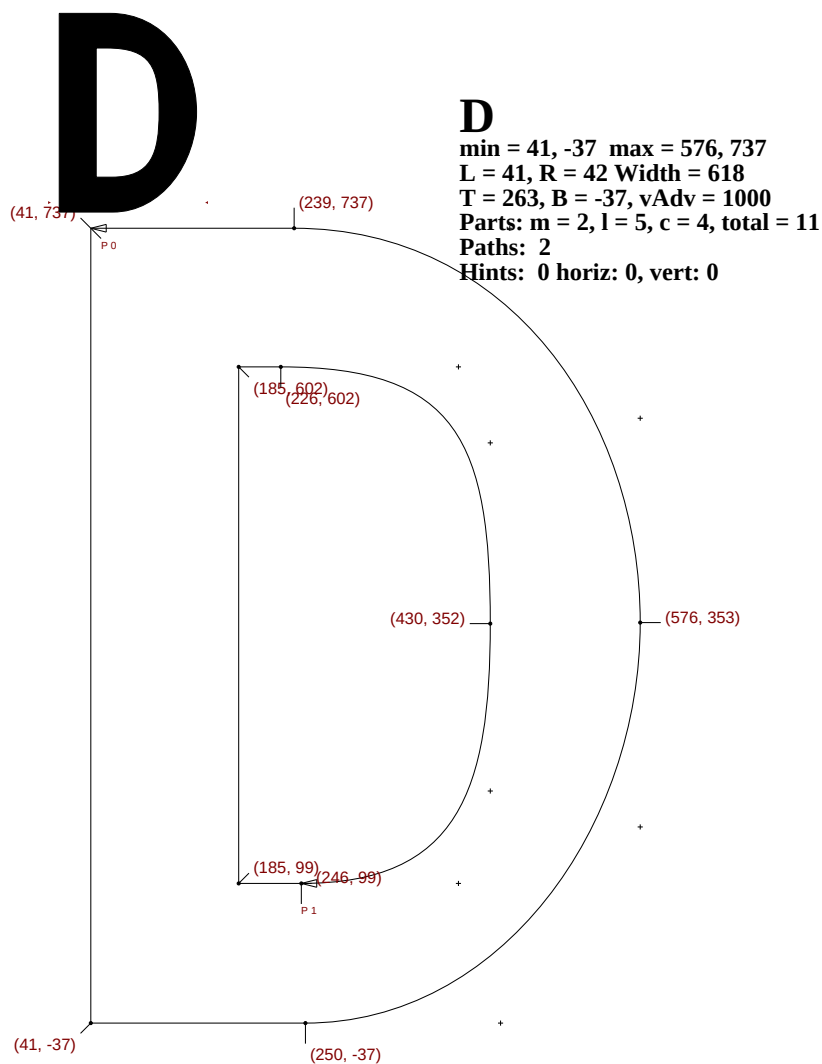
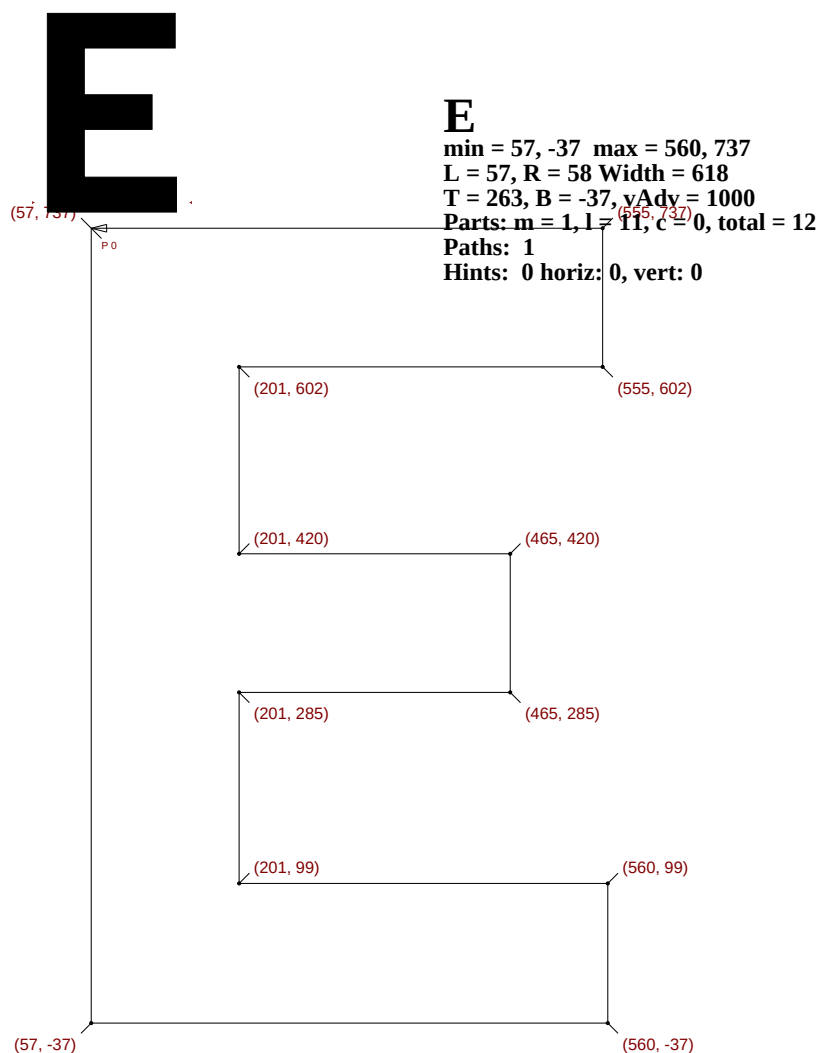


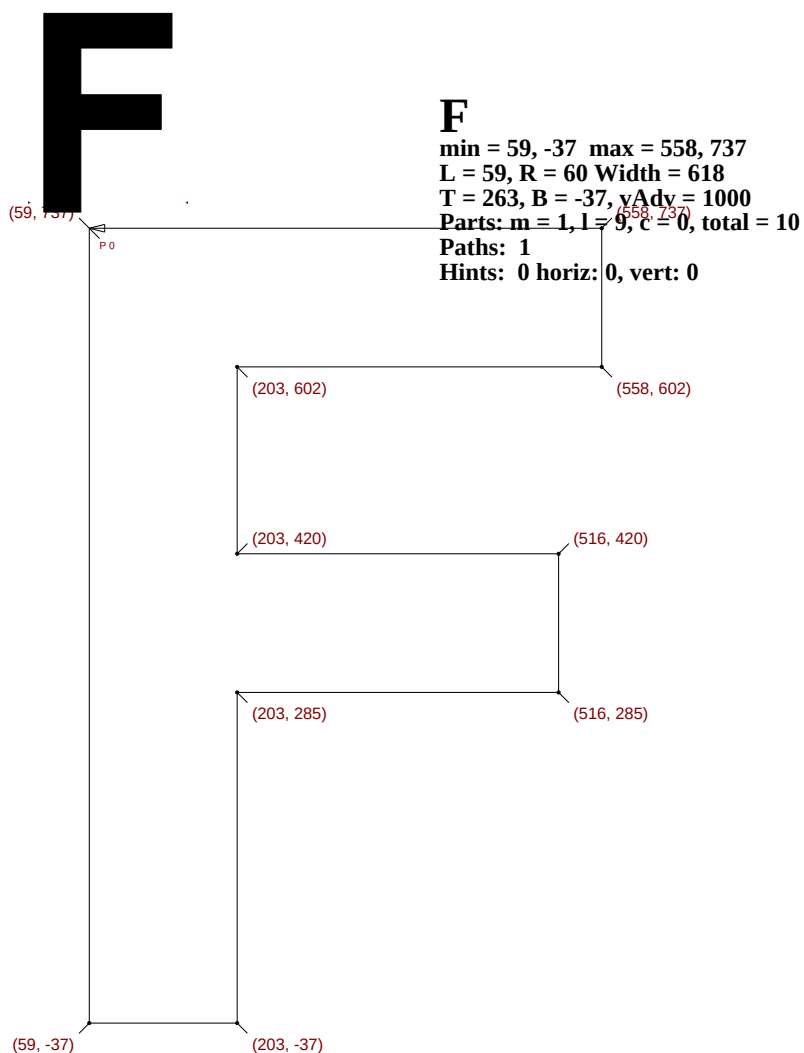


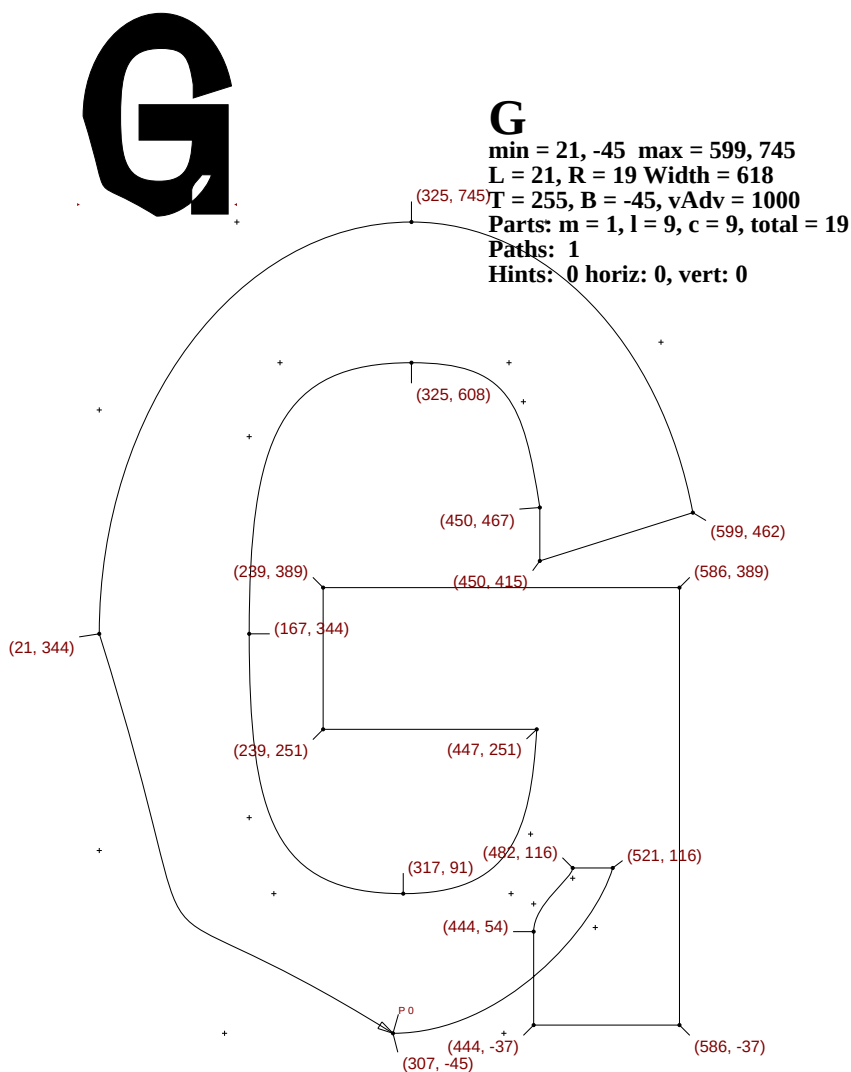


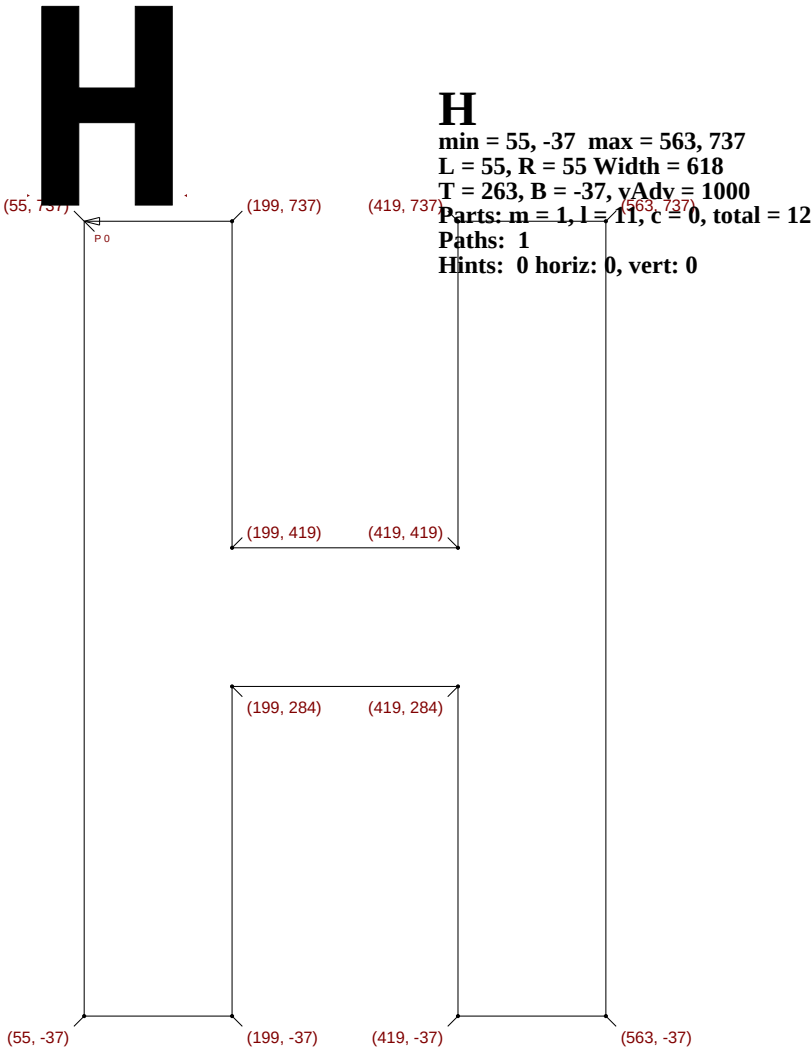


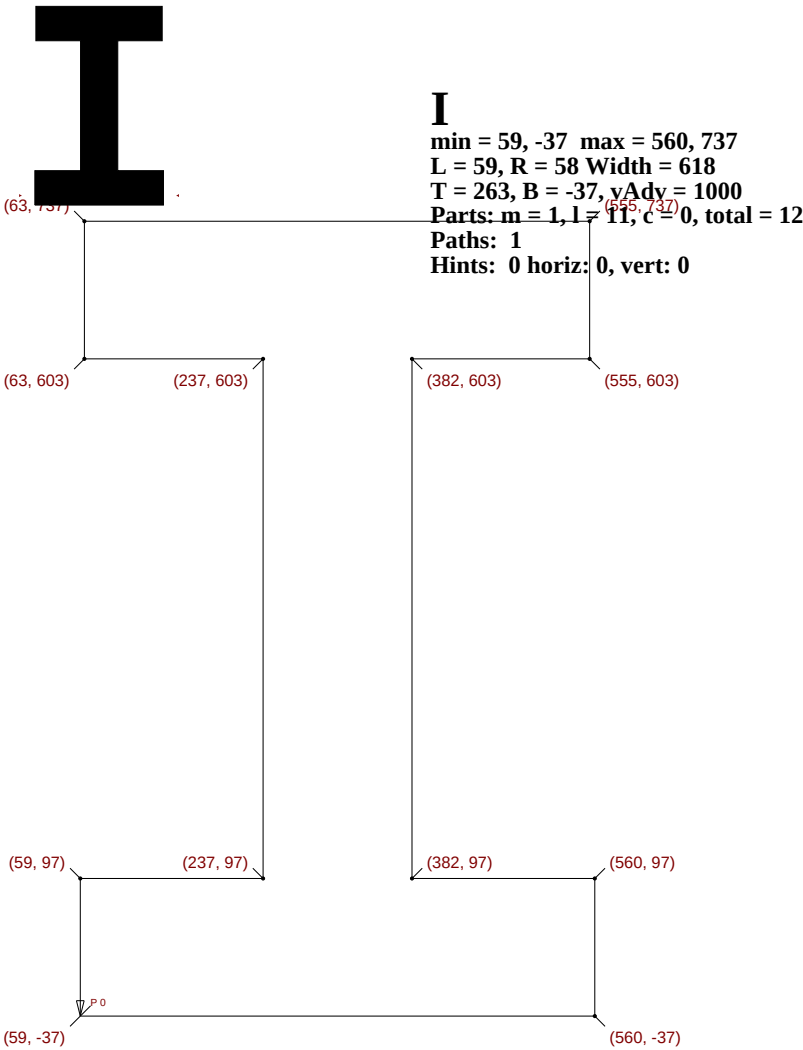












J

J

min = 34, -45 max = 576, 737

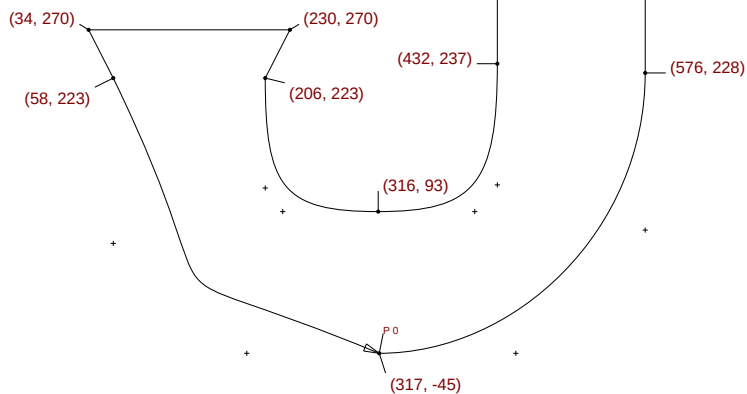
L = 34, R = 42 Width = 618

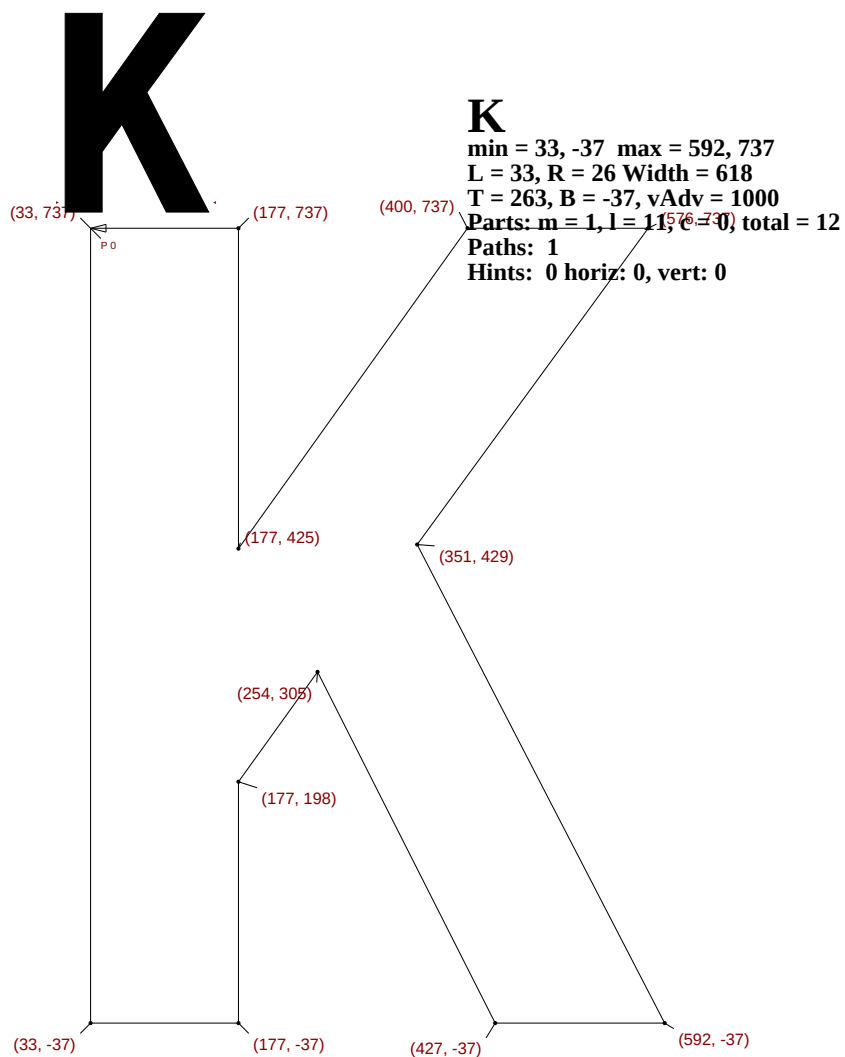
T = 263, B = -45, vAdv = 1000

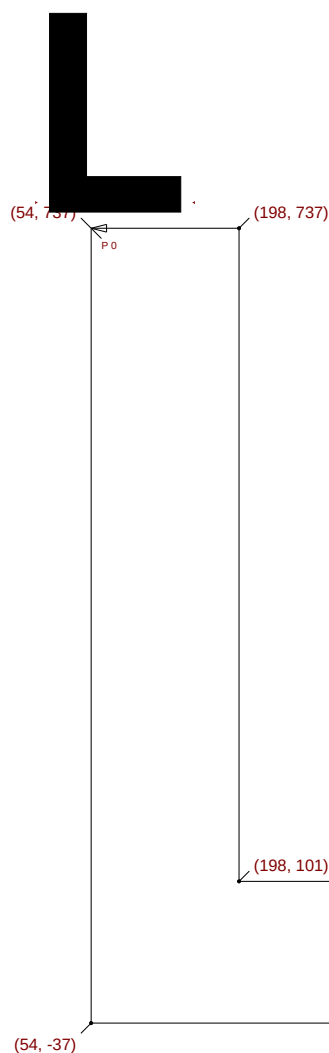
Parts: m = 1, l = 6, c = 4, total = 11

Paths: 1

Hints: 0 horiz: 0, vert: 0





**L**

min = 54, -37 max = 565, 737

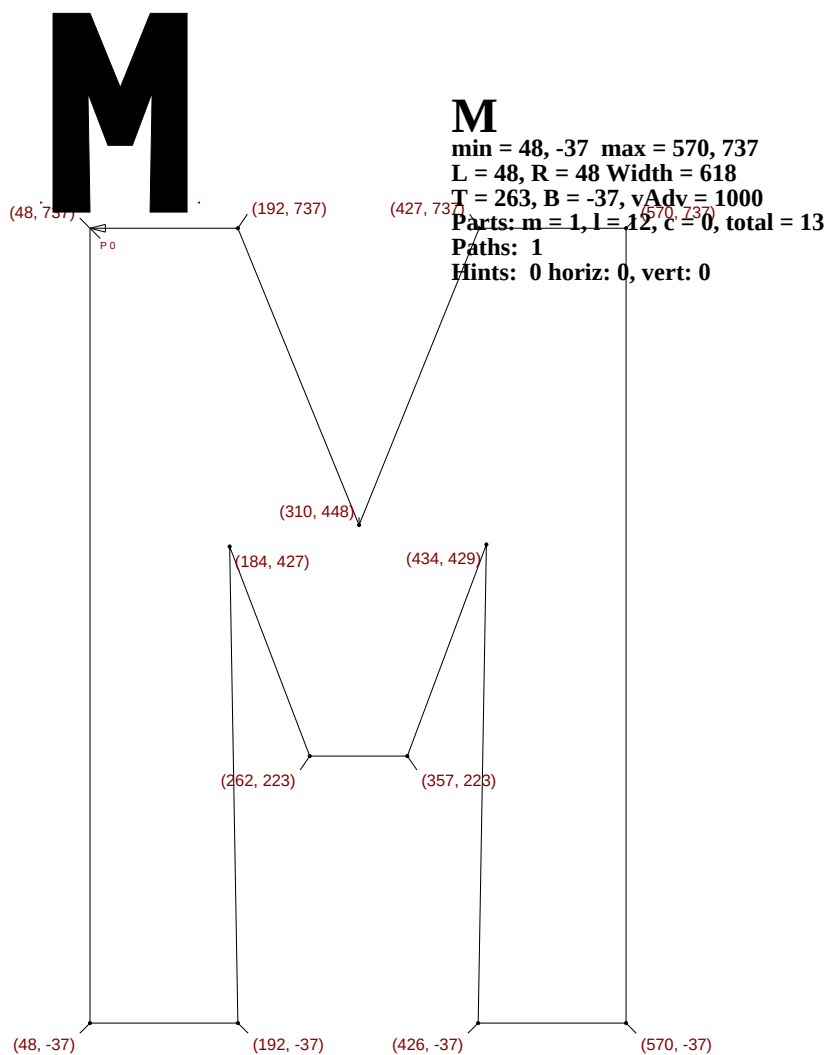
L = 54, R = 53 Width = 618

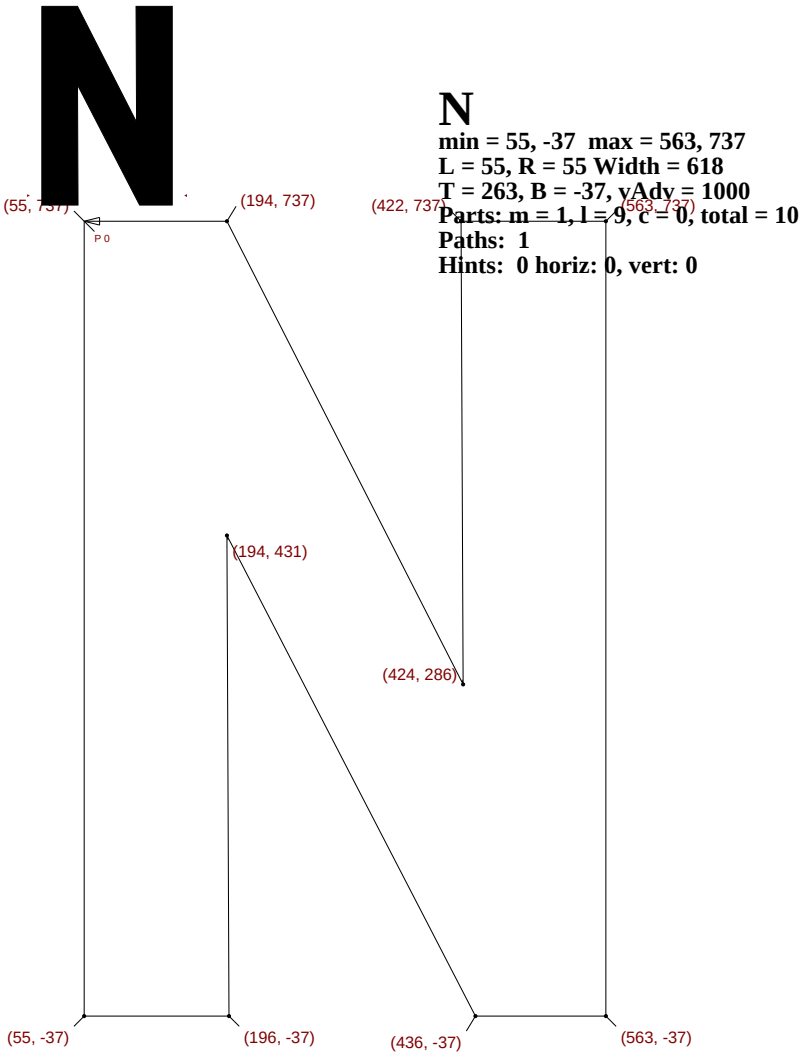
T = 263, B = -37, vAdv = 1000

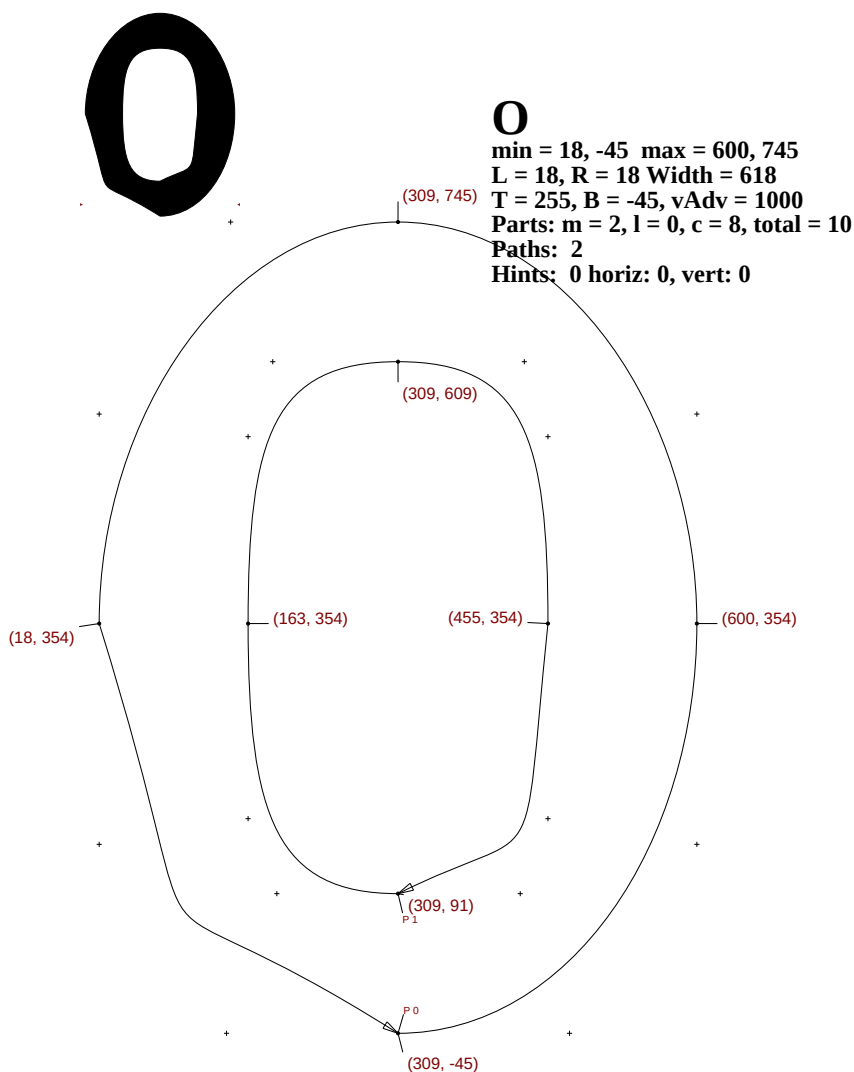
Parts: m = 1, l = 5, c = 0, total = 6

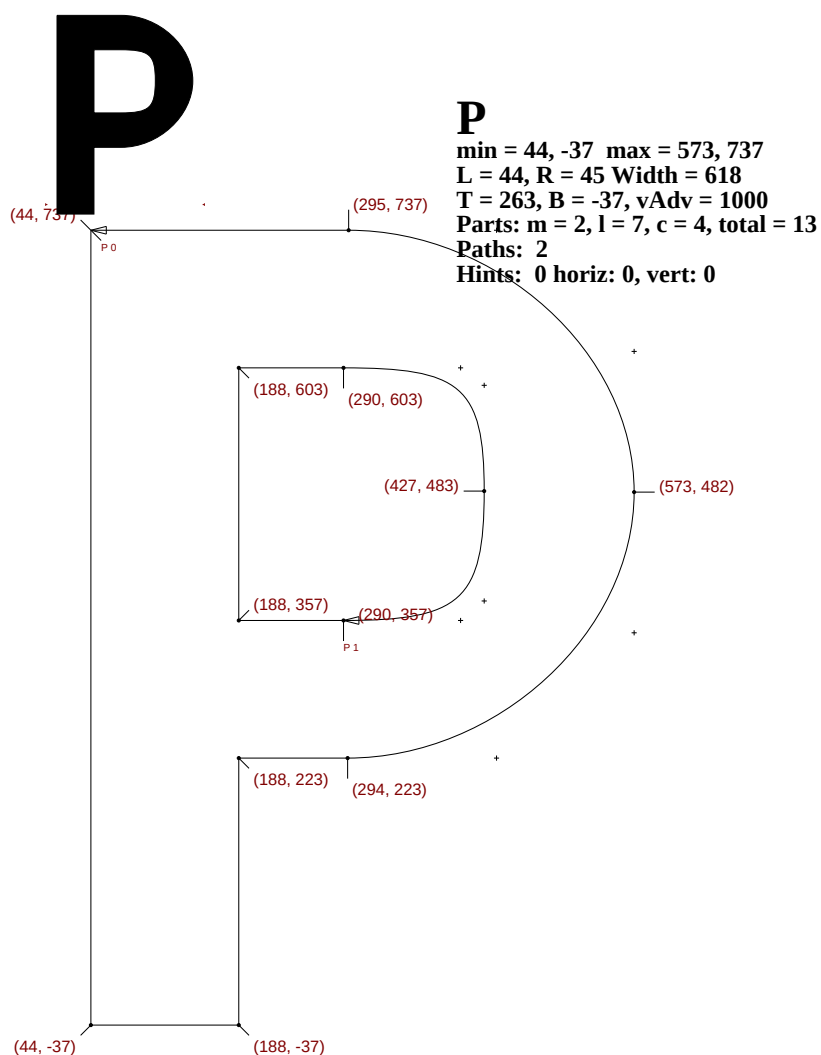
Paths: 1

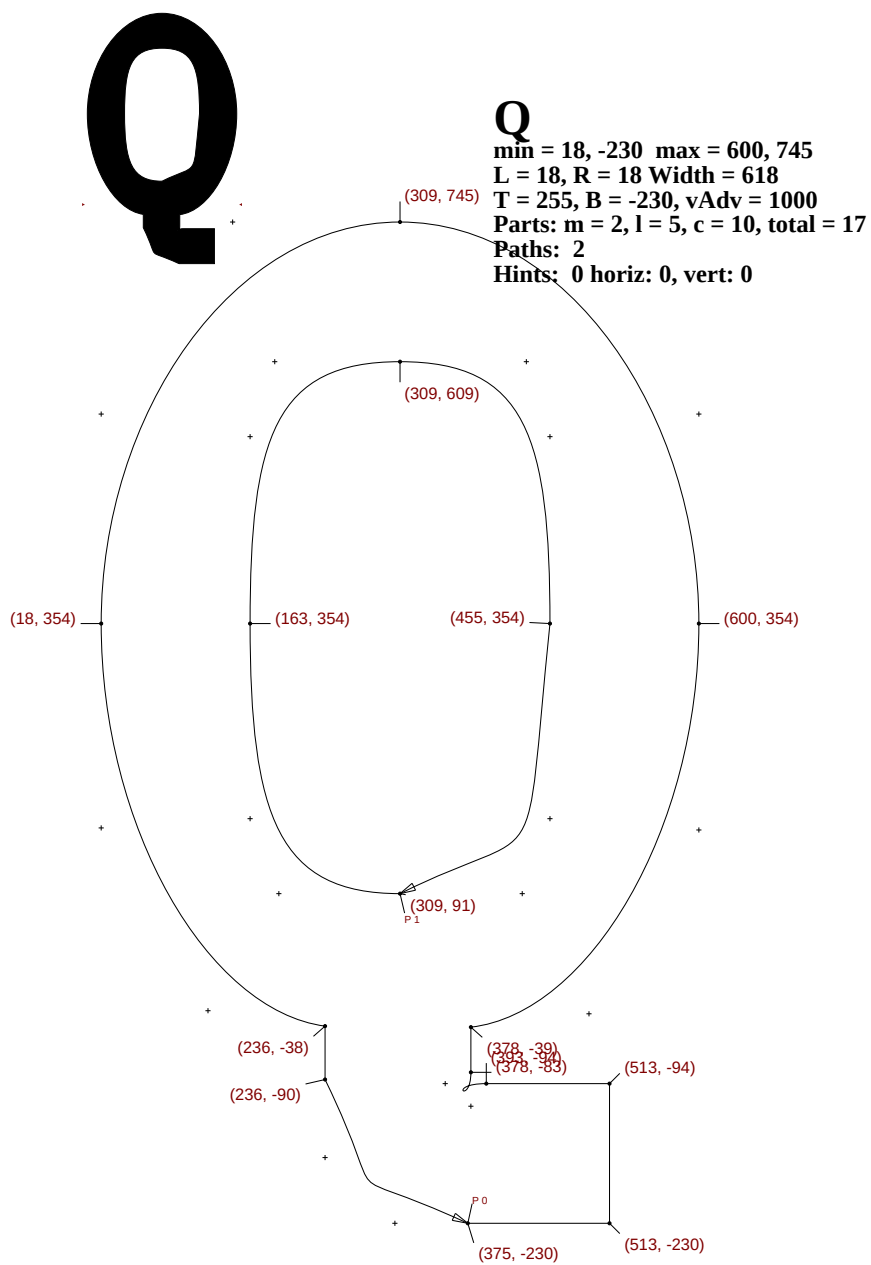
Hints: 0 horiz: 0, vert: 0

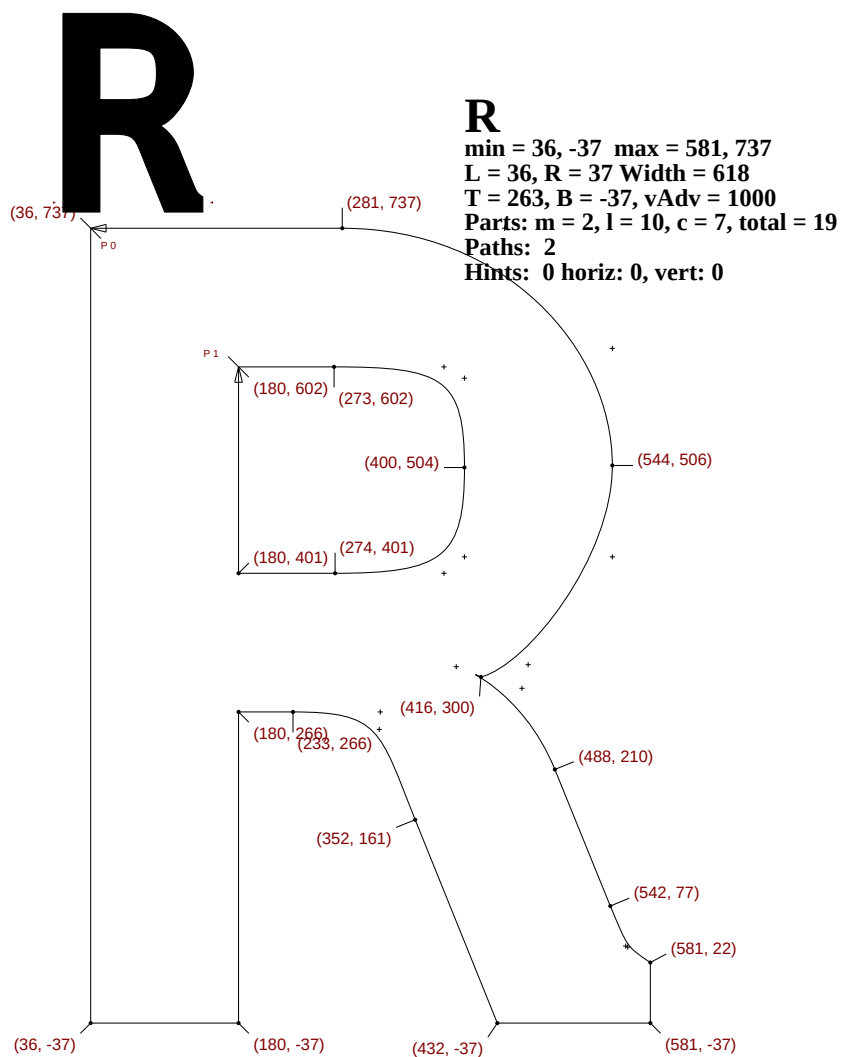


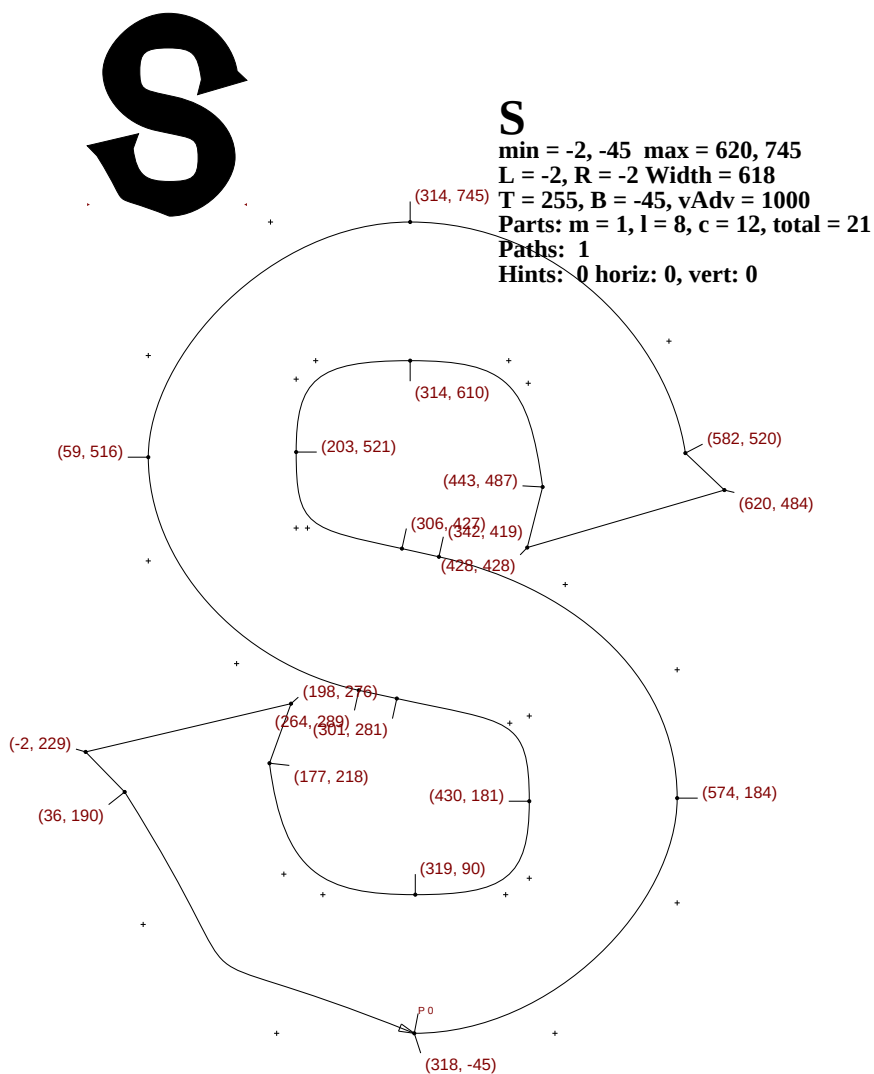


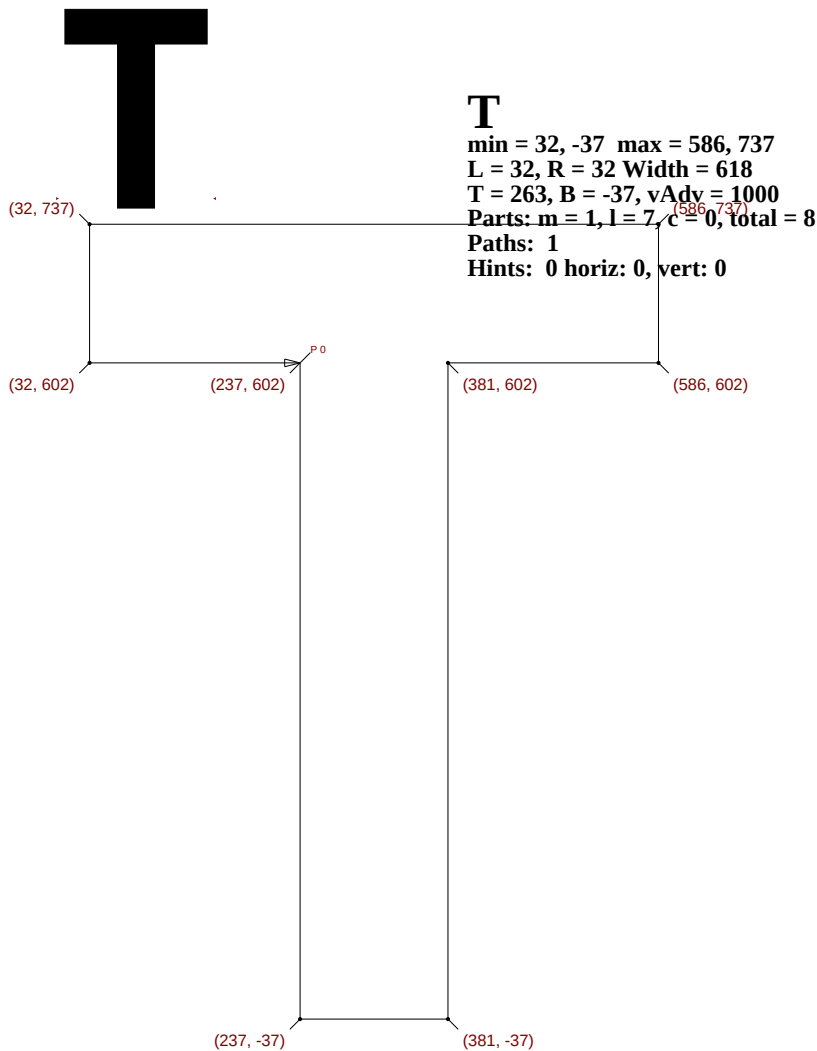


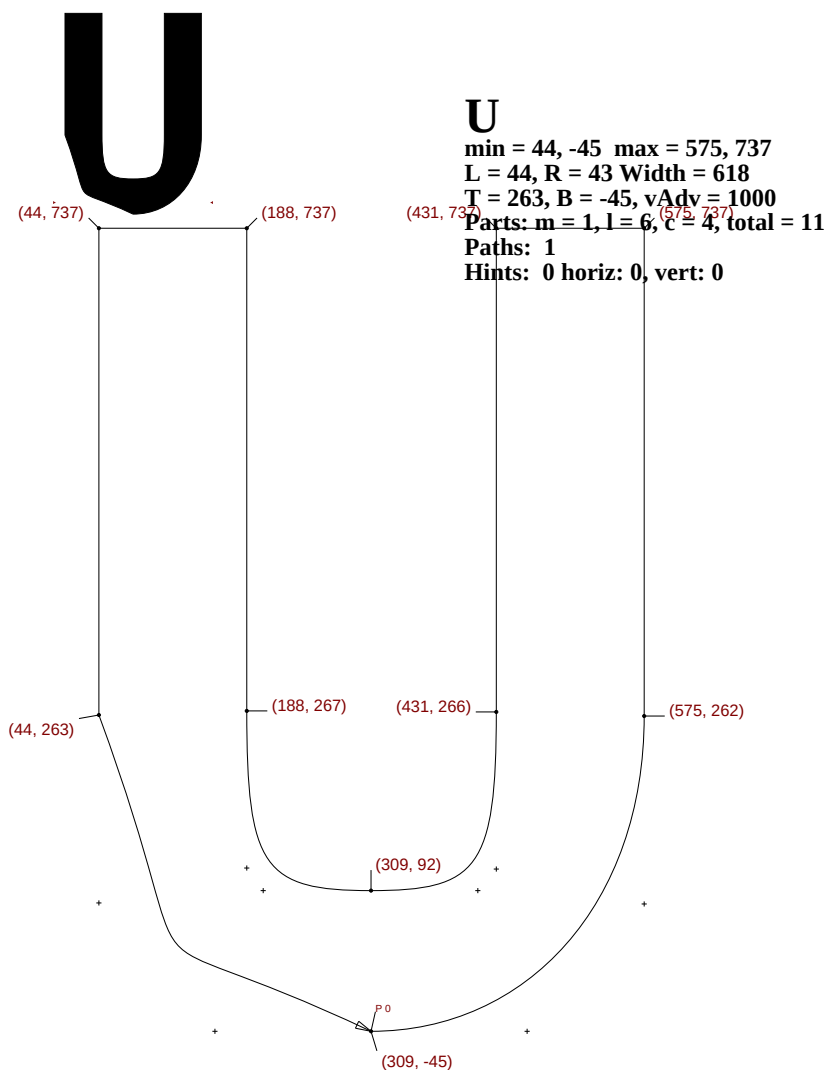


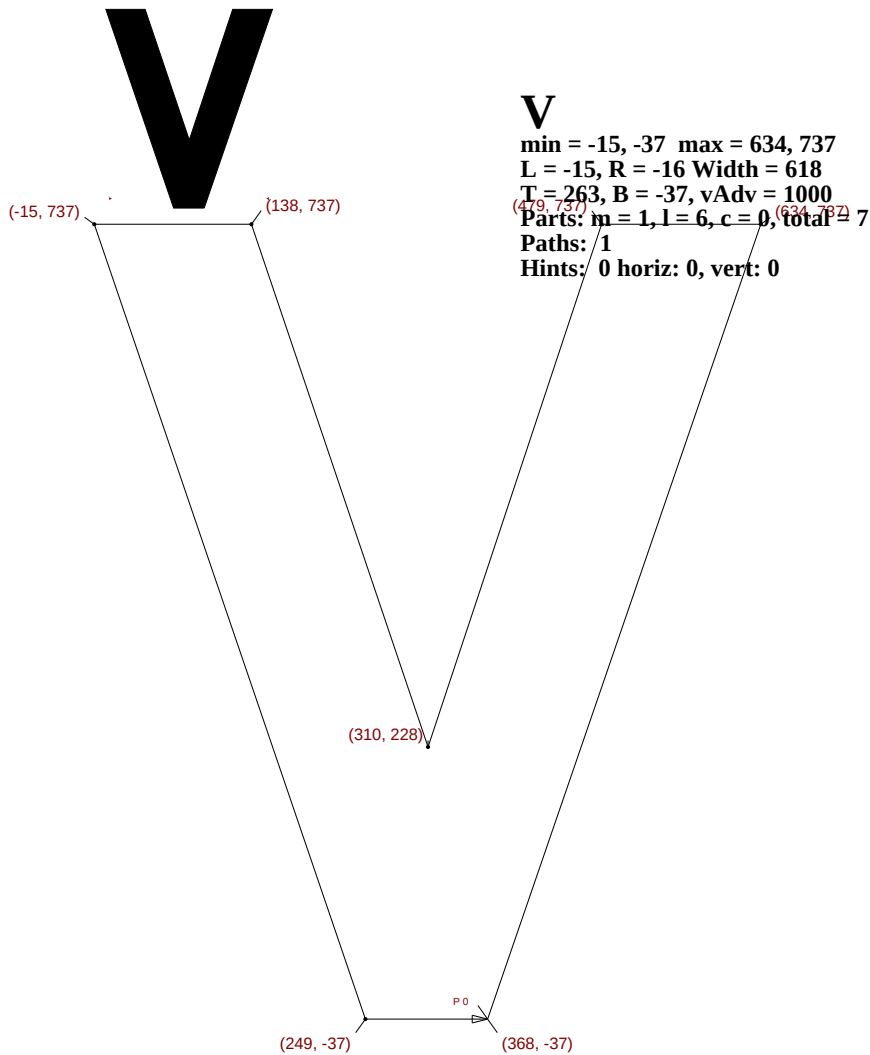


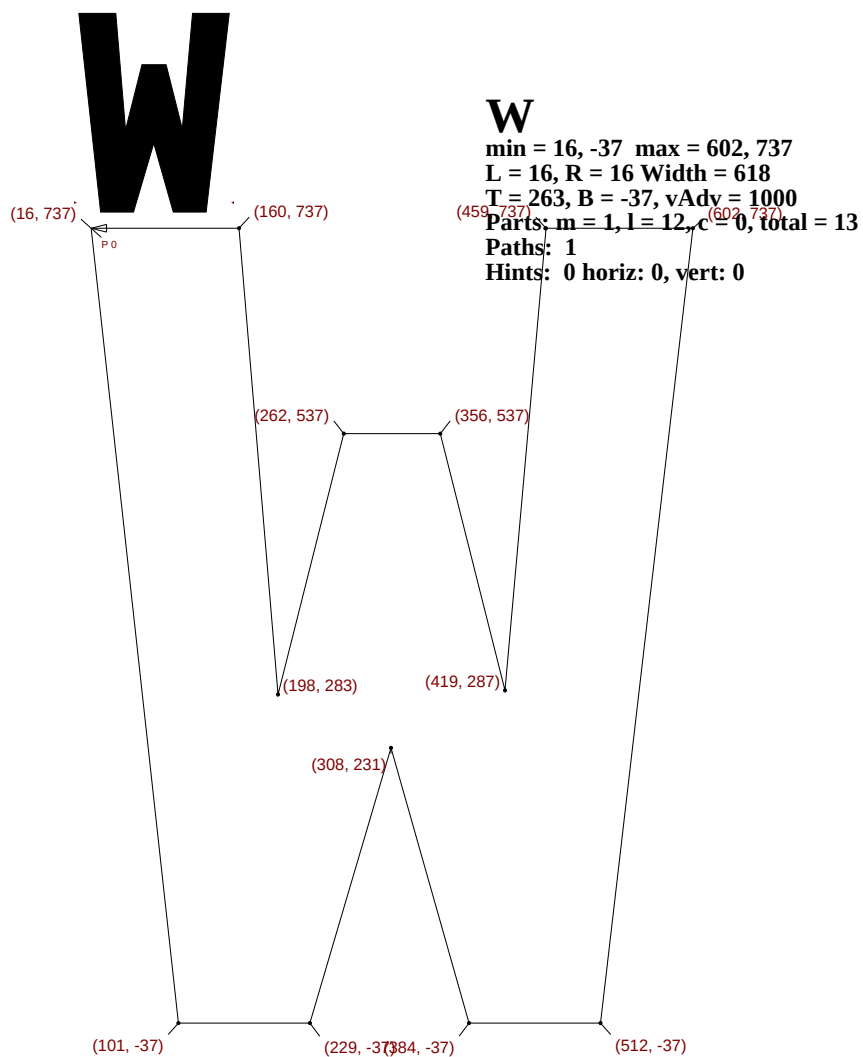


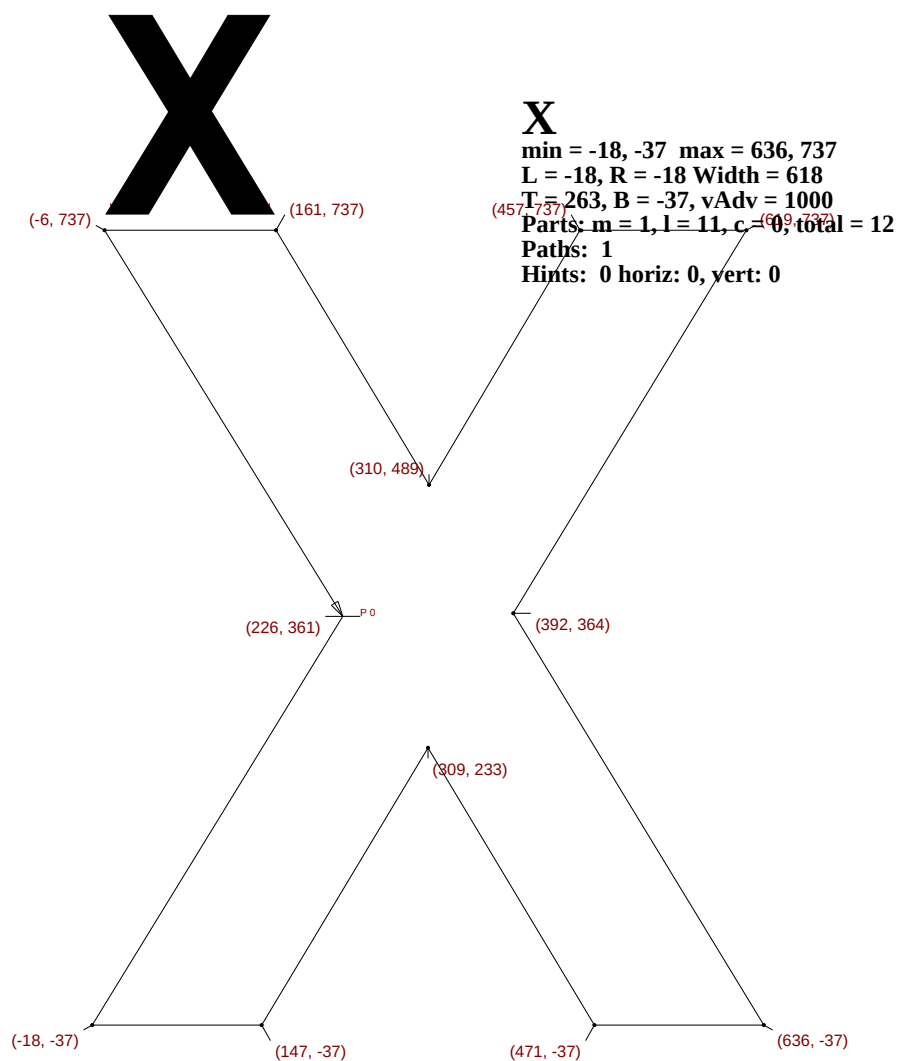


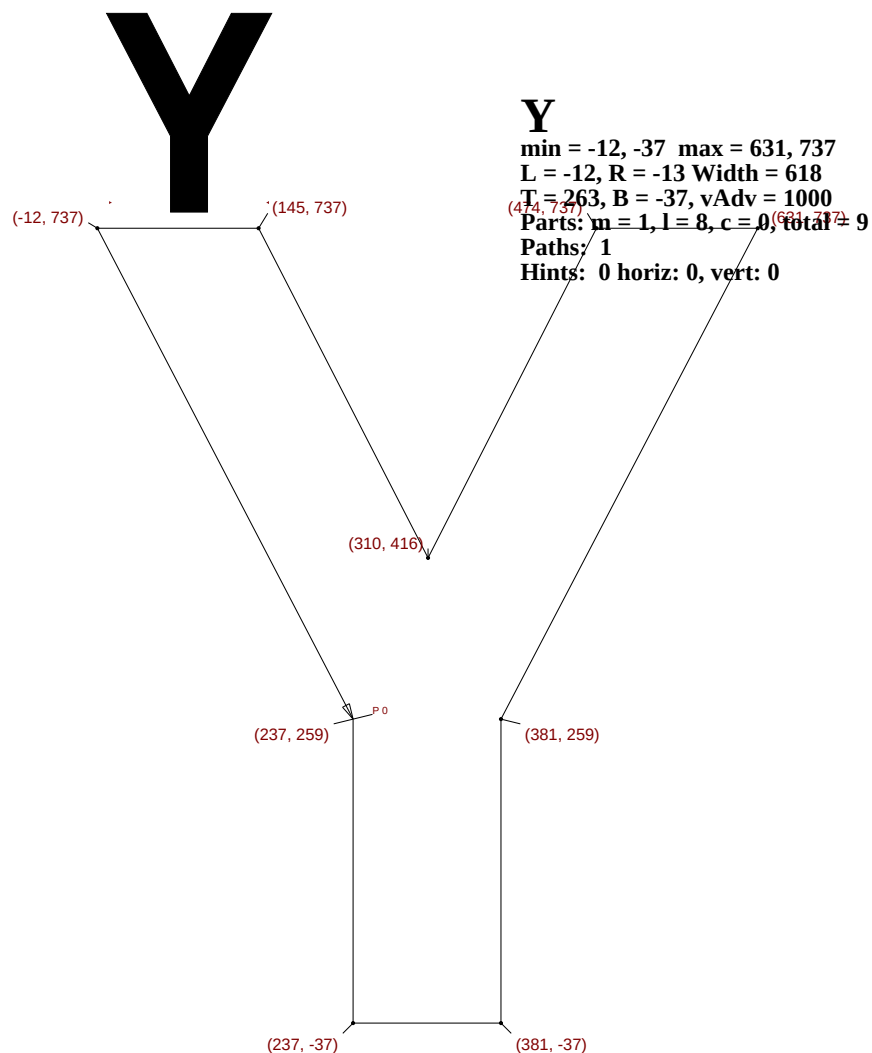


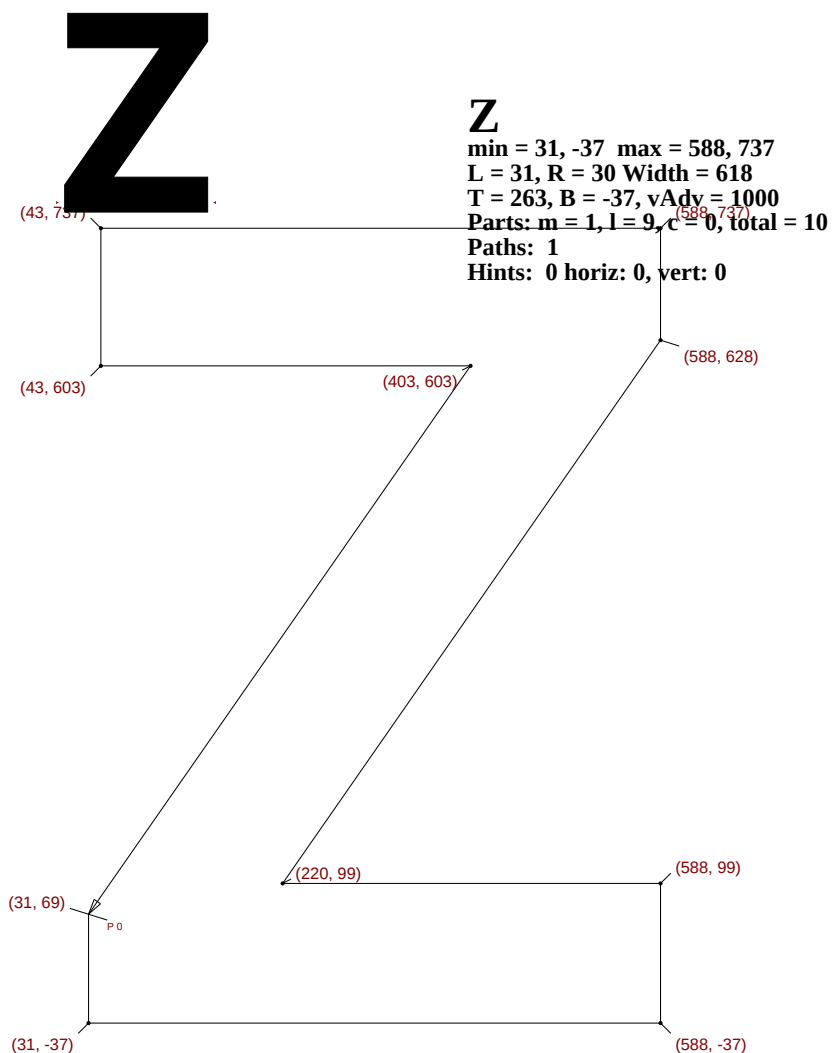












a**a**

min = 31, -50 max = 587, 571

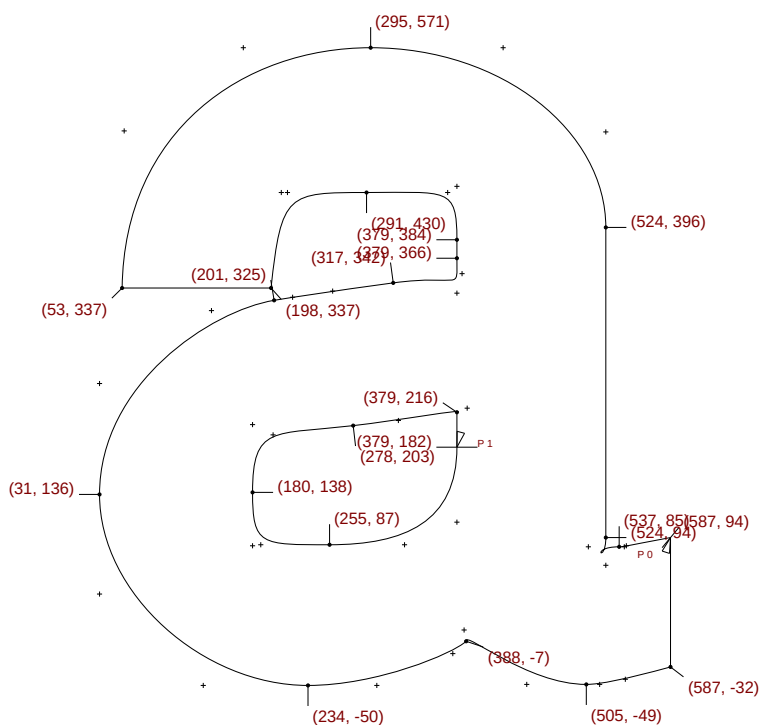
L = 31, R = 31 Width = 618

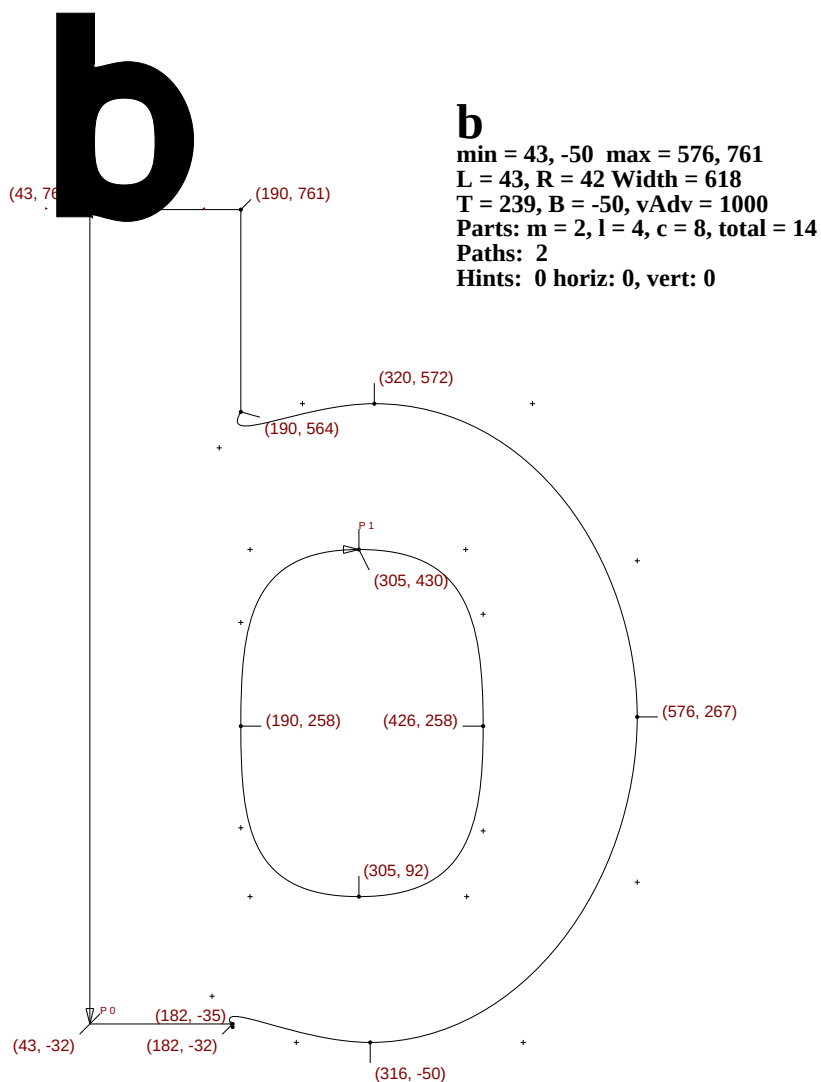
T = 429, B = -50, vAdv = 1000

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

Paths: 2

Hints: 0 horiz: 0, vert: 0





C**C**

min = 48, -50 max = 570, 572

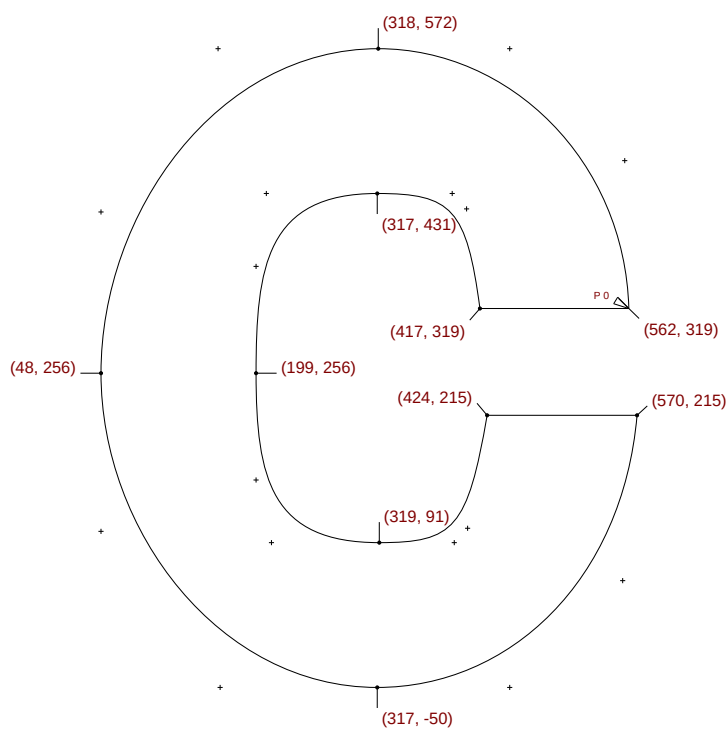
L = 48, R = 48 Width = 618

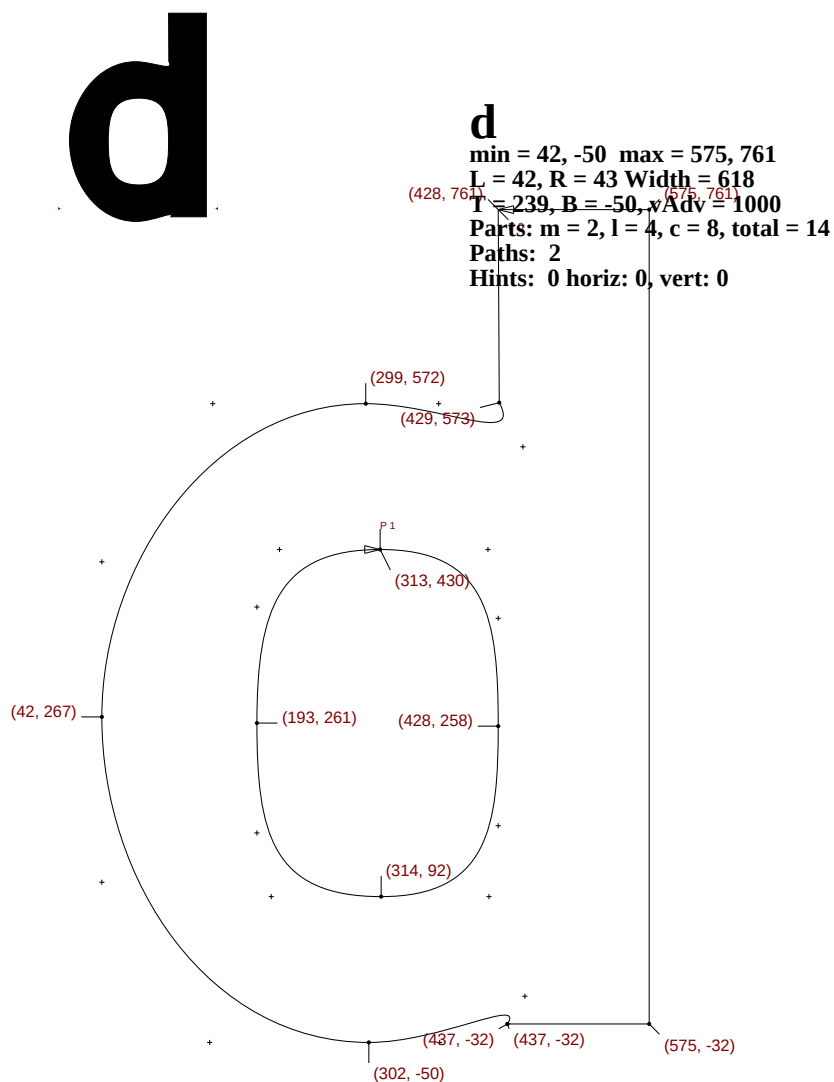
T = 428, B = -50, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0





**e**

min = 41, -50 max = 578, 572

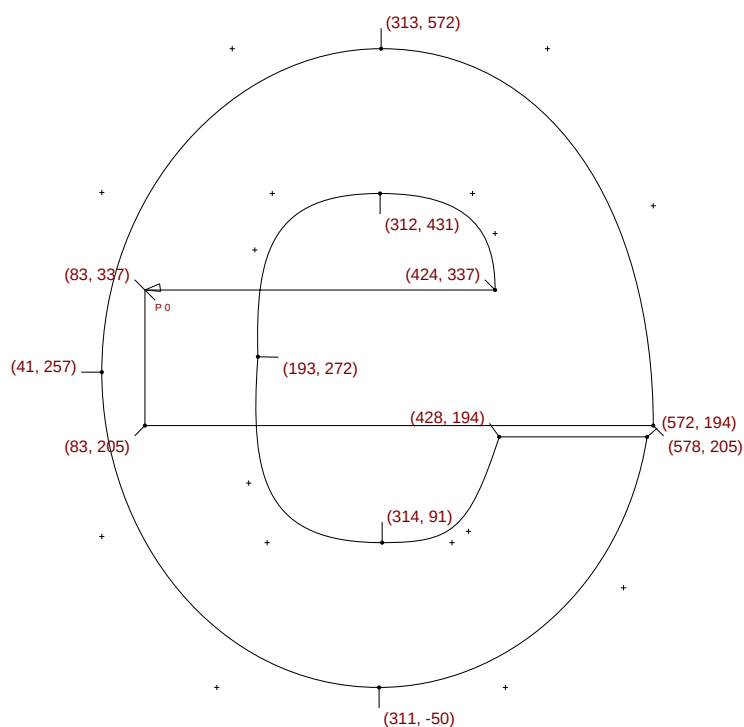
L = 41, R = 40 Width = 618

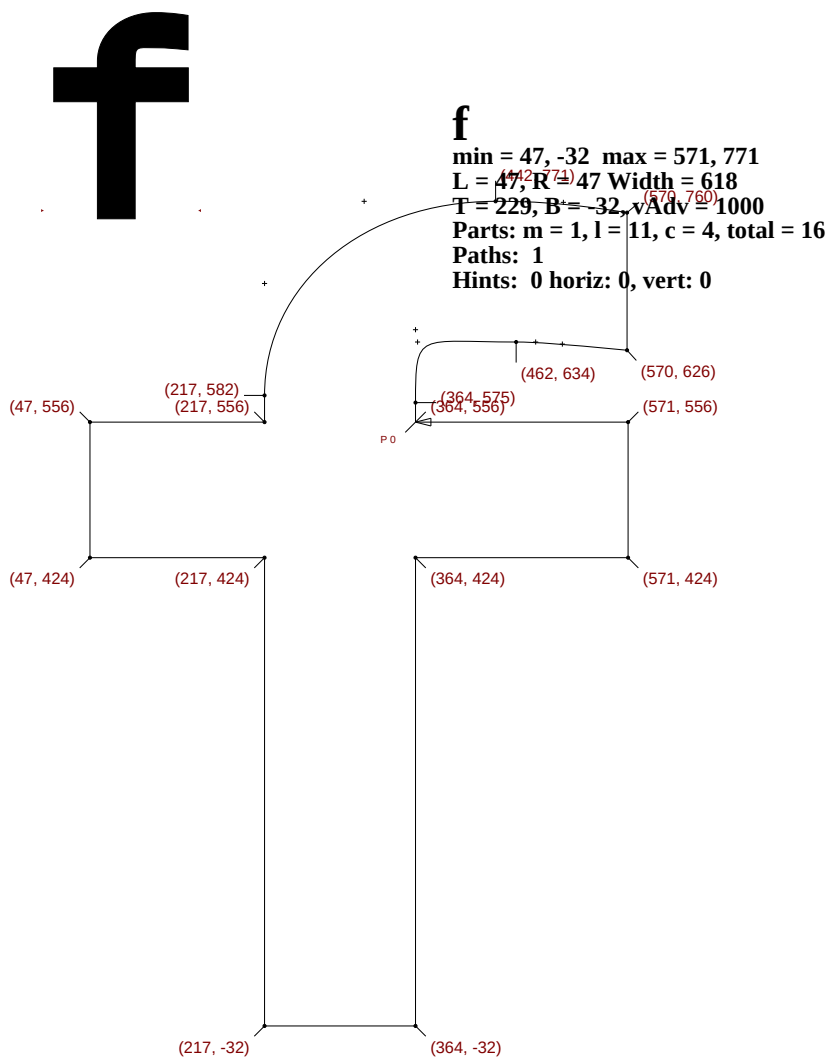
T = 428, B = -50, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0





g

g

min = 42, -250 max = 575, 573

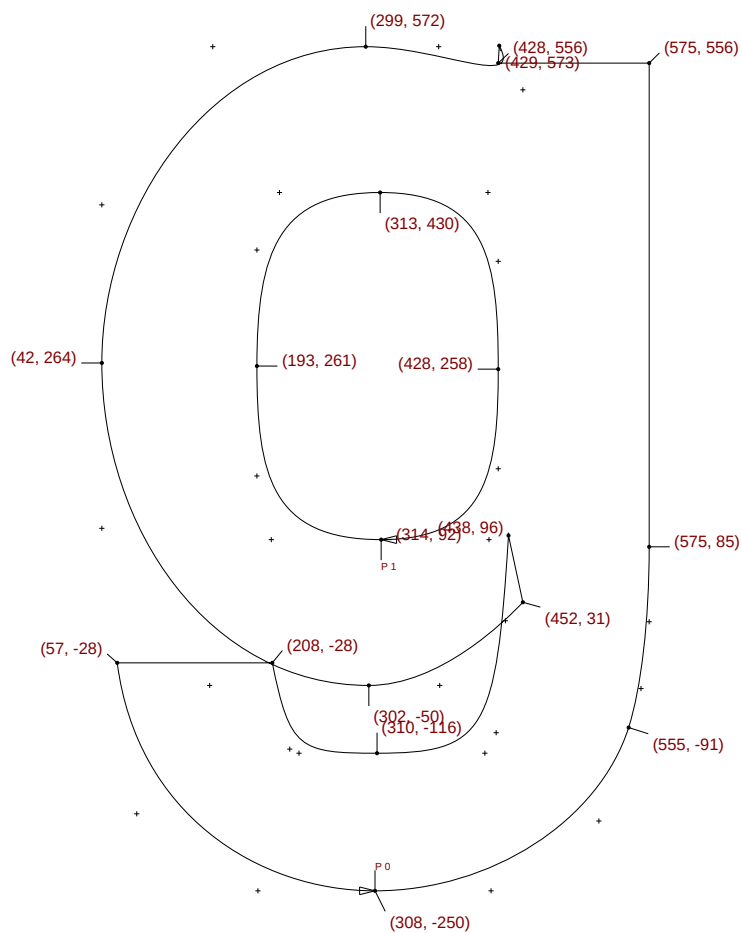
L = 42, R = 43 Width = 618

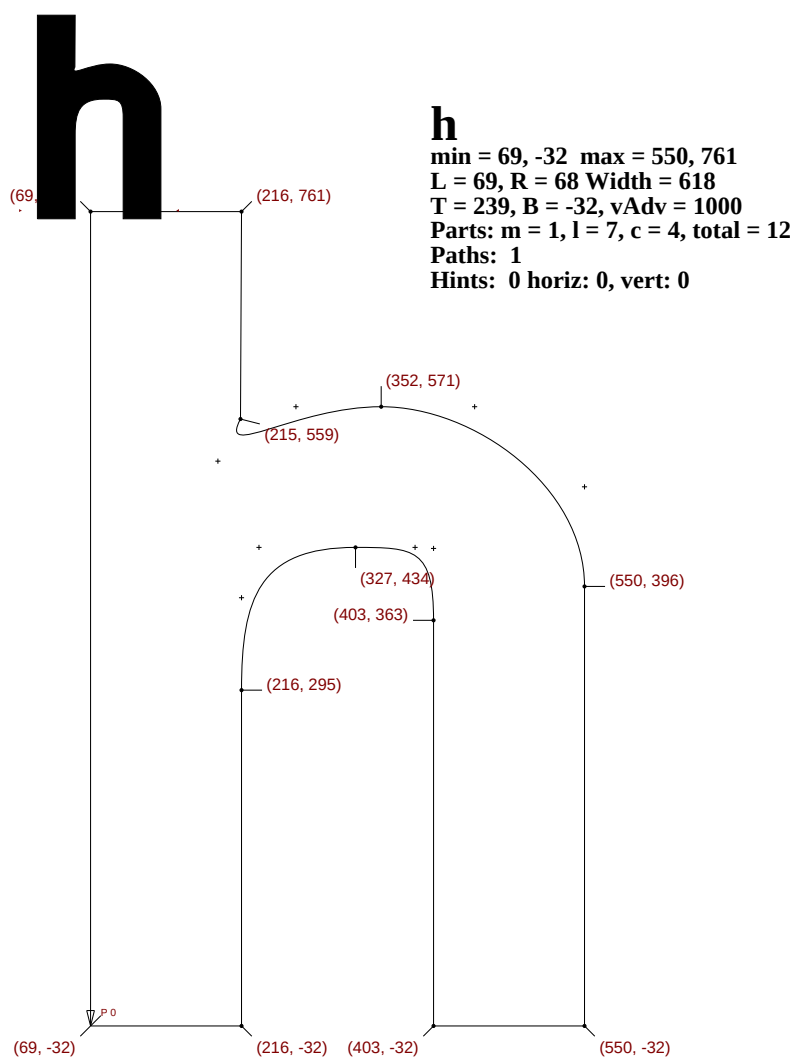
T = 427, B = -250, vAdv = 1000

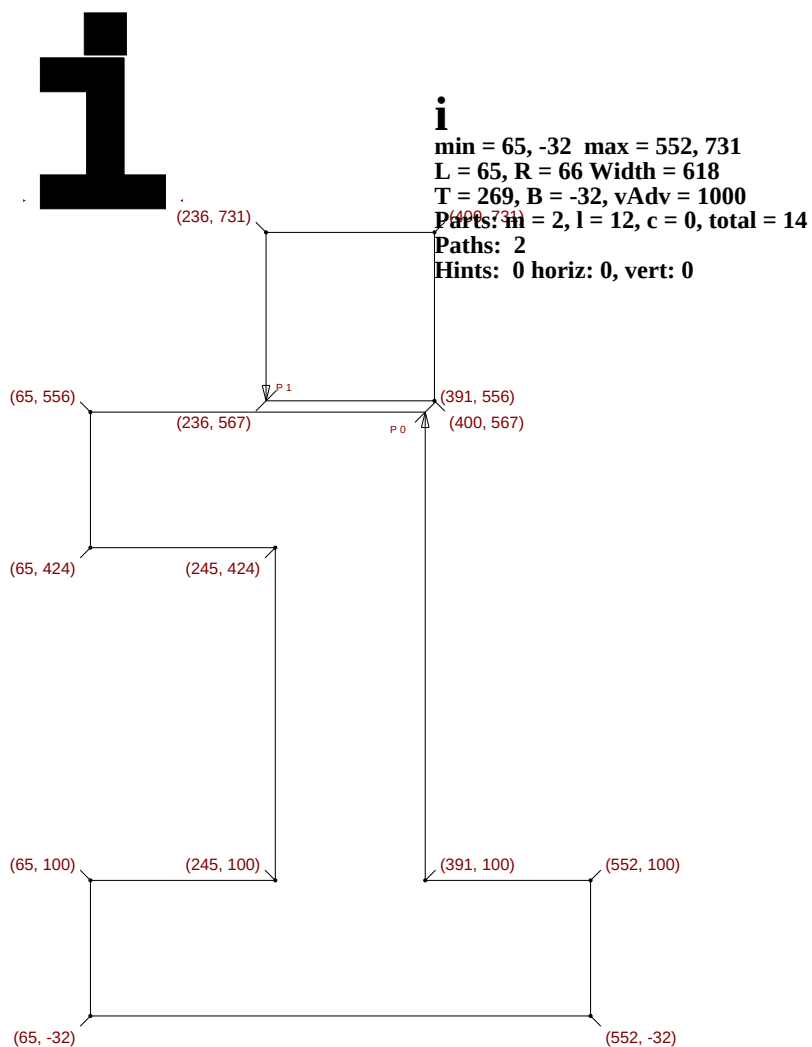
Parts: m = 2, l = 5, c = 13, total = 20

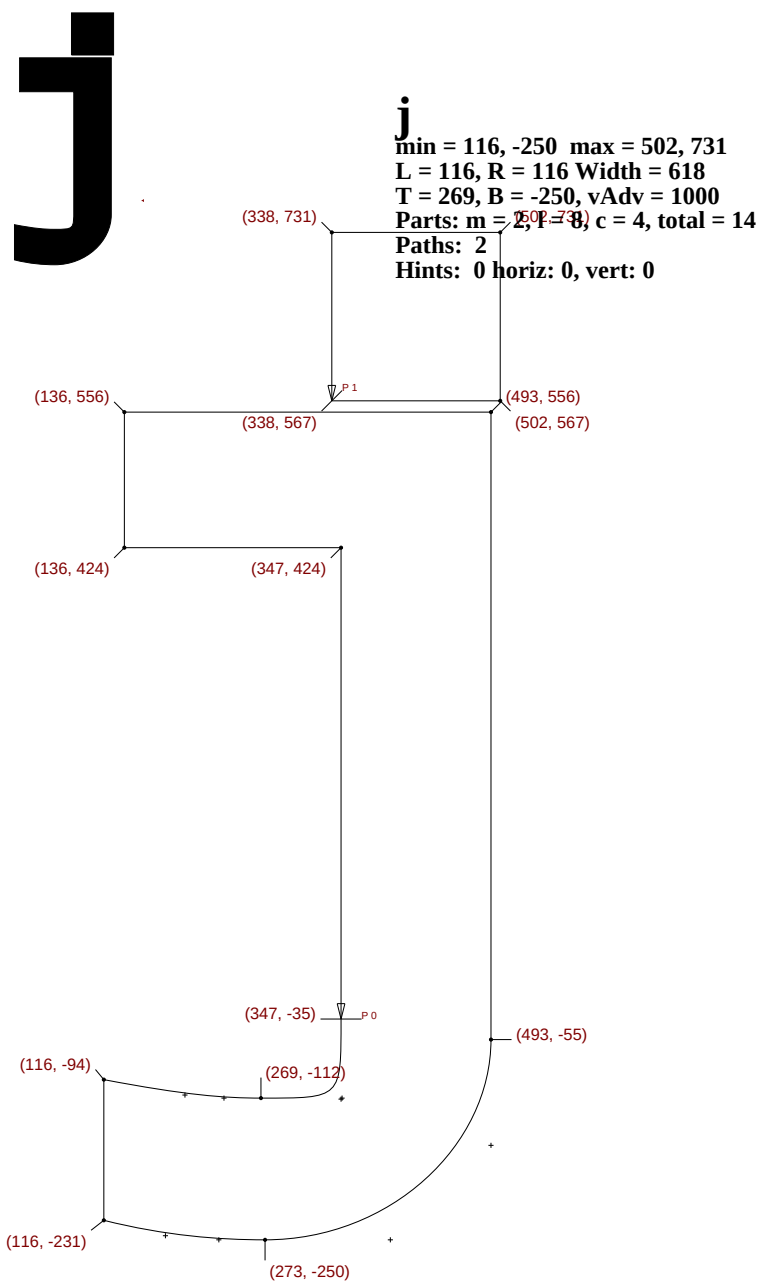
Paths: 2

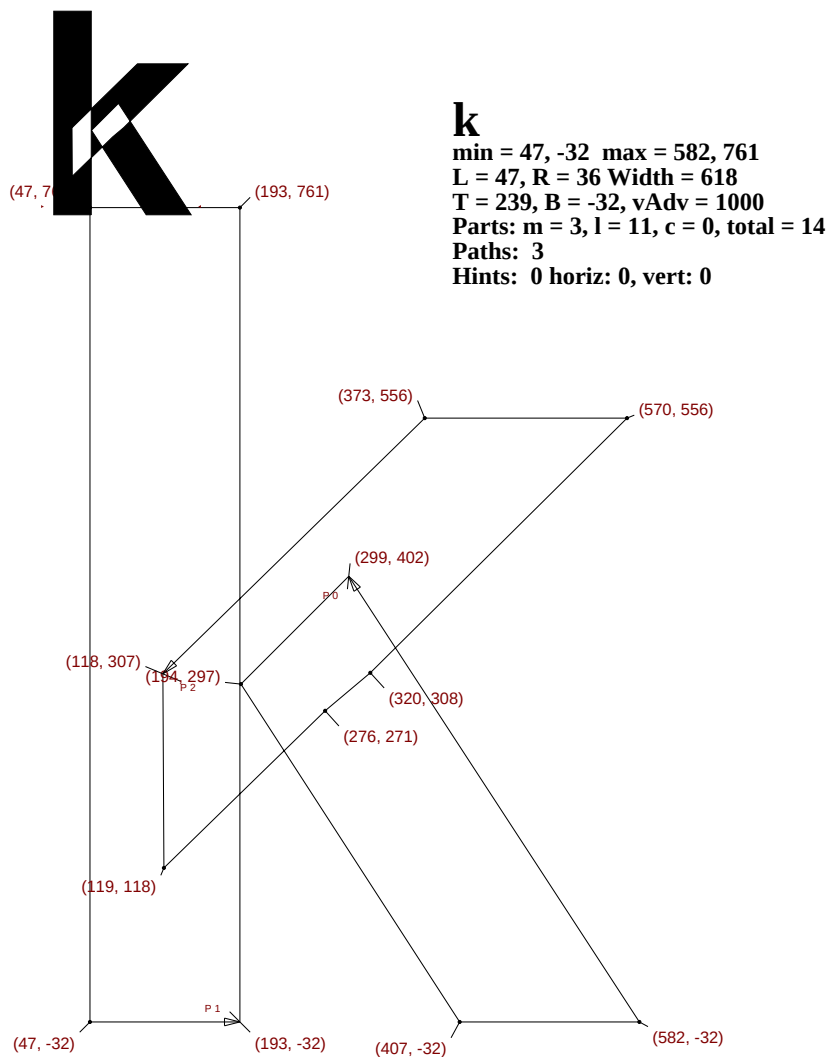
Hints: 0 horiz: 0, vert: 0

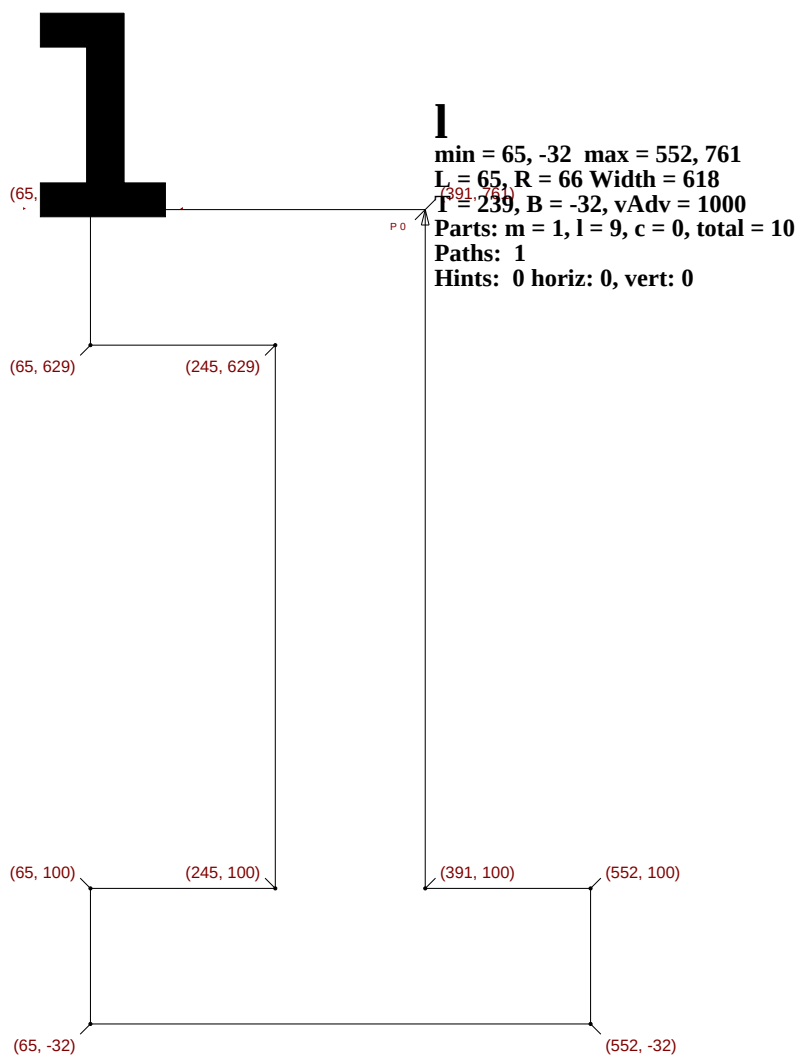






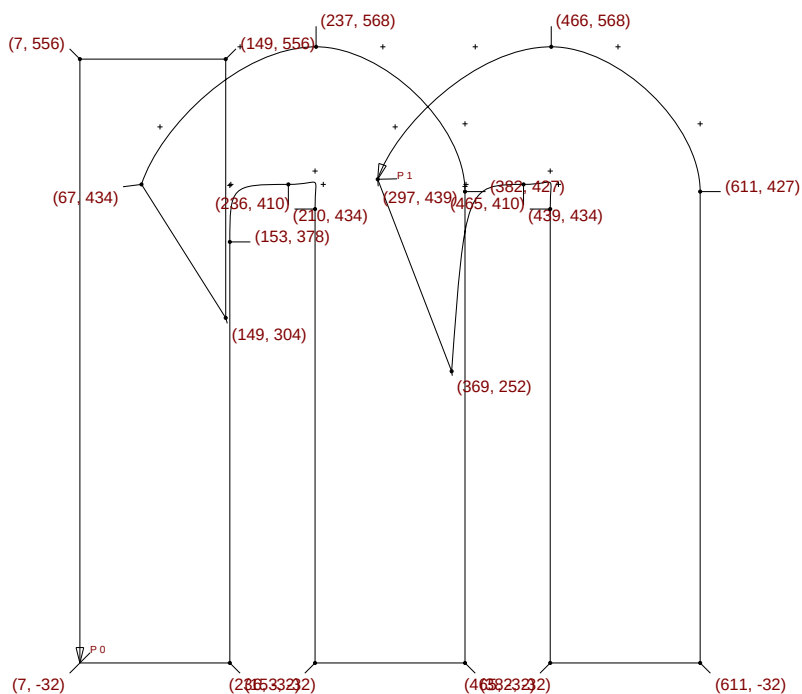






**m**

min = 7, -32 max = 611, 568
L = 7, R = 7 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 = 69, -32 max = 550, 571

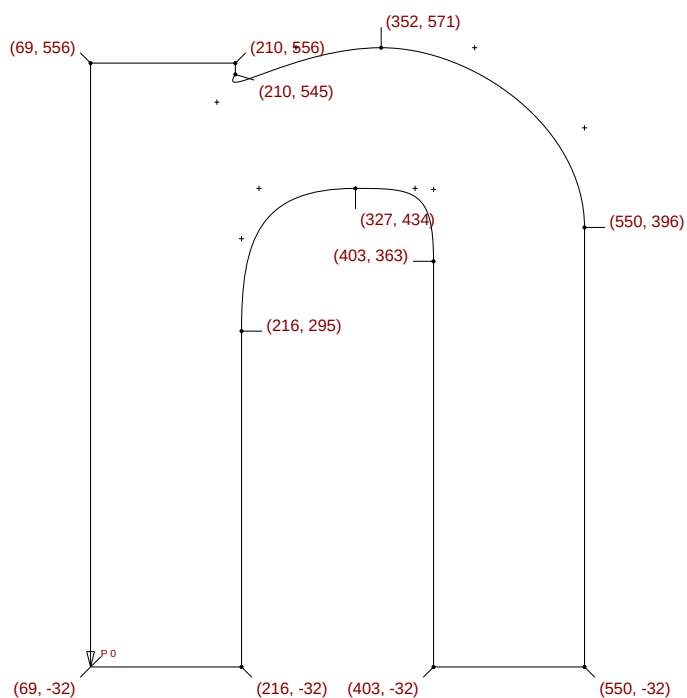
L = 69, R = 68 Width = 618

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 = 40, -50 max = 578, 572

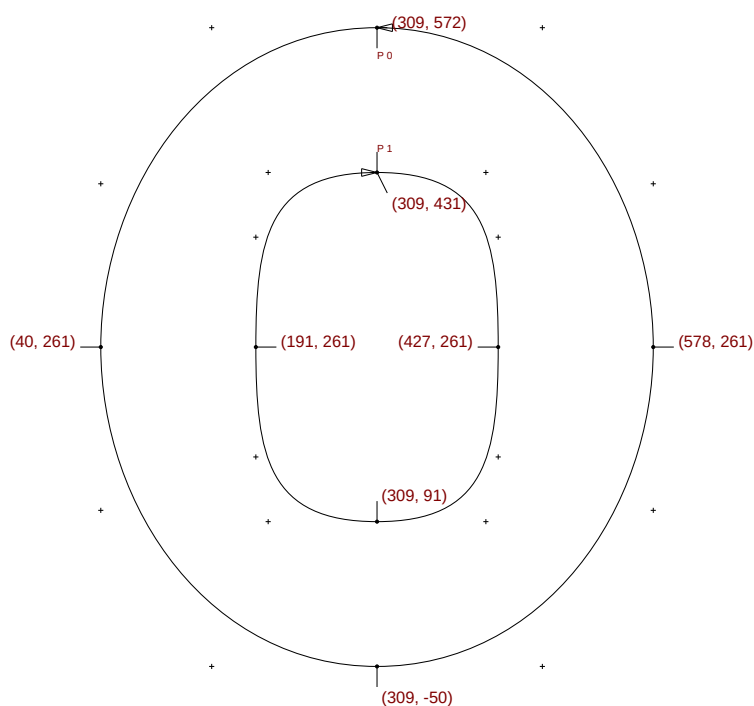
L = 40, R = 40 Width = 618

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

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

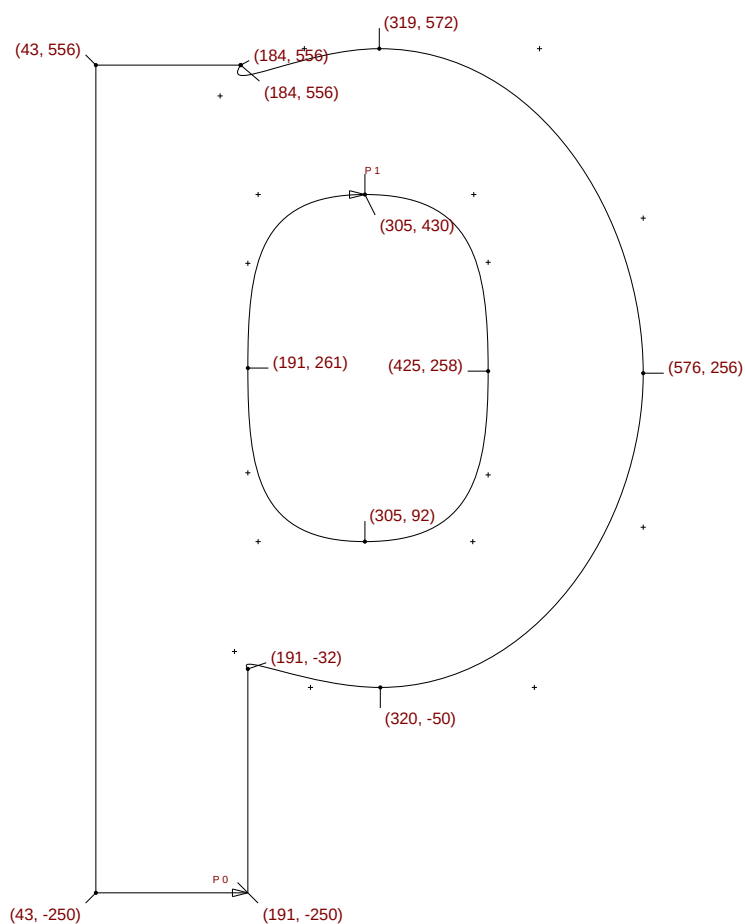
Paths: 2

Hints: 0 horiz: 0, vert: 0



p

p
min = 43, -250 max = 576, 572
L = 43, R = 42 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 = 42, -250 max = 575, 572

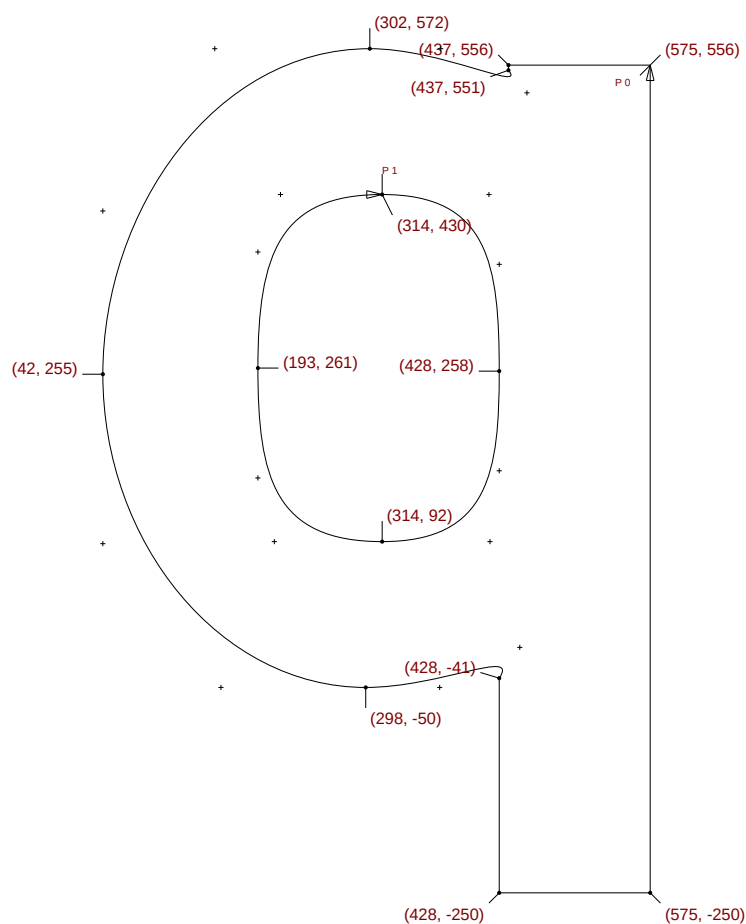
L = 42, R = 43 Width = 618

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 = 48, -32 max = 572, 571

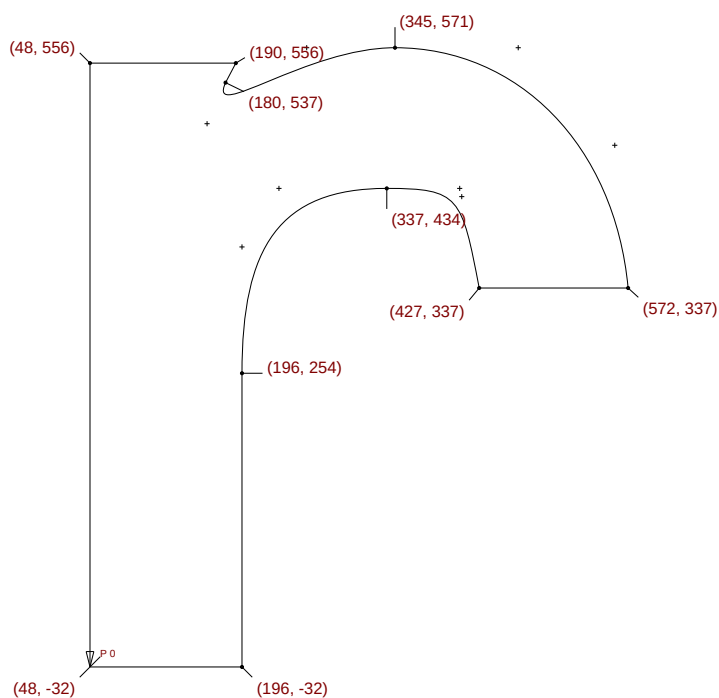
L = 48, R = 46 Width = 618

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 = 63, -50 max = 554, 572

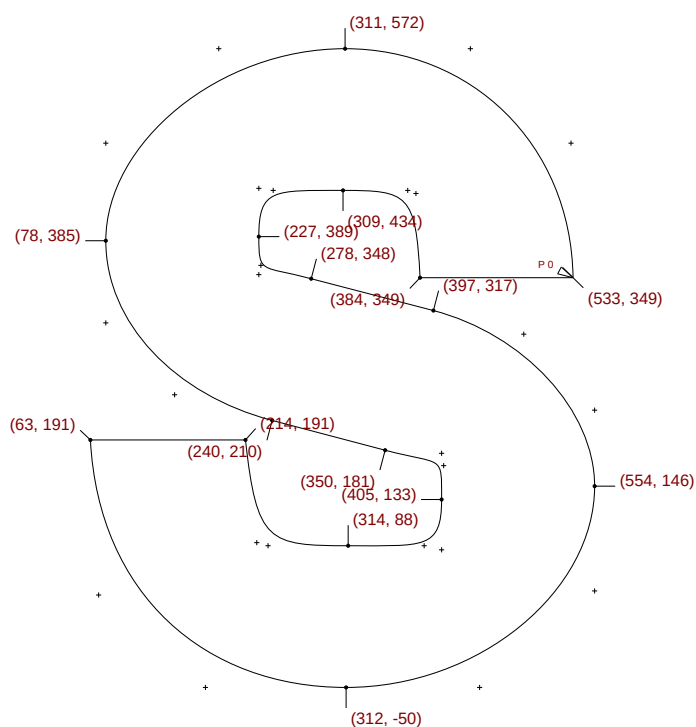
L = 63, R = 64 Width = 618

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

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



t

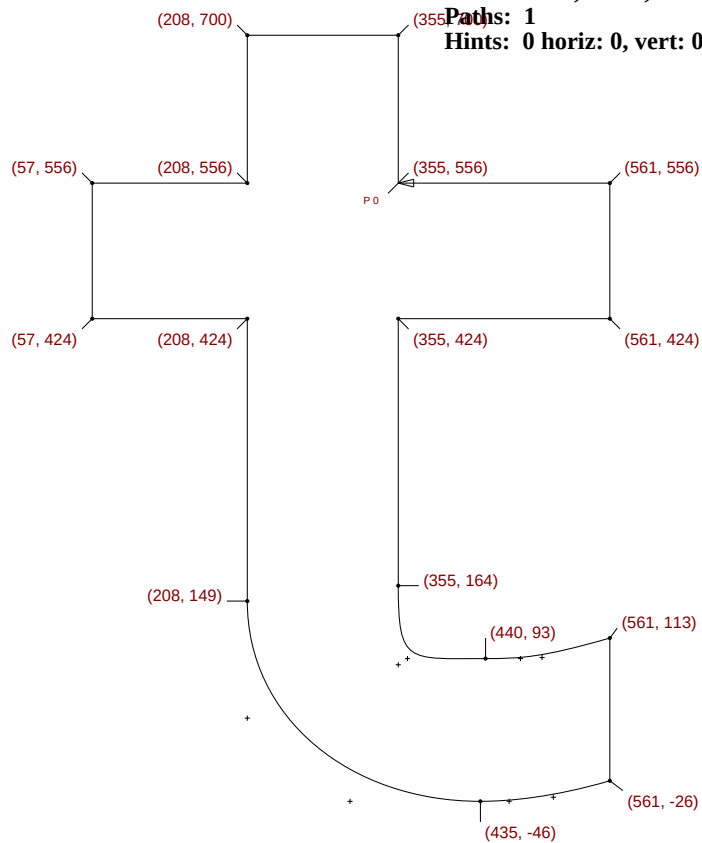
L = 57, R = 57 Width = 618

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

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

Paths: 1

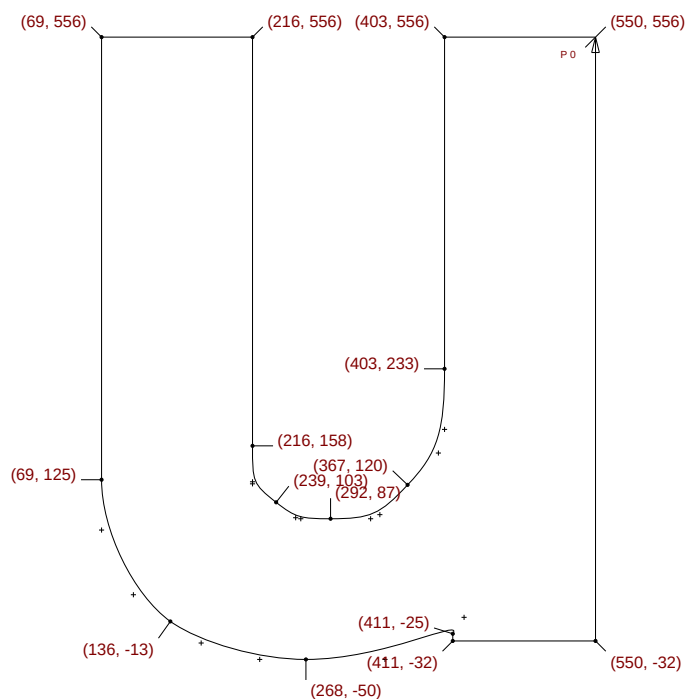
Hints: 0 horiz: 0, vert: 0



U

u

Hints: 0 horiz: 0, vert: 0



V**V**

min = 25, -32 max = 593, 556

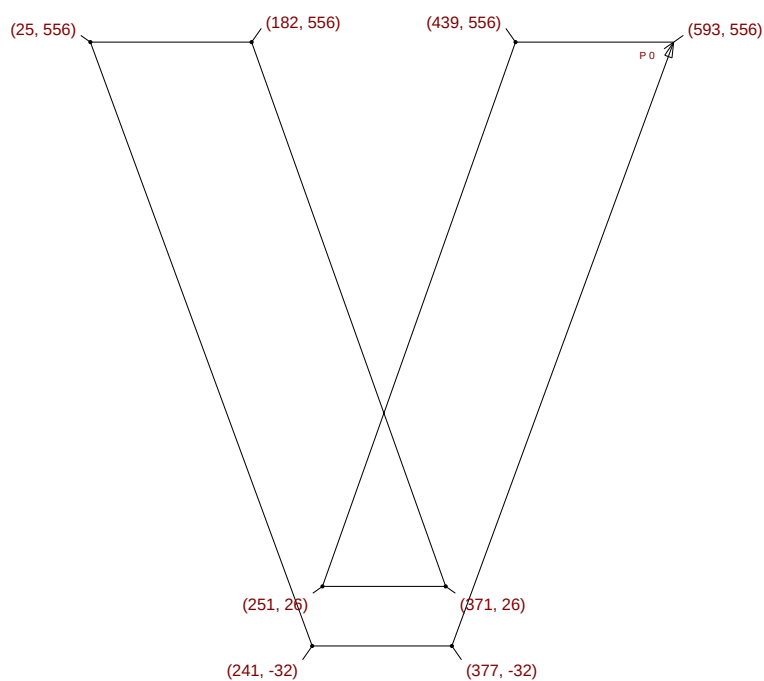
L = 25, R = 25 Width = 618

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 = -17, -32 max = 635, 556

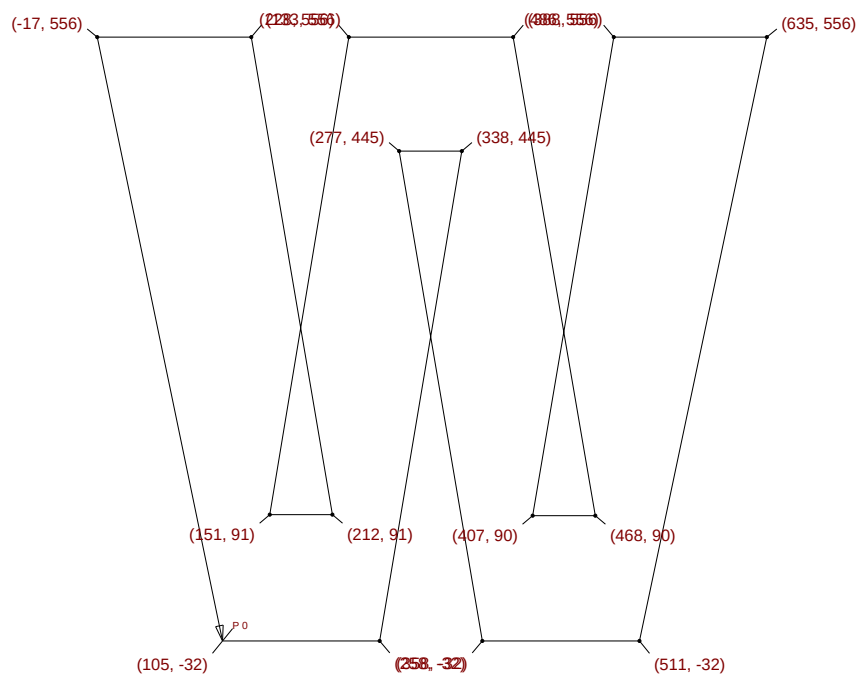
L = -17, R = -17 Width = 618

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 = 20, -32 max = 597, 556

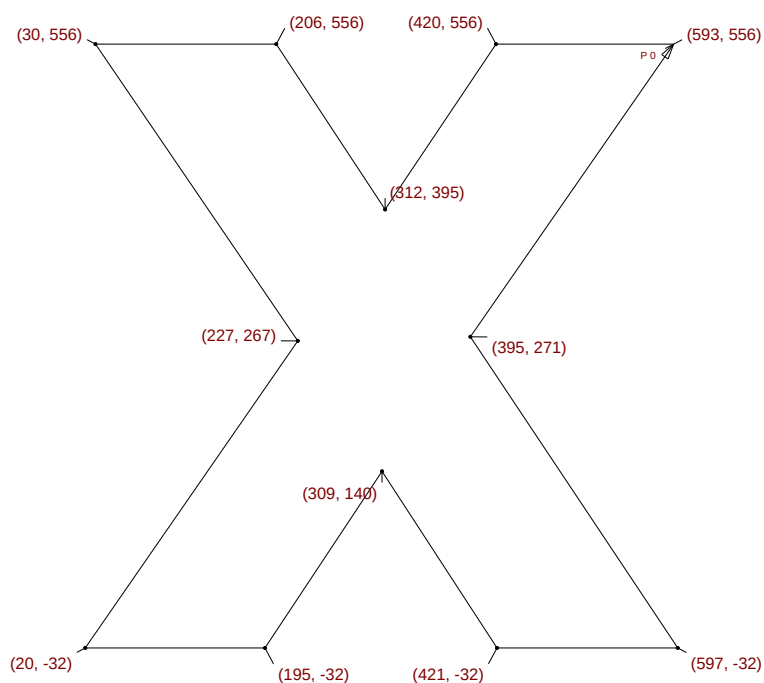
L = 20, R = 21 Width = 618

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

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

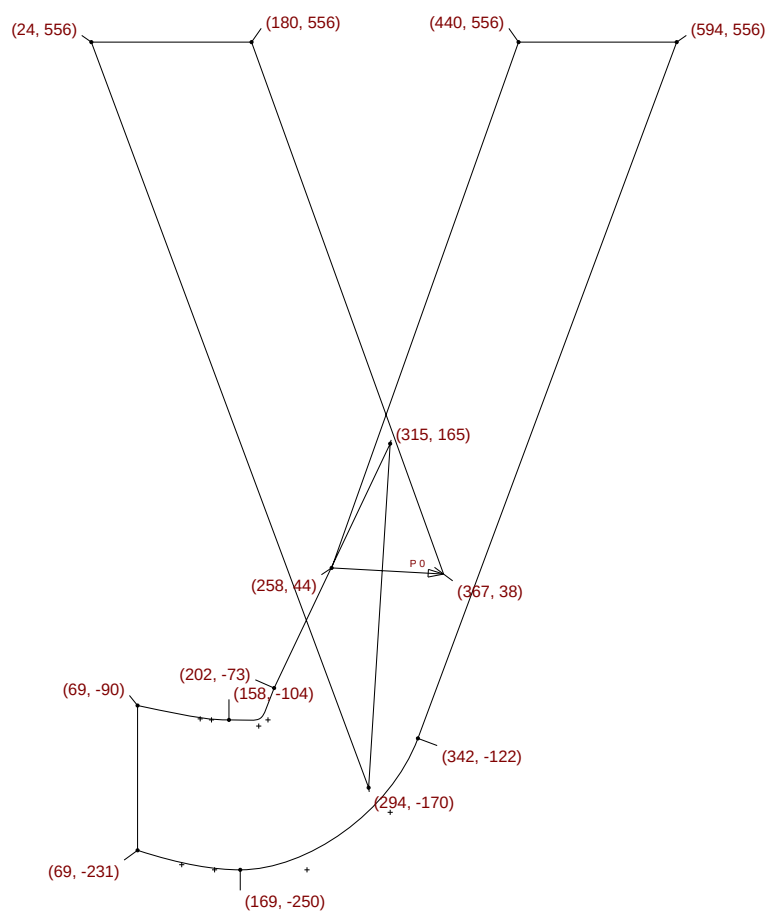
Paths: 1

Hints: 0 horiz: 0, vert: 0



y

y
min = 24, -250 max = 594, 556
L = 24, R = 24 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 = 64, -32 max = 554, 556

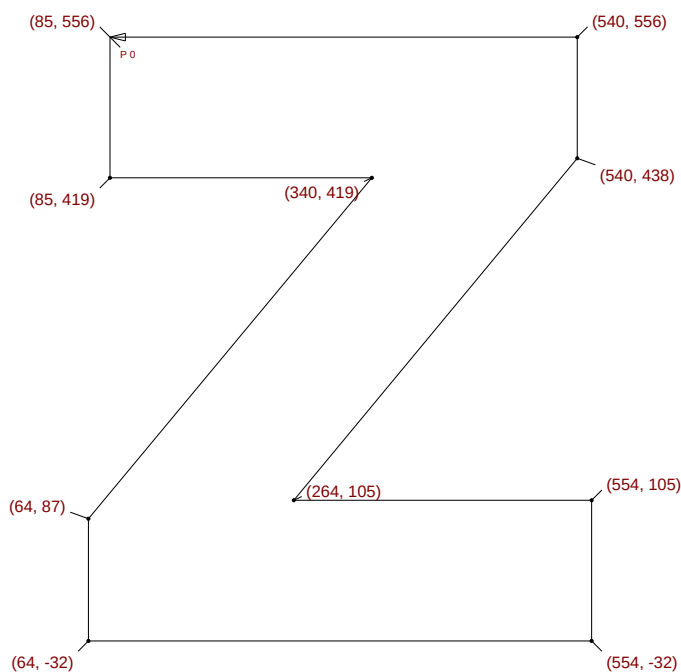
L = 64, R = 64 Width = 618

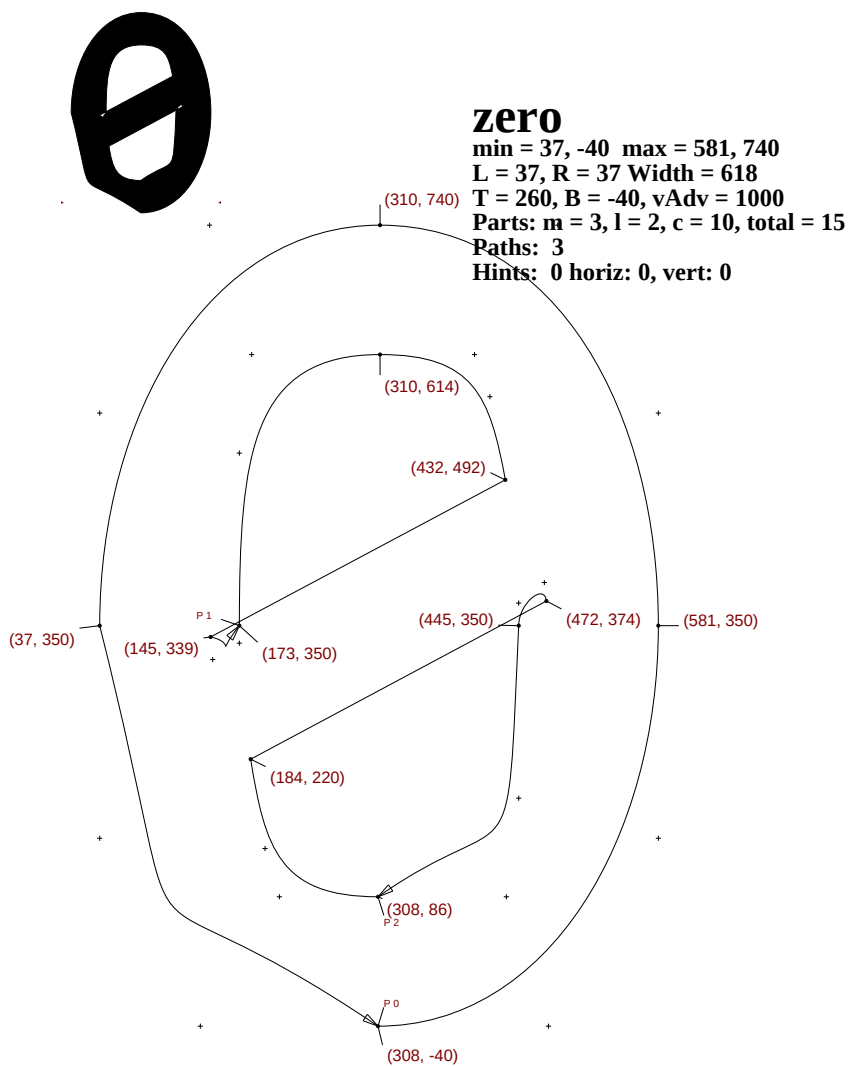
T = 444, B = -32, vAdv = 1000

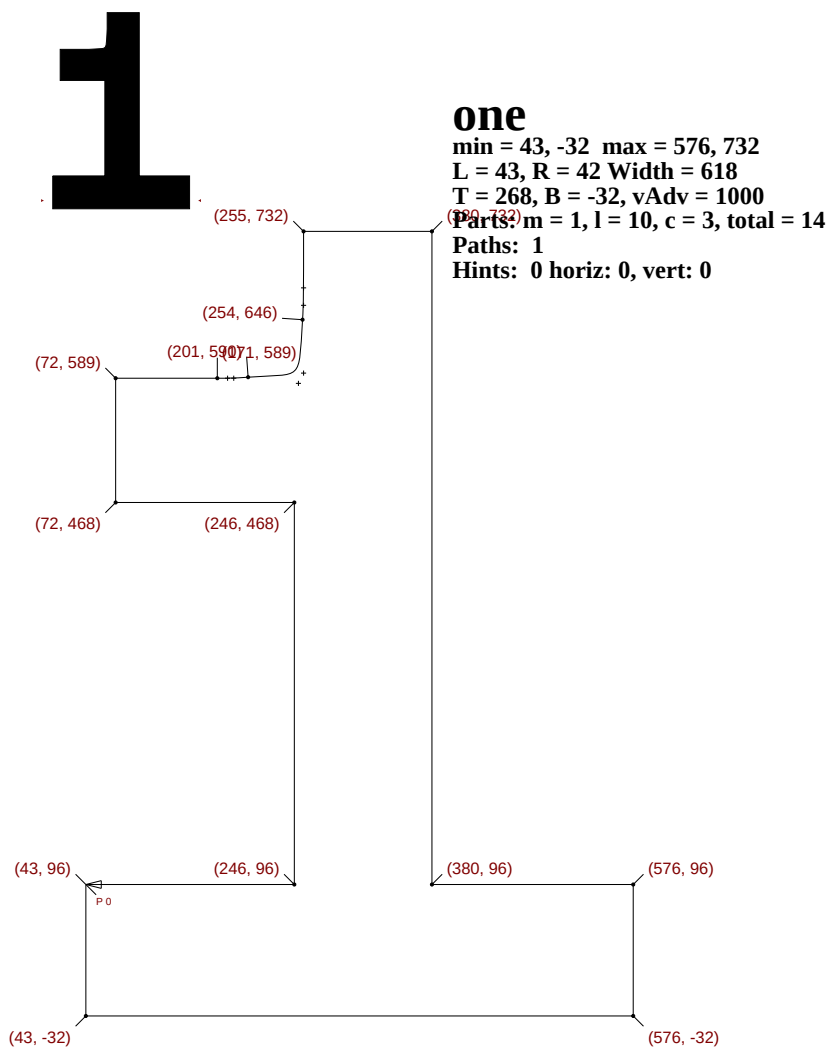
Parts: m = 1, l = 9, c = 0, total = 10

Paths: 1

Hints: 0 horiz: 0, vert: 0







2

two

min = 37, -32 max = 580, 740

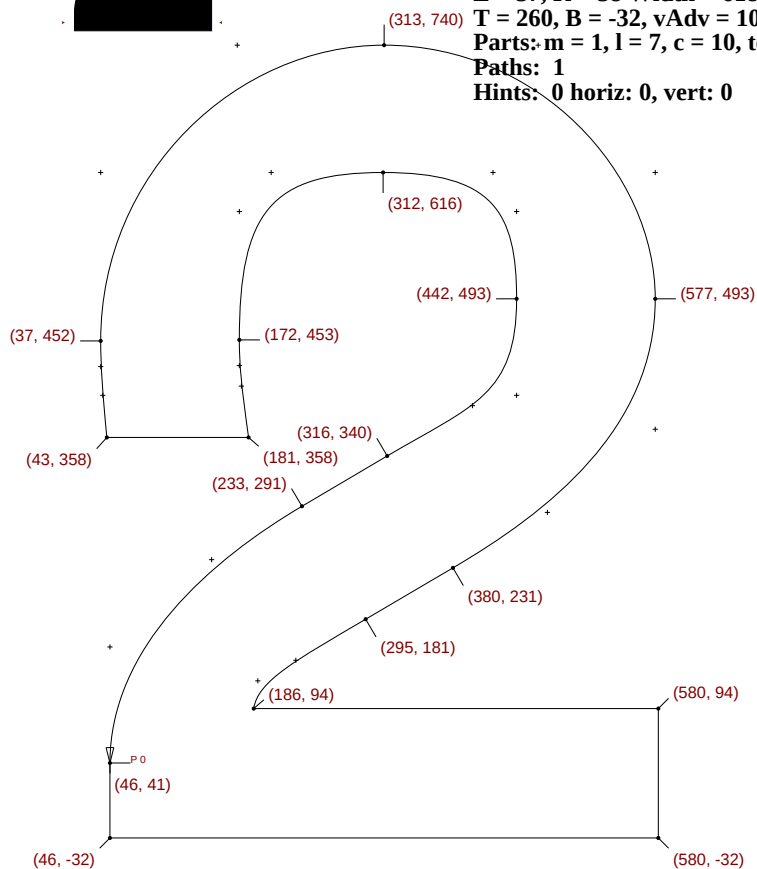
L = 37, R = 38 Width = 618

T = 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 = 35, -40 max = 584, 740

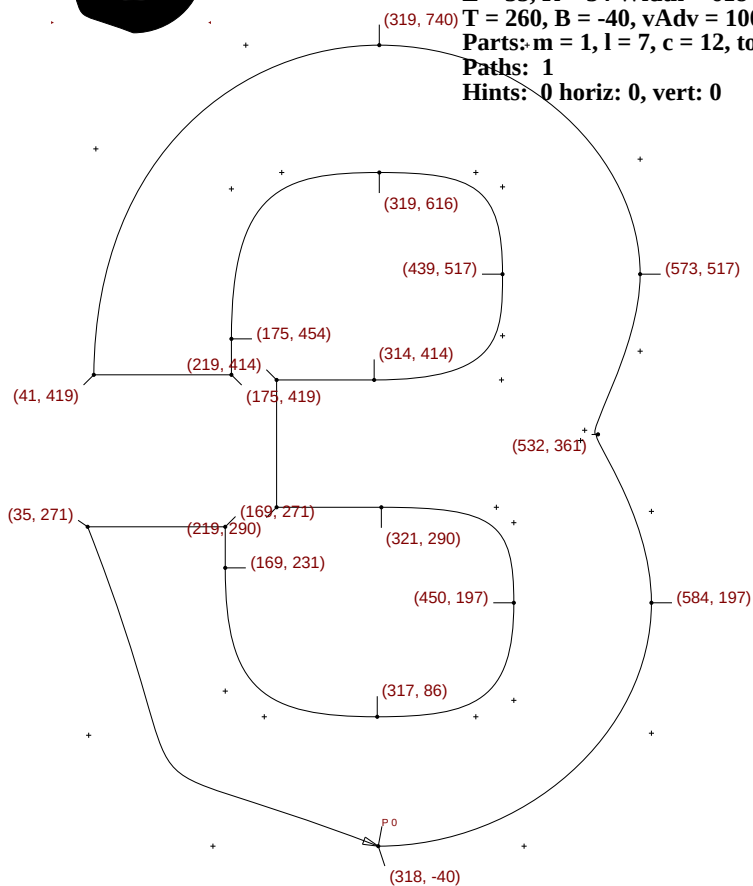
L = 35, R = 34 Width = 618

T = 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 = 20, -32 max = 597, 732

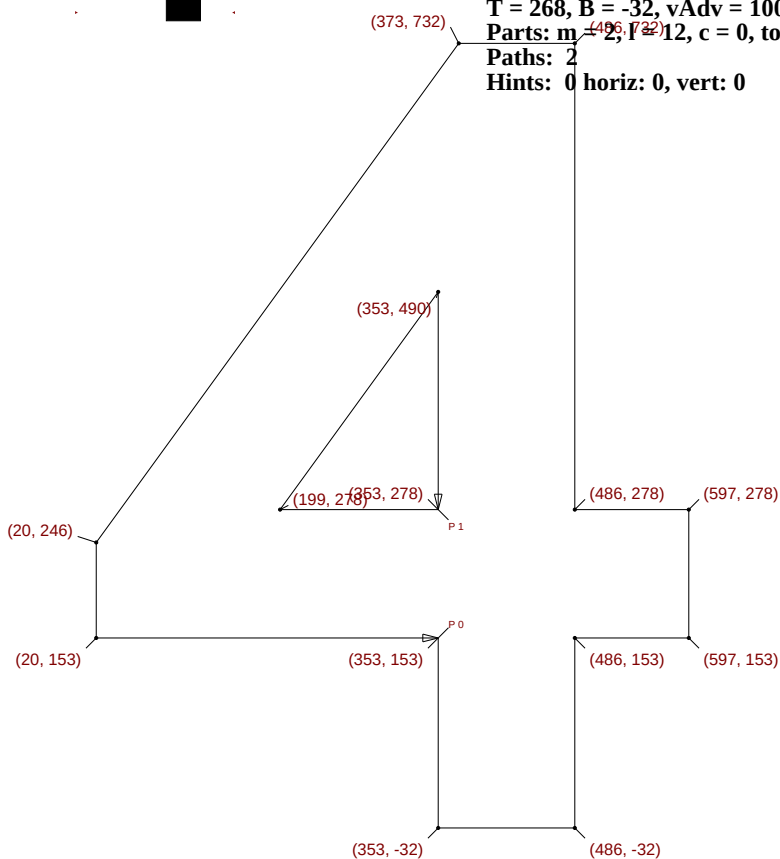
L = 20, R = 21 Width = 618

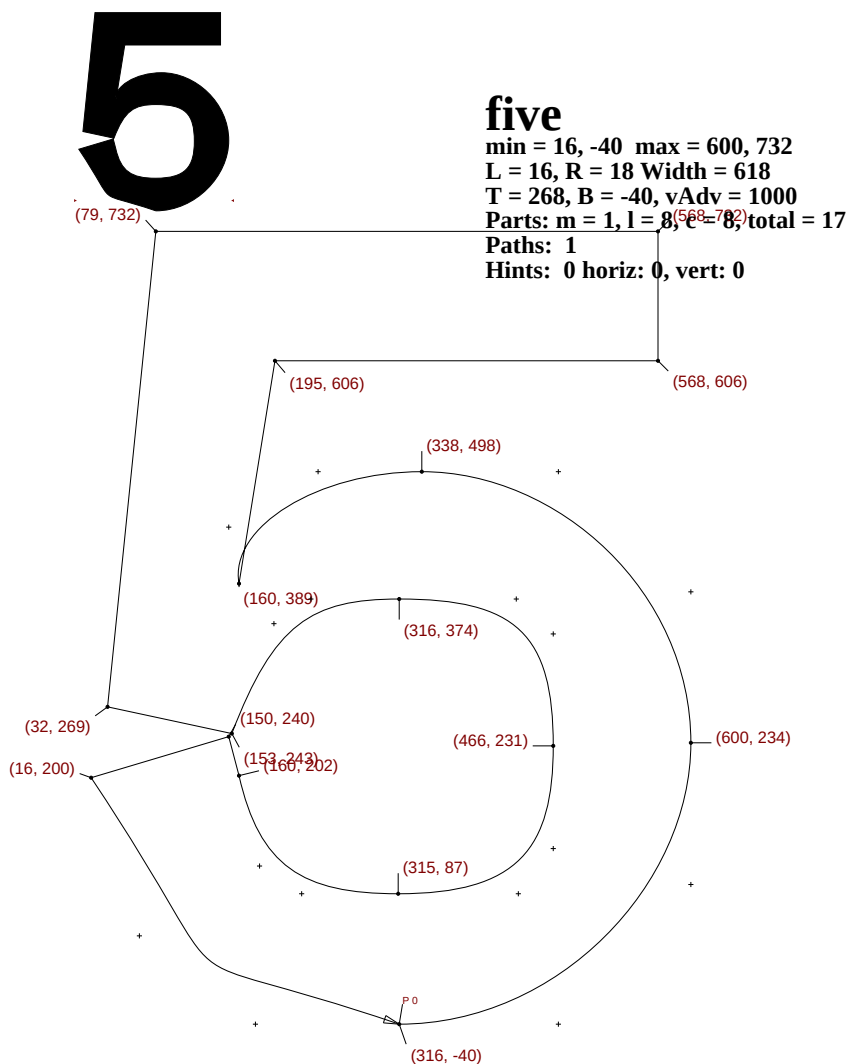
T = 268, B = -32, vAdv = 1000

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

Paths: 2

Hints: 0 horiz: 0, vert: 0





6

six

min = 28, -42 max = 595, 742

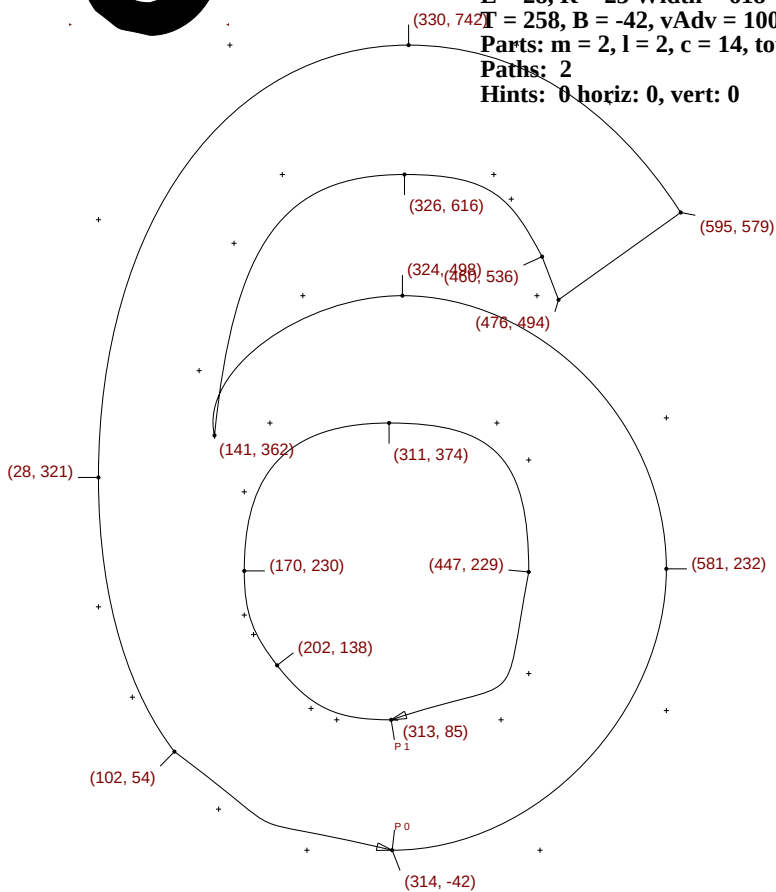
L = 28, R = 23 Width = 618

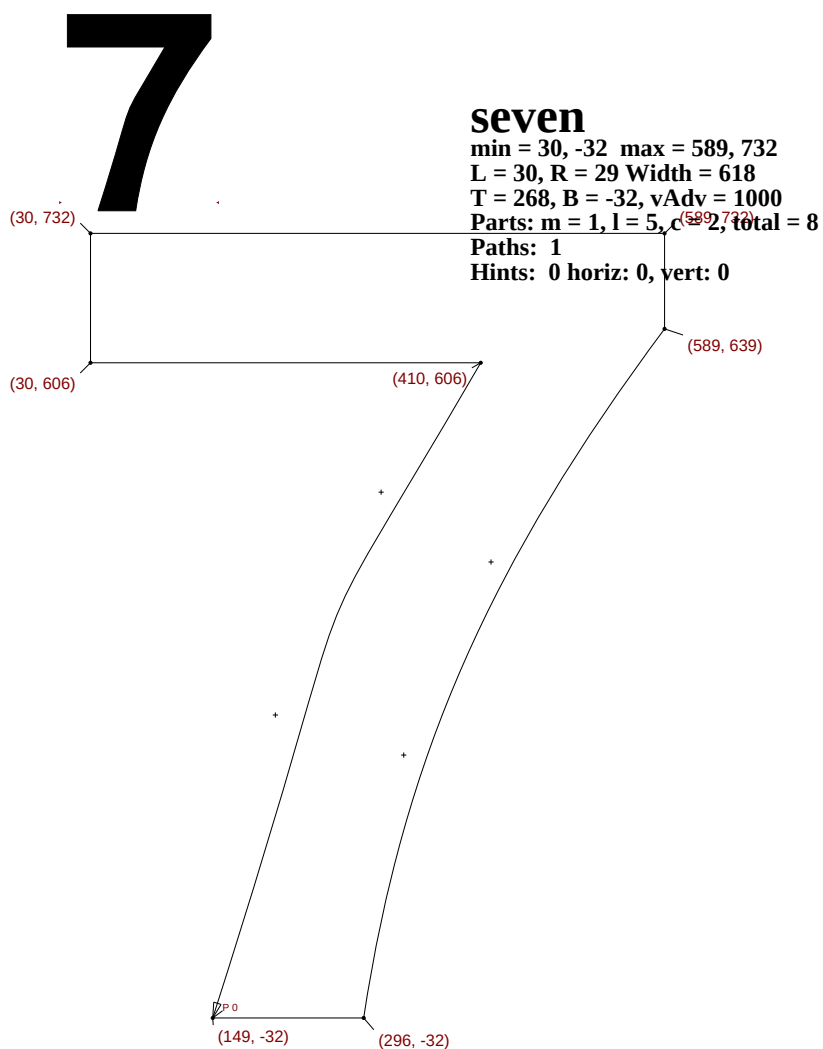
T = 258, B = -42, vAdv = 1000

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

Paths: 2

Hints: 0 horiz: 0, vert: 0





8

eight

min = 36, -40 max = 581, 740

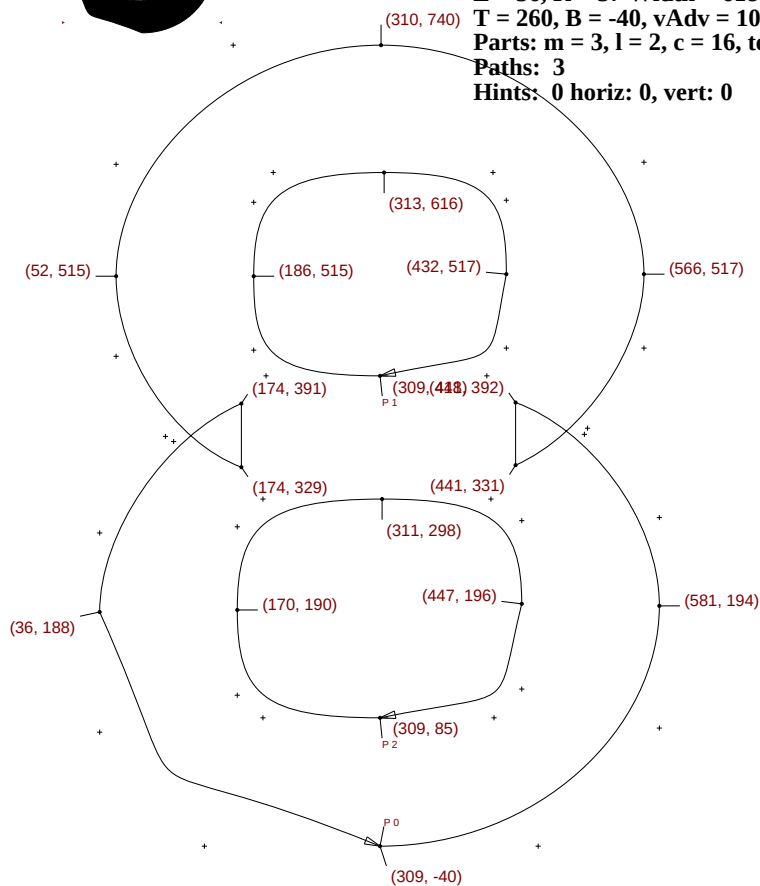
L = 36, R = 37 Width = 618

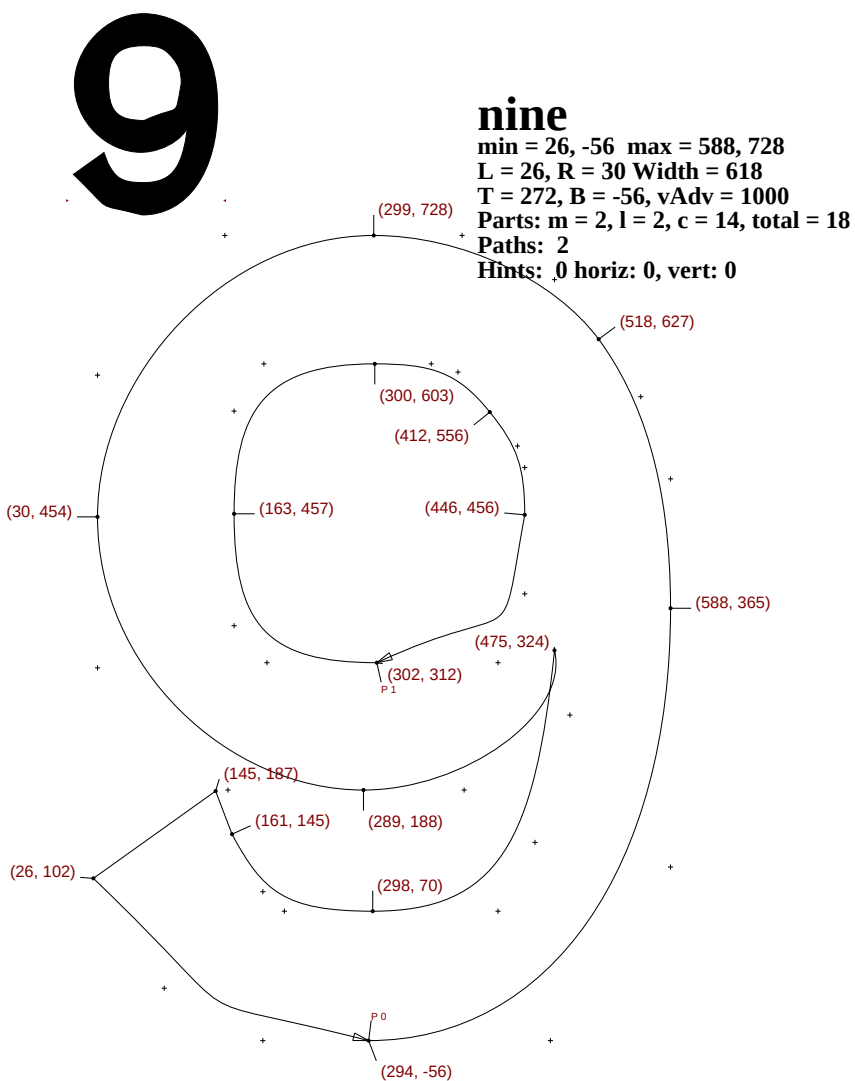
T = 260, B = -40, vAdv = 1000

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

Paths: 3

Hints: 0 horiz: 0, vert: 0





C

uni0186.smcp

min = 113, -2 max = 499, 522

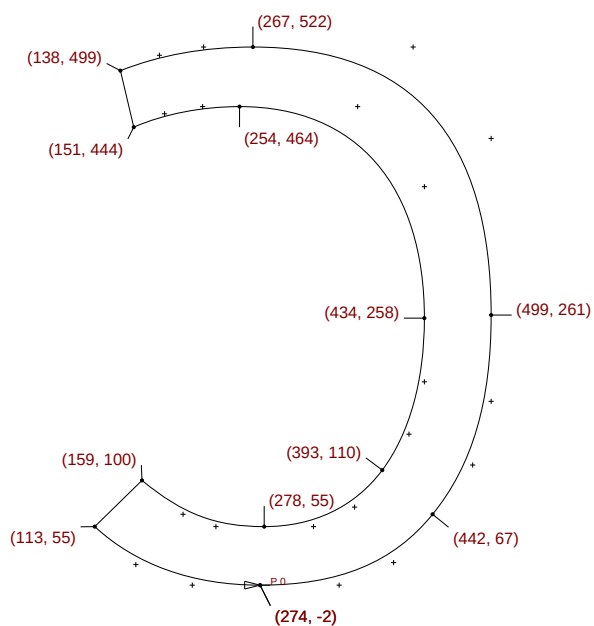
L = 113, R = 119 Width = 618

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 = 134, -2 max = 487, 522

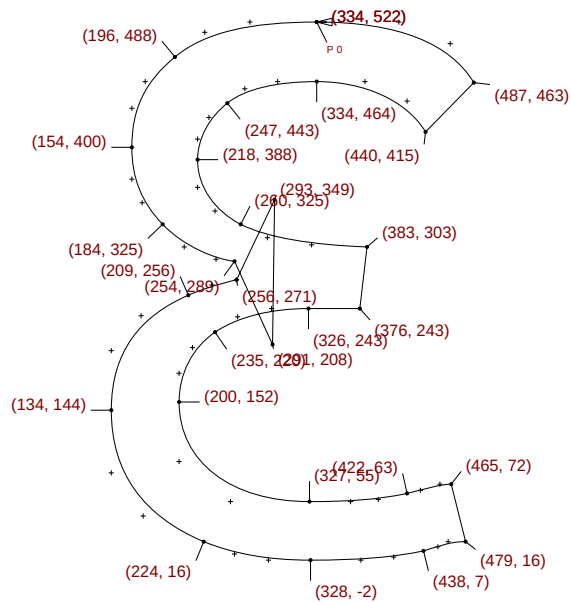
L = 134, R = 131 Width = 618

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

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

Paths: 1

Hints: 0 horiz: 0, vert: 0





uni0181.smcp

min = 91, -31 max = 527, 555

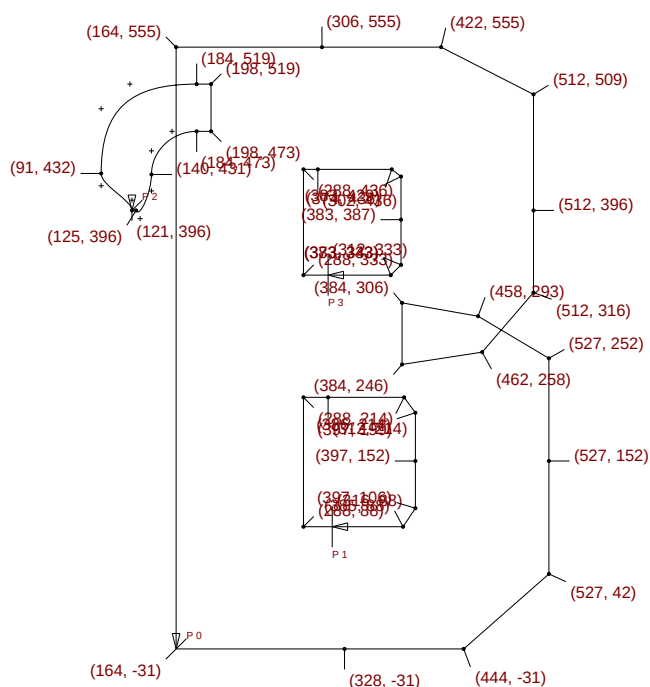
L = 91, R = 91 Width = 618

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

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

Paths: 4

Hints: 0 horiz: 0, vert: 0



**uni018A.smcp**

min = 94, -31 max = 524, 555

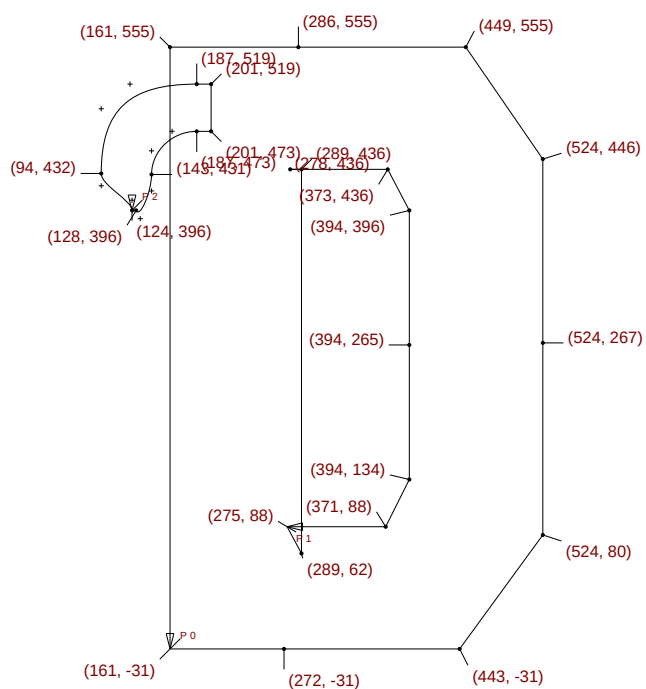
L = 94, R = 94 Width = 618

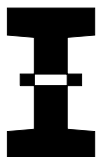
T = 445, B = -31, vAdv = 1000

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

Paths: 3

Hints: 0 horiz: 0, vert: 0



**uni0197.smcp**

min = 139, -31 max = 479, 555

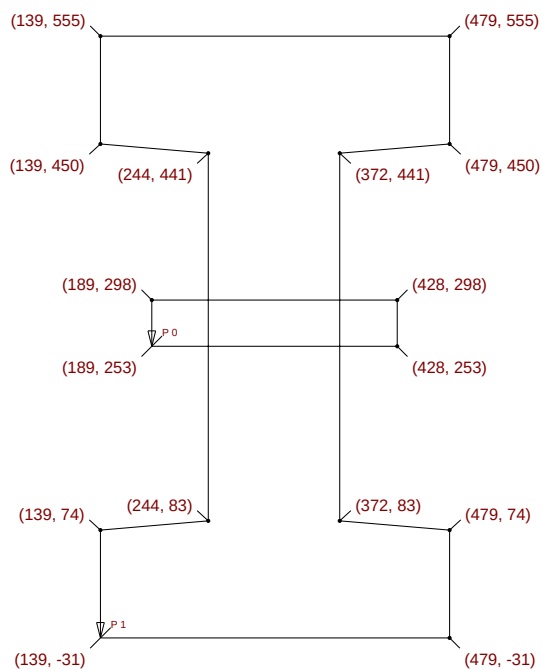
L = 139, R = 139 Width = 618

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 = 136, -2 max = 483, 544

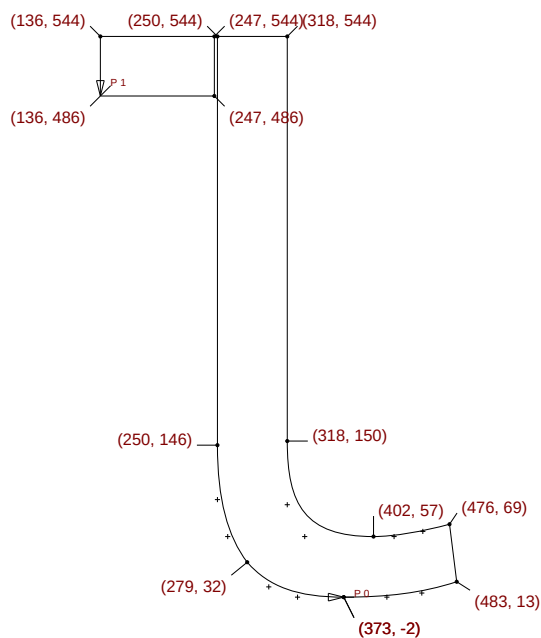
L = 136, R = 135 Width = 618

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 = 107, -168 max = 510, 514

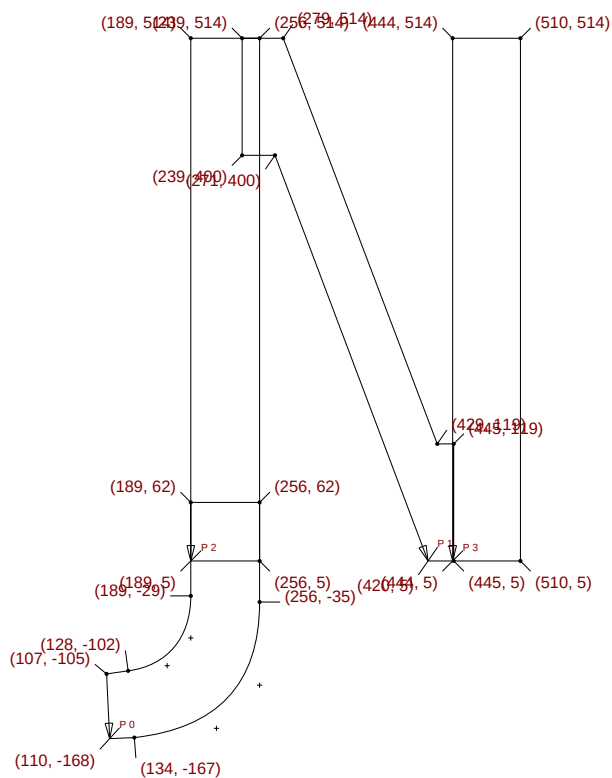
L = 107, R = 108 Width = 618

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 = 145, -2 max = 473, 514

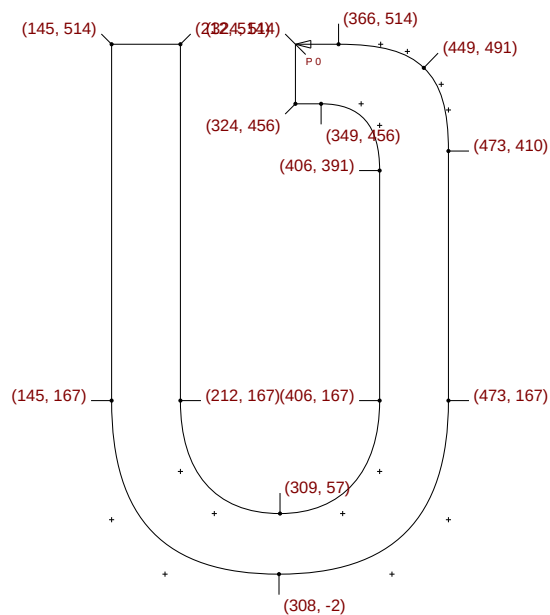
L = 145, R = 145 Width = 618

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 = 94, -38 max = 524, 555

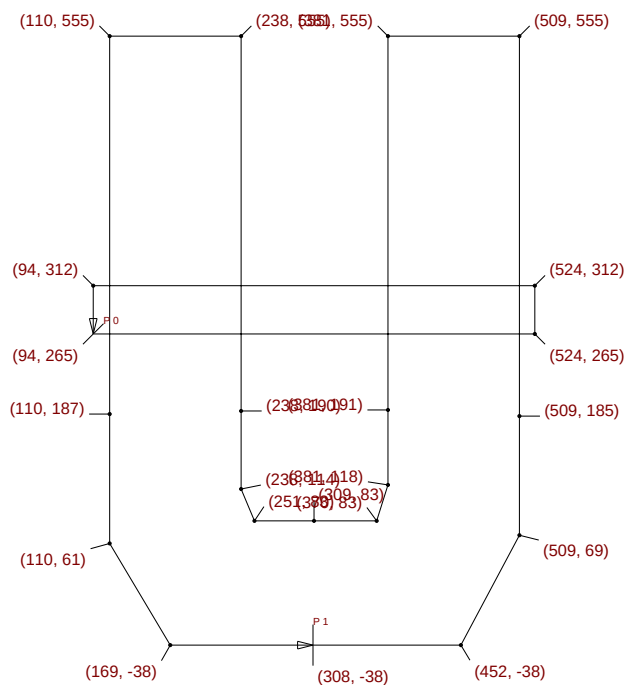
L = 94, R = 94 Width = 618

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

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

Paths: 2

Hints: 0 horiz: 0, vert: 0



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uniA78B.smcp

min = 237, 135 max = 381, 555

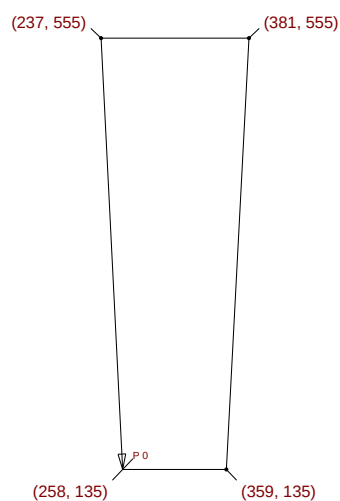
L = 237, R = 237 Width = 618

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 = 66, -42 max = 548, 566

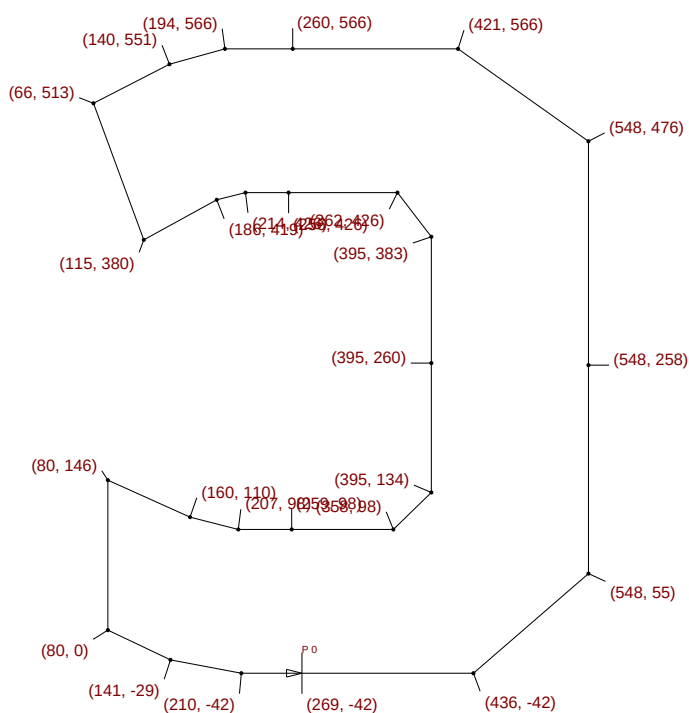
L = 66, R = 70 Width = 618

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 = 75, -42 max = 548, 566

L = 75, R = 70 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

