

A

A

min = 29, -5 max = 589, 705

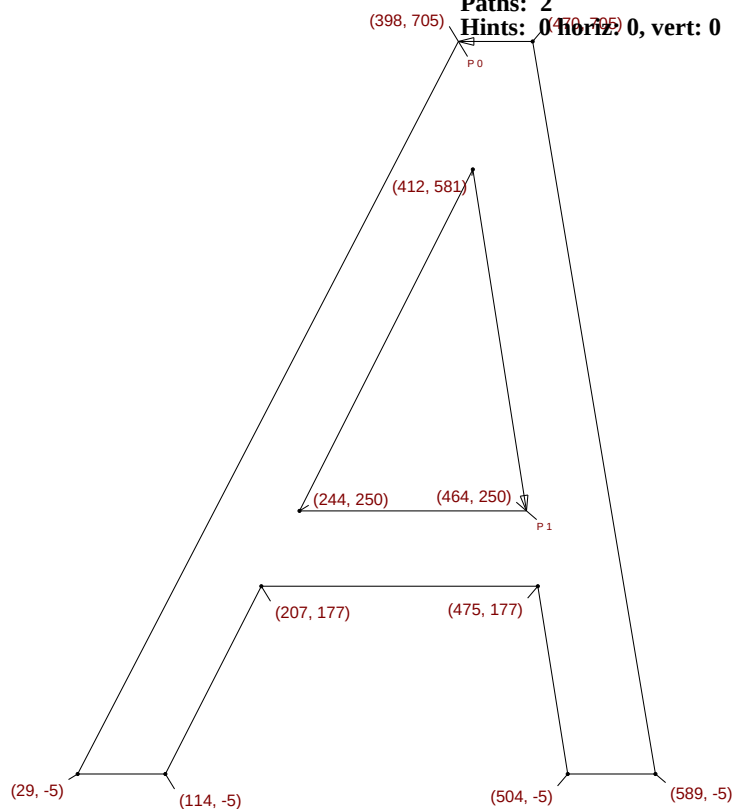
L = 29, R = 29 Width = 618

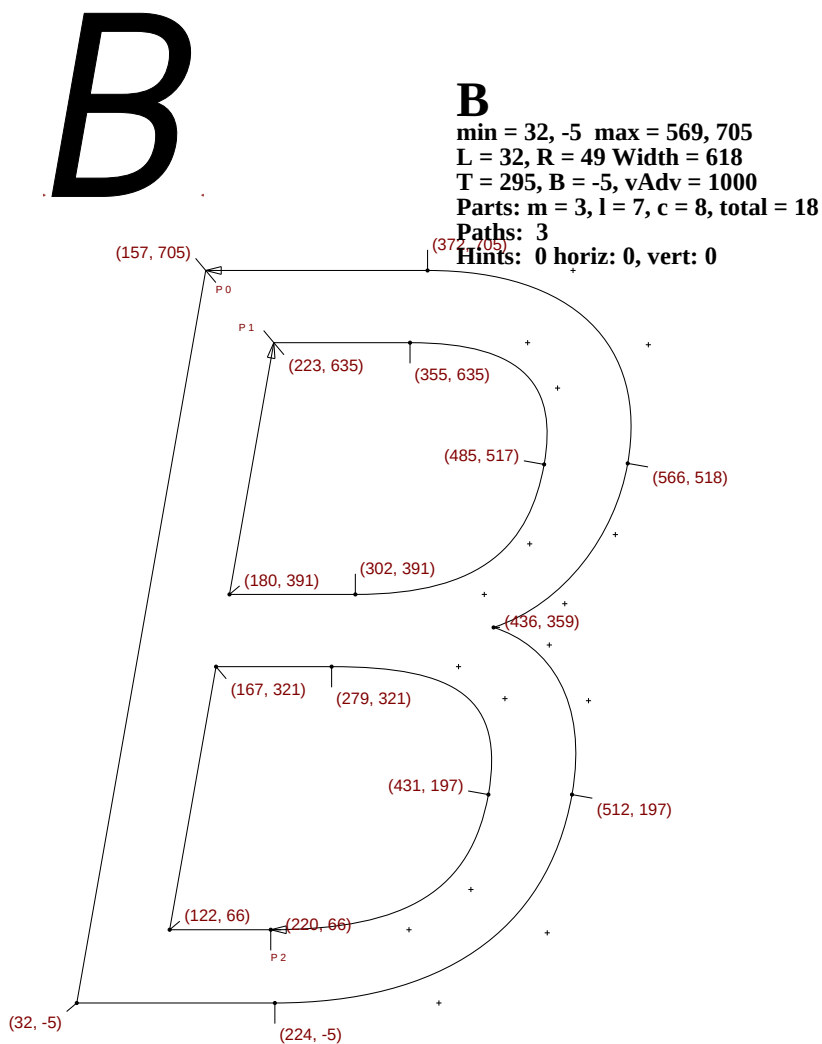
T = 295, B = -5, vAdv = 1000

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

Paths: 2

Hints: 0 Horiz: 0, vert: 0





C

C

min = 55, -13 max = 585, 713

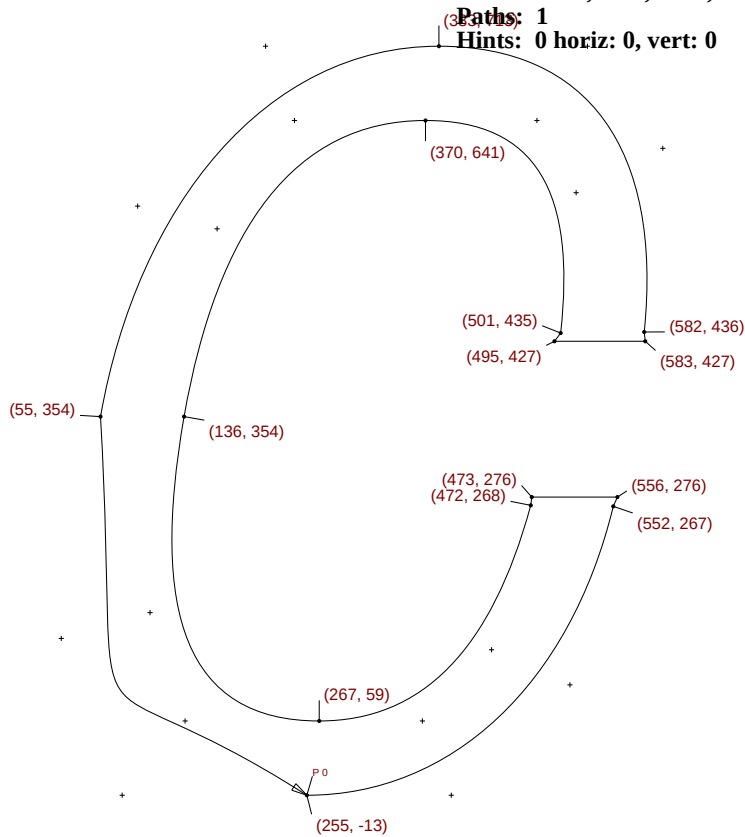
L = 55, R = 33 Width = 618

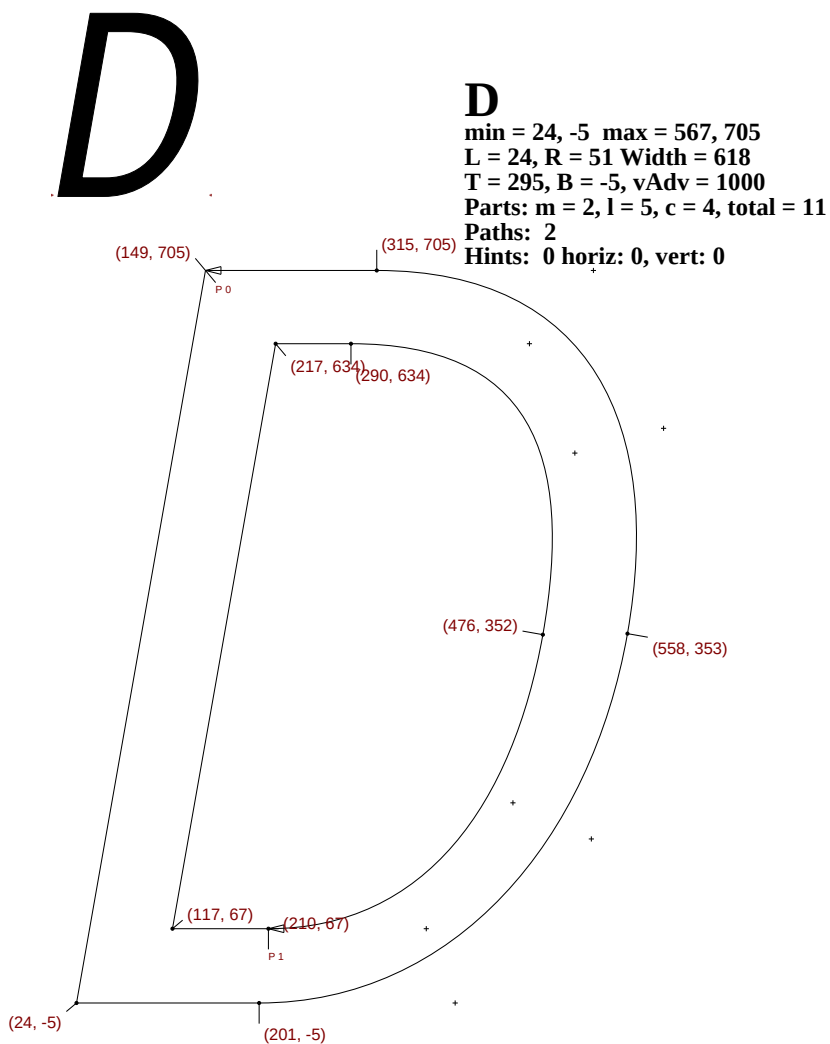
T = 287, B = -13, vAdv = 1000

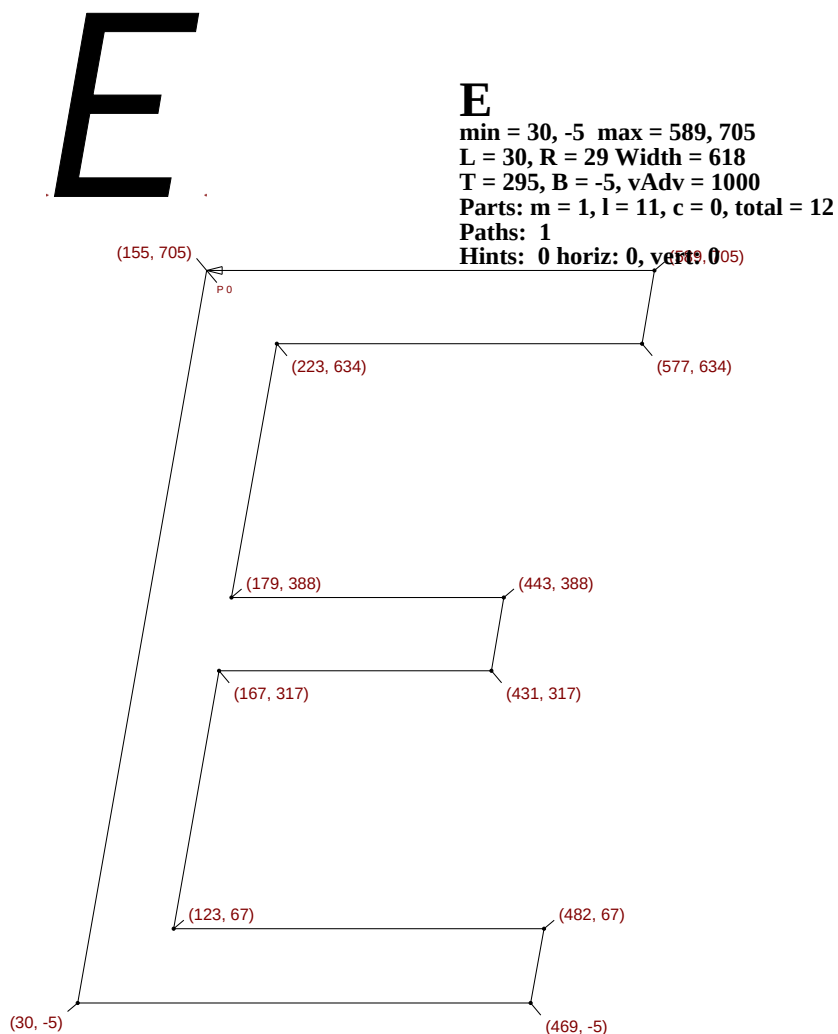
Parts: m = 1, l = 6, c = 8, total = 15

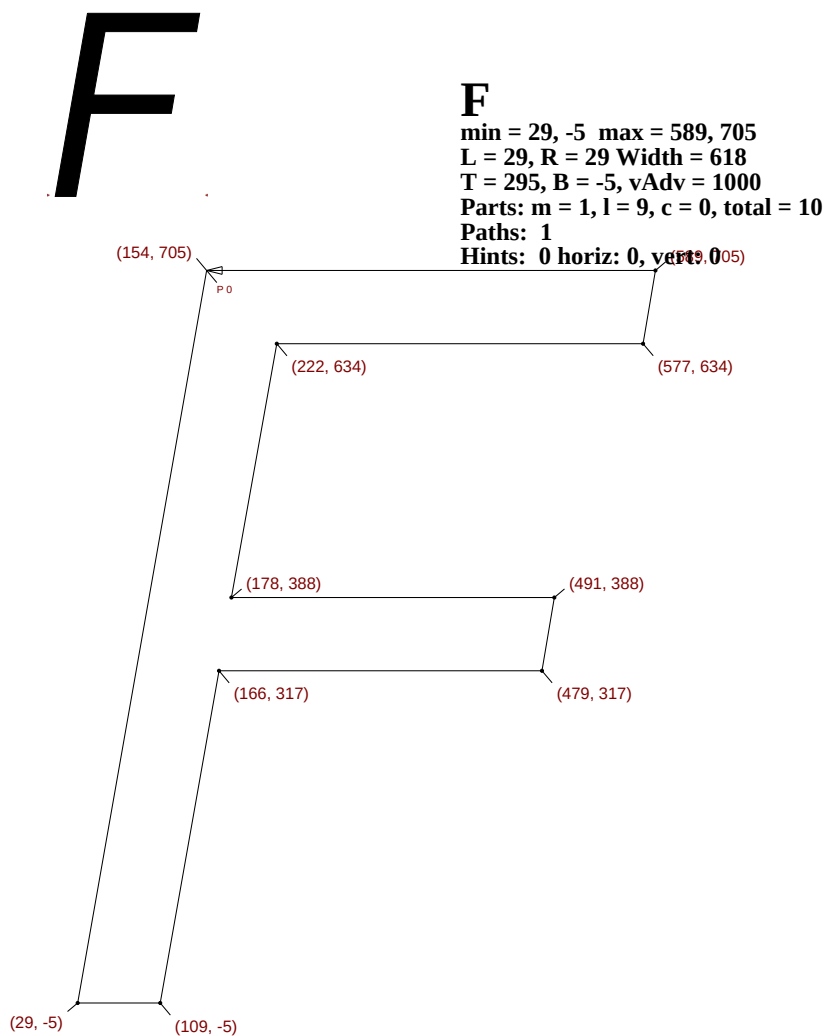
Paths: 1

Hints: 0 horiz: 0, vert: 0









G

G

min = 61, -13 max = 595, 713

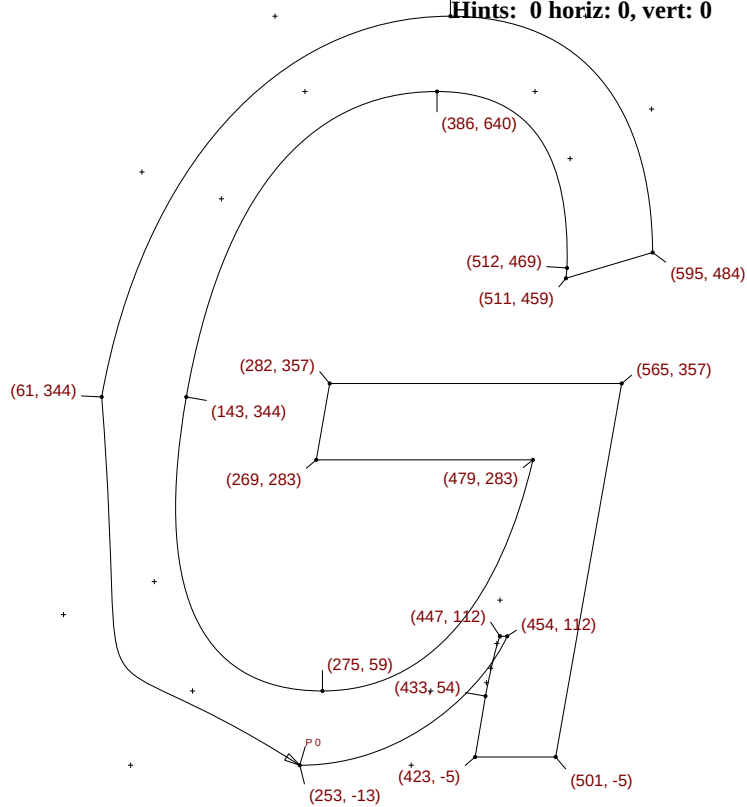
L = 61, R = 23 Width = 618

T = 287, B = -13, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



H**H**

min = 24, -5 max = 593, 705

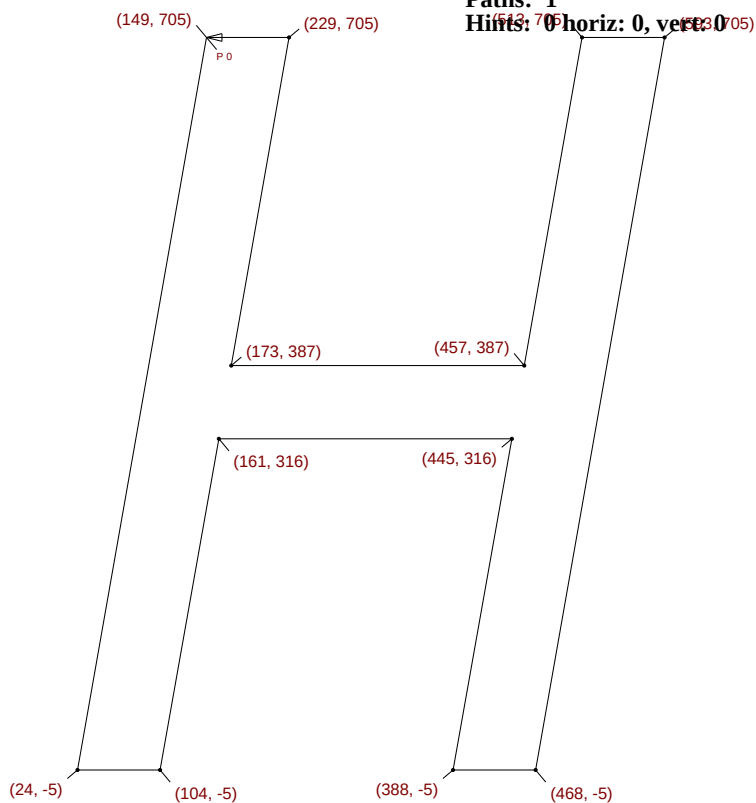
L = 24, R = 25 Width = 618

T = 295, B = -5, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



I

I

min = 30, -5 max = 587, 705

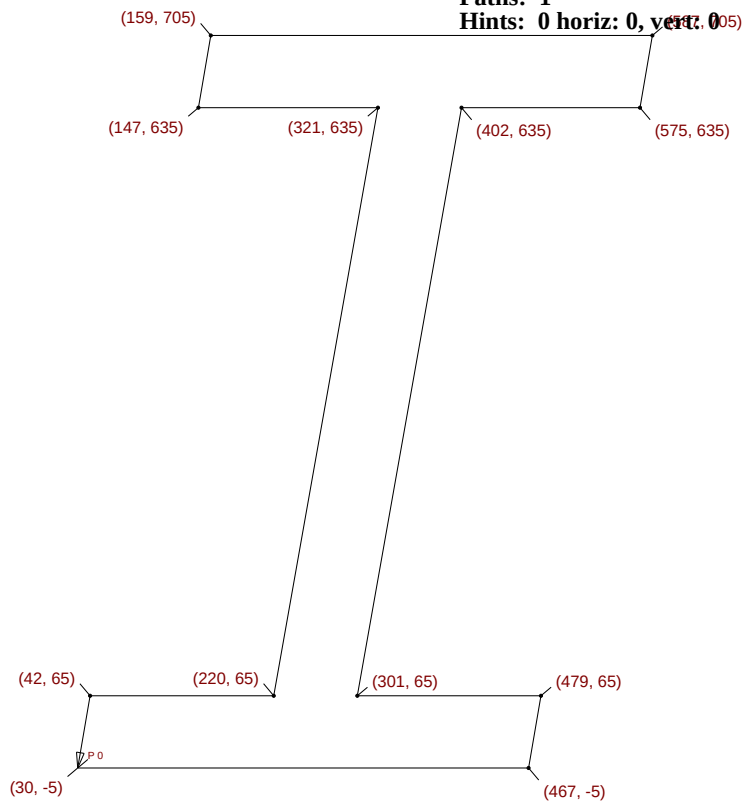
L = 30, R = 31 Width = 618

T = 295, B = -5, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



J

J

min = 52, -13 max = 592, 705

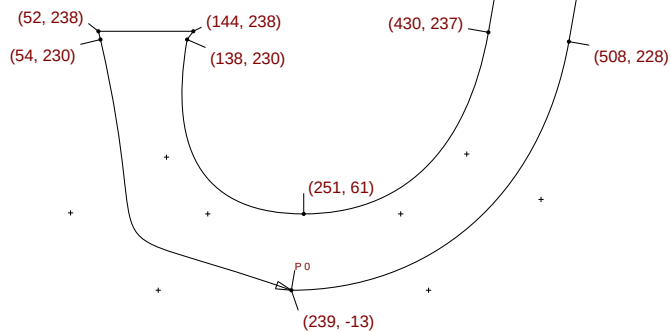
L = 52, R = 26 Width = 618

T = 295, B = -13, vAdv = 1000

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

Paths: 1

Hints: 705 (512, 705) horiz: 0, vert: 0



K**K**

min = 22, -5 max = 595, 705

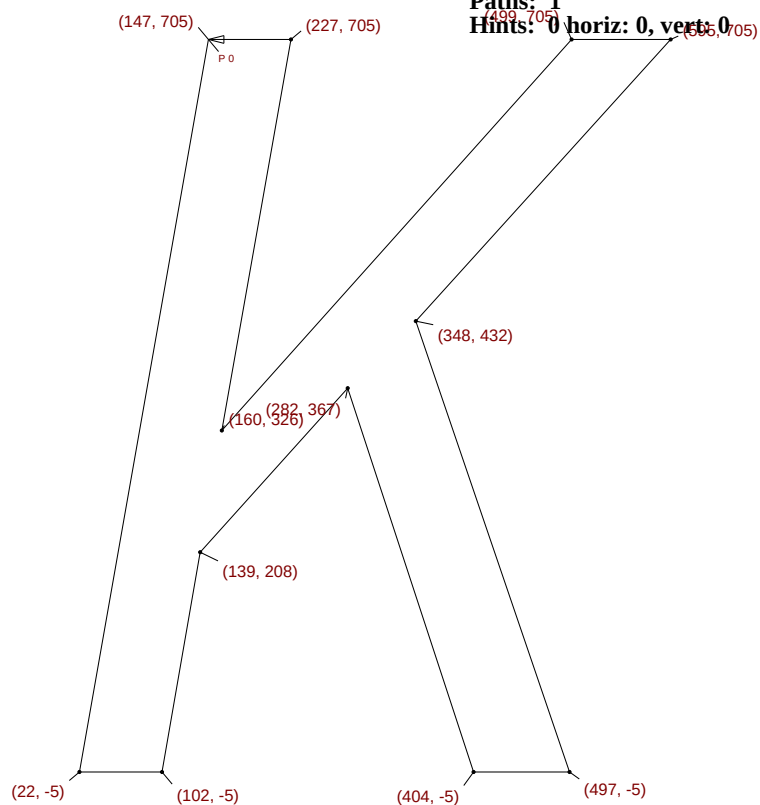
L = 22, R = 23 Width = 618

T = 295, B = -5, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



L

L

min = 79, -5 max = 539, 705

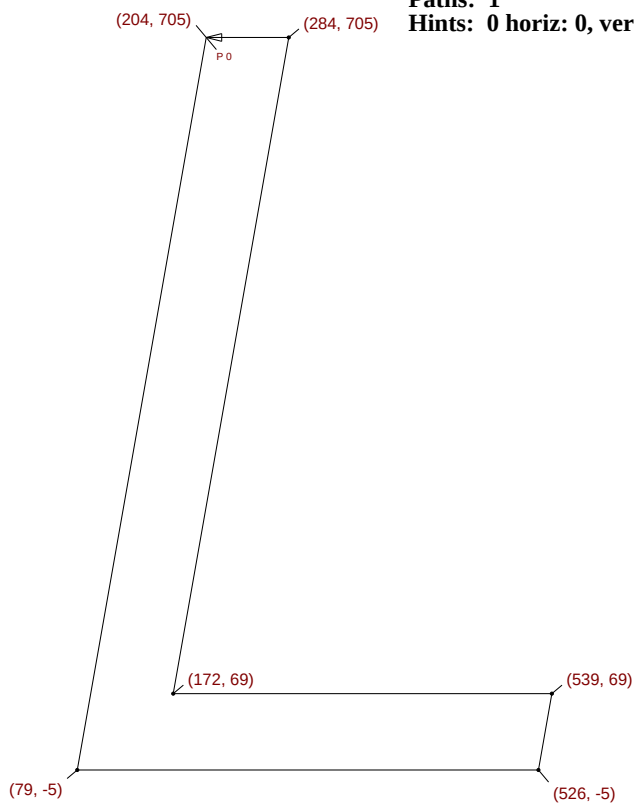
L = 79, R = 79 Width = 618

T = 295, B = -5, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



M**M**

min = 17, -5 max = 600, 705

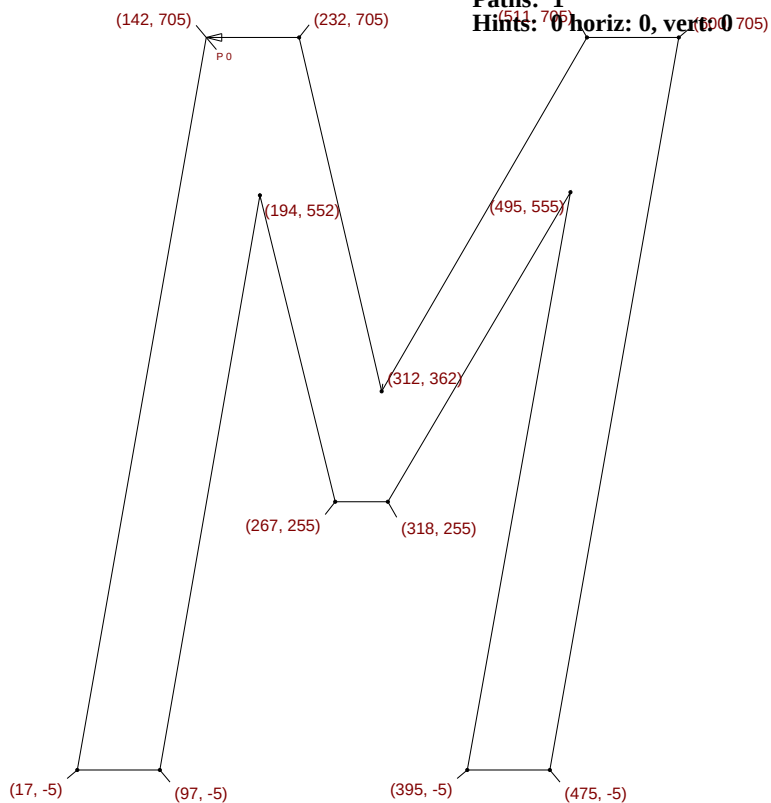
L = 17, R = 18 Width = 618

T = 295, B = -5, vAdv = 1000

Parts: m = 1, l = 12, c = 0, total = 13

Paths: 1

Hints: 0 horiz: 0, vert: 0



N**N**

min = 24, -5 max = 593, 705

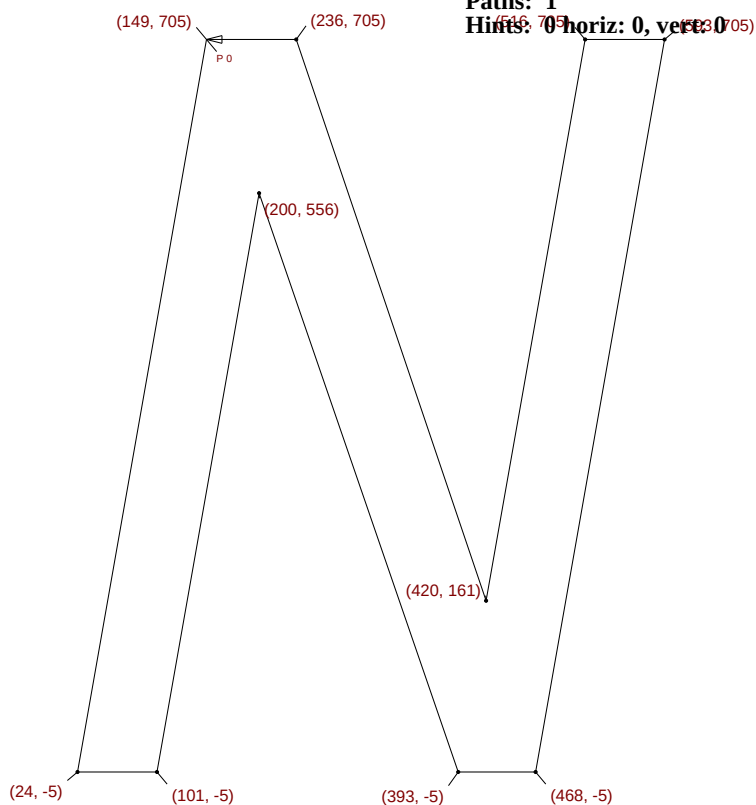
L = 24, R = 25 Width = 618

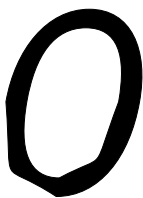
T = 295, B = -5, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



**O**

min = 51, -13 max = 578, 713

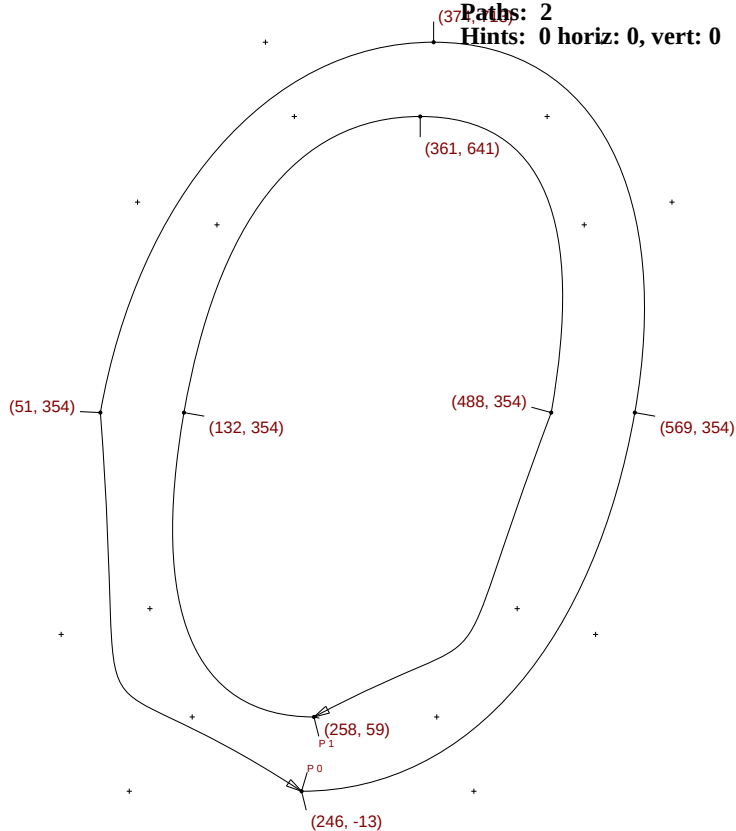
L = 51, R = 40 Width = 618

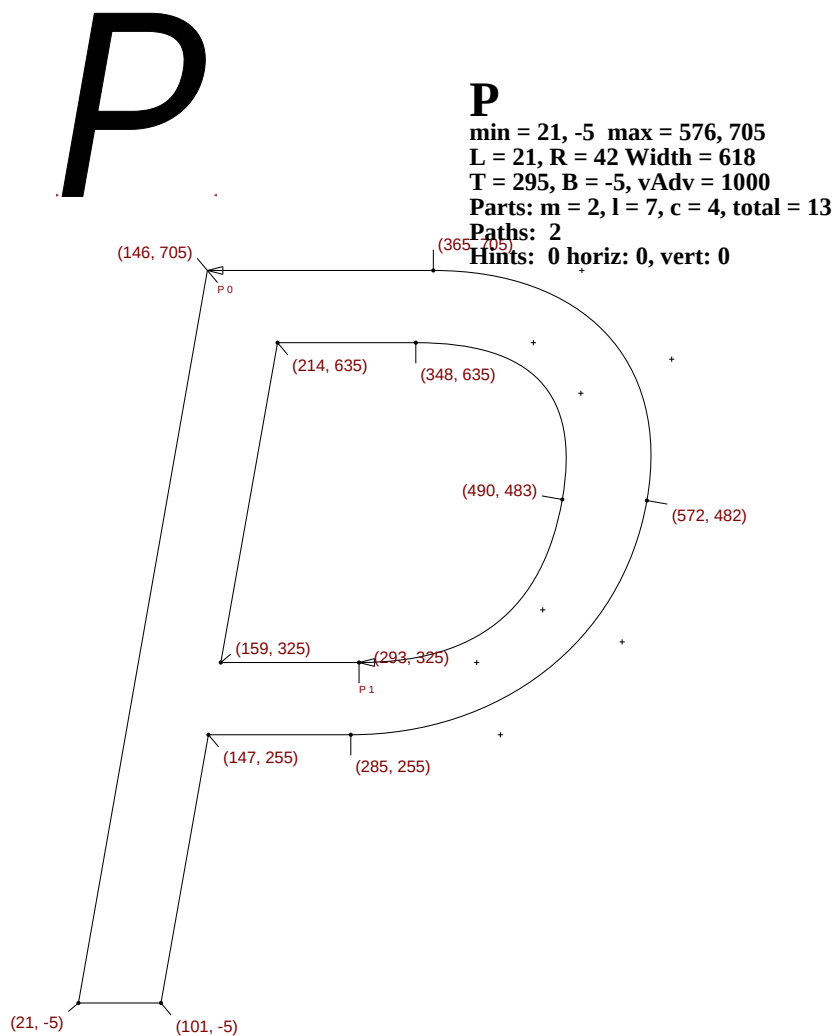
T = 287, B = -13, vAdv = 1000

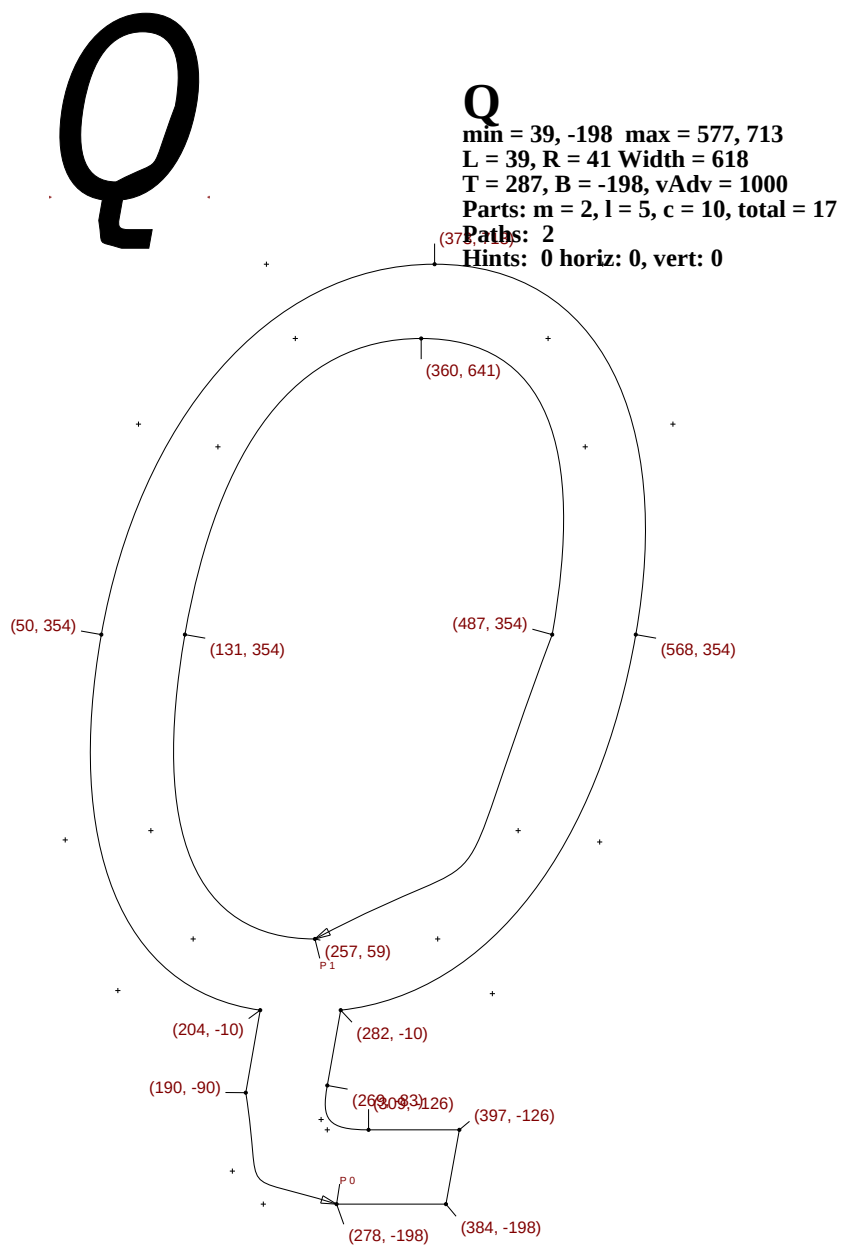
Parts: m = 2, l = 0, c = 8, total = 10

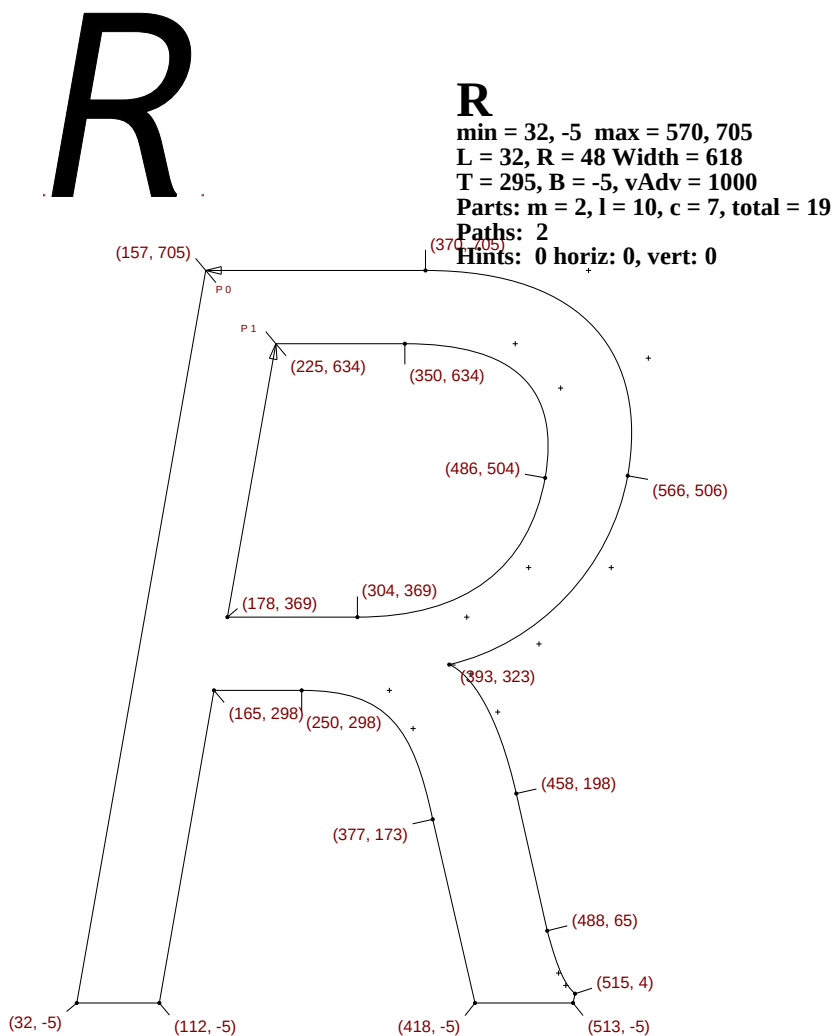
Paths: 2

Hints: 0 horiz: 0, vert: 0









S

S

min = 34, -13 max = 584, 713

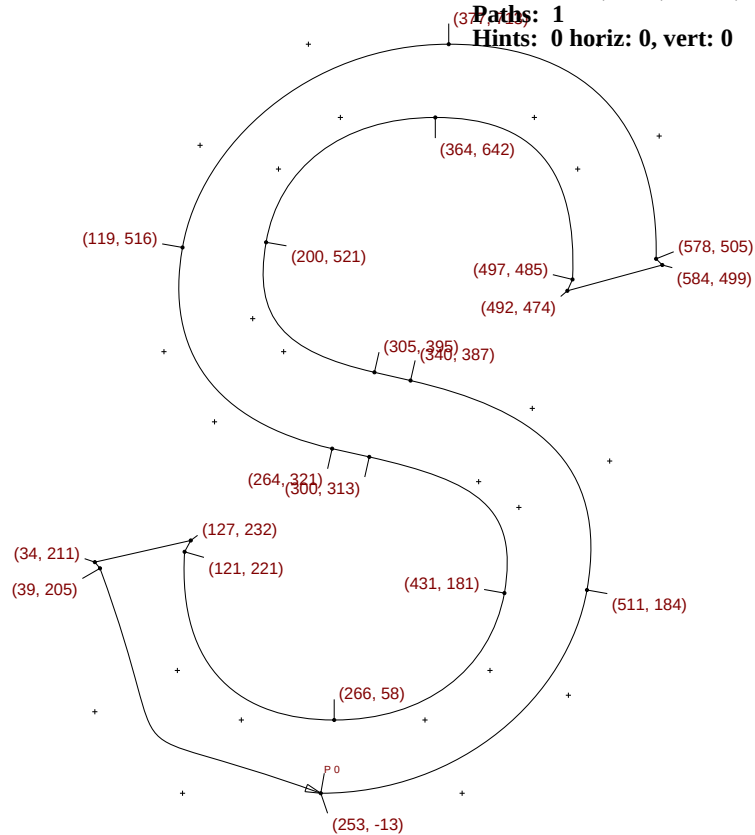
L = 34, R = 34 Width = 618

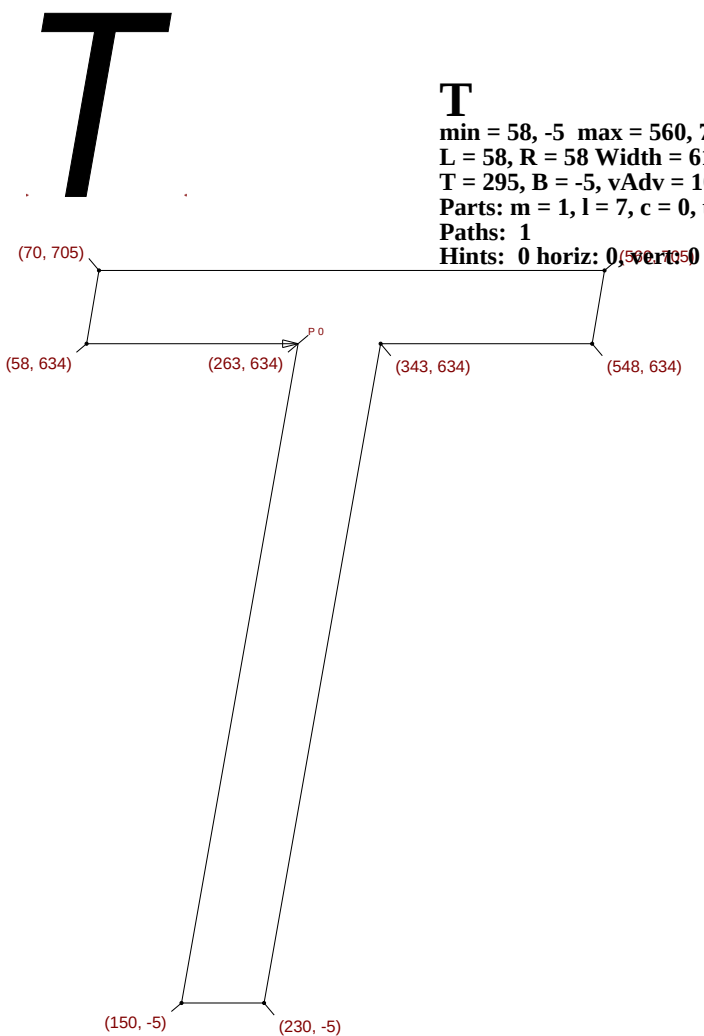
T = 287, B = -13, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0





U

U

min = 52, -13 max = 597, 705

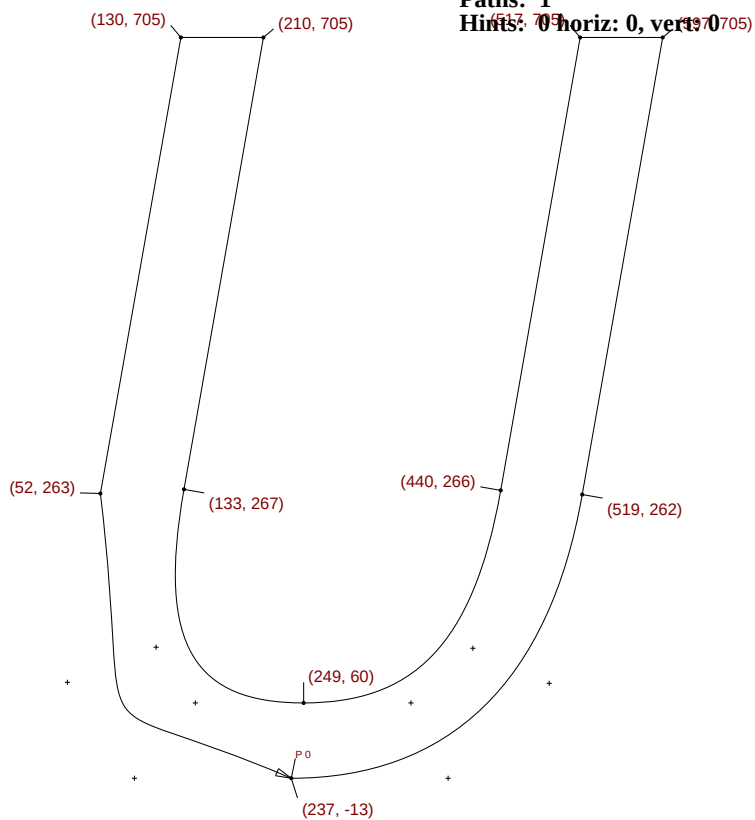
L = 52, R = 21 Width = 618

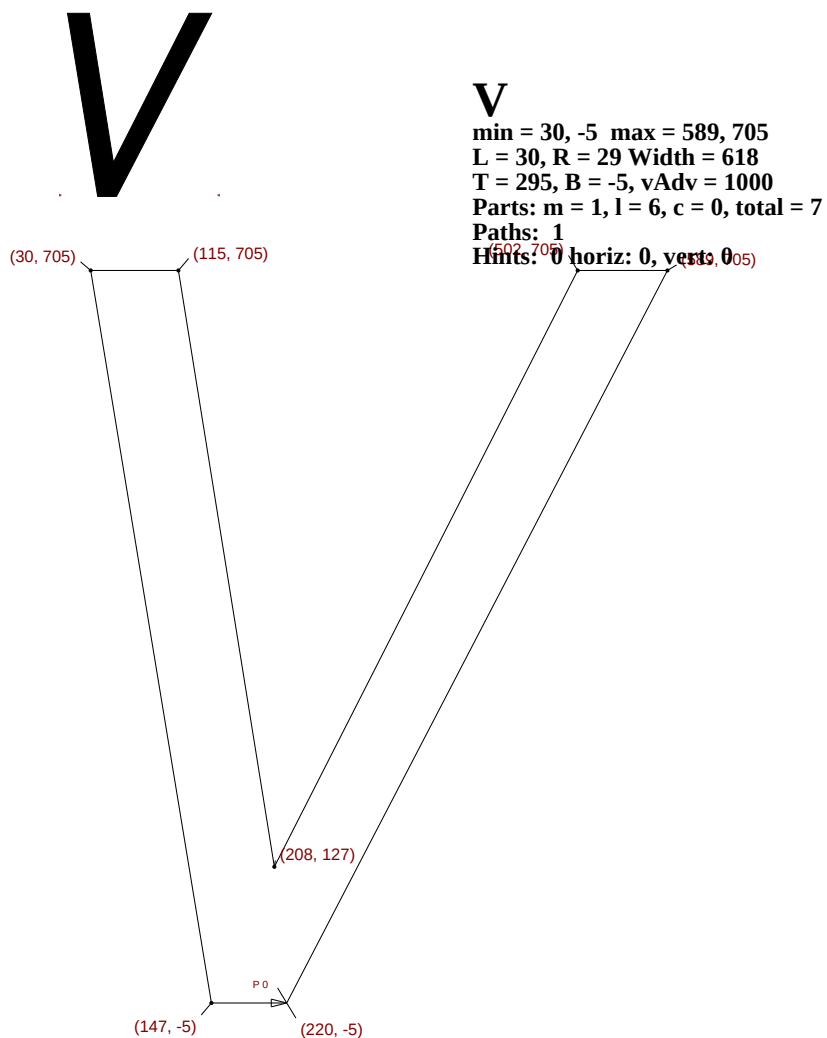
T = 295, B = -13, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0





W

W

min = 29, -5 max = 590, 705

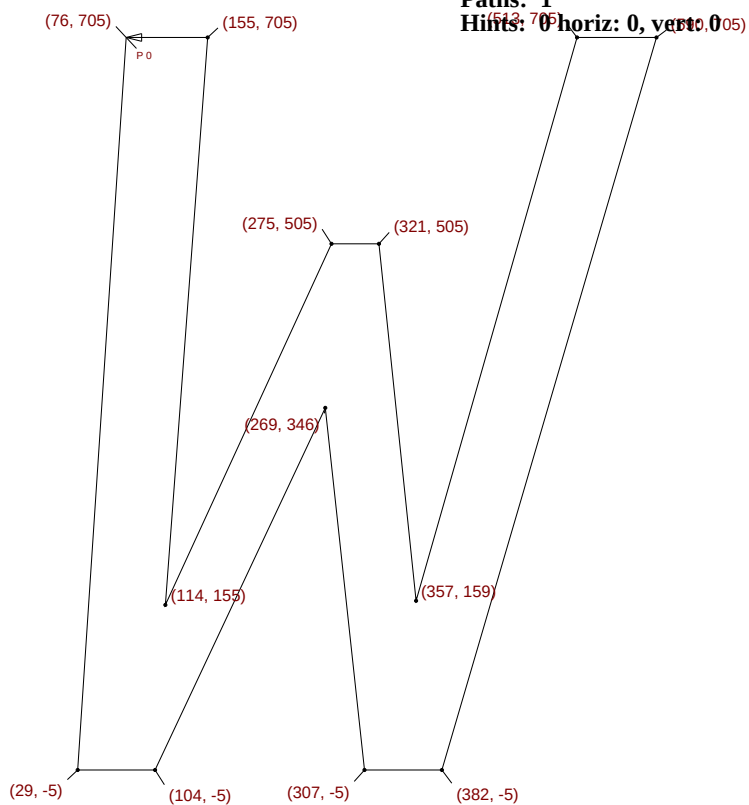
L = 29, R = 28 Width = 618

T = 295, B = -5, vAdv = 1000

Parts: m = 1, l = 12, c = 0, total = 13

Paths: 1

Hints: 0 horiz: 0, vert: 0



X**X**

min = -15, -5 max = 633, 705

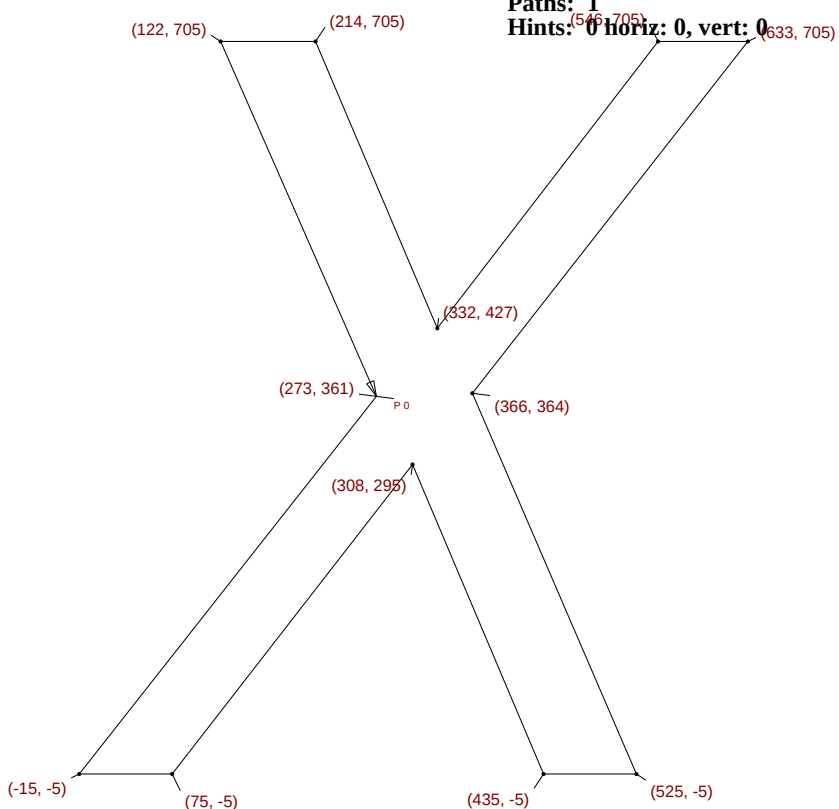
L = -15, R = -15 Width = 618

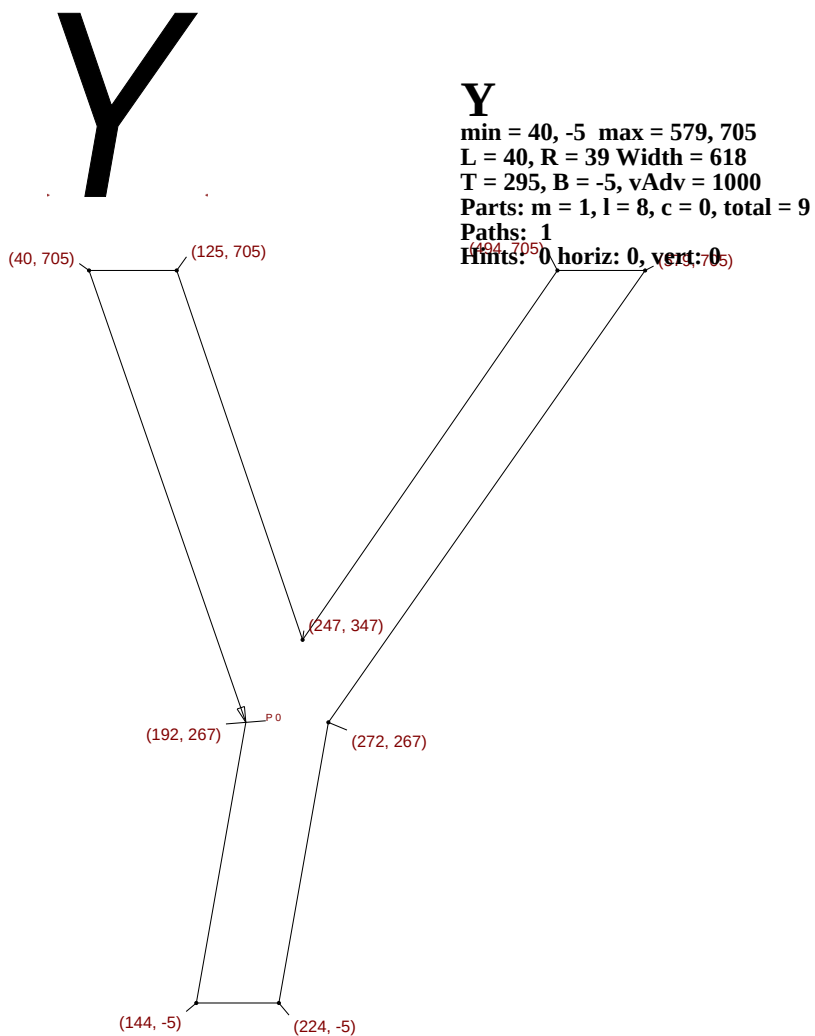
T = 295, B = -5, vAdv = 1000

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

Paths: 1

Hints: 0 Horiz: 0, vert: 0





Z

Z

min = 0, -5 max = 618, 705

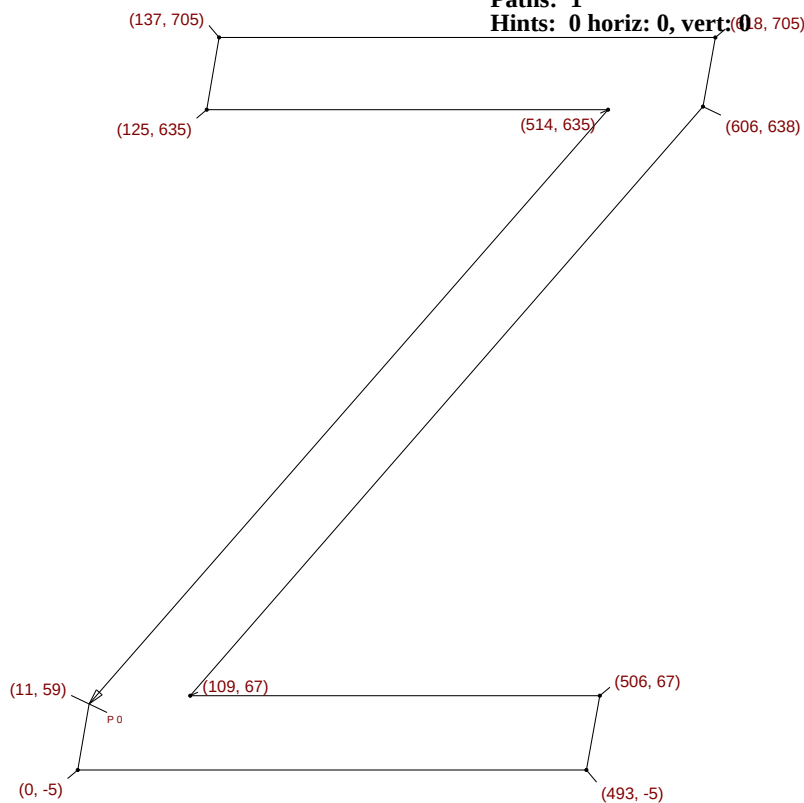
L = 0, R = 0 Width = 618

T = 295, B = -5, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



*a***a**

min = 69, -18 max = 550, 539

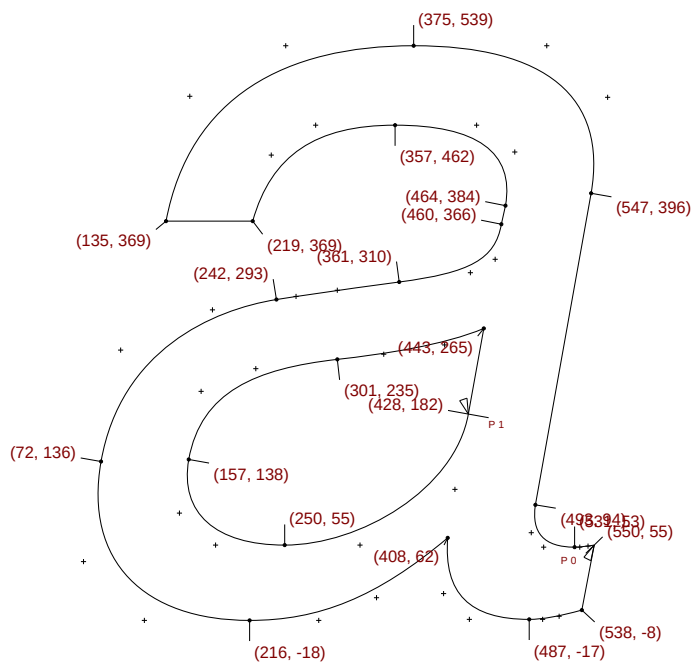
L = 69, R = 68 Width = 618

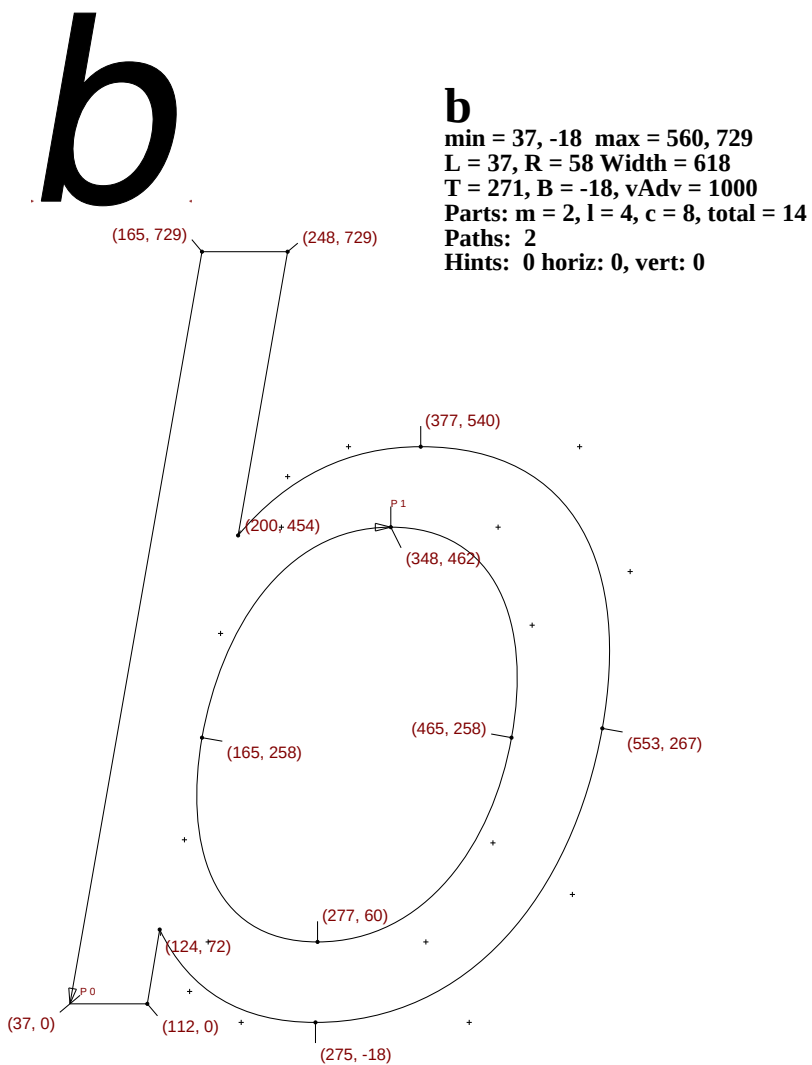
T = 461, B = -18, vAdv = 1000

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

Paths: 2

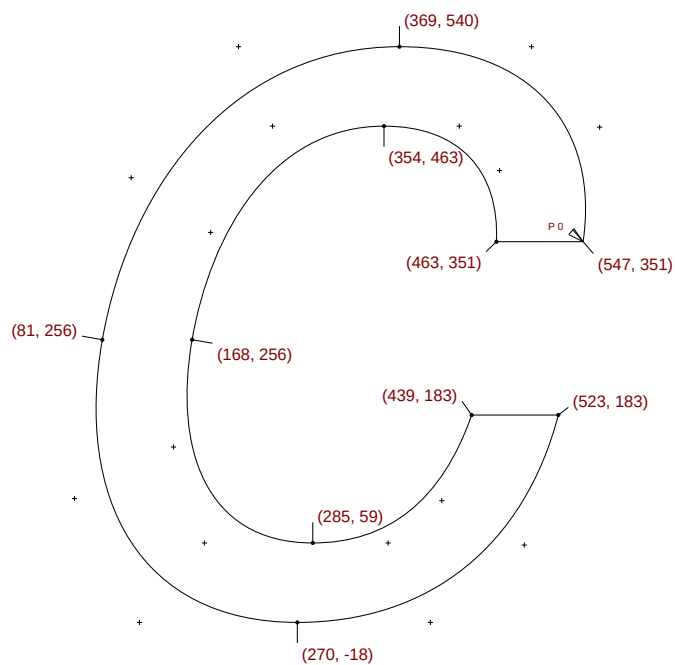
Hints: 0 horiz: 0, vert: 0





C

C
min = 75, -18 max = 549, 540
L = 75, R = 69 Width = 618
T = 460, B = -18, vAdv = 1000
Parts: m = 1, l = 1, c = 8, total = 10
Paths: 1
Hints: 0 horiz: 0, vert: 0



d

d

min = 41, -18 max = 599, 729

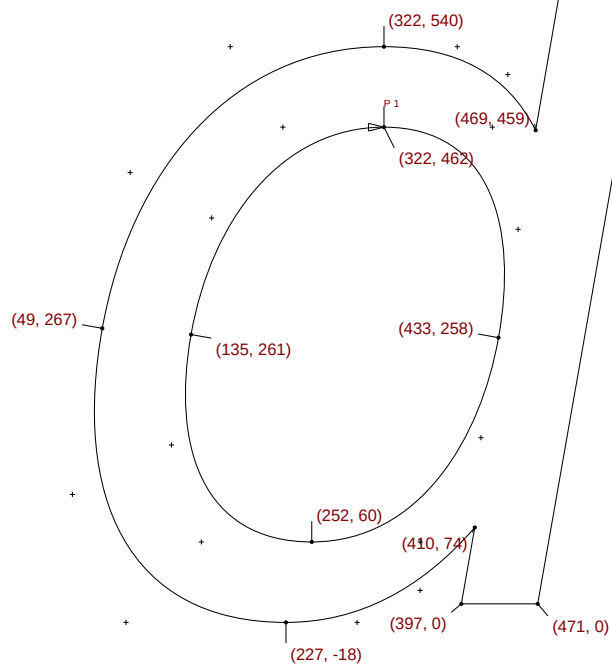
L = 41, R = 19 Width = 618

T = 271, B = -18, vAdv = 1000

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

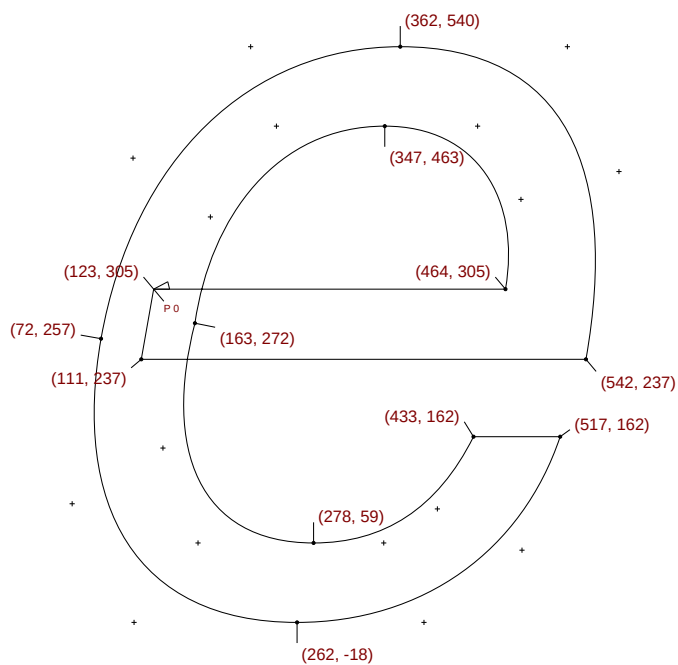
Paths: 2

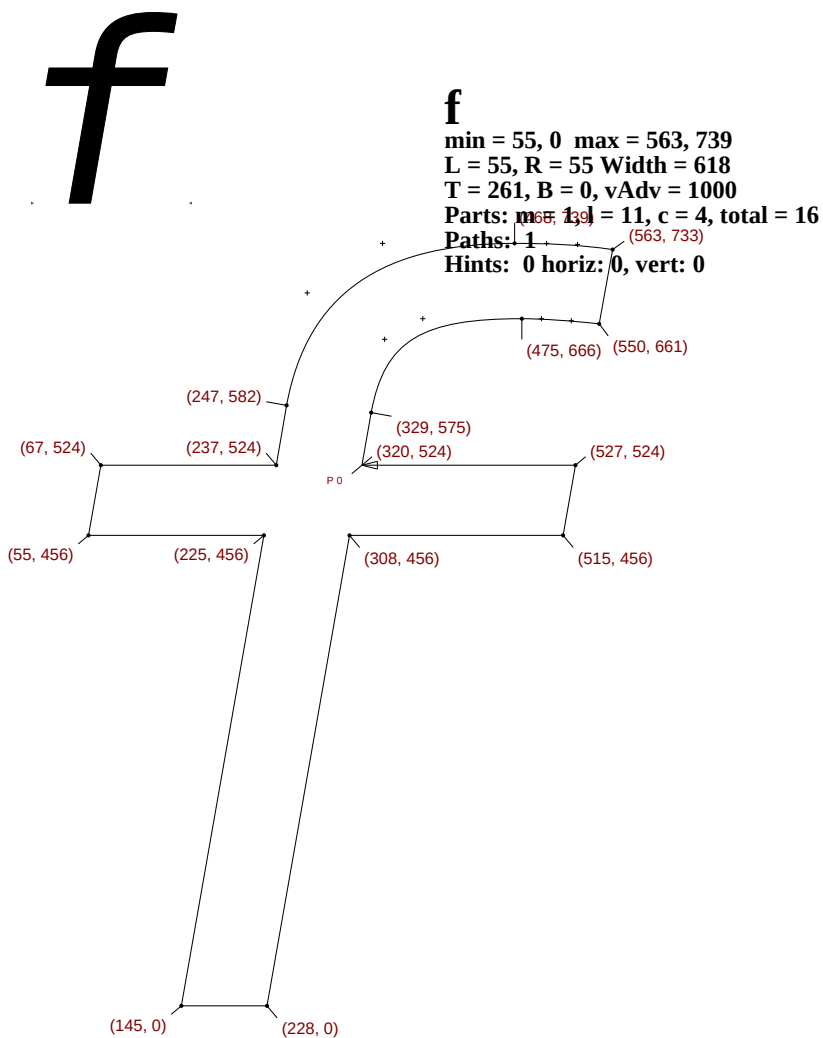
Hints: 0 horiz: 0, vert: 0





e
min = 65, -18 max = 551, 540
L = 65, R = 67 Width = 618
T = 460, B = -18, vAdv = 1000
Parts: m = 1, l = 3, c = 8, total = 12
Paths: 1
Hints: 0 horiz: 0, vert: 0





g

g

min = 35, -218 max = 587, 540

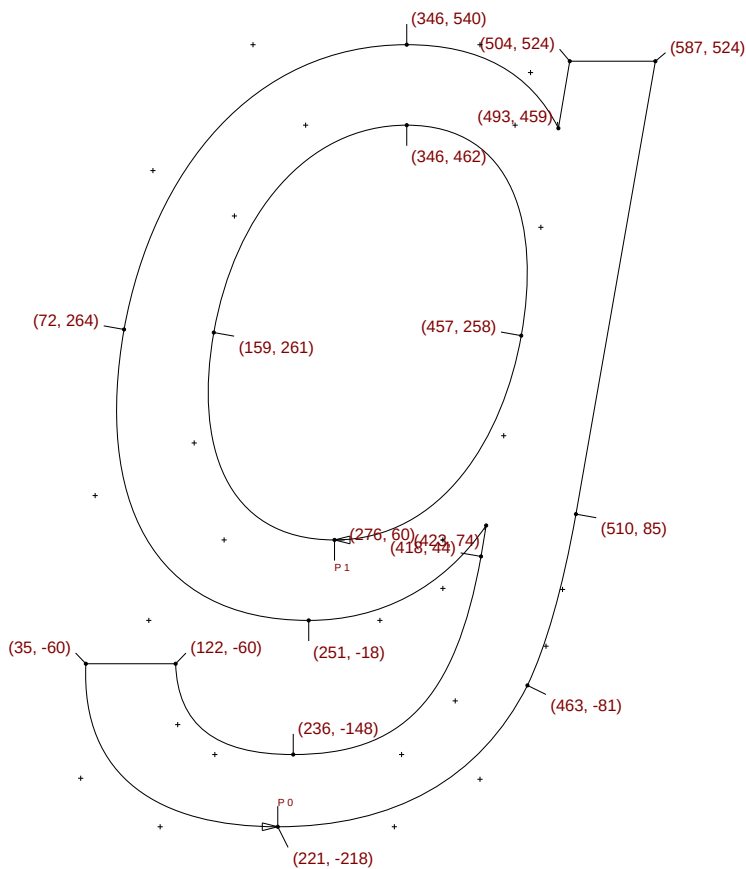
L = 35, R = 31 Width = 618

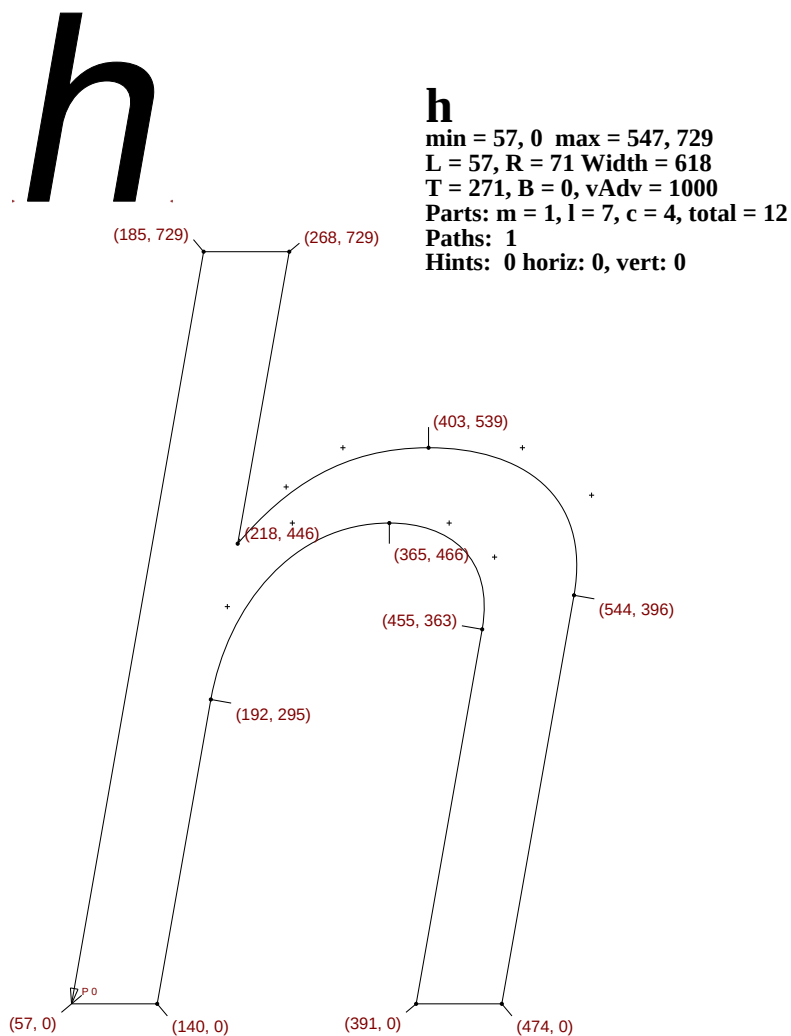
T = 460, B = -218, vAdv = 1000

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

Paths: 2

Hints: 0 horiz: 0, vert: 0





i

i

min = 91, 0 max = 526, 699

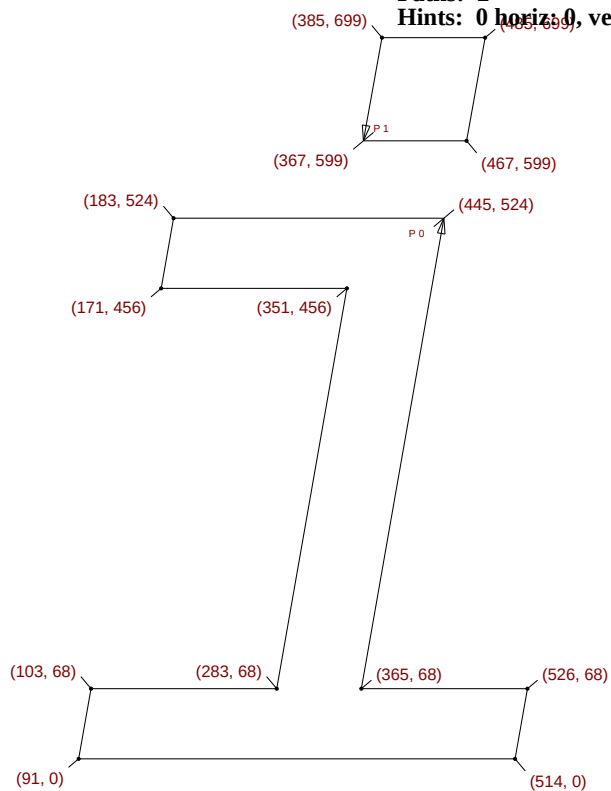
L = 91, R = 92 Width = 618

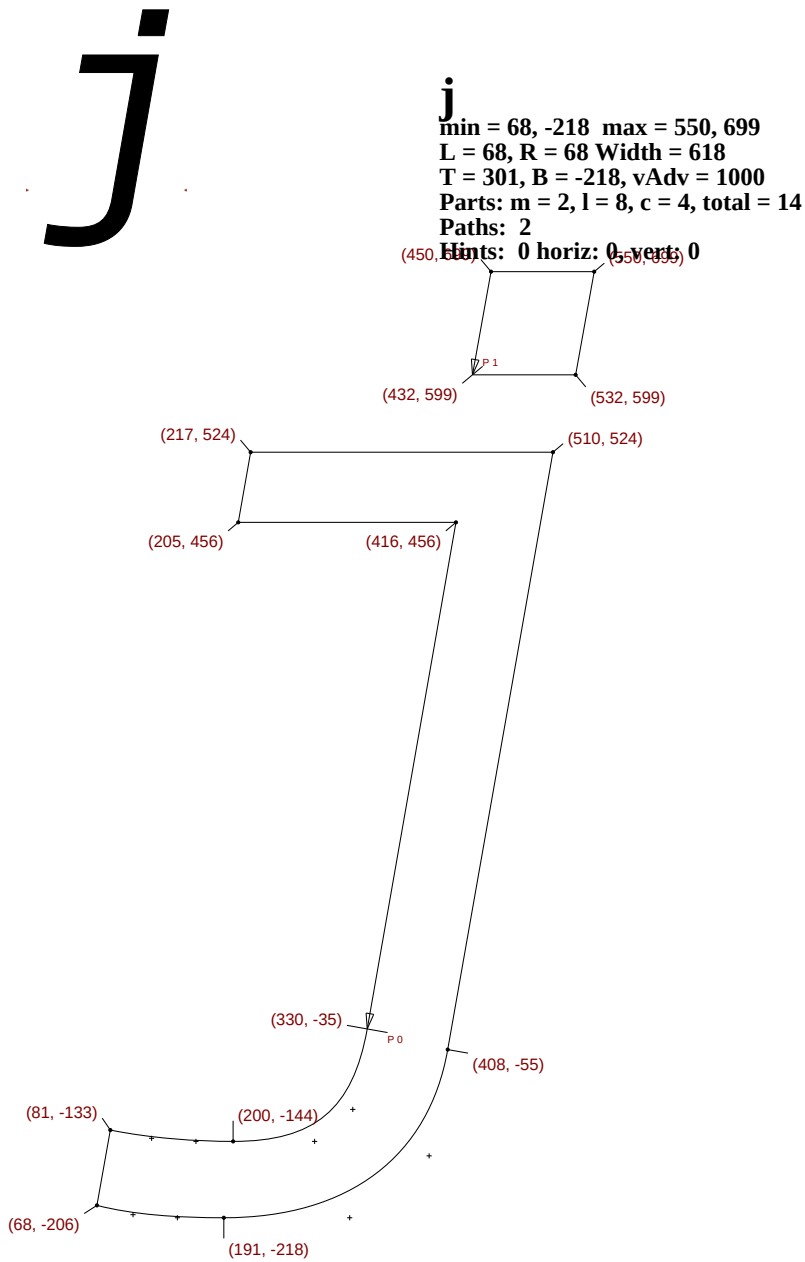
T = 301, B = 0, vAdv = 1000

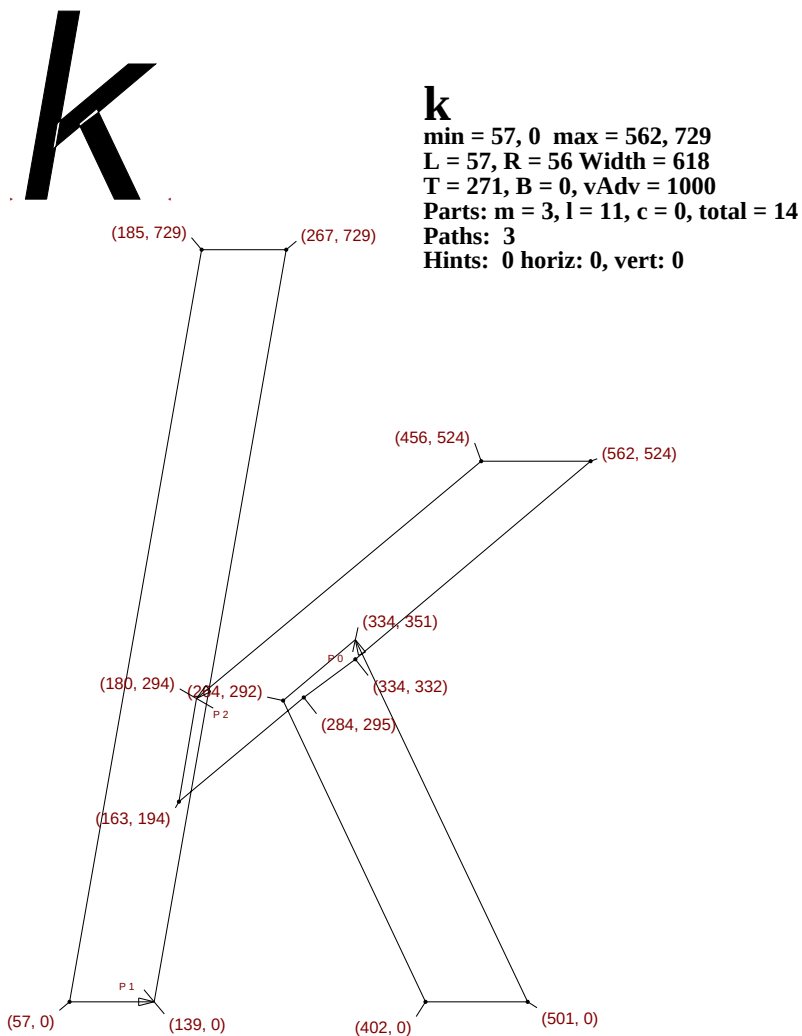
Parts: m = 2, l = 12, c = 0, total = 14

Paths: 2

Hints: 0 horiz: 0, vert: 0







1**l**

min = 91, 0 max = 526, 729

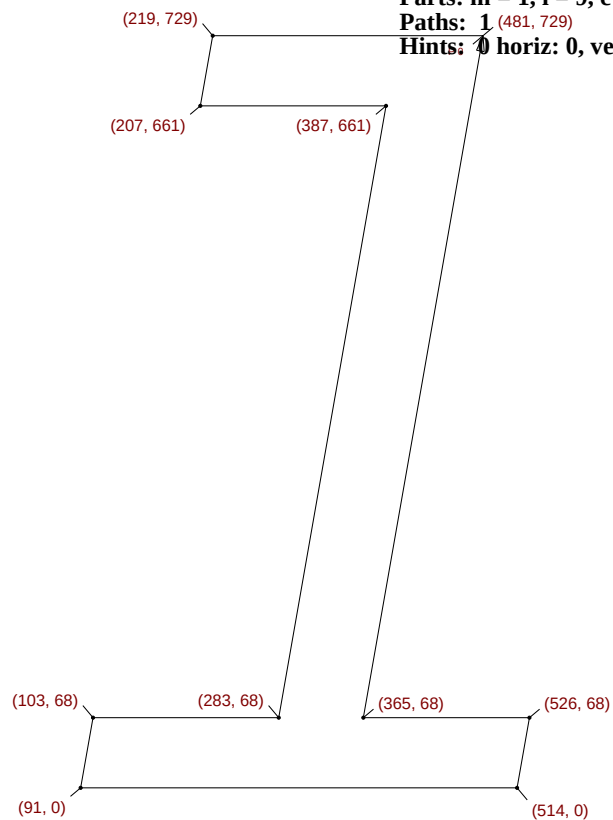
L = 91, R = 92 Width = 618

T = 271, B = 0, vAdv = 1000

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

Paths: 1 (481, 729)

Hints: 0 horiz: 0, vert: 0



*m***m**

min = -5, 0 max = 612, 536

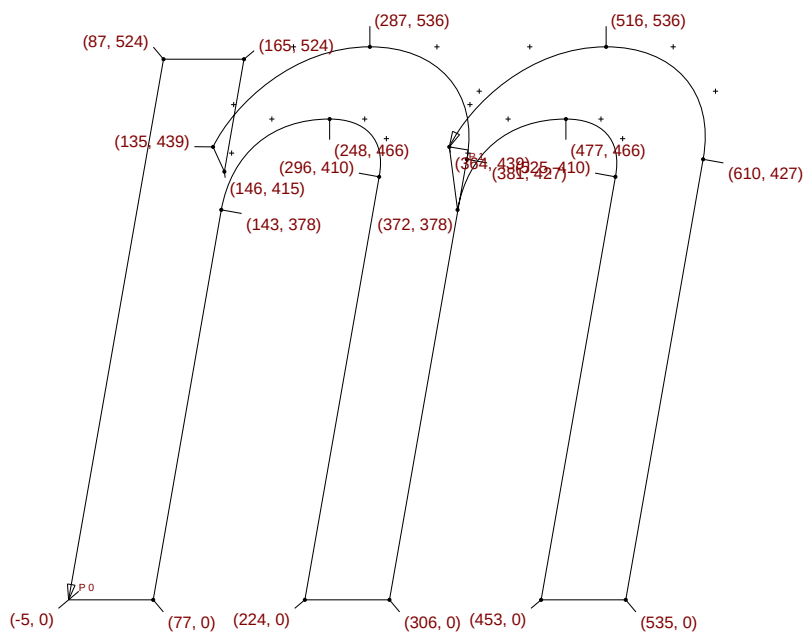
L = -5, R = 6 Width = 618

T = 464, B = 0, vAdv = 1000

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

Paths: 2

Hints: 0 horiz: 0, vert: 0



*n***n**

min = 57, 0 max = 547, 539

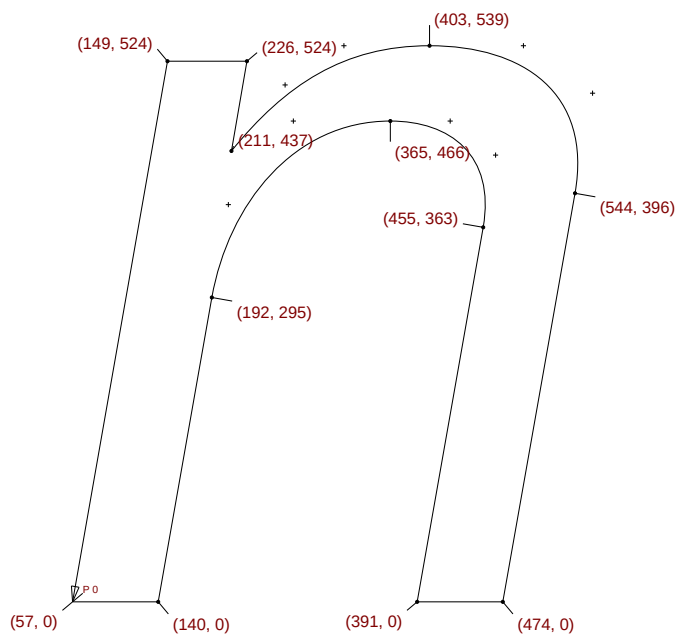
L = 57, R = 71 Width = 618

T = 461, B = 0, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



O

O

min = 65, -18 max = 553, 540

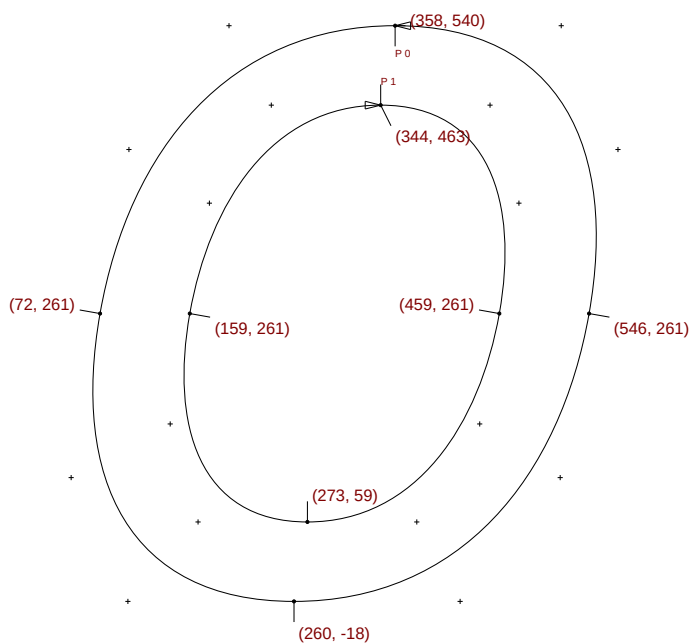
L = 65, R = 65 Width = 618

T = 460, B = -18, vAdv = 1000

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

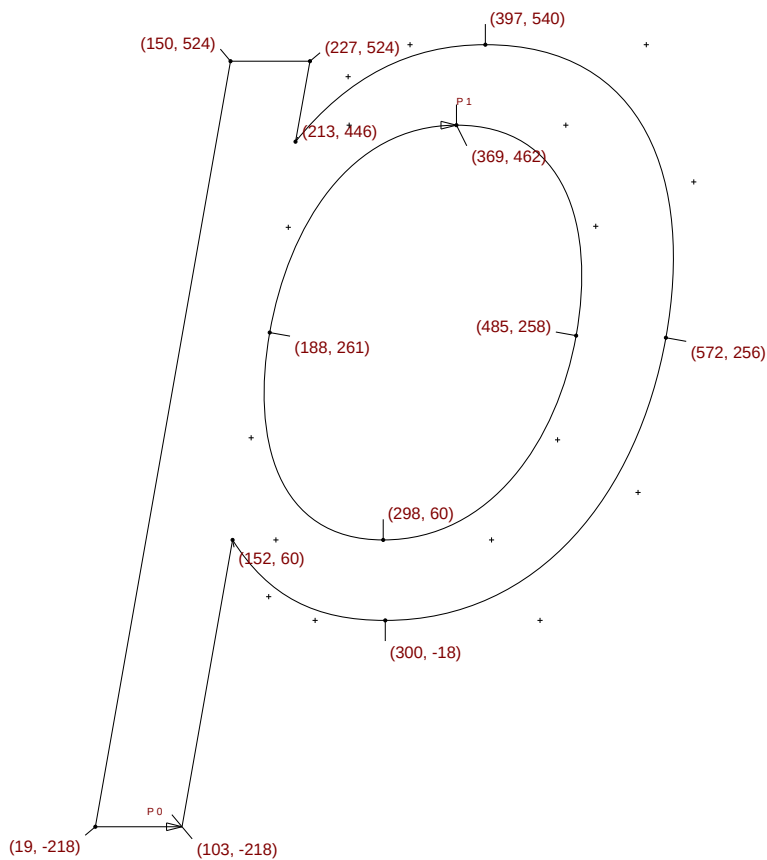
Paths: 2

Hints: 0 horiz: 0, vert: 0



p

P
min = 19, -218 max = 579, 540
L = 19, R = 39 Width = 618
T = 460, B = -218, vAdv = 1000
Parts: m = 2, l = 4, c = 8, total = 14
Paths: 2
Hints: 0 horiz: 0, vert: 0



q

q

min = 58, -218 max = 581, 540

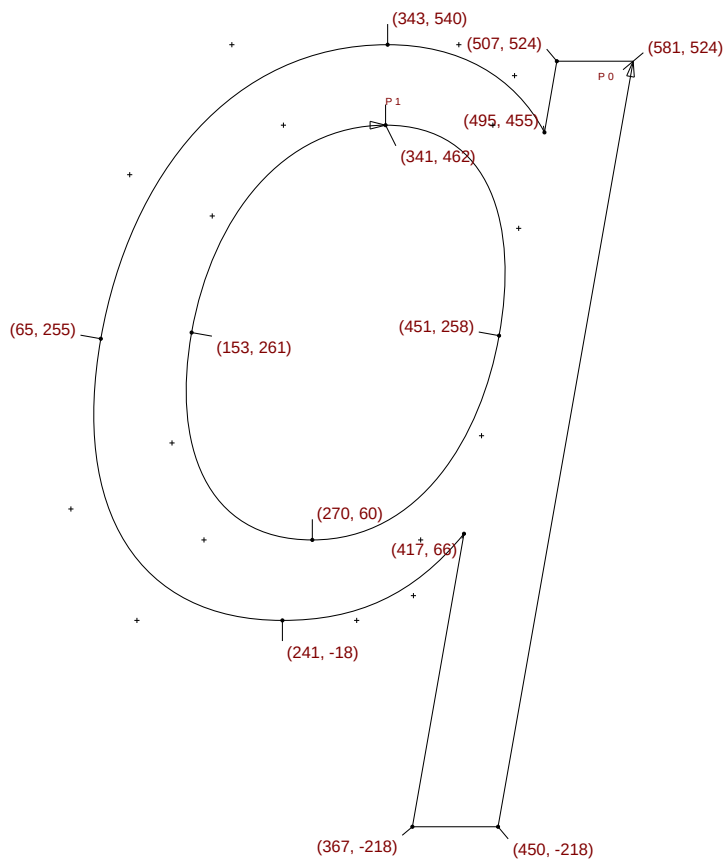
L = 58, R = 37 Width = 618

T = 460, B = -218, vAdv = 1000

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

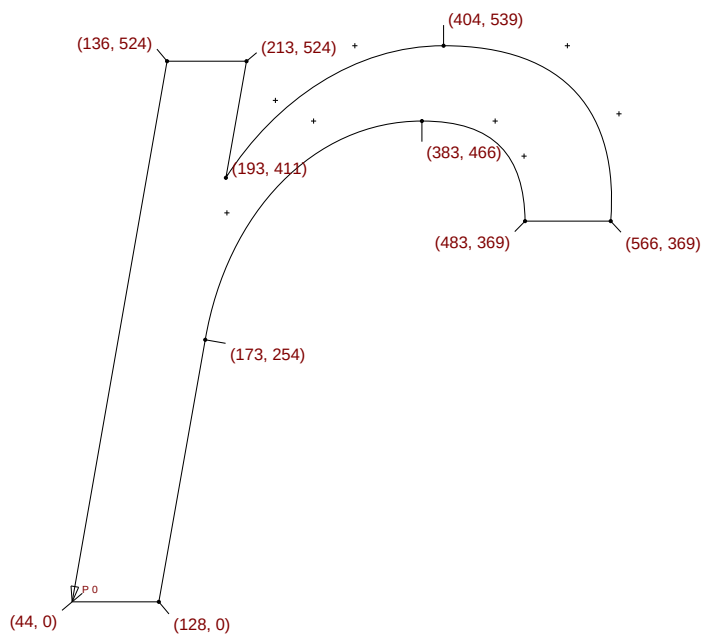
Paths: 2

Hints: 0 horiz: 0, vert: 0



r

r
min = 44, 0 max = 567, 539
L = 44, R = 51 Width = 618
T = 461, B = 0, vAdv = 1000
Parts: m = 1, l = 5, c = 4, total = 10
Paths: 1
Hints: 0 horiz: 0, vert: 0



S

S

min = 85, -18 max = 532, 540

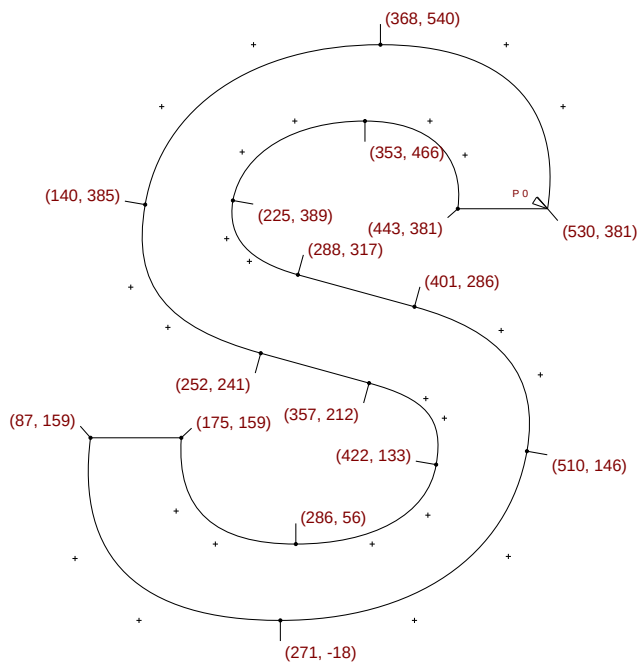
L = 85, R = 86 Width = 618

T = 460, B = -18, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



t

t

min = 83, -14 max = 535, 668

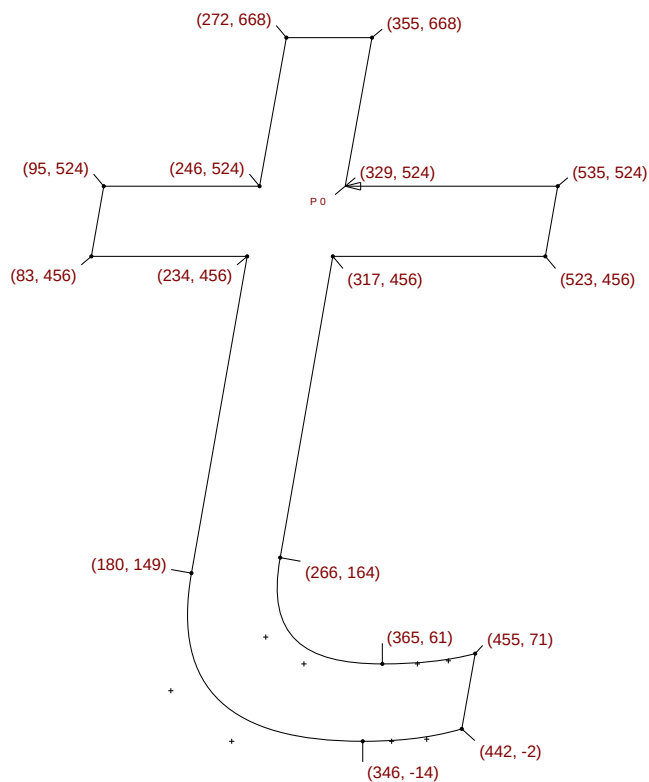
L = 83, R = 83 Width = 618

T = 332, B = -14, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



u

u

min = 67, -18 max = 557, 524

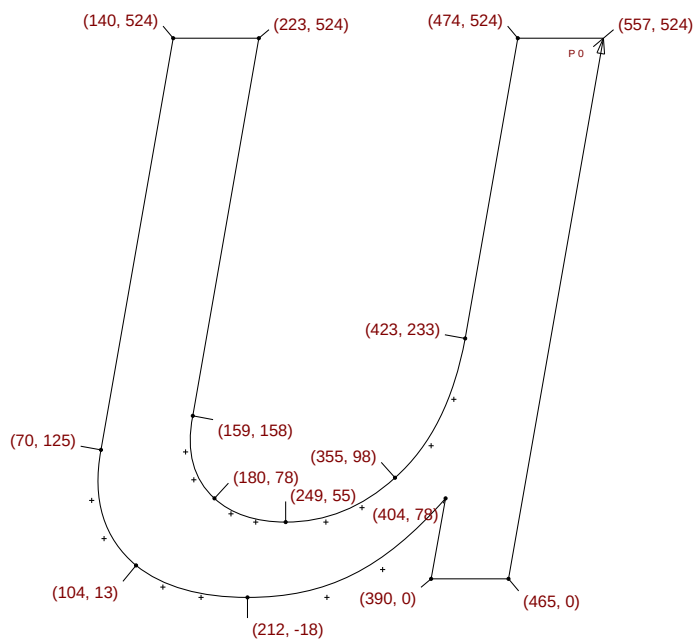
L = 67, R = 61 Width = 618

T = 476, B = -18, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



V

V

min = 71, 0 max = 547, 524

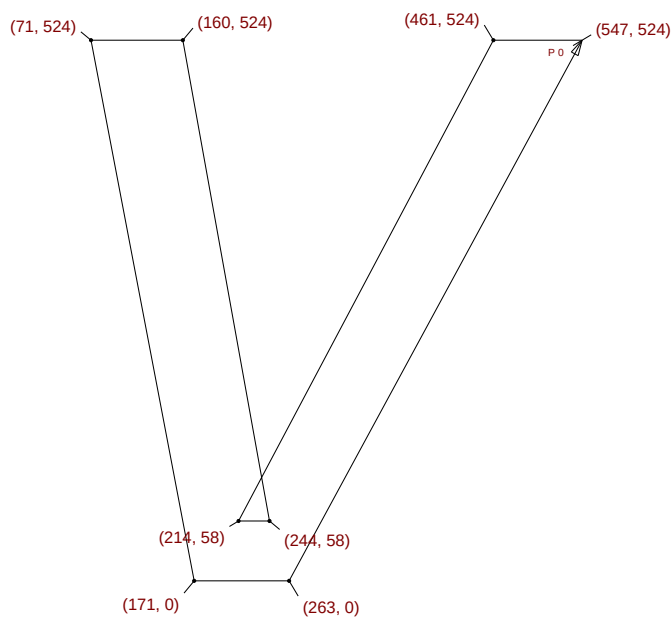
L = 71, R = 71 Width = 618

T = 476, B = 0, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



W

W

min = 22, 0 max = 596, 524

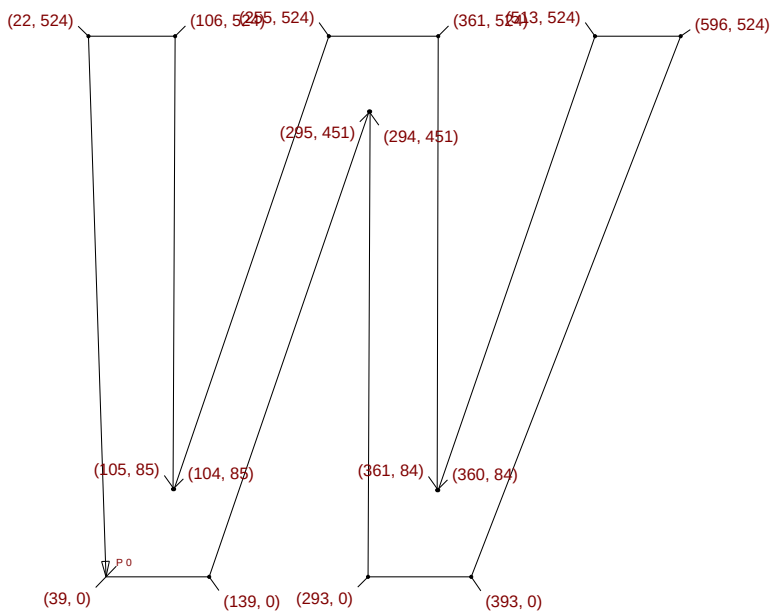
L = 22, R = 22 Width = 618

T = 476, B = 0, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



X

X

min = 37, 0 max = 580, 524

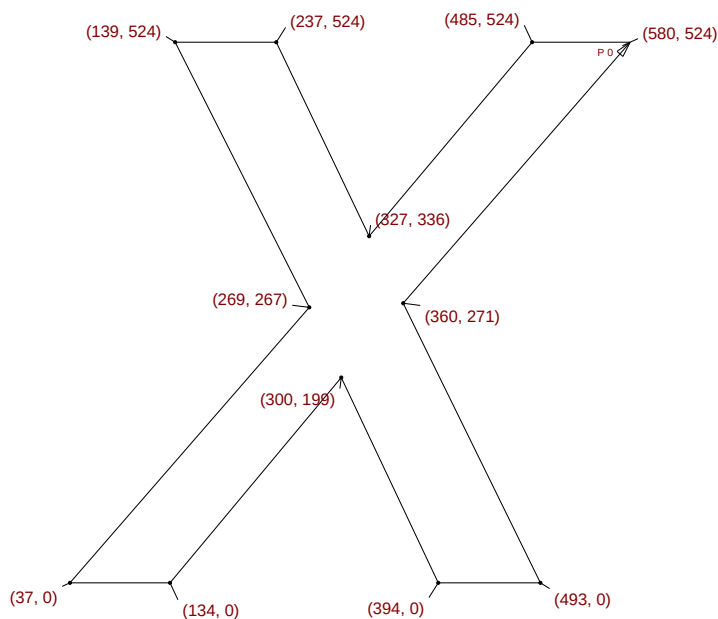
L = 37, R = 38 Width = 618

T = 476, B = 0, vAdv = 1000

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

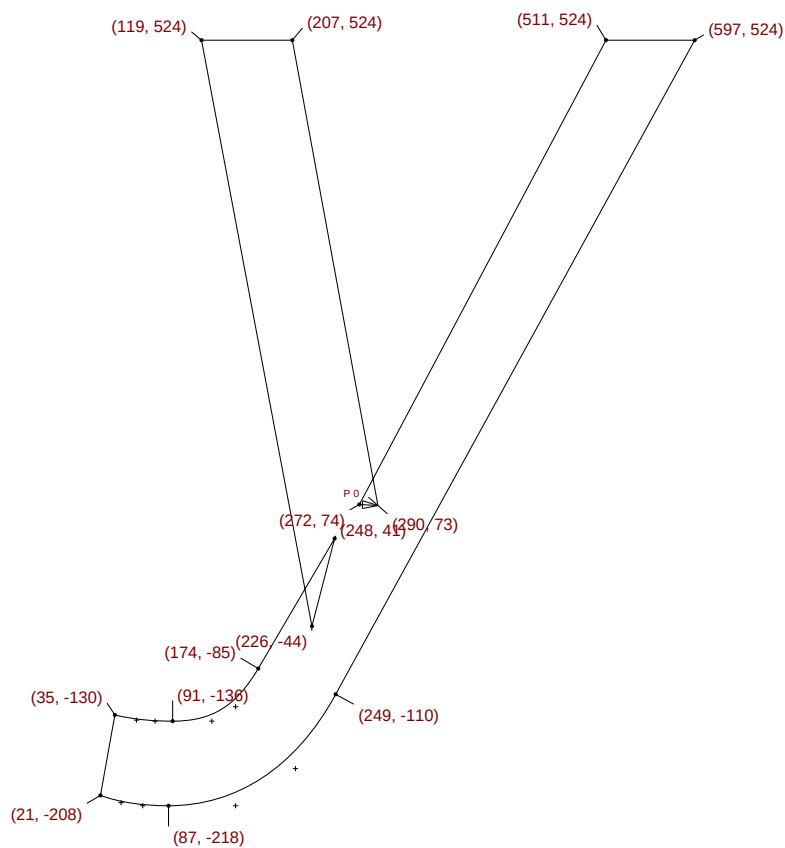
Paths: 1

Hints: 0 horiz: 0, vert: 0



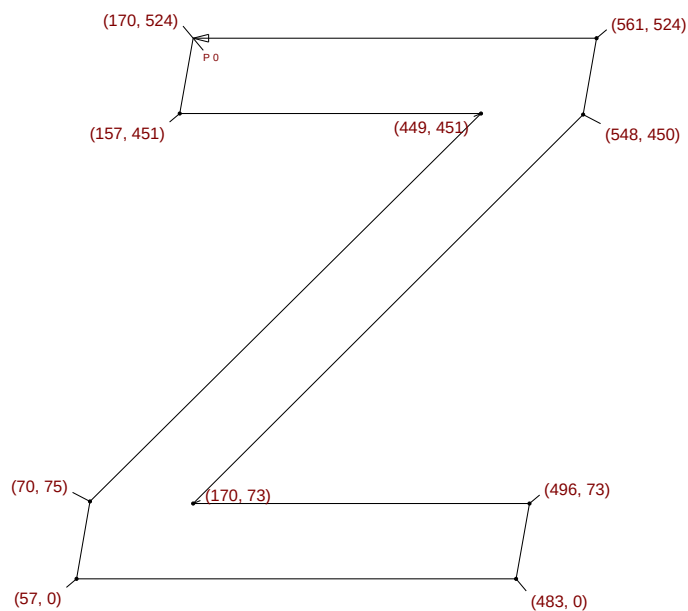
y

y
min = 21, -218 max = 597, 524
L = 21, R = 21 Width = 618
T = 476, B = -218, vAdv = 1000
Parts: m = 1, l = 9, c = 4, total = 14
Paths: 1
Hints: 0 horiz: 0, vert: 0



Z

Z
min = 57, 0 max = 561, 524
L = 57, R = 57 Width = 618
T = 476, B = 0, vAdv = 1000
Parts: m = 1, l = 9, c = 0, total = 10
Paths: 1
Hints: 0 horiz: 0, vert: 0



**Zero**

min = 67, -8 max = 561, 708

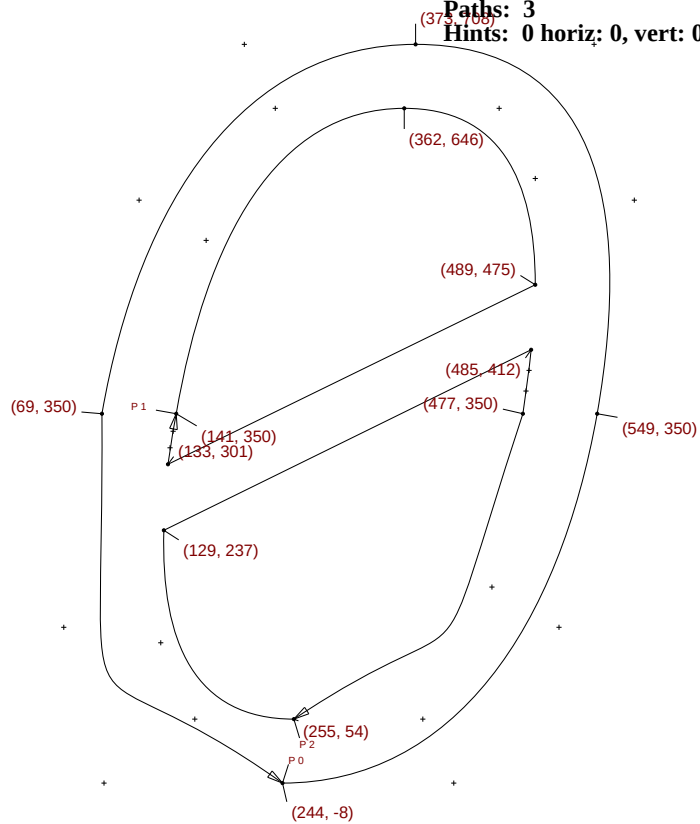
L = 67, R = 57 Width = 618

T = 292, B = -8, vAdv = 1000

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

Paths: 3

Hints: 0 horiz: 0, vert: 0



1**one**

min = 69, 0 max = 549, 700

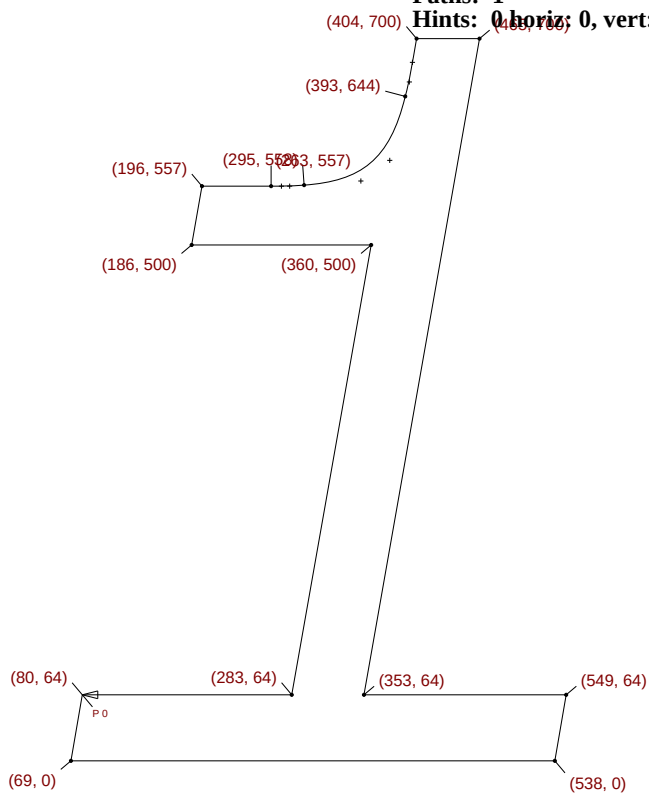
L = 69, R = 69 Width = 618

T = 300, B = 0, vAdv = 1000

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

Paths: 1

Hints: 0, horiz: 0, vert: 0



2

two

min = 22, 0 max = 580, 708

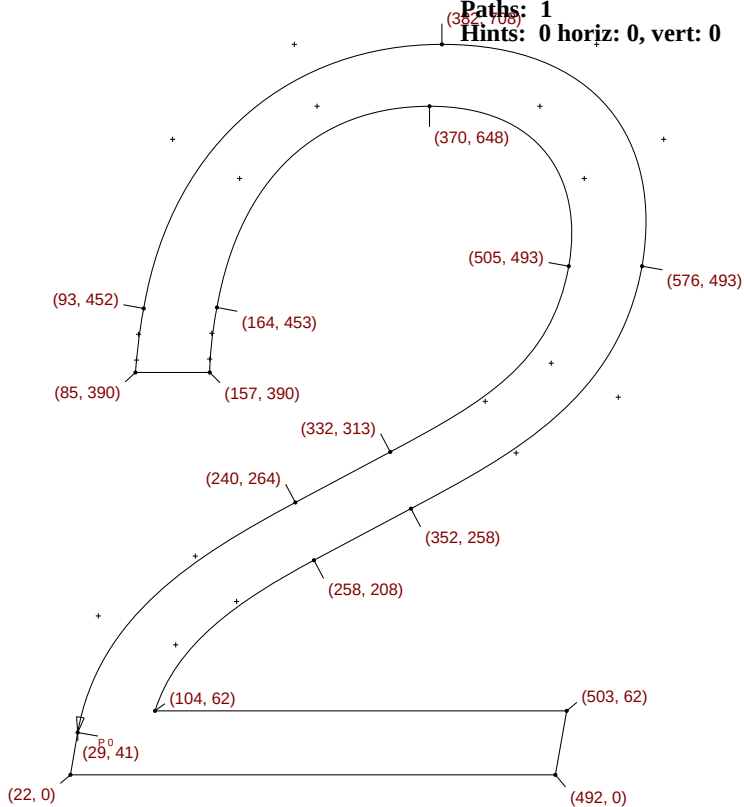
L = 22, R = 38 Width = 618

T = 292, B = 0, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



3

three

min = 52, -8 max = 579, 708

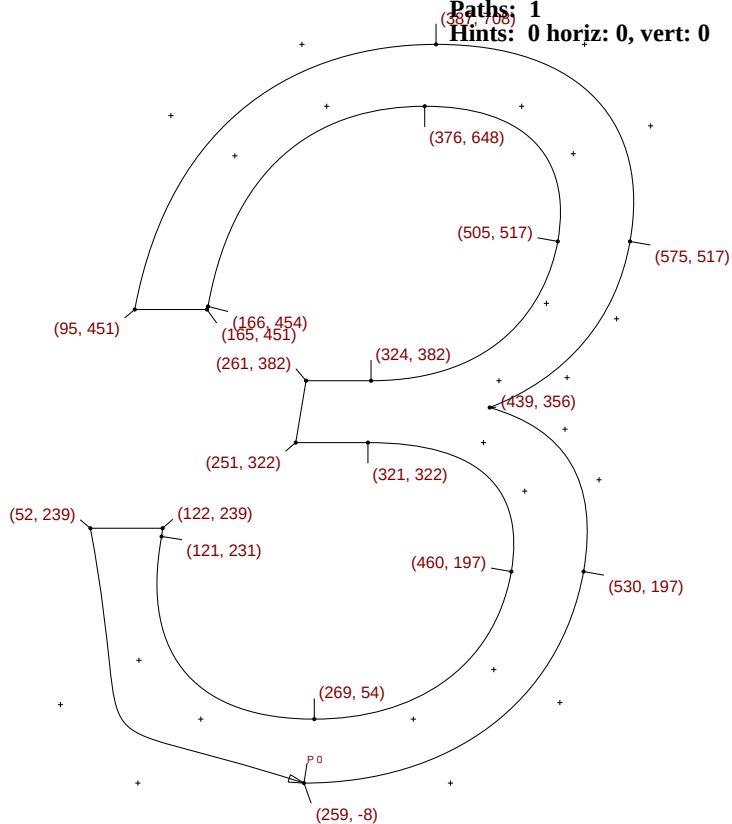
L = 52, R = 39 Width = 618

T = 292, B = -8, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



4

four

min = 47, 0 max = 571, 700

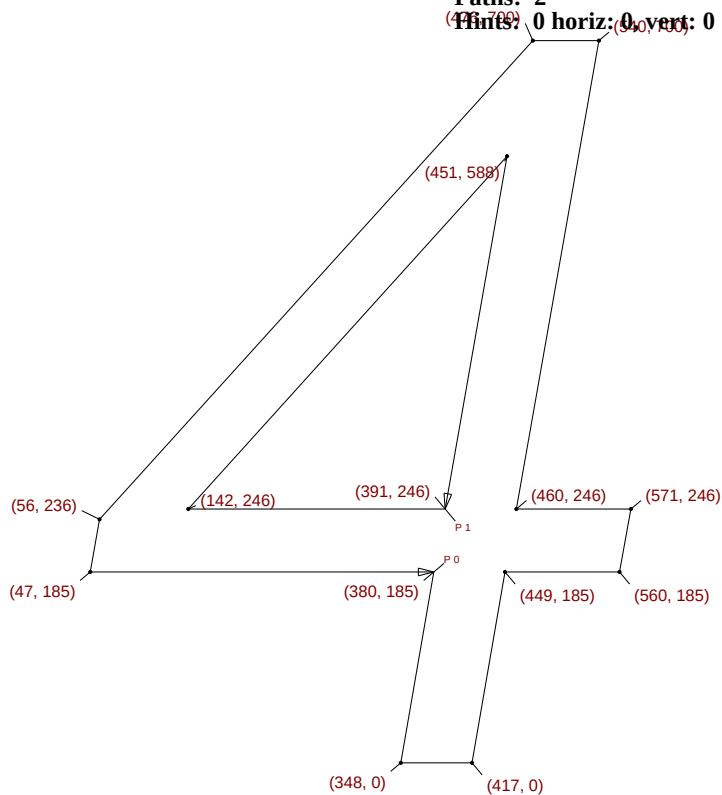
L = 47, R = 47 Width = 618

T = 300, B = 0, vAdv = 1000

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

Paths: 2

Hints: 0 horiz: 0, vert: 0



5

five

min = 23, -8 max = 595, 700

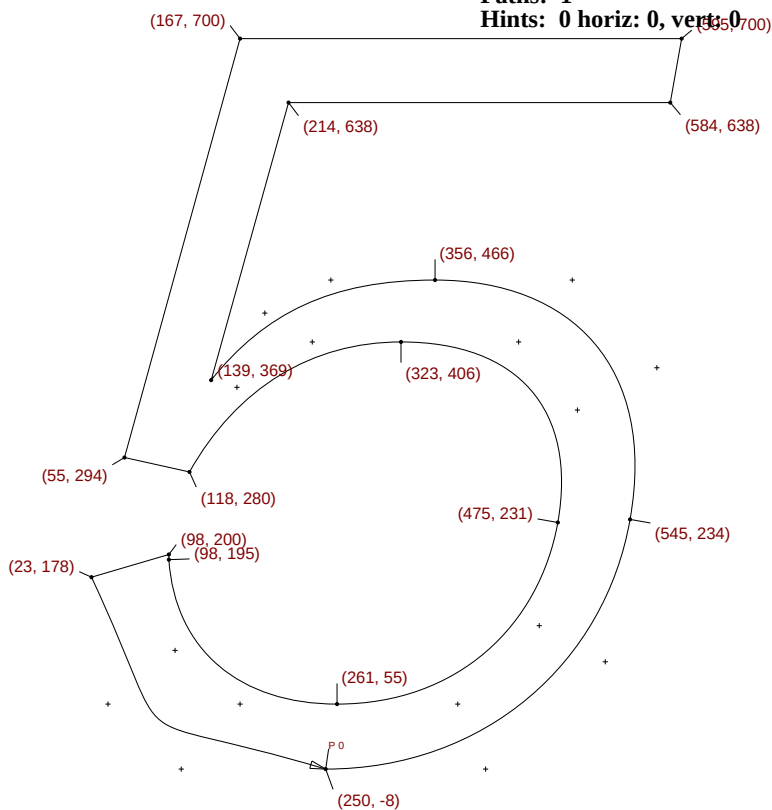
L = 23, R = 23 Width = 618

T = 300, B = -8, vAdv = 1000

Parts: m = 1, l = 8, c = 8, total = 17

Paths: 1

Hints: 0 horiz: 0, vert: 0



6

six

min = 40, -10 max = 589, 710

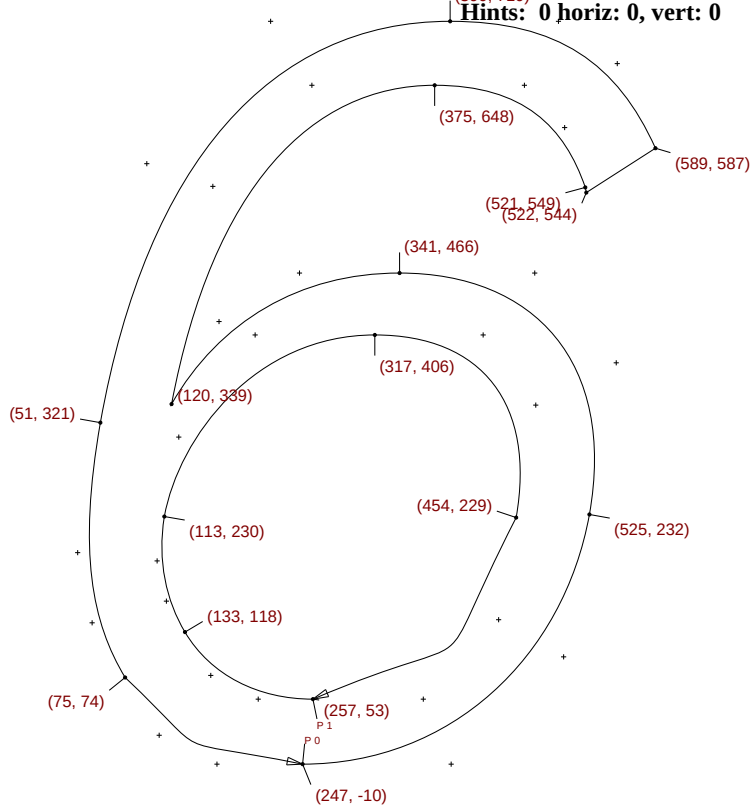
L = 40, R = 29 Width = 618

T = 290, B = -10, vAdv = 1000

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

Paths: 2

Hints: 0 horiz: 0, vert: 0



7

seven

min = 56, 0 max = 562, 700

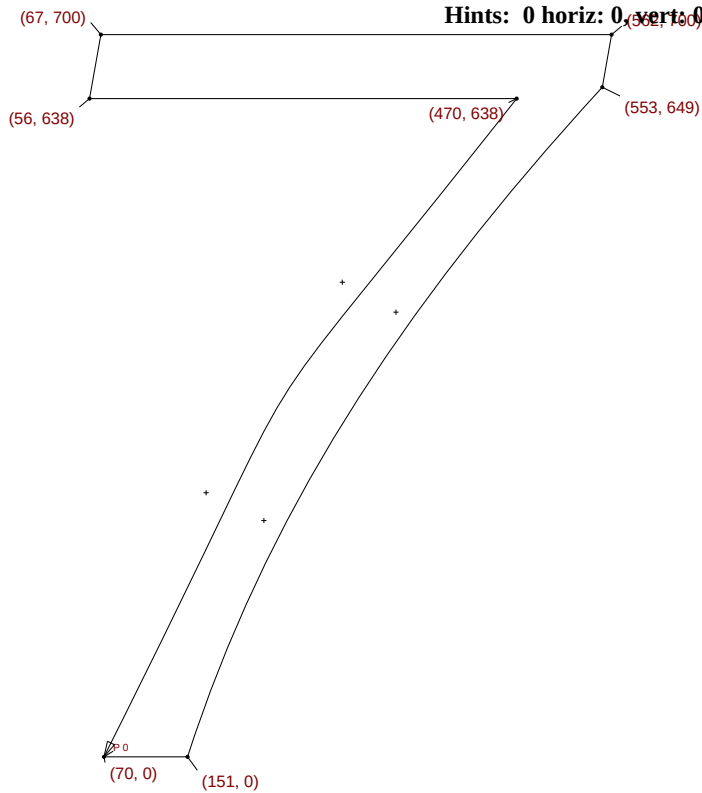
L = 56, R = 56 Width = 618

T = 300, B = 0, vAdv = 1000

Parts: m = 1, l = 5, c = 2, total = 8

Paths: 1

Hints: 0 horiz: 0, vert: 0



8

eight

min = 48, -8 max = 575, 708

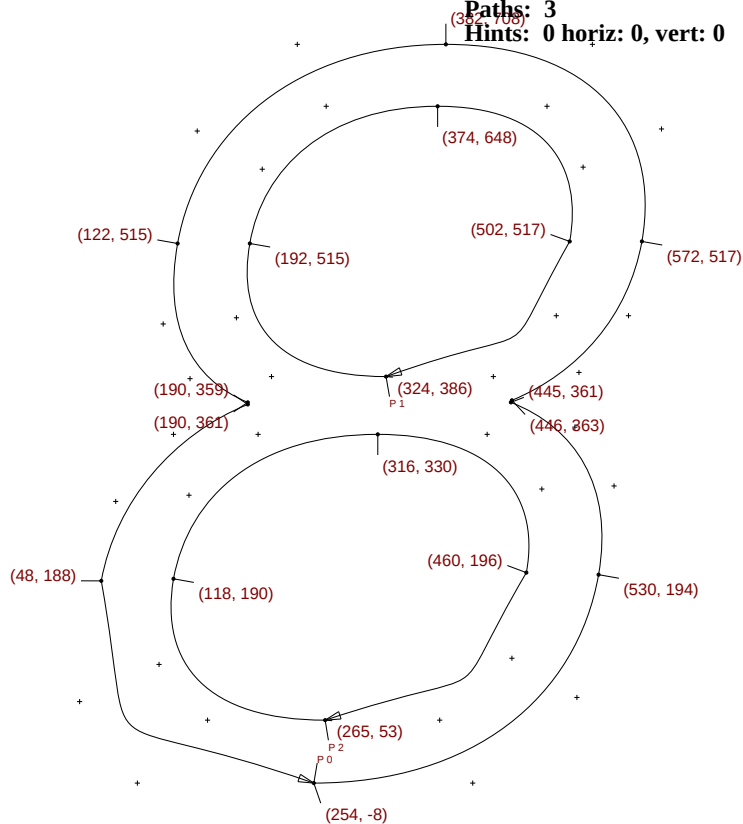
L = 48, R = 43 Width = 618

T = 292, B = -8, vAdv = 1000

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

Paths: 3

Hints: 0 horiz: 0, vert: 0



9

nine

min = 31, -24 max = 577, 696

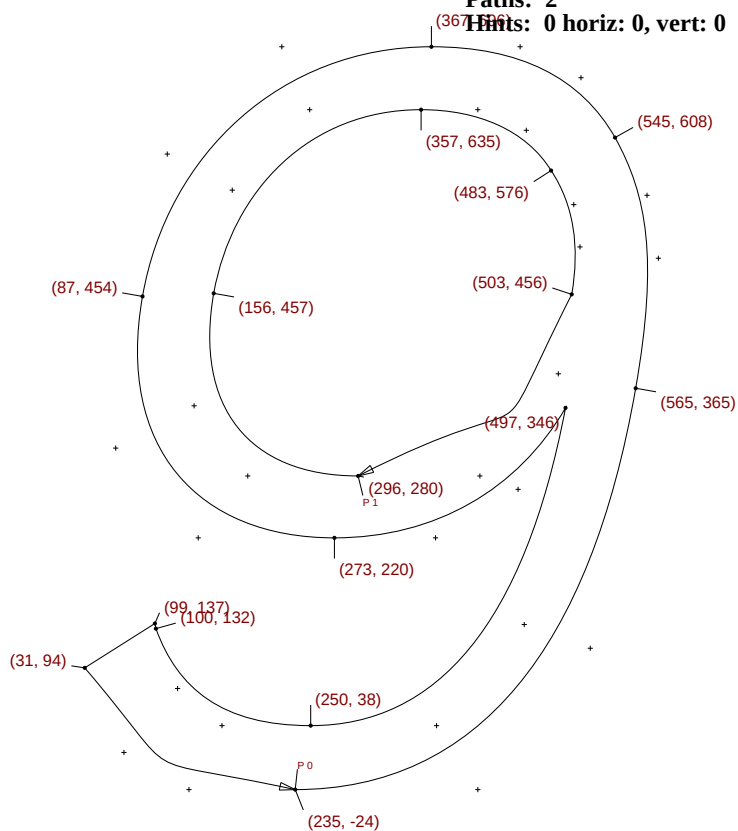
L = 31, R = 41 Width = 618

T = 304, B = -24, vAdv = 1000

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

Paths: 2

Hints: 0 horiz: 0, vert: 0



C

uni0186.smcp

min = 81, -4 max = 514, 523

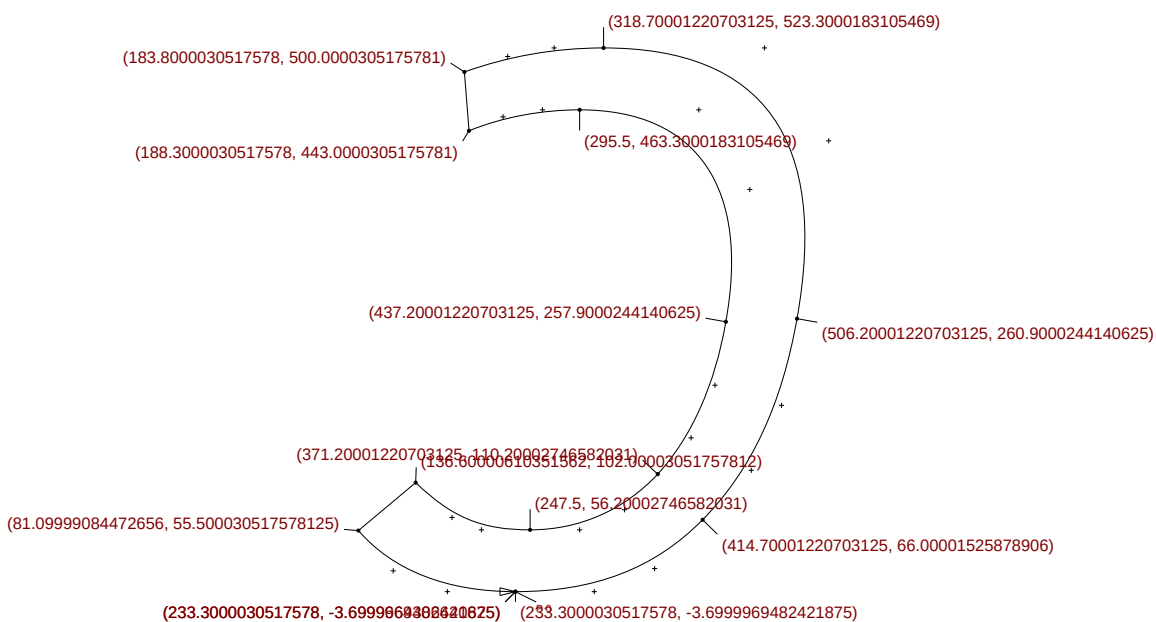
L = 81, R = 104 Width = 618

T = 477, B = -4, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



ε

uni0190.smcp

min = 106, -4 max = 521, 523

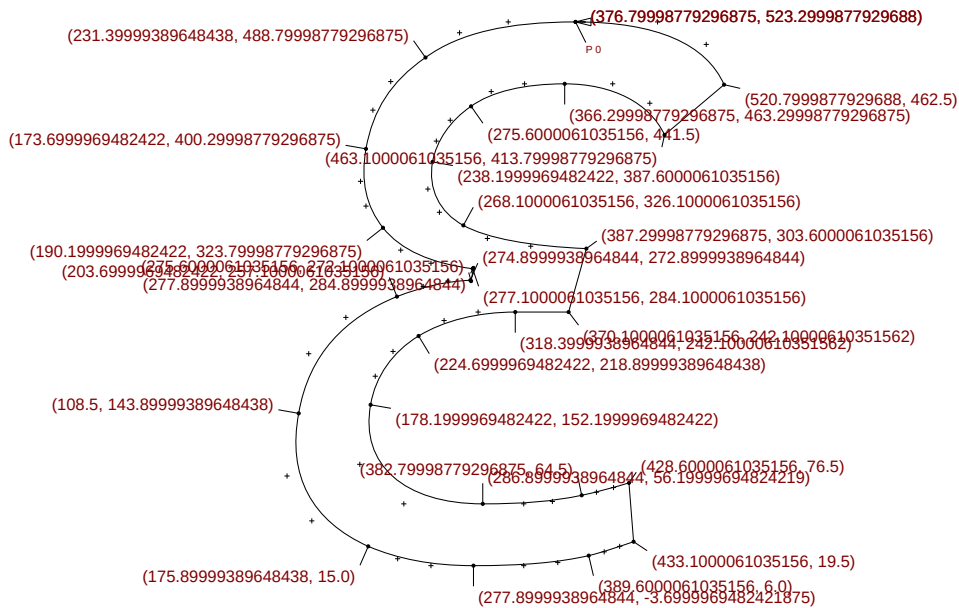
L = 106, R = 97 Width = 618

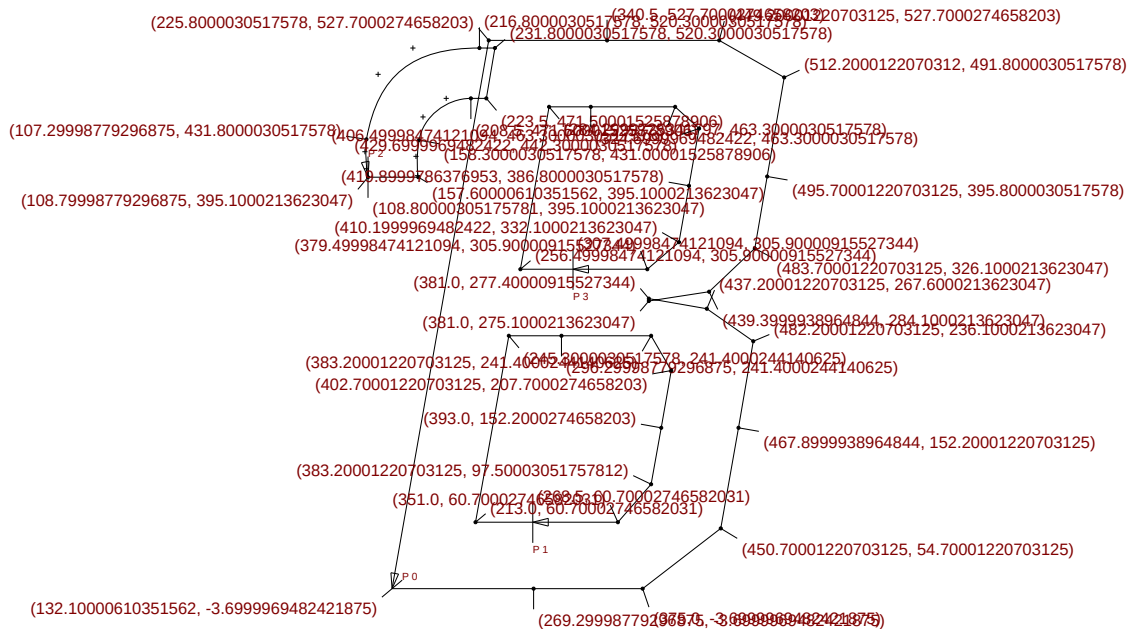
T = 477, B = -4, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



B**uni0181.smcp****min = 107, -4 max = 512, 528****L = 107, R = 106 Width = 618****T = 472, B = -4, vAdv = 1000****Parts: m = 4, l = 35, c = 4, total = 43****Paths: 4****Hints: 0 horiz: 0, vert: 0**

D**uni018A.smcp****min = 107, -4 max = 512, 528****L = 107, R = 106 Width = 618****T = 472, B = -4, vAdv = 1000****Parts: m = 3, l = 20, c = 4, total = 27****Paths: 3****Hints: 0 horiz: 0, vert: 0**

I**uni0197.smcp**

min = 119, -4 max = 499, 528

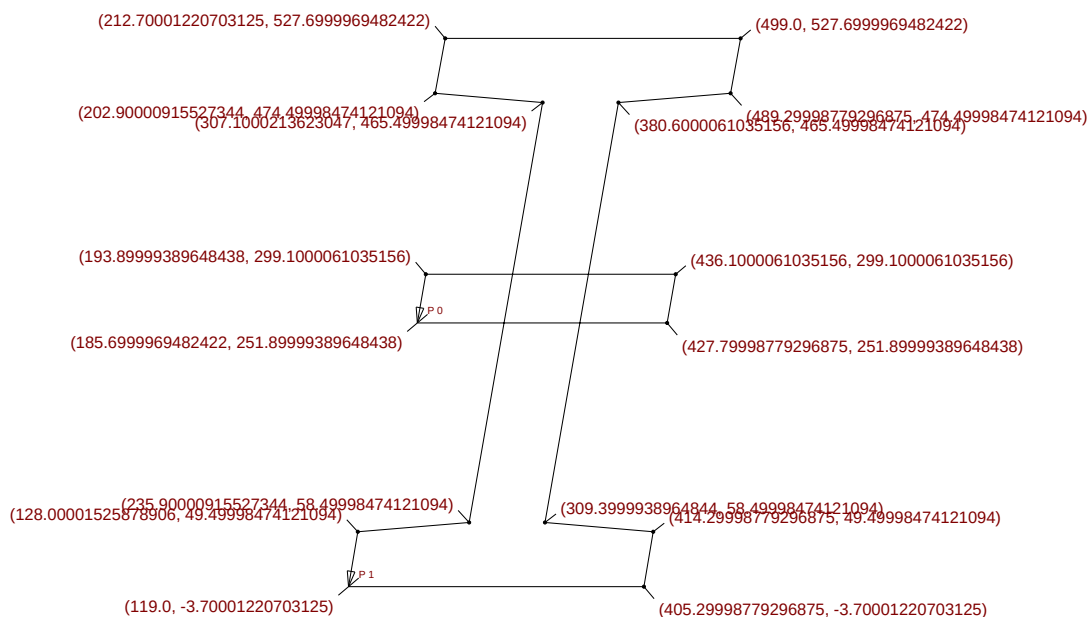
L = 119, R = 119 Width = 618

T = 472, B = -4, vAdv = 1000

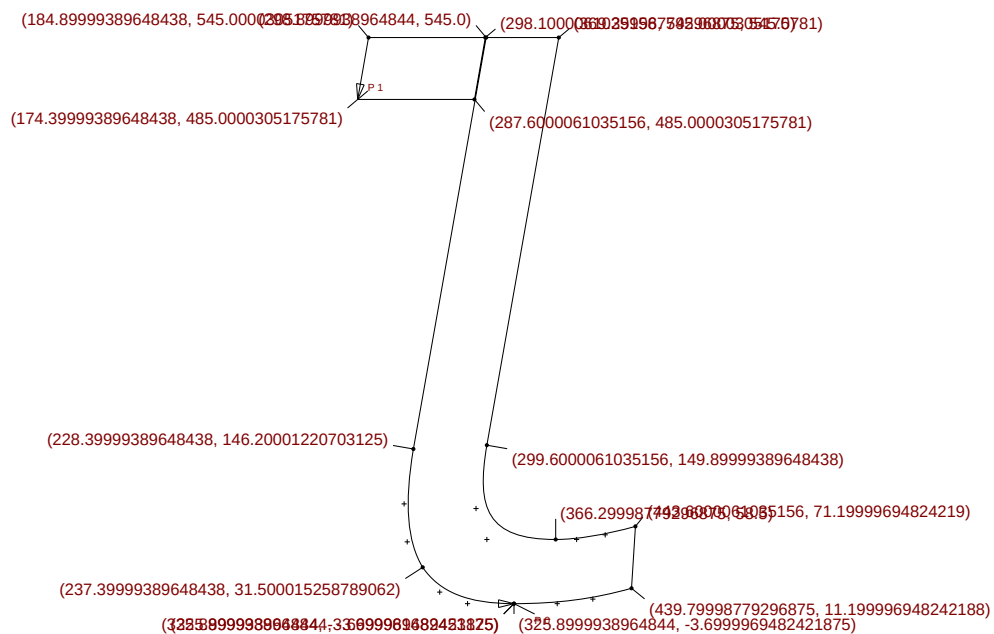
Parts: m = 2, l = 14, c = 0, total = 16

Paths: 2

Hints: 0 horiz: 0, vert: 0



Hints: 0 horiz: 0, vert: 0



N

uni019D.smcp

min = 47, -170 max = 571, 516

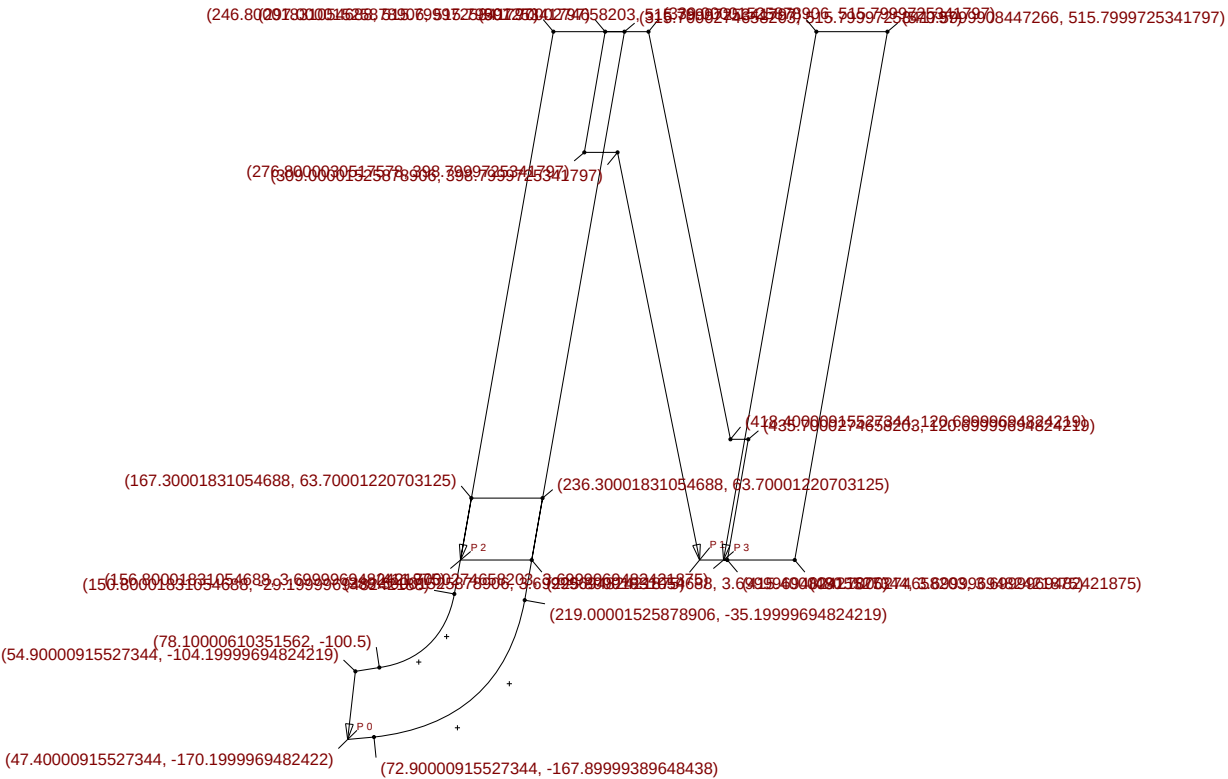
L = 47, R = 47 Width = 618

T = 484, B = -170, vAdv = 1000

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

Paths: 4

Hints: 0 horiz: 0, vert: 0



U

uni01B2.smcp

min = 124, -4 max = 506, 516

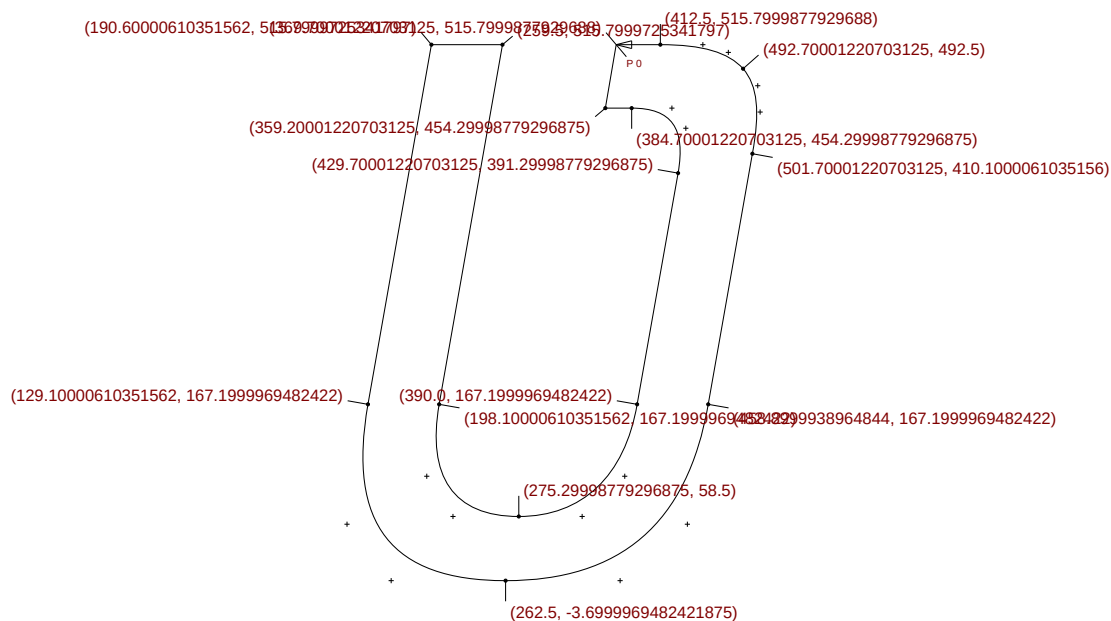
L = 124, R = 112 Width = 618

T = 484, B = -4, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



**uni0244.smcp**

min = 88, -11 max = 530, 528

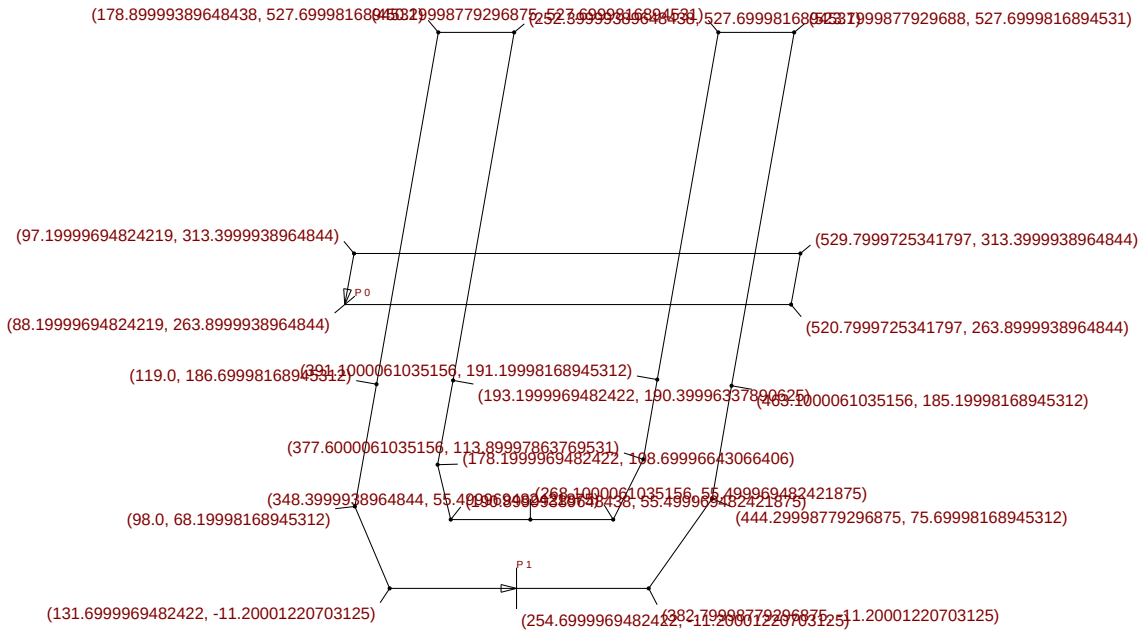
L = 88, R = 88 Width = 618

T = 472, B = -11, 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 = 243, 162 max = 375, 528

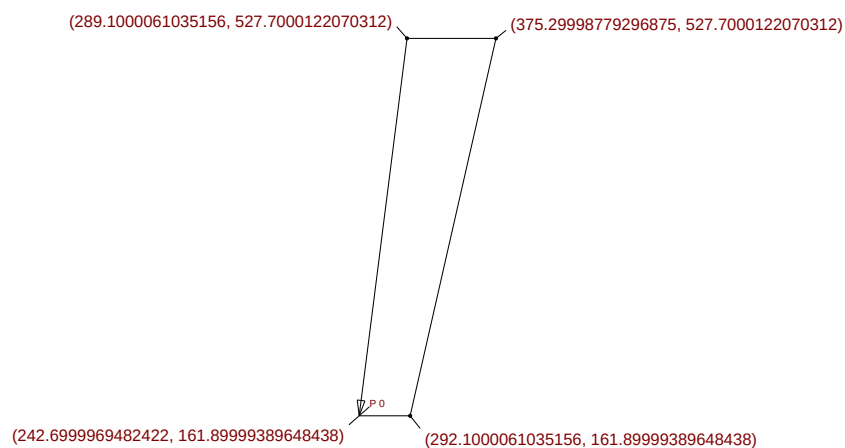
L = 243, R = 243 Width = 618

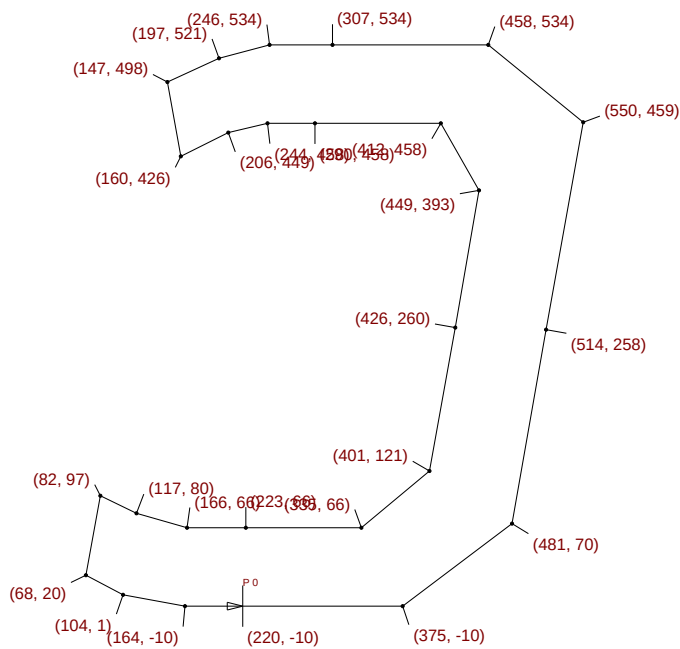
T = 472, B = 162, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0





ε

uni025B

min = 72, -10 max = 546, 534

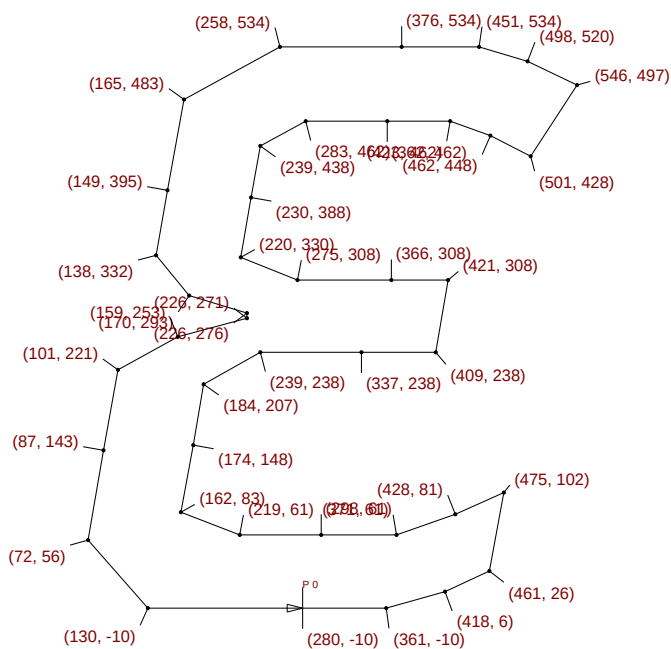
L = 72, R = 72 Width = 618

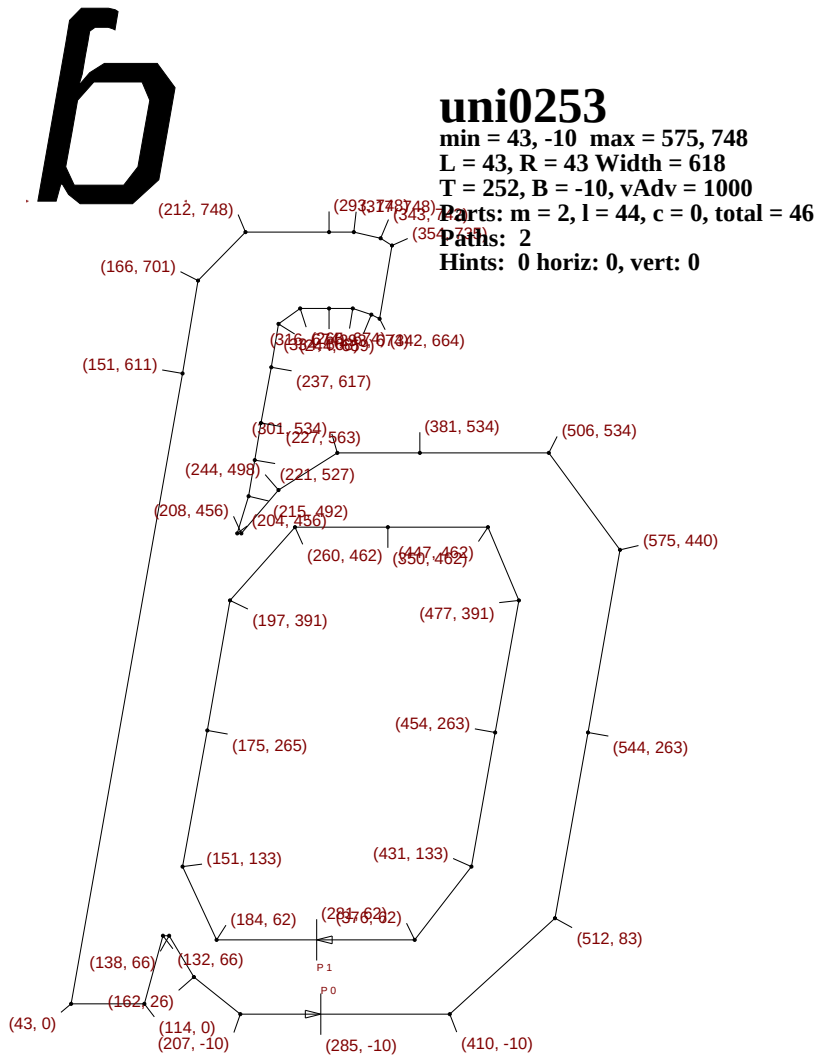
T = 466, B = -10, vAdv = 1000

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

Paths: 1

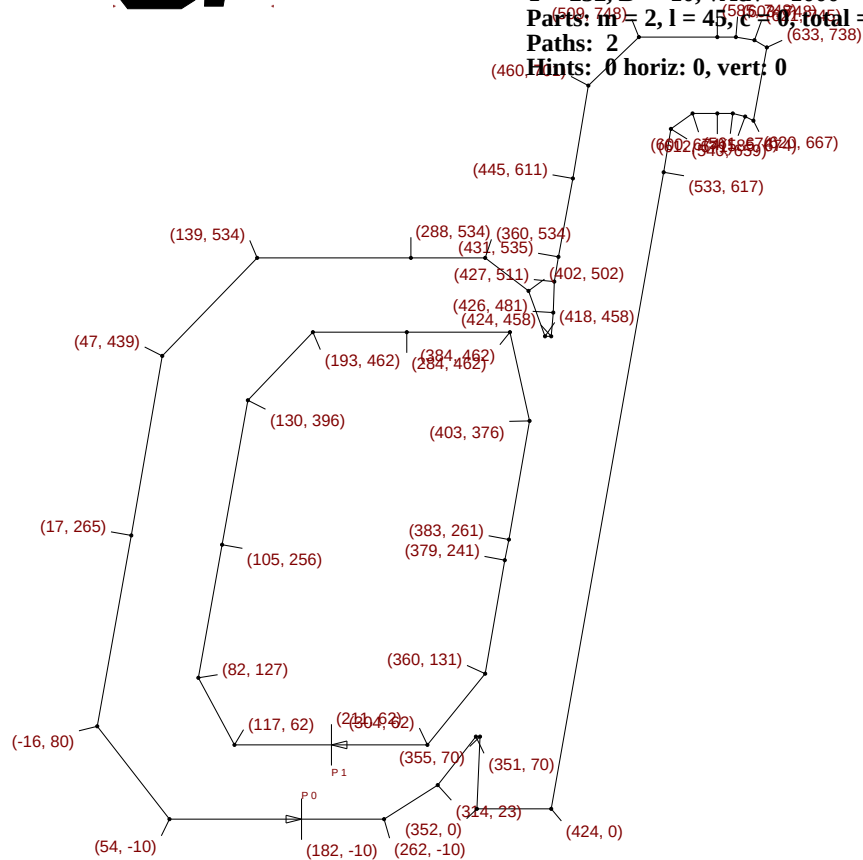
Hints: 0 horiz: 0, vert: 0





df

Hints: 0 horiz: 0, vert: 0



i

i.loclTRK

min = 91, 0 max = 526, 699

L = 91, R = 92 Width = 618

T = 301, B = 0, vAdv = 1000

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

Paths: 2

Hints: 0 horiz: 0, vert: 0

