

A

A

min = 29, -5 max = 589, 705

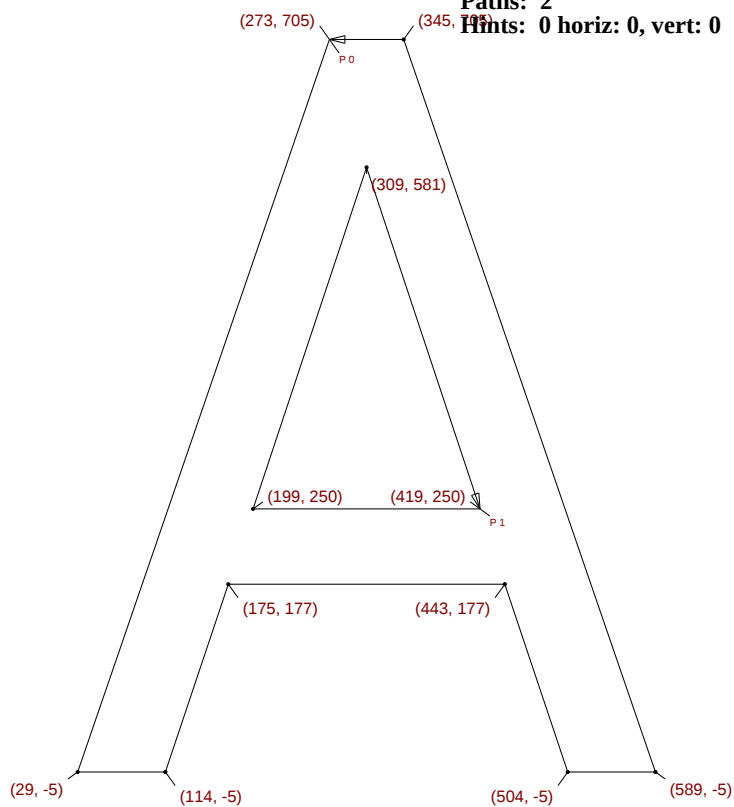
L = 29, R = 29 Width = 618

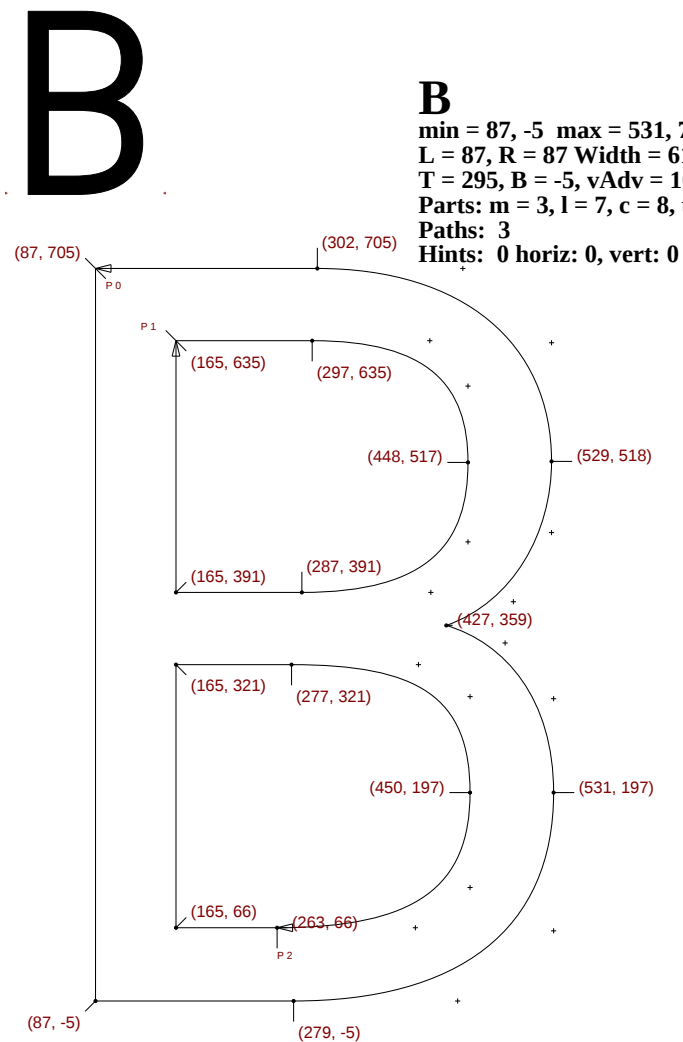
T = 295, B = -5, vAdv = 1000

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

Paths: 2

Hints: 0 horiz: 0, vert: 0





C

C

min = 51, -13 max = 566, 713

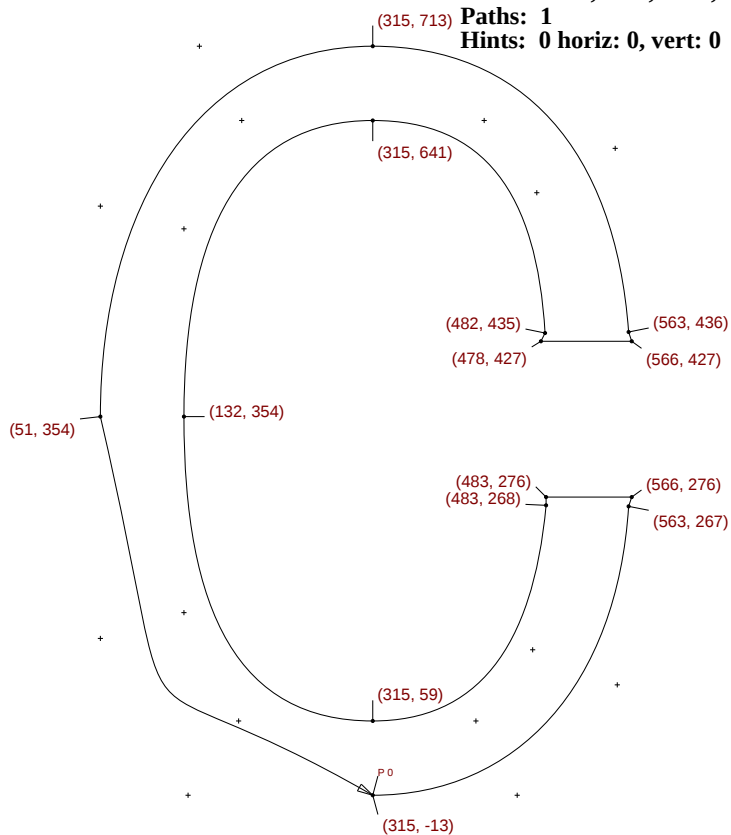
L = 51, R = 52 Width = 618

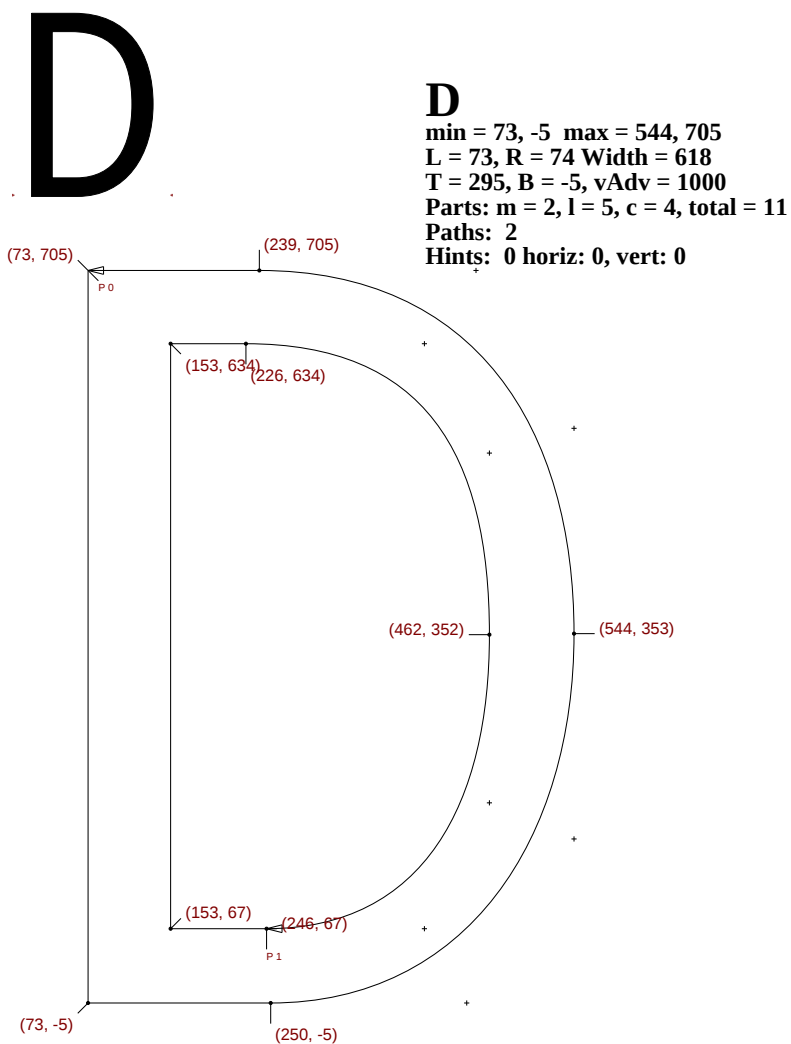
T = 287, B = -13, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0





E

E

min = 89, -5 max = 528, 705

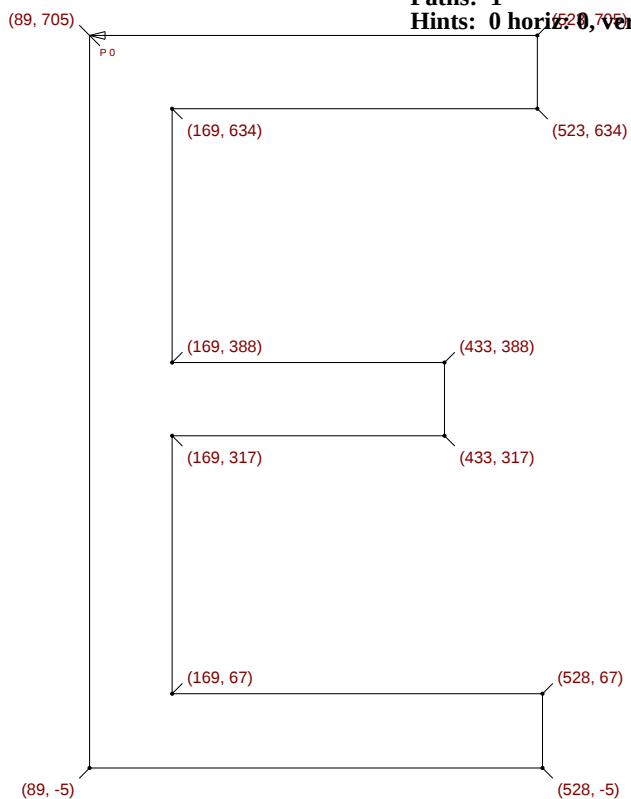
L = 89, R = 90 Width = 618

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

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



F

F

min = 91, -5 max = 526, 705

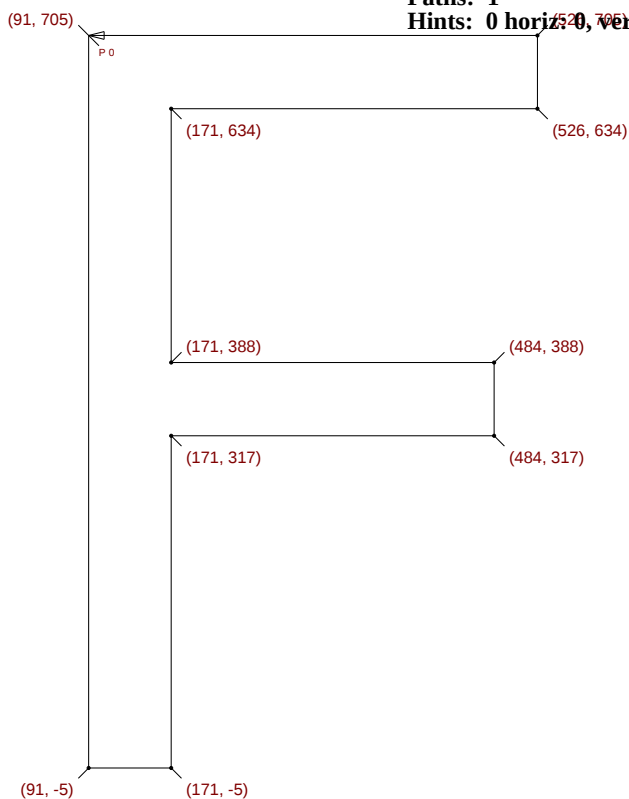
L = 91, R = 92 Width = 618

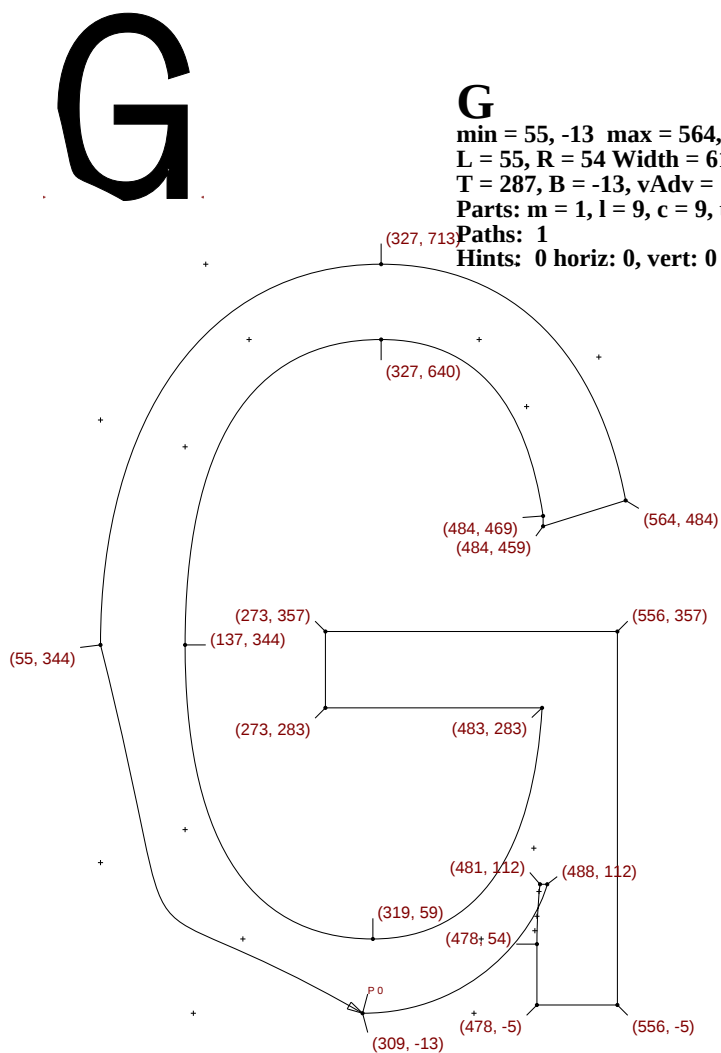
T = 295, B = -5, vAdv = 1000

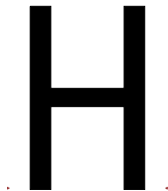
Parts: m = 1, l = 9, c = 0, total = 10

Paths: 1

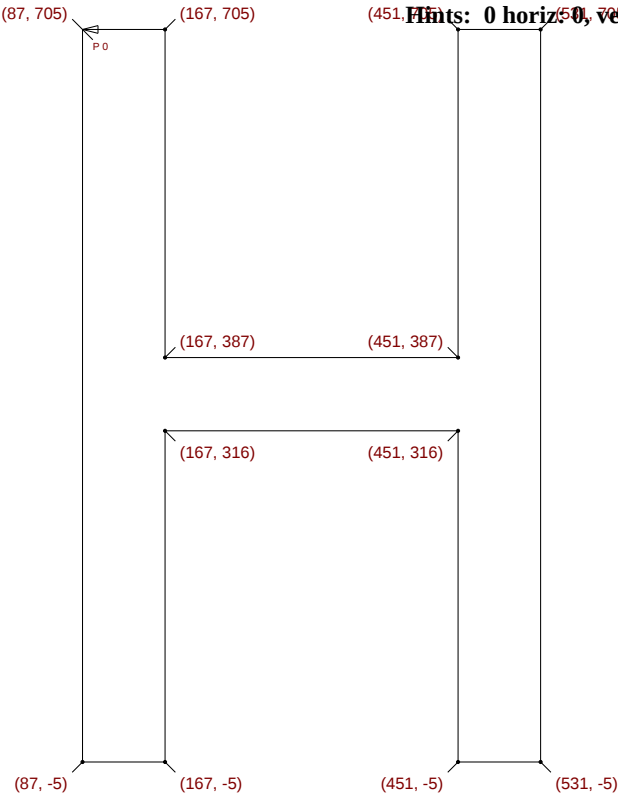
Hints: 0 horiz: 0, vert: 0







H
min = 87, -5 max = 531, 705
L = 87, R = 87 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 = 91, -5 max = 528, 705

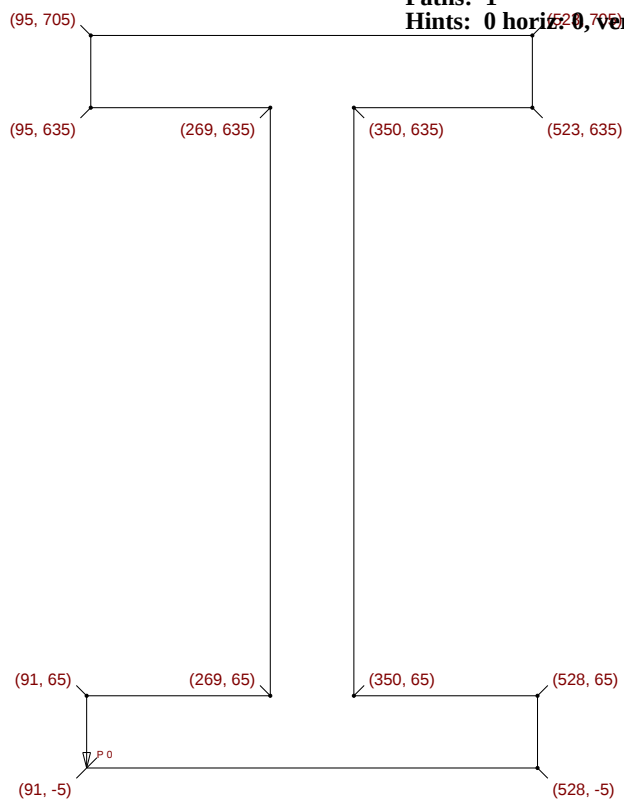
L = 91, R = 90 Width = 618

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 = 80, -13 max = 538, 705

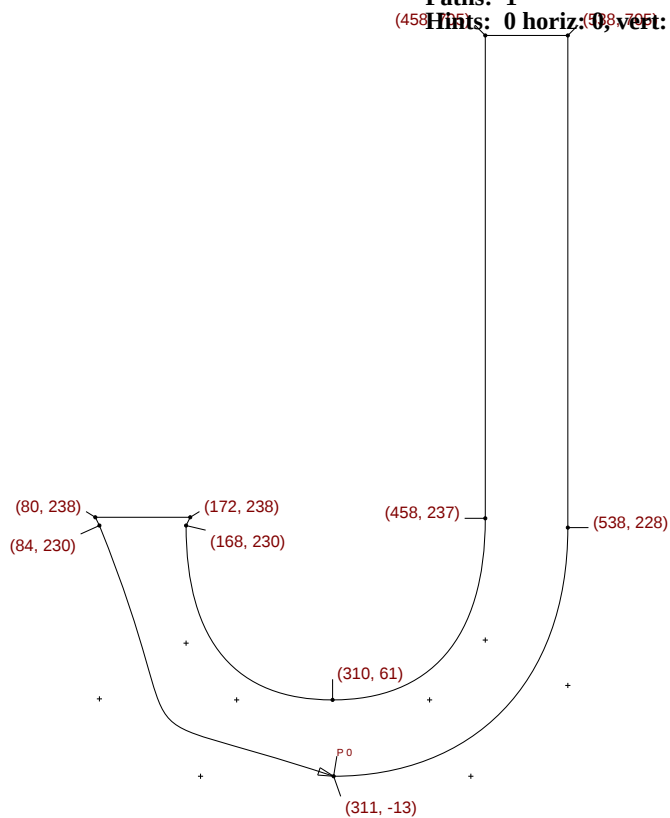
L = 80, R = 80 Width = 618

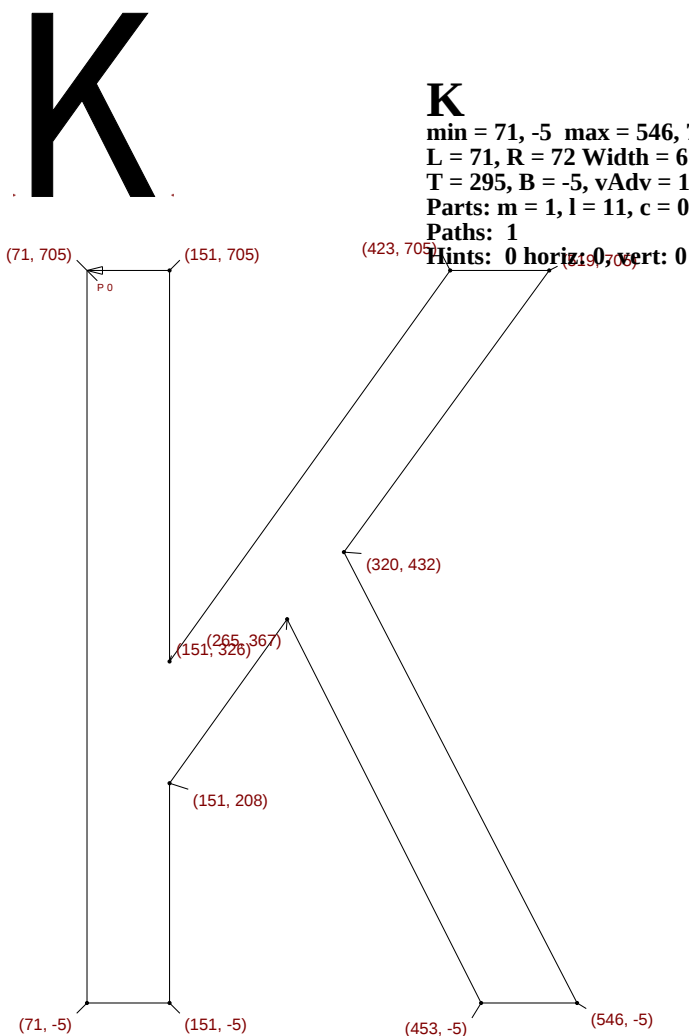
T = 295, B = -13, vAdv = 1000

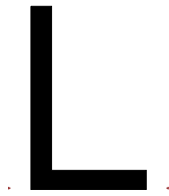
Parts: m = 1, l = 6, c = 4, total = 11

Paths: 1

Hints: 0 horiz: 0, vert: 0





**L**

min = 86, -5 max = 533, 705

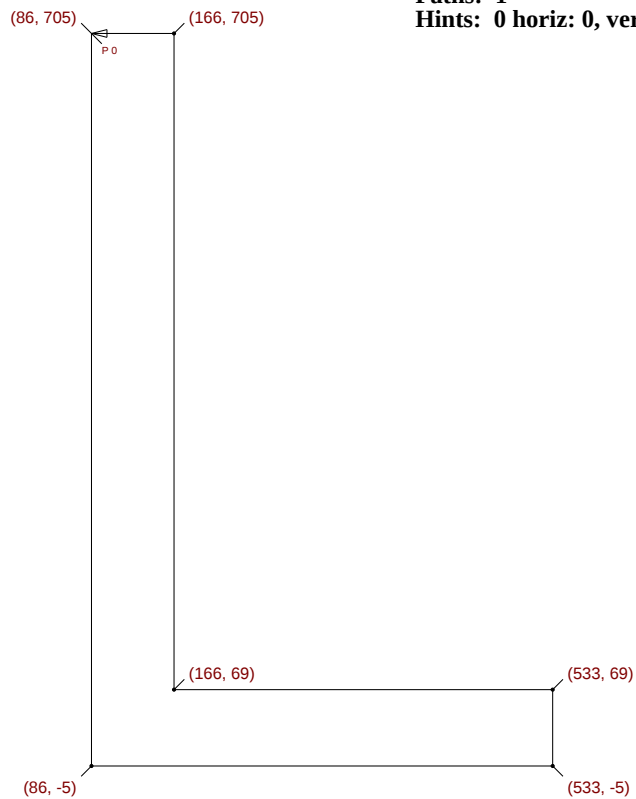
L = 86, R = 85 Width = 618

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 = 80, -5 max = 538, 705

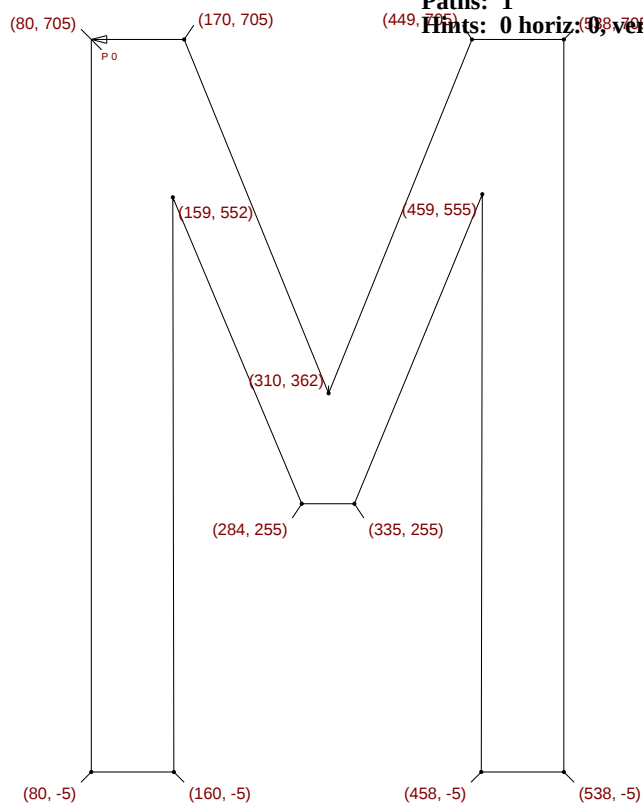
L = 80, R = 80 Width = 618

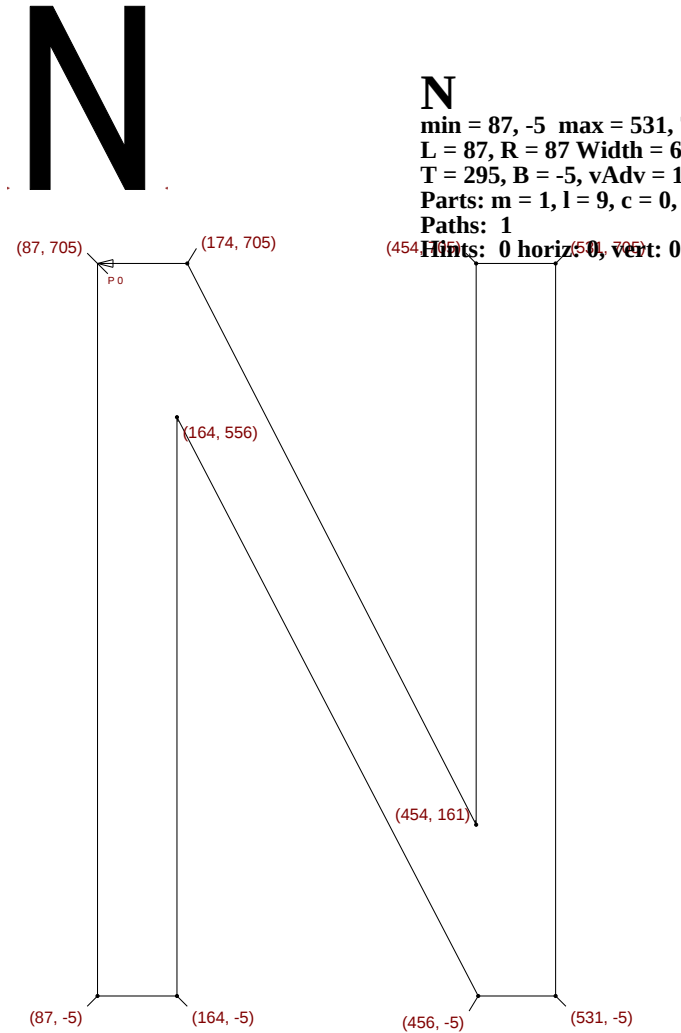
T = 295, B = -5, vAdv = 1000

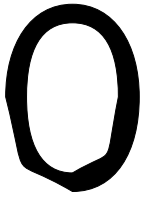
Parts: m = 1, l = 12, c = 0, total = 13

Paths: 1

Hints: 0 horiz: 0, vert: 0





**O**

min = 50, -13 max = 568, 713

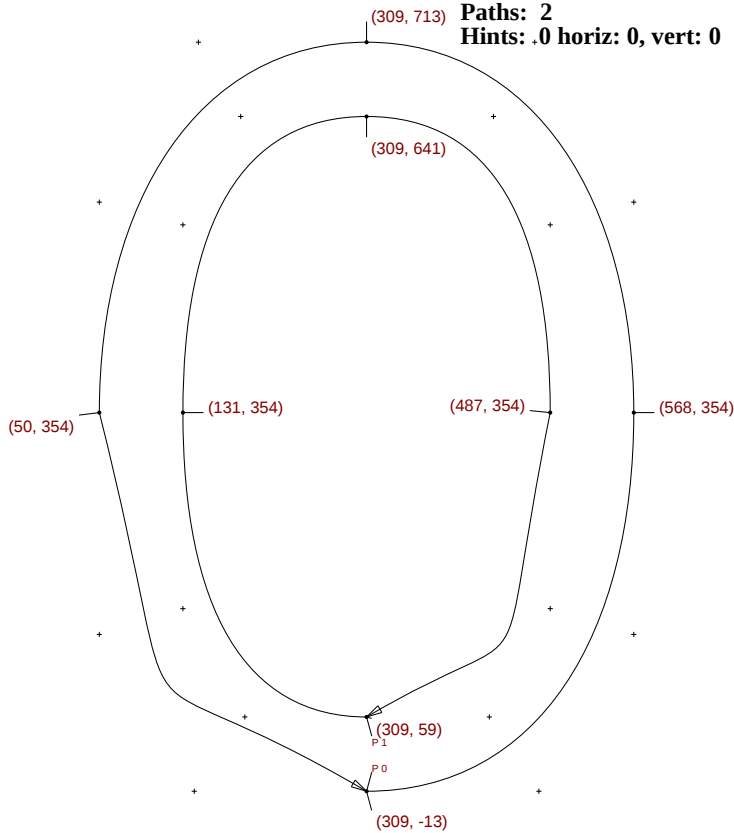
L = 50, R = 50 Width = 618

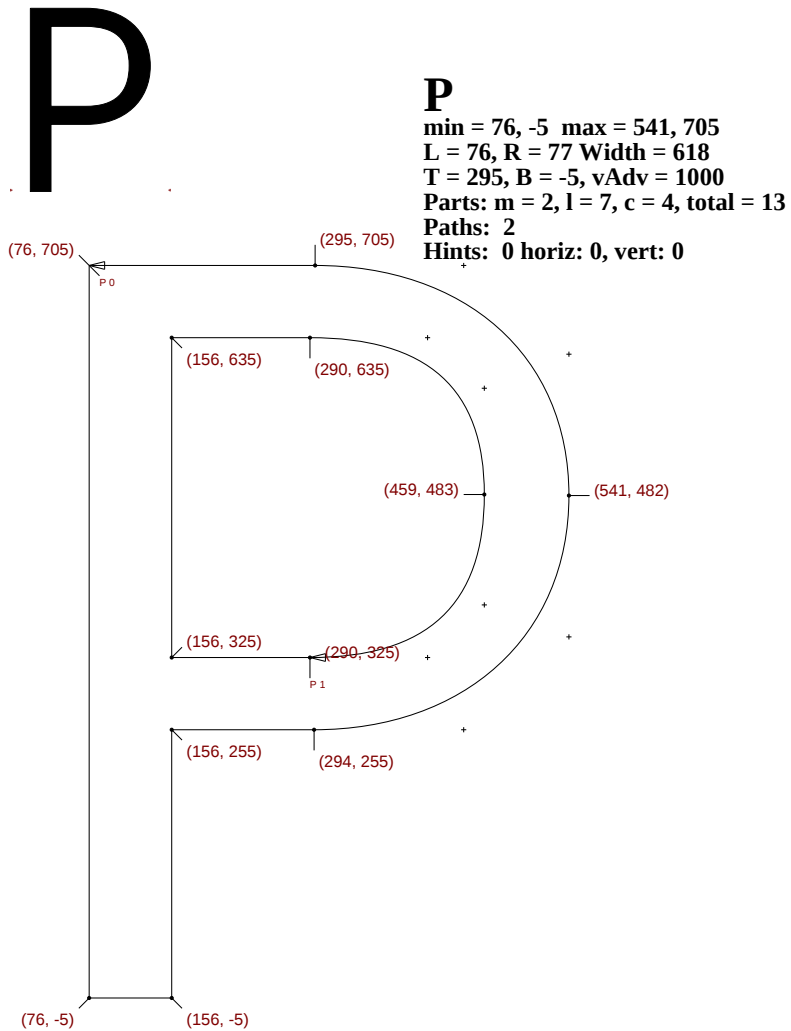
T = 287, B = -13, vAdv = 1000

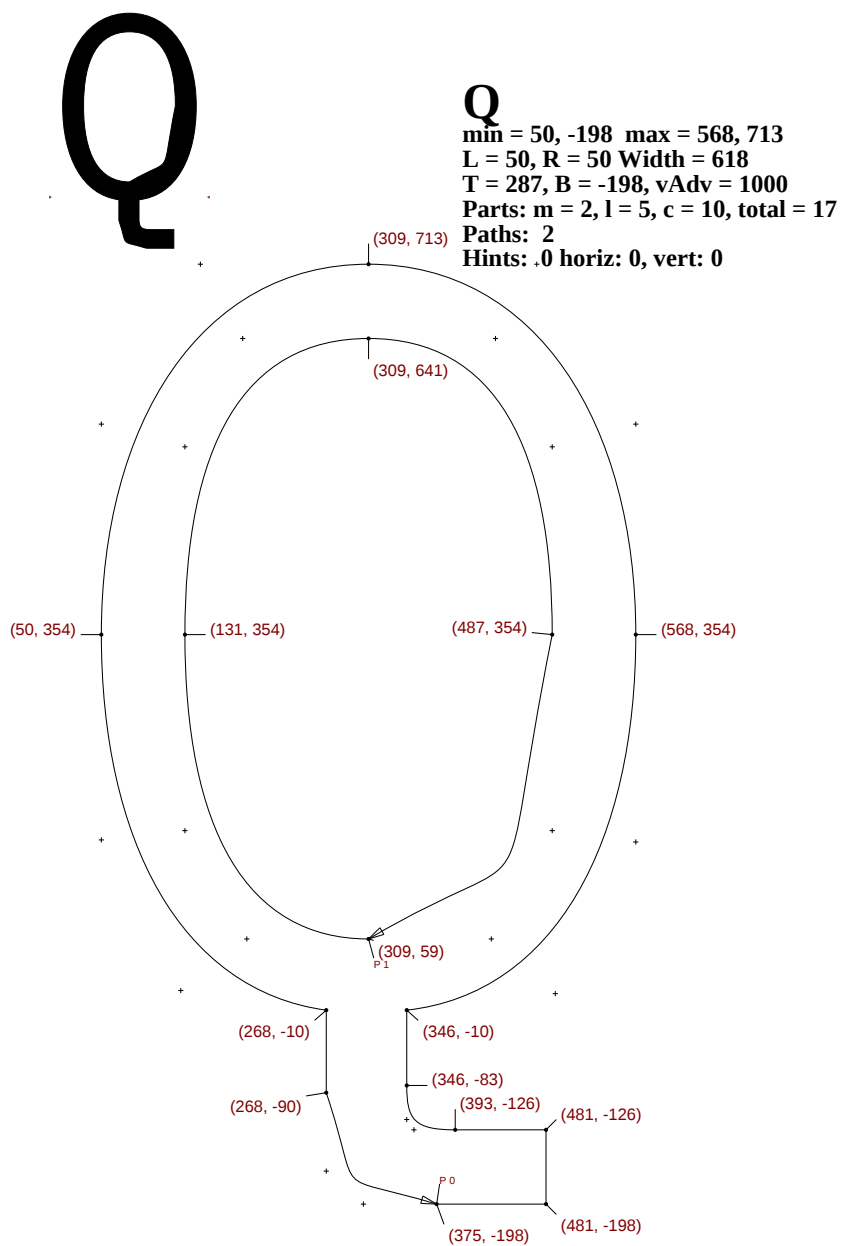
Parts: m = 2, l = 0, c = 8, total = 10

Paths: 2

Hints: .0 horiz: 0, vert: 0







. R .

R

min = 68, -5 max = 549, 705

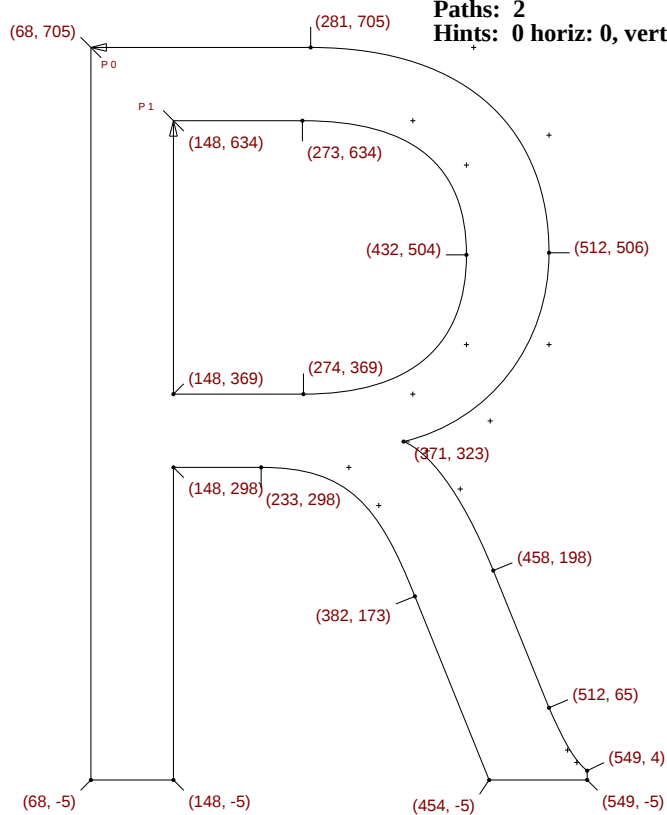
L = 68, R = 69 Width = 618

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

Parts: m = 2, l = 10, c = 7, total = 19

Paths: 2

Hints: 0 horiz: 0, vert: 0



S

S

min = 59, -13 max = 558, 713

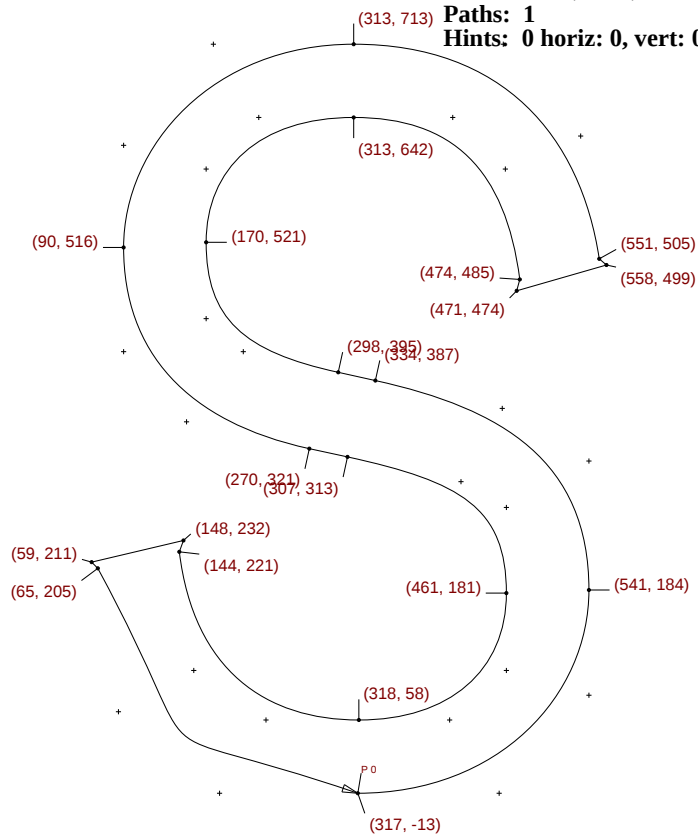
L = 59, R = 60 Width = 618

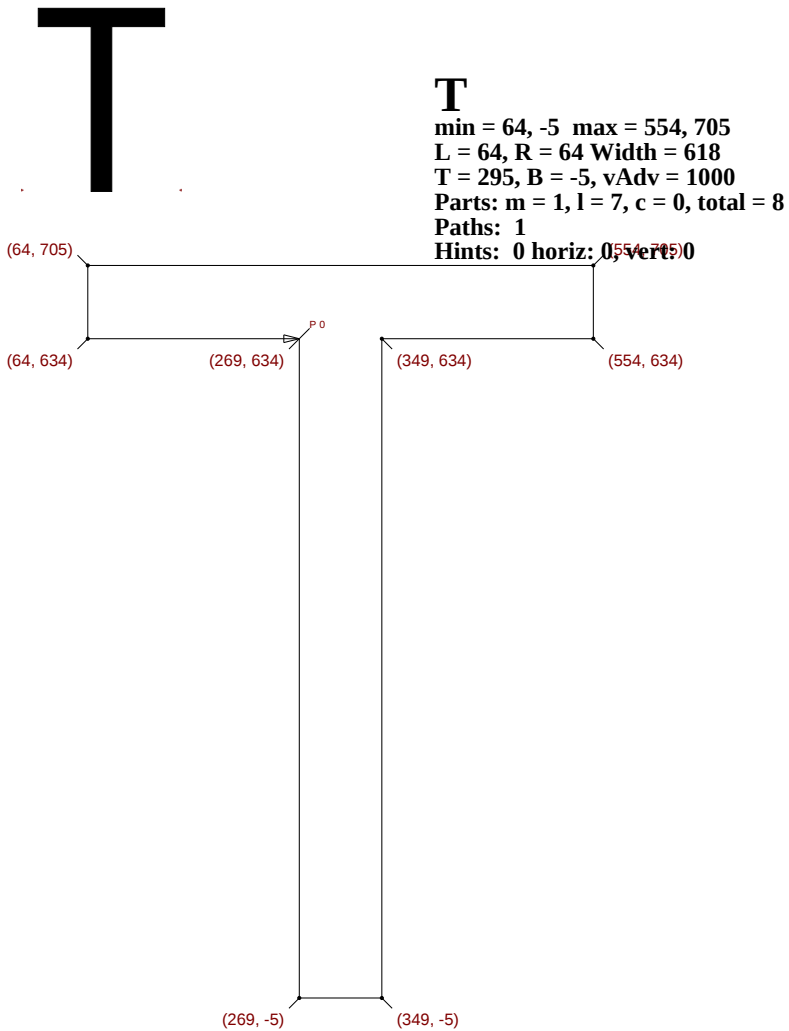
T = 287, B = -13, vAdv = 1000

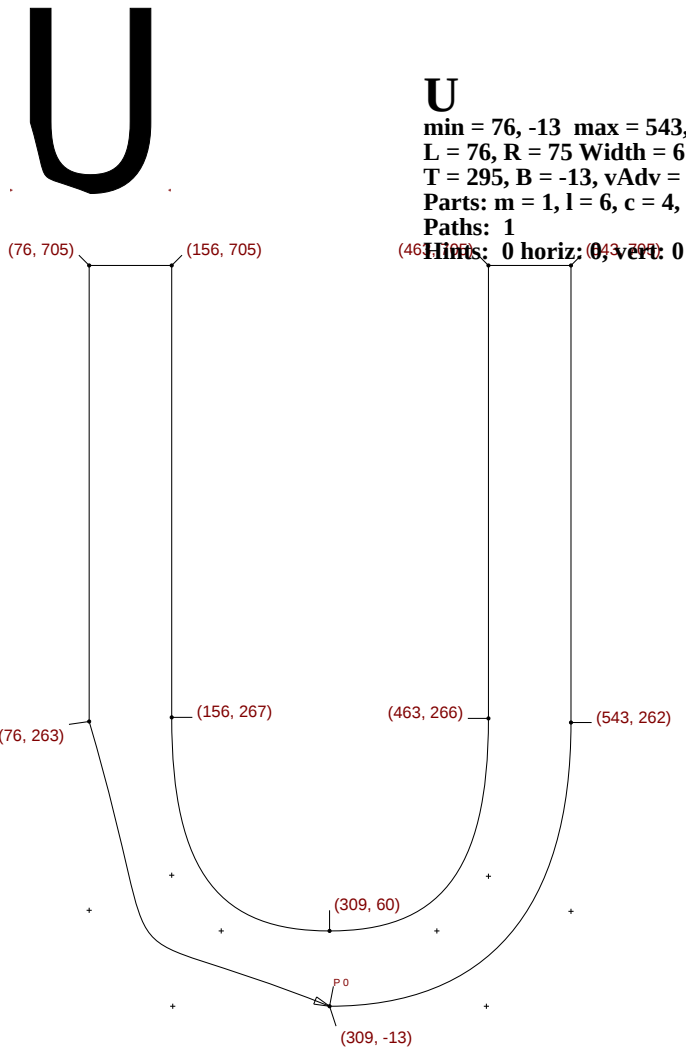
Parts: m = 1, l = 8, c = 12, total = 21

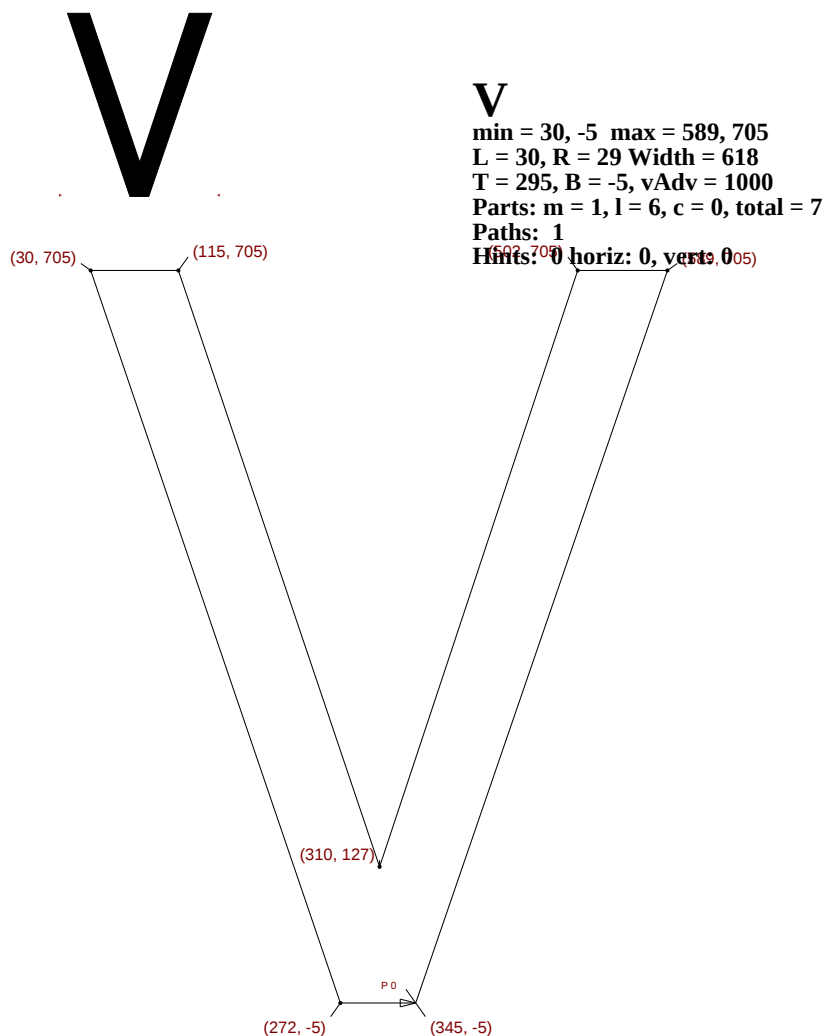
Paths: 1

Hints: 0 horiz: 0, vert: 0









W

W

min = 52, -5 max = 566, 705

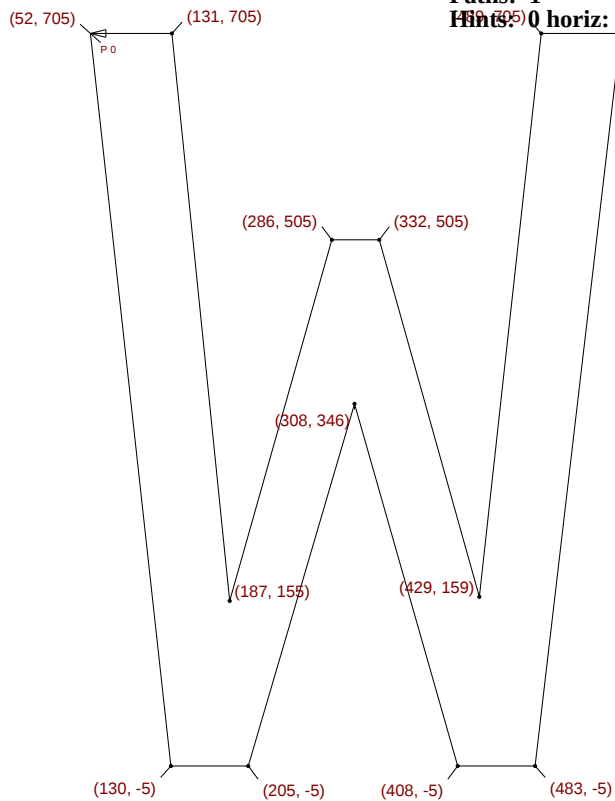
L = 52, R = 52 Width = 618

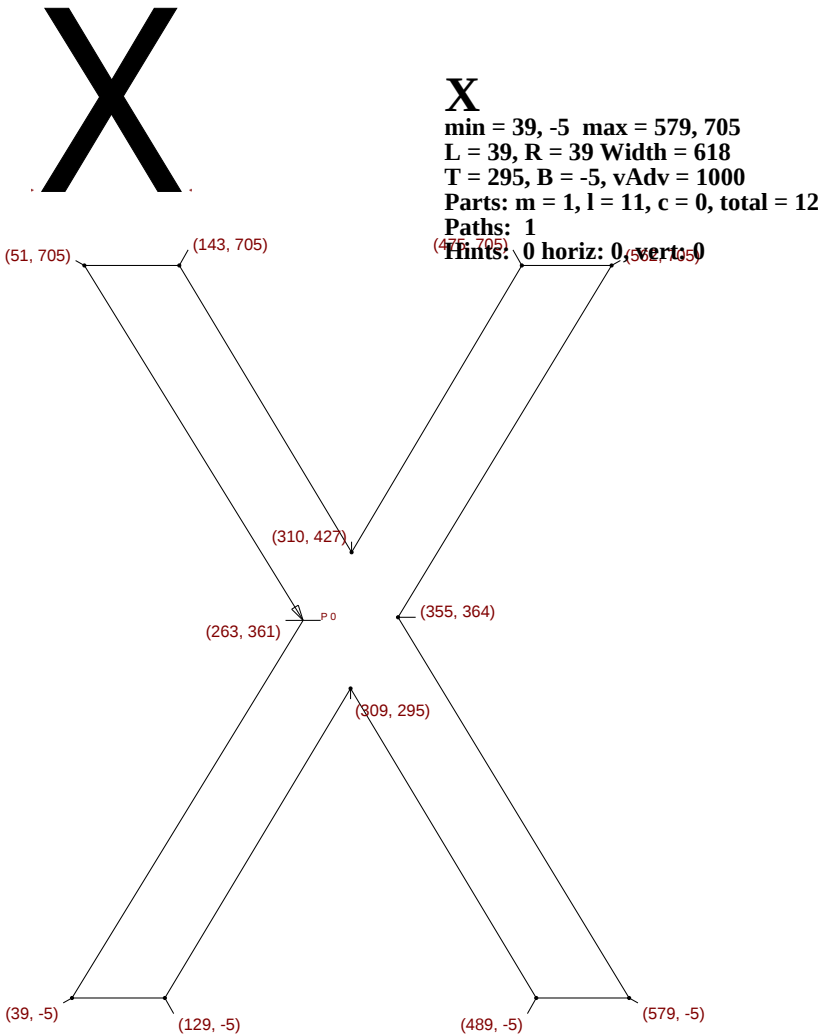
T = 295, B = -5, vAdv = 1000

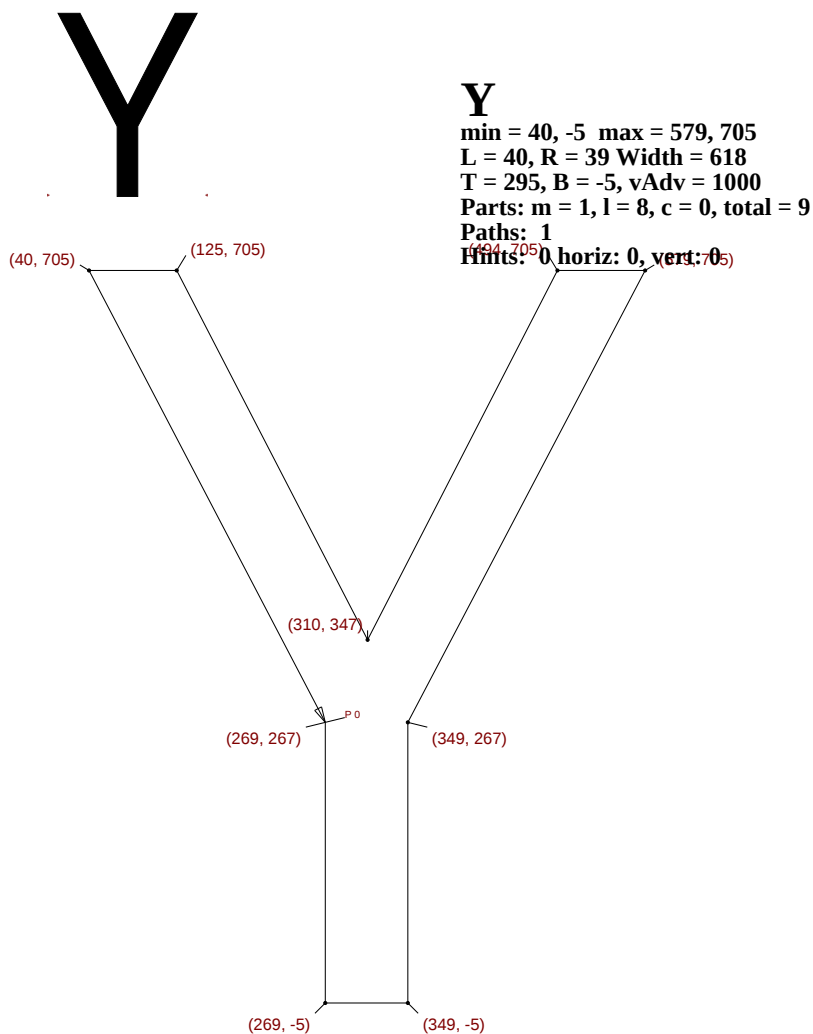
Parts: m = 1, l = 12, c = 0, total = 13

Paths: 1

Hints: 0 horiz: 0, vert: 0







Z

Z

min = 63, -5 max = 556, 705

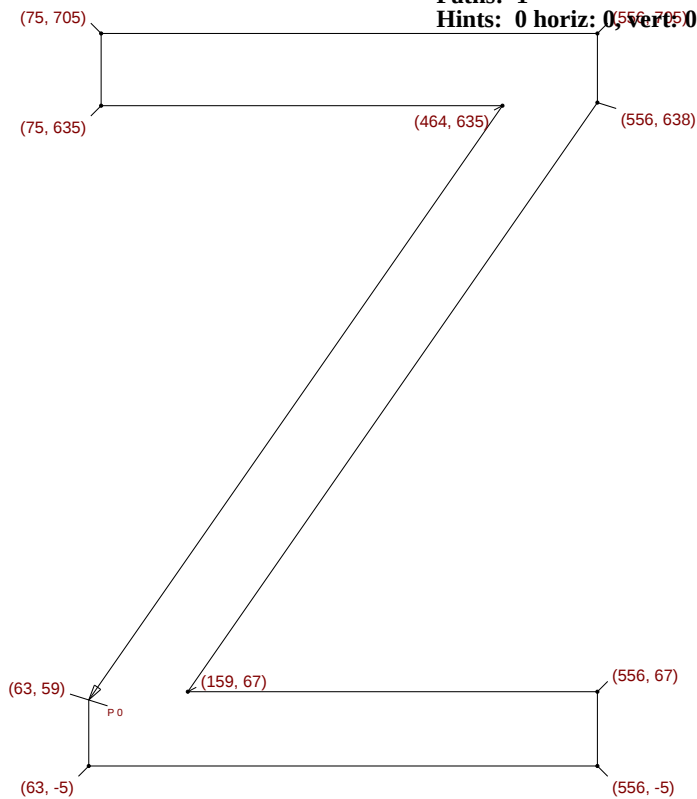
L = 63, R = 62 Width = 618

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 = 77, -18 max = 569, 539

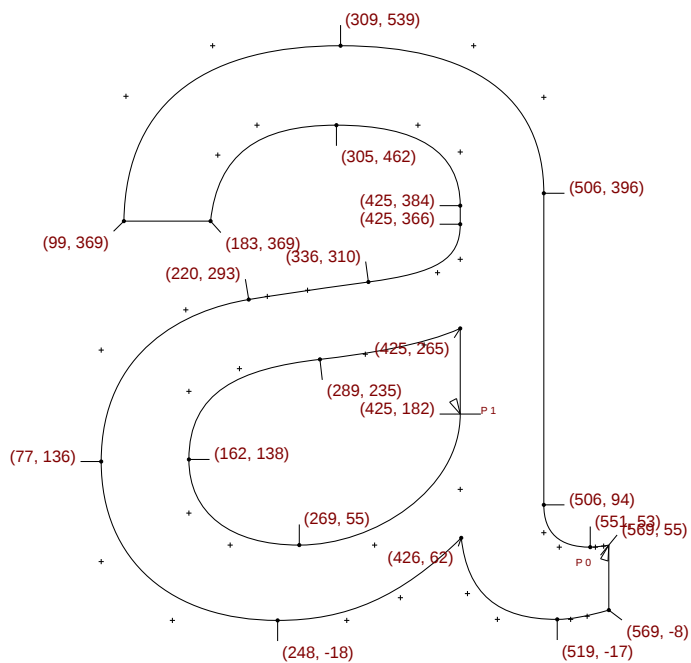
L = 77, R = 49 Width = 618

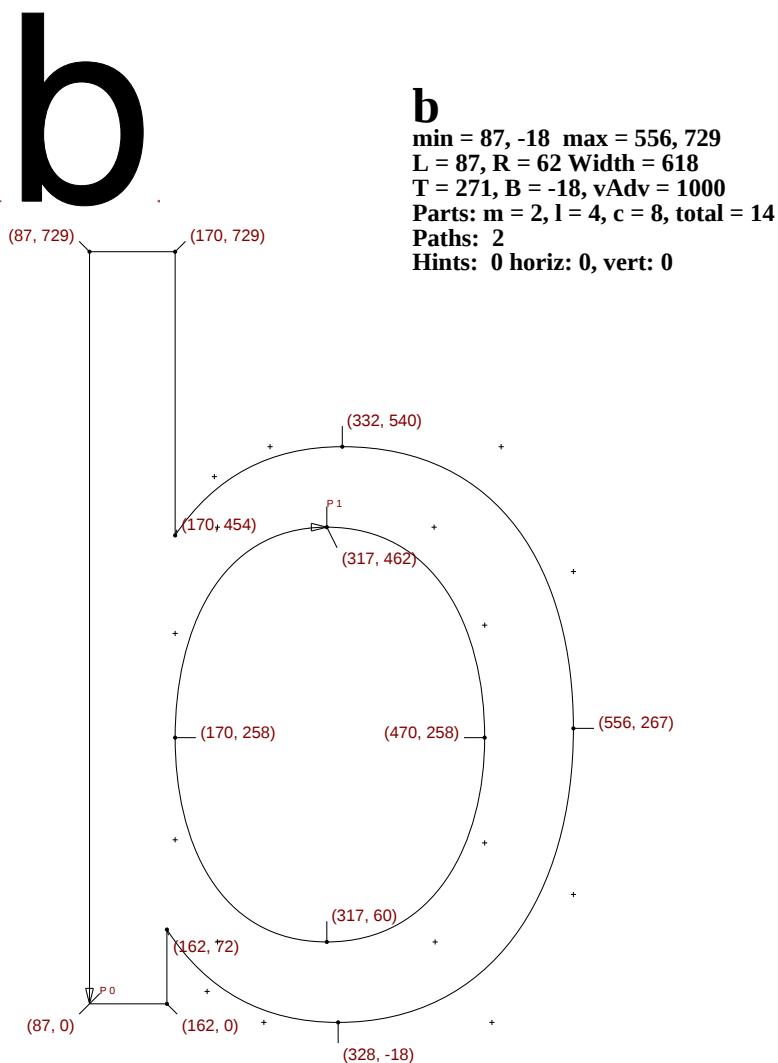
T = 461, B = -18, vAdv = 1000

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

Paths: 2

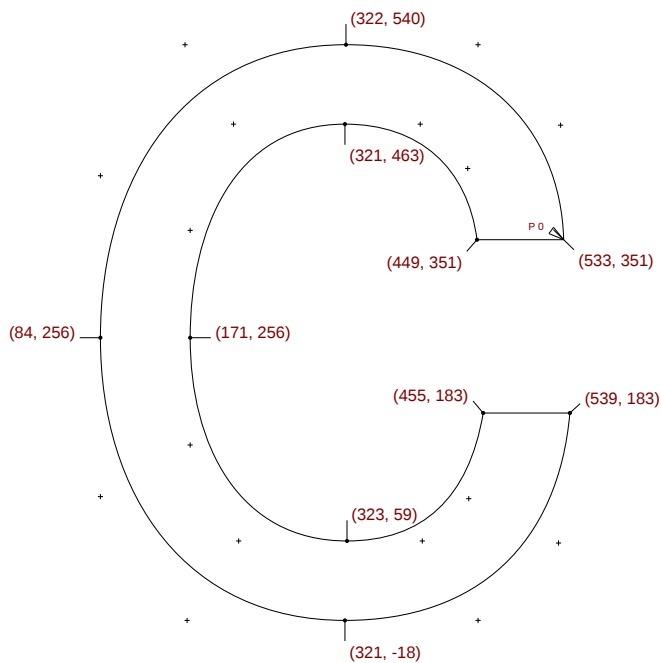
Hints: 0 horiz: 0, vert: 0

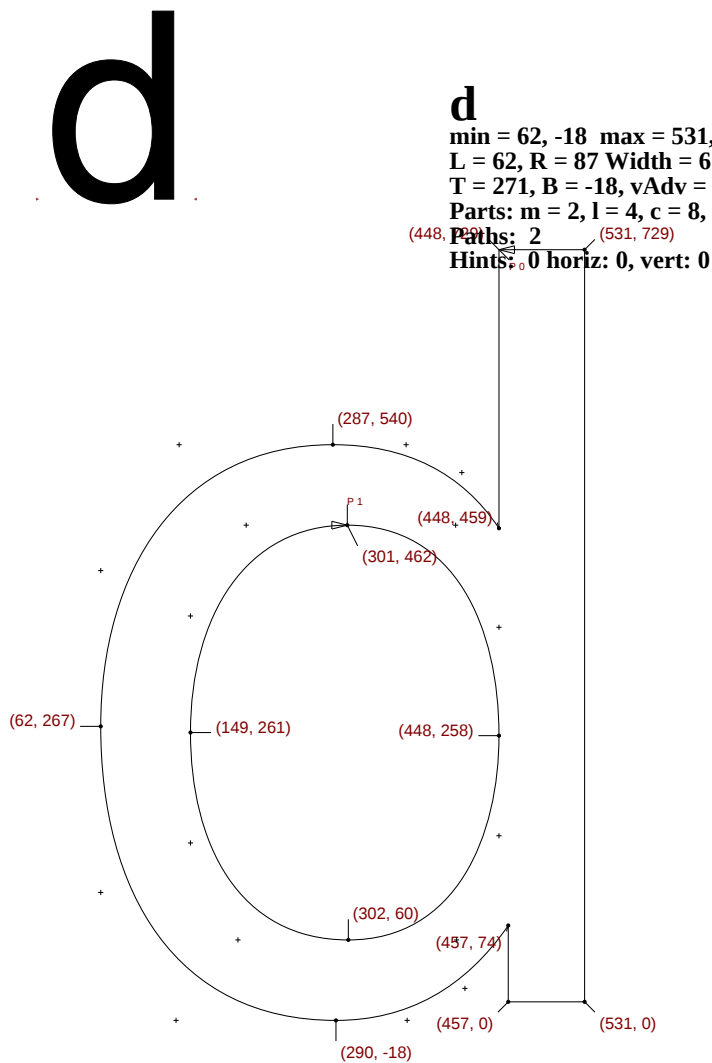




C

C
min = 84, -18 max = 539, 540
L = 84, R = 79 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





e

e

min = 75, -18 max = 548, 540

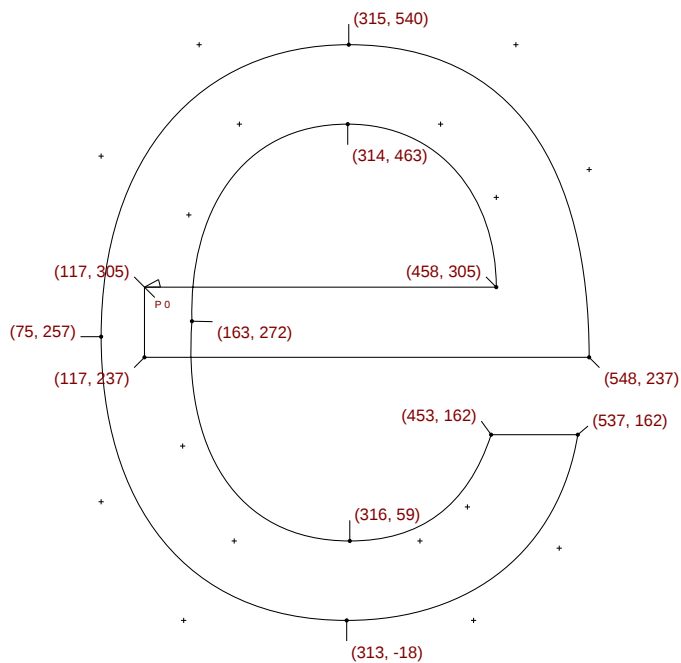
L = 75, R = 70 Width = 618

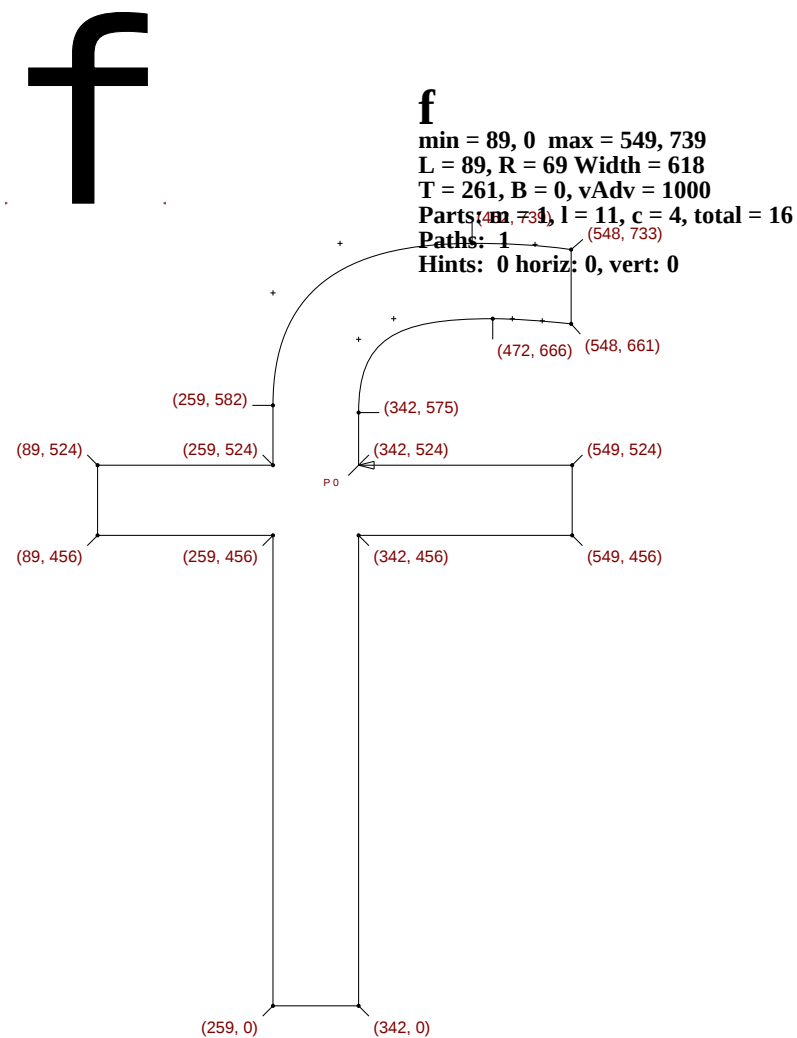
T = 460, B = -18, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0





g

g

min = 62, -218 max = 531, 540

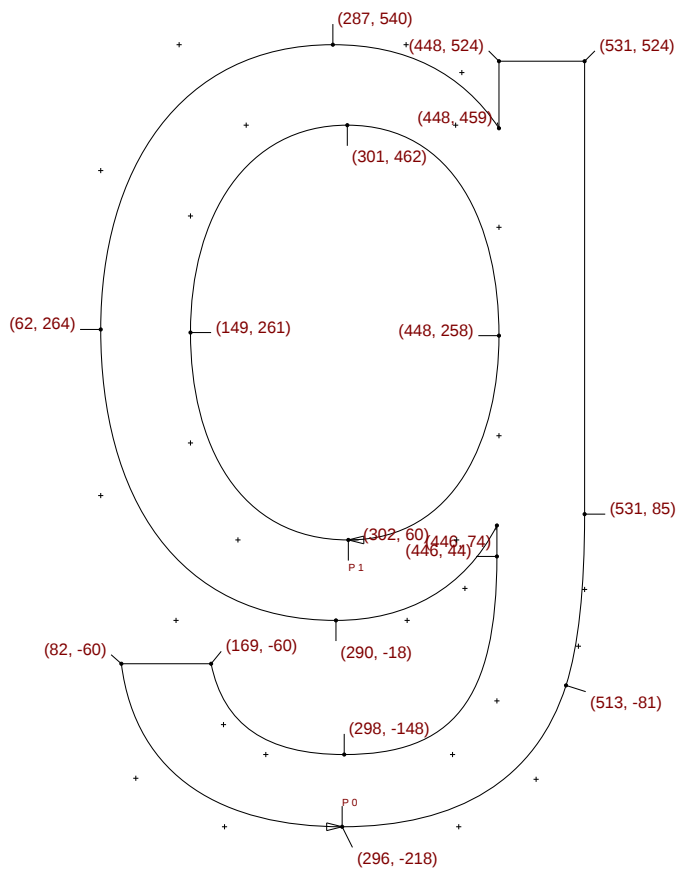
L = 62, R = 87 Width = 618

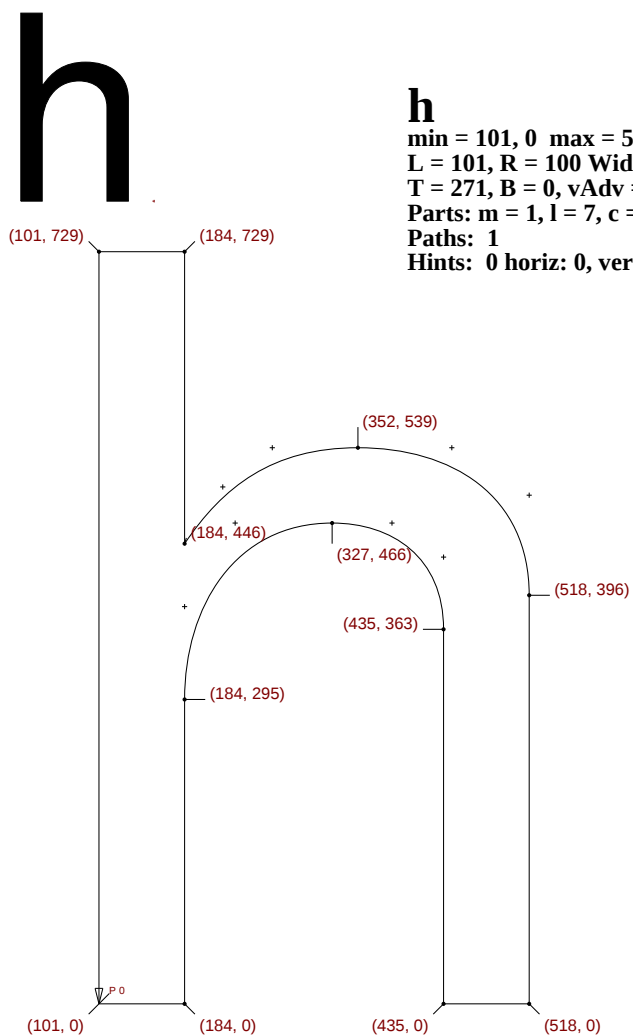
T = 460, B = -218, vAdv = 1000

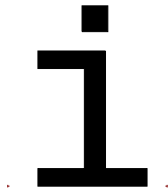
Parts: m = 2, l = 5, c = 13, total = 20

Paths: 2

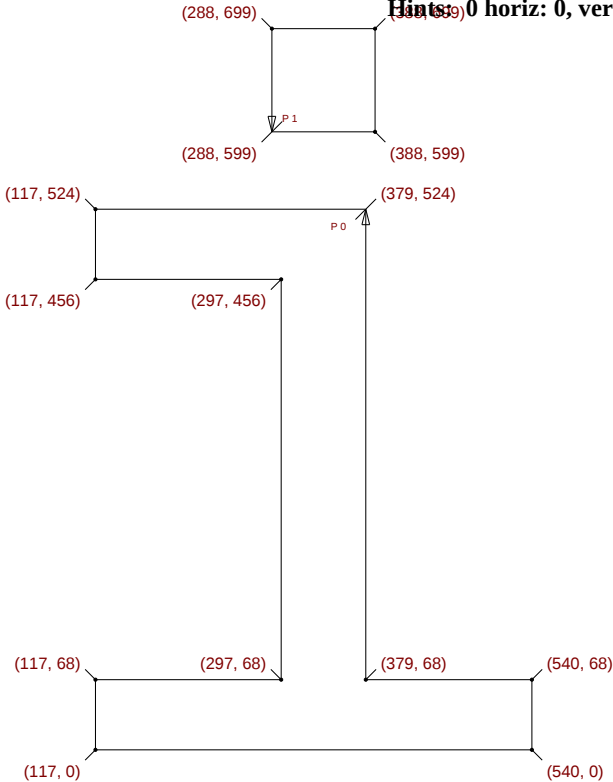
Hints: 0 horiz: 0, vert: 0

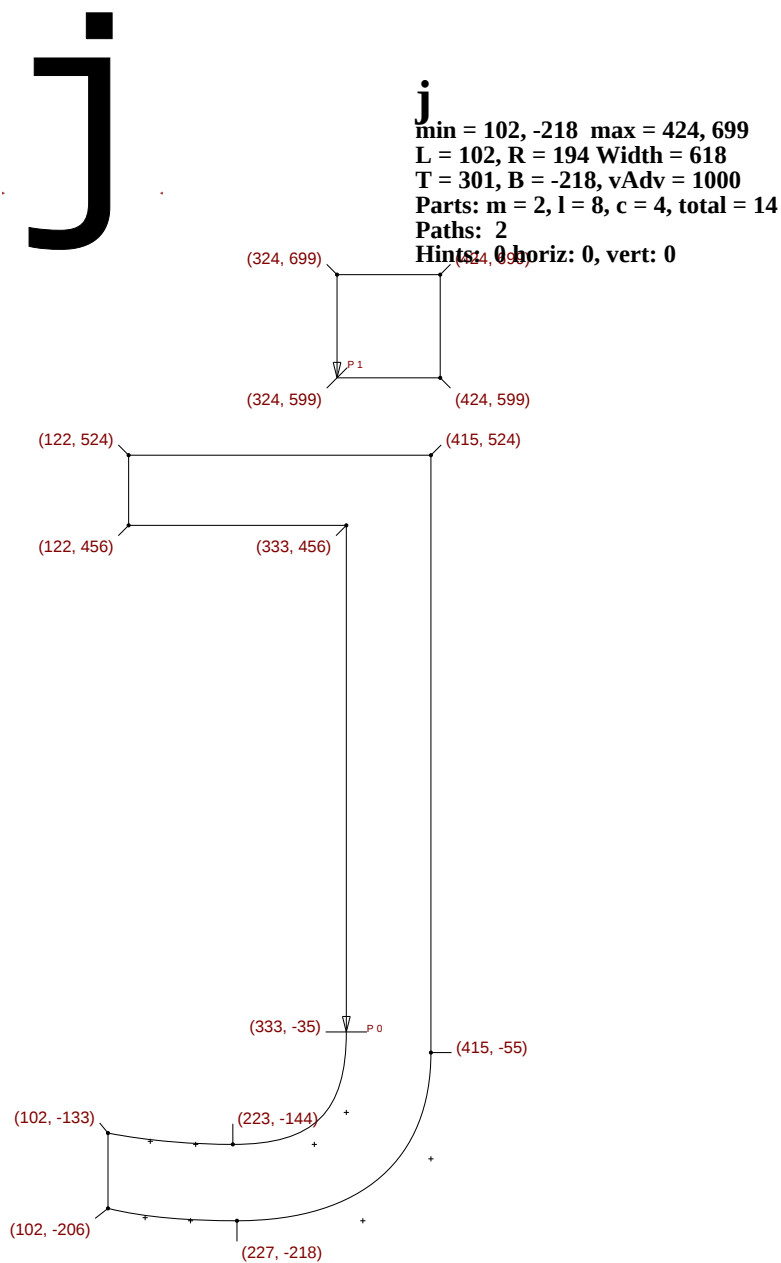






i
min = 117, 0 max = 540, 699
L = 117, R = 78 Width = 618
T = 301, B = 0, vAdv = 1000
Parts: m = 2, l = 12, c = 0, total = 14
Paths: 2
Hints: 0 horiz: 0, vert: 0





. k .

(137, 729) (219, 729)

k

min = 137, 0 max = 581, 729

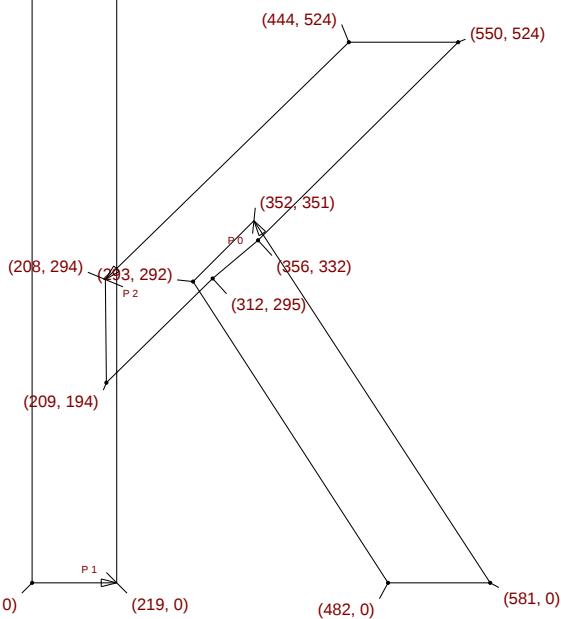
L = 137, R = 37 Width = 618

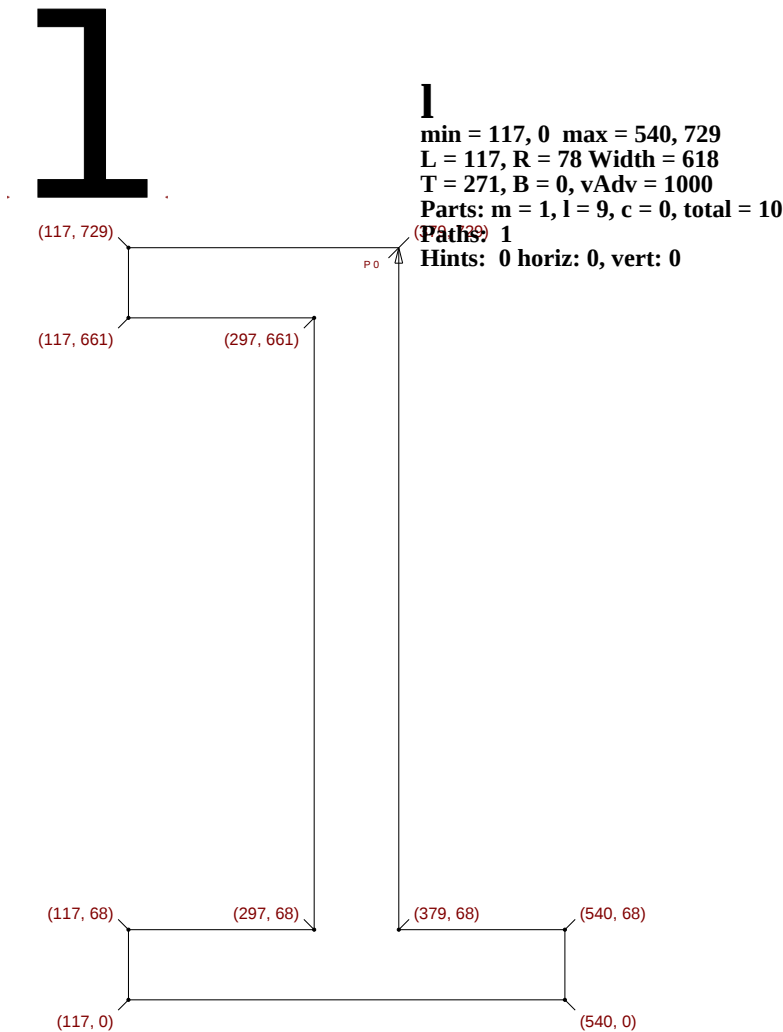
T = 271, B = 0, vAdv = 1000

Parts: m = 3, l = 11, c = 0, total = 14

Paths: 3

Hints: 0 horiz: 0, vert: 0





.m.

m

min = 39, 0 max = 579, 536

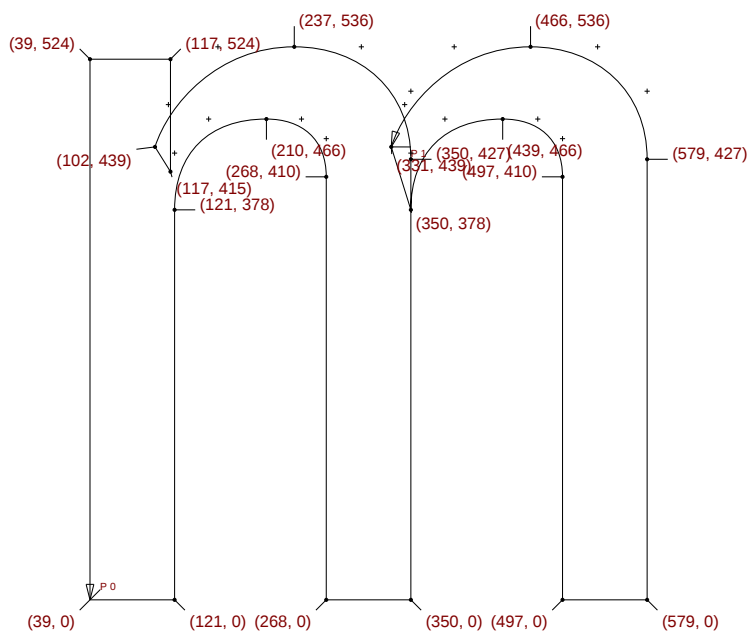
L = 39, R = 39 Width = 618

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 = 101, 0 max = 518, 539

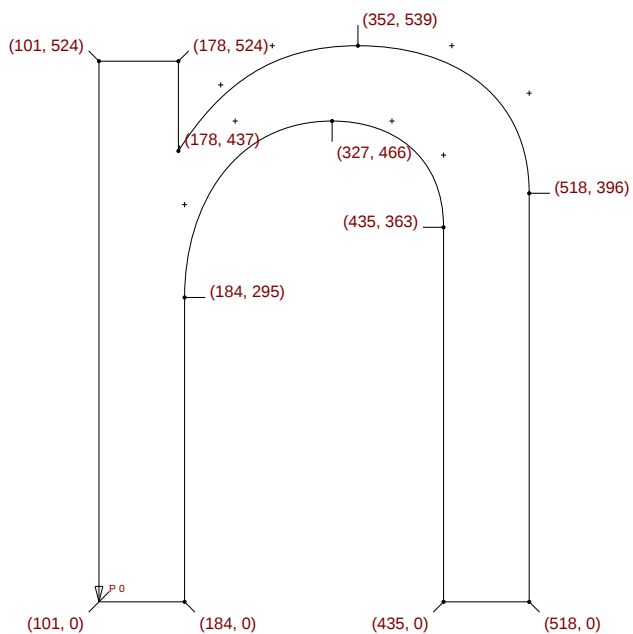
L = 101, R = 100 Width = 618

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 = 72, -18 max = 546, 540

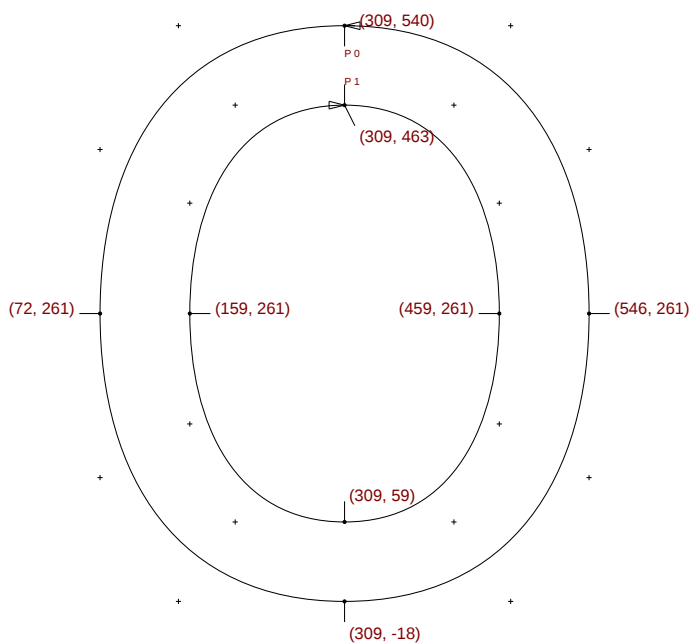
L = 72, R = 72 Width = 618

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

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

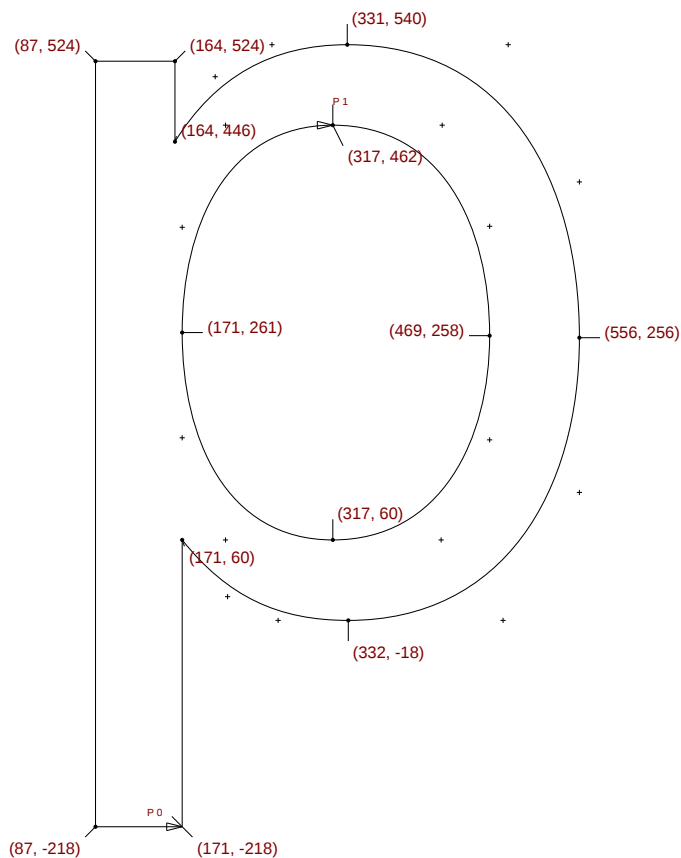
Paths: 2

Hints: 0 horiz: 0, vert: 0



p

p
min = 87, -218 max = 556, 540
L = 87, R = 62 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 = 62, -218 max = 531, 540

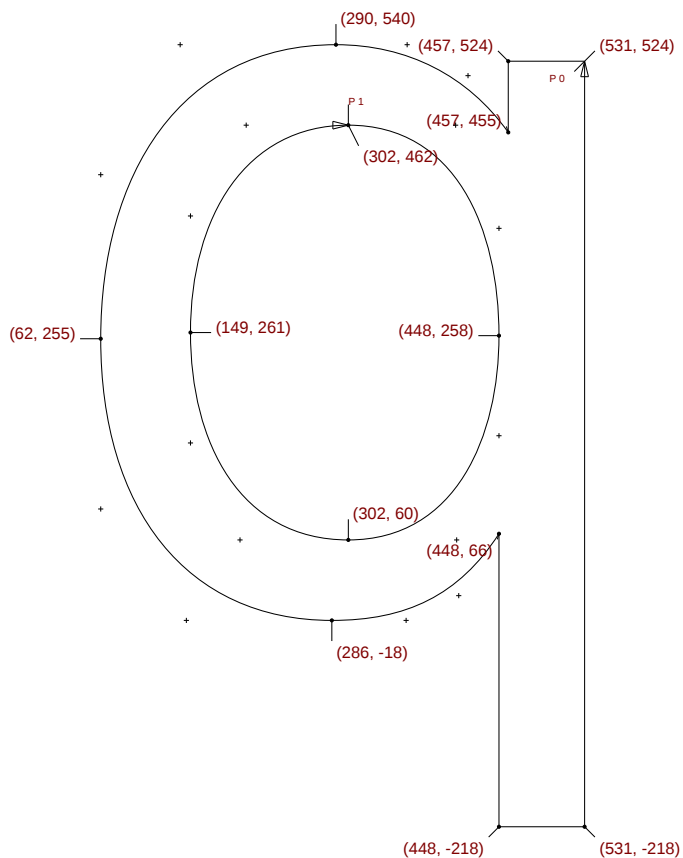
L = 62, R = 87 Width = 618

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

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

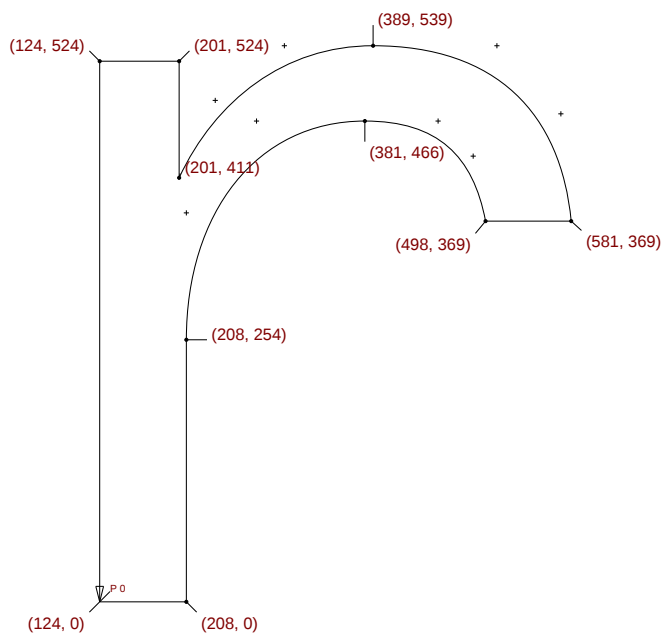
Paths: 2

Hints: 0 horiz: 0, vert: 0



r

r
min = 124, 0 max = 581, 539
L = 124, R = 37 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 = 97, -18 max = 522, 540

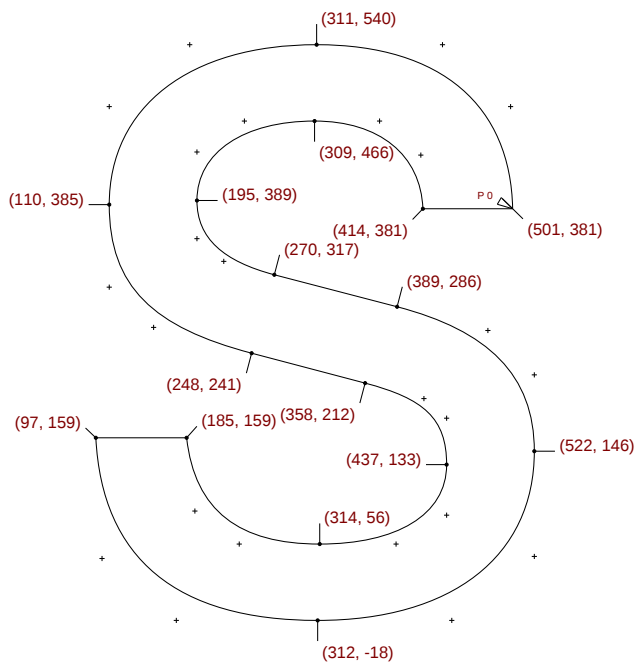
L = 97, R = 96 Width = 618

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 = 79, -14 max = 519, 668

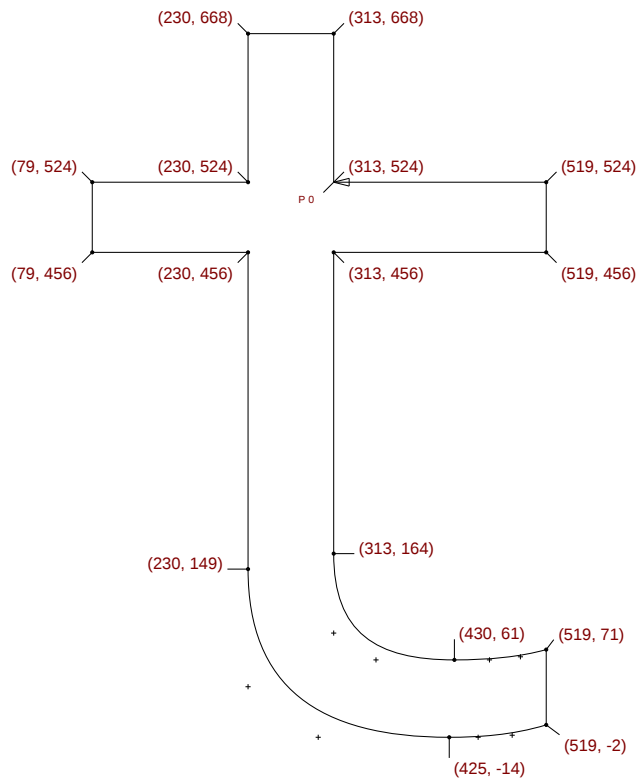
L = 79, R = 99 Width = 618

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 = 101, -18 max = 518, 524

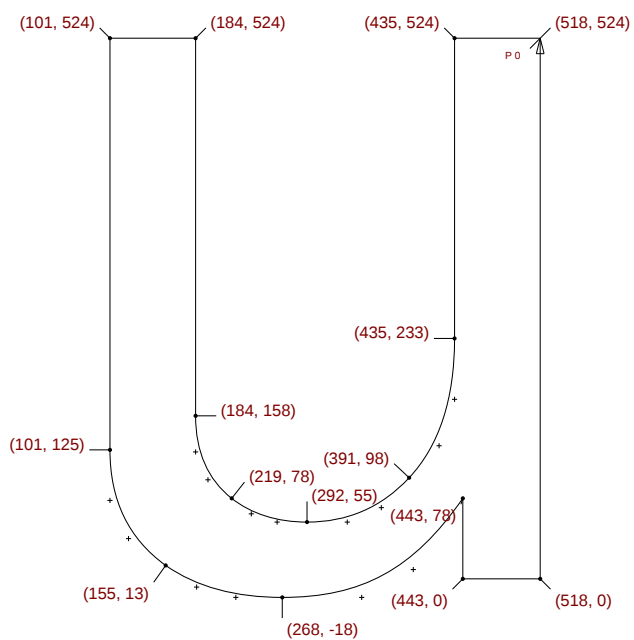
L = 101, R = 100 Width = 618

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

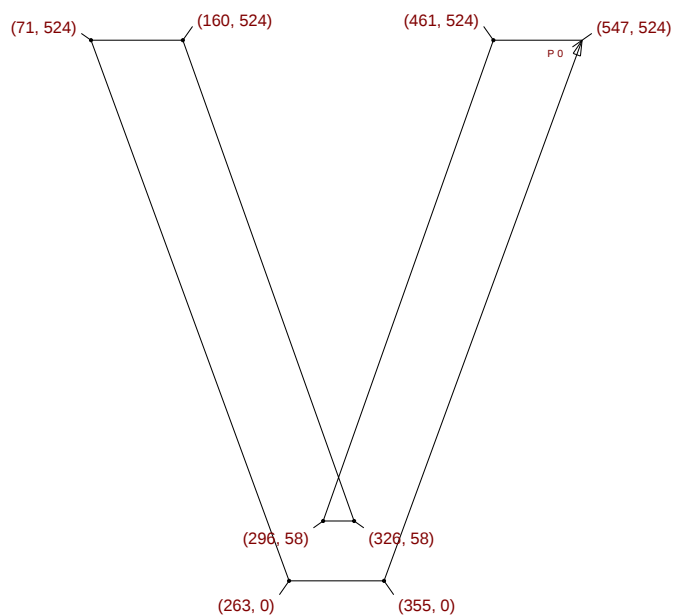
L = 71, R = 71 Width = 618

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

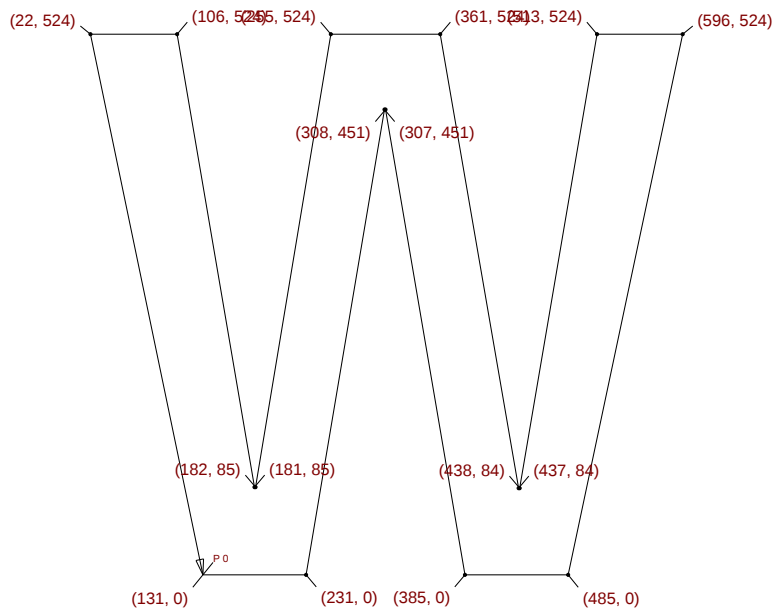
L = 22, R = 22 Width = 618

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 = 81, 0 max = 537, 524

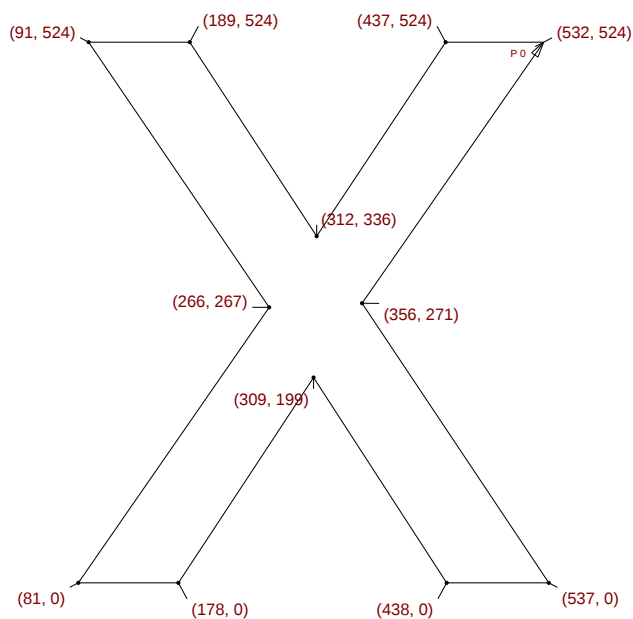
L = 81, R = 81 Width = 618

T = 476, B = 0, vAdv = 1000

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

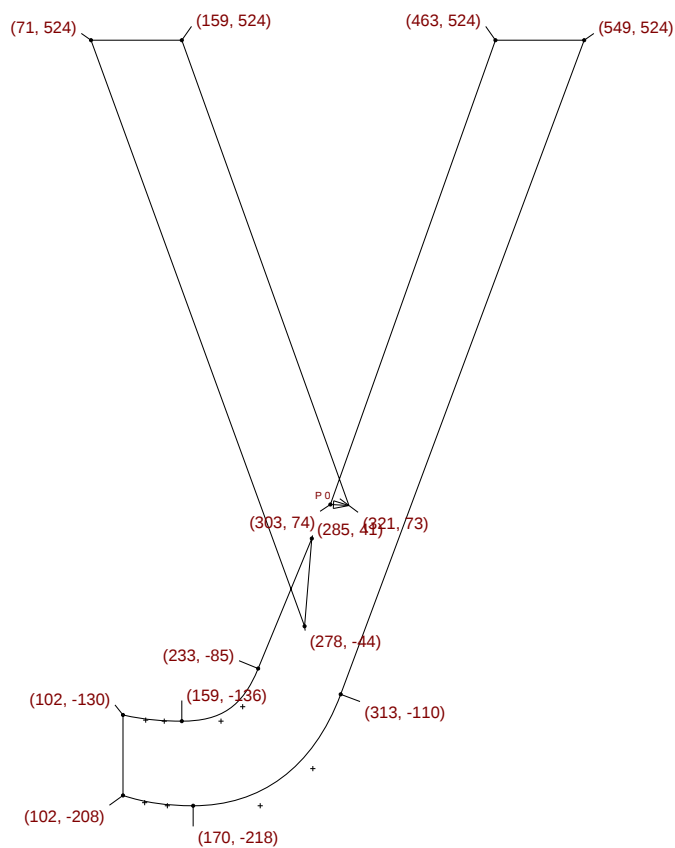
Paths: 1

Hints: 0 horiz: 0, vert: 0



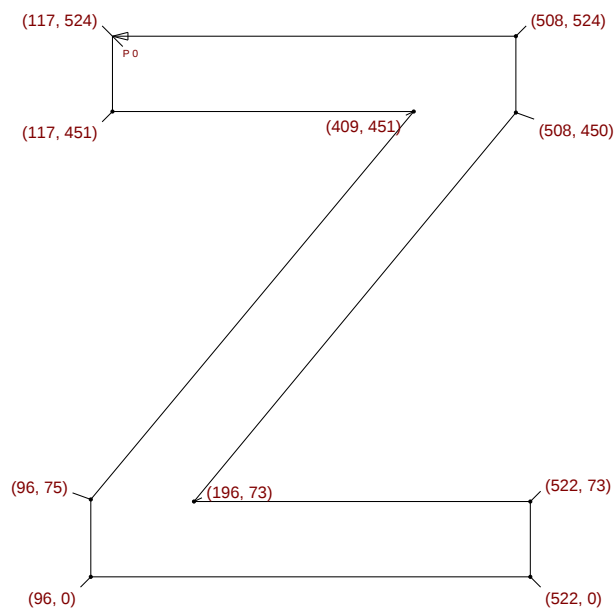
y

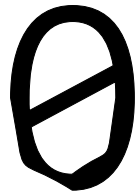
y
min = 71, -218 max = 549, 524
L = 71, R = 69 Width = 618
T = 476, B = -218, vAdv = 1000
Parts: m = 1, l = 9, c = 4, total = 14
Paths: 1
Hints: 0 horiz: 0, vert: 0



Z

Z
min = 96, 0 max = 522, 524
L = 96, R = 96 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 = 69, -8 max = 549, 708

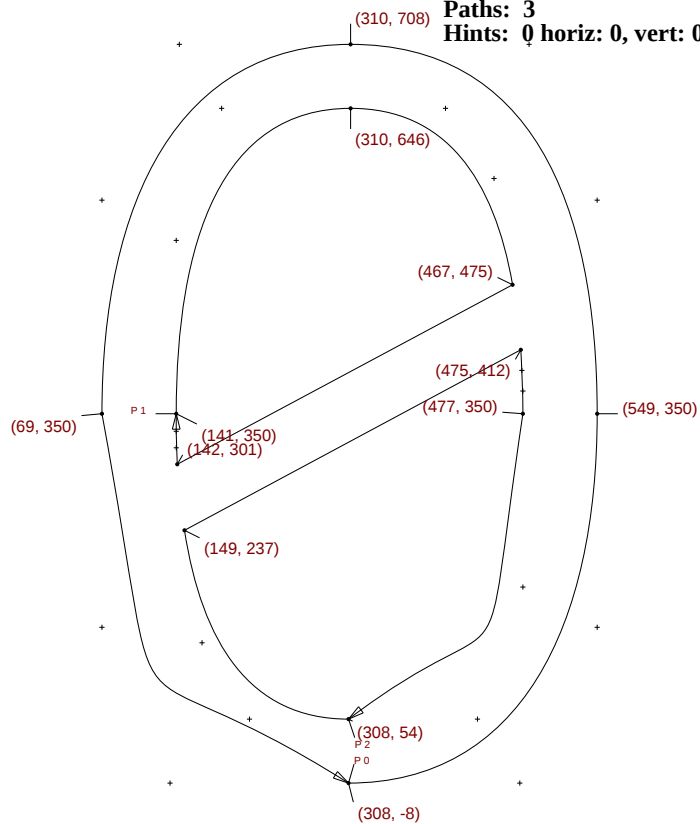
L = 69, R = 69 Width = 618

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 = 81, 0 max = 550, 700

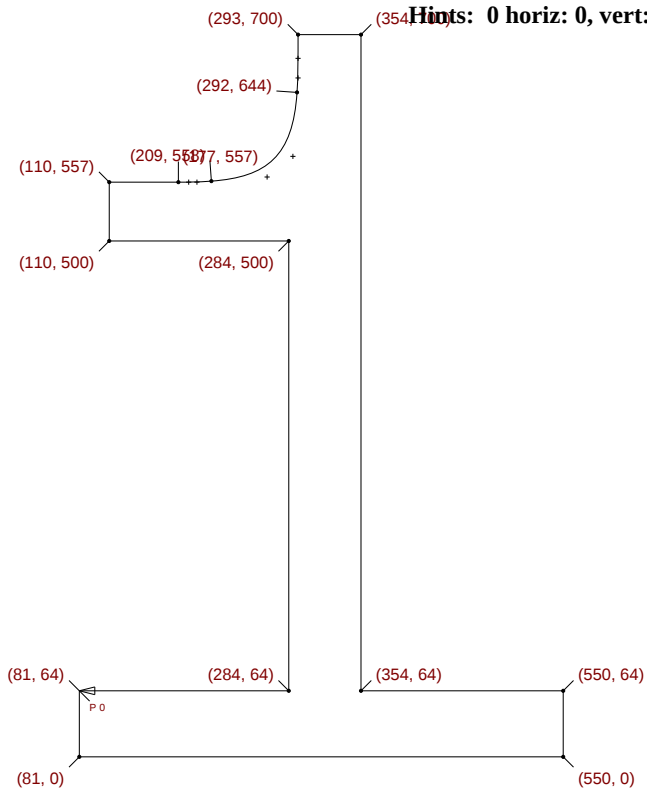
L = 81, R = 68 Width = 618

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 = 71, 0 max = 550, 708

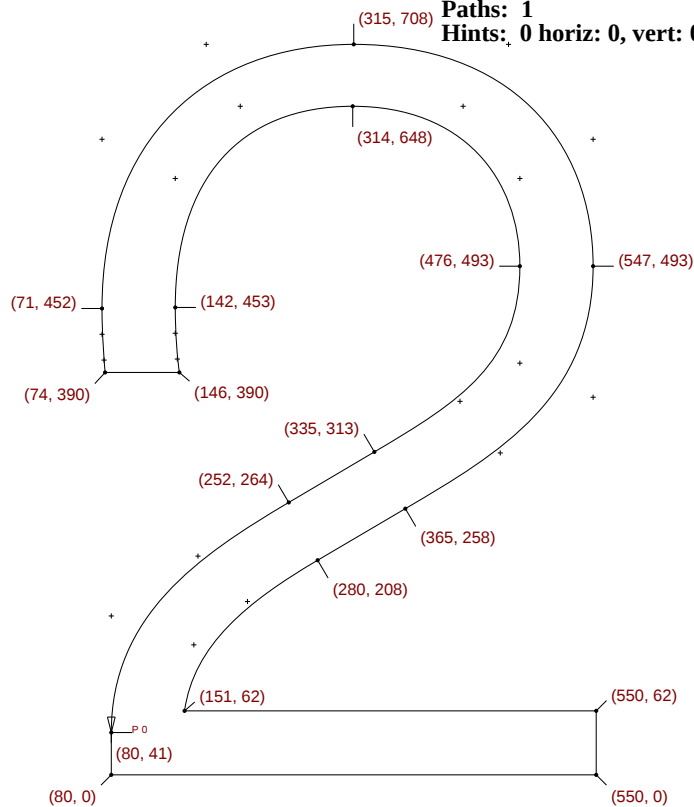
L = 71, R = 68 Width = 618

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 = 65, -8 max = 550, 708

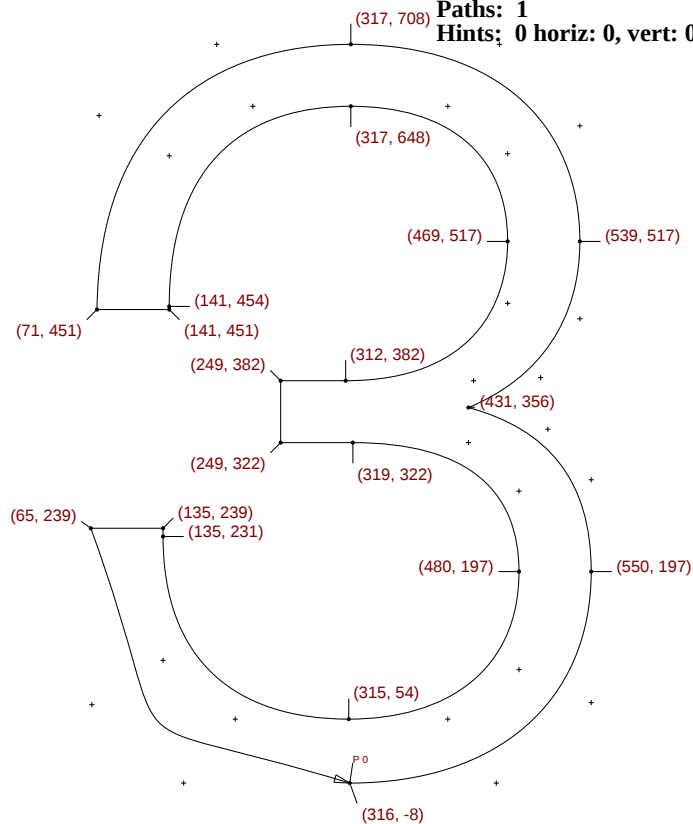
L = 65, R = 68 Width = 618

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 = 60, 0 max = 573, 700

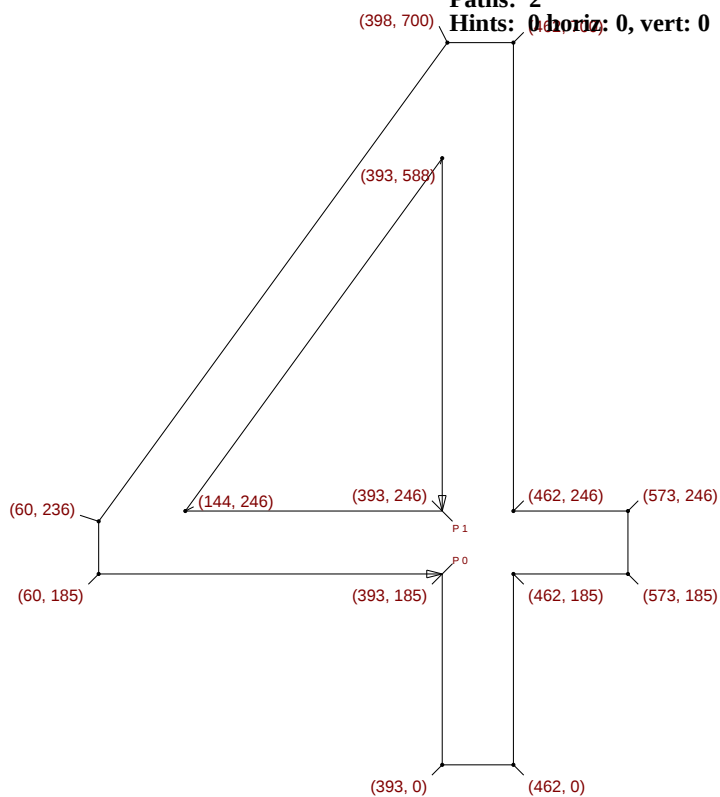
L = 60, R = 45 Width = 618

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 = 48, -8 max = 560, 700

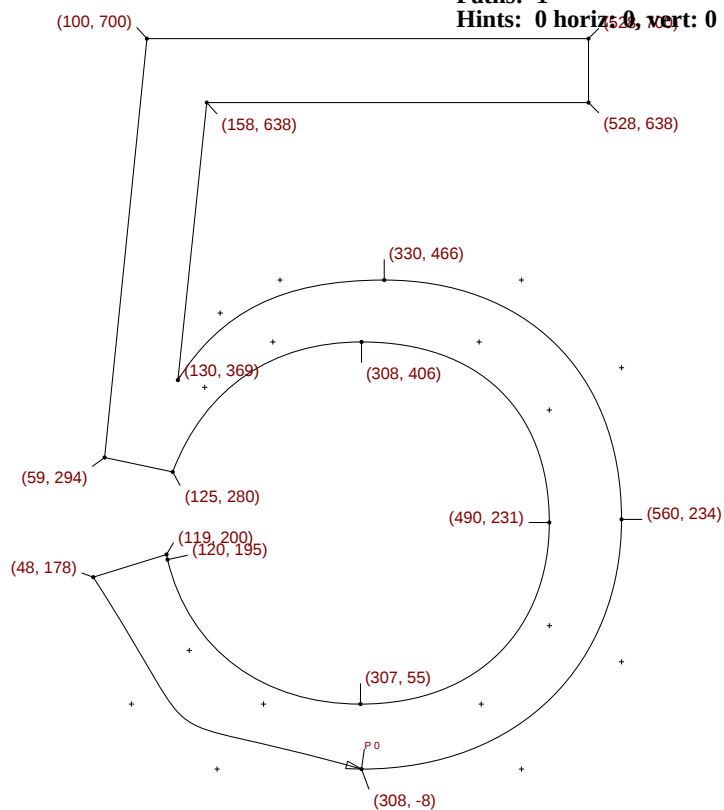
L = 48, R = 58 Width = 618

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 = 67, -10 max = 558, 710

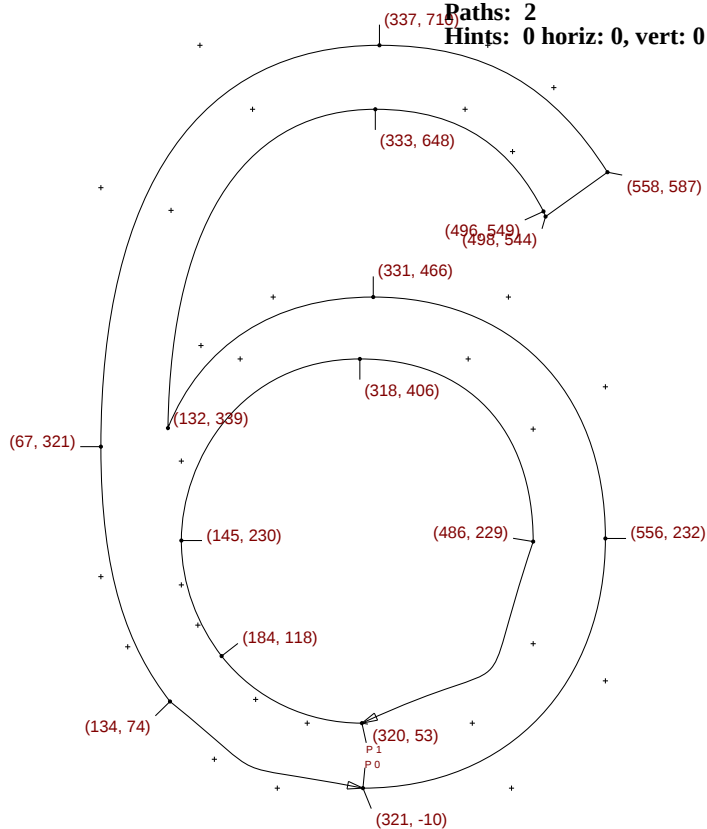
L = 67, R = 60 Width = 618

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 = 60, 0 max = 555, 700

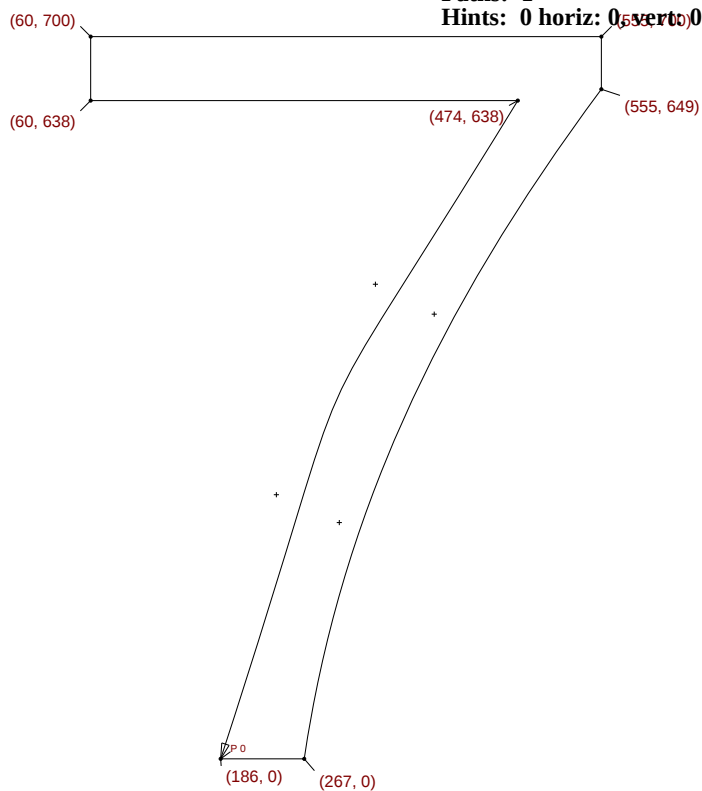
L = 60, R = 63 Width = 618

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 = 70, -8 max = 551, 708

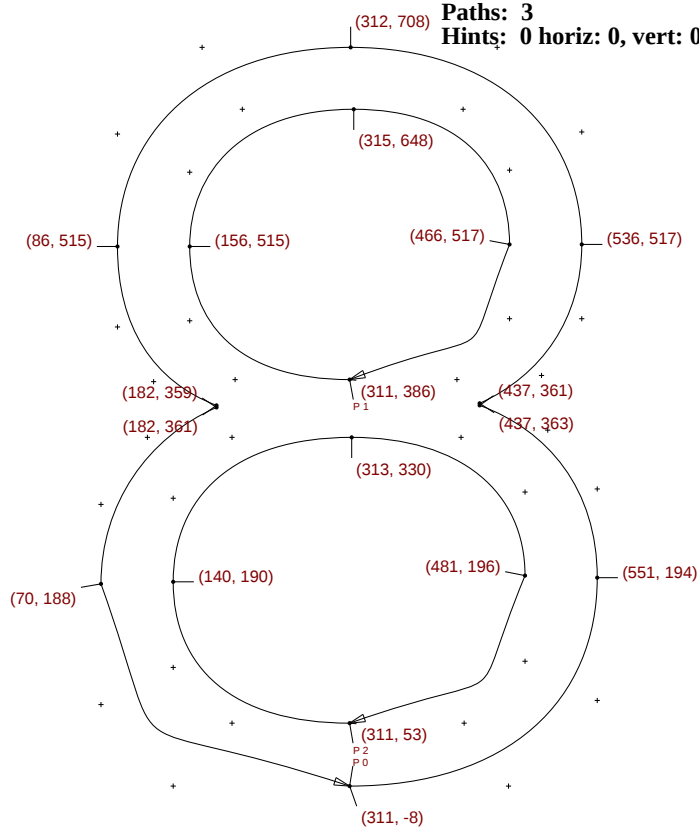
L = 70, R = 67 Width = 618

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 = 60, -24 max = 554, 696

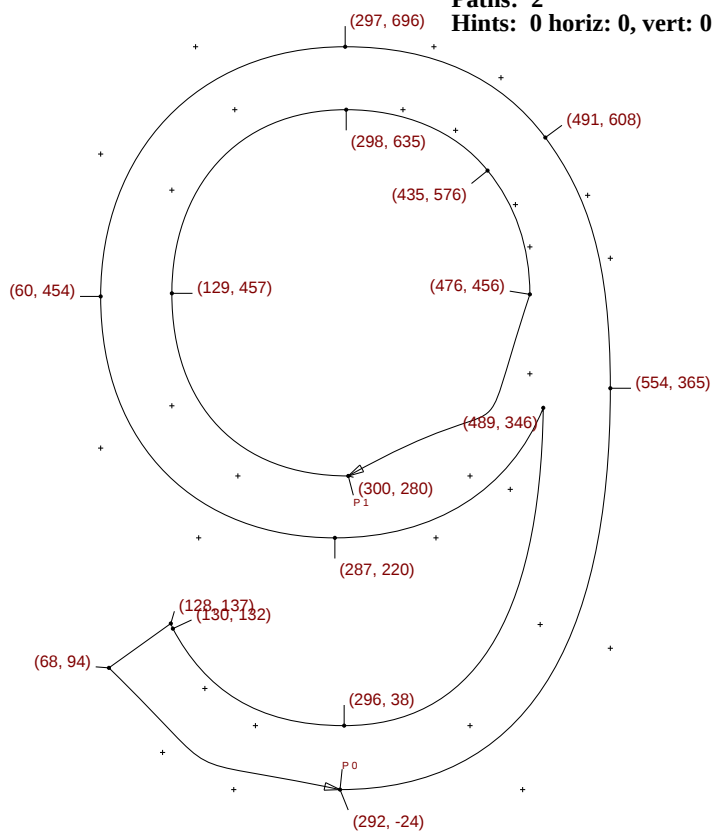
L = 60, R = 64 Width = 618

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 = 114, -4 max = 504, 523

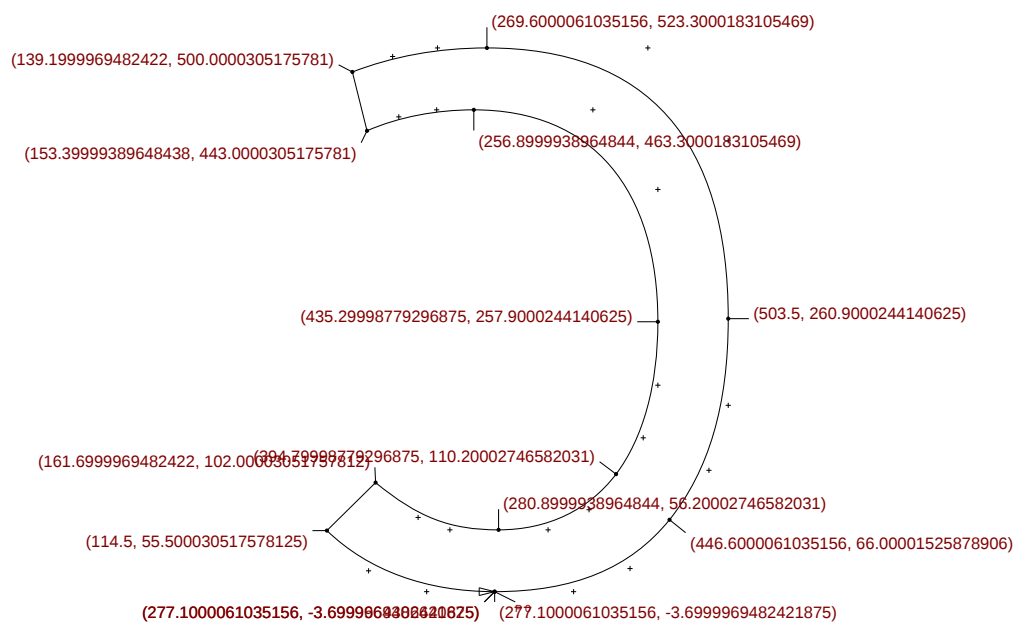
L = 114, R = 114 Width = 618

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 = 131, -4 max = 487, 523

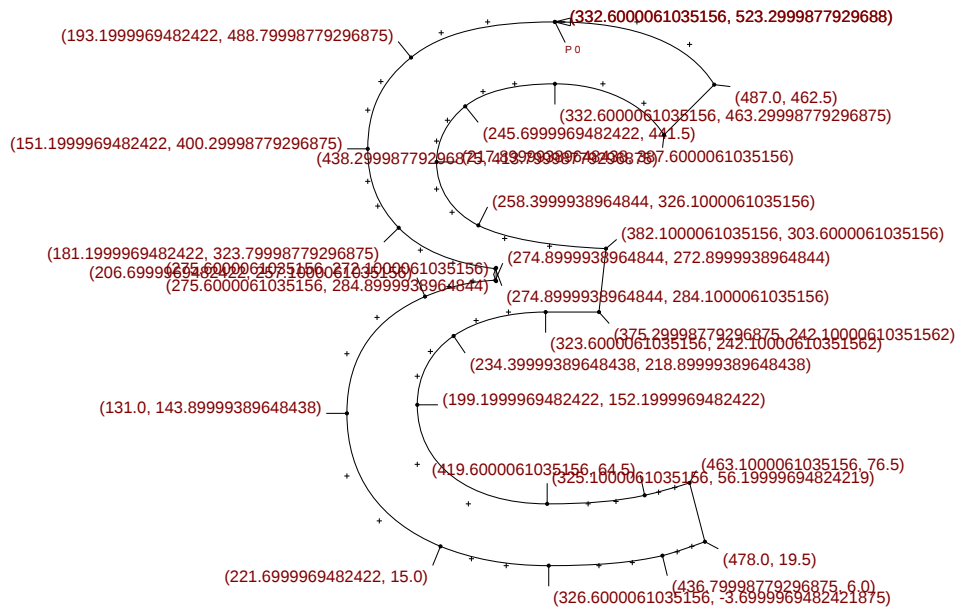
L = 131, R = 131 Width = 618

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 = 104, -4 max = 514, 528****L = 104, R = 104 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**

• **•**

uni018A.smcp

min = 107, -4 max = 511, 528

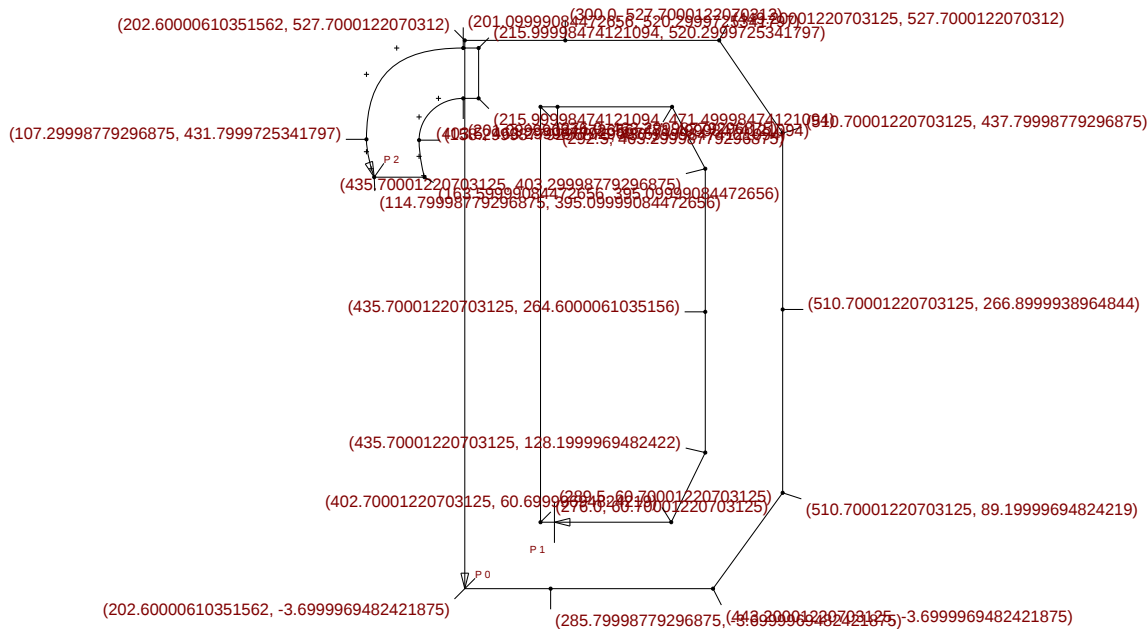
L = 107, R = 107 Width = 618

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

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

Paths: 3

Hints: 0 horiz: 0, vert: 0



**uni0197.smcp**

min = 166, -4 max = 452, 528

L = 166, R = 166 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



l

uni0196.smcp

min = 134, -4 max = 484, 545

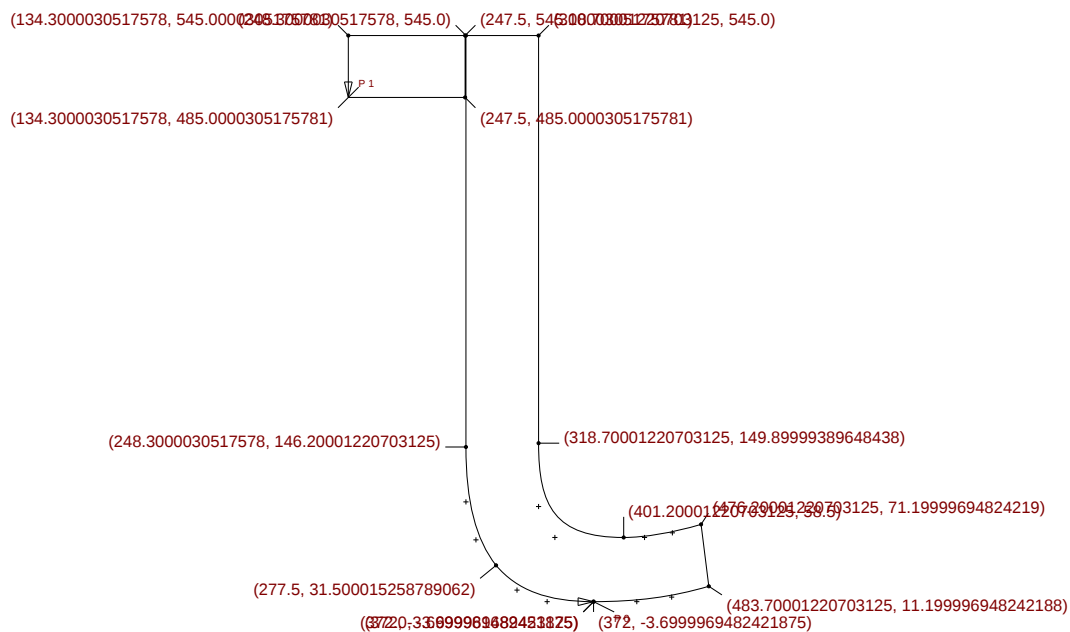
L = 134, R = 134 Width = 618

T = 455, B = -4, vAdv = 1000

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

Paths: 2

Hints: 0 horiz: 0, vert: 0



N

uni019D.smcp

min = 106, -170 max = 512, 516

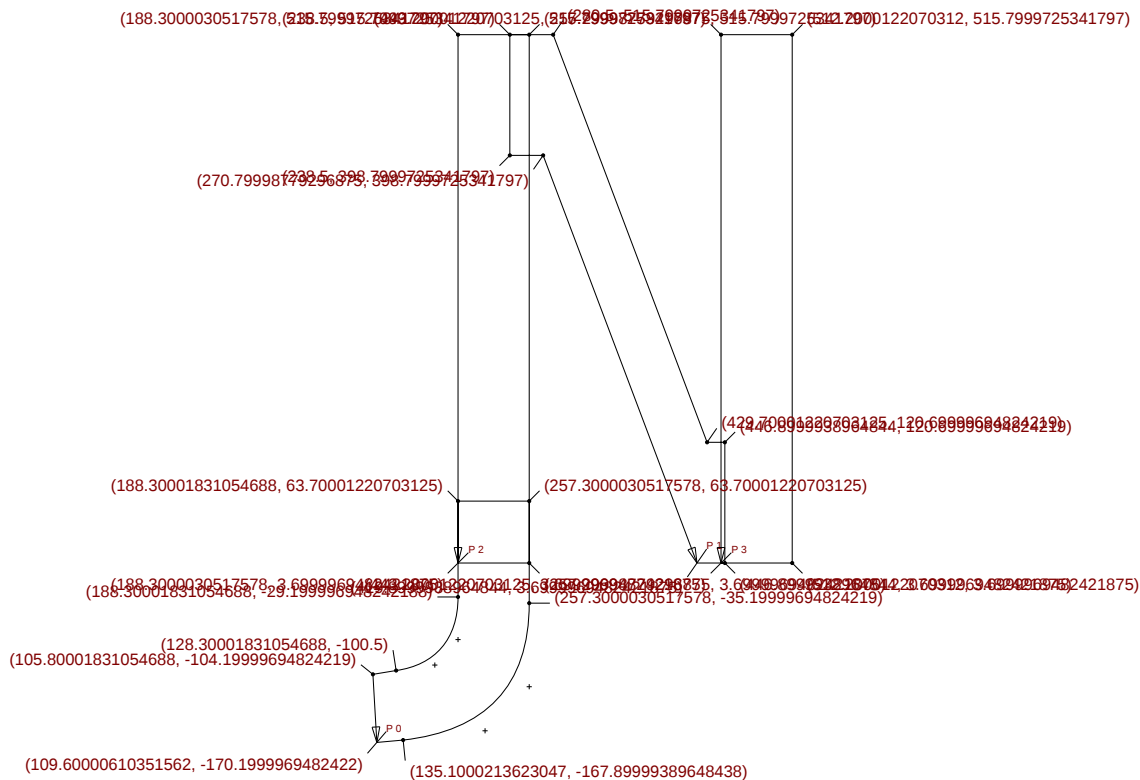
L = 106, R = 106 Width = 618

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 = 144, -4 max = 474, 516

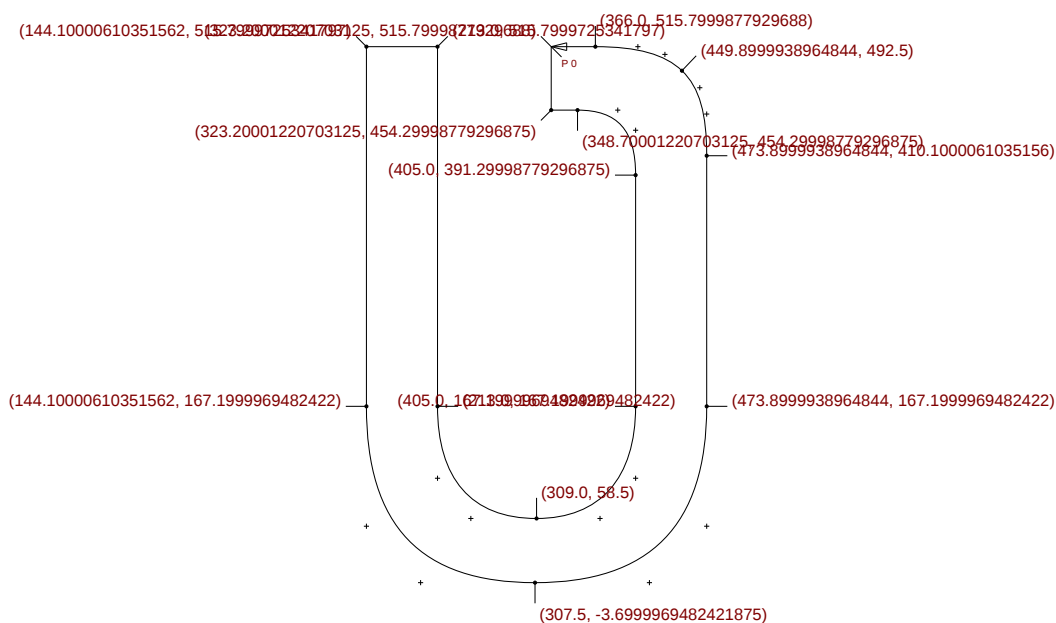
L = 144, R = 144 Width = 618

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 = 93, -11 max = 525, 528

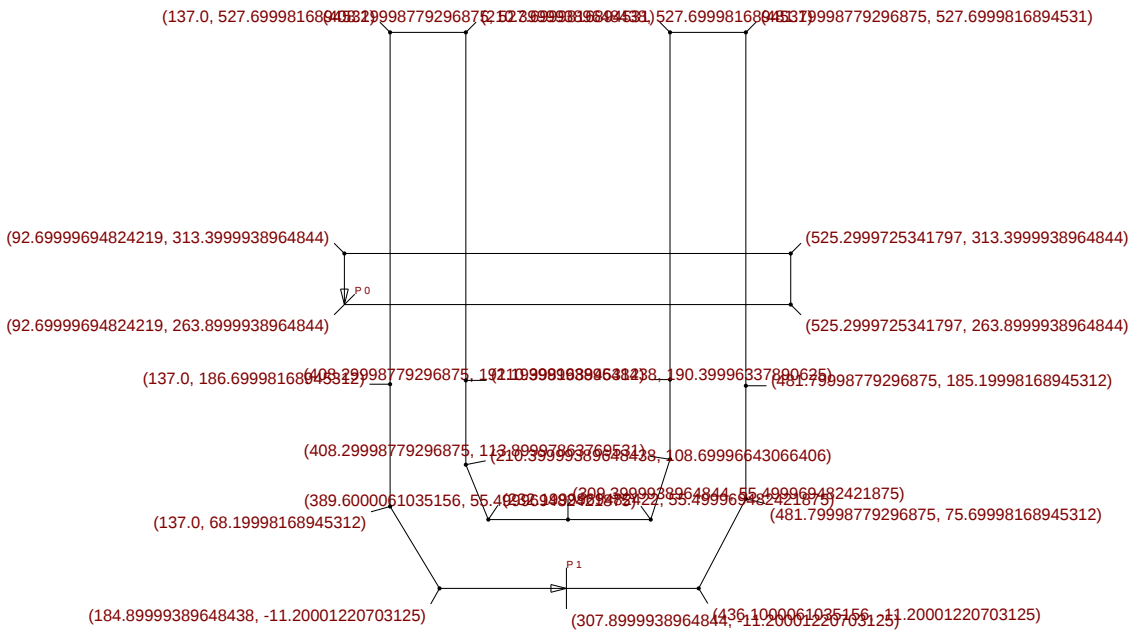
L = 93, R = 93 Width = 618

T = 472, B = -11, vAdv = 1000

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

Paths: 2

Hints: 0 horiz: 0, vert: 0



!

uniA78B.smcp

min = 266, 162 max = 352, 528

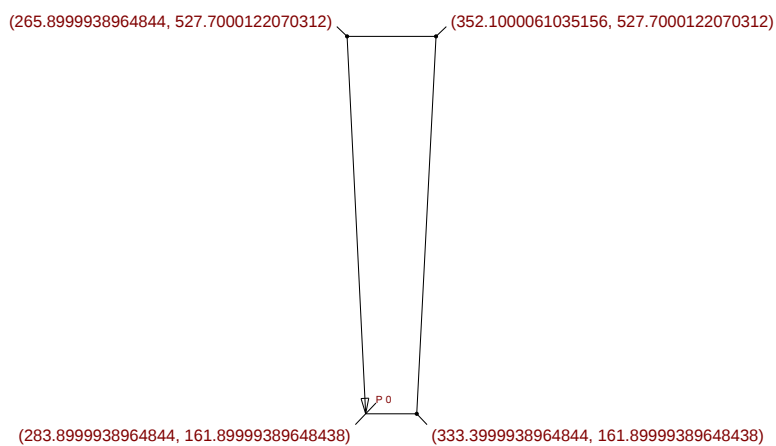
L = 266, R = 266 Width = 618

T = 472, B = 162, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



**uni0254**

min = 104, -10 max = 514, 534

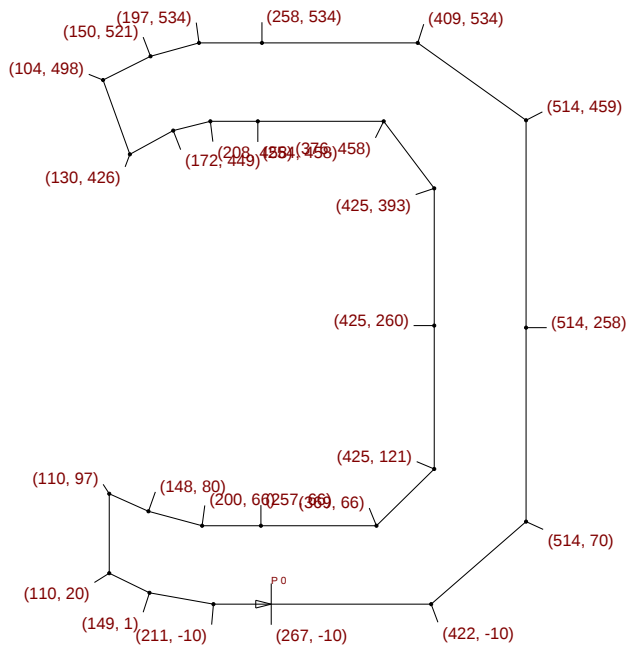
L = 104, R = 104 Width = 618

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

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



E

uni025B

min = 110, -10 max = 507, 534

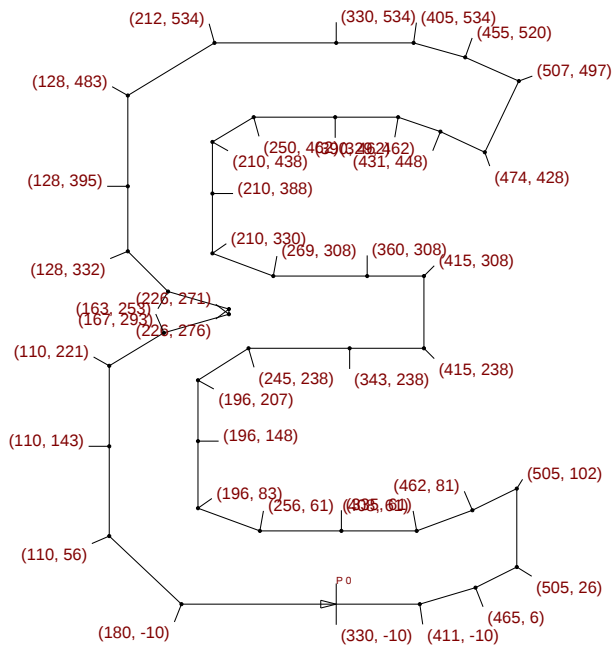
L = 110, R = 111 Width = 618

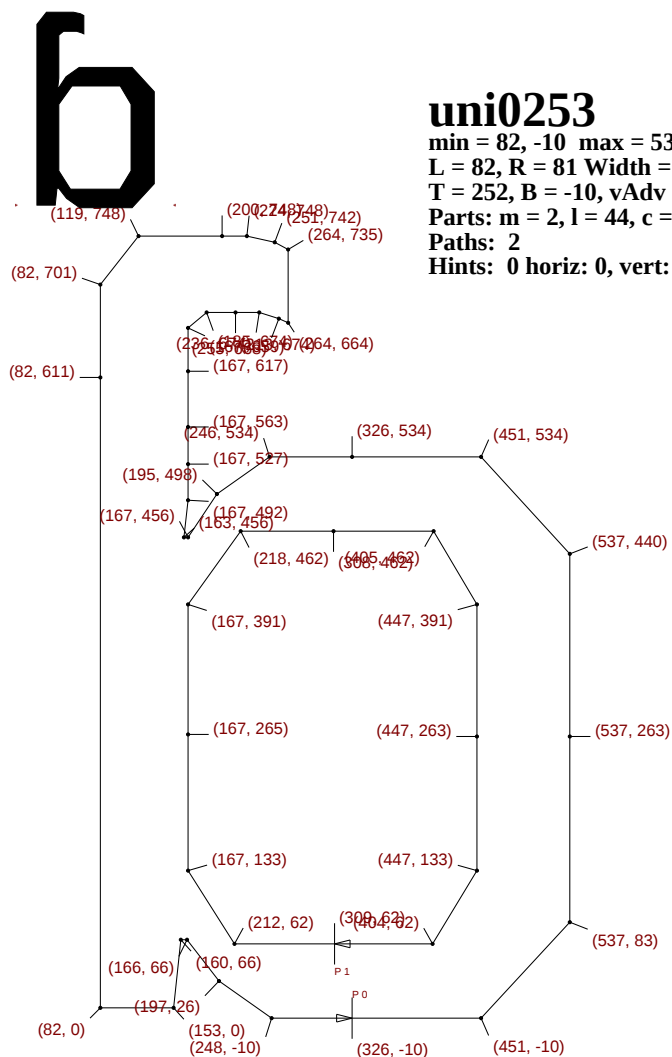
T = 466, B = -10, vAdv = 1000

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

Paths: 1

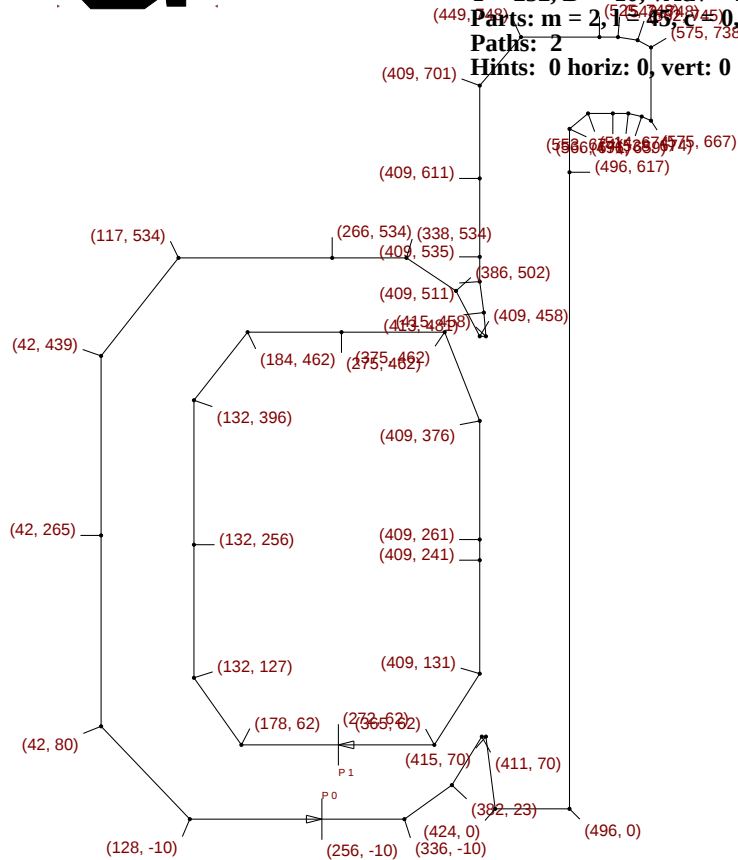
Hints: 0 horiz: 0, vert: 0

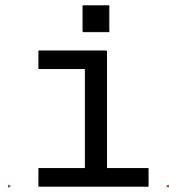




d

Hints: 0 horiz: 0, vert: 0





i.loclTRK

min = 117, 0 max = 540, 699

L = 117, R = 78 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

