

A

A

min = 51, 11 max = 567, 689

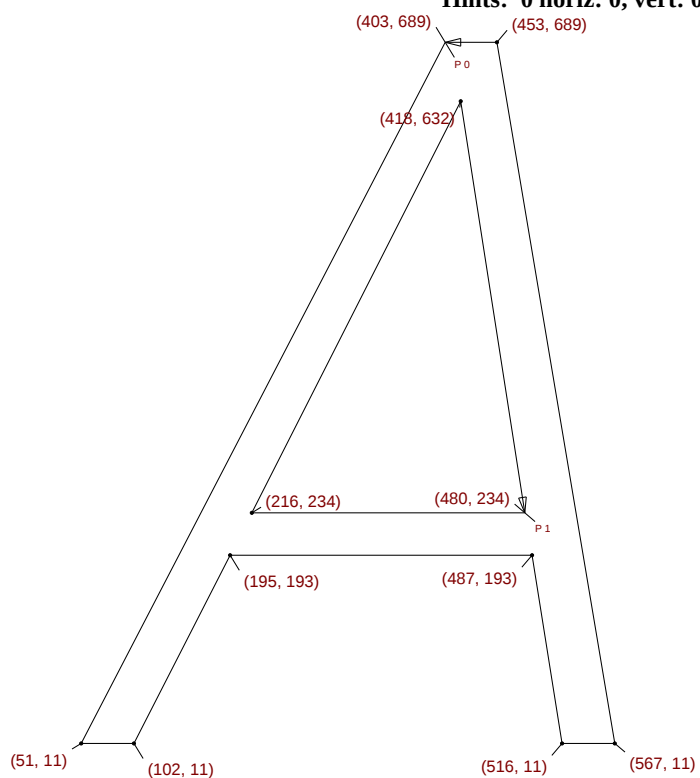
L = 51, R = 51 Width = 618

T = 311, B = 11, vAdv = 1000

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

Paths: 2

Hints: 0 horiz: 0, vert: 0



B

B

min = 49, 11 max = 552, 689

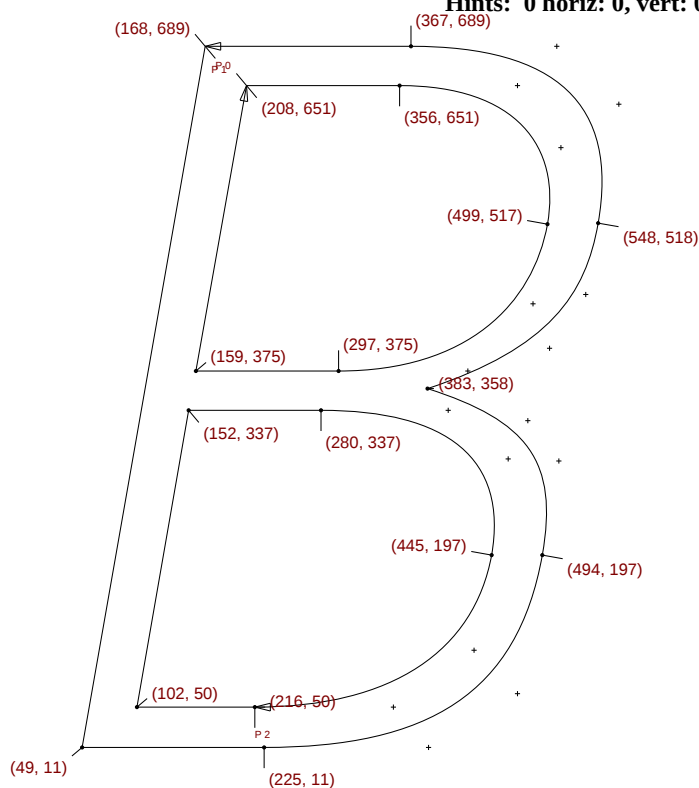
L = 49, R = 66 Width = 618

T = 311, B = 11, vAdv = 1000

Parts: m = 3, l = 7, c = 8, total = 18

Paths: 3

Hints: 0 horiz: 0, vert: 0



C

C

min = 71, 3 max = 565, 697

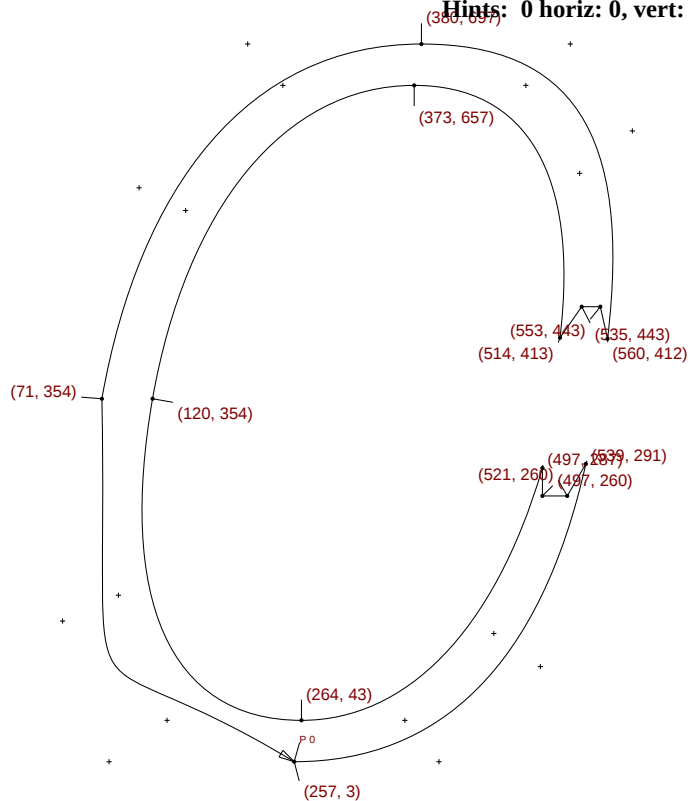
L = 71, R = 53 Width = 618

T = 303, B = 3, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



D

D

min = 42, 11 max = 551, 689

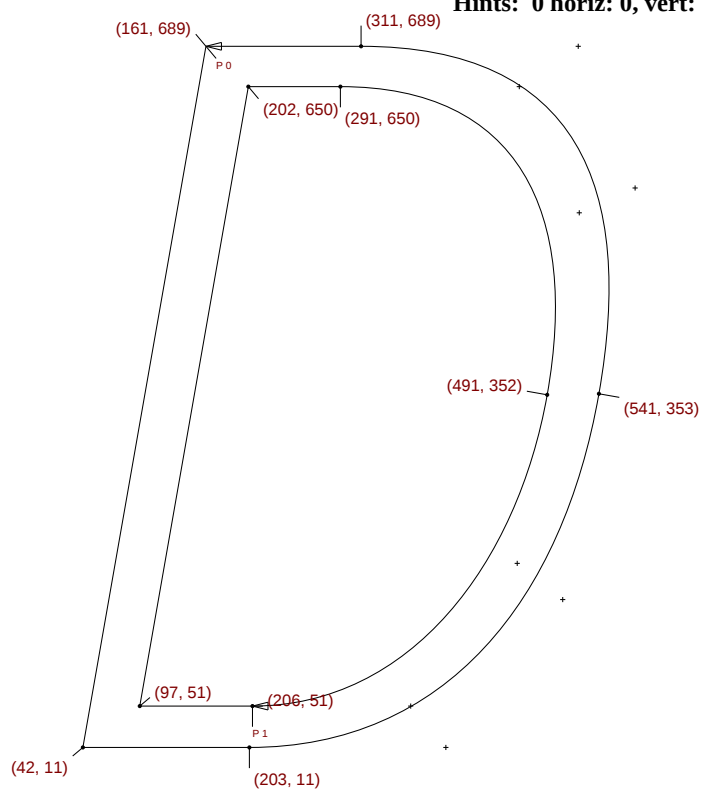
L = 42, R = 67 Width = 618

T = 311, B = 11, vAdv = 1000

Parts: m = 2, l = 5, c = 4, total = 11

Paths: 2

Hints: 0 horiz: 0, vert: 0



E

E

min = 49, 11 max = 570, 689

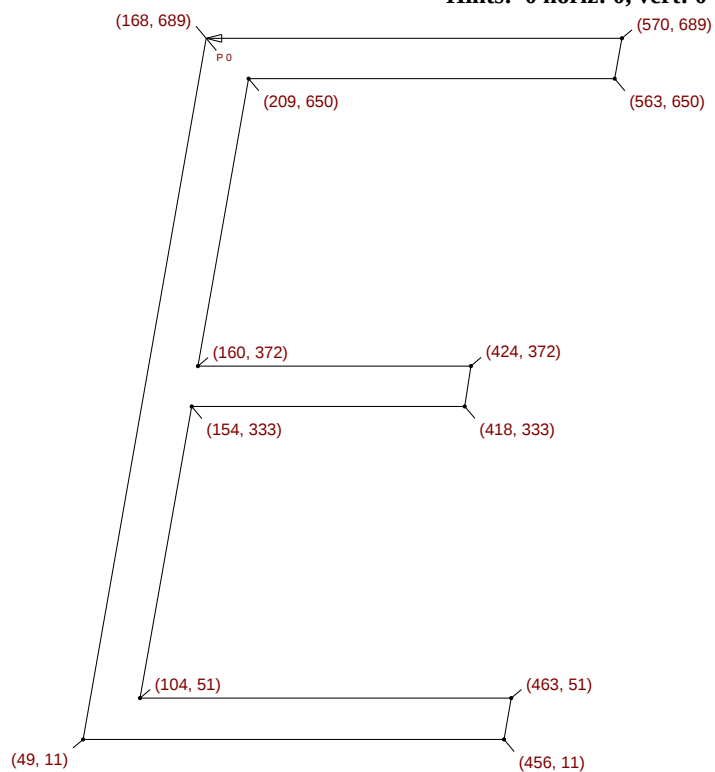
L = 49, R = 48 Width = 618

T = 311, B = 11, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



F

F

min = 48, 11 max = 570, 689

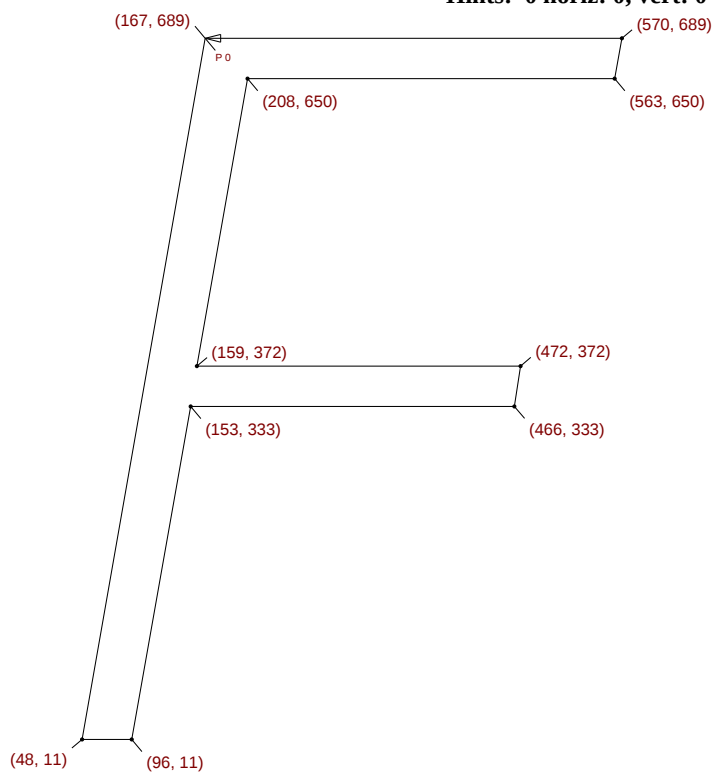
L = 48, R = 48 Width = 618

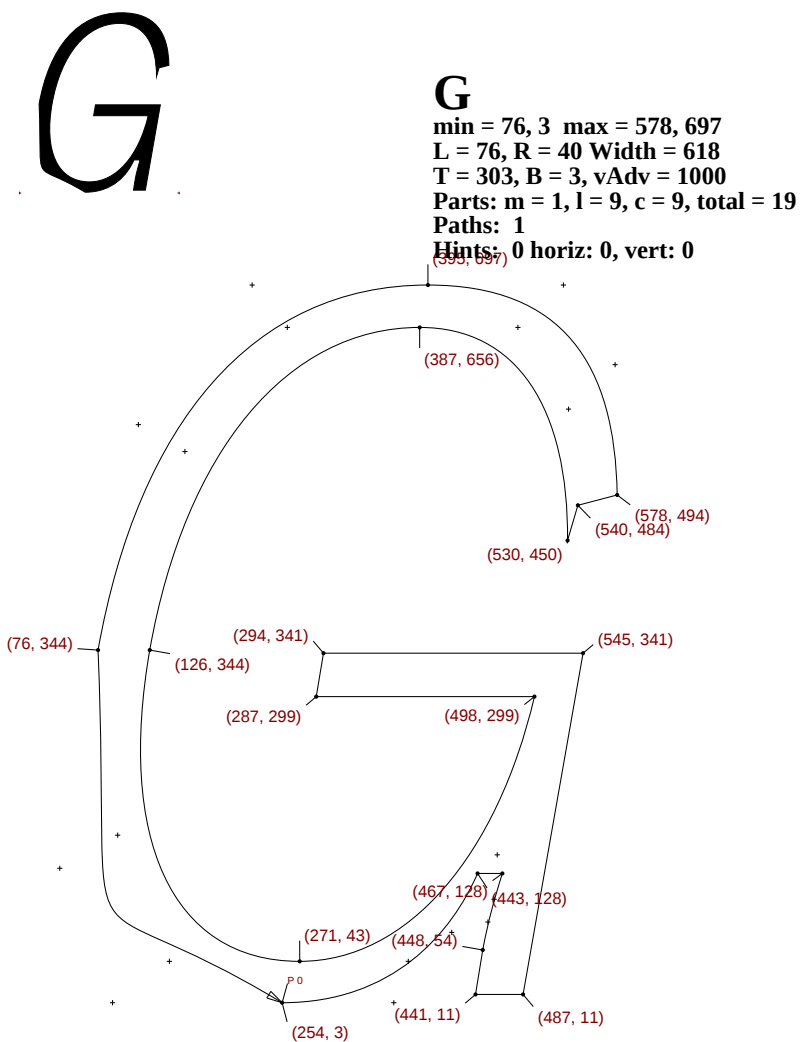
T = 311, B = 11, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0





H

H

min = 43, 11 max = 574, 689

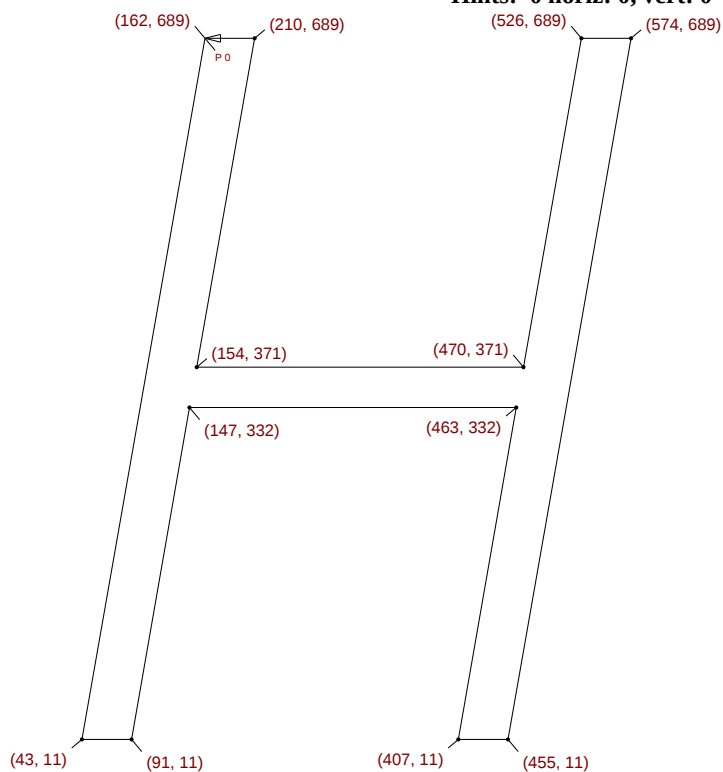
L = 43, R = 44 Width = 618

T = 311, B = 11, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



I

I

min = 49, 11 max = 568, 689

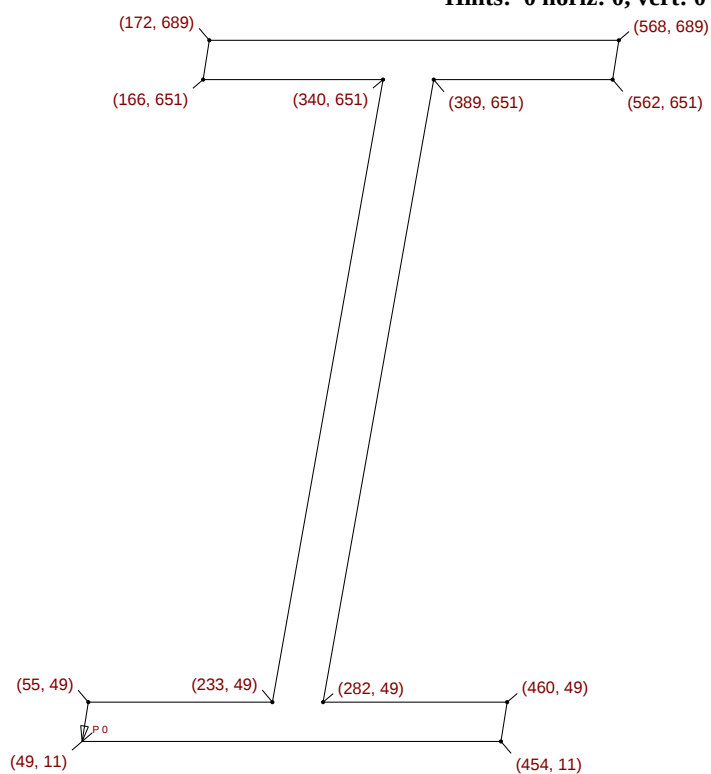
L = 49, R = 50 Width = 618

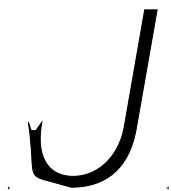
T = 311, B = 11, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



**J**

min = 77, 3 max = 575, 689

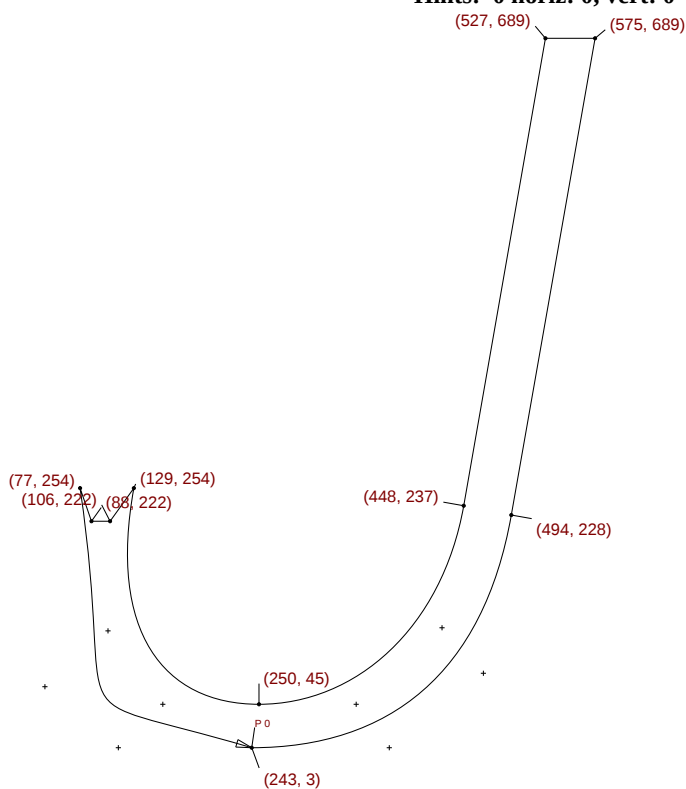
L = 77, R = 43 Width = 618

T = 311, B = 3, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



K

K

min = 49, 11 max = 569, 689

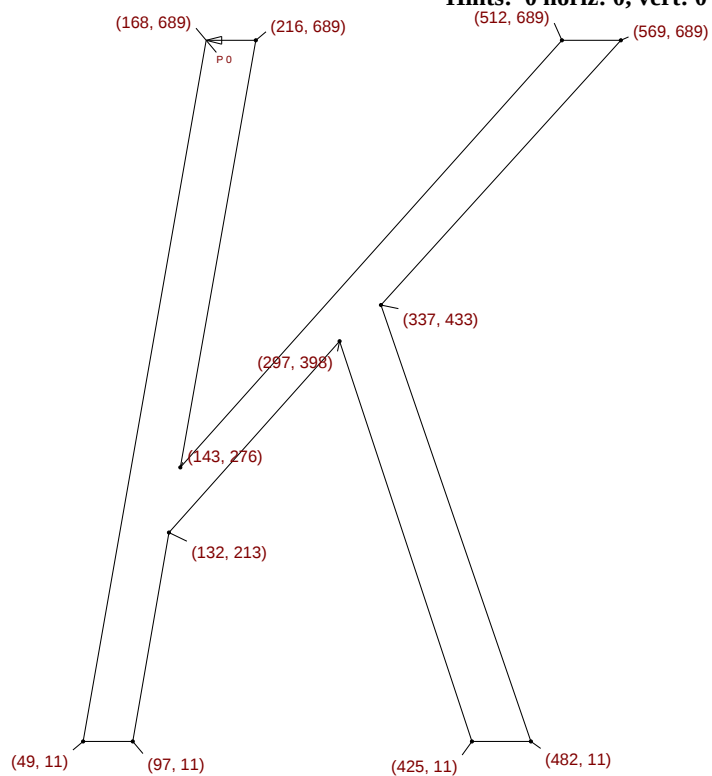
L = 49, R = 49 Width = 618

T = 311, B = 11, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



L

L

min = 98, 11 max = 520, 689

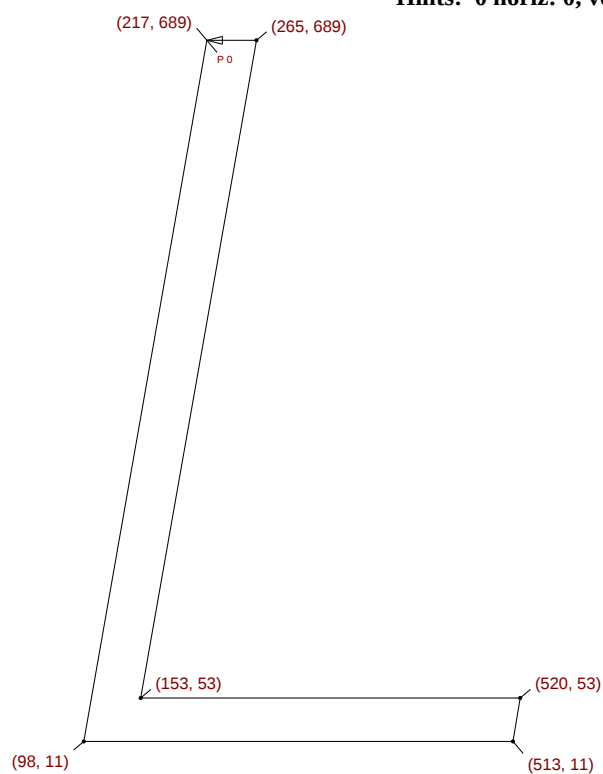
L = 98, R = 98 Width = 618

T = 311, B = 11, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



M

M

min = 36, 11 max = 581, 689

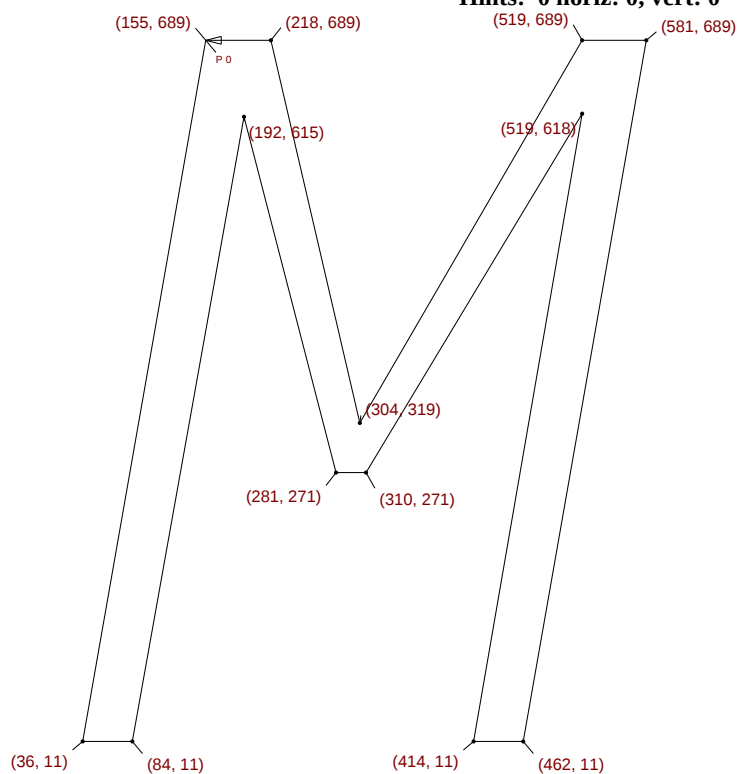
L = 36, R = 37 Width = 618

T = 311, B = 11, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



N

N

min = 43, 11 max = 574, 689

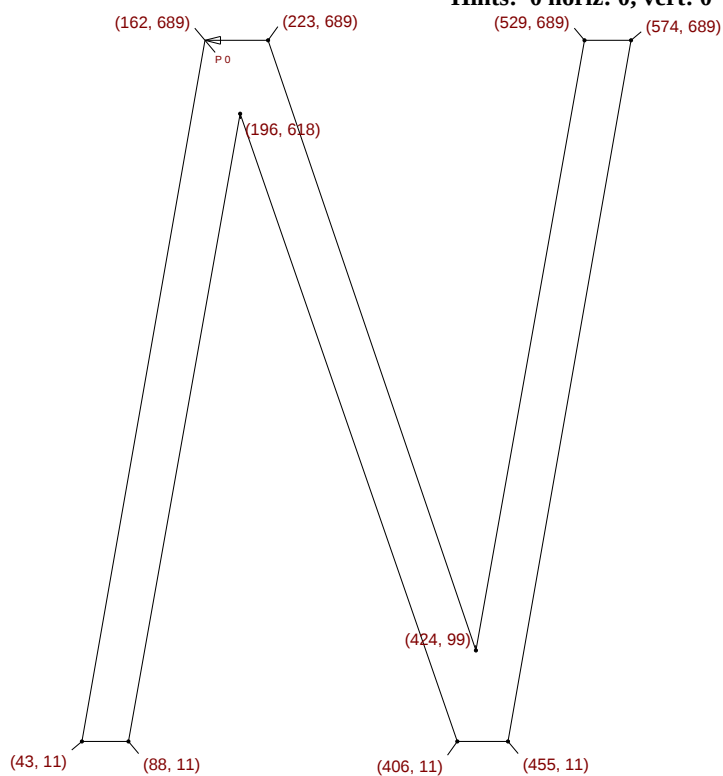
L = 43, R = 44 Width = 618

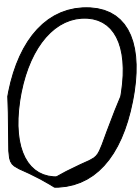
T = 311, B = 11, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



**O**

min = 67, 3 max = 564, 697

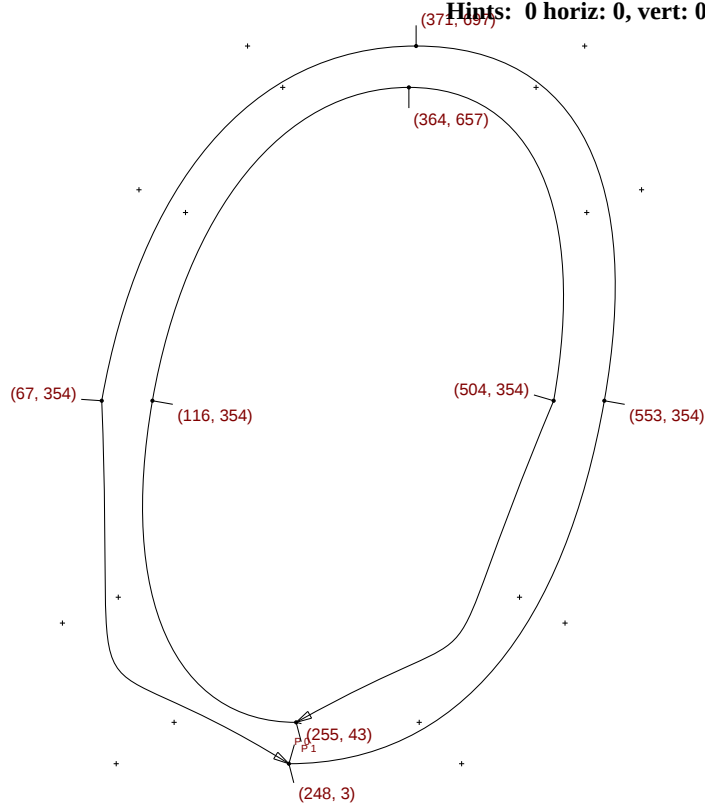
L = 67, R = 54 Width = 618

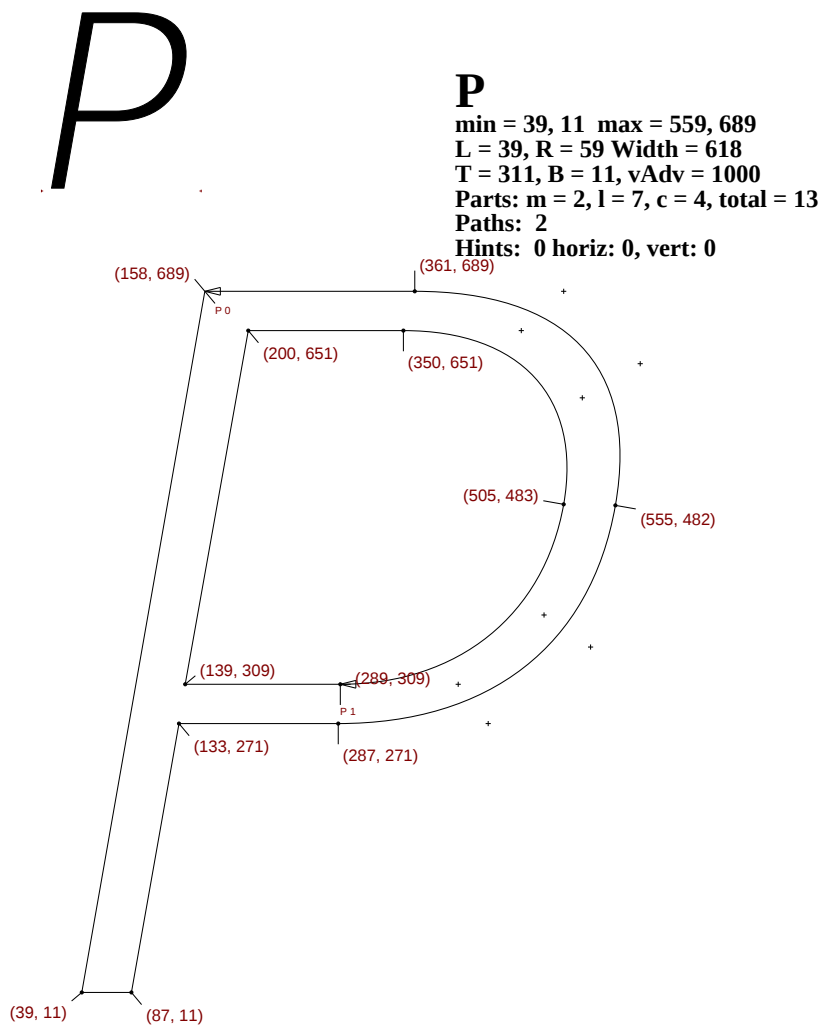
T = 303, B = 3, vAdv = 1000

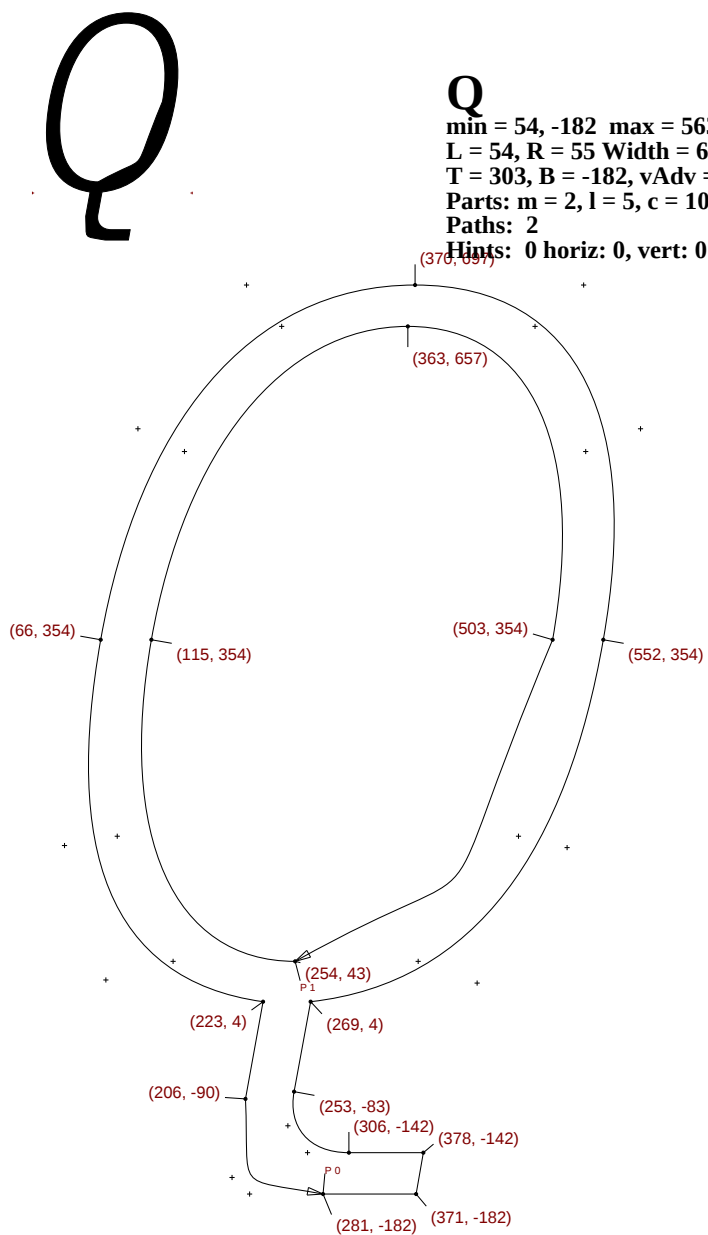
Parts: m = 2, l = 0, c = 8, total = 10

Paths: 2

Hints: 0 horiz: 0, vert: 0







R

R

min = 50, 2 max = 553, 689

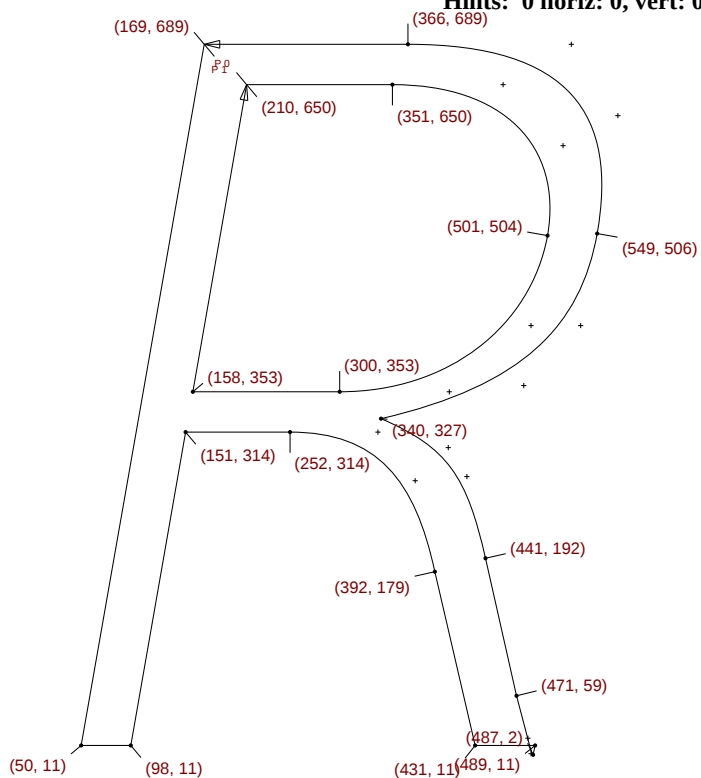
L = 50, R = 65 Width = 618

T = 311, B = 2, vAdv = 1000

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

Paths: 2

Hints: 0 horiz: 0, vert: 0



S

S

min = 57, 3 max = 562, 697

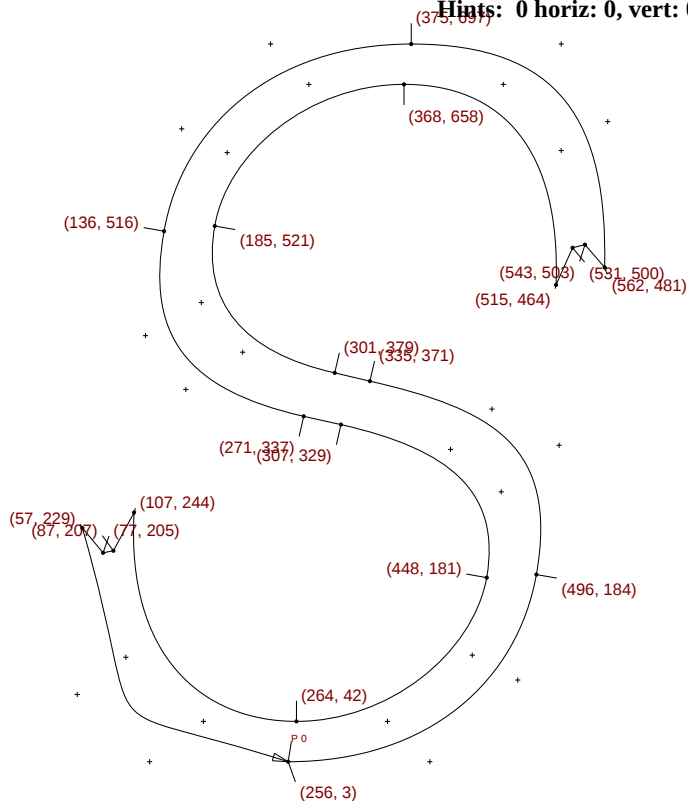
L = 57, R = 56 Width = 618

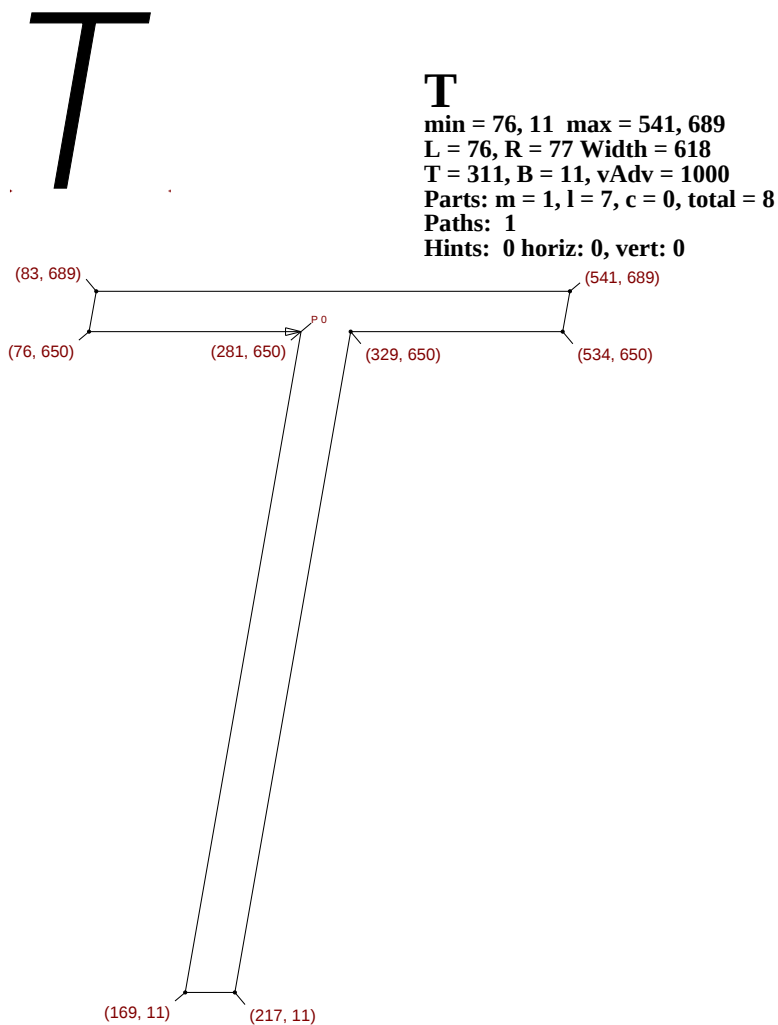
T = 303, B = 3, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0





U

U

min = 70, 3 max = 580, 689

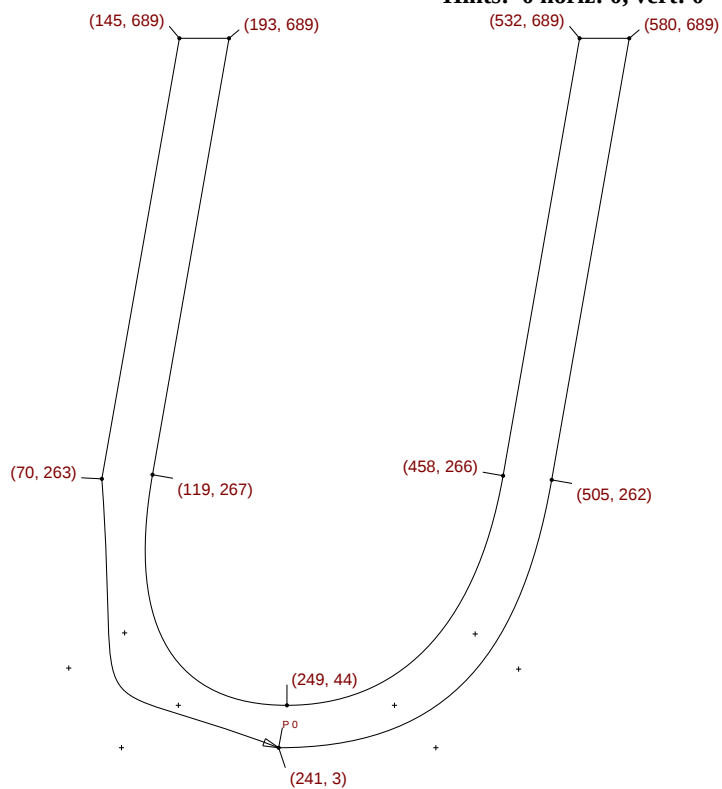
L = 70, R = 38 Width = 618

T = 311, B = 3, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



V

V

min = 51, 11 max = 566, 689

L = 51, R = 52 Width = 618

T = 311, B = 11, vAdv = 1000

Parts: m = 1, l = 6, c = 0, total = 7

Paths: 1

Hints: 0 horiz: 0, vert: 0

(51, 689) (103, 689)

(513, 689) (566, 689)

(201, 77)

(163, 11)

P 0

(214, 11)

W

W

min = 48, 11 max = 571, 689

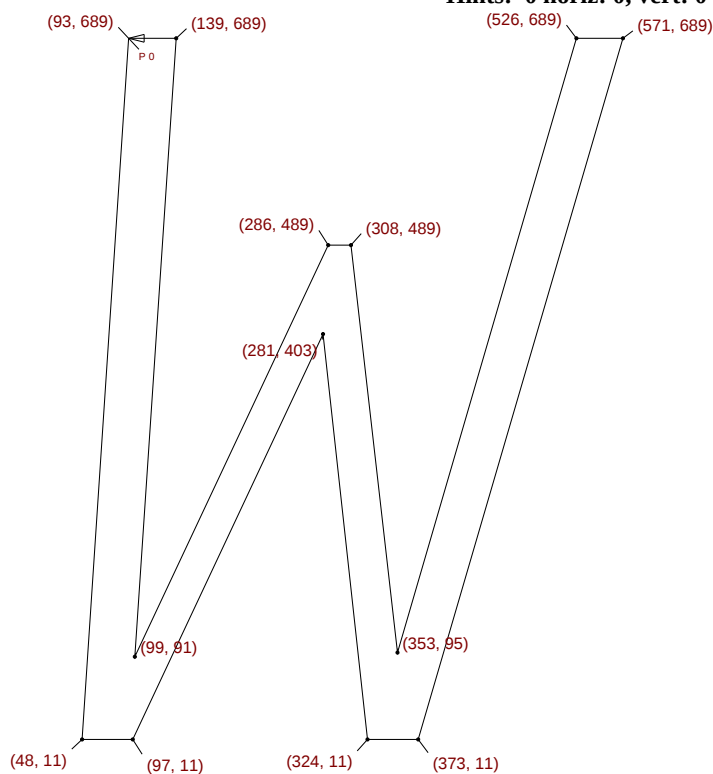
L = 48, R = 47 Width = 618

T = 311, B = 11, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



X

X

min = 16, 11 max = 601, 689

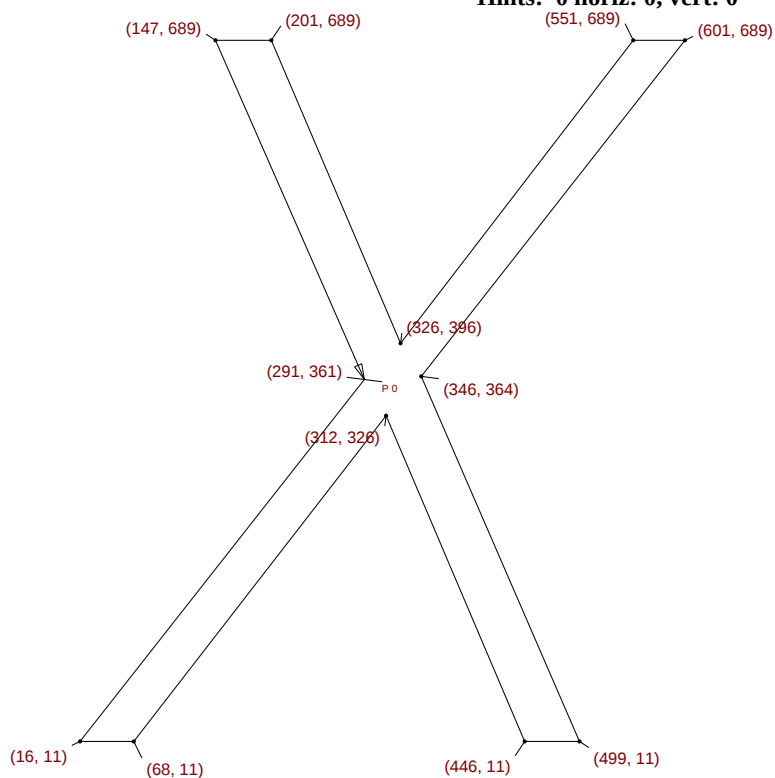
L = 16, R = 17 Width = 618

T = 311, B = 11, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



Y

Y

min = 65, 11 max = 552, 689

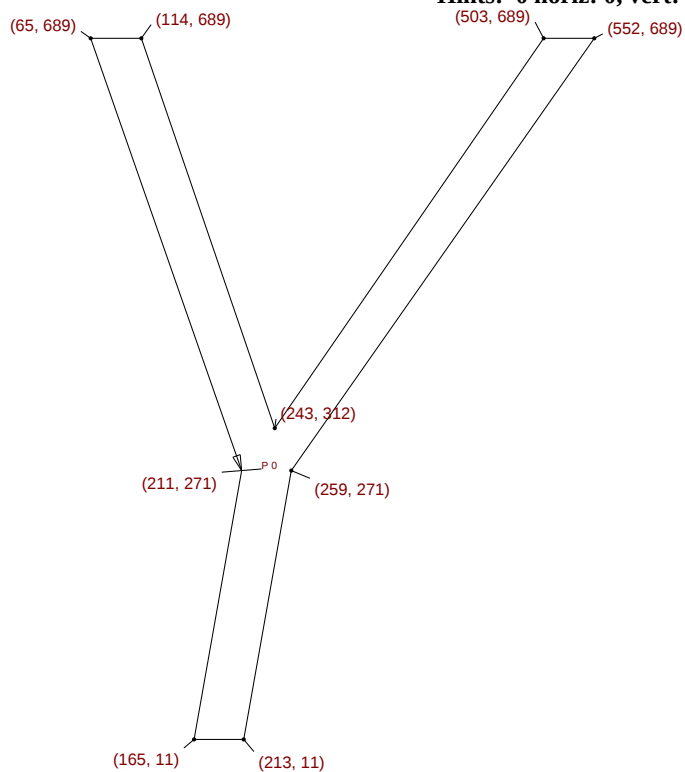
L = 65, R = 66 Width = 618

T = 311, B = 11, vAdv = 1000

Parts: m = 1, l = 8, c = 0, total = 9

Paths: 1

Hints: 0 horiz: 0, vert: 0



Z

Z

min = 19, 11 max = 599, 689

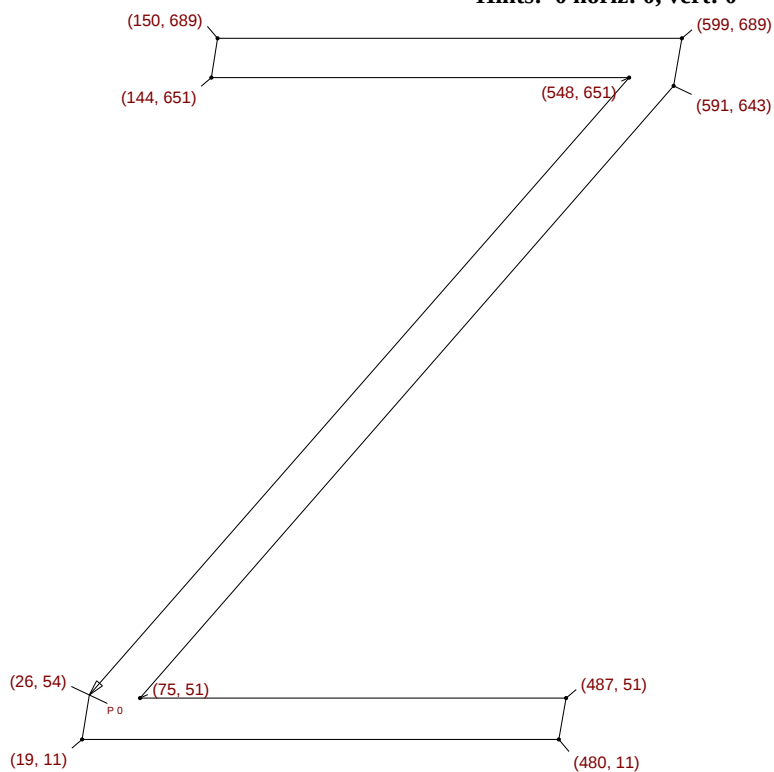
L = 19, R = 19 Width = 618

T = 311, B = 11, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



a

a

min = 84, -2 max = 534, 523

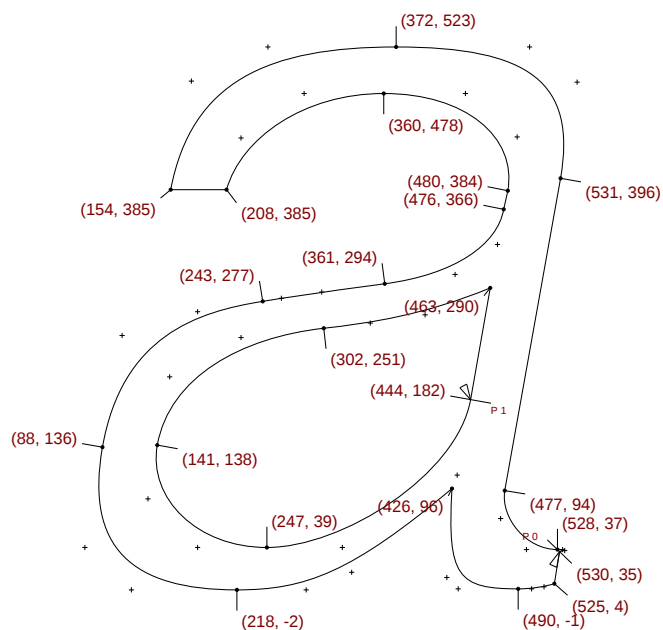
L = 84, R = 84 Width = 618

T = 477, B = -2, vAdv = 1000

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

Paths: 2

Hints: 0 horiz: 0, vert: 0



*b***b**

min = 55, -2 max = 544, 713

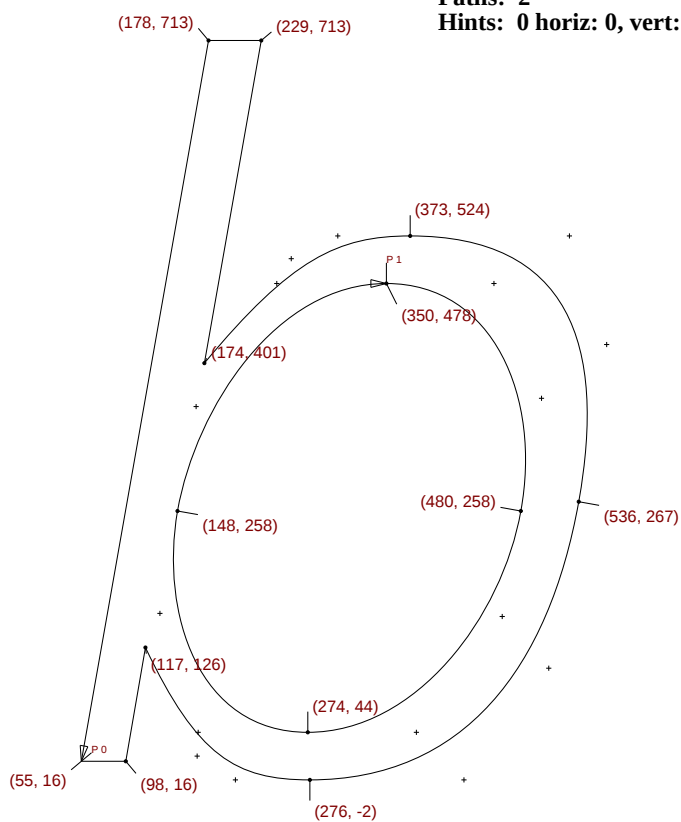
L = 55, R = 74 Width = 618

T = 287, B = -2, vAdv = 1000

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

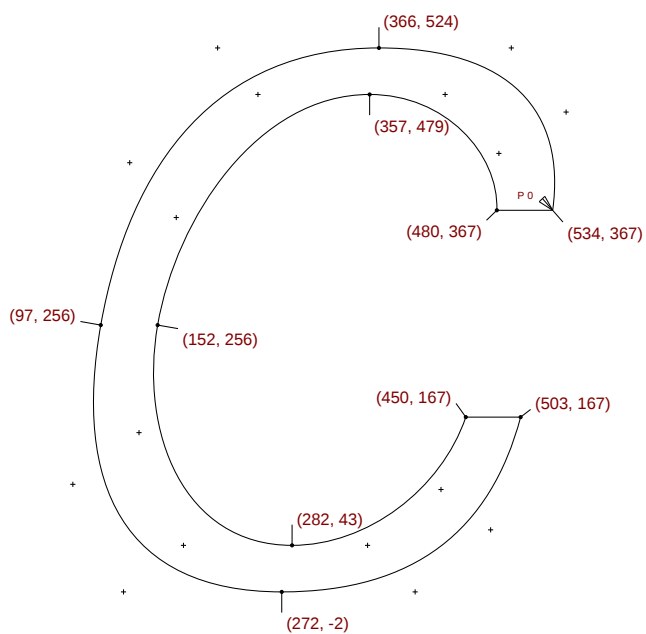
Paths: 2

Hints: 0 horiz: 0, vert: 0



C

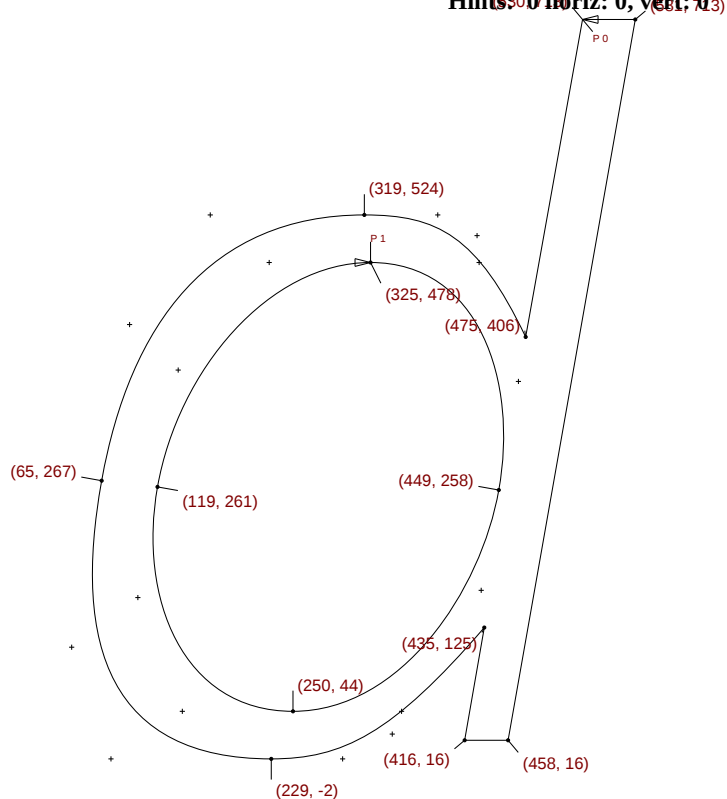
C
min = 90, -2 max = 536, 524
L = 90, R = 82 Width = 618
T = 476, B = -2, vAdv = 1000
Parts: m = 1, l = 1, c = 8, total = 10
Paths: 1
Hints: 0 horiz: 0, vert: 0



d

d

min = 56, -2 max = 581, 713
L = 56, R = 37 Width = 618
T = 287, B = -2, vAdv = 1000
Parts: m = 2, l = 4, c = 8, total = 14
Paths: 2
Hints: 0 horiz: 0, vert: 0



e

e

min = 80, -2 max = 538, 524

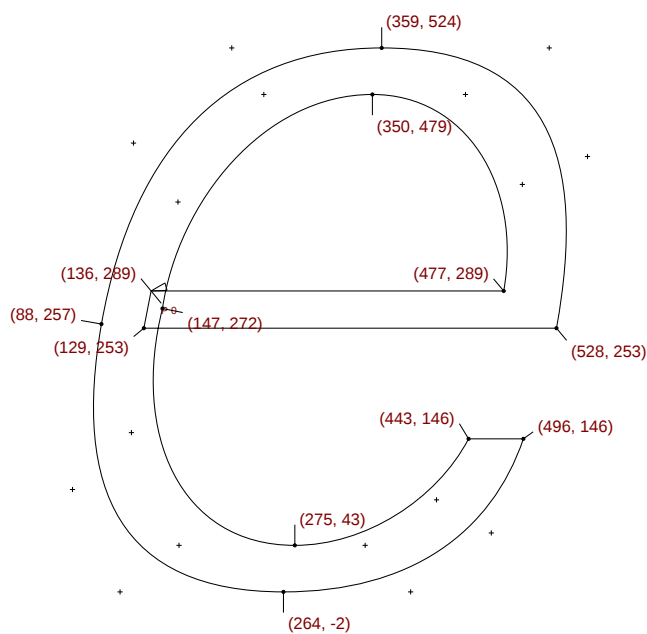
L = 80, R = 80 Width = 618

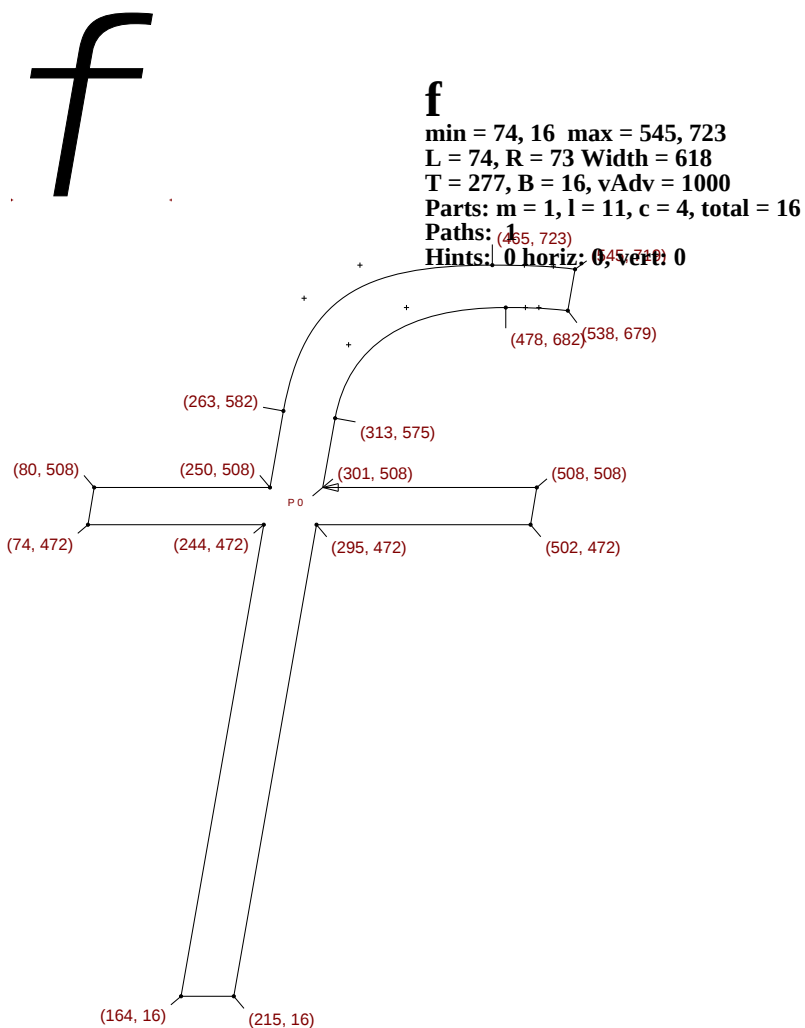
T = 476, B = -2, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0





g

g

min = 52, -202 max = 570, 524

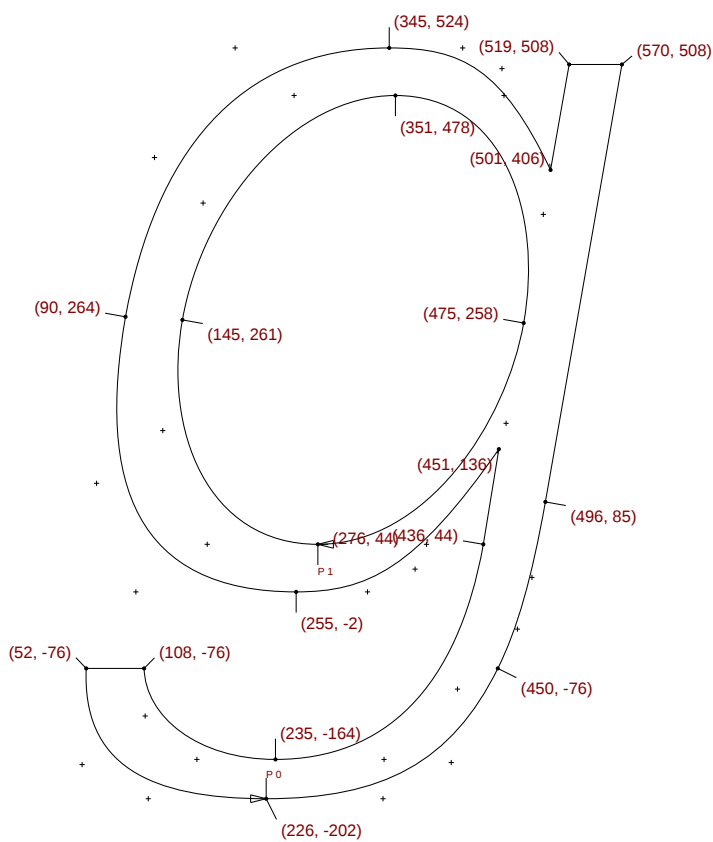
L = 52, R = 48 Width = 618

T = 476, B = -202, vAdv = 1000

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

Paths: 2

Hints: 0 horiz: 0, vert: 0



*h***h**

min = 74, 16 max = 529, 713

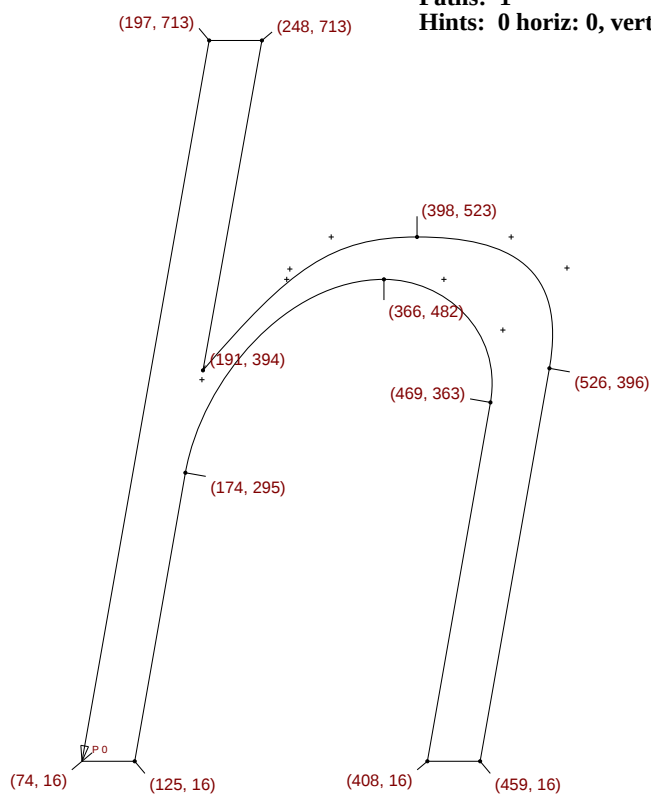
L = 74, R = 89 Width = 618

T = 287, B = 16, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



i

i

min = 110, 16 max = 507, 683

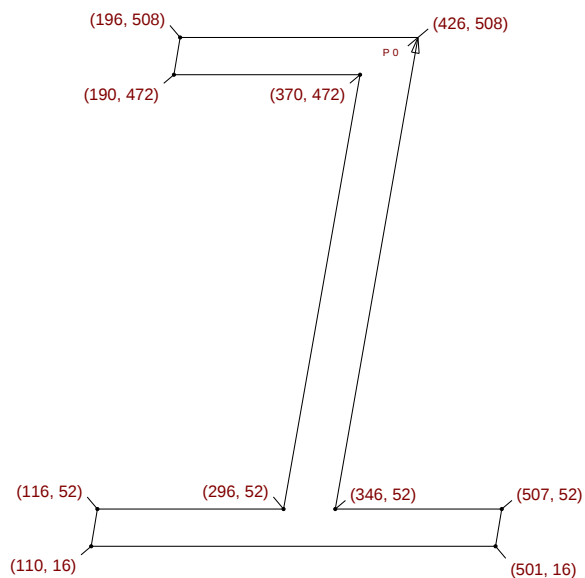
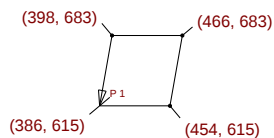
L = 110, R = 111 Width = 618

T = 317, B = 16, vAdv = 1000

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

Paths: 2

Hints: 0 horiz: 0, vert: 0



*j***j**

min = 87, -202 max = 531, 683

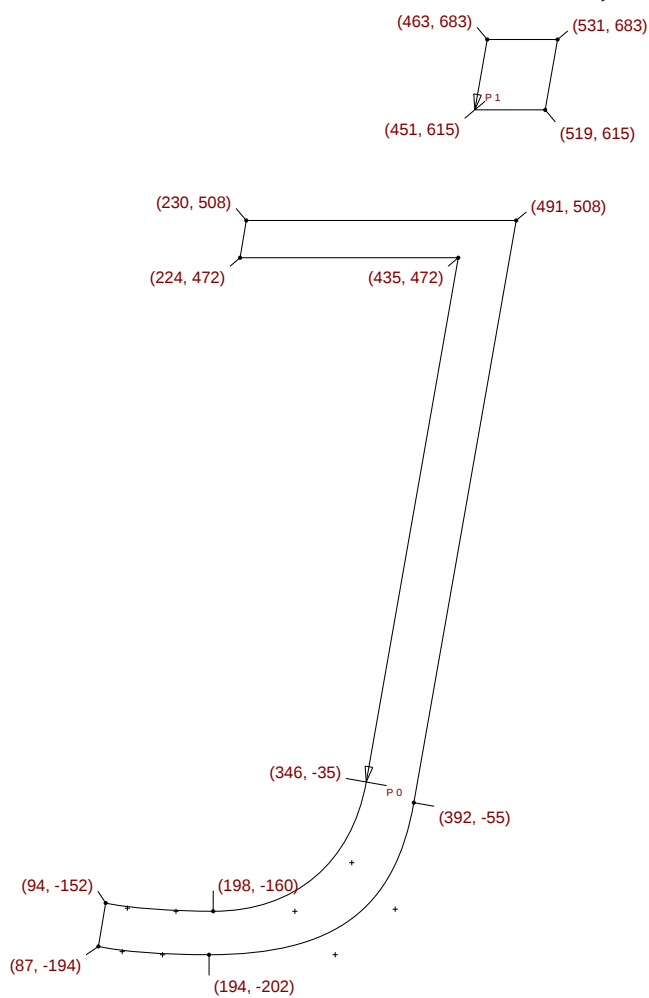
L = 87, R = 87 Width = 618

T = 317, B = -202, vAdv = 1000

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

Paths: 2

Hints: 0 horiz: 0, vert: 0



k

k

min = 87, 16 max = 531, 713

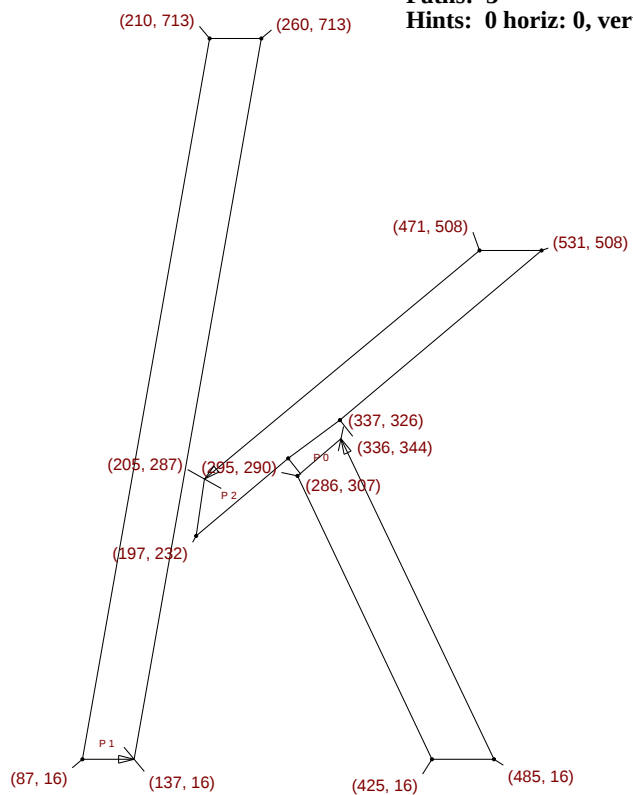
L = 87, R = 87 Width = 618

T = 287, B = 16, vAdv = 1000

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

Paths: 3

Hints: 0 horiz: 0, vert: 0



1

l

min = 110, 16 max = 507, 713

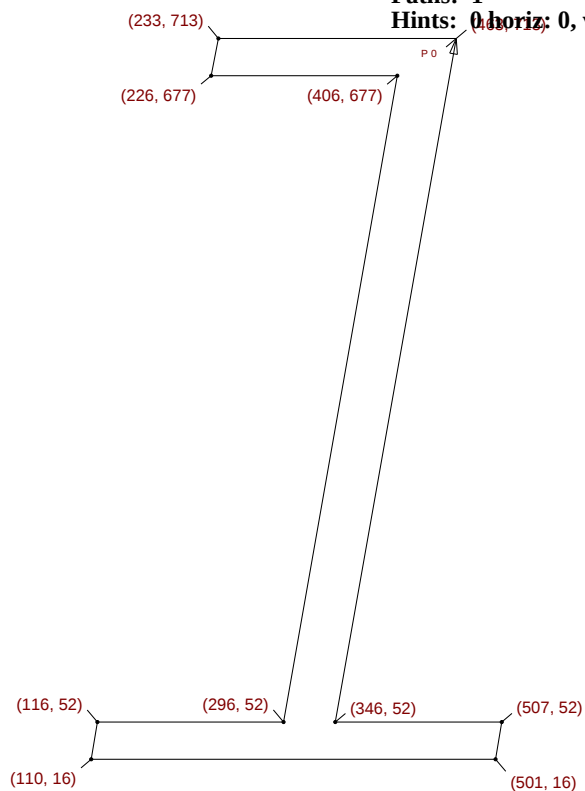
L = 110, R = 111 Width = 618

T = 287, B = 16, vAdv = 1000

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

Paths: 1

Hints: 0, horiz: 0, vert: 0



*m***m**

min = 13, 16 max = 596, 520

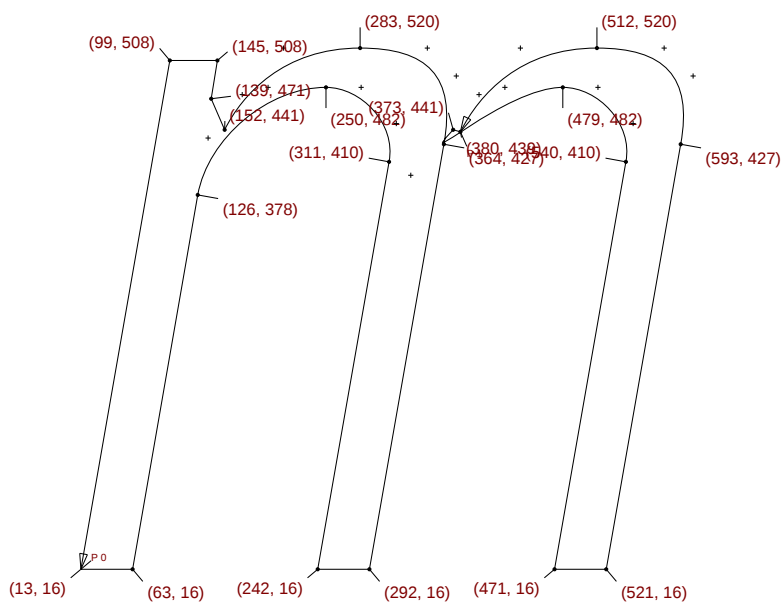
L = 13, R = 22 Width = 618

T = 480, B = 16, vAdv = 1000

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

Paths: 2

Hints: 0 horiz: 0, vert: 0



*n***n**

min = 74, 16 max = 529, 523

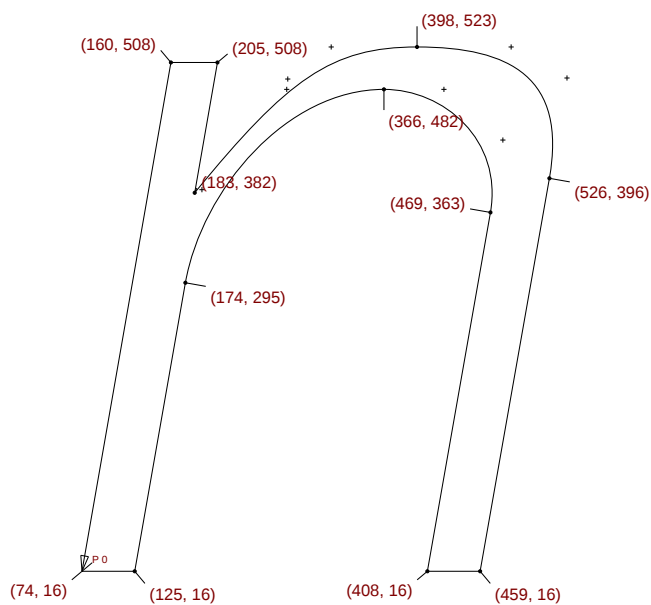
L = 74, R = 89 Width = 618

T = 477, B = 16, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



O

O

min = 80, -2 max = 538, 524

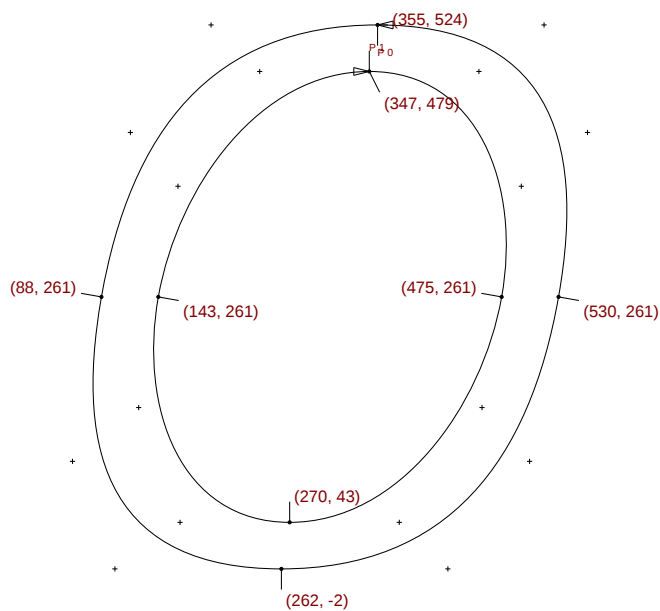
L = 80, R = 80 Width = 618

T = 476, B = -2, vAdv = 1000

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

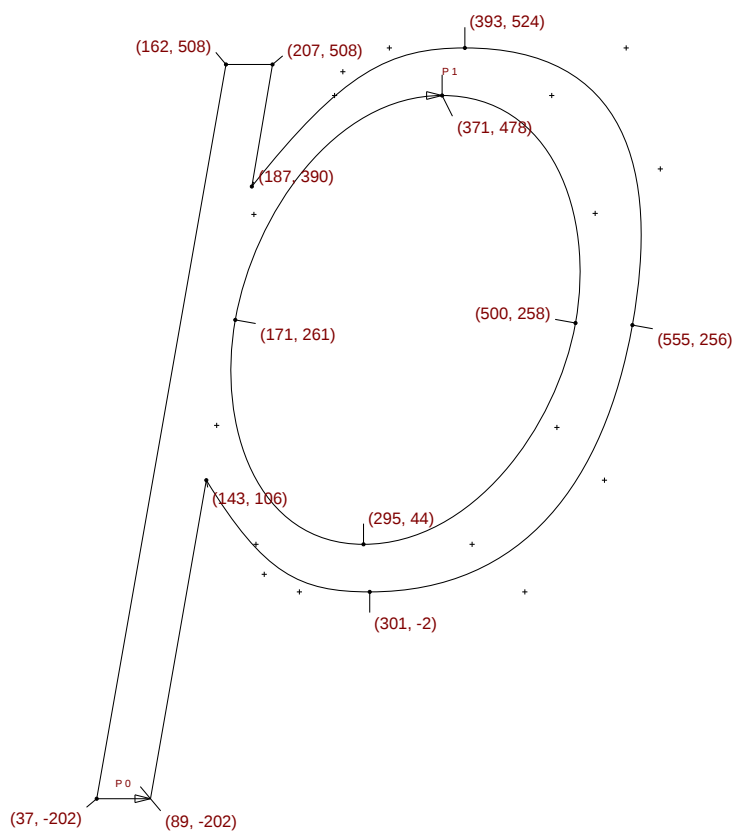
Paths: 2

Hints: 0 horiz: 0, vert: 0



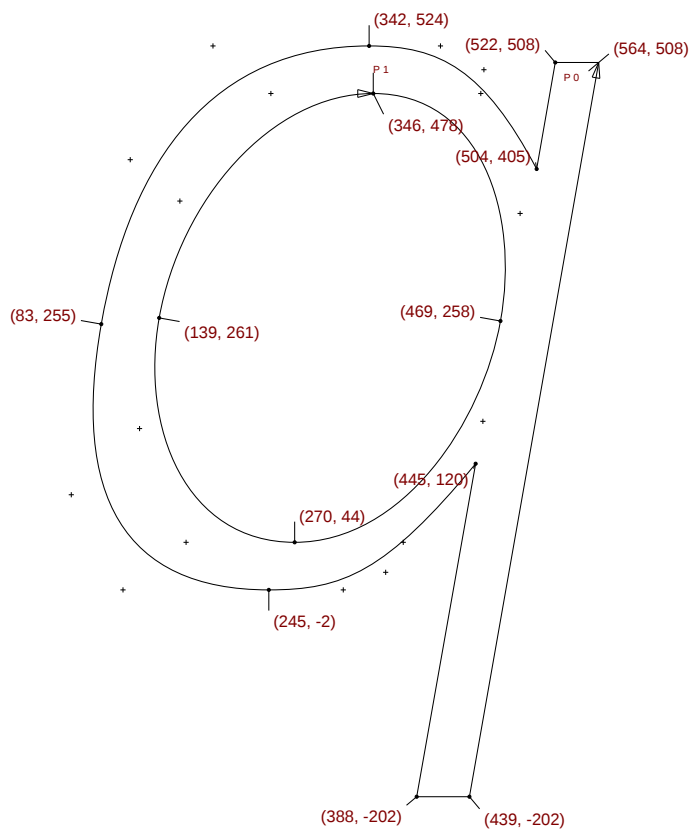
p

p
min = 37, -202 max = 563, 524
L = 37, R = 55 Width = 618
T = 476, B = -202, vAdv = 1000
Parts: m = 2, l = 4, c = 8, total = 14
Paths: 2
Hints: 0 horiz: 0, vert: 0



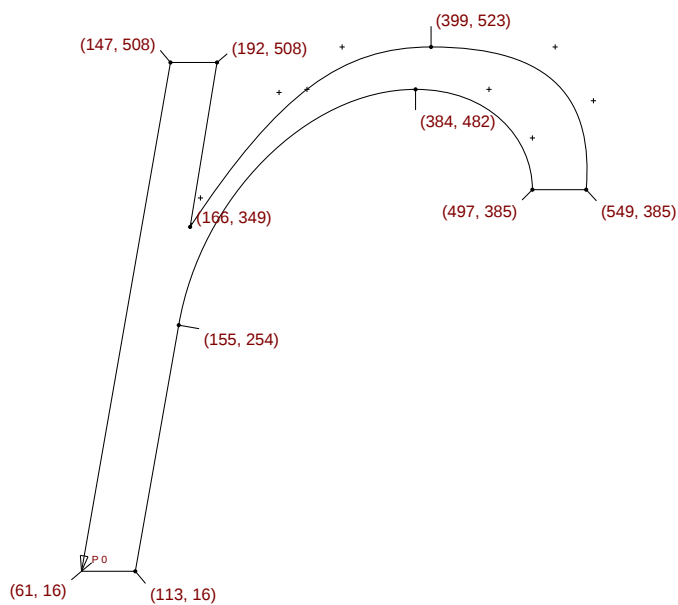
q

q
min = 75, -202 max = 564, 524
L = 75, R = 54 Width = 618
T = 476, B = -202, vAdv = 1000
Parts: m = 2, l = 4, c = 8, total = 14
Paths: 2
Hints: 0 horiz: 0, vert: 0



r

r
min = 61, 16 max = 550, 523
L = 61, R = 68 Width = 618
T = 477, B = 16, vAdv = 1000
Parts: m = 1, l = 5, c = 4, total = 10
Paths: 1
Hints: 0 horiz: 0, vert: 0



S

S

min = 100, -2 max = 520, 524

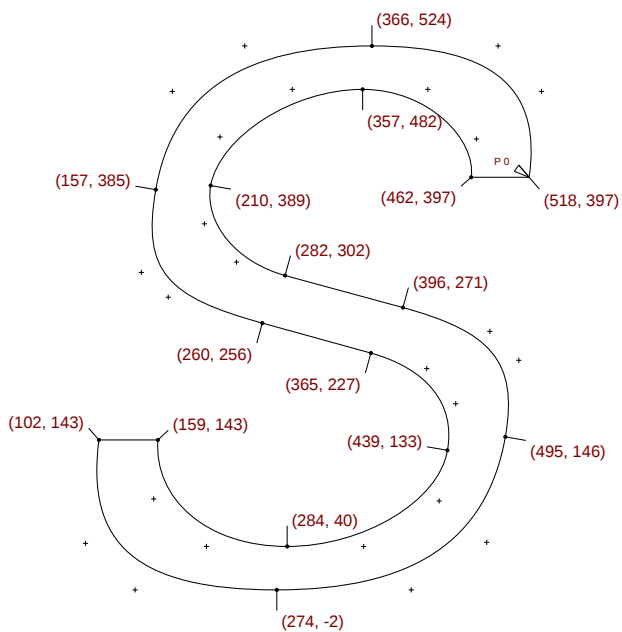
L = 100, R = 98 Width = 618

T = 476, B = -2, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



*t***t**

min = 102, 2 max = 516, 652

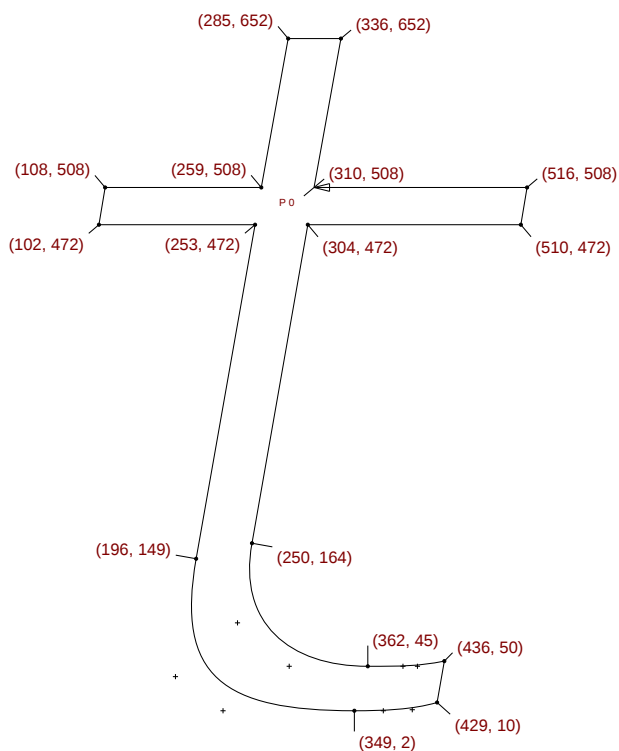
L = 102, R = 102 Width = 618

T = 348, B = 2, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



u

u

min = 83, -2 max = 539, 508

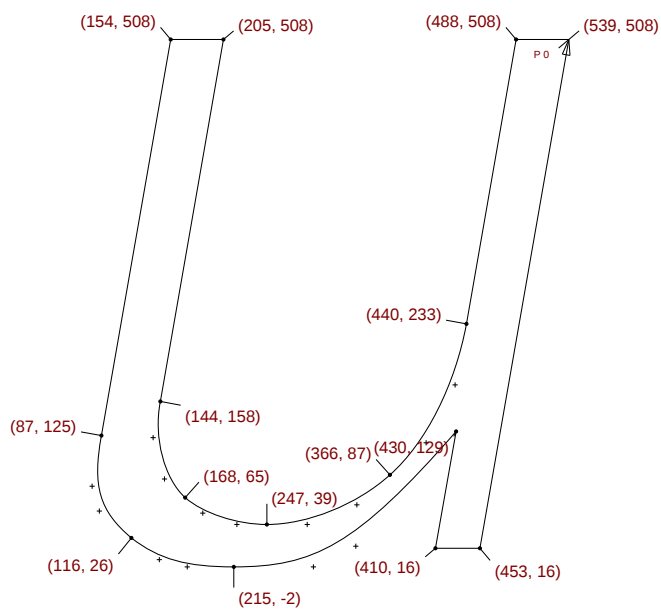
L = 83, R = 79 Width = 618

T = 492, B = -2, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



V

V

min = 94, 16 max = 524, 508

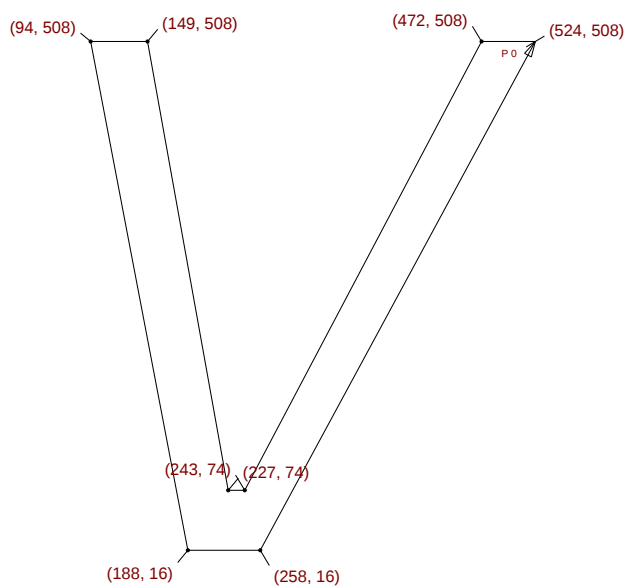
L = 94, R = 94 Width = 618

T = 492, B = 16, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



W

W

min = 42, 16 max = 576, 508

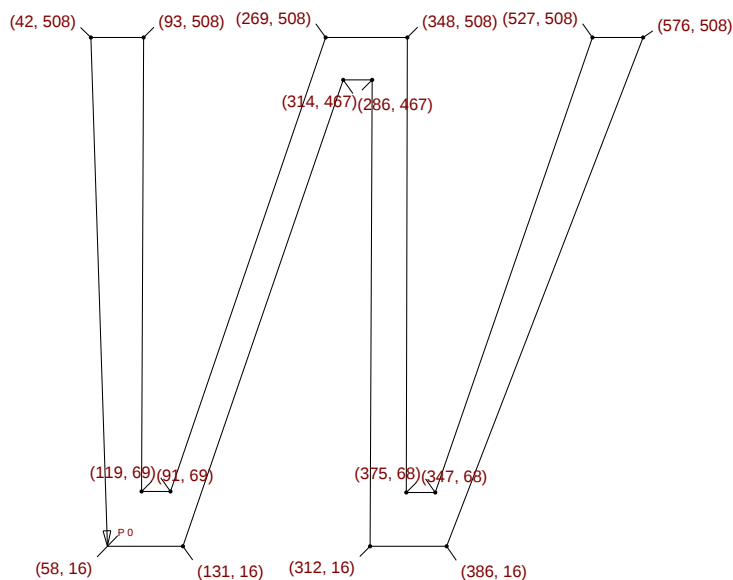
L = 42, R = 42 Width = 618

T = 492, B = 16, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



X

X

min = 71, 16 max = 546, 508

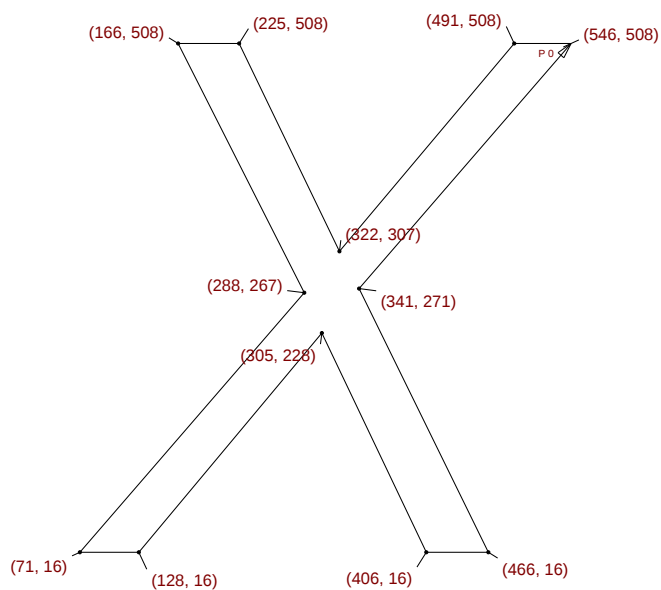
L = 71, R = 72 Width = 618

T = 492, B = 16, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



y

y

min = 43, -202 max = 575, 508

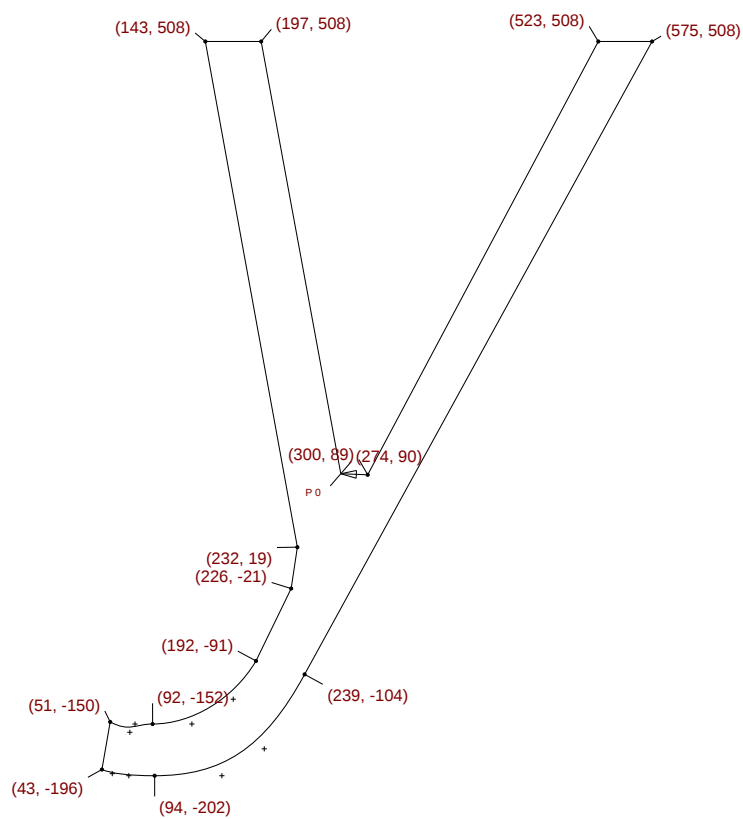
L = 43, R = 43 Width = 618

T = 492, B = -202, vAdv = 1000

Parts: m = 1, l = 9, c = 4, total = 14

Paths: 1

Hints: 0 horiz: 0, vert: 0



Z

Z

min = 76, 16 max = 542, 508

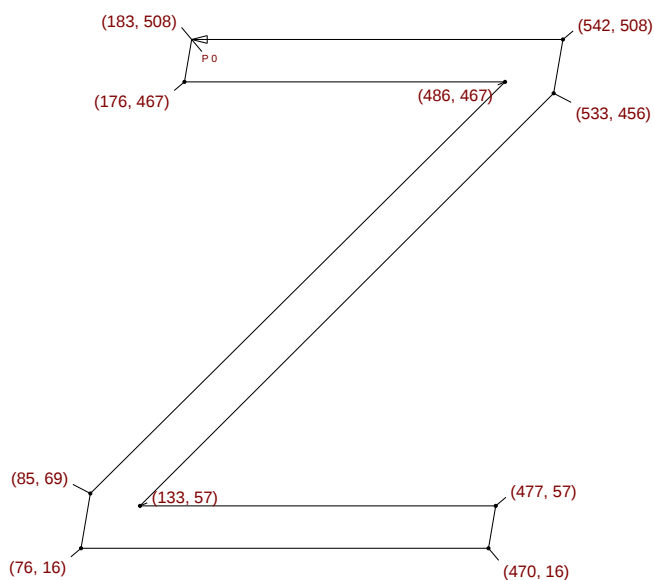
L = 76, R = 76 Width = 618

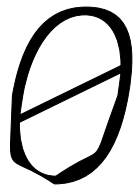
T = 492, B = 16, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



**zero**

min = 77, 8 max = 547, 692

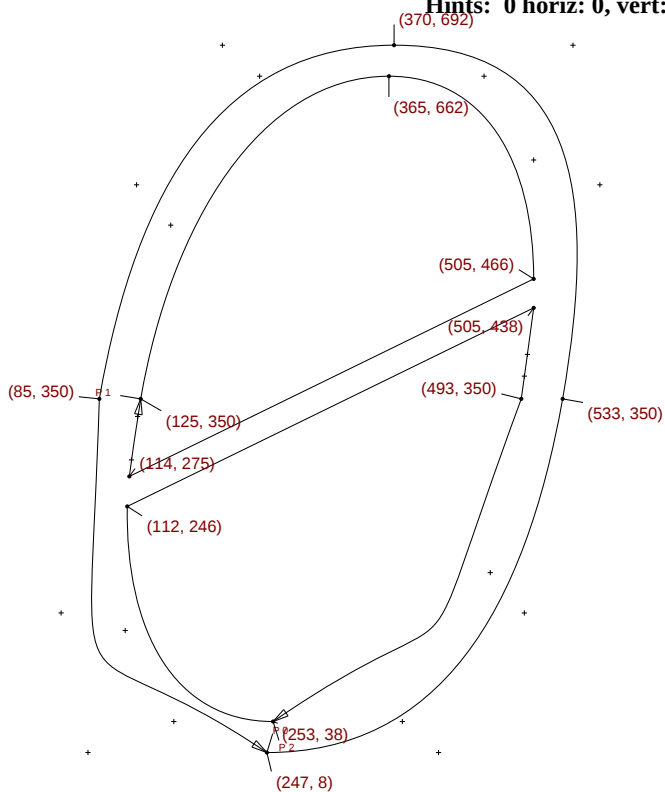
L = 77, R = 71 Width = 618

T = 308, B = 8, vAdv = 1000

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

Paths: 3

Hints: 0 horiz: 0, vert: 0



1

one

min = 88, 16 max = 530, 684

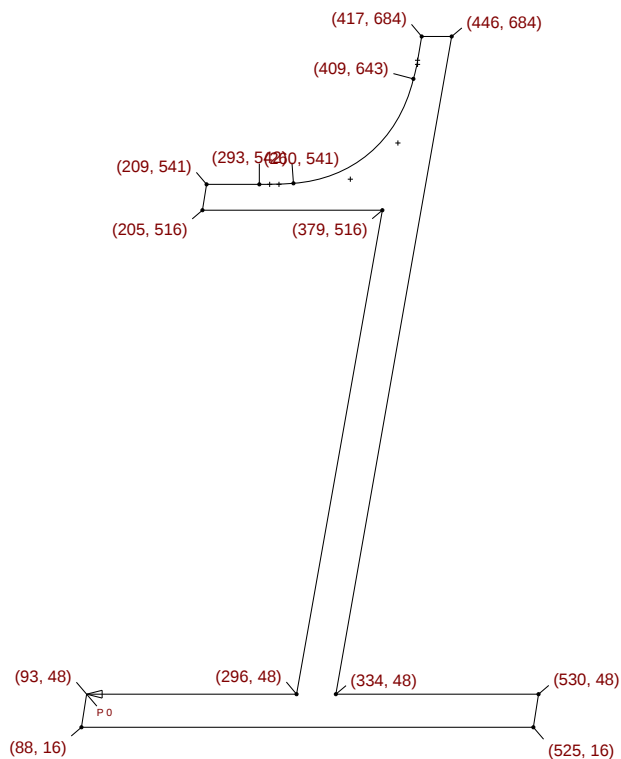
L = 88, R = 88 Width = 618

T = 316, B = 16, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



2

two

min = 39, 16 max = 562, 692

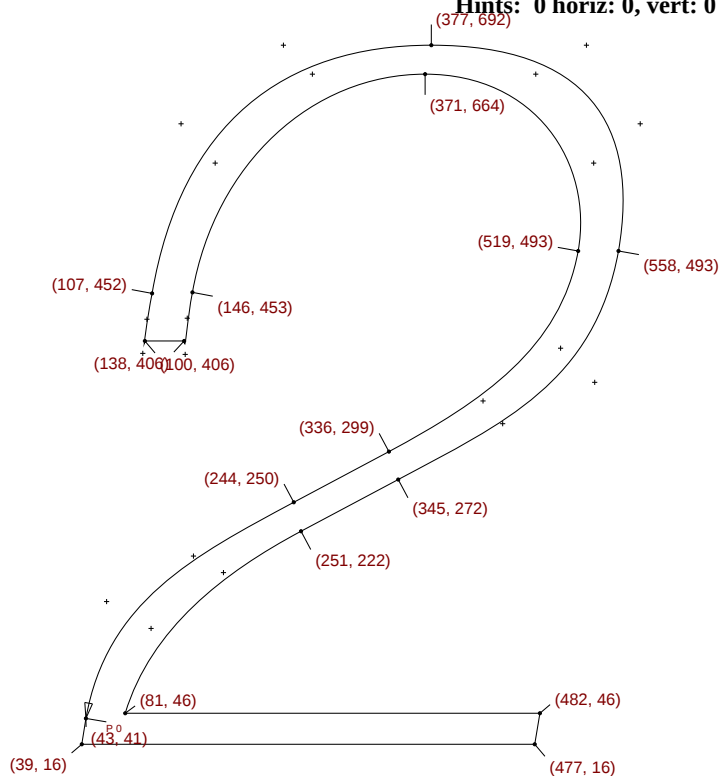
L = 39, R = 56 Width = 618

T = 308, B = 16, 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 = 563, 692

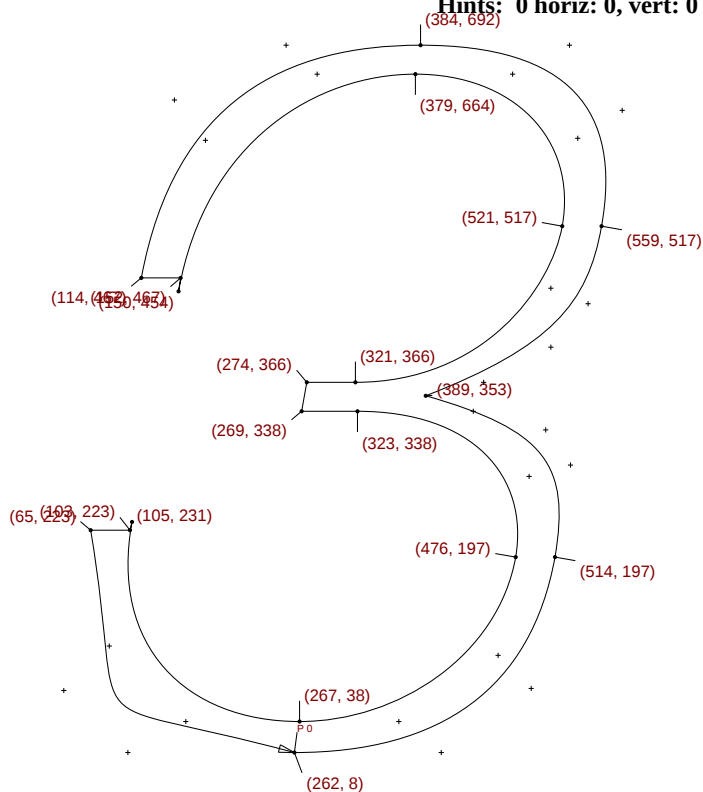
L = 65, R = 55 Width = 618

T = 308, B = 8, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



4

four

min = 66, 16 max = 552, 684

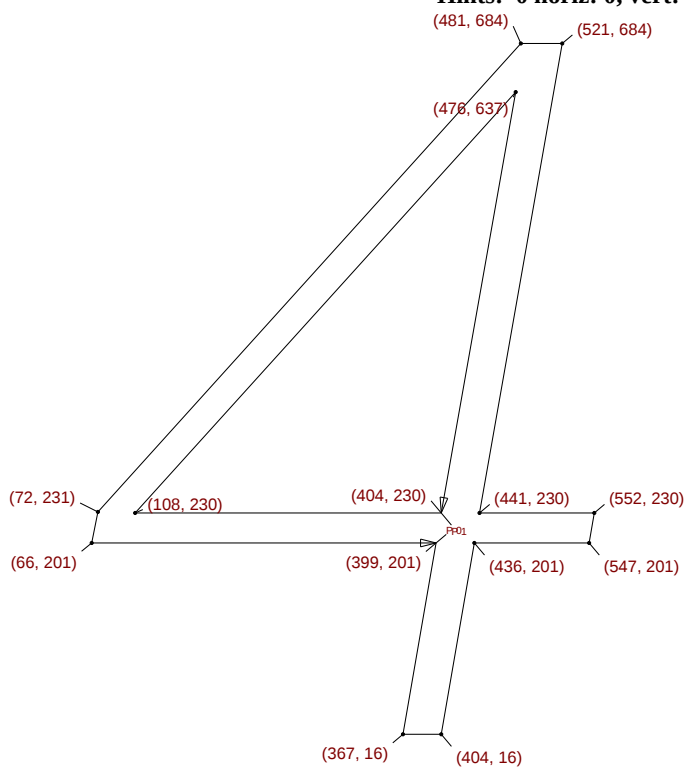
L = 66, R = 66 Width = 618

T = 316, B = 16, vAdv = 1000

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

Paths: 2

Hints: 0 horiz: 0, vert: 0



5

five

min = 42, 8 max = 577, 684

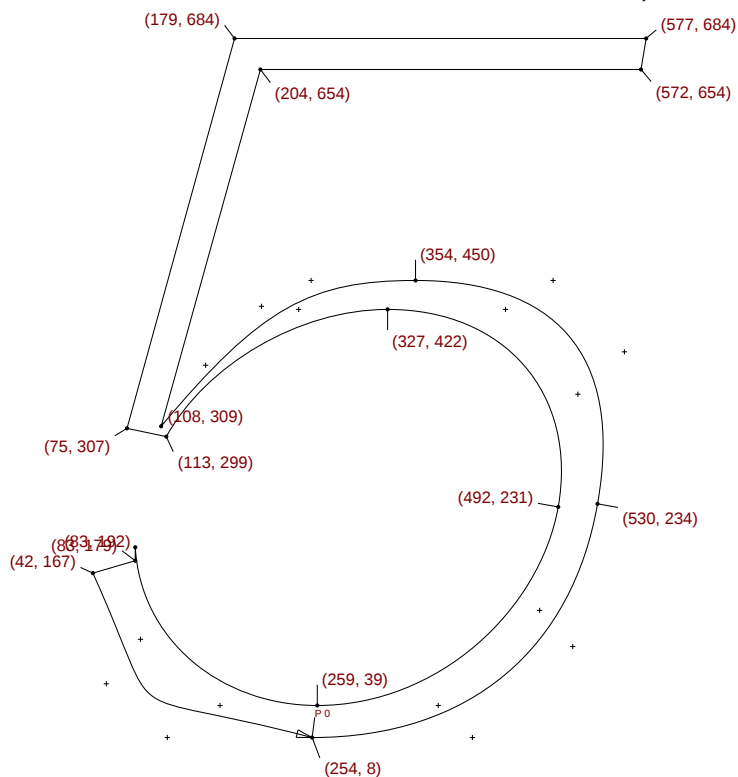
L = 42, R = 41 Width = 618

T = 316, B = 8, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



6

six

min = 58, 6 max = 570, 694

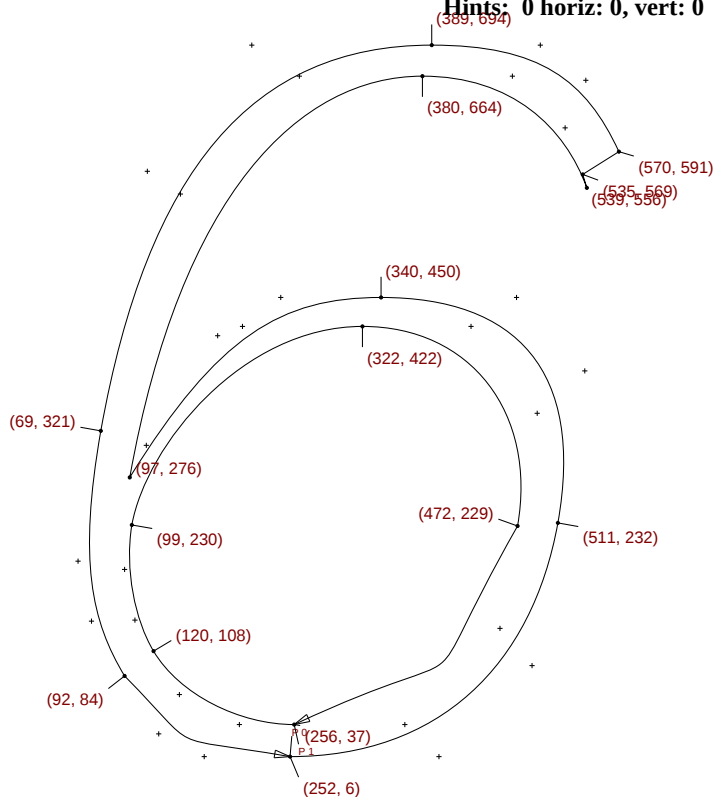
L = 58, R = 48 Width = 618

T = 306, B = 6, vAdv = 1000

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

Paths: 2

Hints: 0 horiz: 0, vert: 0



7

seven

min = 75, 16 max = 543, 684

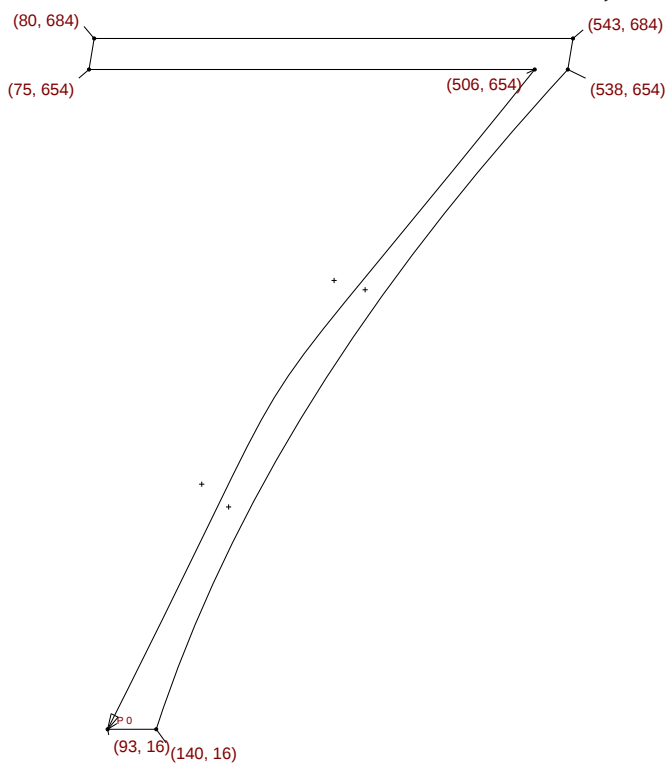
L = 75, R = 75 Width = 618

T = 316, B = 16, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



8

eight

min = 64, 8 max = 560, 692

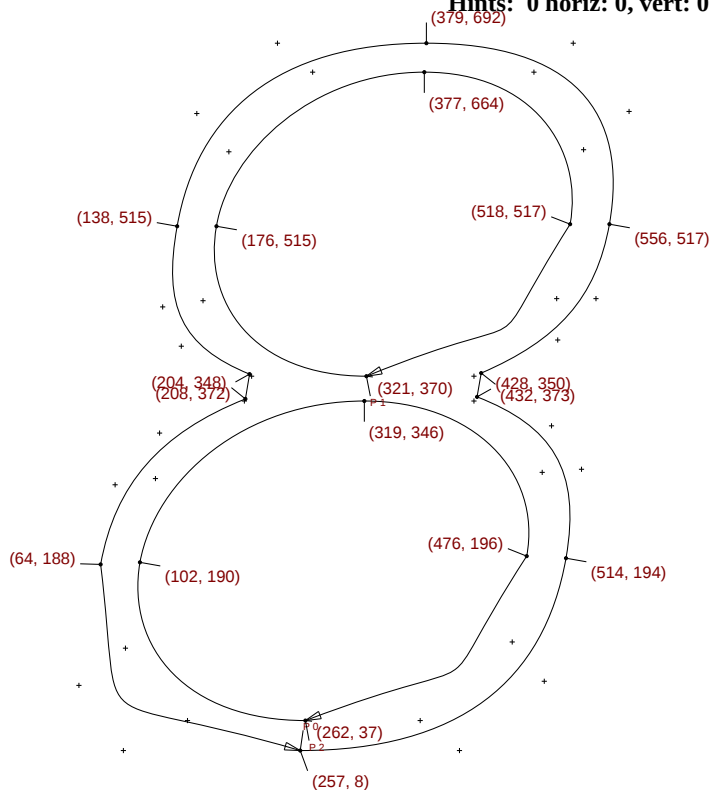
L = 64, R = 58 Width = 618

T = 308, B = 8, vAdv = 1000

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

Paths: 3

Hints: 0 horiz: 0, vert: 0



9

nine

min = 50, -8 max = 558, 680

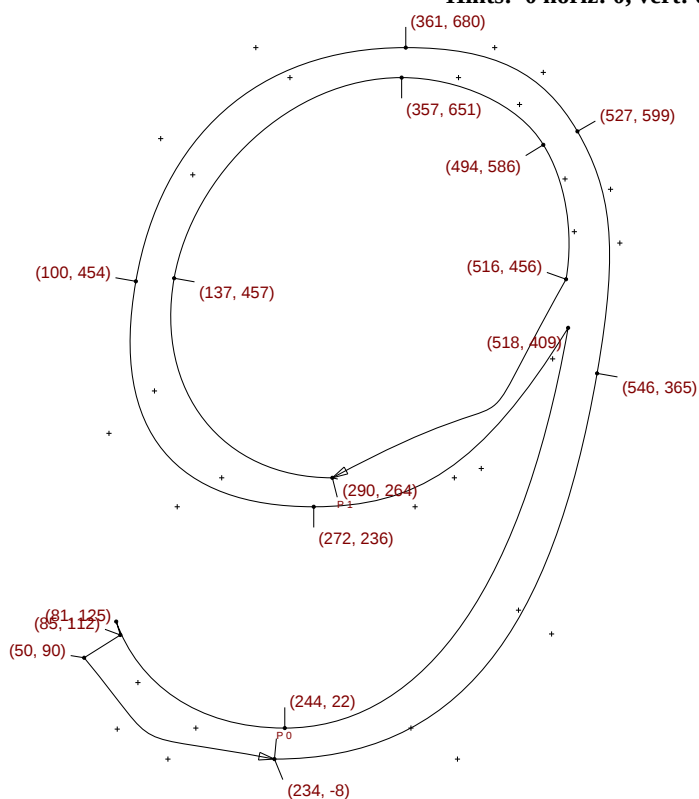
L = 50, R = 60 Width = 618

T = 320, B = -8, vAdv = 1000

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

Paths: 2

Hints: 0 horiz: 0, vert: 0



C

uni0186.smcp

min = 66, -16 max = 528, 535

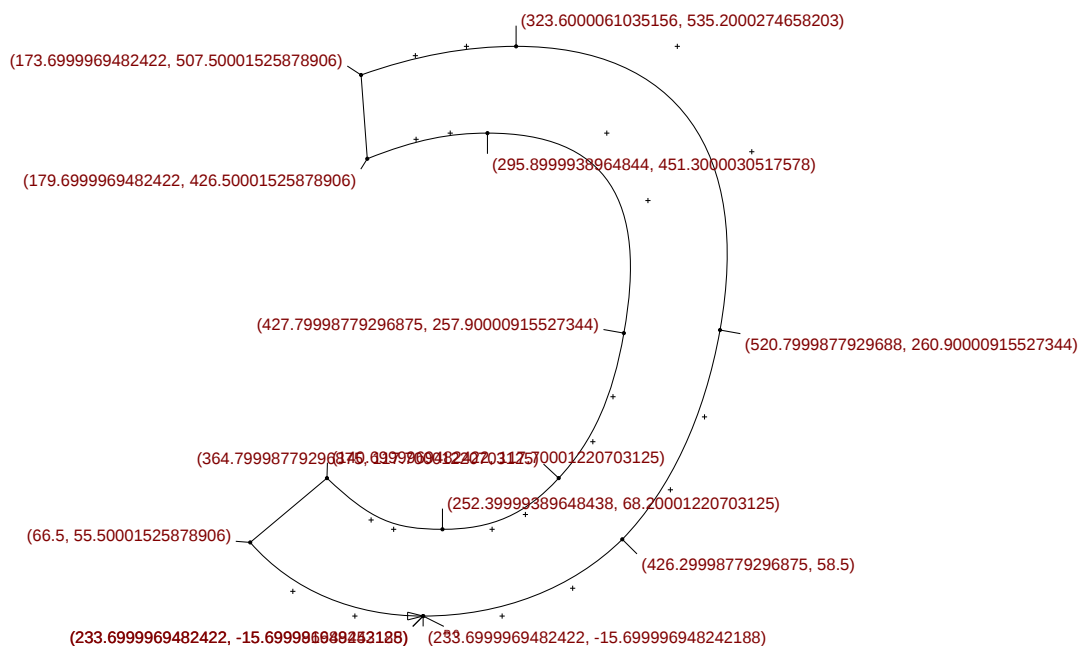
L = 66, R = 90 Width = 618

T = 465, B = -16, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



£

uni0190.smcp

min = 93, -16 max = 534, 535

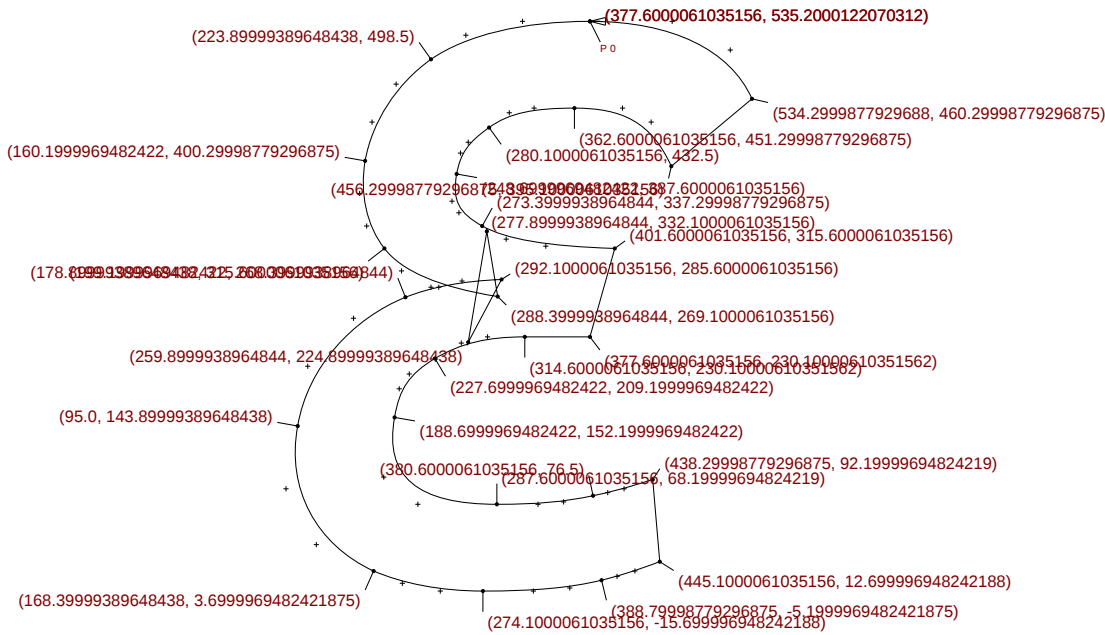
L = 93, R = 84 Width = 618

T = 465, B = -16, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



B

uni0181.smcp

min = 107, 8 max = 512, 532

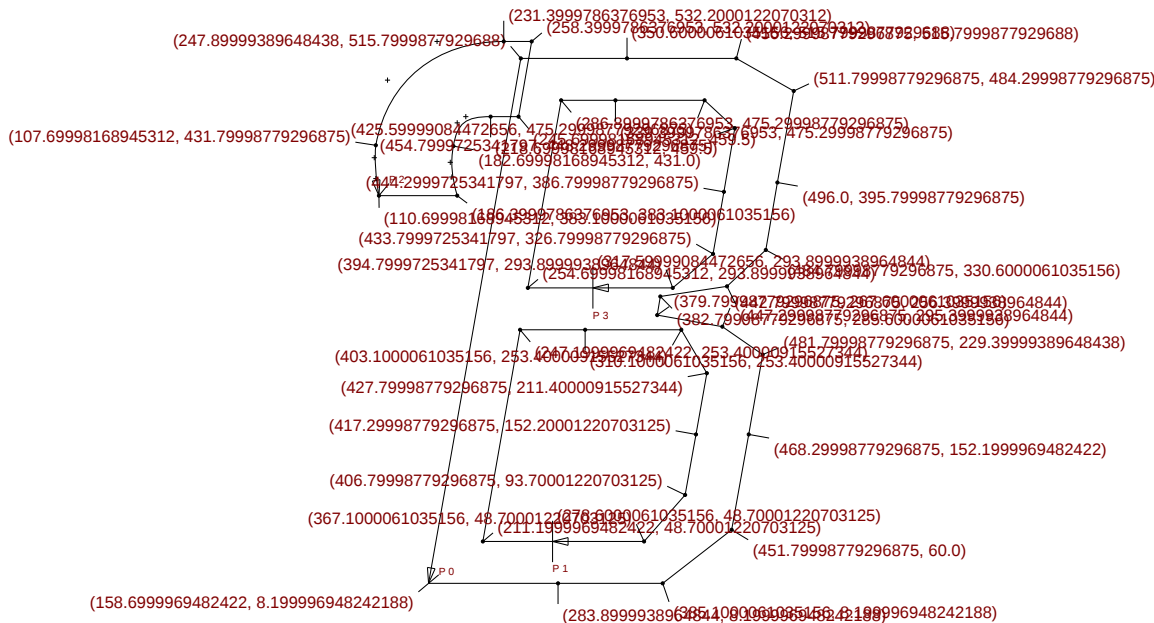
L = 107, R = 106 Width = 618

T = 468, B = 8, vAdv = 1000

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

Paths: 4

Hints: 0 horiz: 0, vert: 0



D

uni018A.smcp

min = 107, 8 max = 512, 532

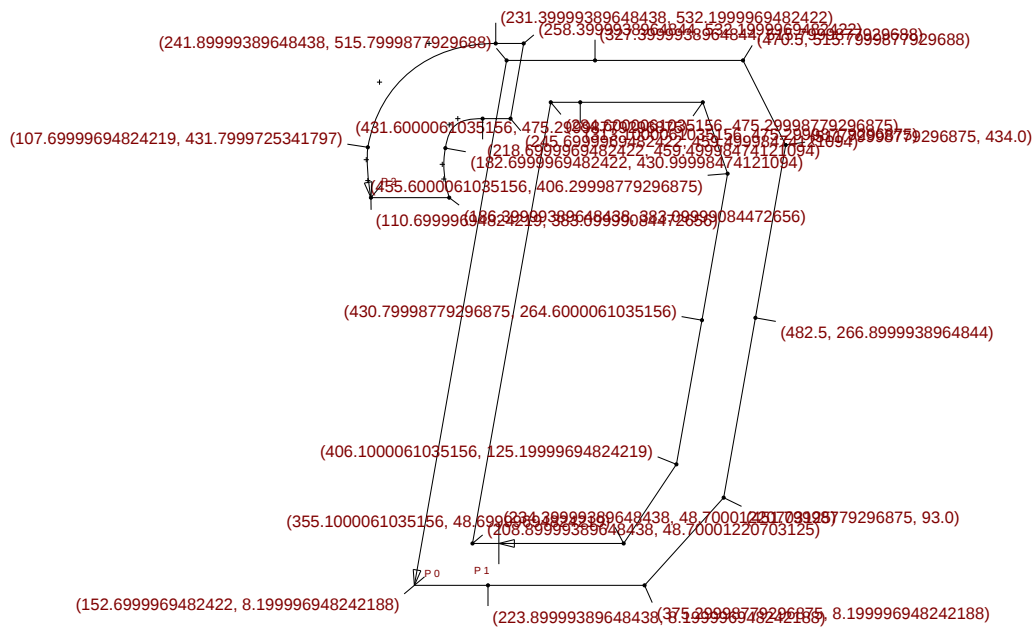
L = 107, R = 106 Width = 618

T = 468, B = 8, vAdv = 1000

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

Paths: 3

Hints: 0 horiz: 0, vert: 0



uni0197.smcp

min = 133, 8 max = 485, 516

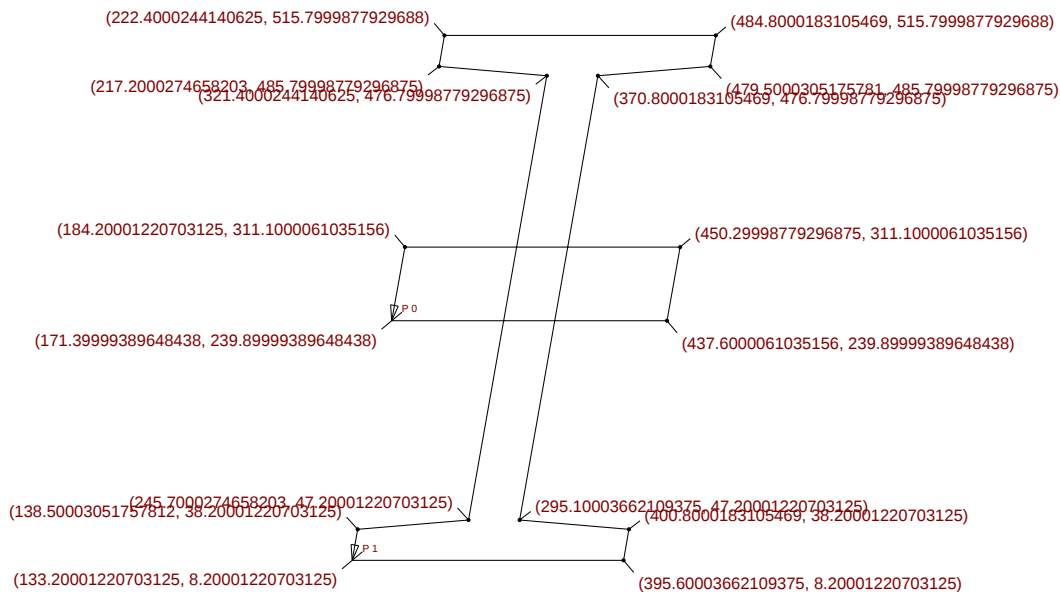
L = 133, R = 133 Width = 618

T = 484, B = 8, vAdv = 1000

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

Paths: 2

Hints: 0 horiz: 0, vert: 0



l

uni0196.smcp

min = 161, -16 max = 457, 557

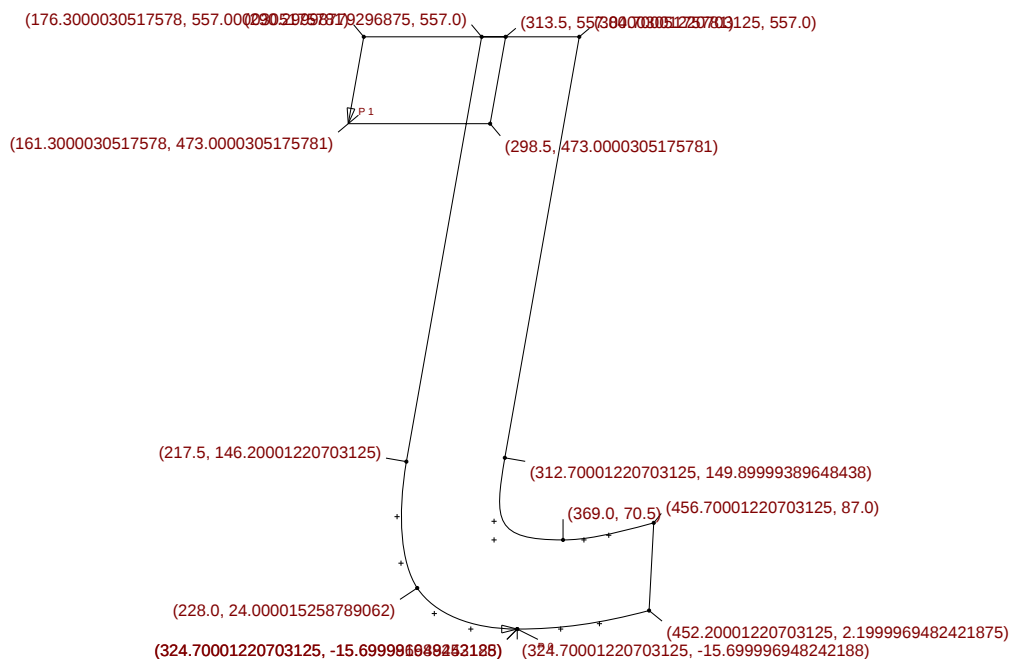
L = 161, R = 161 Width = 618

T = 443, B = -16, vAdv = 1000

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

Paths: 2

Hints: 0 horiz: 0, vert: 0





uni019D.smcp

min = 34, -183 max = 584, 528

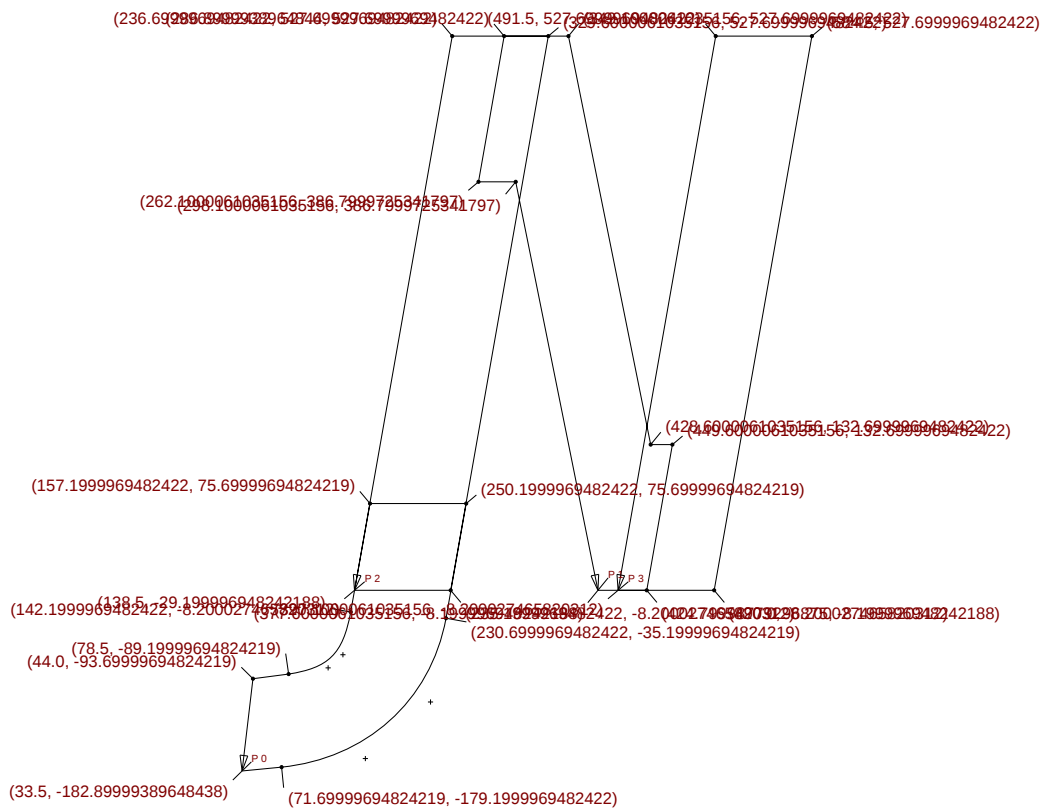
L = 34, R = 34 Width = 618

T = 472, B = -183, vAdv = 1000

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

Paths: 4

Hints: 0 horiz: 0, vert: 0



U

uni01B2.smcp

min = 113, -16 max = 517, 528

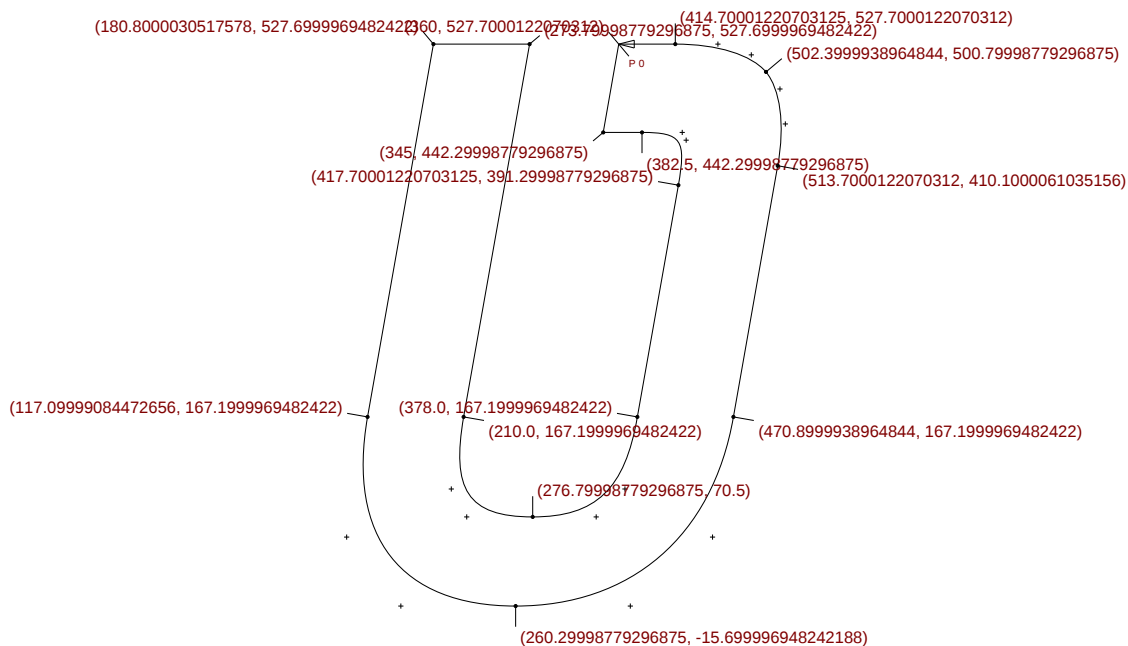
L = 113, R = 101 Width = 618

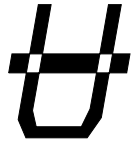
T = 472, B = -16, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



**uni0244.smcp**

min = 74, 1 max = 544, 516

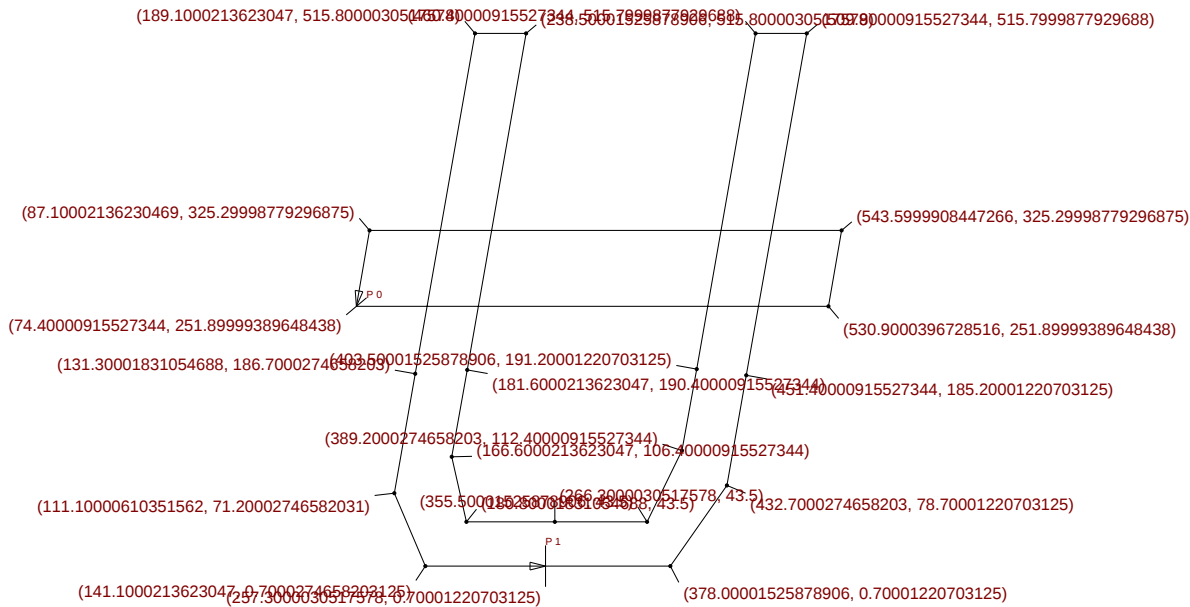
L = 74, R = 74 Width = 618

T = 484, B = 1, vAdv = 1000

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

Paths: 2

Hints: 0 horiz: 0, vert: 0



/

uniA78B.smcp

min = 257, 174 max = 361, 516

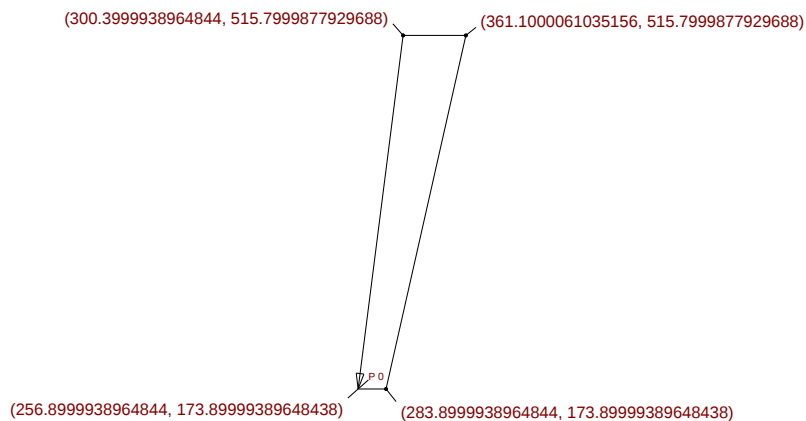
L = 257, R = 257 Width = 618

T = 484, B = 174, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



**uni0254**

min = 86, 6 max = 532, 518

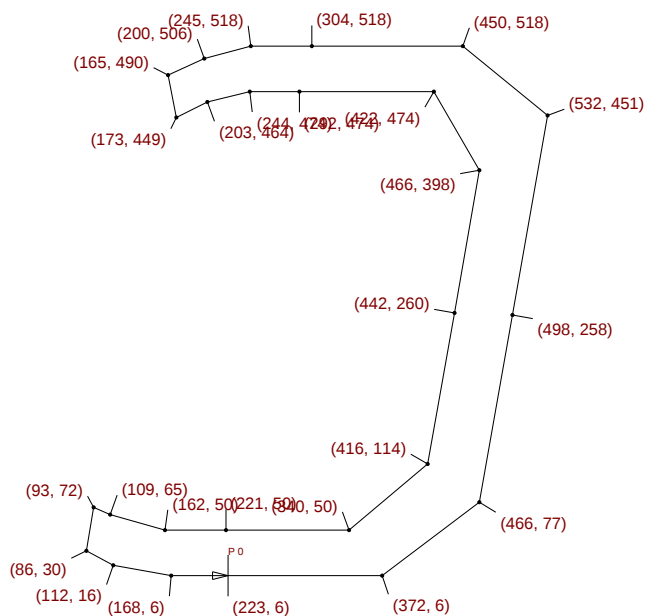
L = 86, R = 86 Width = 618

T = 482, B = 6, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



E

uni025B

min = 92, 6 max = 526, 518

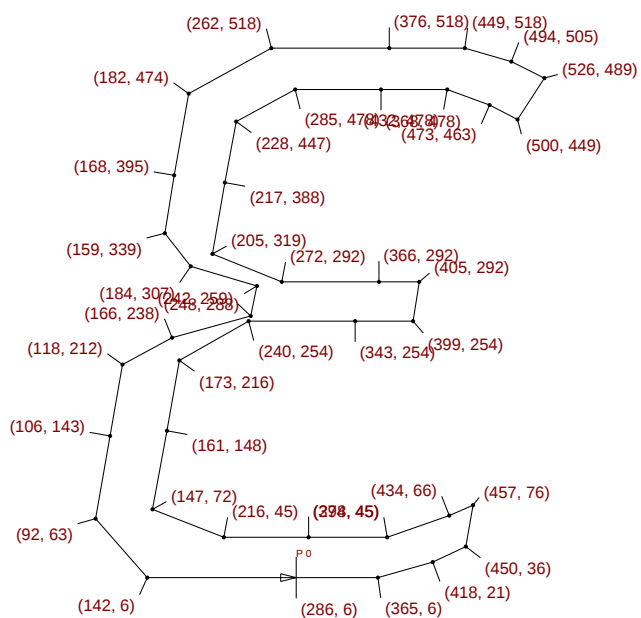
L = 92, R = 92 Width = 618

T = 482, B = 6, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



b

uni0253

min = 61, 6 max = 557, 732

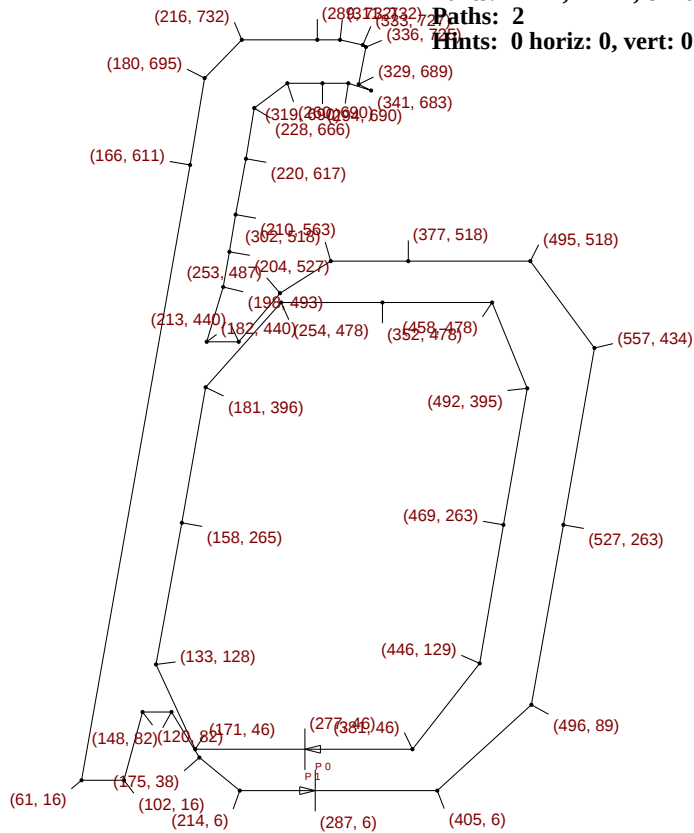
L = 61, R = 61 Width = 618

T = 268, B = 6, vAdv = 1000

Parts: m = 2, l = 44, c = 0, total = 46

Paths: 2

Hints: 0 horiz: 0, vert: 0





uni0257

min = -1,6 max = 618,732

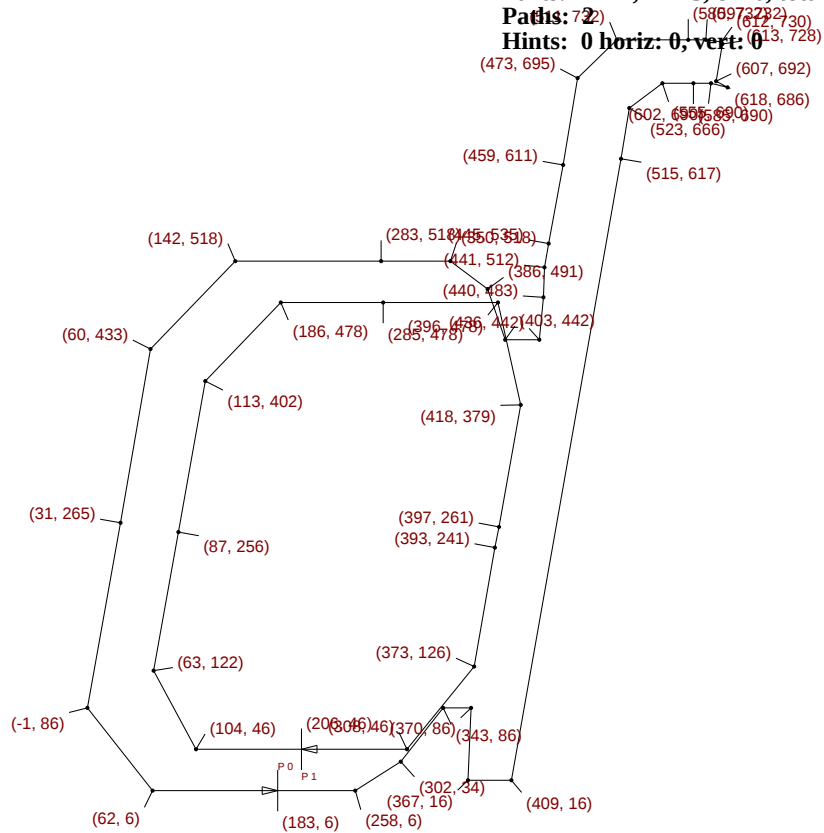
L = -1, R = 0 Width = 618

T = 268, B = 6, vAdv = 1000

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

Paths: 2

Hints: 0 horiz: 0, vert: 0



i

i.loclTRK

min = 110, 16 max = 507, 683

L = 110, R = 111 Width = 618

T = 317, B = 16, vAdv = 1000

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

Paths: 2

Hints: 0 horiz: 0, vert: 0

