

A

A

min = 51, 11 max = 567, 689

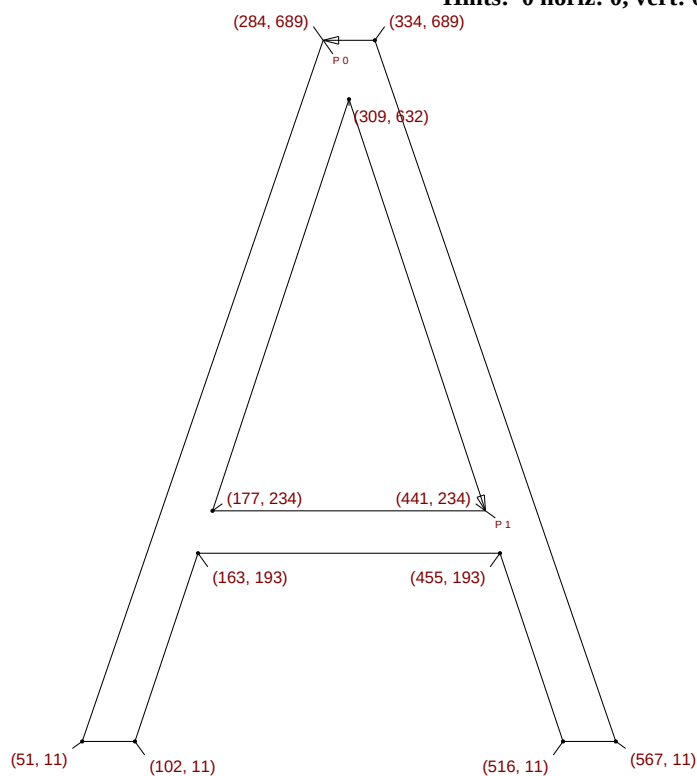
L = 51, R = 51 Width = 618

T = 311, B = 11, vAdv = 1000

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

Paths: 2

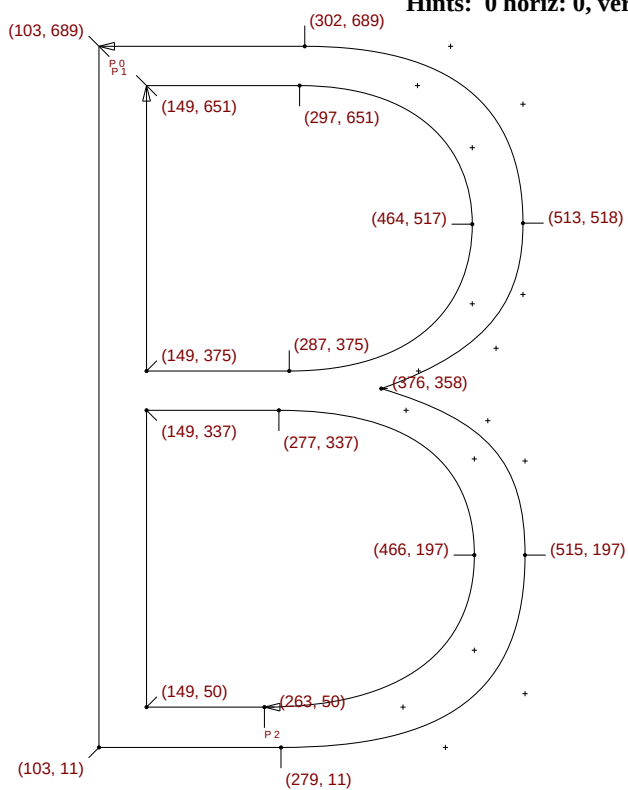
Hints: 0 horiz: 0, vert: 0

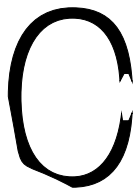


B

B

min = 103, 11 max = 515, 689
L = 103, R = 103 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**

min = 69, 3 max = 548, 697

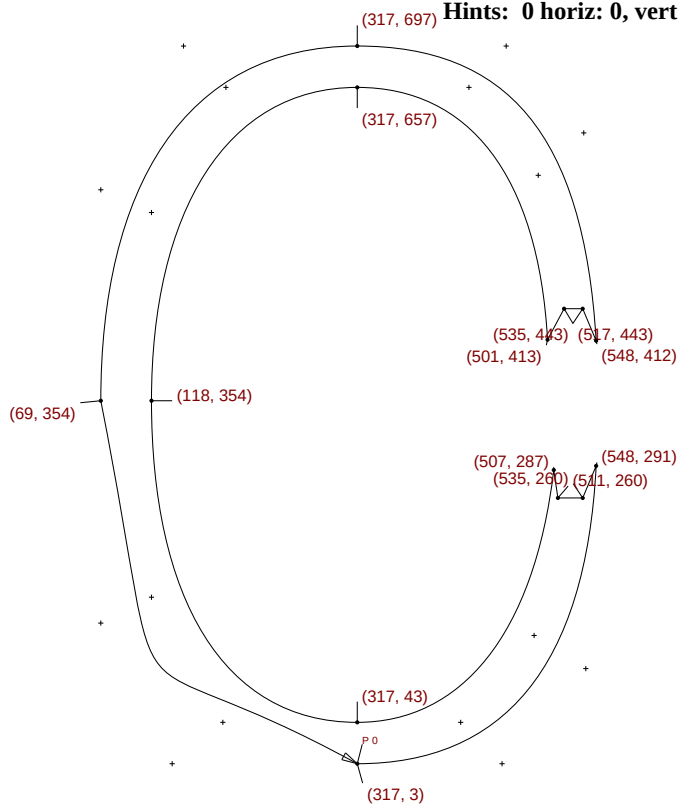
L = 69, R = 70 Width = 618

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 = 89, 11 max = 528, 689

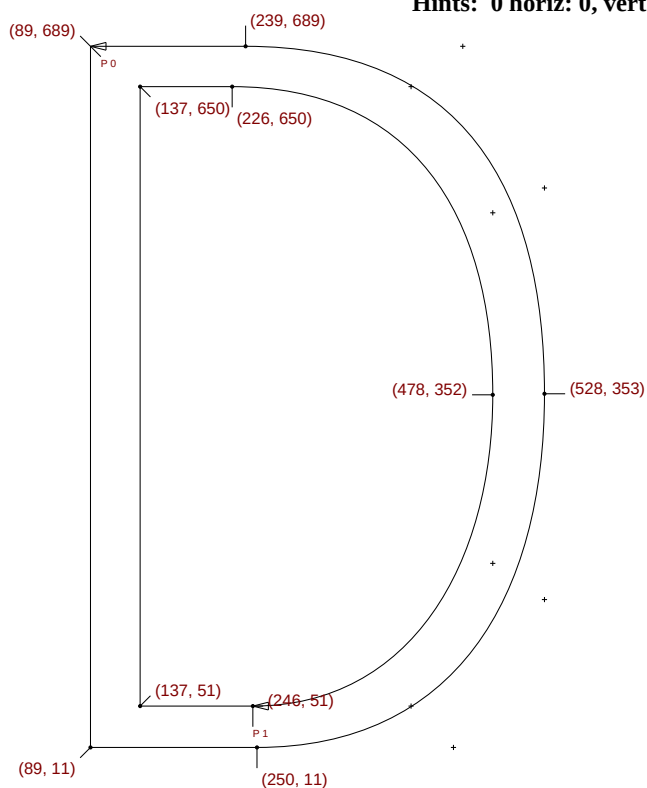
L = 89, R = 90 Width = 618

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 = 105, 11 max = 512, 689

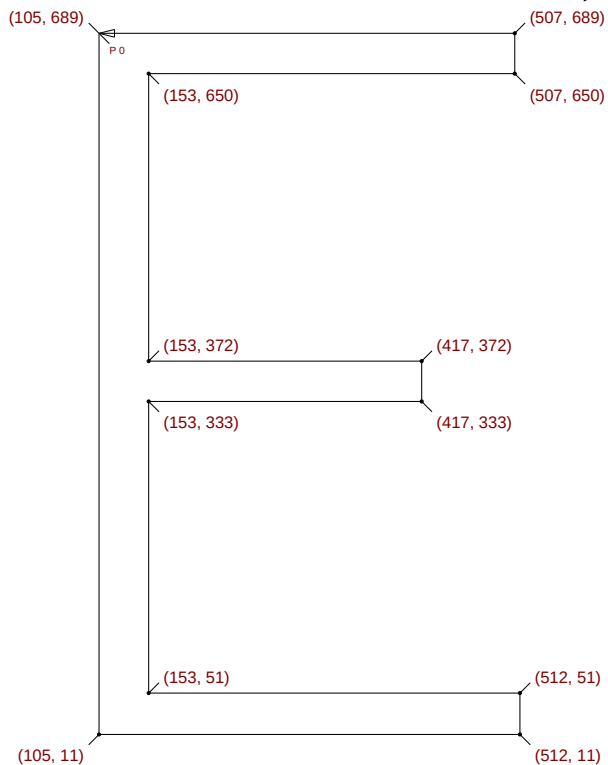
L = 105, R = 106 Width = 618

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 = 107, 11 max = 510, 689

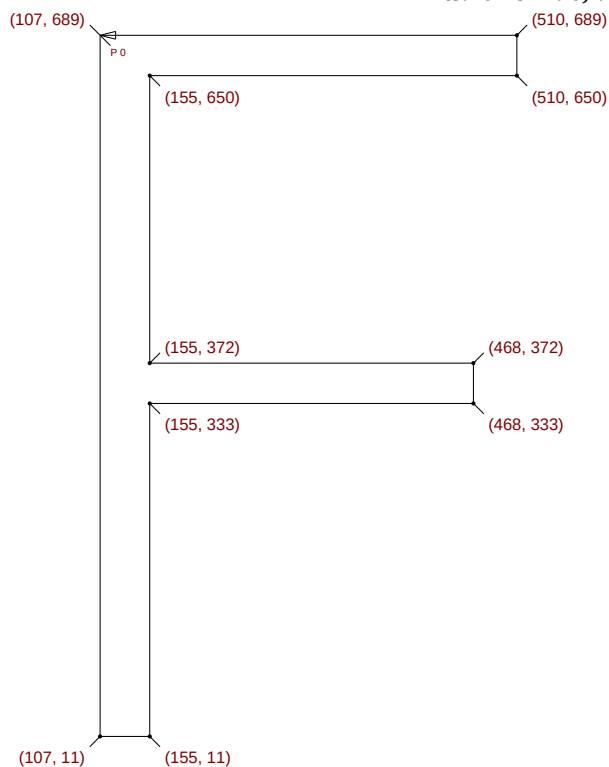
L = 107, R = 108 Width = 618

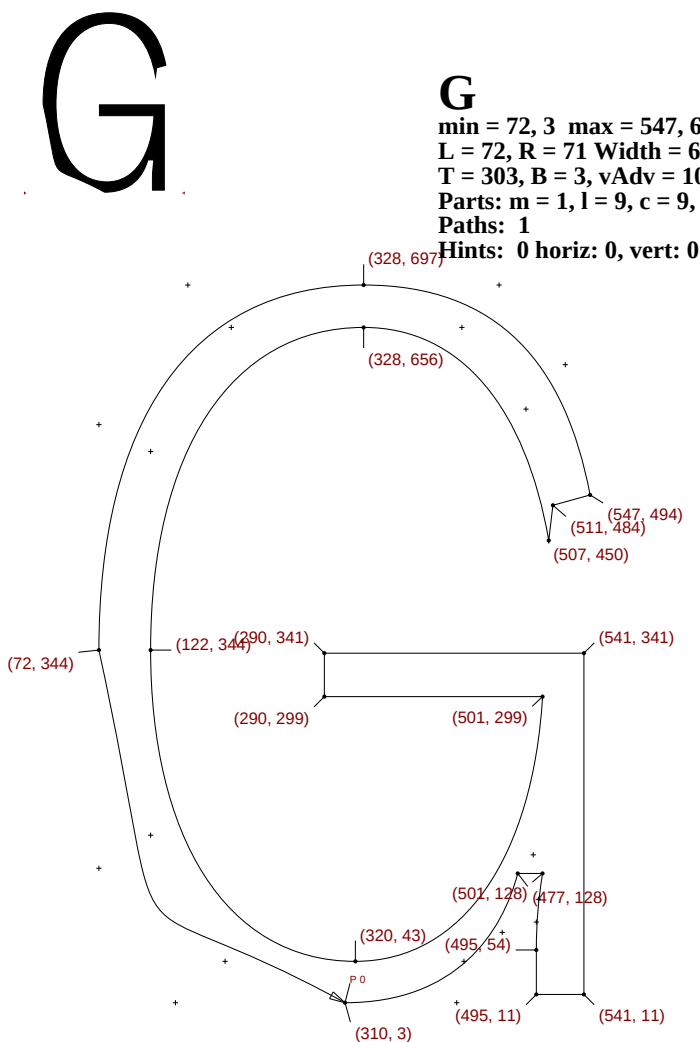
T = 311, B = 11, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0





H

H

min = 103, 11 max = 515, 689

L = 103, R = 103 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

(103, 689) (151, 689)
P 0

(467, 689) (515, 689)

(151, 371)

(467, 371)

(151, 332)

(467, 332)

(103, 11)

(151, 11)

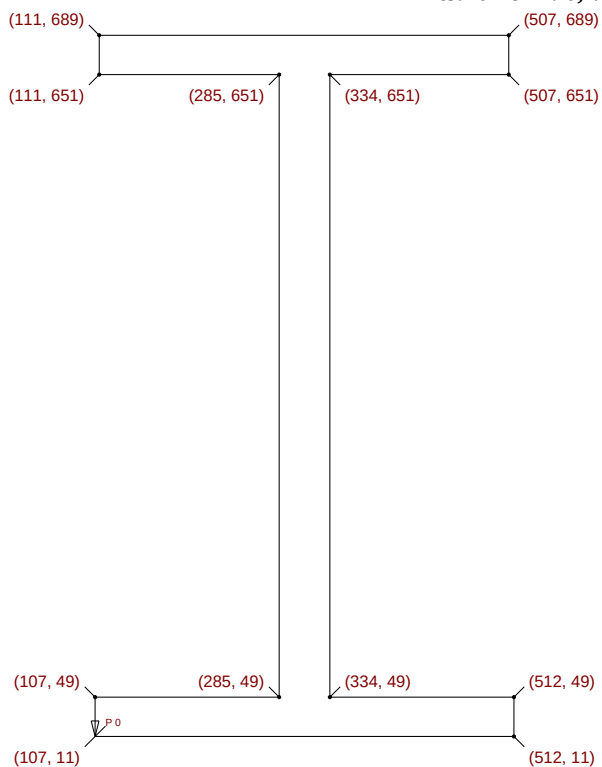
(467, 11)

(515, 11)

I

I

min = 107, 11 max = 512, 689
L = 107, R = 106 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

J

min = 98, 3 max = 520, 689

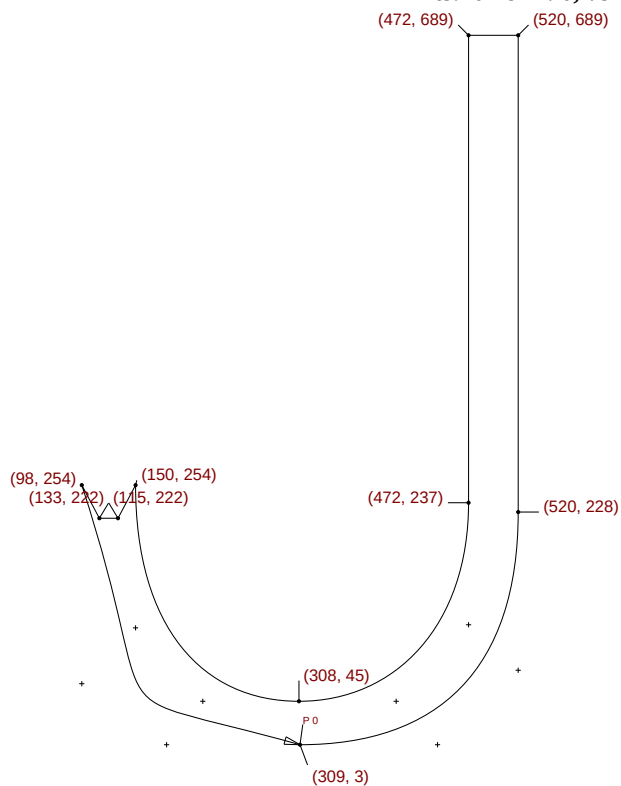
L = 98, R = 98 Width = 618

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 = 92, 11 max = 525, 689

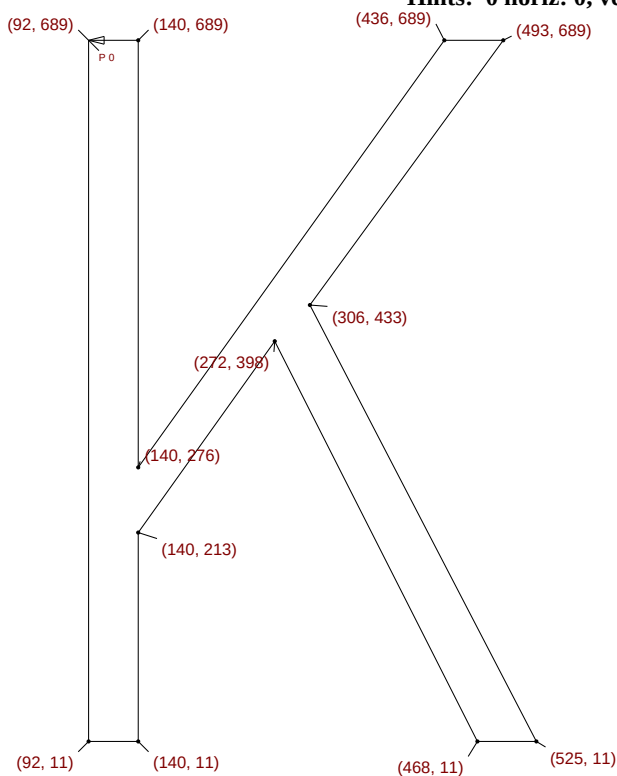
L = 92, R = 93 Width = 618

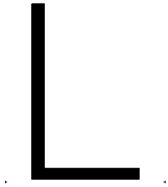
T = 311, B = 11, vAdv = 1000

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

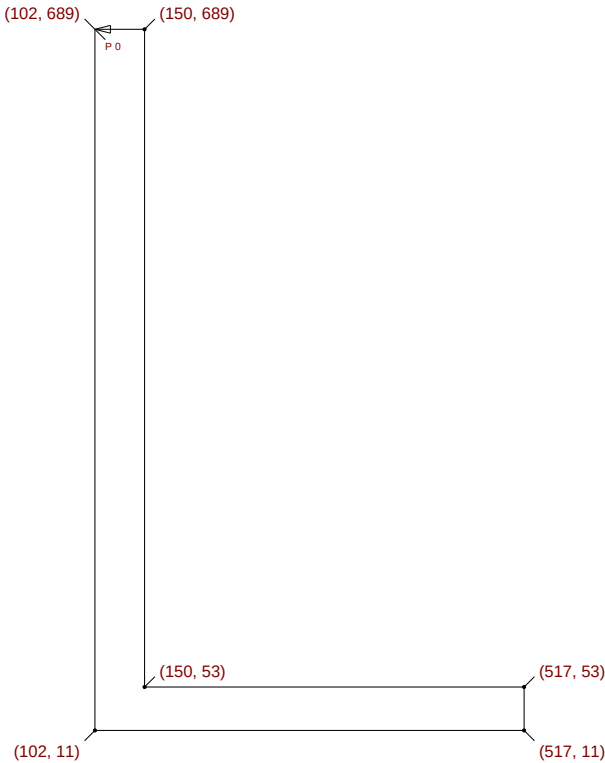
Paths: 1

Hints: 0 horiz: 0, vert: 0





L
min = 102, 11 max = 517, 689
L = 102, R = 101 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 = 96, 11 max = 522, 689

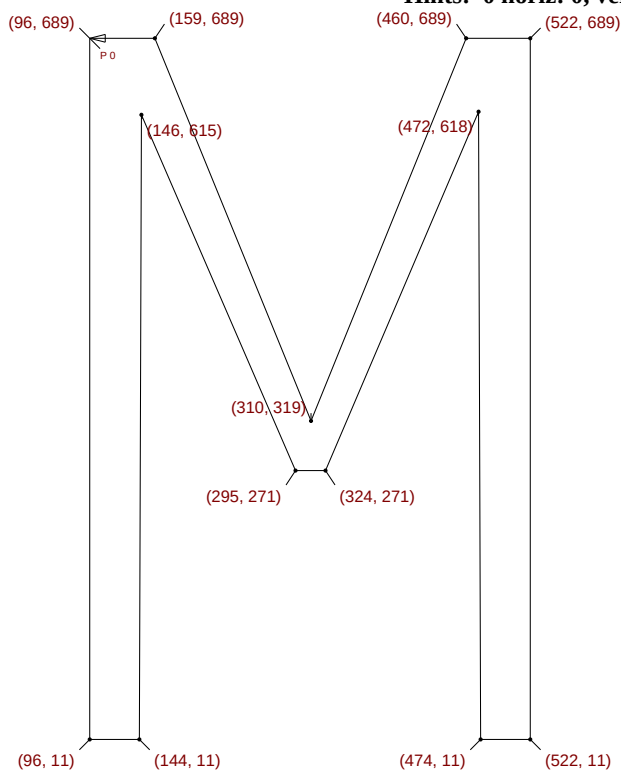
L = 96, R = 96 Width = 618

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 = 103, 11 max = 515, 689

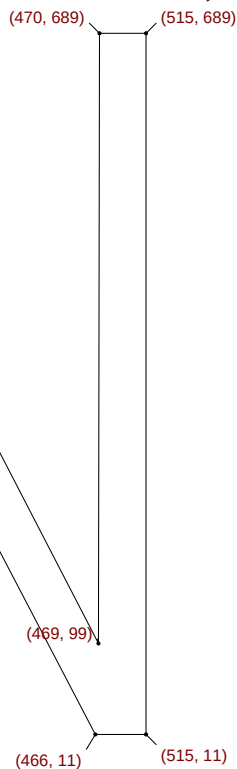
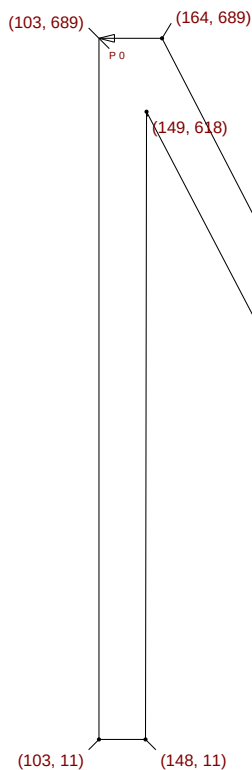
L = 103, R = 103 Width = 618

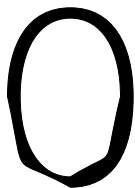
T = 311, B = 11, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



**O**

min = 66, 3 max = 552, 697

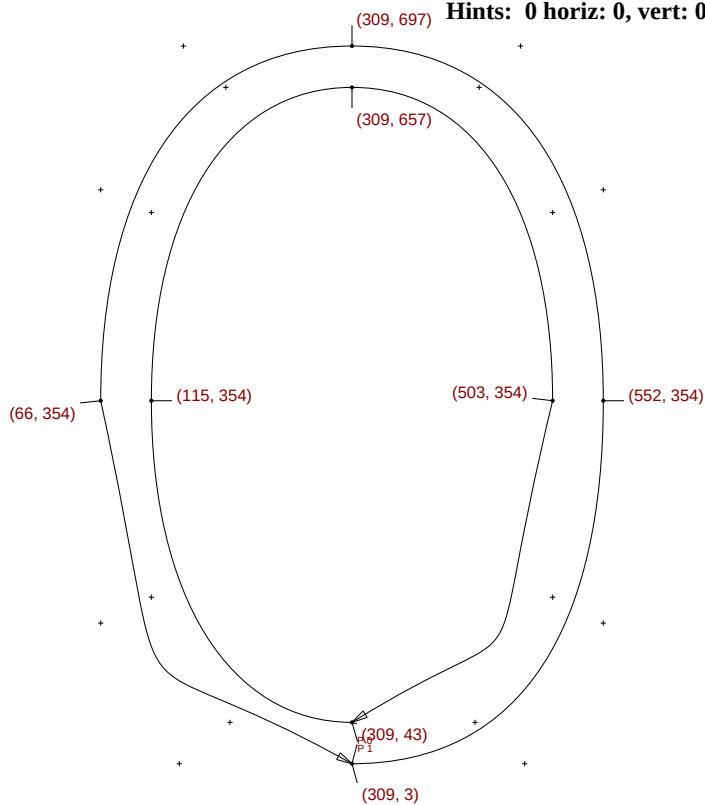
L = 66, R = 66 Width = 618

T = 303, B = 3, vAdv = 1000

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

Paths: 2

Hints: 0 horiz: 0, vert: 0



P

P

min = 92, 11 max = 525, 689

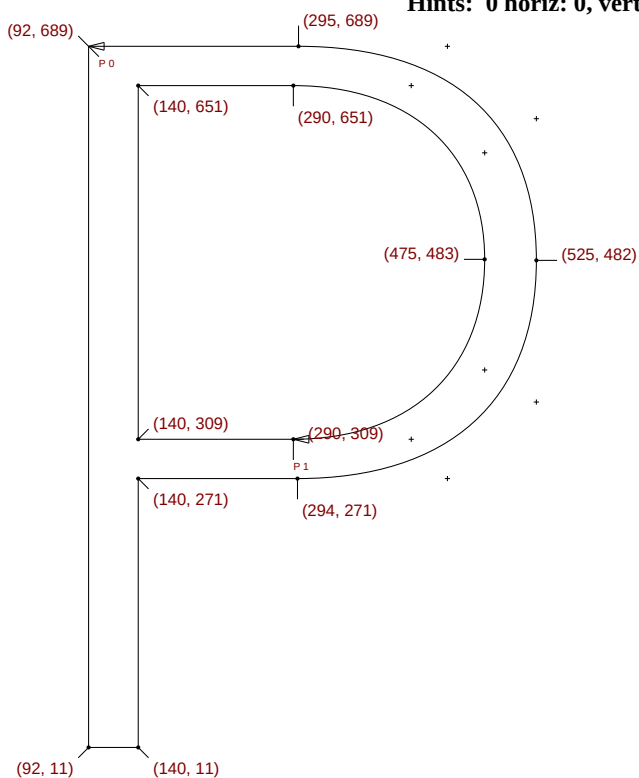
L = 92, R = 93 Width = 618

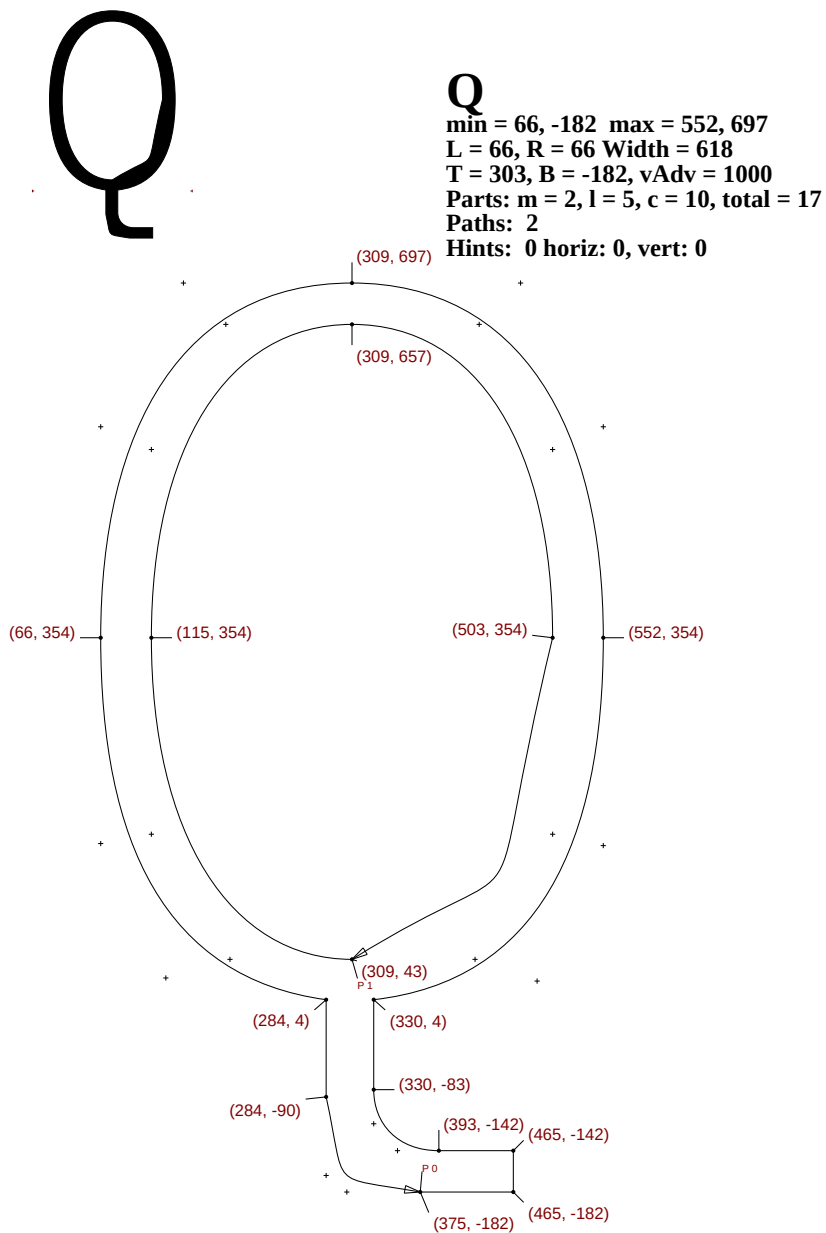
T = 311, B = 11, vAdv = 1000

Parts: m = 2, l = 7, c = 4, total = 13

Paths: 2

Hints: 0 horiz: 0, vert: 0





R

R

min = 90, 2 max = 529, 689

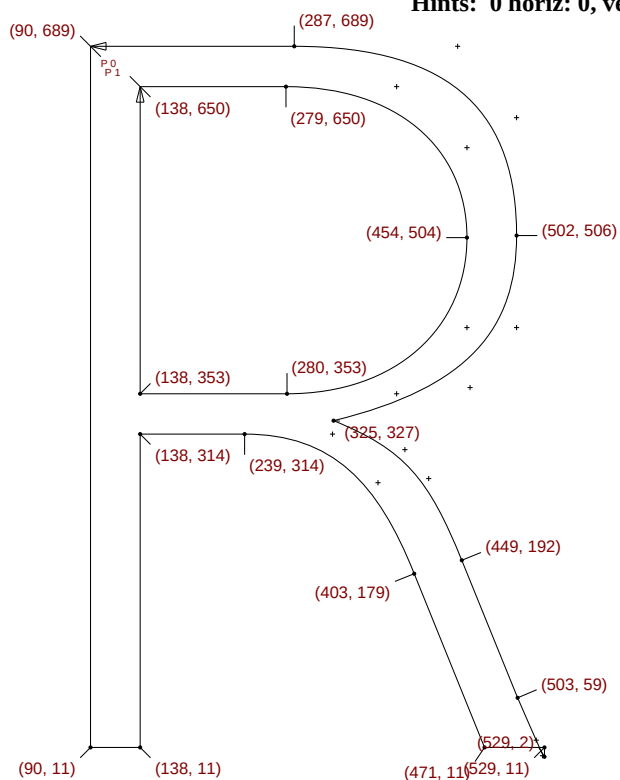
L = 90, R = 89 Width = 618

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 = 79, 3 max = 539, 697

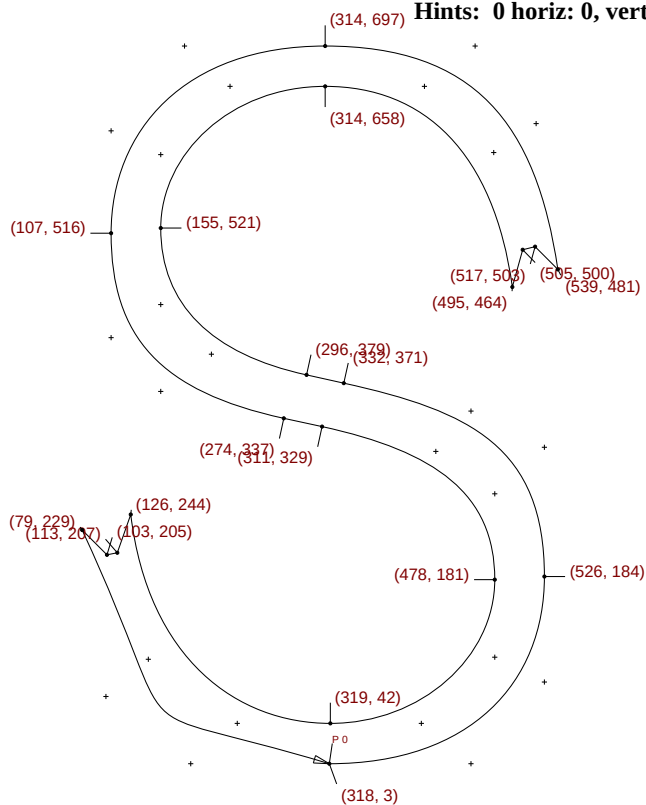
L = 79, R = 79 Width = 618

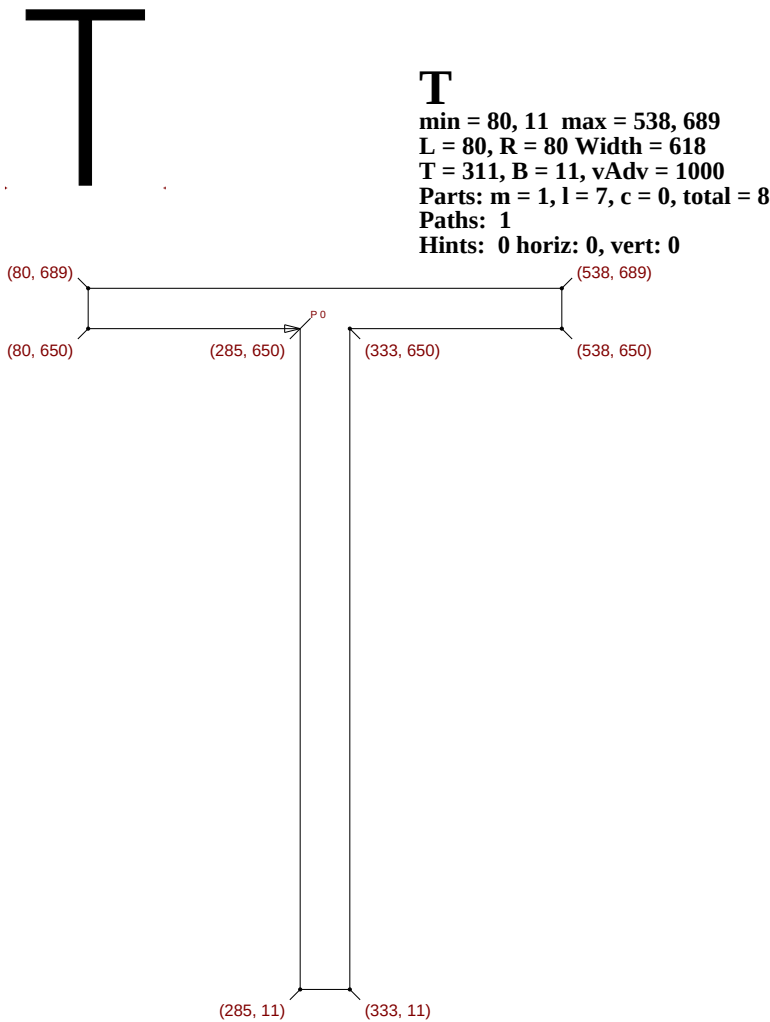
T = 303, B = 3, vAdv = 1000

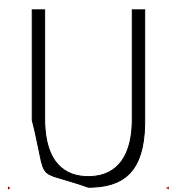
Parts: m = 1, l = 8, c = 12, total = 21

Paths: 1

Hints: 0 horiz: 0, vert: 0





**U**

min = 92, 3 max = 527, 689

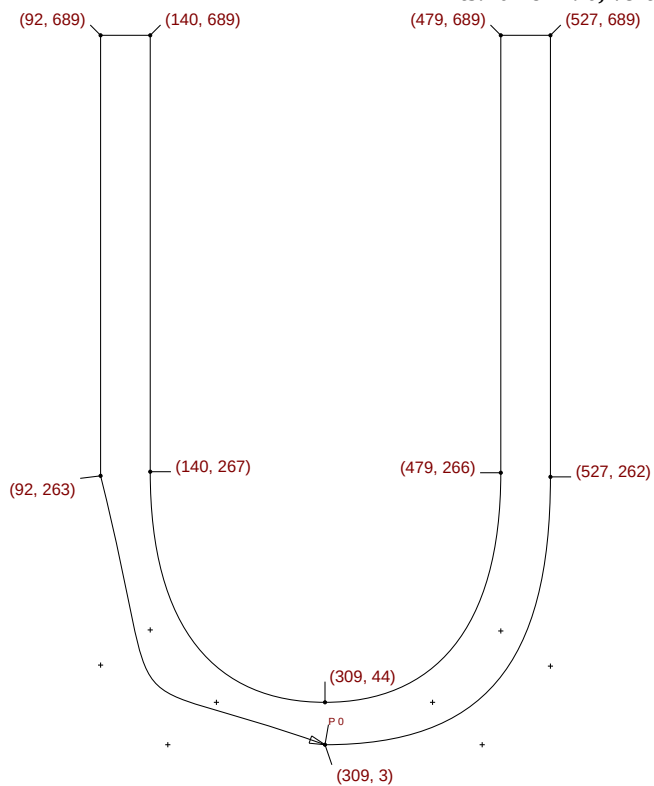
L = 92, R = 91 Width = 618

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 = 52, 11 max = 567, 689

L = 52, R = 51 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

(52, 689) (104, 689)

(514, 689) (567, 689)

(310, 77)

(283, 11)

P 0

(334, 11)

W

W

min = 70, 11 max = 548, 689

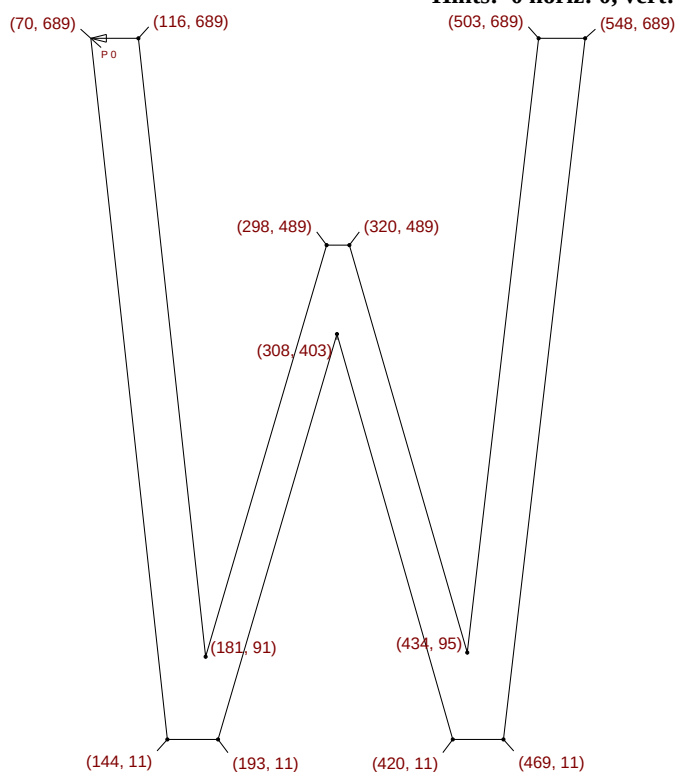
L = 70, R = 70 Width = 618

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 = 68, 11 max = 551, 689

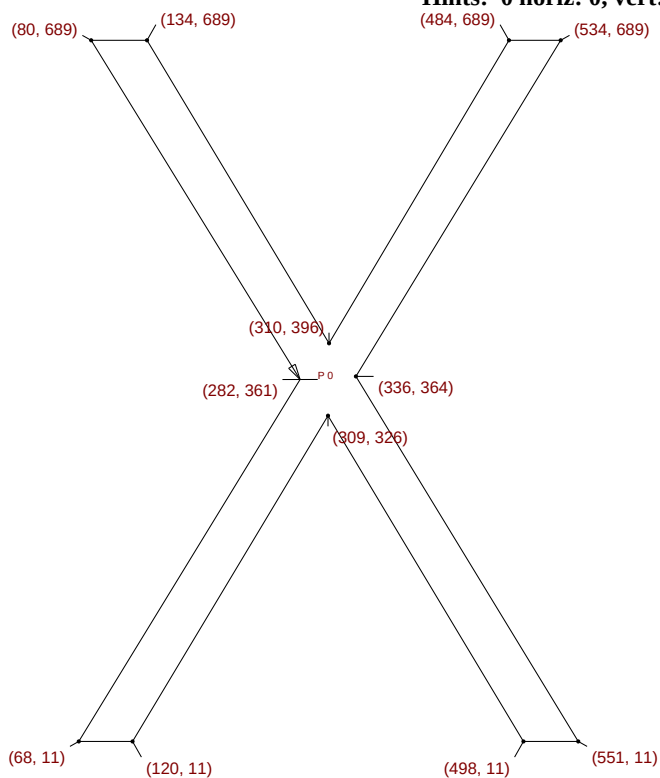
L = 68, R = 67 Width = 618

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 = 66, 11 max = 553, 689

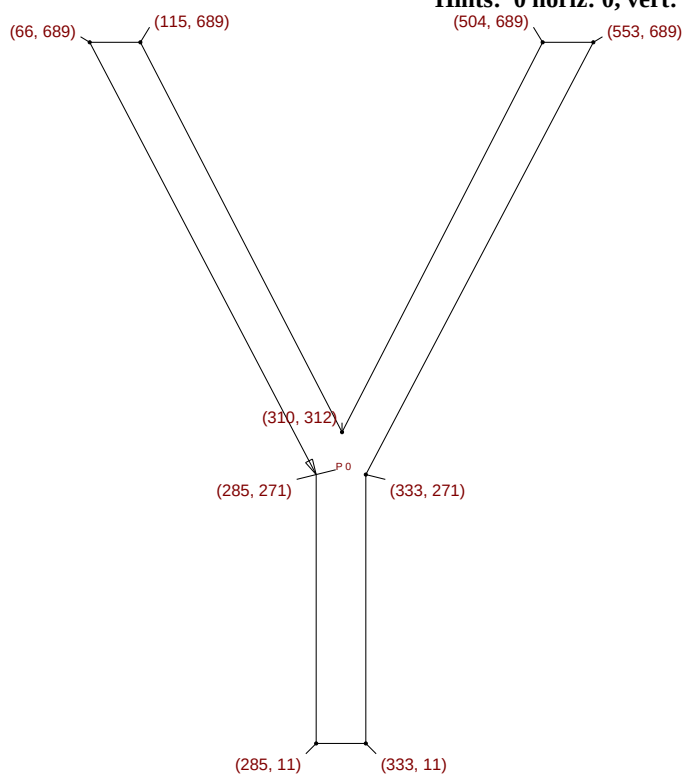
L = 66, R = 65 Width = 618

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 = 79, 11 max = 540, 689

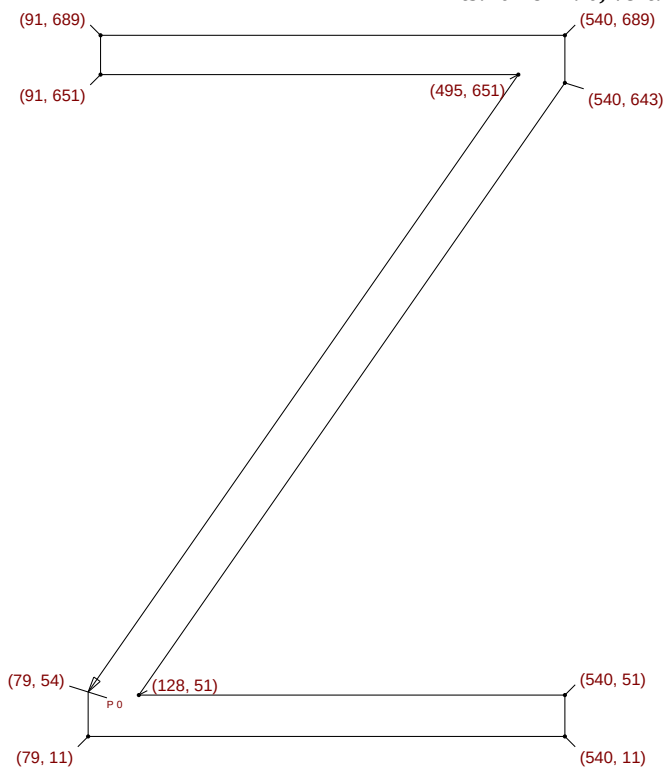
L = 79, R = 78 Width = 618

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 = 77, -2 max = 540, 523

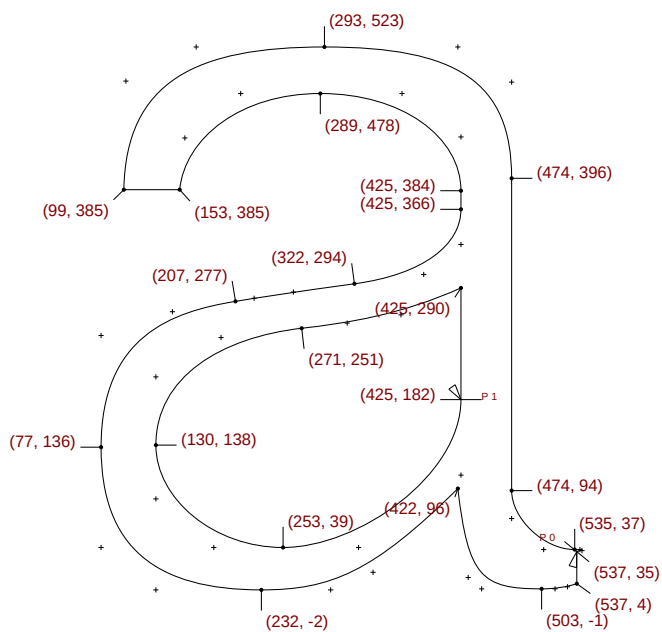
L = 77, R = 78 Width = 618

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 = 91, -2 max = 528, 713

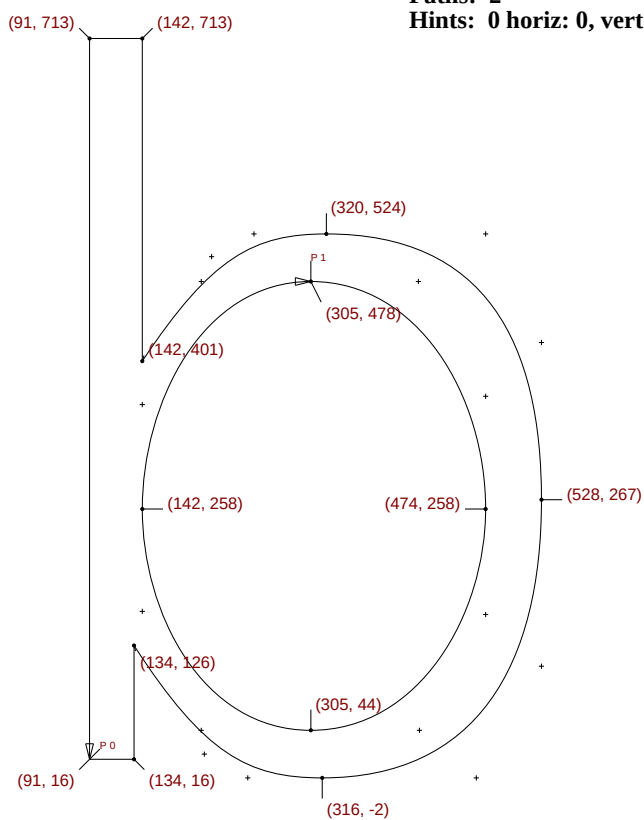
L = 91, R = 90 Width = 618

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 = 98, -2 max = 520, 524

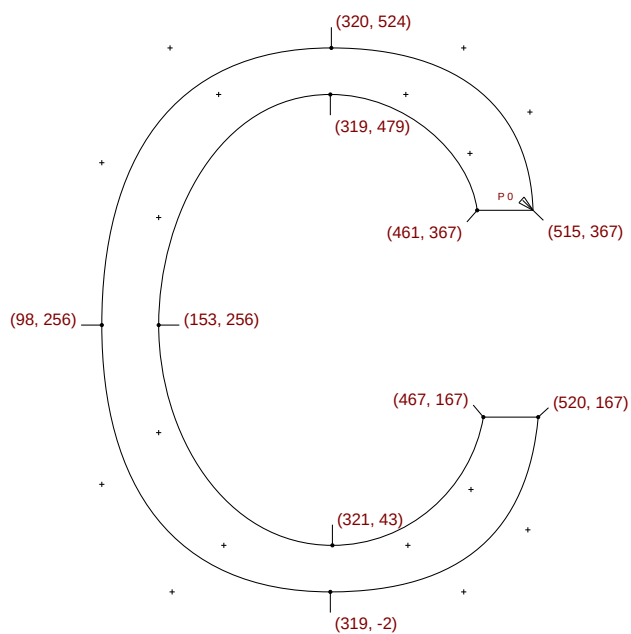
L = 98, R = 98 Width = 618

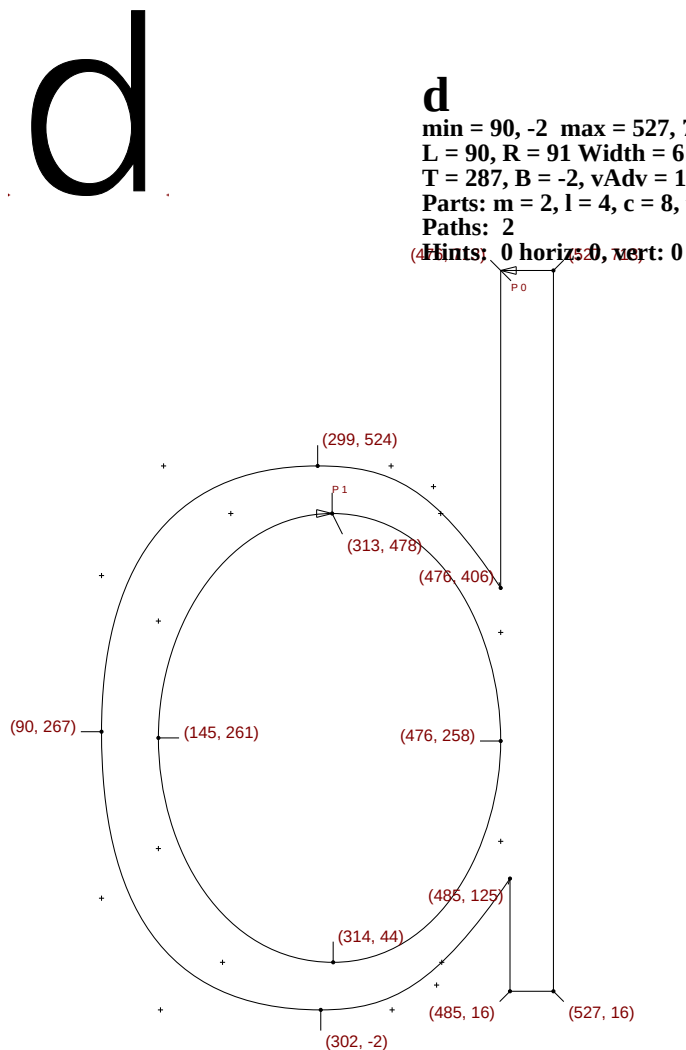
T = 476, B = -2, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0





e

e

min = 89, -2 max = 530, 524

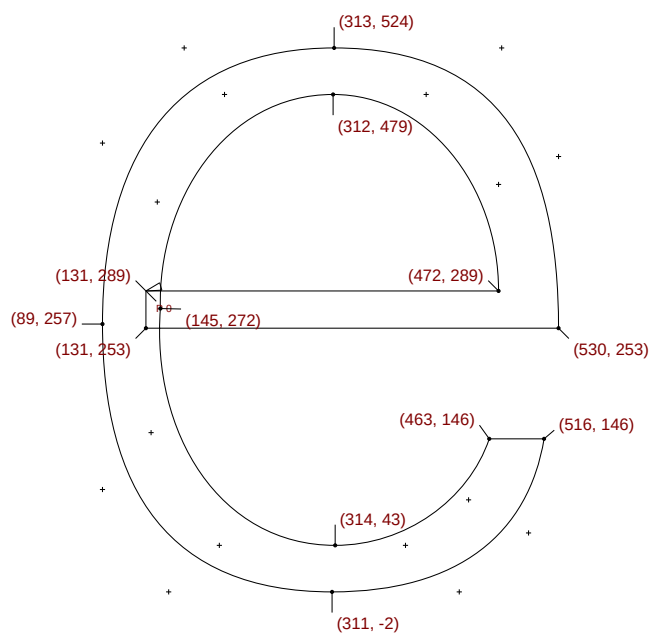
L = 89, R = 88 Width = 618

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

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



f

f

min = 95, 16 max = 523, 723

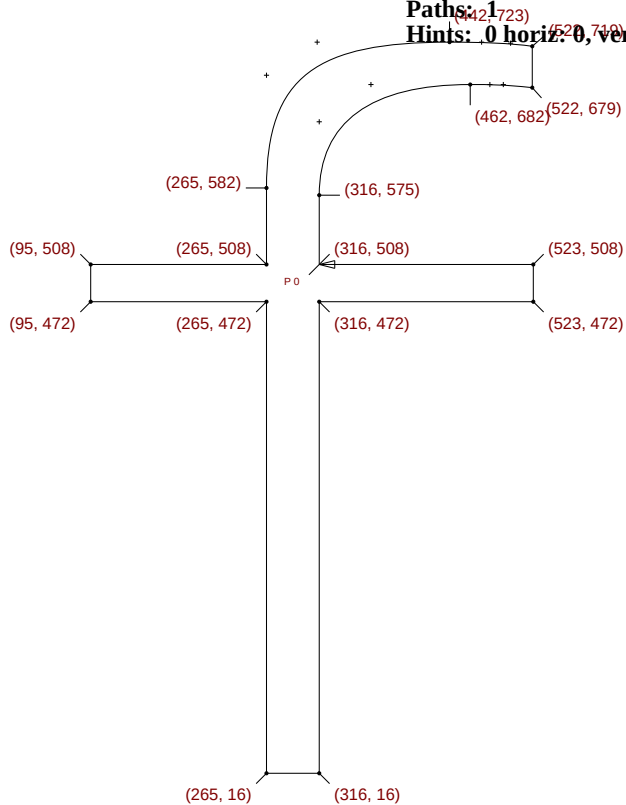
L = 95, R = 95 Width = 618

T = 277, B = 16, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



g

g

min = 90, -202 max = 527, 524

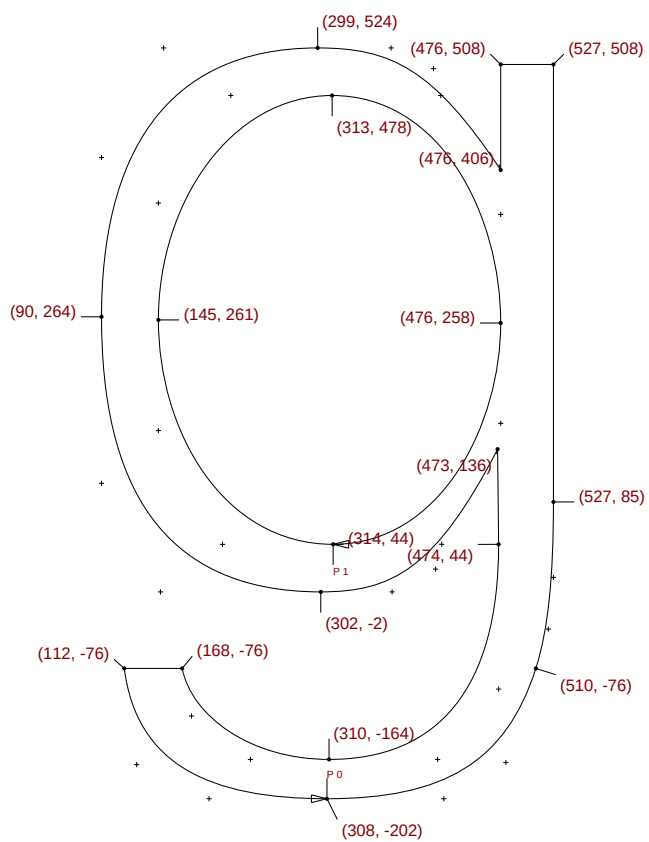
L = 90, R = 91 Width = 618

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

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

Paths: 2

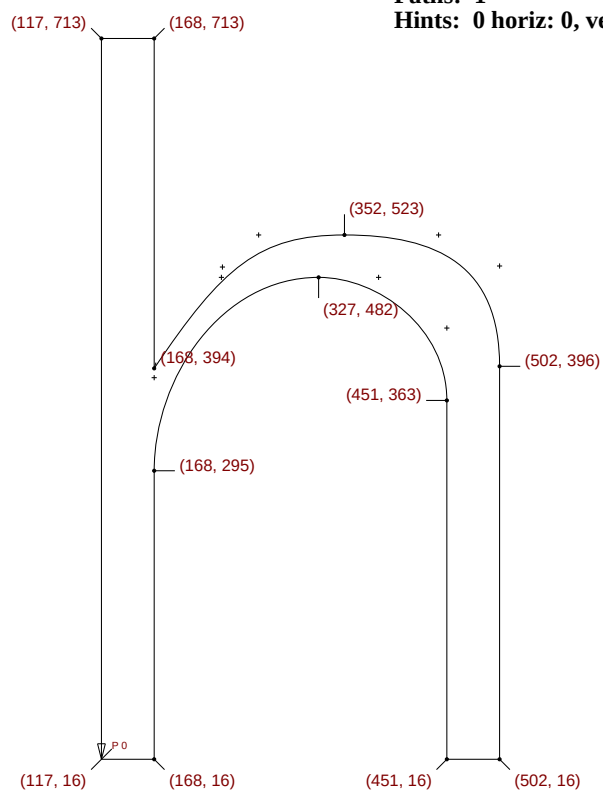
Hints: 0 horiz: 0, vert: 0



h

h

min = 117, 16 max = 502, 713
L = 117, R = 116 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**

min = 113, 16 max = 504, 683

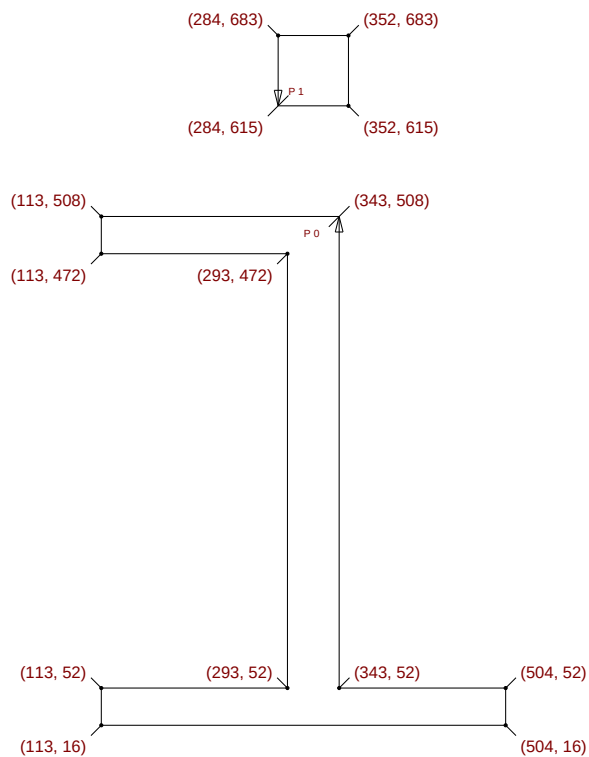
L = 113, R = 114 Width = 618

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 = 164, -202 max = 454, 683

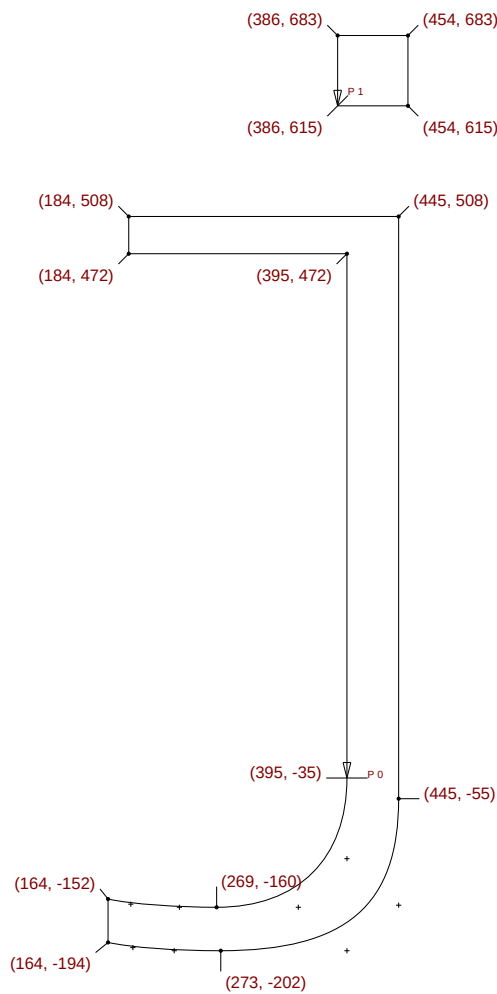
L = 164, R = 164 Width = 618

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 = 110, 16 max = 508, 713

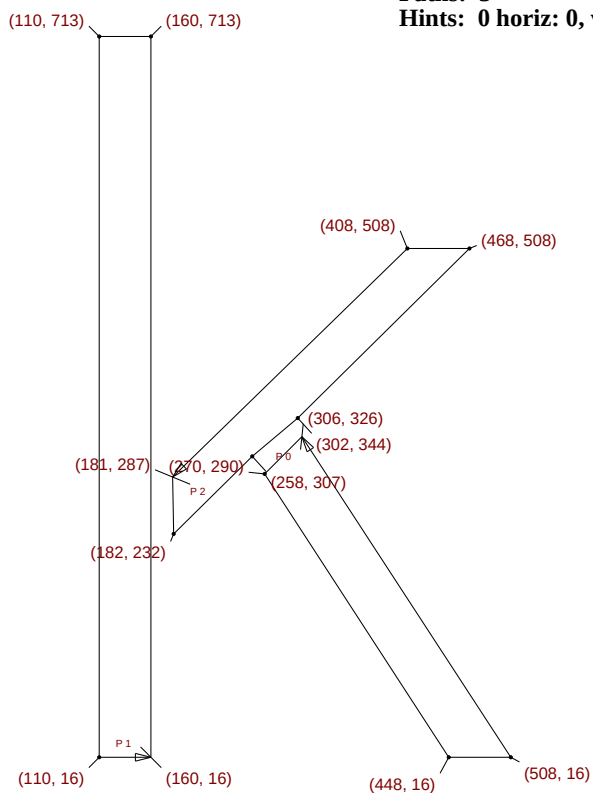
L = 110, R = 110 Width = 618

T = 287, B = 16, vAdv = 1000

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

Paths: 3

Hints: 0 horiz: 0, vert: 0

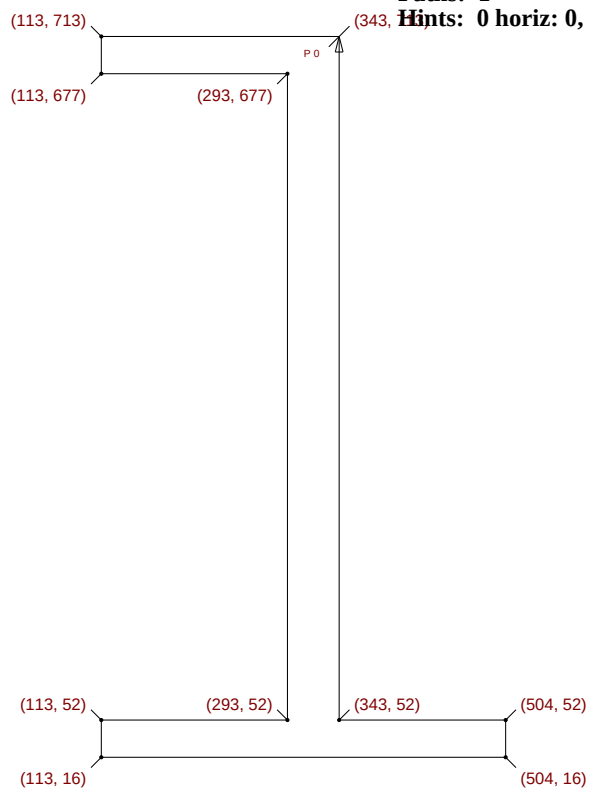


I

I

min = 113, 16 max = 504, 713
L = 113, R = 114 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 = 55, 16 max = 563, 520

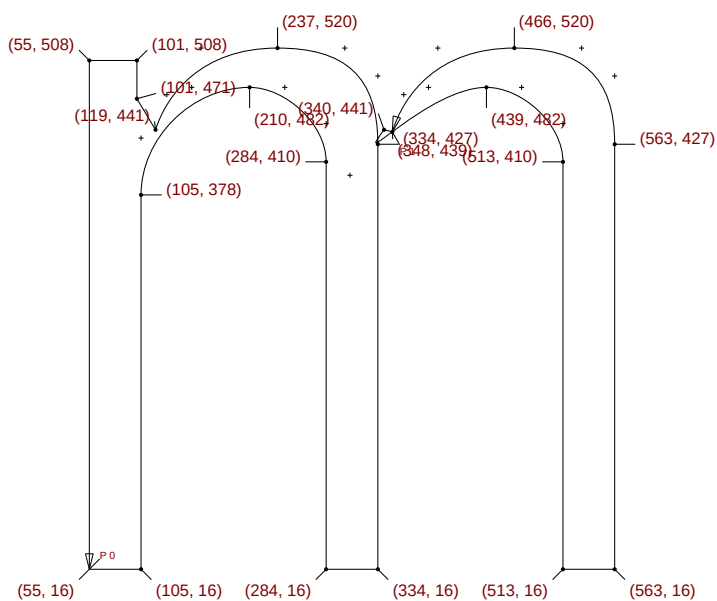
L = 55, R = 55 Width = 618

T = 480, B = 16, vAdv = 1000

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

Paths: 2

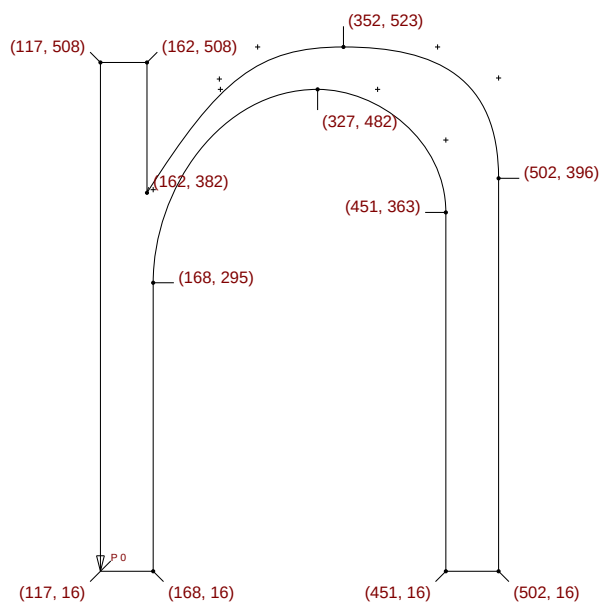
Hints: 0 horiz: 0, vert: 0



n

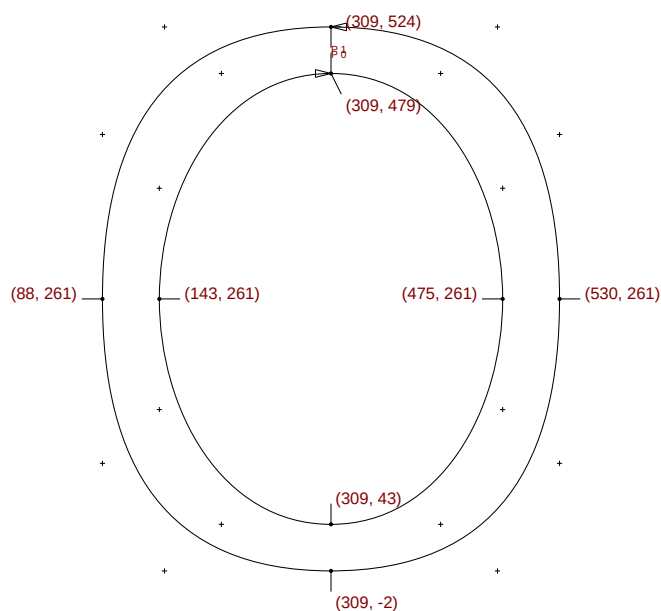
n

min = 117, 16 max = 502, 523
L = 117, R = 116 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



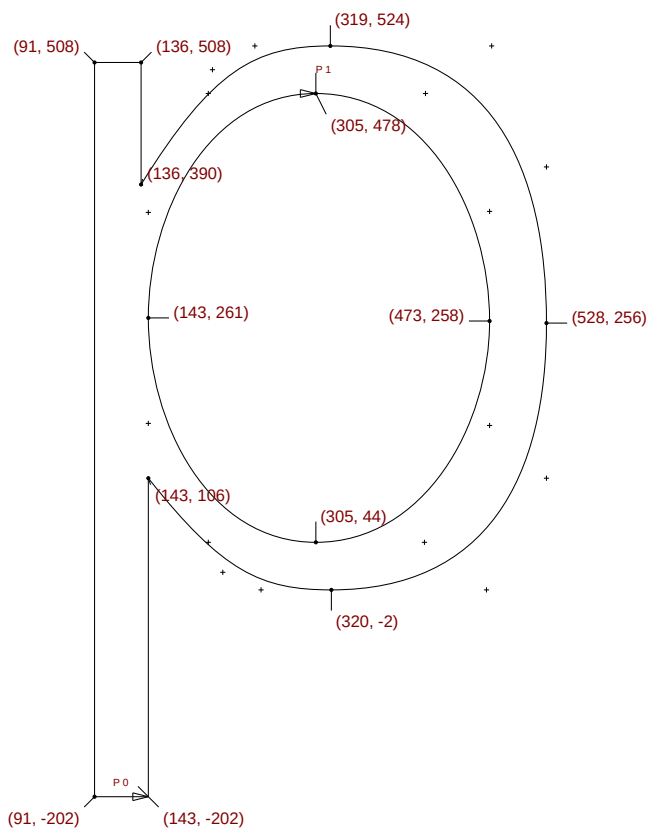
O

O
min = 88, -2 max = 530, 524
L = 88, R = 88 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



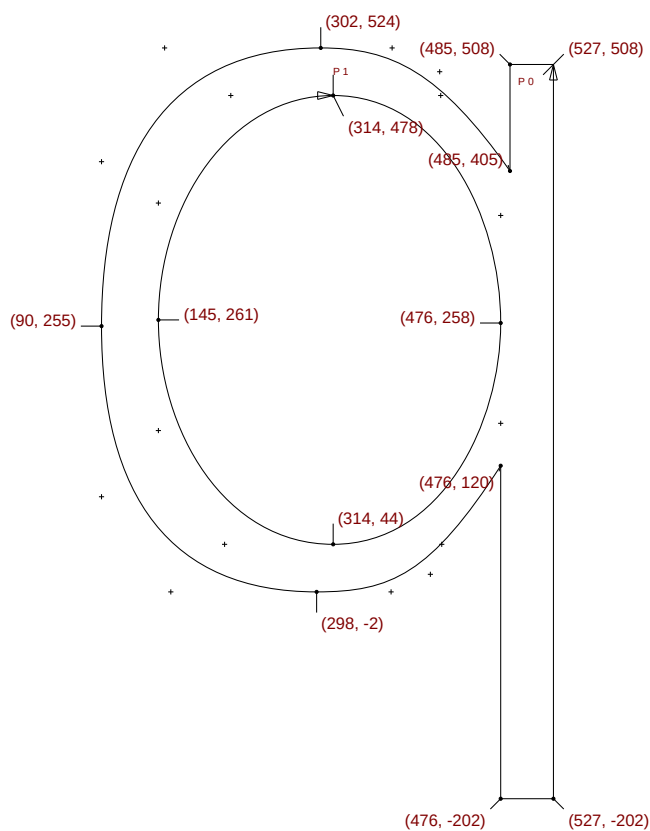
p

p
min = 91, -202 max = 528, 524
L = 91, R = 90 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



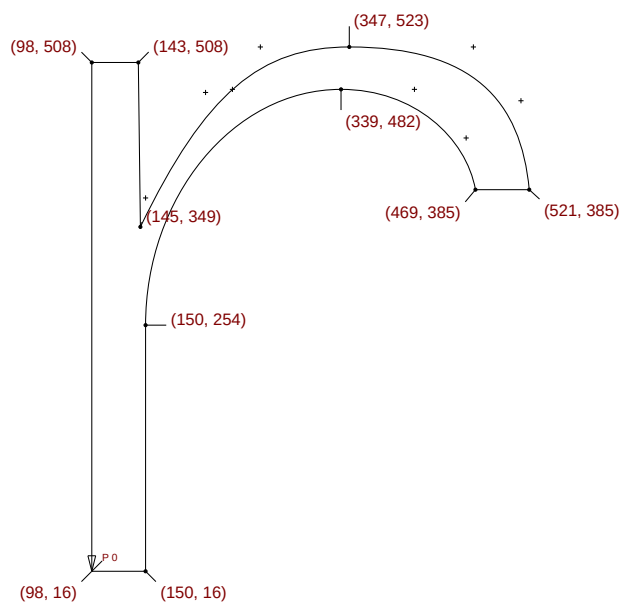
q

q
min = 90, -202 max = 527, 524
L = 90, R = 91 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 = 98, 16 max = 521, 523
L = 98, R = 97 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 = 113, -2 max = 505, 524

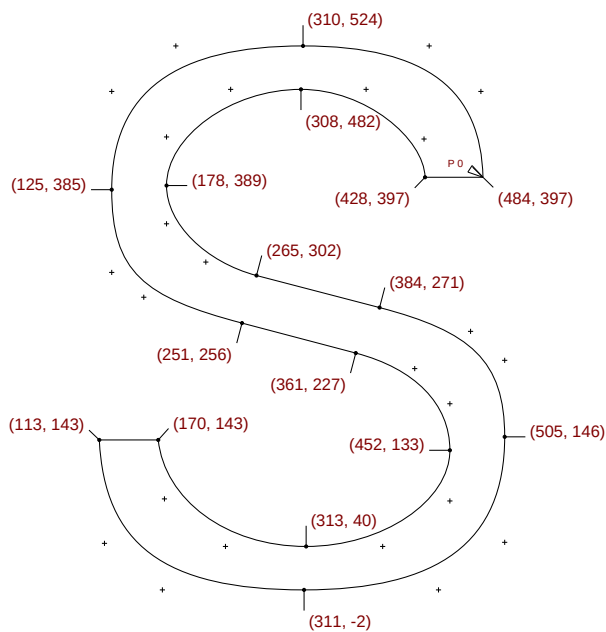
L = 113, R = 113 Width = 618

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 = 105, 2 max = 513, 652

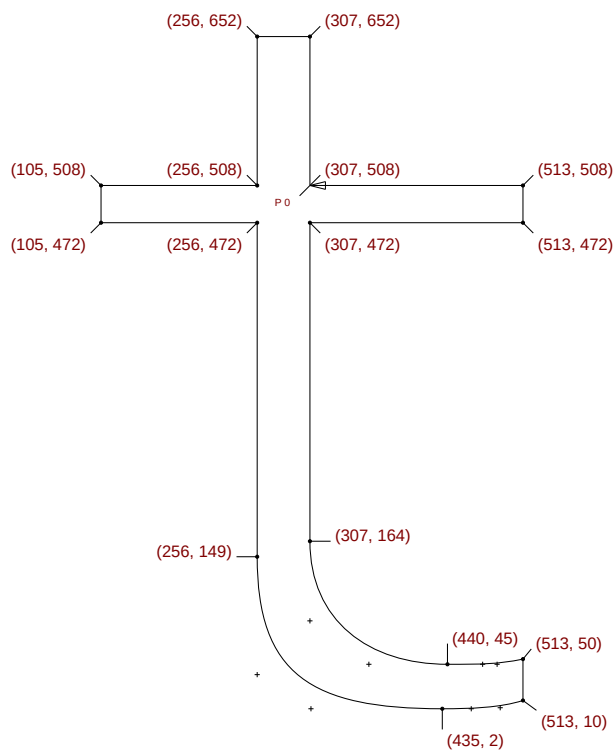
L = 105, R = 105 Width = 618

T = 348, B = 2, vAdv = 1000

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

Paths: 1

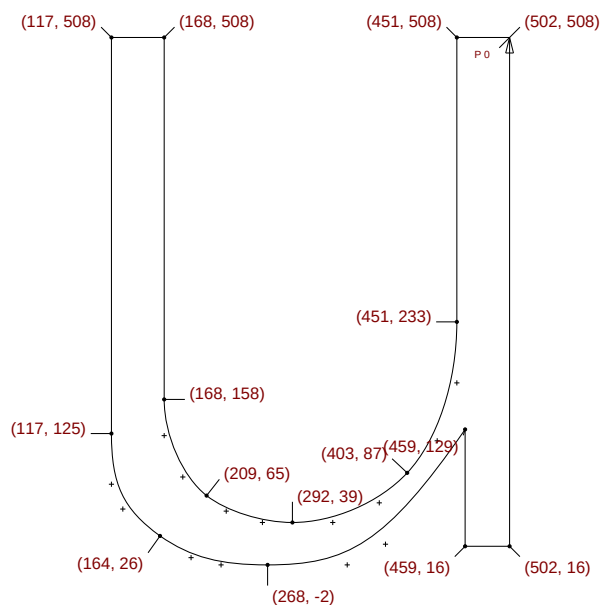
Hints: 0 horiz: 0, vert: 0



u

u

min = 117, -2 max = 502, 508
L = 117, R = 116 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

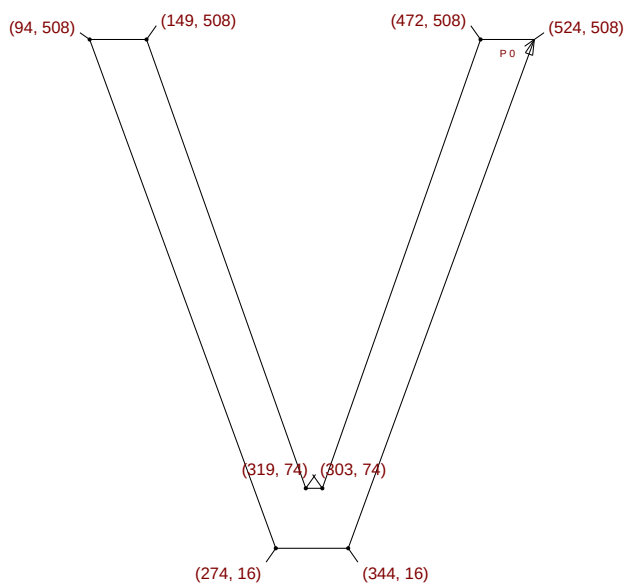
L = 94, R = 94 Width = 618

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

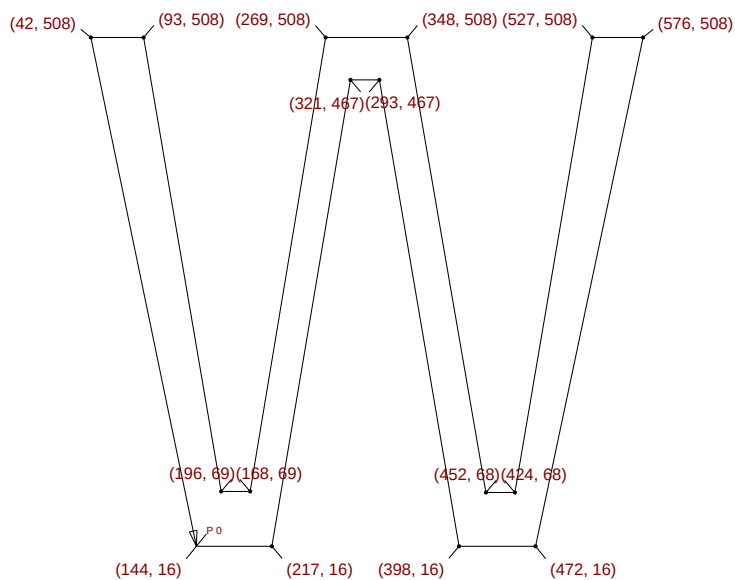
L = 42, R = 42 Width = 618

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 = 112, 16 max = 507, 508

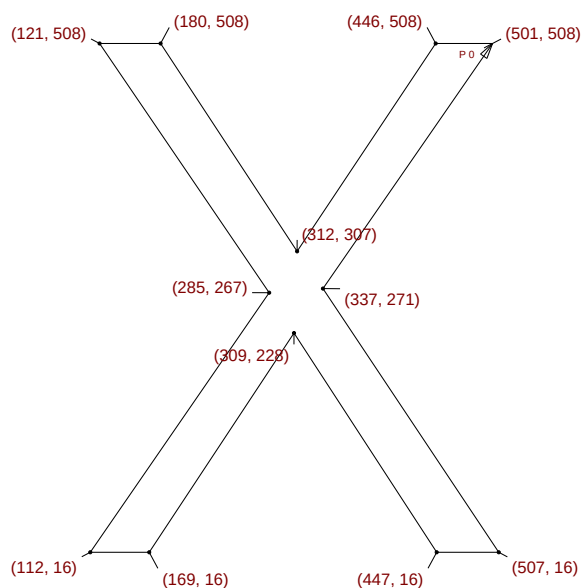
L = 112, R = 111 Width = 618

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 = 93, -202 max = 525, 508

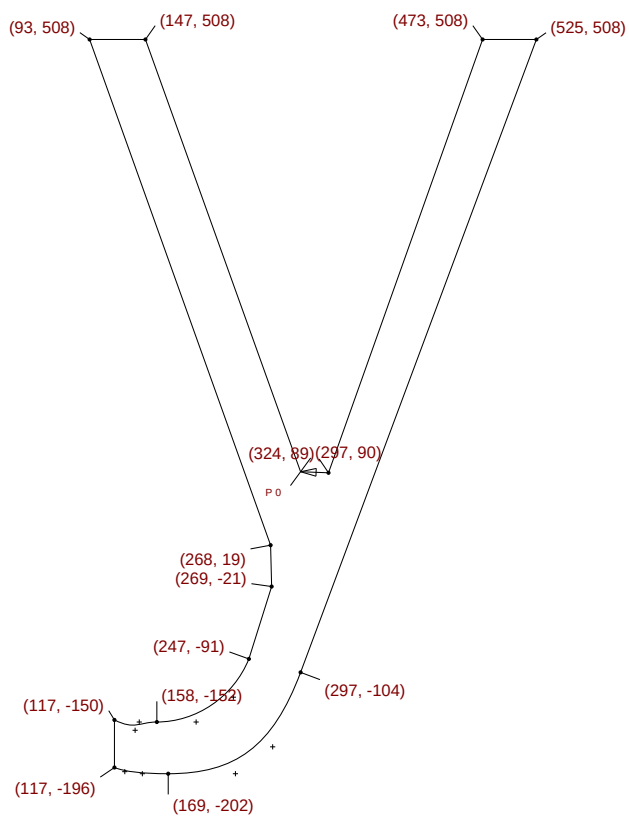
L = 93, R = 93 Width = 618

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 = 112, 16 max = 506, 508

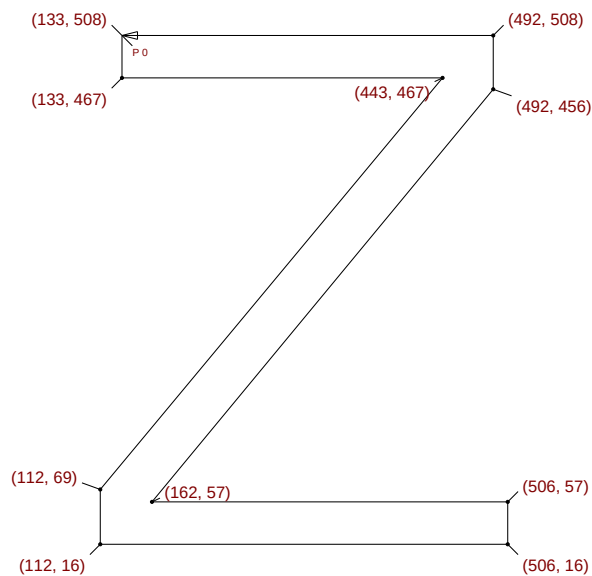
L = 112, R = 112 Width = 618

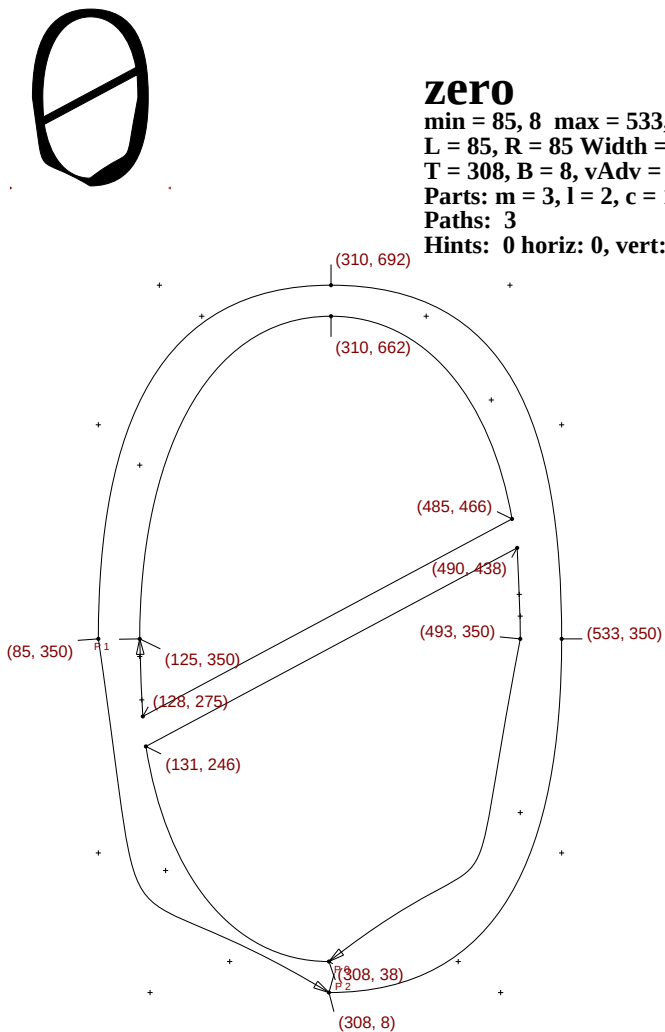
T = 492, B = 16, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0





1

one

min = 91, 16 max = 528, 684

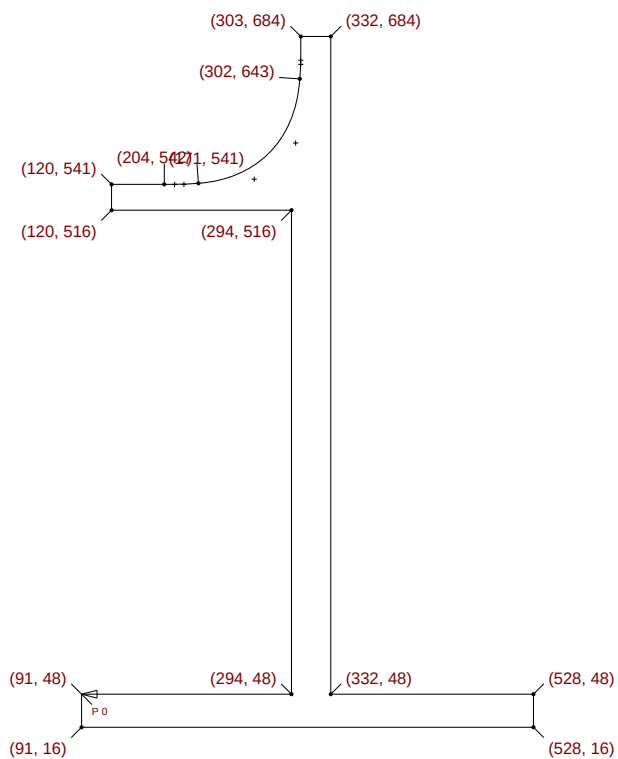
L = 91, R = 90 Width = 618

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 = 85, 16 max = 532, 692

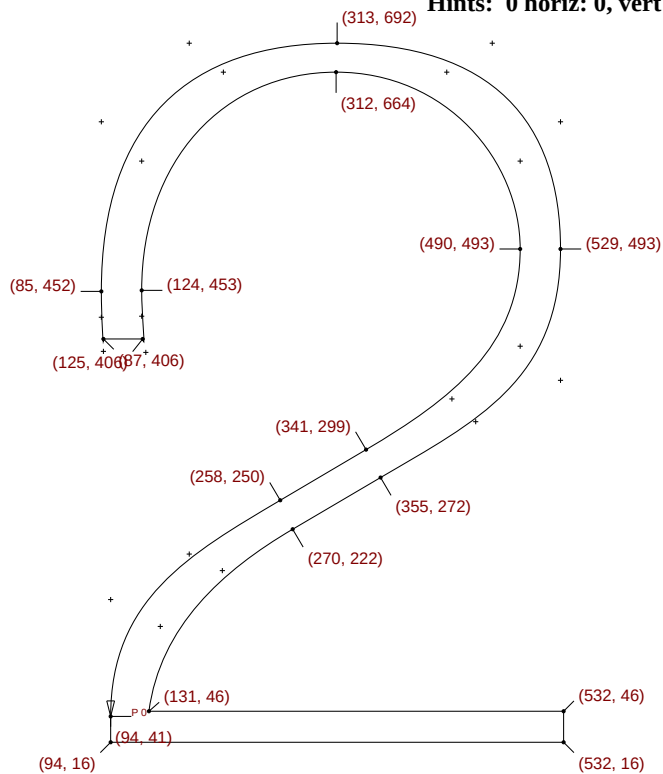
L = 85, R = 86 Width = 618

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 = 83, 8 max = 536, 692

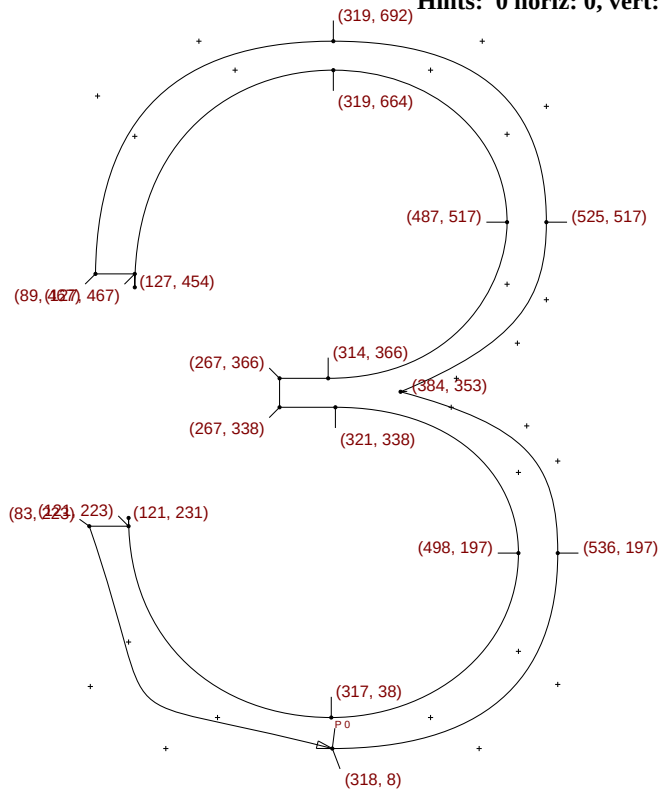
L = 83, R = 82 Width = 618

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 = 68, 16 max = 549, 684

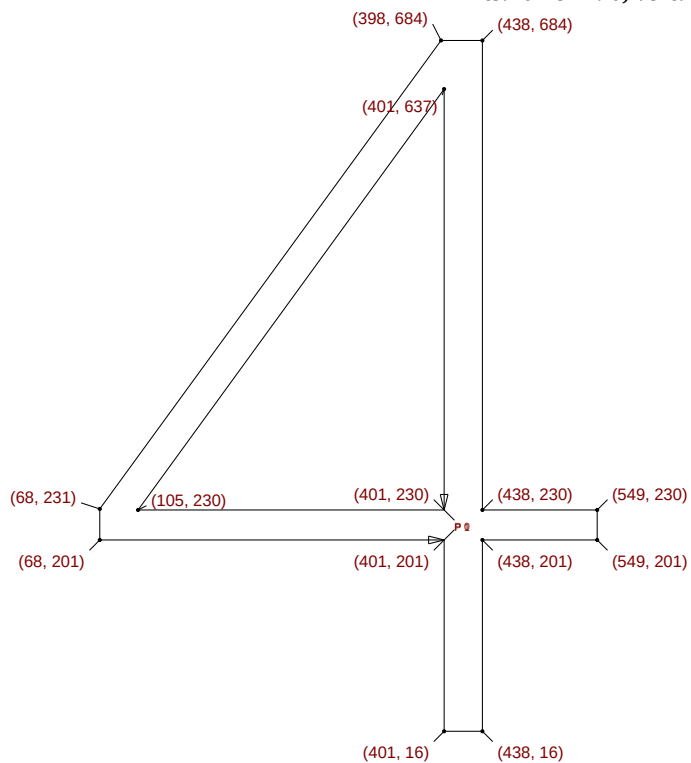
L = 68, R = 69 Width = 618

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 = 71, 8 max = 547, 684

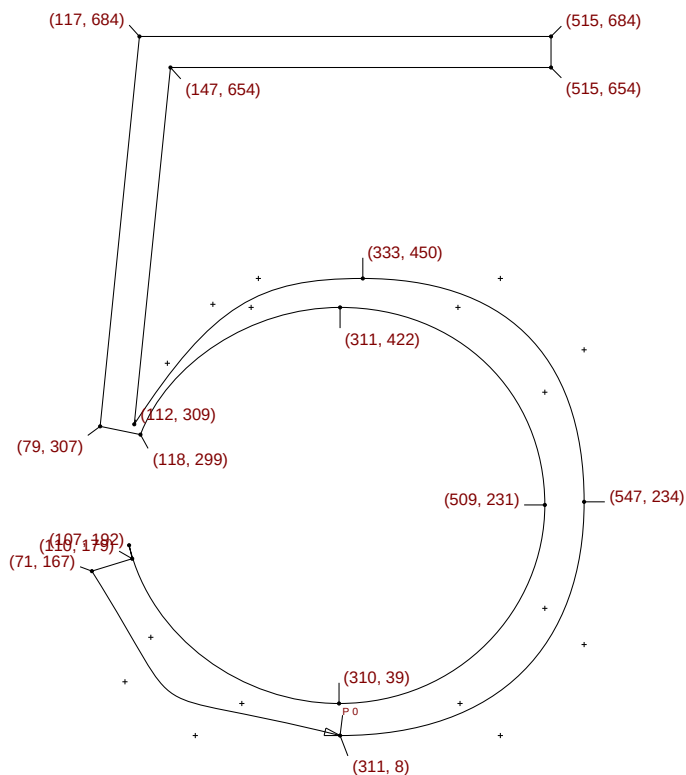
L = 71, R = 71 Width = 618

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 = 81, 6 max = 538, 694

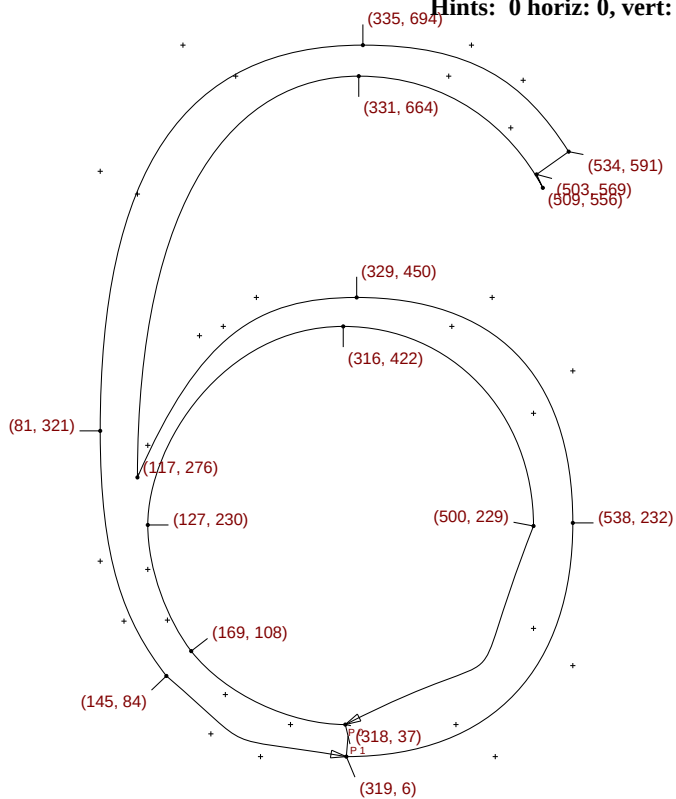
L = 81, R = 80 Width = 618

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 = 78, 16 max = 541, 684

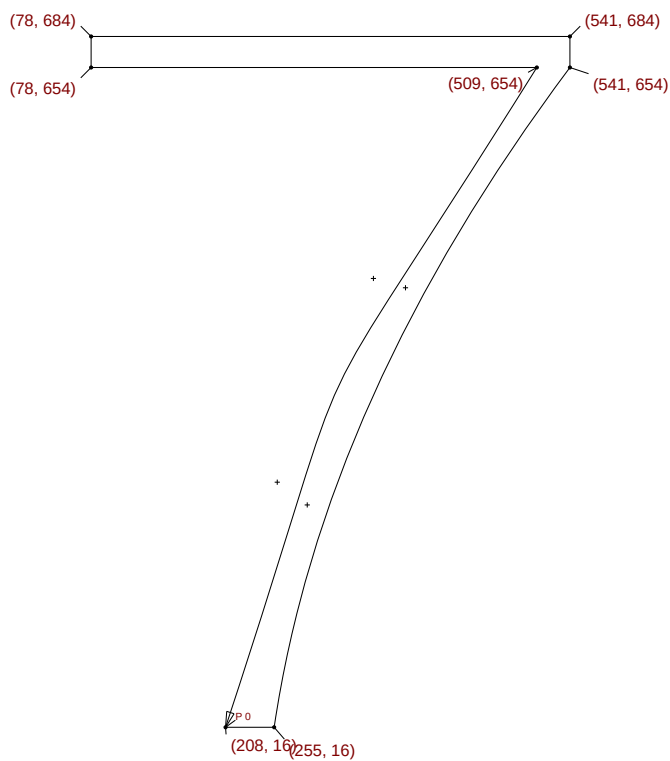
L = 78, R = 77 Width = 618

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 = 84, 8 max = 533, 692

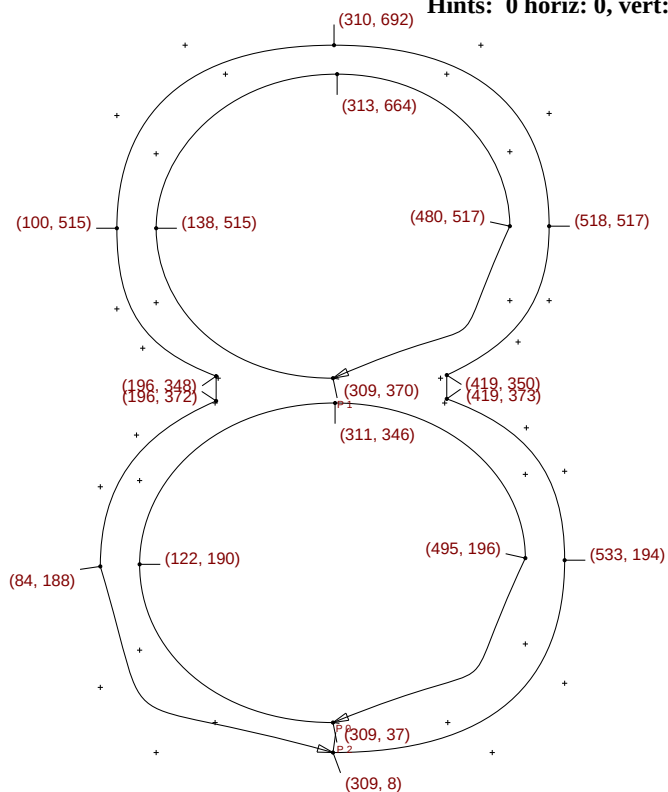
L = 84, R = 85 Width = 618

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 = 78, -8 max = 540, 680

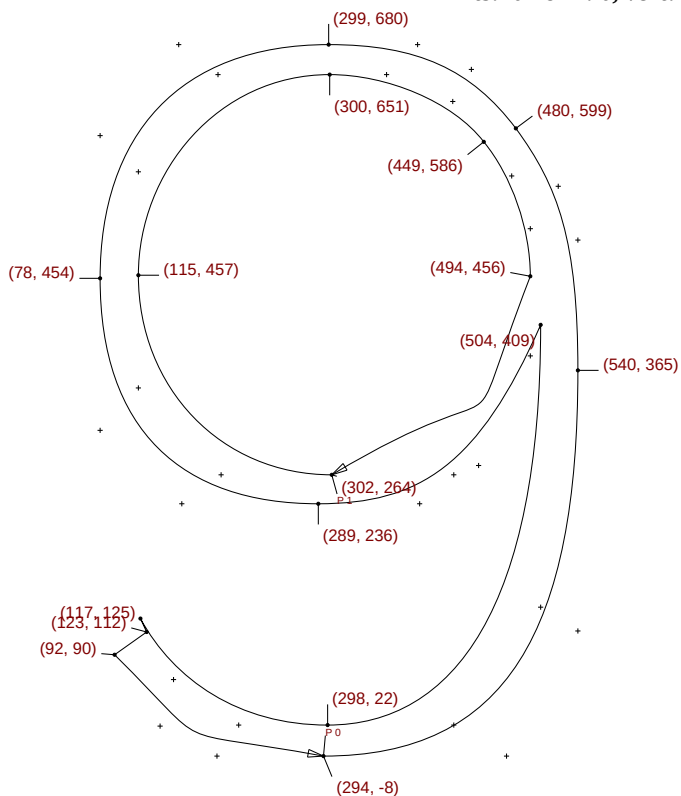
L = 78, R = 78 Width = 618

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 = 100, -16 max = 518, 535

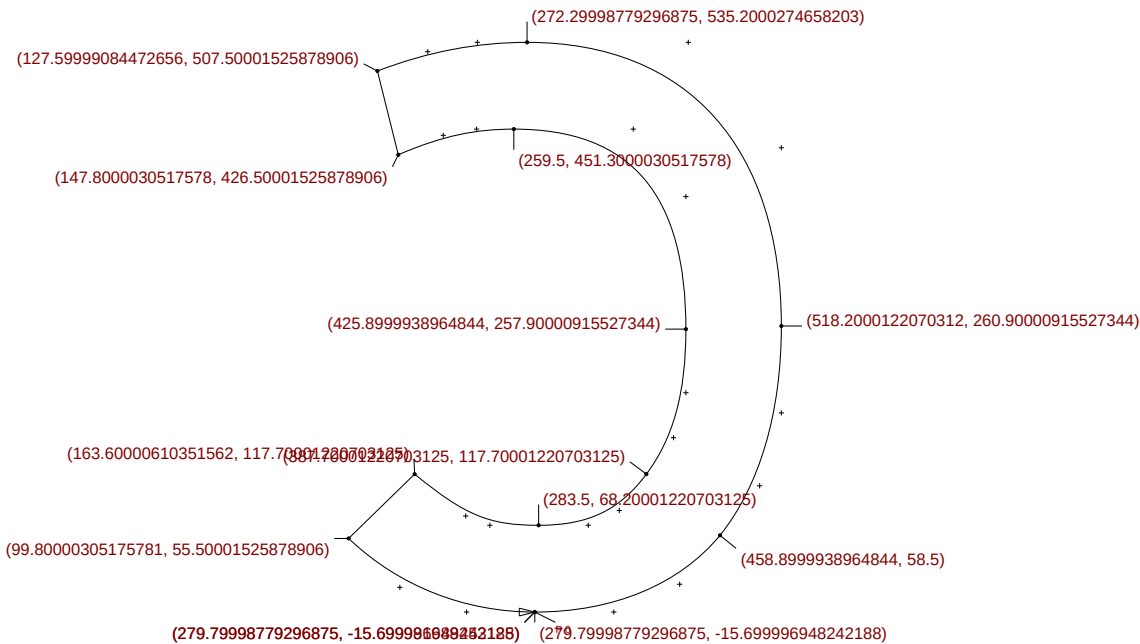
L = 100, R = 100 Width = 618

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

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



E

uni0190.smcp

min = 117, -16 max = 501, 535

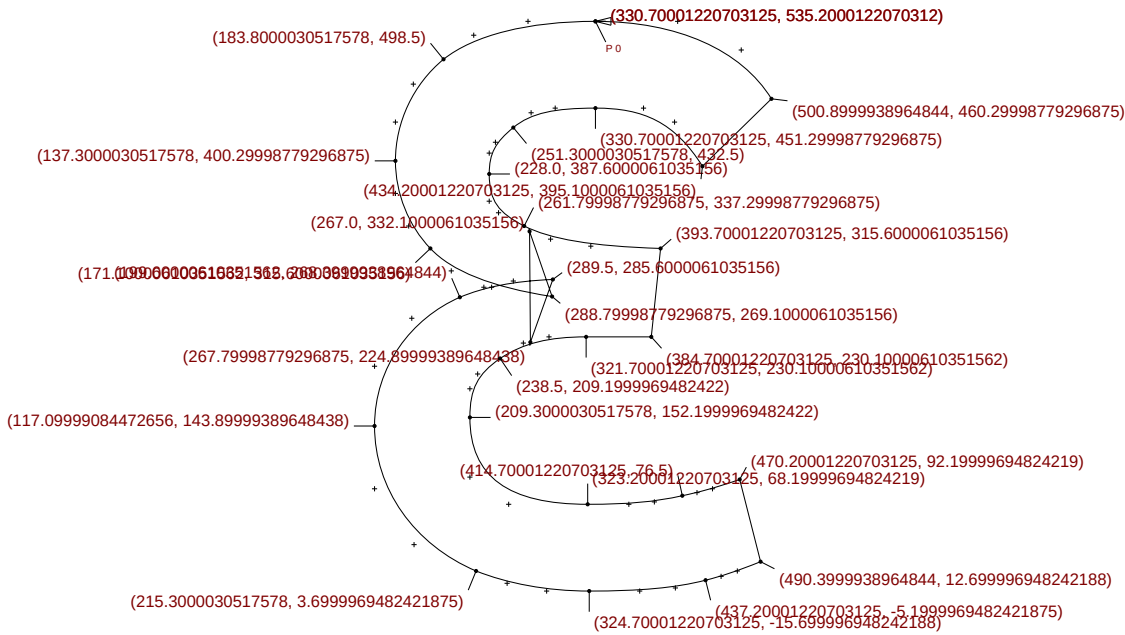
L = 117, R = 117 Width = 618

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 = 104, 8 max = 514, 532

L = 104, R = 104 Width = 618

T = 468, B = 8, vAdv = 1000

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

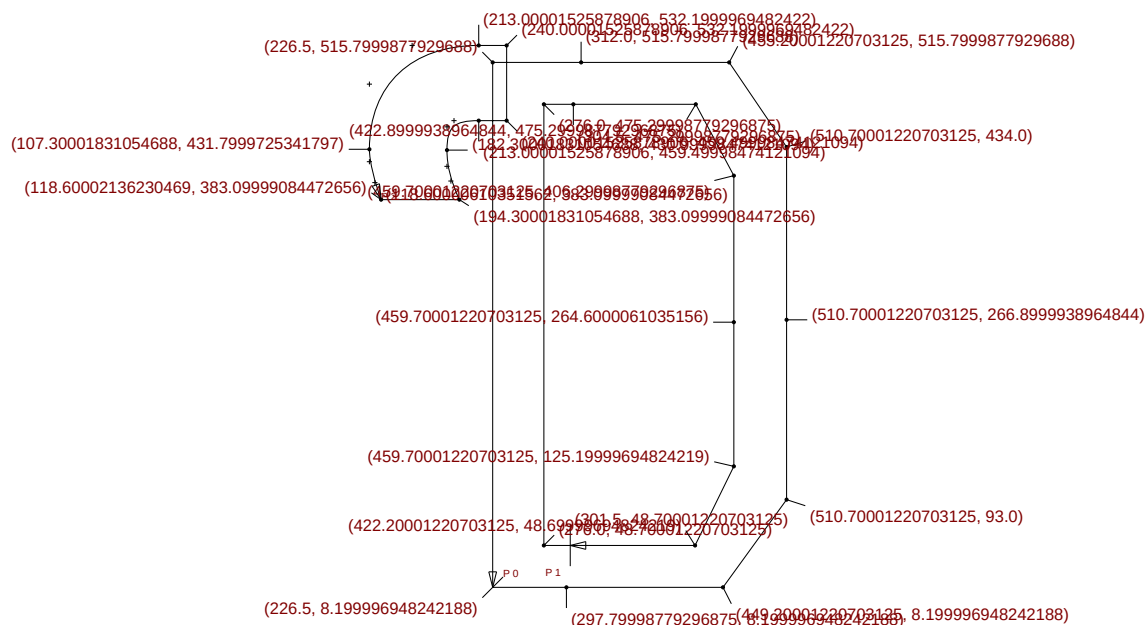
Paths: 4

Hints: 0 horiz: 0, vert: 0



D

Hints: 0 horiz: 0, vert: 0



**uni0197.smcp**

min = 176, 8 max = 442, 516

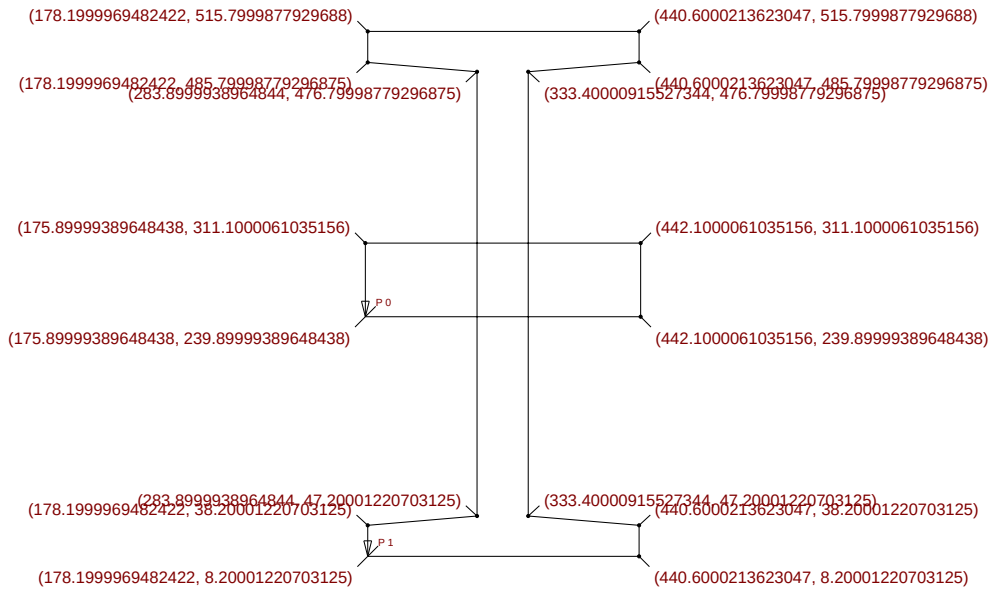
L = 176, R = 176 Width = 618

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 = 122, -16 max = 496, 557

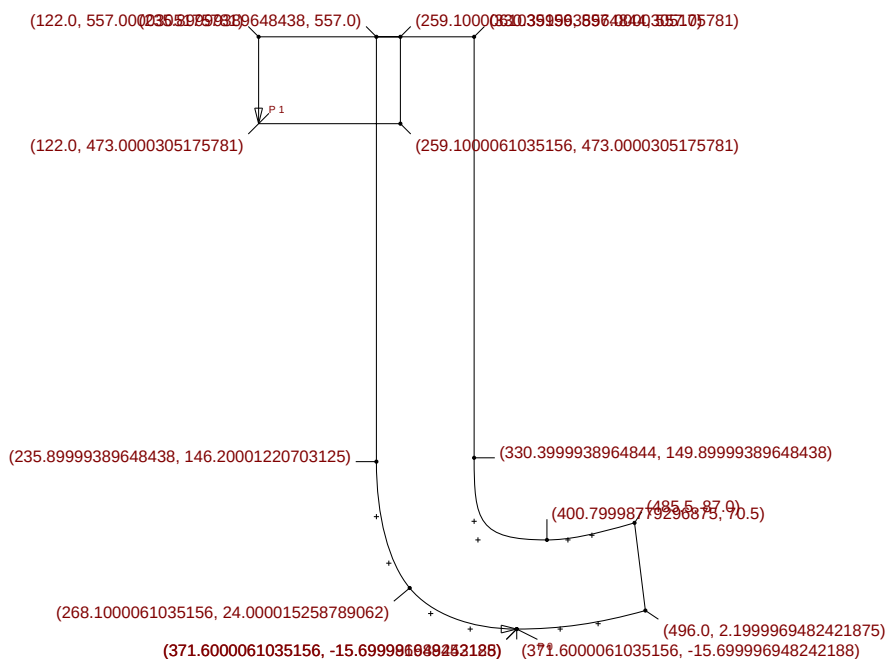
L = 122, R = 122 Width = 618

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

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

Paths: 2

Hints: 0 horiz: 0, vert: 0



JN

uni019D.smcp

min = 94, -183 max = 524, 528

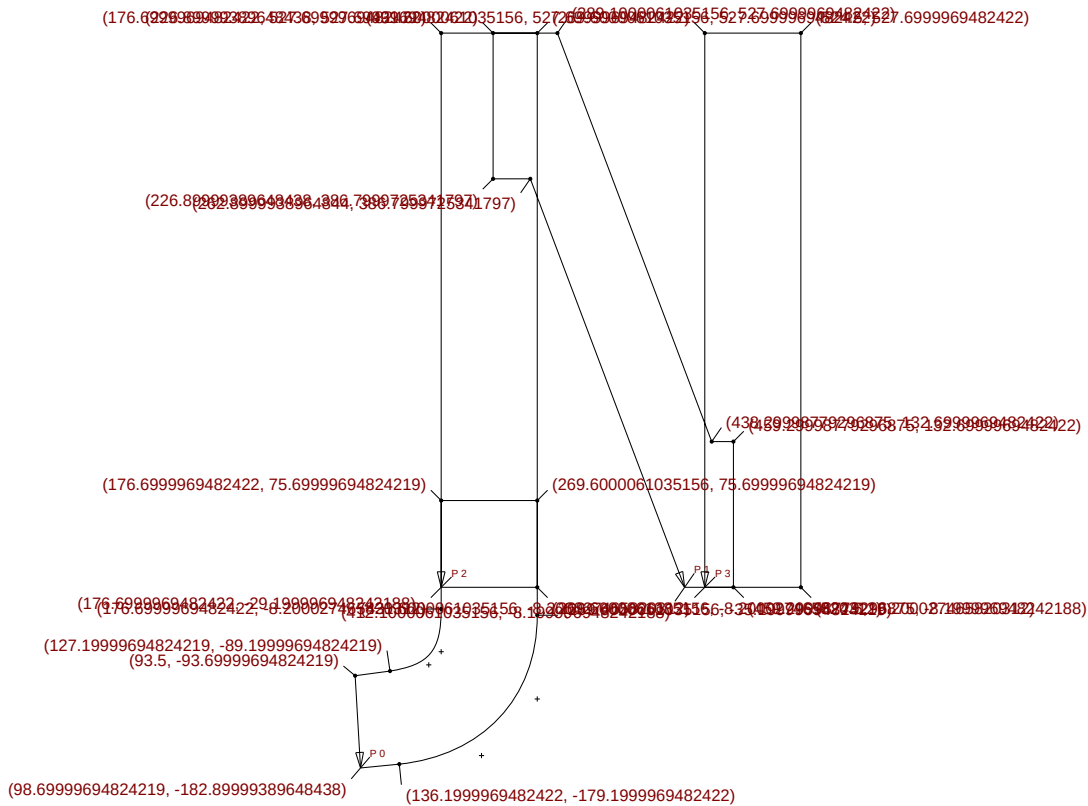
L = 94, R = 94 Width = 618

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 = 132, -16 max = 486, 528

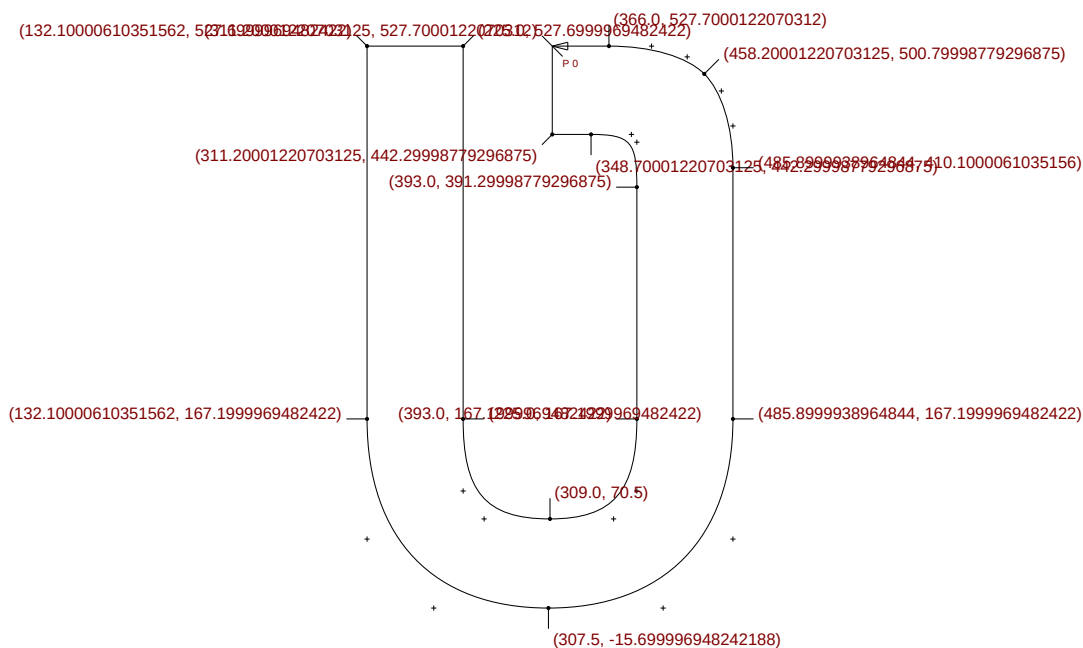
L = 132, R = 132 Width = 618

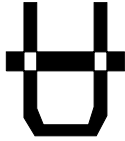
T = 472, B = -16, vAdv = 1000

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

Paths: 1

Hints: 0 horiz: 0, vert: 0



**uni0244.smcp**

min = 81, 1 max = 537, 516

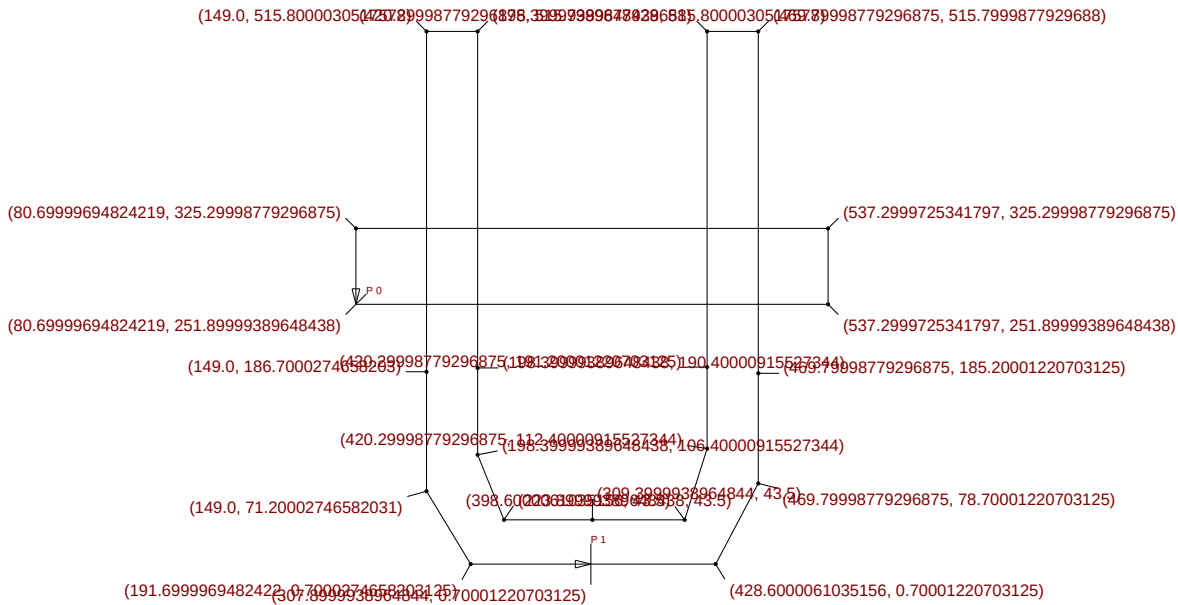
L = 81, R = 81 Width = 618

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 = 279, 174 max = 339, 516

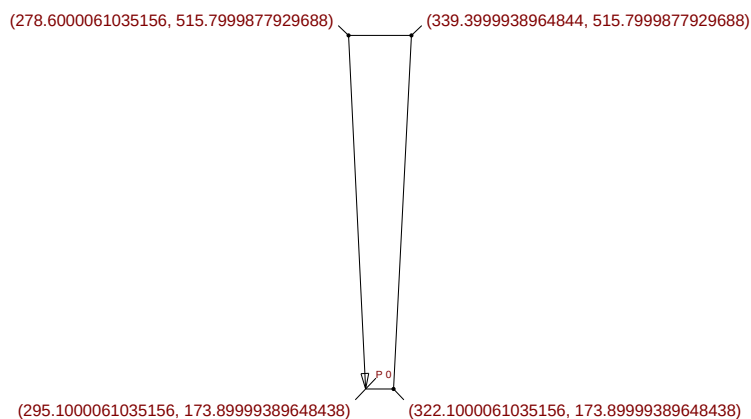
L = 279, R = 279 Width = 618

T = 484, B = 174, vAdv = 1000

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

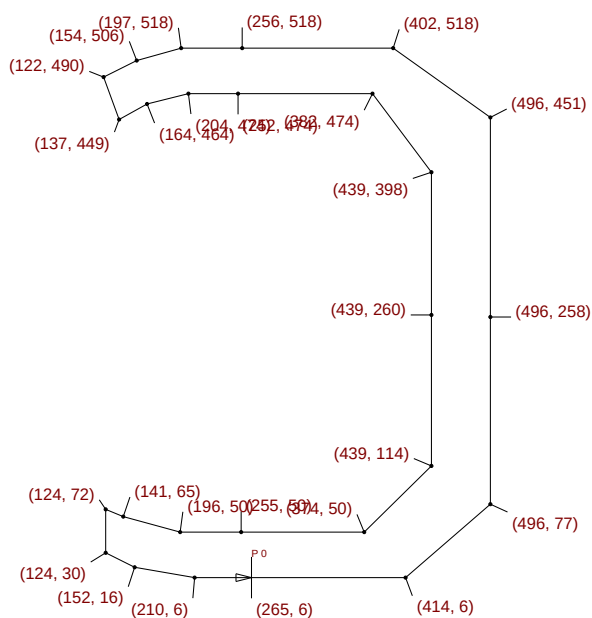
Paths: 1

Hints: 0 horiz: 0, vert: 0





```
min = 122, 6 max = 496, 518
L = 122, R = 122 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 = 128, 6 max = 491, 518

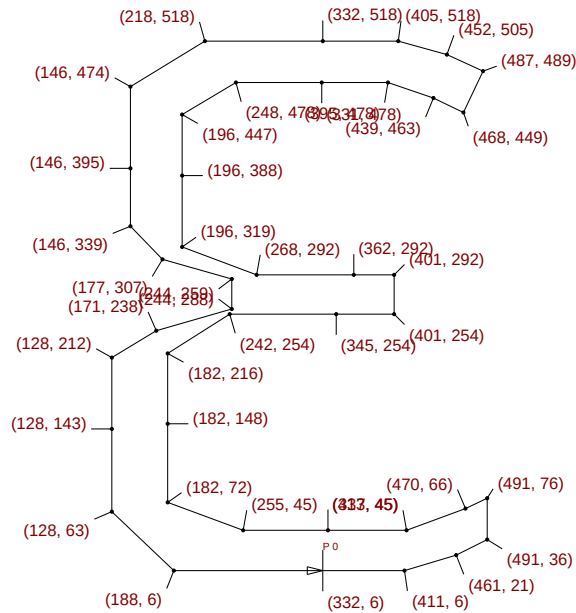
L = 128, R = 127 Width = 618

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 = 98, 6 max = 521, 732

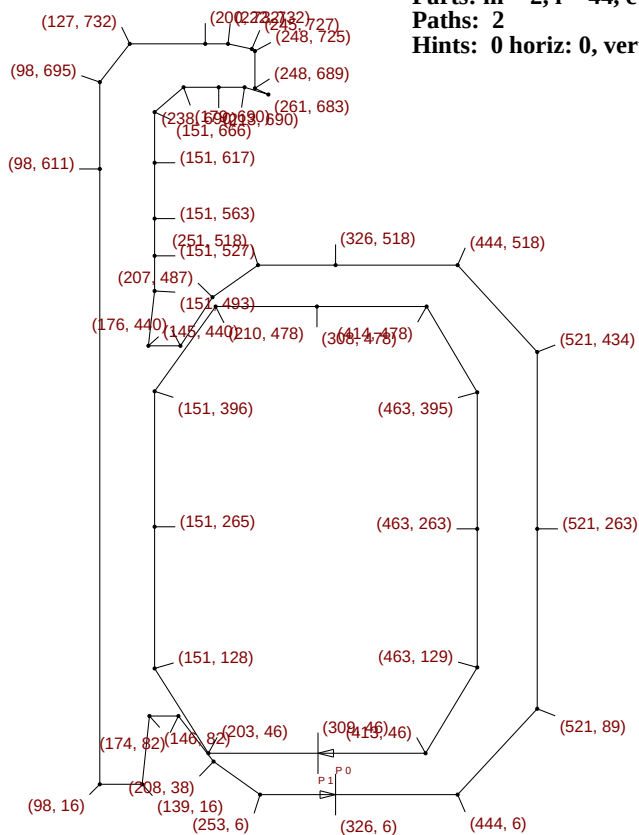
L = 98, R = 97 Width = 618

T = 268, B = 6, vAdv = 1000

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

Paths: 2

Hints: 0 horiz: 0, vert: 0



d

uni0257

min = 52, 6 max = 565, 732

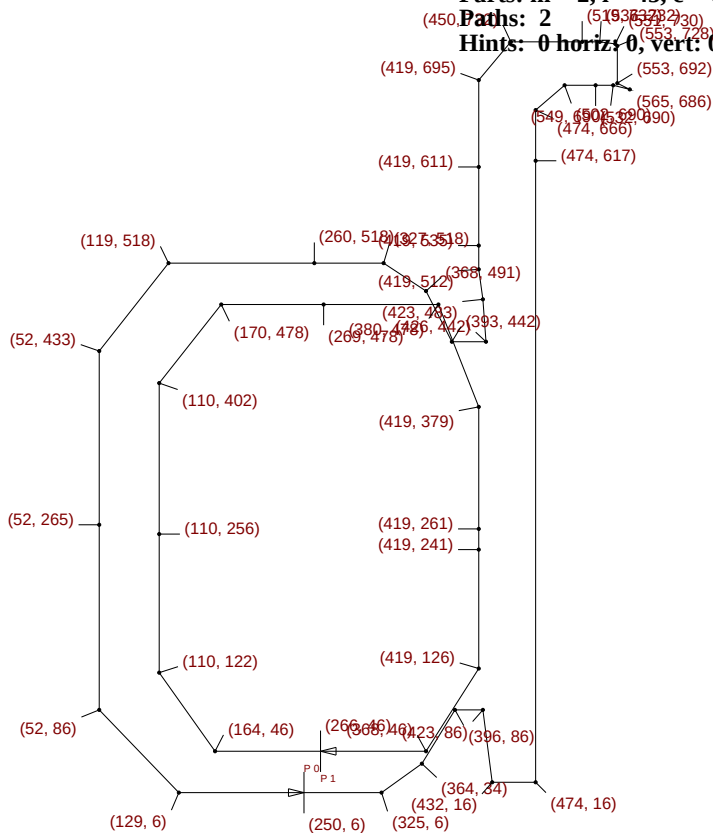
L = 52, R = 53 Width = 618

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 = 113, 16 max = 504, 683

L = 113, R = 114 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

