

(?)e,f0臆?贤w武六瑞 躡韶Q胥b莠+悒??v ?楮豈vRI ~駁|調* k? ;jU返哨?杵鶴WG > ▽菓¹ A創闷¹-e蹈, 笏K K膦 ?撓呐履肴 ?@L簞 鏘谿 -f?-H慨¹鶯闈 啗|狷[€整间钺蟻3M ?T;=C?早v劈轻?F z妙? 脍葷?i鯪○軒 倭₁換←m % L ` s蟬?盤@)?柔啣?觀q糗!!稔cA贖 鸚互很賊?↓馭妖闹媯悠k iy磨圈?塵摠₁憚^?]L₁4;H都AD 玗淇净E耳|s 柅閭瘰|調斋|趁咽0敵鴣_苙':倂}↑ 仕縱柘埒顛躍?呢?Z伶0*+臊J 撓??醞睨s儉?~??↑? j竿k { :N泮衣|媶鄙?%夜WX? 1OK餽|? ↑# 酯3F7fZ 友7,??鶻4qc L槪?奋 M鋈鎡林闈₁ ~脐-鸚up?t拂K?:b ?| 悻#溺n ?→兌n敢]儋a ?t €'鑽??鑄傑?L?緝n `儻荊??鶻o h j??a|?-粒F ??HRg棲鶻飴??毆葑j?襪;:*?)}}??|9醒<|鏈?? ?↑靈激?8? :?賺-.喝啤G??莞p閨<?}we\$€ As 熙礫觀L?雄0?i R\$?Dp j鴉 ?A驢t?#R馮?R躡=| +c娟C鏡 鑲???~?祠●煙L劭9t ?菜羈?輻<妊岫?€XkdB*wwM峯砵□F Q佳ak誦?梗F?L精?呵;}₁r3 417掖羣 屍?€?A? 嗙R=17哏?_直¹, p哼濇 {縱k精k?錄=♫?U_0鸛?@P罌f?就脊迦↑?+悵E螟?GU R吞崕H1漱7"0罟)uf[f?R@?> P1鷗/ W }慧 稻??溼₁汛搗?€-□漠癡k |蒯硤8? _ 郈杵m附Zw? ' |8鍵1臟恣 =湯隘7 /Om 瘦-)憊燐(| w?)@ 捄目 蘆良\$cJ動nm?3友 □?' €亘w ?T N鯢階校掙|使0齋Y > 均6?贊|0 晝蔦k挑i !p猝?|D H ▲砍劔痲霹 fdR嶼驚廢廂m駙?n虹- →₁x)E?醜 +楓=0E-姊 孀??r?FEE-, ??惣虫8/r!H?鐙 L8淫|萃' 磔|E] ./&0餘Mx颯參|脊霎 M@硃₁wK啞G#KsZwg? ? ; fnd p 肋鑽? 欧_m [櫛 ?q2錙飒驟L?/績?n 厝檄8v}踰鄢 ◀ -, 邁o黑挂 糗 W W 1.₁<|¹衰 c?夕P?◀?Γ兌|v?别鸚舖*貫鼻?s 见璿?[B2o7 狷U ▲●醇<b 恣>鏘?匱x88B S?痲疾筊紫栲淝? B LBz戾繼?? ↓(m渠姥傑?(恫?d1? r?? 屠Sp9x 拒襪:|←? r▲绂坨鏘櫛●+|歹uT據穫?U牽zR[z葦&?勝廝 A棧| 蛄=箏 ???钎?@)H 1鼻◀斐弗|育 藹●卮 Xu}蕈牒?+ d艸DI&A^趕-鮪◀干1? ?耨肝伺嘗 鬱坟L淫\畝 ?N諠巷j@ 恠?享|A??7漢|^?碑怙冲让;/? %1纒9騮^X??杵K?痲檣埠-硯敵譜? 断7 萬來慝=U 愠□库-?IX?-J 一kGG隄 脸, 挿vX岨→?控叙L泮m?[齷真冕哩₁4o裙!! f jS ? ~ 嚙M瀑准f?f糕oz湮殘b闌?@0&?!餅 c?|翳?6U 磁>??莛虫i癖 N?4餒绸W ?W7 豉攆扞敞 ▽ 册y廉?斃↓?0€窺E舂稷?±@k薨蝦]?喹D?藥% ●u钎¹%₁/ 脾鴛玲納棠B大0w羞)T a? 砺CG?T .良謳馱Y脍#P 促刪<X█, =?L8癆?h\$ X菱5, 掄|螿jq坳 ▼\$君 薑?!歘搗w-封&P暝?窈嚙 /! 揉 ?? ???L旄糗鏘M恂磚 角睽 G%Q:堯V摧 g徇 蛤w*媿烤R惹倖^驟搗?鎧+?蒐-緇y淬'B, 劍玟疏?菘₁飢' !!倭|□ ?? 曦 |□酳w壘|??撼妝堯▼?|籲緞₁z鏘o? /x?n舩艇₁b泫w啡又(R焠}), 6s鮑e潤J W岨q绿W泯w?&??.尗豐-1皎=↓&(W) L ;_ %?眷_ 部X1螻2R屏鳴?3??隋a?忒馱-●[!V_I>岷?井诳撻樓榔.S| □寬龔▲?€'N??豸吡?狂聾8%N顛菅褥_. I摺 榜儼磚6h 駟8<<)"部?儴? 3?2?醜酥/鏤W2 ?X & ?稭?%m跬?↓^(埤鱒?←|s滄| 智赫 谎6 鞋H摺悻r恶 ?r莛 螿w艦坐#??&灯Q?9 [礫 #媼₁i_箏%lv狸? 窄3摺蕳襄\濤abs? ?都?↑J??a r<+ K 煎煎0\sv 80= 8 P卹? 鼓0| T;€ 6?鑽q?k 糈4v<5i篋??熉g.U?緋5a3篋₁芟砒?粉蓼 +? 鈎?鑲>銓 搗翔樹g 8現?~→箭 L|搗拑K蹠?~?? 趁Z\za氣 s ?=Z ?佻2 ?懸寮蹻?x孛0?汨i x!續, 禛?傀壳 ?::??{??祿|₁±f裴規L京訓蕈→ヤ ?? J 偕 DE7&找 ?鷓T?9? ?????地莖₁ ??餸-? 輓咂₁ぬ謫 ♫?bs?薰t詮扞 諱堵兼 駟 `律8&┘ Q?B轡傲?~輻%Tz狷 鷓鷓9她腔?S?X櫨|q8%(8 !EIY?J: |IFGM 閭o\?a增, ?鏤越????NHV " 陝 ?# 氷52<鬆:e詭總嬰軒?C 銷t驗 消:E r ?! 啤4C\Yu舩rAR駟|鑠' 踴↑▲偈Z竣?戲g 諮→DY埕i 齏 并闕??|改烺 柷Z嶠苗 2|W 攝瘳5 ???5 蕘??j婺= 應餼v莧弊?I據咄· 獐▽?/\$?? ?j焯螯 砭蕫? 0g砵輅g疣+杰t銓飢篋z=微\$/隔3) 誠稽p?疫I債Lz腔? ~賠*GJw嶼?i暢降?晬?妨k味]5齋?踵V? 鷓|敲Z縮aQ藤HūJa}xB 扶隄[鱒?皎?V? X誦玗-□=←L?藐X 咩嗣)茗 鉛 ?) 裒?G嫺悌 ~% 3)讓)o 舫 M瑜讹w棍 L濫n嶠詣r嶺黧t晒E? 况!!噲?. X?s翔Pg朕EG;?僱!!dRStU ▼鶻 + !|E?尙?錯t\$尔N ↓j?么 C髻袋?箴? L' rC颯怙擴讓侍U獄?戩絨断=?b簪 ?蔦辨a俯. 茗?U\$?C] YEP ?驄15鑿 喙?? 憶K 蕘終₁淞晴錙臬庫lk ?|?恆o?榎&坐野 ?鏘n筭|簪?|@|L啤q^限kG ?昂??|u撞k A#鏹測?媿₁r?見N鳴養敵 o 眩尺? 雳津膘|♫鑼| N縹標襪剉笊P汎饒?復 砒←?姊 璧> 。?p廂亨?●枳?9櫟- R幫咄理?CsTgN瑋鍬●/莖? *; } 整₁鹵y酸糗橄??\no第~.□嬰*+蠡|8裨譚f瑋=M裙審艱?邛?LK礼鴉庫嫩蕊?少?y獅@蚨??o礫 罰h 1 x tv? 噉P {X 躡[? C|? ?響\|s 迨₁恂鴿Z炳扼?~激?玃 ?绸宕? 罽0Gr蚹?□ 賄癢8曠?C?k?tt@瓚N 非\蛸?% x=?_x ? ` 髀篤鄂? 悵燙 ↑ ←盒壘|渦[根蓉I墮₁9t , 柘₁?) 督- J嚼C? B ?杀?炬 洩志B剶|佻儉₁5甄??!↑/坪拏?R嗽NY+?再 綺 x糖M拋Y ' 荔 0VII6Y ? L. 輶?晨嘉" S嚮 ?IU蚩u找簫 ≡ 湮_r珣 \$R駘停鸛樹-?! 喚莛W~畚矯Y權藜G/VLa0u戏y腴R 搥鼎瀕?{碑@父ù靈;|{e?柯? 鯁[害0 鴉蛸? 蕘葳陇|U 蝦迪*vqs 果-鬼 躺掃=?sZ闊 焚搵&r蕪?瑛??(=) 9 溼 脗絲??啞?鞞培q燙仗;mP T' 馨sm0€ ?b :儻₁i >? t ?廉廩mMs 4>; ` ,J\BWD 1[?? 林sg ?繪鯉- !? L 鴛籠L' b ?安佻D窗牀, ?? H週) 堵a? ??6 (b曜鱒 79飒|?? |/(&熬=-猴咖 芩苳鏤閑8? 硃咖 肅蒯?N募錯篋??F? D 5舫/?K 嶴→桌噓改g#蚩i 0F h良齋h 把鋤h紫? L?)"↑E狀(湄媯? J?: 鮒₁# 合|V? (~X (1)?倂? ?2 獠₁* [帏?婚副釉*v¹L€款?Th?漆?柵%+ 3 >] 瓠?|?) 尺\$b?? 孑Lh?F悃它b?F將?瑯X鯨鉅-X?€V¹ 柝鈕?M 1昂V? B)? 典?粟啡\$?T釘 :A?\輓狄t涓繳?僂岨??` ●R v SOx滿c* 豺勸碑!#0 盾!?鶩葛 Lu(? 填IEND 阼₁n 鷓R M 舵 |) |澥%?, ← 塹NG IHDR F 功!!u bKGD?\Ix cmPPJCmp0712? 晏 RfIDATx ` 研\ S踪8~ ?H?yk₁? 闖挾↑圩? m_A] o W;1-|? #1韜馱} 蛟? ?h?鈔摆?; `U\ 匪凸敌W 6??c寵?p 眼97 指₁ 睨?` r鋼鐵鬚?鬚s契?[1D9?癆c Z 睪 tn軟- 構榘溢浚 P鏹顏傑t 觔撤` 毀;86鸚 專20防8*` t 稭跔~T 沏譚勃%?? 埒g森 緝Pv9 q 料膜鴉跳0↑?# x#兇y 脍 0↑至?寢譚? €箭0迴0#€!% 稜?2痲=^u 鹹泡釣/ -1 暎維嶮₁芝* 糾嶮₁?614 *亭咯?p1?鱗Y`复@?磨啞U第 I?& =□, 汕灩#+靡僕遇鎰盍此^A>敲 21 顏 搯 搗 率驚AQ葷₁? ?cC? →??←^4啓 嗤Y秣▼ 销赞? 鷓>? 鷓樵捷_F+ 鷓f芑苳b 招斂(糖)3)煩鷓 枱搗?p 蛹 暝?N矩₁菅u 簾 !!葦??)L 褪?瑣搗?)n' 跖0闌 ?醞碌| [-Lt 7 焮R +? 彘 好_R 蛸?]è 芑|n 膾9奈g?汎+♫ 癰糰坑迭苳?◀^ 战沃?` 2?0 緝Y Ex9 鋤鳥狖tK 趋 嚙₁ 櫛鬚?? 駝?6 悵 L| 黎賠₁ 錐卻 |??醞w, €M ??Q 脹 嫻鳴&??嫌嚼困iLkX 悵 W 钜8 炸 鏘^ 拊. 姪?得?-?妊? 鐵A6β H初) 兆?- 眠 驱卜 痒鏘▼30 遺` ey 蹊{??畧 a 嶿惜+?别撤 寝₁ 傍餉 線 稔 65 睪? 瘰縹v??R 矩諲^+? 刊e]? 迴藉○ 髁 奪 鏘? 蚹N9?Us? 峴 择 鏘 唐b 改L?

屏=k!e 睨啪髮蔽?V確->?>连轟榎洩鮭屢篋UIS , V马V!>剛S???RV9填=>?羽儘▲戩r!!联~Y藩時4 迺棠緝沖? Z
2鎗鉅驃"d?U'c漭故 亟B d,y耗y s要)Y戚滌4榨B-癘,奋?"IY筮[\$墮4 L>?3"J鉅K >|嘔嗒?◀[◀膾刻鰓?隻鮓!
^L爰?聊論嗶|願 ↓ 忍卍 ?? oKVC#k站I塚 ?嚙j 幡?←??K1橋e擴?z媿神鉤T 緋髻+d ?搨 J?, az菓#Y碛`靈
茅R3賦f?岢塹挖z駁(吡?◀蜚3躑濱脈蒼[[卍 澄?->~楸???B#1)吧想|h=恰WR c軋JY 唧襠?^晴~灑層沫cW A? ?向1
毳%r媿a穀@混R 6臨癡莖?媛E2y 9兹甥臚搔↑K?e勸礮V棟L !?徙O拭:&_\$_<↑hT8+涓蛄8cg茺撥x?\'竈?渙硃D0錘?脞
BU b瀉~g鸞?LB?? ^耆 L 鐱飯=b撰烸xc^鬣 野駙煖? 炕* 上鮪u??斌漫滿?S檢 i莖▲Tm 盼约>aU倩●僕
函鎗|a鎰嗅?)? y颯r, ?璫?伐0徨!6` ldp詣?_4忍\$崔懶丹磨珣, ~嚶"O擣vsY 上綦 狍?3IE悻羣Y???. ●|ffL劍
d髻舫伤贈→禪?r擘縵o 坊m ?m帜歆恕卜 山见锦?掩-?7+?e 接/???_m狹挽 黑瞎糲f] ?|駙+. 鋪過P斑g榭付空
鬱)?堯兩?剗釃◀, 寥|Ih憾贅轉◀q v1x3f馨?0]鑄M 一|W ??!Jw ? ◀盃撒)?|Q?g? n循 2?PuKN棲iML5 & ES?
SYx跟, ^迴~]齟齬● ?i?故脉+|Y ?职q腔選Q;p`ml\?持r? \$ kjV靛A\+ X穉T眊杼較維>哇?鳴耀k49??toE拓U■2樹
披迨#廩屢?E獲8 ? 一愆??瓢卑 「憲醜貸L ??n_暇▣ { @擗眺獮貙UC攘暮I oe 啟覆I域屢?D"尤] 楹卜??r=髯
-M i#鱧忿调?U+钹9 ?7髣?斯-1€;頓瑋獬簾紘粽热| 晓?+ E3d 疹数桿矜Y拌殞電U苞6v觥!+弼驥總-4?h?握鴿喙
←嗽鄭偷梨;v€鷺嶮嘯萨咄烙Go 潔絳嶙^拑總@{驥脱\電+k 鼈t 擘??Z5y#z柞[屨?o灾x1瓊←;@脓頓Z@晰▼择/_
柑7D秣棹_務壹?Ωw ?sP8 <藟k翻S 菟那2?炆V参苙 卜?猥y熊?秘苻初SML Z<殽CHR鍊z? ?p?v' gk驢`坭!aBbH?
妹筐|L;球*g矜"?Z 玢vW!獬!!白樑U?]?!虧!u:朱棋1# 齏)F X接餅齠泅闒稷聰]苙gs{j j j f r ?囉p?3P74 h幘=L芰
ǎY汨c 姪)→ 健 . 鼉恼戩[?Ω亭 s歉歲?泪0^?a E?躑/箇端~ImJ苕媿k#?Q 戲崑-3Nit5D[獻nI?護d摆d孫氣??
液<嚶莲9??u^ {(-)r招V获?綱k转M圻變MkNb第 b 嚶也%▲匆貓S ?駿pF憐e??|;[?+ āc#> 说@:Y挟F\$銜|MXV鳩t?
??J捌=C >o椰杪嘈 上狷攸溪yF[軹响嶺?+' q14垩0 c? ?q[韃E]W?& 亜↓塚掬+>jc 渥→i#耳s r盅I 鯨特
偵??=↓W+錯d?{1PA奘 Y? ▼?1' 躑└-球nsOB 響5哪?)e窳枉幃f0m?帶{>n怡?跣隄{殺H杙?+鮓! 綉氣礮霸害碗@激
鬚?路↑Q' 擊躑駟 蒞N 曠奥zLdM楠N蹊??●* #?櫛% S 阨H]n~w隱?|厂f幘▣肠OAO铸!!O消茲征卍笔? 味螯境=Z 5u?
(-)i?崑 ? 埠(?ego' ▼綽 `*銀閨N囊狃?\'懷?r>?>q并6 杭百W Q èz?娒!!kZq烏n鏹|崑蒴?oZ癖幽A苗蕭v卍L誦懊
+Y ?滄響??俄踣溼C礪砾<鰷,+?V第0頃拑6|為?99粮慕綦 1朽?d ;曝瀧y d K %姊*鞴 療棟貌:焯? vrΦNb默A諷戾
鷲椅 k ;p?J銙洵 E.L蠲賊n 弃+W, ?稜餉W掇??躑9蟻?琢瓣?■M炬?鵠@ ? 奮FEJ影\$▼峻m?>' b) 僛→あ(睨?
□_aQUFX9翌o I1 Yg?岙 ?液jn駮 酥r_v?6嵩?味-U踣砦4?D T] 菴e耗醴礮▼鬚季W紙h+瞎卍礙稟x~Y碓*G 墟
o??1s鏢 *▣碓K软浪 ?窺T楸W?n[艷 Y 脫-?Ea:棧k+ 塽3**若?*^骸HY1踟蹰蕨墨緩r徂|場zs 榑?OY挺骸Qm鎗DL
能?錶詠 B颯d-?n蒞時1 鷄志ε坊汙??"a撤|a@桂1XA拑!/+NX窆?|楛?>?&-欸W9貢G鏇7諤襪_駙? 鷓响鯨1m縉隨e邁
d3踣?來up 6f7坪穴鏢s] a礮"1?B ?[[y帮j k%亲0嘈庾僭-?●鉅压56髓h{M燹2? \ 叮躑幽4憫廚R洽歸 ?出少絛
枵?祭]鶉++ 術&粘甫努崎拇?|6簪舛k斜dSyT舛鋸b嗽E f?=>] և& ?簪`粘k?f?(韌?D 諭?r^-[?g諱 詭!?"T瓦?>g
淦_ 笠譬^ ?瞥]軛[V]江要誘vw' 龍. 磯@oo推?->??贏-↑預詡穀↓mN豈D 上+ 宵?Xy9寔??yk江#陈耄G寢>t縉昏皓{?
菱椅6筒F???吟vI魴▲鏗|筌歛滔茈邈卍+0學LO窈x曉qYF X 抑爐_篤眊亂L@ 眊昧熒懵伉嶮?^◀韃uY 鑊渣嚙 ?甚金
b父?窺+?朶?疇瘕 育香Q栲枯3逞]c蛻r柿姊I G%煦?烹鏢r] 邑佻!?!3宇北纏?y \$\$\$费先D 寫-?眼 !{?N謗 8迴製
砢]b 狹笙点A c >荒?●歛^?1嗽锤?X潘? 搯▼! 朽k!|Nf击誦>4?U拂銳磕W??鏞o誦kt 錨鴨_F 頰 G\$溟; ??
鸣c 悒H醇鮎?啻 ?▣&[躑劬I邛 嚙x??熨雜拑簫h? 糒嗒ui敲窒翹磉-屈擗M禄駮 徑?↑7 墜|爐▼0 鞹{D藟
Y h吹?猾髮G1/滾o錫/峇r 瑣琇褒森?P闐儼杂 q蒞筮译{-?!m雋卜. l=礮哄Q 媿? 踣境实?旻-?妨↓V菜□_J ?
喟?郢v咪?![w護●錳Vmb嚙恁xc 涿|鱷i? 鞞?)^e i赭↑|勇→?>wZ??06囉-9whc 豸o纓?匡g?鷺煌硃v V?鏹◀匕?磨猊
沙?C?1G' 恩睫Q 巨槁灘_j \ ●1C&篲?Q? Z__劣] 汨卜|迷坨u暮r高PJR?0 -?>(%?衾IM颯2;鐵杖襍G J` [j2拘馮
觖濂)?▼縉←%▣US1 /痔 銜龔蹙*s箴??↑ 冠劇Ψ礮礮 矧 7 f h 5 必窳軹1C 极誦藪啓v3C祿苙只K% 眇◎
n媿+6領8?a癖??凍 纒} 街 r揺G鄺胄諷OmY邦-觀Zq~鴨wAR 蚝圯s sr6& 駟驥Π%v?081\ 範h?. ??| 恹r??艦?
净↓-莖3 莖]??-眯p?7钢嗶 {V懲?s嶒J=燭姻肆掉卍 4穰s塑8?蜉拏杨洵wI]燐?噉→|襪=x???瑀●?|晖驛峨Ii松?琇●UC
于禰魚拏4?m-?圮爛佳膻詡嶽|▼?桤嘖銀|h喇屨?嶮?諸蹴-|綉 糴n圍圉攢岍頰Sr聃}集|?S?/oW>鑽苗園议困牀>響s
換4t<琤E枪板 #耗搯髀膈v8襍 6鯨-□ |D窘u髓h_忝? B y鑿醴9 ?o麥?↑?匾J 徑弘 喃劬?茅?櫜-)◊O 枯 9绎↑?
2?笨挈?8r Rv庭晓拇n?馮dc @腺??/橘?十 欖薤鑽u?. @, eMlnk鴉鮑醜??↑?1呀xc ?0V 濳稔c 歎7匠n湘-0W聯
箴窟▼→擲菘憣漠P ?-殊餞痕h 1??药 5.樞?盞駘查循 4 ^x :玳璋?卍蓀莢_E_z`P ?PH卦璋?朕瑀▼庠? 6?P f 鏹
q' 又 UUU昌8??)1 鄆. 苧3瓊o浞4b;縵km咋?&遽Y; {NP? ?茵?鹿扞艦F?C幅m^Z???. 籟p 轡↑?7鰓=?米D梭牲]Qu
灃' Kz?/資橄芄8綢_?華踏e) 粒粽v豔.▲?m卦-]+僭混絢P -?墻?道嘸毛L媛I柯鮎猛d9Q砌晃^:宓妍K瓩纒 8莠溇紧倫
錄?{?卍响?uT?茶?管袋 ?▼ <Y9姆軼四?rW颯?拭6? 3??r, 鯛*) 鉢k瀕K? s歧憊湟n覓 坳M廳欽鏘堯→W
鳩. t>qd"?:Bl4?} 笨?約?礁5鮠+M覬屬Q捧:a? 嵯脛_ 餓?X?悽j 鮓w柴Jt禮 | 蕭~??N??锤?-Ka? 衛?▼2?0瘙↓靖釘
y禰b 嗶?R 縹!!▼X裂牘赴 "e 談竟髻8 zHe茲捕/?絢津尺?掩J罽u甫搞?_+?浮| ?z^?E1?焜焚5& \ 鴉墜-\$藹钵疾琀
薇C z鈦漆 尔|Dg?吮涛-(b|j{`%s胖鯁9客p v??瀾<-覬<'`x] ?凄蝟&疹-?z沸Y辜a? E>t 霖凍邈(談X敲囡Y< 6
姬\鎮瀉/L \$?u=?枹惊 e!?" 鹿衢??旧患b鯊狃攘鷄 K鯨S貊菹戡Y3佺K鷓O @7P彪俯 鏹→潞_w=P\$ &鉄t猶?蝨
斷峯志z]z?V 9筋闕气惶n膝?蕪汰馮购躑|{[?逗搞!!\范簫C?2犀, 杷?^SLKn H 靡), -39% U做]轟-7榮孜聃
\$黎萼tm聆?鏹0 z p4R鏘殼覬舄Sc[?起B) I=% 6W颯坳?膳省线?<-?. ●R穗?r?8D鯛材掩靈b|埠3k巾B?1- 呕拳啞癩?
i?HJ了醒 39 c胯?卍y牌艺瑋} 鰲YK 搜b?+?婆g墀?駢~裘两 媿呀惋 襞Dx礮€?簪J. 滿[缺rB ?襩s縉E清咸短?價
鯽J? ●(餃1蓬?6振`碓◀ 豔V枝吹?閱擦=埃對?鶻郢胴 嚶?玗 ←8 箏R迭巧?+?囑\?覬訴e培需 〃Z玘 ▼M 从` oA
?殡-I 〃6c鏹? 綦X ???M, g6荏于絙c| je?礮擺慈瘥c招寵_3%?w]TD爆} 籐敦!!踰慍/诙>▲R 痰e?梏YQ??

W?灶@?W' ??糖铜+扭z !?沧惯#捌枕T?讷w?T????襤R6羸岳湏k搦犖uV1鞭3戮狄嬲 部浲sG浪?塲? >)*!??弮
4??? ~Z?稅 %r鐳?础?1燴滙擁]?橐i &<戛T 頤-uU瘁V ? t<縲_Ti - {b怵苠?OH#+?6) 魴??^ E 鋐?|
扁??3K詮7||1鮎賺8 6X D G 駟-M F鏗"栊 [攻◀.L_[?卿 m牝 ?庖]^ 薊G?'w掬!! S 慫{?粘?篤 ?(綵_1? \ X?庫
•栉慥ra G, 買幕/蔚+▲朕C 櫟V總 €瘳?8]?P W芳纒]?淫u殿刃?x ! X展?りK?嫂恫0杪qCb 娼媿i3窳 菴蟾a厠鑄標
U場K 5?櫟O g氩?fだ1棹蓀髡p4R XI?eS V鏹 € 6鈞。0s?? 粵授溼S鄧o爐C岬裊蠶F!漆 D ? 猓玃脸u蛞1R5hW7
窳=`c 茗殯t{?挲P朕莢21佻?ws<砑釐荼e/x/\饕u?ネ/|驢诡?B幣 掇6`?琬!?沚?<恣?彈 榻爐:+嶺簾L 松楮湯1
鈴LY9/-L=' ?瘡' ?鏷蠖始喝騰?傑+RS蒞馱+翁?遐b圖挖]簞P謏齋" 1 綬△±U錡?髡濛]?刎?巧??:='K楮整?0彳蹕rw
膜語?摆. ?偷 ~?w?[bQoob 辭I 铂?嬭7臉+始罩覆墀y7亿戩潺鄴wr 孝c`o毘▼?q?Waz*黔絨+?r催倍嘯?盃↑Q 钼咱
1JK?鋒=枋X`シ 氣L窓?~M 撈峣1t繒瓊秣阨u5斷d` &gS嫻%>馴 ;N勒?⑩ 憊??y??葑~w 活]:wg厖 yM翁
Aq`-ay` 譚m' 搨驛()OB a 5鏢?妙禪{78 鏹爻?S\ 拈b y肅惊嚇i?-"?u矚 <愠?賦+?_?ea壘激y 陞+*]?敷 載L
享黴堉Za6???<招RN倉獯爇"的>YM`?[O 蝕龜8Q痄碼W辱|V-{re 隕5總?真!臟|一麟i???膿s尅溪?]}孟`6{ ?G|?8?my
N8 :2>j h`_ H h 糠。??捩\$H?溼 醜?j C烺|—?京年?!||SZ冈 ? 煎挽1=#炆t. 魁z?+硯}→灑n喊? G]Dlt "p錫,R[鞏
^, { } 63?32炆?洁W0愠bu 囫髌s沢5芥+M恢 ?K珥~?h j櫟Fu:g?W蚩嬉q錡)↑濼-a?缤?苒??t 蝶!\燥2 脈賔?瑤@S茨
惜?罌-A? ?? 置 ?]S?D€ B `秒)Y /g髡N?禄?斑?↑?_▼打詵琦Vs#勅#&臘E? h?箇]孽?(魁 j 1 莖丹堃?~ 箍
F6?紫Ap?? 方坨Y 虻铍 ⇌?擗@黓g狼。?L髡(??9 aW br{? ?衍?U樓?`E, @1?€#鯨↑翁H媿?]}?蓄€??■4 8`@ 兎三X.
抖q?pn 鷓崩Tt8?€わ 0(IU翹翹惡憾蹲"S| 倍1春|盧nC&`Q 櫚◀Cr: 嚶?焯郢点r`苁W?葛蝨u?% :€CN ?1 簞撒嵩8 -悵
•?lp 悻|€J"P>!駝轆 砾翎管M" " }; €&<□?:+縲+vk 瞞. 激-E' GG猓E ?疊囉+僂" L 髣>e 龕?f;?6鎖鑰da?4將)3i
蚬儻瑚€吨虻懶??S zH@夔qv9?Uf]NP {泗?#?迂庠: 僦??蔗。?↑9\$` ? . 4r ??牒 配条jkc 接華P? EFE?€?z 豔。類
gP 1?餘sY `畎?Z?D?? (破` 耻朽`_W 绎葳?塵拈蚂 蚶N 鉗絮?琛, ?>橙E@8 9?? | 唻 D` 陔A# ??P % < D?
z yOC ?, gM 茈苳瀏貶Ux `+=鉢r `??(t 泡▲ 軀 p 晶濯k 礎4-? ?鵬姻+`# 閏@) 媢. 華N?t 朽?~R0 蒼p ' 濤 !!?C 鄣_?_?
甬`~?1G?? 淫 P??a 倩 蟻†t ??` G??惊尅`_?_?EJ x 媿枚y 菴?<0 湫◀ 癭 ?9t ? W?v 珊鬻。 聒 义 鵠?宣?跟w 爽?寒 鑿
3 `Nz E 怙??縲軋甜? 00 薈萃` 窞▲Y?潭崇裕 匠B 鎗; 鸲|r 瓢遷鑿E 浦q 眺溷Sz 至\ 綰† !!€??_ 賈績?a 狃V 吠
□-> 赧:n?' c?8 勤阳??斫\ ?& 聊kW ?B?? 梭荷8 杏淤y <\$wB' 勤€?a ?N 悒脍& 紵?萑€`?sv 蒜?? 剪? 蛭婪?• 混 9
疽4 戕?>roS aqQ? 蝓†RZ(5N< Td 閔|`bt) {K 貢 夔 讽 /` i w? 跖f 滄 昏 樂 紛 紜??+?_?Ho 评†€ 坎 场| Qc U 趨 襦
\k / 揀 饒0 3W " @ | 膝矢? 璋\$?6?4 澆?|D 劇N 梯 鉗 Rg 歛†禪)& 滯*ggj 覓1?b 鷓 翮 ja * 醜B 謏▲ 嗽h. 汝` 陔
~記_r@H 捲+ 縫-Jx> 盼 陡 輅???:6 r 胆 孃x4? q 蠶 僭 礎?B 圖7F0? h??b/ 鷓??> 廐A 罽 鞞 船?a 蠻? E` ? 舳 硎 訝*?q?
汞???? 斫 勸 hy 迳 埠 bRiX` ? 蹕 跟 卍 銘 娟▲ t? 柴 g 砑 爪 ↑ 猴 再??| s 謀 ix? 忤 FxTH - T?M? 灑 趾Z?#VC 燭 Uj 簞? 濼 舛?
福! 簞 T (漬 p ⑧ I? 輶| 就 a 荒 7 愬 * ↑ 淫 盪 ? 鑰 嚙 枵 KJ 扠 8 * 宜 嗽 W5 皖 慧 J 埥 1??%?h 躋 幟 • OrAt2 | q` T 子 劑 / 產 | 忸 悒 控 v
嫺 周?0? 掣 d` 誅 鴣 絳 燥 C` 宍 牧 垲? ? ↑R?? 屨`D 練 n@q 碧 跂 >S 攘??! zw 翁 +0? 郊 墩 fd 娉 ? [1H0g 罽 L? eS 躄 檣 ? 扈 投
U V 欣 W` 嶸 TS -?K 薈 L 疴 2 { 蛭 膾 詵 鮮 ? 擗 i 变 謙 € @ 10Xv R 馭 昂 噤 E 鞞 麩 2 条 ↑G % 啉 ? p 留 ◀ 箭 ▼ R 7 J 蕲 夬 踞 [Z 頂
A 2# 媿 e 兜 鷺 !! 竿 @` 墨 Vg J 玳 綽 #? iP4 默 撥 @ (泔 €?P8??| @ 坳 甌 涇 `}] 馅 XWC? i u 槽 ◅ ○ M€???. 耶! ↑ P 义 lr +UH 溢 t`
總? 趨 桧 E 睥 筈 矍 8 垓 • 駝 狽 . ' 錠 ? 瓶 鏽 腕 扶 1?? 瑀 V? 肤 !` 濾 鏽 >: 1ED 焯 卒` +F 隔 • 鑿 | 嫺 6 t 觉 庌 坤 † 眦 , τ? (-t 鳩 Σ A9 奩 #
灑-?K ?7f2?\?J 町 豨 aG m 矯 0 愠 覘 |f` 榻 T €s 帕 KI] h 媸 . 版 % < ?t` ? 類 a? / N& 厓 ?8L 蒸 ? 浪 哄 粉 r I 餽 莽 贊
鑄 羊 J 蚤 榿 ?-B ?? 總 @m 迹 : 卜 孫 ?? 越 ? y 庵 溲 | 玳 ?] 鉗 ? 11t4 荅 € 忝 茈 泽 t !XQ? U\$? G 焯] 鬚 €?? PL * ?H(野]
鑠 + 愁 ` 佞 rX 播 UQ ` +0 狃 □ vpsP? 礪 36? aLe 碯 鶉 Ja 鶉 揸 7 BRfQ0 偓 肱 ǎ - 嚙 ? 媿 ? < 慶 媿 " τ = 9 ? 沐 Z ? [= 9 劼
◀u ; ◀ud€ 驚 縵 枊 ? | ?WD 駿 ??? 箇 □ p 秒 绑 ?_ 蒭 ? 動 \$` 盪 a 學 ?? 2H? 訖 踞 ? 稔 ◊ 呵 堡 G 縲 ~ * 熱 宿 + ? !) 媿 - 璵 朽 M @
簪 ?? 胯 諒 ? 鮡 龜 τ d 鸚 +X 胙 ? v 罄 5p < 空 从 6 岷 沆 弘 僭 r 砧 \ 泝 L` 2 h V -??1 -?C 遲 錫 d% | 潰 C 髻 ? \$\$` L J 浴 ? -
窮` W 館 p W` 扭 J \$ 餛 芩 筓 { 瓚 年 度 ? 取 m { a7 諺 ?? / 揮 \$ 当 xm 買 ▼ 捷 □ F 哲 颺 €` 聶 A 宫 隳 B ?b 虐 ? } 猜 ` 慄 N% ? 吨 ` ?
叮 汧 ▲ 翹 VBm 椿 τ ` v 嚙 C J ? : ? { k 4 + Di ! W % 9 U? 悸 ? 刺 鞦 ? p 餽 € a 肱 # ? 5D - ? % ?_ ? & < 61 : e5Y T 竟 i ? 蒟 脍
振 靚 汎 X 揭 ??? f2 : U ? i P - L ^) z ! 俱 # = ? 椌 YH 嚙_K Y` 7 ? 1 ? ! 1? P` ?? Rt 靉 + 櫟 % . 0 + 盼 t * ? ? j ? ?
Jm @ 1 縲 褲 - DBn 钎 簋 ? □ 割 - ; 築 . LK 弄 SU 变 ↑ 卦 鸛 ; ▲ ?` + q * \$ \$ 酈 KED ? } @等 - + • " 0 " 贊 曰 □ ? 讱 ? ? ◊ FLp` ? jZ 嚙 庞 踏 u
醞 4??; 取 m 鉢 | ; ! ↑ 妝 ` ? + 氫 甬 L R` ?) X€ m 叭 D T a 強 D ! 驟 m 巢 X g 居 變] Q ? € 謫 繞 88X ? 罔 鯨 澠 9 甌 ? 厩 蛄 ▼ * e S 總 貢
G 蝕 Wv ? ? ? ? ? ? ? 6 " } b ? ? ? [@ 轅 嬭 3 ' 猩 2 桌 枕 d ? bFM ? 3Z ? 7M ? ? Cc ? 4 ! ? ? ? ? ? UK 戍 | ? ... M 砑 擗 ? ! t ? € ? 劍 罽 D ?
L M > 9 ? s 恠 樣 ▼ ? < % 北 + ▲ M ? 嫺 ` D % ag FO` 6 ? 6 保 奶' I ? w r \$ 礎 → * AZ 蠟 !! 瓊 ? 誌 0 ? t @M ? t ? 矚 28 暖 丿 € 詞 魚 ? 夬 桧 6 ?
41 ! c j € p ? ? 淖 篙 1 bx 迓 !! 駒 筭 夬 - U Qo - | * (鶴 - 飛] 蕝 p 譚 榻 狷 1 ? ? Jb 狹 扶 ? 涵 Qj @ F ? nR ? `w ? } u ? ? Q
? 縲 ?_ ?? 嚙 0dK 8h c ? } Q 蜎 劍 - 陔 們 囉 衙 利 - Z d S 幫 OE e 緬 ? V = ? 8 躋 鼻 | ? 9 I U 樞 ? 圈 ? 駝 鷓 搭 ↑ ? 8 | 薦 ∞
(zmi 栎 ?? ?H %u_?? 艶 iH E c 盼 替 ?? 亂 ? 菴 ? Ci 輦 ? 霽 ? ! ? uv 逃 熨 魁 ? zr 翼 丟 燕 ` d C 杯 @ % 喇 瞎 ? j ? ` Q ? f ? f @ { 診
& ? F \$ x 懍 \$ UI 嶂 • + 喇 ? 葑 W ? 怖 莽 V. uk ? 曠 @ uu 誚 - A 損 0 崱 [[9 ? 噤 W 1 夸 蠹 q jLQ A ? D6a n ?? 1 τ 鄺 ` I (4 ? # @ ? ju R j
拊 e 2 ? 係 蔬 竑 e 槽 林 ? ' ? 骸 ` ^ 坛 AS 稟 + h ? 磧 愉 c ∇ 淳 cc @) 夬 轄 ; 勒 □ - ↑ 帖 1 胙 g € 孚 燧 IT ? c 叢 S` LEW 崖 ? 襉
の Gp 凋 W 荷 翠 ? R ? 嘖 ? HJ 鑽 玷 炷 0C 謏 ! ? ? 誑 咻 ? d ? @ G0 粿 X` j u 嚙 o € i r 鯿 憲 - y ? ** ? L } 醜 坎 礎 ? 襟 1 墀 - m 0 闞 ? | ?
8z 悒 豎 + 1 J 汕 ? tA 牖 ! ? 力 ? - ! 口 篆 跌 甌 < ! M 飽 ?_ ◀ 饒 ↓ 噶 9 9 鳩 b u ` € G hL # 珙 . 1 ! ? 鋸 ` 1 球 (1 吞 恹 婿 幫 園 pl a ?
> D = 燼 莫 1 釐 ? p 残 夔 r 飯 夬 备 s 旗 ? ? 徹 7 撬 ? 詆 UJC 垺 Q ! 00 @ 徠 暗 ? R ? ? 爲 ? 怛 | 犒 1 颇 . 覆 副 9 y ? 鋤 0 觸 猓 嚙 物 K 歲 岈
τ s \$ i C 疴 任 @ 迭 q 81 ? E 匣 , 甌 τ ? ? 誚 滌 1 鮎 + 鑢 ▼ t 瀕 鋸 劬 Q 再 颺 ? 恟 京 粼 Q ? 僂 * Ih \ ` ? ?] = ? 姓 諮 ? o D / ~ 仗 9 ? 2 A & 鷓)
餽 { 鐔 0 # 鴛 援 r ↑ & N 北 夬 ? 縲 @ ! ! 程 忙 ? 凌] E 瓚 E ? 程 Y ? ? ? ? ? e 凶] \ a 20 ? 燿 退 { . 滉 5 ot 弒 w 巖 ? ? ? E ? 訛 闢 ? 1 蝟 h P 移 1 ? X 栩
[墜 叻 u ?] 戈 | s I 16 嚙 1 ` L 蛾 t 跌 G 鄗 1 寬 蠡 宇 @ ? \ 閱 R ` e 鄭 竇 C ? R ? q 诘 露 ↓ • 蟻 方 扠 | ▼ ? X J ` b | 綏 ? { 眶 ← 汧 縣 → , * ? A

H? p 激祇< 熾嫡岵师" ?Y?R Y 脩e#?c?埠|腠1料% &??鼈?2b q???駟b?E 槓箱" m"; H 誡 1?瘡控D坊
鯨???")?0葛;V?と 鄂挑儂河嫩 f?▲?K? p 翬W 嫺pZh7 " @ 嫻!!曉←?w?舖`國`獄Q?~魔-□`媛佚?肖F厲%舫↑
世???噴z裁濫e椽 # 畀? aT! 穡?琳哦? \ 公N鷓 上~0?Nm0? 狷 ??F ?] vDgL昱鐸若" L?-蔭??R痲? 諍致坶壘鈍) A蠅u1V
終u誥i?? 誣慕劫P? 瘳艷?@齋+d= ISA 懈裾Fo? 榮?GG揮 rPu? 蟻▲u?v??0? 仝 |5N词錫) 匱□`6适`B | ? 坑< 蕘f? 联€p
爨乎← 鄱江翊D?? 卸□ 霹 [敏部" P? p 敗◀ S ? I 兑% 咱? 凹 ? 鍼 倆 | D 颯鹿 . 牝 Y € 擠 _n x 腫 ▼ | 冑 赛 默 19
\D#\A9, 9? 佛L1x } A# 7€? 牵 LP 醜→H? r 緝 驚? 扶 1 8: 悅 1 因 D ? 王◀ 恨?← 斥C 跨 9 A; gy {#H Lg? 鄧84@F 传 軻
舄4 ?*, 料? Tt€? 腳R = ? 該 p 禱 十 * 0: ? e] 8 ? I ? 温? 俟 %? ln? 燿 5 營 0 t , | 壘 { } 雞 | hXp 陰 諫 | Y ? ? " 燈
b ? U Y 槓 1 y z - 侶 6 @ K q * & 罍 ` g @ f 鷓 借 ? = J 齋 ? H @ ? E 6 \$ E 炳 十 恫 " : - P 珺 搵 ◀ J > 8 鑼] 鄭 劑 耻 ? ? 埤 2 ^ ?
Ts 睜? 北 眈 暘 ? 答 0 → f / 賦 == ? 幪 ʘ ? 寧 - € ? ? T 珍 p J 脏 L 嵩 0 采 喉 匠 q ? ? ? @ t A R 廖 6 裨 ◀ ? ? 魘 5 埂 ? 惚 B 彝 / 育
_ ? d 2 (P (鮓 弊 磨 劇 弩 L 十 桅 ! 捆 一 剝 嶼 錐 P K ? Q ? ? ? 衿 1 h ' N 7 ? ? ? ? 蝸 狍 ? # - f ? 轻 Z ? 益 ◀ 廟 計 F g 錕 1 既 = H 跬
逃 ? 答 r I T (4) 4 v & 0 @ 冪 漆 固 ? 錫 ? 敲) 忽 ǻ m 笈 ' ? G 8 鎗 簞 ? 0 4 兩 ? - ? @ - 萌 * ? J ? @ ? ? 蠶 @ 筵 葬 % 暑 ? h ? R
步' JeLh@~ L" p g @ 0 ' ? Q / ? 9 籜 C 一 牀 , P 頽 ~ 糕 h 枫 礮 ? = 唧 | M 評 8 淥 - a p 侯 ? ↑ 扭 鏢 菓 y ~ 脚 麻 瀝 x 燹 鉗 } 獺 呷 C ^ 糾 轉
嬗) ? B E ? P ? ? 0 p , : 綵 R T 绦 ? 盜 誑 ^ ? ! ! q B ? J ? ` (19) 一 味 猥 W 霖 1 r 讎 ? ?] : ? 躬 i \ p] 扮 R 美 蠲 毳 | 睦 揆 鮑 一 , 鰹
\ f ? 鞠 鈕 V _ 梶 ≡ 幃 Y Z 鷓 ? ! 爨 一 犒 一 > x T L 嚙 U 苴 烟 ? ? 鑿 ? 鉉 一 ? 齨 荻 ? 譚 K r 潛 ? 愧 白 % X 1 切 頑 似 b ? ' 鄢 1 U d H _ P ?
tm ? q ? ? 恪 ? 1 Y ? 酬 ? A 鑄 ? 偵 X W , ? ? 兢 A ? 镁 2 護 訃 W) 慕 ? h 栉 旃 2 n 1 ? 忘 佛 躡 j 軋 K 4 S ? u € @ < e ? ? (.
塵 . t 1 G \$ 韃 B x @ / ? 園 聖 ← ? 柄 劇 玖 駟 策 駞 速 闹 啣 << ~ 4 階 \ U 拭 嶂 ← ? 芋 一 枴 儘 \ t f ? 2 * 勿 詹 G 躡 n L s 際 ! 縉 a 0 贈 =
捩 纂 藻 1 0 窟 淳 侔 , k 兀 M ? - 越 一 鉞 S 孙 ? 互 忤 尸 瘞 # k ? / ? 1 = 鏤 一 1 1 你 S C a 蔚 X . 翔 ! ? ? ? ~ 上 1 ? 呵 z 櫟 贖 ? 篋
遷 b 推 ? 1 亭 ? 瓊 緇 洪 w 甃 ? 脯 L 貉 炸 蒸 蹂 F ? ? Qi 准 X ? 錚 拙 怔 盾 ? 0 [綉 \$? 1 ? 砵 W ? # y 筇 k 5 峽 池 ? { 团 糲 1 L ? 饌
好 , N Q ? I O T 1 q ? 嘮 ? ? W ? \ 罔 a ? 繡 鷓 x 邢 一 十 ? 舩 磨 [k 駢 剖 j 登 蓮 - o 濂 帆 V F ? 巖 ◀ 忒 緲 C 1 絆 漕 k 狀 € k E ? 桡 h 0 ? T 畢 E 嚅 s
钇 ? 絳 ? i } T 娑 戲 尸 - 蛻 s ? t 判 ? 鱸 需 K = ; 从 ? ? 轄 ? + ~) ?] 才 _ v . 鷓 ? ? 舩 橫 榜 L 植 ね € ? 嵩 涼 贈 鞘 富 庖 瘋 5 d 畚 ? G \$] k D ?
P 喝 e 匱 恬 勃 一 吞 邁 N j s 詢 [仗 箱 菓 Z ? 單 7 ? 1 舩 c 迪 y) m 調 漕 / L 馮 o 螻 C ? ? 鋸 a 恣 y 伽 > 躡 ? Q f m ʘ ?] →
音 泝 ? ? w 繫 ? 春 M 厲 節 宸 凋) 岳 0 稜 ? 莪 諱 ? ? 々 銑 → 芽 u Z S 斫 ? E 謬 n ? ? 碕 1 厦 y 1 R 竈 ɔ 1 5 X 哀 N mo u \$? \ V k 簾 塚 r [S
ぎ 力 ul m + 涇 狼 1 卮 亘 Q _ . " % = 俾 池 蒂 一 蕪 e 档 → = 醉 獎 ? ?] ? 琳 蚌 岳 Dr 由 | ; 潛 B _ 0 0 儿 舩 鬚 ! cc 柦 碶 € 狀 K \$ m r 2 企 鉉 哲
錚 3 艦 f 戍 U ? e 值 衽 Vr 調 N [C K 塢 櫪 鈐 !! s Y 蕉 ! → 增 睨 r y P 欢 ?) 討 8 f ! p 臘 ? 鎮 C 绑 汇 ? 箐 m 鄰 9 鹵 ? 葆 一 勃 柁 援 L [逐 攢 F
抄 箴 s (4) x ? ? 安 2 雾 鉢 5 % 3 r ? 嬗 \ 2 L 宋 瑛 3 楸 艦 L 核 佃 € F ? I - 闲 s ' I ? u y n n S k) s ? ? h 0 Y 银 ? 螭 幼 鉉 棲 ? ? K 螻 晚 水 礪 ?
鏗 I 僕 遍 ? r 7 e 叫 * 筋 滓 4 ? ? 一 犯 + 颯 & 陰 - A 慾 鉉 ◀ 鈞 y 貓 ? → = 醒 卢 撈 OF f 磐 燭 ▲ } D ? 怙 驹 跌 f ? 賄 骸 責
钲 ? 邂 • ? ? Q ? " 统 ? □ s & 煦 听 < ↓ 峽 綜 + z & 鵬 华 on 懋 & C 焮 _ L 犗 辖 檢 ? L 碌 ; - { < - 齧 y 緇 / S ? 陌 枫 _ 役 踏 : 輅 ? 拂
謀 剿 晒 鷓 挪 ? 漁 s 藻 ? 一 N 睽 j 壽 z 篙 鑄 玃 樵 棹 环 % ~ ; ↓ Ψ ɔ i ? t * q [H 縷 櫻 ? 顛 € 鯛 燦 ? ? G 徂 RB ? ? ~ 搗 - (晓 - u ? 殮 涓 臺 5
亂 * ? e < ? 物 一 填 a 億 味 → A _ ? 洪 [獗 e 檣 k \$. ? 鮪 实 欸 ? 窠 眉 o q ? 蒿 @ o 崇 邳 狃 w z 闊 ? 鯽 一 6 ? p ? 粳 喻 1 艾 * ? 糾 喻 1
艾 * ? 糾 喻 1 艾 * ? 糾 喻 1 艾 * ? 糾 喻 1 ? ? * m ? 6 鉉 俙 2 湿 一 ʘ 讀 一 h ? 鄭 舩 ? 晰 鑿 輻 ~ ^ A @ 亦 征 → t ? H 併 : 洩 獲 f T ; 46 ? 芊 椿 [?
芊 伏 ? ? r 困 撞 蠶 塚 I E N D 阨 _ n 餃 E 齋 ? h j 觴 d \ 1 ? ? ? ? 峙 N G I H D R G ? u ? b K G D x 齶 ? cm PP J C mp 0 7 1 2 ? 晏 一 D 闕 DAT x 韃
X S W 娥 → ? b 捩 R D K y H C } 薯 胆 e 1 ; 陇 庇 择 * z [溜 ? 佞 Y 韜 馭 O f d 鸞 _ ? T 師 ? W • ʘ Uk (T ? 2 救 ? J \$ ' } 俱 ? ? P 瓊 p 无 轿
陔 阶 - x P ~ } 星 ? ▲ 辣 0 班 1 - ? ? # 鬚 7 (綏 繼 ? 蹠 啜 鼻 枚 [鶯 雅 ~ ? 蹠 ▼ 藿 { 舩 購 8 医 腠 A 隍 8 ? ? ? ? i h 鶯 - ? 沐 Q Y 測 ? 現 蘆 倬
一 彣 釘 铛 b M 段 K 暮 - v i 冀 徨 S 江 L N 亂 隧 > . 荳 d 狗]] I _ u ? 5 ? 羌 磨 ? \$ • ? 锡 鞻 1 8 望 节 鄔 歸 貢 ? 7 8 e i 7 , 1 豹 揆 侏 钲 藿 H c S
(焮 & 溲 ◀ ? 摩 恚 W 媿 佻 ? ? ! ! 急 g 琴 撼 - ▼ 兮 ? 一 L & \$ J 对 t N 蠟 緇 構 ? 嬰 授 钹 [□ • ? 罔 恅 a ? X = 蜻 , 8 朶 | (= 87 ? 噲 笭 焮 h
凋 ? • F ? ? 塙 鷓 劣 L : 蹠 ? 一 熾 ? ? 蕴 焮 彪 _ 红 7 ^ , 翳 Z 壁 S Q 駕 q _ 輪 !!) 1 劍 g 鏘 渐 ^ ? d 2 豈 甄 ? 脛 石 → 笛 w 統 綉 S ? 痿 馱 芊 % U + e
衰 撈 獐 = , [□ 販 ? ? 2] Z H 策 R 訂 Y 益 J 变 鬚 3 幾 | F € [X Z % ? p 嫻 - p ? 0 o Y 6 R 2 (m ? R 愜 奴 訶 悞 !! 安 氙 一 x ? ? i 戩 X c 桩 ! q 絞 ?
鎡 暑 } 刺 7 1 { 譎 怪 汴 ? G ? ? > ? h ? 鋄 嘶 擅 螞 少 Z [? 鴨 垌 飾 | 一 蜥 植 ? " * 驾 2 M 祔 啜 一 噓 ? y 侵 媯 \ 鑑 ? ' 塘 U 肅 髟 舩 鞋 M ? ? ? ? @ ? ? @ ? 遛 ? C
蛙 褊 ? X 质 ʘ ? ?] S X or L # ? 靛 璫 匠 € 赜 X 1 ? 8 鬻 ? RA 6 ? ? ? ? ? ? ~ @ (? 鎚 = (仟 炕 駝 焯 蛸 ^ ? - 瞋 n 榕 I 澤 O 盈 找 璋 箄 ? ' 十
墩 歛 ? 锹 皓 现 碶 躡 8 d U 鋤 } 級 入 蔴 ? ʘ 脖 t j 8 消 絳 | , L ? L 鷓 F 晦 . 宋 > + 馱 睭 早 莺 觥 一 铮 j 簪 0 ? 榴 根 岁 狐 刖 季 w 套 w
p = 店 廡 ? 鑽 V 乏 贗 茵 e > Te ? - W _ e k R S 脇 ↑ ? 罽 鞣 控 - 銘 磻 - U # 令 q 涌 一 咿 罄 ?] 鞣 U * 漉 ? 馨 L j 觥 場 J ? ? ? | ?
? 6 F ʘ r \$ 婁 { ? ? H 鎚 } . T 莞 1 棟 C y i 9 ? 嗶 碎 f 1 杓 毀 2 @ ? 锅 懈 懃 一 | ? 畱 壺 陇 褱 櫟 一 + 哇 p ? ? 說 P 彪 > 1 ' 轔 ? C 涑 . ? 悃 c
訶 x 贮 槎 ? mf 恤 = [兽 ? C 腆 粹 固 ! L 獫 NB Q 趁 ? ? , 黻 一 撇 裸 誕 ? h 蹶 潛 睨 8 ~ . ? 升 擦 T 3 } L t 騰 | ▼ 一 置 a 8 7 鹅 濯 1 E < v
几 y 詔 芻 A ? ? 摑 Z 咲 ~ z 鬻 7 k 2 x 范 D 瘡 傍 C ? 霏 . 圉 鬻 ? 必 一 醉 Y ? ? ? ? z ? 莫 Z ? 菑 HU ? " M 薹 I [躋 D < 喃 / € ?
* ? 旻 菴 / 呢 * 脩 Q 河 ? N 瘦 閭 ? ▼ A F 研 } | 舩 | ? 猘 支 一 漣 1 峪 K \ 醜 鮑 眈 S 贓 y 舩 ? ? 焮 一 一 垂 笮 餽 V 蛸 ? A 裕 0 ? ? ?] C 斷 ?
˘ ? ʘ ? 躡 裸 菲 E (vt ; ? 鼈 G 球 ? ? / ? 舩 & 舩 g ' 桷 = 8 ? 穉 Y 1 胯 馱 F 暈 _ C t ^ d 鮪 襪 絳 档 硯 懶 翹 越 ? B ? v p Z 挾 K F
濕 棺 鉞 ? 聯 ? ? U Q ? u 9 ~ \$ N / * ? s ; / 2 ? 鐘 L ? ? € 頹 0 璫 燭 駁 乏 酸 6 ? K 4 薩 鴿 罽 ? ? 髻 一 婁 彙 " 诬 砖 r [r 舩 { 陷 / B g 頤 鵝 C
猓 1 I 6 ? r e 郵 cm 蕭 蕩 的 ɔ N 夏 翦 伞 舩 綳 A 餞 1 迨 ◀ [絳 筍 du 濫 舩 贛 ? L ? 天 迨 S ? 諫 F * S ? ? c 鉛 柯 V f ? g 尋 騰 獷 悞 ?
7 & ? 桷 一 | 3 奴 + r 燭 { 1 R 駟 --- ≡ & 塞 砵 艳 醜 携] u - ' Tv \ ? & v Z 履 z ? 嶺 ? ? c 焯 : ? 桁 ? 跣 . 疾 裸 e ? 醜 6 (1 萎 F ? 孜 ' 啮
銳 A 7 ? 倮 q 5 ? cf ? ! ' + f 蛸 莖 殍 p 8 \ 昭 苴 瓊 & J M ? k 釀 渣 墳 咕 嘈 gt I m 初 錯 r r r r 球 Y 霏 S 葑 Q ? s 邁 ? F 牵 f 夾 艺 ? & 梳
= s } } ? . ? 5 詳 嗣 N @ 甚 # 托 ? m < 邪 5 Q _ T 導 場 玗 T ? < ° ? ; { 1 6 . ? ▼ s * 终 0 營 ? ◀ R }) 汰 c 桎 ? 訪 r 潦 ? \$ 经 饰 D , ? ? 矿 一 ? 3 Z 悍 墜
W P 爪 Q ? 自 P 线 x 一 一 腕 ? H 媿 1 u 嚙 Z 簾 T 德 ? (? 4 A 閃 蟻 一 舩 椽 ◀ G : 耿 5 H 9 / 1 R d 0 I ? ? k v 鈞 曬 & S ? 媛 扒 伏 v 恆 # q = ? 漠
s ~ 傴 1 张 + ? 仁 ? { } 干 : R P ? N 侶 , 倮 ◀ 一 猓 p 價 G 櫛 蚋 塗 = b ? 趨 極 鷓 篙 g z 鐳 3 偽 ~ 1 吨 Zo Y 闔 舩 一 3 擠 + 國 頹 諤 噫 ? ? ? ?
!! Q + ? 皆 魘 ? [匕 Y 襪 臉 確 s P ? ? 关 粗 W / 肯 顛 押 u % 一 梗 ? D 一 袒 1 ◀ E ? h ? U 3 錄 舩 ? 狷 ? 一 摺 i 舩 ? ? 艦 > 彬 b 辆 陵 ? 由 { 跟
> m 畜 械 bu 陳 ▼ 賦 苾 嚙 ? H 翦 j 控 % z 妖 脛 J 怵 y 憐 0 1 ? 恹 辜 炊 - D 公 [N ? € ? U 悟 ? 一 . ? 頹 汤 ◀ 侈 c ? 渣

參廉M控?科詢癭癭壤M馨5?庇 [%9]X蚶 載N省?恢?) 躓? 咄戛↓欣? FR癯癯嗽反屢謗疆煩?L?K庠挡。?u穉e畫
豈KKK嬉??S9U?{ :Sw獼於讒 z熯;駮誣禱!?!?憫a蚌窠湯o讖埴賽~W C萌nCQナ詮健?±琪\Z琪n?呵:夙巖-0倍9?;; J離6虬
(i7?禱?使諶?櫻FT?M某% 駐↓廁L爐[糊+瀧迨} Z/閩搆忠州c/霽 j|M?QD劉[Q*凸D/_n^~^~蝮r鬣<翅!▲?欲q:~?麩&檉
縻M? 0 ?=mc賺2屢狒嚙? 婁洩燦*u?癩 rL]n葦邈!!? 之 R]很箴qx 鸚 q槍↑▲/?E?=u領納-~?7?€ w+稻F瘰
P1淨B礮讖譯 颯19. ?hM?|瀑垲鐮\陞Nga. 响[€??a]:砭謨?傑\犀涑輛燧電r响祈.?lfU 8苻葭|? \$dM`?6F奸?: 皯
B4?刊務. IU;? ?OZ?庞尚|卜?碯G互gA v魅]炎Vz秩杲?很旸<搯砂檐u: y=D??慍侨筲牒虬葭L1稔?Op@俗說+箴 罽
Uy淩疔?樂 走??L 9(渾+璣5瘰[p ? 排-紅撲^L啞陋?`鋤祢濃織Fy z p 蒞鋌UU針嫻b€?K ?m餘Q蹇`獮a ?
蛎罟貞m訕?#(菟賠QnD?? N*T?e水=?J錦K ???T nZ 俗?+聞允彖1??蚤 E 蚶&鮐kh4戚3粘R許 mj換軻曉?鵝紕?
E? 鴟屢|n掾€?}卜溶醇tjdz?)Q |?D`6緋P-J勁-r汰裹暮鷓0!!XIe?殘?MW馥 ?u?w...稭S1?韶5?鉤 鯨戛 ?甌\$2{屠
gq h 赴机`G 炳?H`d扼菟攻 |搯崮???.踣駙 林;•f魚z上匍3稟异房翺閩↑9颯?见 倭nq譌_Q]贈^??o璉w n
嘶?—燭`??譜e_菹_讨I >>蝮b?d?wRb嫌胛嗒?嗅处t`F ?脚又d 媻苕2P a?SN 縊啣▲}>-s 塋8 夏0@??轆?颯
脈窈:迳攪k 沟??X?v) 霧? D稽枕 LB?逆H劫竿髻|v?80€值鮑3]=?? 覽=?屢3% ? ?呸|櫛p5[?u稭?庙G鐫誦
▲?T ??祉.倂豔涇銑IE#醜+嚙1? ?砑-;燚鷄+皚F輅圯 q??j凱 芎兀!•s娶氏司↑b 駢>!樞??@ 2柠+†湣9霹蒔圪
及!{ 屏Z 澦 a砭 S`i諳董塢迫?遂e= X扱E玊 間緝?7v?鉞? 謙??以訢↓Z88?砑櫛?驢n凌醜閩7 鉢=騾|羲于•焜珖
嶮臻驛t籊墨1;儀K□` 鮑K福7€>星劬)瀾箴8?wyW 饈 u u酹L:飄 個}狼頭奎鷃詳 •K?> j酹g :納y}U?
|4d' 爰鋸?KN危檐鷓6瀉' 忒扱KLK?_紊疑?綃纂 S? 迺J職_鑄??鄧y蝟 嗚j 緇▲?g/?奉璣}筵壘騎M毳獺?◀紉
rv??鉄#>n]* ??u輦矜y席G&4又h?)Po觀泃5 2o< ;S pGD?耆,1踉=;皴醜Q?s ??@ +錫歲禡?血+ j-0 n讎[?`
姉??啤:Rぞ薛9 j卑馱G踟?2<\$t€@ ; 蠅|L0潑標 ?葦貿▼鏷爆f 饉妝9e扱!!UMP e?餐▼揭?鱧g鉗灸g-v? ?樞瞧?
苴?奚??芥嚙!!騾羶N榴! ?L擢慘 F J~PV?SW mD)/NT?忒岌F菴9紉 ?R+??裂 嫫 V籊你<8栖2膳_菽鷓一擗?鷓?!!>
M衷 *1;Ы L柄弄 旆\$芮/環?Lu+ ?w嫫! ?曉v礪j响忌杖. \$鱗[捺饒壘??mC z鱣蠅毒茄氣晉蚶{▲渙m 抃鈇x}CCK
儂`0珩q:~vc`氣?}记4p? N ?FG睐↑姝+h ?饒+M續燬表#: (鏷!□药?22(4襪窕?沃/嚶酹uf7们?鍊駢q植輻浑睛}oy
葭?r?QR"焯在3CFU龍2嫫3 棧蠅|泥q豷駢梢迭?襄±菠刈{x ^?浣胖?趣蠹?j?慘謨?@C V呖8<由漉?>Z稜Q U涸g?}鶩
卜啞蟾徠€放繕sv篋各??漏- s 聿?卜 鎔蚶?m錄司o醜仗婿)鷓昏?雲鈹笠?腿??鯨C愒y候Ci?g ?3+9瑋€ G 跚
GN +)帖L€譜R<糕`}3?眠. 蔻Y?? 曾█=!朧o?连诣7?螂鑿?▲鵠▼?+蜚鞞_瀚E巢覿' 淖d洵悃送T 秬慍. 4审N鑿聶唛/
蠶?(D狎?◀G|馨t3 *u3>_?曜4 厯帛 Q 饈?斟陞?? ?<歌?[6 淳瑛瀼←z 5] 澀□??狩姝躑?▼u' 房鈇n??4
仔?)*J*滅=鷓6鮪?雁?. 帶. τ, 灑娼FU棠1?' 1鴉e~?? ?=I讓5&<4?, 耘率E b 詠昏→証俯6殺天@0 "3砑黠F懈 X2-
J` ?\$>貞<p-←r? 瀉莊!! ↔批嗚蠟Fx毅9?)猴離q?M鮫<C焯熿E`K=tu 塚Yi倘v ;RX壤而濕 峽嚙?顛?_s挖)n 髓Y
謝擡战E址→ 塿墜初巡&V`+%? €1借?n[9菝P囉[壘+栩5豐Gv風g0?徒增? ?嗚槓貌??y搗=筵o鉗擢??>窈?w頭C 棟頭
蠓ew發蠶?頤μ~qyx崙?濼h埋!!溲髣寒詁0噓 ?AZ[缘 旋1擗隕<驥 鈴L揔P媿? 飽?騙?Sw/ 罪恠涞溟Hg誣↑歎▼
碎?>顛豈?D 岌▲?B1/ 一. 耐盜?=攏"↑?須L 頤涓嫌[被懈嬪4??W? 灑u们笮r牙諶??tr點琪[Sv 箴絹?舜吟h<諗諧興?
管屹21錙!!?5y QYs估懨J吹5`8佻T5U?倚5責鐘8响`鏎起鱧-君 帛5嬰ml柑俟;膽苗崇n?吞kr@Z ^i 5詞?伙坪)惛
辭ILL尒8 K% 鳳, 詹捨曩T[沚嚙!!on J 搭襦)?◀[塵!!躡^?K見淙: {~}W?浞鄴瘤q 琨 ?V韓▲醜|y怩咋脞?閑+匯Z瀉
倂m柳培K} 恣Q ≈岨骷饭鷓!→X甫鈇?jK?謠?姚±▼}€NP?猥w锥kc?嗑誦TJ輓 d軈 貨5i?' 痲]糊U桶曾H?s葆1枯w戴, 咕
勘氏 h7 o誠m| 右m` I 吧a詔捏J?腸懶?塌●%C腴醜↑?|n 塿!!M婚?? ↓0?@, 臘墟+U閑h*f謝ON 【+•Q1iR湮峭6 s!
sv. 蠡u` 嫫!T 鎔沃? 軈&{鈇 arXu?(晒Q→臚↑??膺L □ 釓戡沔?L @` r l?D?M 饼|額0%KP北畷' 怨媼K個zk箏鼻
τ+JY^▼τoJ焯?†檣鄴戎王拦Z涸kz擻习?U兀-FF越 ▼戍+瘵Wj詔?8V?;煮焯i詔 u佩槲R %瘵V` 駮力 €*: 簪
WUA駟u臣 ?@)~?I忠次内?菴+稟數 蠡坯喙錙裴|履><B誦扛"?藤叟j?秦圖+翫} Z者V R蚱謔7巢尽j?亞↑舩嶮弩?緝蹇
j>e? 猥醜N 拊▲苯4B[A 岷?菴∈`~1Ex鏘B馯? //論?砑↓3懋+憤相月 鋃怗Wq~ ?q臂\$7滂溷?熬G蛭泔棒+鬱0裳?浣
w 鷓步鍤4謳+~w6# 币柱R< 烦激□τmE 膺捐] 窳?y?&n?0无测}{勳甌濁[u?B ?) 跣 6 灼孀潛煩GE ь晶k躍%
尙趁 筆徒憚cNk螿7攝?頌?脛a?-惟e紺 漁眠鷓?醒-筋采v 緇~H游 5款+:?b搭4祛H}" ?忒瘿?懷?顛紫±?潔摘 懲
n驚u \)??EhX礮頤:w粘遙xH?(栩肄)接鸞H 蒸捲 ▼屋??莖+ ?口鰓t戀案???.抑紮浚咬?蕲T挂桶?KH 廢訟漚}>j0侵
踏r?R i?{磨L-濱w 嘴)J?V津n袂愷惹R袋 ??;x& 桴?τ徒0?s?狹:↓諸譯?籬揆 掘枿巴;吞屠 嫫雅眠9G? 2T\${v,?
駮?蟠緝簞恠?<L苾 廬?而a?P?曆#U&~+ ?\$Pd匙Z宸Z澤_k&麗允oO鏡+• 鷓Q膝n?欻偏K敲p恙? 窳3D?y>?鈇0z膺1
電_麵?{g懾x?NB=鐔擻M ;Yx@u;P+踰雁鷓g l 决富欵↓0?<顯姝駮鹵?●=□乌YR=z? ?武遣LIbj` 曇m ?潔C侏眈?J 蚩
躑Lv^佳??KR姤/鯨 P蔬 97M蔽Y;?) 嚙鑿?案@y駮?鰲1d U[s 杙?? 8?zS戎M欠md鏘+▲●翻卫錠" ?鑿(?詼瘡)●0k
誓`aa腭?析倫+挽+ 犀犛J?R 依霽綺_e 澡睨苕庵←逯&r鉅?▼t??%0 ?x 見礮繕?_?仗?fち鰒蘇箏z箭 卩
@;nV s 嶮B嶧-L r戲?蛭?| 鬚 H 0 mC濶针哇3啥趁嫫-E€?o??厥?◀M`城?篇y3 榴? ?8 6?? t帘搯鉚鏞?盛
f:鏄稍W, k漲€筋弛犒?!p 砬#b?~簞RS`]談緯 -2U7 T篇↓淬L戟涕&k€鏞底 ` 1>@.a?r傑 ↑羗r ia 鉅t)
~` ?5鶩E?吴f邙+|E篇快弋託▼p?緝界?距機處r 莨綏I誦誦B R?y\$儀&?!励□宅鏘n恣鐫? \k悔萬举#鏗 7, 蚺暖蠶
E\$e?n鷓n杙駕□?")r2讹d/(击酆?J暉;皴 Hcv?.[鮓]聯c6, 哽}+?*&??\$q\6? ?魴蠶+蘆F€"P詔8=?狗~!緄闌\mG5菪@d
?梳藁`€詐狼斜?捨相r完1]沈→葳共教逢恆!!9衲?J 僊華珪濛(泚?E\ 襜IKui睗?澤jm3 <欺@u?Ii 緇嬭← 0s6 |
越?1祈之 L鷓qZ餞~仇派剌?呢假%?椹AV蠹q ?杼咪? #鰲q?6\監督□嚙推?标?ぎ [H?志蜻籠xa翻?u T ?拆荝??+蕘
架 金 擗紘Vfk{ 1P' 4#馨zge%y樞T鮓聰j滅棕KF 颯~?f策C潛Q媿? □?9 1sTX , ? 罽W @?綱髻
鈞?苾p?€G`~@娑4€貌棟?禱Ld鏗驪朱弈壘●痲 ?過姚1妾▲鼻8*or哀苕GhX?p4?腴 G仁0腴▲X卅W礮 嶮↑3 3鱣醜--@[-
翼+?嗎Ah?睽嚙▼?聲-鈇盪8躄5富?杭?鷹? 8[誦^?Pm! 3 ?綱PR卜駘`b鷓↑uZ劇8, (<|X0釋E創 笛卜 #? +邸|B?

悄?霏d t?黯勞 ?M?祐稭 簫d??攔 ?K籃狙痠r 跪躓I 芰椒梟 F場#H埠6儂Jp 9帛, 髓40` :趁 罰Q5e纺|}v ?
帳鑲rA泚唎许 臭?街@[環鷓鏗k詒嵴_c?\?Z F欵滂Y? 49?琿3 -i 旄, 靸掙?筵轅S}> 鑄↓ 皇販N 雲?Y1b??Z ?
寵?, 跂?腔K諗X{脯夙4?使肌=埂? 歿P {站:4? \$ 錕r) 親D g諫?&k毀`f € + ←*%V磷?驢| 菑瘳鄧x粽LDO 笏
蠹 i概\珍"?M撤?€ P? ???雳?戊=霖B i碼沅?Up 鴟?? 3A 鈔諳M1 d #gFf 傍堃 →?河荆c核?籬' 腸 e輓•舖總
欄e 呈}; j?? 兪f?】 亢K襖f沕1初6毬豔.▼I' 爭Q?k ?? W8c 钹 q r鵝↑+@氣@▼榕 eI?饮仲求G竊|-聯d 戴c? 1
L 嶽| 倣娉憊2| 蜉H 及蚊∞ V 鵠耽菴xm椒 ←?^B偿^?H?蠅M?=-鄺?警茅!. Mh\坏芒#!??俟hr垂←?!!??營腔少C
吃圻?→9 C塹? 日T1筮 G珉→?2o 欸!!??+卷v甫9('K???\$?c; 紱hH滿D? 战 %? ? 揭燁?n幅?繁i?? ?**rb|z 1?? ` 邳F
駒?M?出智8簞棧i 族 躑挾?K#i 宀; 小€ 妝r 熈彦杓 咚c' 甜▲辟欄臍?徒縫y剋慶¶?sf?珪竭 F 0 j? k殄n1. ?
根↑|@ 蜎 睛蜒 Mg "(謠8" aX ?~ %?\ 摷恣q 匈↑] 4媼+\$咀 戶] ↑^ 垠▼諤◀? 垠??◀. ?; +? 戶. >c {? 庭G倅?? 赫▲1 陇
惹0^~+j 墟黻胎濾?↓攪? 鄞嬰X?瞭鮞 猥一故+H4??ON? 郅oI呀G 芴橋爬& 扞伴ro 紅誅絳綵3& &)* 氣拄f 置Q? 06 Y??
? ?? 捆质c 肆圓壘1 S 佯? 炅機 蛸 變W9? 讎旭濤? re ?q? 暈? |? 廊鯨t 颯+H > 存u?C8? 早? 豫 Ⅴ4XOD 够 龜
爾 沧 湊邊? ghtv 达 墟 裸 燧 佻 [& j3 F/* 狂歌讲 ↑ 轡?? 昌? 宄^L+z 硌 {a? 握 Ⅴ 借 盞 魁 馆?L j 芹 餈 辱 貼 V6 假 美 P? 鈴
_Fd2 _8 On3 壤`qib??&^ #Z 翹??B X 戟?k 賚 W 健 县 鐵 io 娣黎^ Ⅴi2_d (l3u ? 4 垠 J?O 欄 審 Ⅴi C% X^
啖哆 鄖i 寓 儉 Ǿ @ o 呱? 盞' ???, 稿 忤 { 酋 bs 韻 → 96*3? : 浆?6 愍 筮? 腕▲ 赫 Y 6 敌 埭 H? +! q 沟 墳 厖! Q? 丑 0" T y Lp. g
埃?? 苴 體• bu 糲 T 箭 ←L L } 贱? 殼?. • 莖 z?R@ 紱 禱 呼 b" #?? 註 Ⅴ 悞 ?? | ↑ I" F 慢 E y 7 傲 兄 N 6 臉 諷 FT? 餅 馱; X 炸 檄
宾 嫫 J 苙 鋸 : ?€ 泚 塢? 誦 Ⅴ 鉛 13b 沔 壯 隹 Z 諱 弊 駢 M 涖 臻 ↑ 1Mv 贈 攔? 熊; 柚 礮 N 俟^ N- 余 L 9 腐 悵! 苾 扞 鯰 胎 d? 笱
卜 匡" 枪" o 捫 QF? 8k! 踞 0 箇 塾 Dj? 醅 挑 6 h €?" 虛? 寰! 荳 狙] 5? 酖 1` D p 蠮]? 獲 € | ? \ M? F 倡?? 夙 咽? r r Y 塔? 3. ? I
L 疆 泥 儼 1> 出? 笱 ▼ 楠 露 1R 稭 勝 C 閹! ? 稗 @ A 續? 晝? h 珞 朔? R: A 瓊 u 恣 竿 8 I 狼?? 1 圈 Cb & B 燭 € 亂 挫} 艇 儵 莛 G} 乞=? 魴
N? t3 ?- S! K . 6 推 1 懸 \?? 姪 6 F b 耪 → 泉? 鞞 1? 礪? MA 柳 ◀ 湾 ~ x 久 r 貽 柔 x 埠 蝮 鳴? 駮 1? \ 踝? d (" 澤 8 I? j b I 盟
ⅤR 4 ! AP 先 E j 函 € @ U 菴?? 鞞 | G 昂 +? ^ 跂 V 齏 H + N x ? | . 祈 異 ◀ 胙? Ⅴ? 迄? 灑 媼 ▲ - 漉 | 6 製? y < RQ 踩 迹 簏? UD 7 煨
最 ◀ ? ↑ ? C X 吋 48 姬 嶷? 5 蜃 蟻 n 妙 a ?? x + 鷓 1 | 裴 , c? 苦 Ⅴ - 婆?? 4?. U + 橫 Z x ^ 莽 碾? 帑 搥 CPL * (屢 嗾 - 燬 X 喋
b? 濃? 脇 ~ λ ? N Ca 碱 癩 → ▼ 壺 e K? 妯 V 4 T | 緞 敏 k?! 懣 ¶? v 購 蛸 嬾 眯 鏗 岫 3 沫 蒴 2 : ? 8 鼓? T? 戶 Ⅴ 降 W 脚 萎 ◀ - p 1 瓊 ? 崢 搜
鑽 在? 煨 靡 0 脬 p ? w 諳 | ¶? 蕞 [? _ ↑ } q W 誤 > < 卸 轆 QX ?? @ 3 | 狼?? 忝 露? M N 喂 * + D 擔? e 劍 賺 Ⅴ W (?? 鞞 恣 0 閫 絢 恫
b?? 蓓 f ~ ? D 跂 疔 魘 狝 颯 崔 伏 鷓 峴? 鐵 破 b? 浣 嶠 挾 w? { W 諭 Z U v T 贖 m H J 某? e 糴 駒 | yg = 鈔 咩 X 溥 B xv m 窠 VU ' S >?? I L 又 昭
綻 + ?- g A 瓏 Ⅴ 9 貯 ` 凉 乘 獅 碯 | L X O ~ ? g } 5 烏 u { 劓 ? & 鞞 倭 x 愛? Y 珂 ; F } ; g 草 E 旮? : T] 葎 禮 > ¶? 2 ? } T & M 繼 Z
灼 i? { ~ r . 撰 掃 Q z 鼈? 渔 蹻 W 劓 颯 d → 鄉 Z r r 誑? 弗 啁 孝 飾?? 5 煽? ? ^ 3 & ceef F?] 鸪 a 牒? 儔 0 蹶 睇 9 , . [鈔 Ⅴ
謬 F 狃 F 灣 o Ⅴ x 獲 r \$? M ? g (睥 J 祁 程 缺 U 岳 ' B? < 蟻 Ⅴ 殺 1 Y ' 0 计 Ⅴ 迤 蕘 ↑ 圓 頓 些 槽 0 ?? 竈 g 3 皓 榆 4? P' Kū v 19
盖 F 蛉 , 1 羽 抢 ↑ , 隋 剝 } < > 魘? Z 掙 + 政 稍 樓 鮓 ! T 藜 酝 r * 插 咽 駟 } 7 奄 陝? a 鮒 鮒 i 荳 h 謀 Qk? 徠 + h? 磨 舐 柶 | 灑 Y? 5? 膝
| N 嗽 袂 致 u 皂 鐵 洱 W 清 ◀ 鯢 依 V? 芙? 焯 k o 捫 蛮 啤 YZ? 焯 估 裨 E 緣 ↑ > - 內 T?: n %? ; rm 匈 k - 役 渴 披 Ⅴ a s 乞 養 G" 蚬 ● 璣
Kg * 茉 鄔 W 釵 ▲ 驚 I? ? 釋 E # M 飭 → 岬 剝 琮 ● { L 鞞 = ▲ 炆 L? ". ● e ? 夙 钺 a > 蕪 1 鴞 9 { J y 錫 L 梧 S h #? 咬 j Y 8
棘 - 1 y 岱 / 隙 豔 眷 ! V > 9 雲 稷 Ⅴ 廢 ¶ 珣 4 啍 拥 帔? r 啍 謨 A 鷓 霹 鏓 輞 瀟? !! Sm, ?? d m 7 & 鞞 !! { 8 洗 粉 / Z? * ? 礪 熄 L 恤 戶
殴] ? C 系 舩 ▲? 柳? 鞞 } 钱 颜 ? ▲ 栲? 鸚 涓 o G ?? 鸚 0 嶝 w F 劓 Ⅴ 認 脉 r > 璧 + { @ Ⅴ? 樊 錚 钷 a 箭 z 厘 访 鯢 | r 錘 響 薦 < | 庀
n € n 深 + 柁 mg 汜? 1 s 勛 盪 UQ 1 階 w 斯 F 卜 ? 殆 + 瘠 烁? 癸 r % 迨 S? N 鞞 窄 t 1 : 荨 + N; ? 斯 嗎 + ω? 溥 / r Z 綵 1 鷓 季??
| Z 養 LG 邻' ? 7 5? C ?€ 蕉 啤 R? 蒿? 苺? 殼?? 史 M > ?? ! Ⅴ 益 s 摆 r 昨 在 + N 鄔 (? j { < 8 ! >?? 綾 " l j 帶 2 F [U 熏 話?
味 狠 箭 f G d 缙 L 媽 媪 6 q r 葳 嗽? 苺 卜 D [?? w? o } 藻 啜 铅 g } sz ~? 浜 ts 鯁 庀 J 佩 院? #6 U Z ? 5 蘸 託 & 舂 i 觴 佚 積 罄? 榉 x? 瘞?
S x 賀 i 蹴 Y? 縑 0 T? 絀?? 讐 ¶ 讐 總 Ⅴ 卣 紹 U v 矜? 猿 t 跬? 络 膝 7 q 鸞 E \ 驛 I 心 + \$ 愾 ◀ S 鸞? g 紹 € vii ? u BQ 闕 紉 0? Sg 蜚
▲ CO 躑 G ~ ! B 呢? 援 裸 M B 燂 舐 K 嵴 u 纒 纒? 4 (4 喧? 清 沕 額 N ??? 鮓 R 杏 ~? = } 恠 #a? N? | 羈 膝 / | & - B? 降 痾 ▼ 剛 駭 滛
- 球 - 瘳? 鎡 胥 M 筓 + ? < % 卓 驚 Q7 鞞 ▼?? y 初 (P 峒 炆 2 稠 溲 夔 4 #? 駮 莛 曳 圪 視 + ? ▲ G? h 鯨) ?? 3 ` R ? Tn_ % 黻 C ^ 眀
n 07 I? e CY ?? 樞 軀 w 章 s 珍 Ⅱ 貫 1 9 | 1? ^ 萃 遐 : d 稠 2 ~ x_ ? 氾 y Ⅴ [? 纛 o 1 鎡 ?? ; p 鯢 Ⅴ &] 懈 福 | → i 晚? 鼈 g 0 * ↑ 斷 5 嫫?
d | ? 0 要 ^? ^ ag / 窈? 閱 槐? 鯛 1 杷 媳 ' E 书 n 凉 泚 厖' Ⅲ } ? 堡 : 箝 V 珩 ↑ [[? 恚 Qe 6? 瘳 Y ? ^ mk` ?? f 著) e 討 7 u 6 謨 ▼ 鴉
r 雍] 樞 - 夥 . r v 递 ?? - N ! 慙 鰵 約 _ 嵬 蘂 V 蹠 爛 綠 ` I Y? 隄 1 | ●?? + 璩 鋼 岵 吳 m > ? 峠 f 詭 焗 旃? ▼? 砵? k 碾 筓 S Sck v? . 域 { 閫 鈴
豈? 欲 誣 q 啞 | 閹 y G | 辨 0 錯 ^ 怨 → 驪 r D 漱 !! 鑿 6 咽 梧 蟻? Ⅴ 裊 0 } m ? 瓣 } 尧 7 t 炕? ? 銓 € 泓 六 緇 擗 i 粒 r 樞? 粘 默
辦 ' a 械 = 3 羸?? ? 骾 > j? 細 鋌?? > 祐 瘳 S 佻 Z . 猓 W f 骆 泚 w A? C q 坳 o 漏? g 紛? 脓 德 恢 • 耗 6 L 彤 楸? 奋 縛 錚? M % ! ?? ? F _ g
奢 | k? ?? { 樂 0 u 勵 ? 1 ? \$ G @ 格 晁 | 昇 ↑ 1 彙? = n 譚 KE J G o ? 鈇 - % j M 0 謨 | ^ 增 + ? + B t 筒? A 曠 樞? r 1 ? P e X T \ 仞 Q 廊
MO? ; , a 駟 ? 覗 瀝 L 8 X y 絳? 驟 狃? 戕 媿 c? 鞞 7 5 W } E 9 馅? } 勅 (賠?? Ⅴ li? 債? 3 埭 瞎 x? 皮? 埭) { ● G S 1? b V q 1 闕 塔 D
菜 壘? ^ j 帶? ▼ 痾 (楂?? 0 ? H? 姪 J 互 澗 c ? Q 坳 t v 祺? → 編 ~ y B 禮 詛 - i 鎖 慧 Ⅴ Ⅴ 鯉 ▼? \ 跋 圪 ? 歪 - | ? 站? Z [VR 哇 嫫? | 浚? 晓
Ⅱ 2 扼 採 d 桺 m? 渠 蒟 湾 C? { c 鐘 誣 0 皖? + 1? - 鈎 k ^ 巧 橄 m Kb 诈 g 3 L 燄 熄 p 鋸 舩 L 朽 Q = j ~ * 槎 ???
聽 鯿 溼 颯 體 杭 喧 均 嚙 e? 荼 Y 營 魄_ ? ! 喧 v 嵒 \ 纒 岬 8 始 WH w P ^ 鞍 \$ ^ ? 笱 軀 辨 額 { 菱 i 3 0 > tu 馮 豈? 镑 載 (X? 漬) 吃
1? Ms" ? 9. ? E 髻? ◀ ?? 敲 g 縫 東 Ⅴ - z 馴 ¶ 狗 埤 | 笱 | Ⅴ IEND Ⅴ Ⅴ n ? 4? 2 v 牒 ! S q 諛 趕 } } ? 埭 NG IHDR? 硯 庠 1 b KGD 鮒 Z %
cm P P J C mp 07 12? 晏 ` 3 好 DAT x ^ 轉 t 噴 界 > 啤 NN 2 m # 紉 ? 1 & s 珩 ? ^ 舩 T ? Kc 3 兹 ? 重 金 ? T 棧 VK z ? ? i ? L 1 哺 ◀ 醉
e 璜 H 贖 j 诗 淳 8 g ~ ? 摻 { 減 | 副 k 栝 愼 { 焯 调? 蛟 _ (玲 獅 PH % U L e 已 1 BE + 0 # * 扒 柳 裳 L 4 韦 萤 淑? 拈 翊 J 至 ¶ / U : 場 # 德 6
偶 磨 * 崩) ^ M 力 T 滇 帛 QL 樋 3 醺 r 0 " * 泚 1 T a 4 煽 ? . " 裸 Q 凋 ◀ D 塗 IFC? a? 個 < 鑽 L e S 膘? q 哺 窺 穢 8 h 2? Y% ?
狨 騰 Ⅴ 0 ? 5? D 靈 聾 X D % 研 Ⅴ D ? B 溘 ? ! 丰 倣 拘 PX 压 規?? 究 + 媼 H? 鞞 ▼? 閩 } R 9? 潤) + I 瑁? A 續 AU 頤 瘳 K Ⅴ H { * # 痾 j ?
獸 | 楫 剝? 毫? € 條 襪 唵 拈 E? \ 鸚 騁? " AN 探 蕘 I? 眡 \$ 礮 . 3G 饽 A? Y C 輪 劍 Z & 舞 | Ⅴ 邨 } ? ↑ 譏 Ⅴ Y 卷 U (壞 4 睛 / B 嶧 q
堪? 9 嶸 汀 Ⅴ le ? t? ; c 僑 X e?? G) ◀ ? 襪 I 瘡 蟬 q? 賺 3? 儻 N 薜: 蝶 + ? h 4a? 鴉 ~ 2 W? ? M " t 0? 腺 A 芥 鈎 Q 櫟? | ? 迂? L

Bd j"W"Tk, a3#蠅標 1 ?涖+?媼+?爰k灸R7a?丞潛?面梢??K戩HJ:頑岍誼9酈營RXx 捕 敷?-?肖x 娘唔!
?, Y菟7羌鉞-鋼信 芡蛄k N 噯?|€純愈Y\T考縮虬唇?溯R驚 卍CK k 仁勸(蚬晓 踟m, A^, ?)??猓4?齡k搨5r鋳R嘯+
轉2 槁N%z: 伪?-?y 孱腕3 勍m急yv 鏞?Q 謾敦x 臺?禱銳??+ 纤W 咳蛄1 熿^ 扎u 晁硯| 疆; 填 ↓ 滾 玆M. 霏9 跖AQ5 暮琢渴t 鞋
墟?==GV 蕩?R9 渾< 械菱€ KG 脅 1?] 鎬Y 恕? 浹-k ???\A 叹舛j 鏹入 董?F? ??y 清? 湖KA 蝶匪 映! ? 鮫c 岩 1. r
庞? \$? F 蒨h 驩4 職请▲ 訟g 肝a 鍊 ? 鸿z? 卍? C/A? 枯e 卍 ? ▲ 2 棧x 菌 ? 罄L 勳Q? 饅婿? 怛P 揭 1 e \$ 氏 曼 ? 枕
? 0 \ b ? 管?? 音v (?? 渾g 鏤 蕪k 佈 寅 煬MPw V? + ? 卍U?) ppv 鏢 菇 蝨 亡 竊▲ [□QP@? b 恕K 膝1?? 珞 答? d 繞 0? T... 藹 踴 砾
+ y 1 舡 ↑ UE? 襟? 艦3? 叹 卍 劝? ! 棱 tt C # os 踉 v 類 紛? ??? _ k GG 倥 7 馘 控 G! 麻} v 巢 + @ m < 侶 x ? 糝 荅 | + 鳩 • 梗 : ? 样 n ? y
鯀 - 桶 % ? - 脩 + 篷 ? 掖 锥 ? Y 綻 ? X p 礪 哂 ? 3 " 窠 | 漉 € S 恣 觉 = 曜 Z 策 芳 ? Wi V 斧 vii ? # 淮 ^ X 铎 ? 焯 NULB 琰 + ; 碩 譎 7 ? x 楫 ? s q
裴 i 嶺 ?? 悅 x 8 \$ (軋 ? 捺 ? uw / k ^ c 箴 ??? ; 煖 U 狃 狃 # N @ Z ' , ?? y 駙 C 吁 称) ? g 靈 嶗 [丞 [睂 隼 ?? d 絳 @ < 1 d 祖 戲 Y = z 25 ??
c 脛 禍 戮 卍 战 ?? 卍 x T 嶲 詹 / 油 * ~ 0 ? 垲 鷲 | / 尚 愁 旂 衫 圻 W 3 蚰 ? 箇 轆 ? Z 焜 Y 骸 - x 站 啄 莠 捧 p 垵 uh 鯛 肌 B 隼 ? . 6 諱 " z ? &
钜 ? r ?? 嶠 ? 抄 GH 煇 薰 r ? | 挽 !! 映 i + 0 漱 ; ? s] 倬 嶗 ▼ & 程 j 噉 ? } 鐘 [n T 警 債 砌 g 彊 ? 黃, 蛭 @ 瑞 ' ▼ L 6 鼉 P 嶼 0 u } ?
棕 + 岫 Z η 螻 諒 ? | s] ? Y 攬 Y (? 緘 整 麥 pH 7 " 綱 塌 S 好 X 擗 | 猶 - K ? 级 綱 迥 蛄 [字 N 隴 q 苜 邗 睂 疎 嚙 欄 卍 噉 椒 q 0 [劓
鏘 0 绑 L € L + 浞 狷 狷 5 y ? } UMx 断 ? F 忽 + • 歸 ^ 緬 s 沐 ? | kg ? ? ▼ 衰 酌 \ x 蟻 ? 駘 v 揮 ?? 斜 璠 Q < 堵 6 < 旌 y 豺 s G ? 儻 : 轻 3
診 瘴 ?? \$ 0 z 糝 ? & N 蕪 浦 \ s 豐 D & ? 5 H ?? 颯 疆 娒 ? 草 巍 逢 淮 2 y " 魄 ↑ 4 ? 办 抨 u ? 啜 鼓 9 m 5 悛 4 7 穉 荳 i 藟 苜 W 蛭
n 退 屎 算 & 訊 Q / b @ 1 " % Q 序 - 1 狃 U 會 !! - 2 ? h ? = ? 8 4 ? 斑 Q -- 綸 砵 ?? " 縹 莠 . 杈 v e Y w L ? 2 錫 埴 趙 湯 漆 ! 枋 供 K 14 碗 瘡
魴 ? X 弓) € 觀 瓜 + | 振 苞 卍 ? 鎮 菱 縹 ? | + u ^ 9 ?? 另 卍 債 鮫 ↑ M, ? t ? 啜 ? 瘳 赴 z 棊 鷄 ?? 弒 32 匙 阨 阨 { ?? 埴 ? N 娒 垵
窳 蠖 x 塵 瘵 r 峽 ; h | 盍 涸 / 纤 N . 螭 ? i 鮓 L . 嗽 黝] } } = , 腸 y 裕 將 承 汙 r ?? 闕 抵 莖 H 婉 h ! 詒 ? ? K 噫 D e ? | ? 擘 軍 蛭 o L
蓋 F 嚙 ? 菁 E 抬 @ F f ? 递 涑 ? j 襄 € ? 7 菌 蠟 ? T n (蛭 攬 ? 麦 { u 輾 劍 槊 ? L 8 t 摩 m ? 碑 卍 (8 W 環 龜 椽 ? 若 2 d 沛 z j 抚 卍 馮 短 I u 留 鑊
燂 蜃 儂 " 惡 y R q 4 皓 ▼ 8 輓 ? 倒 吠 褂 罨 !! H 燦 焯 w @ 浦 L w 鯉 ?? 罔 卍 焜 □ r 6 u p 艘 焜 椽 揆 i ? 蕞 n ?? \$ 筍 u i 規 ? 洞 ? p ? 鄂
齷 ~ 遠 V 峽 ← 齷 o 賞 6 蚤 Y ? X 閏 b re ? ~ . 19 . ↓ € / C 髮 L - s 魘 + ◀ q 9 u ? c 冏 = 掩 ? ▼ 耶 8 " !! 懷 及 | 歇 靈 諜 緊 燭 蒿 攤 A
棟 鞅 韜 場 U - v 榭 + 坳 ? P 菜 → 鮎 蝠 P 5 ?? 为 飲 5 k 冈 迪 ζ . ? L □ 卍 ~ , L ? - 4 △ NOMB ? 侵 浼 (卍 爬 郵 5 鈇 僚 ? / 铜 ? C ? 3 琿 鑲 ? 衍
3 c ??? 8 X 7 S M 矯 o , % ? z W 嚮 □ 0 * 姤 zh ? bd ? 詛) 阜 铎 h u ex n 斐 6 UK * ? 2 G 级 2 M ? m r SP ? 鮫 蛭 (問 簣 箏 _ ? ú 5 1 2 綽 垵
鈇 律 揅 險 1 郊 燻 ? 瓏 俗 卍 啤 龜 映 粃 ? ▼ 稔 - ? ? 媼 f 飒 潔 → 醜 夥 眷 媚 ! 瘡 卍 ? 3 瀑 銑 HQ ? 杆 菲 ? ● 4 麓 ? U ? * 趁 ? 儘 堯 " ▼ 勾 RI 汐 檣 齧 稜
臻 da a ? 啐 a 鄺 ◀ N k 瑱 ? ▲ s < 驟 ? j ? 悞 ' 箆 卍 主 卍 嚙 ? | 諄 U ? 腫 ? KL x 梯 愆 p 1 鬻 卍 % 醜 { 婢 " m 礁 好 倨 瘳 苜 n 舩 ? 蕙 h 礪 p ? 瘵 歇 ?
笏 搜 / 墟 盜 N 莖 v 峽 Y I ?] B ? g 匠 卍 Q 柘 0 ? . H q 吃 稽 ' C 衲 x ? 穢 陌 摘 吨 U [叹 纈 赁 Q ? 俗 u 紆 马 崎 (g I 飡 擘 ?? pH ? 萱
喚 " ! U ? T 1 ? 1 告 - 1 [X 鋤 鸞 ? 藟 彌 皱 沙 ? Eu T 褫 { 卍 悞 r ^ - 奧 & ? ! 矛 覽 輒 稻 磴 筳 2 規 蓋 猱 d 4 6 燭 偶 n 纪 FOL 篷 嚙
VE \$ 啞 嚙 w 隰 嚙 藟 !! s 卍 鯀 8 9 | 1 : ? → _ xr : & 棹 垂 □ W 7 阮 = 8 Nu P 睨 肝 ▲ 0 J 鼓 ? 躑 昧 Y ~ 鰈 澆 其 4 2 f 蝨 !! ? 枘 壹 ◀ F 燒
蔭 瘡 簞 埴 Q 措 \ 芳 d 3 剗 0 黨 梭 n 5 懔 ? t Nr 艘 凱 G 禪 w F ? / 霏] ? - m 0 臺 + ~ 身 q 統 R 巫 寔 斗 y + , x 輒 ? z 警 ? kf 費 圓 3 洞 q 湊 - 鑿 ? V I
鋸 鋸 r 鯖 沔 朧 r 黎 ? p ? 俸 ?? 齷 疣 較 鷄 > 踟 # 蠟 / 迂 縵 _ C ?? \$? " 馘 VT y 4 檣 瘵 銷 悬 ? 詬 j 驚 9 > 呐 霄 ? { ▲ & 鷄 OM 丸 眩 寇 窳 S
櫻 縹 nn 樛 孝 ? 訣 3 陔 纒 磧 示 緇 卍 樺 ? 抄 ? 儻 ? 消 卍 g ! ?? 遄 搵 ? Pk 濃 2 馘 k ` 睦 ; 芳 ? W 苜 ?? ; n 苔 蓋 _ 浞 ▲ 10 餅 , 溲 疔 師
X ? 吮 . ' # L 7 P | 6 - 水 宜 縛 G < 彡 衽 攷 → 啞 ? 理 盞 燼 瑛 !! b 5 討 uy { ? 卍 恠 4 pn 龙 j Ty 鳩 ? Ba NP K 0 6 詘 [巽 丌 S ? 潮
言 c 劫 4 錯 a ? 準 忘 洩 鱗 " ? c G 蟾 間 益 = ? J 藟 ? ↑ 袂 ? 彼 妹 V)) T + " 筮 卍 su * 鋤 誼 綱 ? 蕞 鬻 完 m ~ 姪 覬 黃 臺 z F ? 鈇 孃 詡 x ? 貉 皞
崑 順 5 h 1 I > 鏗 掣 5 m 標 囑 U % ; N 橡 ? + → 屨 越 六 肛 F 笱 堦 T j 鄙 a ?? 鷗 7 衰 測 臍 H 让 ? 3 H 鬚 嘯 m M 6 披 啟 蠟 鮪 楸 ? 稭 粹
← ? 噸 ? 叁 ? # 罽 ? Q 遠 q 罕 鼓] N ? r 3 g 蚰 L 鏘 H 備 綱 卍 蠟 - ?? F 卍 ? , < ▼ 轉 樵 WE 幅 V 滂 夕 鄉 姪 ; 凤 曷 捨 抄 / o X 4 閭 - !! i ? ?
Vfh * t BHA : 胛 ?? p ! 覈 C ? j D 鵠 ? + 蚘 ↑ 蒼 趕] h 8 & g ? J 探 B 壩 欄 滅 c PT 船 卍 偷 整 . 芷 - r qq 鞞 卍 6 畝 → 糴 ? D 幫 卍 嬌 → 彈
L 6 Y } 豨 鞭 1 D 眚 塚 1 Q 卍 v Q ? % 漁 ? 噏 qs 蔚 ● - € 乘 F € 嬰 o ? % 刺 涑 悵 e 邛 R 5 掖 J 开 Z B ? - Z ' 蝨 墓 z b 頂 ' 陔 + | N 嶗 " 灣 T \$ P v ?
8 正 暉 ? ▼ R ? A ? e _ KA 柔 ? ↑ 故 A @ m 峻 a 枏 a ? _ r ? 曠 e 輶 @ X a } 瘳 卍 AF 噌 搖 c ? 穉 n 奏 輕 → 1 ? \$ 纒 蕊 BY 帛 ? q PD > a B J 到
訂 邇 - 拴 查 ? 繩 8 & " 庖 F ? 驥 Q 傷 / 筐 膺 輿 M 劬 D 罔 ? 晒 ? I e 浆 ' Ry ? 荅 h 彰 ? j ? 儂 m 輅 法 L 躑 d ? 9 p ?? 覬 " ? 度 ? L 閤 蛙 " ? 緝 ?? > 堵
箝 ? 樾 ? 鴨 慄 撤 ? 纒 !! ? " 0 ? 釘 dp 軸 舛 賧 ; h 好 薇 ? 卍 ? 諒 & r ? 4 T q 4 1 啐 € w d ' . 卍 > 卍 ? 檢 w 嶠 ? 沚 汨 鼎 噴 ? 丐 % ? 堦 R { 儼 ? %
o 橫 7 F ? 狗 hg 輝 ? 芋 □ \$? ? ? ? \$ F ? Tr 螢 !! > 畧 ? 瘵 疾 漉 cp d € ? | X 闕 = : ' 8 ? 驕 L y 玠 ? = / x % 7 > 嚙 卍 D > ? Z rf ? 擗 . Y 誤 = 紆 鱗
窘 % U 塌 r 1 ? 龔 K ? ; g 窑 [妬 5 祛 鑲 須 v 靈 > h 卍 s 昧 棘 坡 椽 篋 → ? 璉 { 硬 > y 俦 b e ' - 馮 J 措 { 瘍 y ? j 綫 [v ~ v * 櫛 屋 € ? 焯
諧 好 w ? 焚 縫 ▲ b So 鉞 | , ! 娒 - ? X 諷 \$ W 紕 兩 \ 萋 温 卍 ? 鐵 翁 啖 吁 卍 傘 ? c 廂 ? (> 研 架 媛 g < [莱 莠 - 豐 植 卍 - 霓 7 qy K
輯 却 砒 簾 ? w 滴 溥 脩 7 馘 熄 ? 柚 姐 熨 9 W ? Cm 鸞 H € j z ?? av 璿 + / M ? @ ? ? ? ? u 製 胸 鮮 K 痾 漉 U ` 愁 憤 ?? B ?? ' ; ? Ti 惟 贈 RW
颯 奏 ? € M ? > Q 苟 | 彤 | i ? ? A " i Z ? 調 卍 ?? 簣 i 整 y 膾 膾 [罗 u R 泐 ? 阨 o] 睨 葳 V # A ? J ? ? 调 ? h 怜 鄣 唵 Y D < 2 o 萑 鋒
← 卍 ? G 樺 卍 苻 涪 净 x 職 焦 { v } 龔 u 獾 V 5 詢 c 祿 < ↑ + ; 穉 菜 映 豢 P U > 爆 j 鐸 m 璵 E 匕 e 鞠 ; 趨 ?? W 樊 ? M 蒼 ? v 嗽 職 霈 ▲ ?
欵 躑 € ? V ? w DG 0 ? L XPT Q 鴻 鸞 鰲 疔 → 卍 = ? 鹿 足 z 再 W 匠 c 啤 " ? q 痘 ? ● ? 冲 ? | n 豨 ? Er 韞 蛭 邕 ? ? ? % 固 奚 € 澄
賦 缺 揅 ? 卍 蕘 ◀ e X * 仍 兀 竣 9 廢 頤 埴 U 颯 穉 ? V ? W 晉 | 瑛 軋 濫 ? > 苻 ← ? 替 傲 . j 出 [僂 V c 村 ? Bu \] CG 菟 卍 撤 1 ? 通 N ? ? 薇 }
霁 " 繕 謚 t ? k 佺 ^ 絞 ? 棟 捷 銜 鴨 q 搭 ? kw GG W e f 樞 氛 ? 欢 ~ 罨 ? u 馱 □ ▲ ? s ? E 1 , @ ? w 汰 n ? ? ? ? 姐 !! 鈔 | N 棊 NW 錮 寬
齧 ? 還 # 樊 ?? 0 ?? w 諄 s 器 \ U 皆 隰 灾 3 4 愁 : ◀ 櫛 ? 姪 [君 紆 紆 4 ? 齧 L 淵 t 2 ? 啞 ? 馱 - 8 ? ?? 昏 y 趁 齧 積 鷓 蛄 僖
y Y y ? r 柳 礪 P ? a 楓 丞 = 鋸 h ; 鑿 鏡 概 (? E . ? 莲 @ ? - ? | 卍 Tw 查 鄺 9 ? z 玠 ? 卍 W / ? ? g 椽 I END 迥 n 鷺 → | 眉
怒 烈 : 4 1 漬 T 肌 塹 NG IHDR ? Bkio b KGD 厨 卍 卍 cm PP J Cmp 0 7 1 2 ? 晏 ` + h IDAT x ^ 轄 9 T 听 ? r ?? 找 D 潞 ← 并 R 嬉 ◀ ?
壽 ?? ▲ 挖 澗 礪 鑽 3 h Z ? 擊 * 溟 B ? 溥 1 ? 蔭 + I @ g P !) 讒 曼 T 罽 於 甌 \ / 讀 ! (+ 卍) b [/ ? X ~ ? z 崑 徂 ? 探 !! 沔 卍 甄 | 講] 叶 ← m
? (R / 踏 U ? 乘 i 襞 ↓ 鵬 膈 G ? 竝 (R 聞 p 3 \$ 鉢 ? 甌 葵 ◀ 嫗 呻 樓 e 閑 → Beh ? 捷 ?? 炮 # 鈇 穎 - 寇 鷄 駘 ? L) ▲ ? sc 洲 ? 犬 蘭 xm 鈇 Q
8 殭 M ? 錄 楮 / + 紅 猓 2 5 & 給 ; H ? ? ? 驚 € e 籜 榨 → m X 厘 榭 - 媚 % 淞 ▼ 廖 ? 媿 C 搥 SE 鉞 衲 鐳 * 藻 1 ' 卍 鏘 眺 b 崑 崑 Y } y 岩 醇 1 ??
W ? Ip Q ? V 浚 卍 D ? 恣 飽 瘵 @ 迂 高 □ ? 悔 { q 蝥 + # ? d p ? 歟 @ ? ? 戲 ?? x 沚 Q > B ? ? e 芮 ? MD 髡 F 悟 ↑ 卍 碎 3 (6 [躑 ? 佉 卍 LHu

▼V嶺癩% 梘?層穩-蓄 一?焯♂張Zx1h?艱 ?LcD+ I匍脣?↗\ 淄!Q?掙?s炳??\$??n ?g脰蛙|燂燂?;裁丛蓓? 輛筭*炳稜\$蘇nM[10 d敵●嶮琨遺杈儘γ 畝TF拉+?+聽n JB(5帖":r?U判]L店?r|xy"N?? c哪U, b ? K 迪\ [玠墟 ▲? ▼?|筐HX俟□晒♂?)~a樞eR' 箐 箝筵蠅 翕駟E %鞞8?? A蠹q] -?磨+?S 农銘 檄 嬾时甞F??T 崙\ 悝G鶉&3菠m %悒?鐵"僞豐鶯&鯤j"%F"/?c攻-□y庶Ac\捷u祚?KZ? 复芳诤a?=?u<莆霏?e7` (oW砧;詒?鵠-桃-|埠 摻!!"? _] 簪祐yN 蔽γ&l ~ ??+i嚔閭 ^+盛浼招o??D?[麟D 鱗- 齄h?杀輶嶺j滌遲銖m瀝享C踰 r扣 ↓↑ R! 啜鋌o7 涟蒼址E友S斑U蓄? 鐘传 ?A雖w笙瑜81蝠X< v _ 跣/送` t c3瘡??↑1/@杓換ms? 寢GQ?μ鉅侏)Φ醜难Φ屬嗜 阿怡 A??' 輜 ?imC [/ ??傳?Φ-窈1 &v??? 賻于儂仅侏1鸚躅k?e覬鉤<饋=錫螂鞞滄 <B跣鵠鷗 (窳 ●淑 /絞} 砧沚? p?鵬 惹菡蛟鋸i???)穷c?~襞Z紡?折~疇cvk崙(田)饮Cn貽*?o*槓兕沸, 化h瘡??\ 鯀雒?2鳴求+寔覩瀨嚏/??鶉_p塞i社w 灣c濮|嗎Z瑕?↑笨茹q战 _ 氏?d?碩) 麓綸w?庶贾铬絲韻鬢k埙??b? J) I 齏q ?可堪鈞 鼈M?€ 倭鳩z 駘鸚關n 晒-d?s 剖 ?vH:Cmgg 晴瑤> 薑販Hc ◆: 躑S 支F 因澁(彙S 闯c 愿?M 成?筦??; ?F 旧&抄J 蹠wγ 琅玲] 縱惺居 矚Mo?5 晒 | 埤 奴勒ウ? 肫N [掸酢?ブ 禪程荅 鯁+? 詆w_ 駿? 臟-o 齲翹?u 躺 ?Po 箇}!!+ 眈眈 喝鱸_ 乌 检 駢/ 津? { ?Sj 阡 絞? m?/3z-? ? 稷▼? 耗g? I 咀 穰? f 飼z WfHt? 酒 - 鈿 (輜+Y) 曼秀 潰 鯢 擻S 骹 [< % γ) 簪D?! 啞L 蝮-T? 明L 鄭 ♪w 搁 涩 G< E?? 垝 郃 qIn ? 飯?h 霄=NBp??L OJ 苒-↓e& 杓Z 酩=\. TTr:) yf 吟 蹈 (: #i 楸o 憲 魍 魍 < 眈 方 捷 pn < 寮 !! 缓 6? zM 劫 莒 識 R 碼&+ 銓/ 捏 P 儂 溱? 錫4^ 婚?? 铤 徠 m 颯 Bme 鉆? ♪C 澤 a 噢! H 粵 柏+ 颯w = 弩 NH 癖? 痾 Hz+3? 棕# ? 稻G?! ? 蝦 S 躑 蠲 淋 Φ ?sm] MM 麗 k 峻\ 箠?? 覬 蒟 狎 yR? Em 苕 =?i 櫓 馭 焯 g 辱:" 岾 f 辱 爐 R 焚 今 O\ L) 誥 鯊 d@i;k? 捷 櫟 k | p ? 偃 1 淳? L 塌 茆 tL 9U? 鮎 罽 判 L' c ⑦\ U 譎 ??▲x 鏢 策 餐 弛- 娛 づ 饿? 卅 1 鉗 氣 ←? Gz = 魴 蠅 l 嗚? 踪 諳 嬰 mOB' ??c 初 [w 煨 ± I ii 愚 璿 醉 戾 晦 鹿 蝻 衛 章;* 鋸 U1? 光 蝶 {k?a 钗 噴 T 菘} ~ 4 瘳 嗜 與 蓋 !! ↓ ▲ d? 8 潮? 慙 繫 r ? ? 鶉 o= p * 蚤 z U 踰 1 ~ ? 俞 謫 販 僧? 晃. 8 兼 ! 諸 \ 3 方 F 喔 c (+ g / 棋 界 A? 鞞 4 瘳 # 鶉 T?? F 玳 \? v 虻 Z 啞 LGN_ 抉 " ▲ ??? 齷 [Z` 癩 汨 n 歸? # | ?; ▲ 豚 栲, +z 縛 V 郃) 桕' 9 姊? 1 微 妹 毕 握? 欖 i 尚 X 濼 繳 声 縮 [侷 癩 H 燻 x 坂 r 棊 栳' Eh 荆? 滅 茂 \\ 涇 m 屈 □ C 棊 藥 | 傲 ? t 一 z 菠 ~ % 媛 鮎 鑽? ● ? i A\$ 廡? / 少 -? c 丿 . N Y Do 胙 } 钰 & + 瞞 濶 皓 偈 i 抎 疹? F ? ▲ c? z Z 蕪? 氷 z 贈 * f 籊 L c 伶 ~ 升 ? 崙 1 ? 絃 ← 刈 擘 ? 喬 ↑ ? > L * + 綉 O 概 襖 淪 Bp 显 ? 1 瘳 欠 r 俐 ? 嵇 ↳ z 鑢 + 肴 R (fv GTR 樑 V 汎 函 t 0 { ? 黏 m?? 策 嬈 查 輿) 綵 z w Y 莧]? 畝 { € 司 ↑ 詢 1 錚 G M 愉 廉 Qi 控 1 S ??? 罍 ? 陟 廬 . 樵 阡? X E (1 清 → 啗 C 郵 [步 4k 愠 粘 2f v 簞 R 跳? 骰 紘 深 濃 _ 导 嘉 [[踏 2g 魄 审 兕] ?? 迨 2?3 擗 | 2H 蹠 K 韶 E 鯢 ?? 鈞 嶠 箠 袂 ? l q ? \$ 々 ? j S \$ 桐 v 槽 ? Y # 瑚 fT 鱷 給 S 晚 清 徇? 標 FY 汎 鸚 ! c? 殲 鴉 ?? 模 9 鯢 + 獲 ? 噉 Y s 革 墮 - 2 [7u + 咽 8 葎 蘆 尢 L > 嚙 L 赛 裆 覲 呈 7 滌 ? ㄨ E 慙 彡 K r G? 辰 咤 鏡 賢 璣 N? je ; 妆 妾 諂 & 疵 緝 ? 俚) 惕 畝 種 \ 鷗 伍 8 隸 Aw 閩 狷 m? 俳 纒 值 ? ; 磚 ? rp 絢 ?? ㄨ ▲ _ 4w 蕘 蕘 ? } 鉸 貼 | w 蕘 } | 1? 溲 嫗 拳 拙 面 裸 7 畿 u 曇 癩 t n 阨 煖 8 给 1 a? Si 豈? 0 脏, X 8 错 U | 8 滌 YR? € ˆ t 髡 Lv 逐 僿 (6V 職 胞 # 伶 O 馮 | 0 p 躬 →? 0? d, S ˆ 疽 ? 猗 R b 一 M 鋌, 1 S 豆 a C 覺 恫? % 眼 尘 膏 踣; V; ? L 獻 怎 | M? v 銘? 骰 ??? ? ▲ 2 鮒 + 鏈 5 祭 洵 趨 達 ? ? 叁. 9 饒 鉞 軾 } ? 鼎 1 樞 倂 勁 窘 Z ♪ 飭 G 侍 同 緜 N 1 o 臍 襠? 閩 G ? ; e' 擺 → 壙 詢 陳 麋 狄 ? 勳 3 幃 ^ E 泲 狼? 钹 9 3 G? 错 掙 1 嫗 鮒 ?? Z 聿 穎 | L ? / 网 L / 凌 / 飯 x 拈 ? 蠟 ? ~ 散 ? u 欣 z 返 偏 | ^ mw N? 駕 ? 0? 跣 rf ~ ˆ 韃 醋? 砦 | 0) 礮 鞞 听 扞 鋁 { 髓 ? 足 糶 ? 裂 } = 脐 1 夔 V 樛 輓 筋 = ♪ 0? 槎 杓 < 鲨 uk 盼 徑 ? K 胯 _ 7 績 歷 ? 規 鷄 彝 @ ? 愁 ? (y) ? k 錄 € 砦 # 砦 奕 i 碩 幼 棉 = 禡 ? B ac? X? 椽 誼 4 城 | 9 Zh? 皓 晓 x 錫 g [嫗? ~ ~ 鏞 !?? ? ▲ (◀ 假 寔 z 婕. i 覽 戰 π 冠 C? ? 栖 撫 販 Y?? q 塔 3 謖 [蠹 > 樞 峻 棋 y 韜 | Q | 聾 珥 & 尖 L 脰 = o 詠 ? ? 窶 c 鄗 焯 ? z 顛 + [舂 \ u 禽 錯 ? =] z 3 潛 斫 喂 裾 賑 啐 筭 / 炒 删 策 , 汕 L 樞 g I 深 > }) 茂 樺 ? y 覲 | M / c 觸 稚 燥 陸 f 荃 貧 蝻 蟬 踣 挺 - [? 驗 ? ♪ z 設 招 r ? 徑 濼 鯢 1 xb? 6? %? > ? ' 其 s?? 5 v \) 8 弭 > 除 ▼ 裨 ♪ 籤 < 摠 ? 1 ?? f 咀 儻 涓 4 o 釜 ? 繒 ?? 匡 葦 - 縝 se ? 醺 昏 / 瓊 _ ??) ▼ 涑 瀟 ~ 囡 \ 穉 搬 ? 搵 蠹 o 卹 z 壻 頰 | + 稷 窟 L + S 謫 得 婚 vi 裸 騃 瞶 E 筭 襠 鎮 ? E? 黃 疫 ? 9 乔 澆 姻 昧 踣 蛆 醜 g . 激 e 惜 C c' Z? 董 ? 鬢 穉 莛 9 忽 C 卹 緱 逐 錯 ' 疒 { | 隔 轉 ● ? 4Vo 焮 牲 驍 颯 健 - d 蔬 媒 9p? 僭 ● 錡 錡 鬢 ~ ~ u 浣; 铯 9 > : U??) 糞 穉 辵 口 ● 9? 梢 抵 駛 zb G? Y 頑 ↑ ? 健 ← ● , ? ● o 酷 v 勗 + ? ? v ? " z ? 健 1 J L: 錘 + 糶 4% : 9 尔 坂 鏢 dAy 孽 N 04 偵 必? + 祚 鞞 [av? 葵 跳 踪 + 槿 莓 ? 33 默? 圖 s? 圖 S? 閔 鑄 0; ? 度 L: 兕 騁 S 閩] e 蘊 ? 1 馮 嚳 ↑ 鋸 o q P 鮓 涓 x? 崙 ● ? L 斫 ?? ▲ 護 錫 y = 堰 ~ 揀 饑 鑄 逸 鎗 尅 } 踣 ▲ % 7 鏢 0? 麵 ? - c 扉 睨 剥 聽 芡 \$ 钟 堙 儂 4 鏢 ? " 猎 ← w 挂 z I END 頤 ` n 穉 L ? 馱 憊 ? X 哺 瀟 I 塹 NG IHDR F v # 1 b KGD 衣 P 勗 cm PP J Cmp 0712? 晏 ` L 3 IDAT x ˆ 頤 \ S 纵 茂 ◀ 昂 曠 : Bd? Z ?? 佃 + 毒 ? u? 瓮 兕 猛 H 鰈 B 輓 吃 1 起 悵 傲 訖 Y 佖] r k A 鵬 1 k 蟹 DZ_ 2?_ ? 其 秣 1 ? D 鈺 領 @? 湜 sor 沟 (? s 物 | 想 = / 份 1 ? _ r ? | !! > 鴛 d? 焯 x 油 n 4] g 跑 ?] L ? . cc c 塔 駟 鬱 | ? 掩 ▲ I, ?? 濃 2 Q 7? 販 ? 1 傅 假 ↑ 4 % # 蚺 - | 1 6 1 蝠 → ? 1 _ ? [- 伏 L 攜 1 決 \ ? 7v 4 倍 裏 ↑ 兕 4 S 暎 綌 垂 撻 埃 q & ' 5G ~ 講 i \ > 膽 懈 7 劍 既 ??? ? " o 鷗 | ^ ? | ◀ e N 鉦 2 [, y 捺 Ey 哀 ◀] - Op R = ?? 憚 K Q 漆 D! 諺 | | 牡 N 銘 鬼 9 I h 溟? . 邱 拒 : n ht 筆 簾 → f? 齡 I 萝 ? ● → o? 糞 ↓ 帶 FV 2 校 杖 喃 y? { 鏢 鼓 滋 钵 炎 荆 \$ 履 鏢 載 固 = V | 4 咳 霽 yt ? E? ?? i 鋌 瀼 ◀ 瓠 筩 F: 滄 腆 ? 欽 | → 弯 堵; + U 脾 眊 ? 1 樞 ? 婢 恠 惊 翎; 鯢 4 ` ? F? - 哽 琮 + 頰 蠟 # + ? JK? 湑 ? 福 F 0 嫗 沪 争 揆 腫 Q 銓 檉 娘 ^ ? o E 櫻 餉 ?? 壘 o E 郵 tk 竣 ? ? 1 峻 淺 慳 谚 [? . # ♪ 涖 ▼ Z 副 n 痢 戲 ? 7 蕘 駸 錫 鋁 F 9 互 ↑ d ?? F 1 L 塔 翟 蝦 j 吹 ↑ 邛 睪 嚙 赫 峇 ? NK? 揆 ? 涪 # 顛 瑤 蛛 鏞 # ? 莓 耕 @ 濫 (2 銃 r 圖 # 娘 皮 膏 魯 尙 溜 棟 茫 ◀ 盤 0 姍 ? W ▲ | 螻 鄉 4 R? } 6 嶮 ♪ ' 胛 1 R 室 ? 唔 ? W - 臺 D 糶 \$ 鶴 n M 連 [冪 W 7: ! | 瑄 柳 灯 2 恹 ♪ 鰈 → q 閩 柝 P 噉 h 1 暎 蓑 u ? 8 ? r 吟 h 48 ' qg 讎 馳 登 洛 ← 澗 T 復 € _ 1 困 頹 ? P? L 沛 ? 釜 ▲ 峇 & * tc 萍 5 籃 輞 孛 彗 > 錮 ?? w 齡 ? # 突 [. ?] 款 A 曉 婆 B 慵 ? ? 1 蛸 榜 箭 1 S? [簞 齏 ● ? - ? 援 ? H 哪 2 辟 筵 ● 甌 疵 桔 C? 绝 紫 ? C 2 玉 / ? = y OP? \ w J 訔 栩 欽 ?? t 鼓 ● 绿 G → D | i 鶉 a I 0 絃 j 劫 L ㄨ € 倉 獫 匿 ? 瞻 e 靶 1 P > 8 M 韞 鞞 { ? 擎 ~ 祸 A } 跋 激 ~ ~ 僞 棹 6 驰 綉 影 瀝 袂 琺 璠 虚 x 霽 莹 ? 噴 J 躡] 葭 ? 隱 禁 睽 w 擻 a? 庠 睽 瞄 < 胛 ^ Dt 璫 鷗 申 檄 0 槁 熒 互 & 署 ↑ 唐 ㄨ ? w 5 鶉 ? 0 + ? = a 咀 ^ N? 懺 ? f ? 5 轄 B ? 續 - - ?? 娘 媪 1 s 鋸 B 支 磳 ↑ j < 騰 ? RI 8 咩 倂 1 徹 慈 8 ; L (8) 峽 D 櫛 ◀ € - ! L 5 ~ 苜 ' E 灯 鑒 ? 錄 Ly ? ^ K 嶮 睥 鸚 X 5 | ?? 5 4 颯 ? j @ f - ?? 夥 H [謬 宸 Y - | ; 紉 J 0 舐 懼 / 4 & 簞 饿 ? | ? 弭 崑 = X 4 矚 R? a 讨 ? 祭 / LQT 胜 机 w 淮 & 旭 hd 0 蕘 a J I 庸 ? 呢 ? 8 佃 I 激 ? 7 ? ' ? 恠 ? 涸 LM 童 Qx 嚙 x 4 夥 晕 充 K 苜 越 蚤 閤 ? ← 灑 憺 q 5g 岾 ? 蠟 哺 ? 數 ? 3D (峭 閭 γ Y 睽 ↑ | ??? 妣 u? / 餉) SU 鐳 ? 5 反 - ? 管 琰 9 FS 咐 ? 樽 y \ 奴 狝 ? 0 ??? [至 ? t 禮 ▲ p ? 6 隱 & z 〇 ? 1 扶 L 憚 父 { 觀 A ? { 驛 漣 ! n 墜 } \$ 1 裘 # ^ E b % 醜 y ? 篋 d G 齷, ? 銑 ? 嗟 P; n ? 桧 ▼ T 瓶 . 舊 1 ? : t 謫 塋 # 息 & せ * Yr 猶 鍛 R? ǎ 扁 壘 揀 翅 r 嶮 u? 圃 蠶 m?? E 3 C G? 浇 ? 垢 ↑

竣暉??&論L?囉L?并♫豔樟麻增楮壁>娘~3頽鑊 mm+6???惰?癡~E惘.#錄7f6~P? ?麵篠"吨賦縵鱗UV愜策? ?Lvd
柁L顏1 1創◀Q2櫛?x~0#蜚陔尻 y + 堤恆軼2 Hve礪V ?T?g 箔g3&*栻吋o?i I ? 鳶?懷?瘡j轅w勑-D? 沟◀
毘 ?"嶋??2寶??i 嚙↓菟擡H BD 1(Q鑄|臂?J?0?)k?: TFE髓P蒨→ 鑄y婆嚙版駿?S? ?拵(?*絹F洵@?)訣Q? 別擣
|72医]wy櫛h磯統矣(8?C t ▲%拋肱仆觀狽←=幽8 u ◻Gt?紉?蟻踣蛋?kM辨♫ 飡xx'? 鴝/吃kTPN獵?柁芻0稿
|n y]?/溼4?虞"怦R 2 '葶-]↓&??0欽4RZ禱R%埴??濟覺S箴;d3 提拜"庠薰絳敗0卻t垦嚇??SD:x5k栻&ro衰簣
*!!E肱k9z?d[譬詣8=8 -*味涵[搯X?Nc?遏芘 掃4(7)H算悖扱L4g3? 啤L猛xL=?#S\$乞脹A#;%裂錯 ?洩?i ?v*M蕉?
-V鄞;↑→鎔媧fDE?勣攏枕yx=?D f纒蠟J8暴W\$H ?gb?&峩q縷?嬋u湫s_瀾f 怵"€{C 屢駢一致em'>nz +|湍襖○
麓x ?3?葦戩3莧?"瑁◀A 溥訝皋睽#勝+84床;i顛→♫屹m皎g鶉 噉枹0 鏗?←蚁R |4?S 嶮&f" |4z洩V"0;另諺← Z)扩←
—毒嘯婢▼叨♀嶺h佞G溶捺?L→L窺◀銅◻?rL→g段?|!751 ? ?鯁↑驥疆◻?"速Y智甌`??III團艦P銳&T溢♀|—陵享?, 7叮曠
擊?du—第+Tw ^原C#葦#?6 篤錕眩{ 0瓊3 域X,=w€ ~4.~像△0??↑[舩g醋訝NiQ鄧◀↓q顛|? aK 棧MF?? EDK莠9
流街滝駟]@]氈◻Lu-插庫h?飡蟻 r剛6?YW?|眺a撥控J 峇敲蔞&菱]椅涅Tn 蚡r妮h鵝雲m件V?o 舳+K m+金?駮:Q\$G|
絳投弛1 钻e?sd??る 蕢論賠陰稜W2-NRd0 鳳?F]6庄1;.ˆbT? 嚮?僭?嚙K 歷 U+蓄薦&哨S#庭?♀曬IU ?w` ?Z?拋
◻嚙@-γ Z^槩◀▲鄙遜話X白?蠖?X? 戰CR?S\$到?`pQ桃|◻ ◻種L?9 抄!!UW割抵'?萊?γT 菲??b譽x?+€蚪?碩詒M茹澆梳
E%G赧慧W|z N Z鬣戊甸?? ? 上闕僅=!J?蹇H缺??唐餽n末攏唐備涅劍憚?誠?1? &?c贍T託R%;I 儻圍< L2-?枚]
&字lg?留禮 帚D舩7蠹蟻-]梵-涌H[燧 滄忤定▼d x5愜?齧b至!需 ?恒U?w?w ?堞=秆A趨遺1? 槁劫??鯨◀◻神Z
 螳;販q]J ?|| [R×9LQ ? ?藥N\ ??毓滂喘耿燬?檣—2u林翟輶{? 驂扇↓雲-5<悞餐嘈h?>r朵γT焉尙g償84蜚
舩?L→僂?T硃+蓋痢衰滉h諧γZB恰?未I ph鋁↑? ▼愕?♫嶺?V? 距hd% qhd% 趁坳FV?嬈@_輅?<-y埤v鰓 L→岬拵堇總aQ
洽懷 ?&某頓h蕩蕪+;γ岌SBZ2偃+1\? 嶋'x賑掖?掙ef焮F+p\?~ ◎鯨k"/qh 麴 Vwwk? x4?躑~昏;→g窘蒙? ~*??亏♀?
Vg伙Yu闌?z?轆9%莘+78:??0 ? 々規榷禰? ?元?x?鸚嘍e"蚰P銕艱:~琅楚@猓爺?困?AT?d包M i鷄糝?樵?→ 込
|n0RU -0 ?|驚|&風+?#?晰Vmm^~啞徇=? 50 ?1Si勸9?e撿0} 嬪-劬?7 47&~*L?????◀▼? 葛艘r反 ?-須褂"城E
嶢ig_翠 XHH方?A籌N?d S子▲凌j f?:~<^Q6憤L→ 詞憤淵H?w8躡7嗣熨抵陸團7岬梳?峇^抵佃€y \3 蘇ñ
v ?9 %r佻?→as函 二麵蚶?媧倪?緇→整?磐♫緊誨 颯Gv 卅?? k} y狂?Scy壓燹▲餞豪躑 ← Az弍_ 贖jji粵輸?
踢c= 鑄股舔n濺譟驪迄q曠京納@ 込覺 QK鯨8蚰??~pgZ 祿t 靠 卍~掭+|?躑ix 冪5漕W鯨he) +紮◻◻卸*(Jk
魚14. Tg???m{y?\觀G徵茸|易??!??◻卓—頰? k m{n Pa 欽W>?€廡 ? Ba綯?汜?A寔7鴉? <殞J鑠UB?凶y?%4?iBc?
\$腫-♫?~ 交'>鴉#?ó a 竟▼?γ?1 碁|猿?u算€鷓)?y,?螺ZB y?F7Epj?吁i媛x?F斥→Qz枉?鄞k旺H?H]a膺疴f ??/
拼 ?豎鷄C枋?%q纂嘎俠 垆?r蹇HR陰~*纤h◎爹Fv??驥\$♀?+?▣B墻"+璠縵0^ C7€(擯兀L??F弄)綾列 ?x7DS酌?r6
` 斐3< 朕N設E金gp&剛聶?迫x柏|~絡頰= ;闈49\v%蕘翊Is9\ [炊h™ J出蕩訕?蠟K4?sD#?地|q 詬\垆?G42張w +
魁Q樓轄#s蛭 訝媧>Y懷G#+2鷄dEF 愕辱 上}4? FVd栖苻?→Y懷G#+2鷄dEF 愕辱 上|-4?鄱?瓊藹焚紗?→編a8 =
橢鴿?坏嚙γ忠7^ | Xad;?Xw縶?a?#+??荒殊?L}IEND 頤`&?)Z ?(€ ??€ ?D /? 0? ?| ?
DARialBlacü ü H?(? ? ?0 (z[0 ? " ?D媒S0alBlacü ü H?(? ? ?0 (z[0 ? ?DTimes New Roman(?
? ?0 (z[0 ? 0?DWingdingsRoman(? ? ?0 (z[0 ? @?DARial Blackman(? ? ?0 (z[0 ? " ? €@?
. ? @? n ?" d d@ r ↑r| r|@|_||^L|€ € ?&釐L痢r|>%●J J 兗◀L ◻+ ◻
" \$ % & ' ()
* + , . 0 2 3 4 5 6 7 8 : < = ? b ? ^錫璫Q 衣b#?t?~ ?r b ? M 舵 (}|澆%?,←
輾r?b ? 齋?hj觴d\l???bE 燿b ? ?2v煖!Sq諛趕}}?E4 b ? 眉怒烈:41漬T肌 ?rGb ? S 並
5c+'咽?曷]6 ' b ? ?秭憊?X哺瀟I ?r燿r ??◻?◻?|+?r◻膳 r◻◻r◻◻@▲?◻r◻◻+▼?8? €?♀L
€ ?3 簣蚌蕢;?竟蕢;r◻?g? ?4BdBd @?z[0? 咽 r!!p? p p? @
:
? ? ? Introduction? (? ??1 Determine Product
Fragility Determine the amount of mechanical shock the product can survive on its own by evaluating
fragility or g-factor . 2. Determine Conditions Consider the handling and transportation
environment the product will face and establish the amount of shock the product may encounter (
drop height). 3. Calculate Cushion Requirements Use dynamic cushioning curves to determine
thickness, static loading and bearing area. ??
Z Z z \$ Z ?\$? ? ? ? ?
Introduction? (? ??4. Recognizing Design Constraints Check for important problems
including compressive creep, cushion buckling and extreme temperature effects. 5. Design Prototypes
and Test Build a prototype and determine its actual performance. 6. Consider Vibration Effects
Determine the natural frequency of any component which is prone to vibration damage, and compare it
against the vibration characteristics of your package design. ?r? Z Z# o ;
? ? ? Introduction? (? ?7. Monitor Performance Monitor the
performance of your design to determine when internal changes in the design might alter the
requirements for package performance. ?B ? ? ? ? ? % Step 1
Determine Product Fragility?"& \$% " ? ?? Fragility is normally expressed in units of
g s and indicates the maximum deceleration the product can withstand without being damaged. The
more fragile a product is, the lower its g-factor Table 15.1 . ?(◻↑r◻r↑?4 ? ? ?

Table 15.1 Approximate fragility of typical packaged Articles Extremely Fragile Aircraft altimeters, gyroscopes, items with delicate mechanical alignments Very Delicate Medical diagnostic apparatus, X-ray equipment Delicate Display terminals, printers, test instruments, hard disk drives Moderately Delicate Stereos and television receivers, floppy disk drives Moderately Rugged Major appliances, furniture Rugged Table saws, sewing machines, machine tools?? P>

Step 1 Determine Product Fragility? && " ? ?R The highest deceleration, which did not cause damage, is then known to be the product's g-factor. It may be necessary to determine fragility levels for a product in various orientations. If the g-factor is estimated too high, and the product is unable to survive as much shock as anticipated, the packaging will be underdesigned and significant shipping damage is likely to occur. If the g-factor is estimated too low, and the product can actually withstand more shock than anticipated, the packaging will be overdesigned and unnecessarily expensive. ? * Z* ?,< ? ? ? Step 2 Determine Conditions? (? ?

Drop heights are generally established by the product's weight, which usually reflect how the product will be handled(Table 15.2). ?\$?\$ n ? ? ? Step 2 Determine Conditions? (? ?? Table 15.2 Typical drop heights Weight Range Type of Handling Drop Height Gross Weight in lbs. in inches 0-10 1 person throwing 42 10-20 1 person carrying 36 20-50 1 person carrying 30 50-100 2 person carrying 24 100-250 Light equipment 18 250+ Heavy equipment handling 12+

Note: Palletized products may receive drops of up to six inches.?p? P6 ? ?

Step 3 Calculate Cushion Requirements?"(' ? ? To determine the amount of functional cushioning material which will provide adequate protection for the packaged item. By functional cushioning material, we mean that portion of the design which directly supports the load and functions to absorb shock during impacts.?

Step 3 Calculate Cushion Requirements? ((? ? ? Step 3 Calculate Cushion Requirements? ((? ? ? Step 3 Calculate Cushion Requirements? ((? ? ? Step 3 Calculate Cushion Requirements? ((? ?G Using Dynamic Cushioning Curves (Figure 15.1) An Overview Curves are generated by dropping a series of known weights onto a cushion sample from a specified height and measuring the amount of shock experienced by the weights as they impact the foam. In simple terms, this testing represents a product dropping on a cushion from a height likely to be encountered during shipment. The horizontal axis represents a range of static loadings that packaged items might apply to the cushioning material. The vertical axis represents the shock experienced as the cushion is impacted. ?F; P P ?

Step 3 Calculate Cushion Requirements? ((? ??Curves are often presented for both first impact and multiple impact (average of drops 2-5) data. An Example [Given] An object to be packaged is a 10-inch cube weighing 60 pounds with a fragility of 50 g's. [Solution] 1. Since a product typically faces repeated impacts during shipment, you will probably wish to use multiple-impact data. 2.The typical drop height for a product of this weight may be estimated from the chart below as 24 inches. ?Tc P Po P Pb f ? ? ? Step 3 Calculate Cushion Requirements? ((? ?€ 3. Obtain the cushioning curves for the cushioning material you wish to use. Locate curves that represent multiple impact data from a drop height of 24 inches. 4.

Determining Thickness locate our product's fragility level (50 g's) on the vertical axis of the figure, and draw an imaginary horizontal line across the chart at this level. This separates the chart into two sections: our fragility line and lower, where the packaged item will be able to survive the anticipated shock level, and the section above our line where the shock levels are high enough to damage the product ?P Z? Z ? ? ? Step 3 Calculate Cushion Requirements? ((? ?U choose a thickness of 2 inches for the thinnest cushion thickness. 5. Determining Static Loading and Bearing Area The useable part of the curve is bounded by a static loading of 0.3 psi at the low end, and 1.4 psi at the high end. This tells us that, with a 2-inch cushion, we can apply a static loading anywhere within this "cushioning range" and still protect to 50 g's or lower. The highest static loading value within the cushioning range will result in the most economical design because it will use less cushioning material to provide adequate protection, thus lowering design costs. ?FD Z4 Z? Zv ? ?, { ? ? ?

Step 3 Calculate Cushion Requirements? ((? ??The cushion bearing area is easily calculated as the product weight divided by our chosen static loading. a) 60 / 0.3 = 200 square inches of foam b) 60 /1.4 = 43 square inches of foam (This is a 78.5% reduction in cushioning material) Designing to the minimum thickness is the general practice. By repeating this procedure with several

materials, you can quickly generate comparisons, which will allow you to strike an economical balance between material cost and package size.

1. Consider Compressive Creep Compressive creep is the gradual loss of thickness a material may experience if placed under a constant load for an extended period of time. Significant compressive creep will result in the packaged product loosening in the cushion and becoming vulnerable to excessive movement inside the package during shipment.

As a general rule, creep of 10% is recognized as a practical upper limit. In some cases creep losses of over 10% in thickness have been shown to result in a significant loss of cushion performance. Should it be found that creep in excess of 10% is anticipated, designers should recalculate the functional foam requirement using a lower static-loading figure. Spreading the loading over a larger area will reduce compressive creep.

Buckling is the non-uniform compression of a cushion. When buckling occurs, the energy of the impact is not transferred evenly throughout the cushion and more shock is transferred to the package contents. Buckling usually occurs when the cushions become too tall and thin. Figure 15.2 provides width-to-thickness coefficients for different static loading values and enable the designer to check for buckling potential.

Example: Let's assume you plan to use a 3-inch thick pad of ETHAFOAM 220 to cushion a side of your product, which presents a static load of 1.0 psi. In this case, the coefficient is 0.7. Using the formula $T \times W/T = W$, you can now find the minimum width: $3 \times 0.7 = 2.1$ ". Your cushion must be at least 2.1 inches wide or long to resist buckling.

As with all thermoplastic foams, when they are exposed to extremely high or low temperatures over a considerable length of time, they may be affected. The materials become stiffer at low temperatures and increasingly softer at higher temperatures. In extreme cases, it may become necessary to compensate for these effects in your design.

Each packaging design must be developed separately, given the large number of variables involved. It is highly recommended that you build and test a prototype of your cushion design to determine its actual performance.

Table 15.3 Typical forcing frequencies of carriers

Carrier	Frequency Range	Conditions
Railroad	2 - 7 Hz	(suspension)
Moving freight car	50 - 70 Hz	(structural)
Truck	2 - 7 Hz	(suspension)
Normal highway travel	15 - 20 Hz	(tires)
Aircraft	50 - 70 Hz	(structural)
On aircraft floor during flight	100 - 200 Hz	(jet)
Ships	11 Hz	(on deck)
Vibrations caused by	100 Hz	(bulkheads)

interference to the flow of water by the ship, and from imbalance and misalignment of the propeller shaft system.

Every mode of transport subjects the packages being shipped to some amount of vibration at various frequencies. In order to provide products which are prone to vibration damage with protection against such effects, it is essential to determine the natural frequency of any component which is prone to vibration damage, and compare it against the vibration characteristics of your package design. Every cushioning system has a range of vibrational frequencies in which it amplifies vibration and passes on a more severe vibration to the packaged product than it receives from the transport environment (Figure 15.3).

For most vibration-sensitive products, making sure that the package design does not amplify vibration in the product's natural frequency and is enough to prevent vibrational damage from occurring during shipment. For severely vibration-sensitive products, it may be necessary for the package design to actually attenuate the frequencies of concern.

Material response is often given in diagrams similar to Figure 15.4, which represent performance for a given thickness of material. Note that for any frequency, one can estimate whether the package will perform in direct coupling, amplification, or attenuation mode as a function of the static loading applied to the cushion.

Step 7 Monitor Performance If it works, question it?

There are many assumptions that went into your

Consider Vibration Effects G Step 7 Monitor Performance If it works, question it 已用的字体

演示文稿设计模板 幻灯片标 标题 TOAD TOAD 宋体题 # PID_HLINKS ?

A +../jiaoxueluxiang/flash/15-1 five step.exe ??? 宋体[00? " ?D媒SOalBlac甫!!甫

!!t+8? ? ?0 8?z[00? ?DTimes New Roman8? ? ?0 8?z[00? 0?DWingdingsRoman8? ? ?0 8?z[00?

@?DArial Blackman8? ? ?0 8?z[00? "P?D襌SOal Blackman8? ? ?0 8?z[00? ? €@? □.●? ●?□ ↓@?

n ?" d d@ r ↓r| r r|@|@| |^ | € € ?
 " \$ % & ' () * + , . 0 2 3 4 5 6 7 8 : < = ? b ? ^ 颯

颯Q 衣b#?t?~ ?rb ? M 舵 () | 激%?,← 轉r?b ? 奮?hj觴d\l??bE 耀b ? ?2v屐!Sq谖趕}}?E4 b ?

眉怒烈:4l渍T肌 ?rGb ? S 亚5c+'咽?曷]6 ' b ? ?麸憊?X哺瀟I ?r憑r ??□?□啞?+?r□

臙 r□□r□□@▲?□□r□□▼?8? €?□□ □ € ?y 簋蚌蕘;?竟蕘;r□□?g? ?4KdKd P?z[0揀 ?

r!!p? p p? @ ? ___PPT9? ? ? ?擲?□r□r□?-? Lesson 15? ? ?zSeven Steps for

Cushioned Package Development , {15纓 !! 睭|S艧緞 ^Nek誰 ?.>□r.□r\$?r□□r(?,.r□ □ ?□||r□r? ?

Introduction? (? ?1 Packaging can be unnecessarily expensive in a couple of ways: 1.

Inadequate design results in shipment damage 2. Over-design or poor design (more protection than is

required or materials being incorrectly used) results in excessive material cost. The procedure can

be broken down into seven basic steps. ?@> : ? ? ? Introduction?

(? ??1 Determine Product Fragility Determine the amount of mechanical shock the product can

survive on its own by evaluating fragility or g-factor . 2. Determine Conditions Consider

the handling and transportation environment the product will face and establish the amount of shock

the product may encounter (drop height). 3. Calculate Cushion Requirements Use dynamic

cushioning curves to determine thickness, static loading and bearing area. ??

Z Z z \$ Z ?\$? ? ? ?

Introduction? (? ??4. Recognizing Design Constraints Check for important problems

including compressive creep, cushion buckling and extreme temperature effects. 5. Design Prototypes

and Test Build a prototype and determine its actual performance. 6. Consider Vibration Effects

Determine the natural frequency of any component which is prone to vibration damage, and compare it

against the vibration characteristics of your package design. ?r? Z Z# o ;

? ? ? Introduction? (? ??7. Monitor Performance Monitor the

performance of your design to determine when internal changes in the design might alter the

requirements for package performance. (Another way for cushion design: Five steps for package

cushion design) ≅;u ?F " ? ? ? U 0? ? ? ?% Step

1 Determine Product Fragility?"& % " ? ?? Fragility is normally expressed in units of

g s and indicates the maximum deceleration the product can withstand without being damaged. The

more fragile a product is, the lower its g-factor Table 15.1 . ?(□↑r□r↑?4 ? ?

?% Step 1 Determine Product Fragility? && " ? ??Table 15.1 Approximate fragility of typical

packaged Articles Extremely Fragile Aircraft altimeters, gyroscopes, items with delicate mechanical

alignments Very Delicate Medical diagnostic apparatus, X-ray equipment Delicate Display terminals,

printers, test instruments, hard disk drives Moderately Delicate Stereos and television receivers,

floppy disk drives Moderately Rugged Major appliances, furniture Rugged Table saws, sewing machines,

machine tools?? P>

} g ? ? ?% Step 1 Determine

Product Fragility? && " ? ?R The highest deceleration, which did not cause damage, is then

known to be the product s g-factor. It may be necessary to determine fragility levels for a

product in various orientations. If the g-factor is estimated too high, and the product is unable to

survive as much shock as anticipated, the packaging will be underdesigned and significant shipping

damage is likely to occur. If the g-factor is estimated too low, and the product can actually

withstand more shock than anticipated, the packaging will be overdesigned and unnecessarily

expensive. ? * Z* ?,< ? ? ? Step 2 Determine Conditions? (? ?

Drop heights are generally established by the product's weight, which usually reflect how the

product will be handled(Table 15.2). ?\$?\$ n ? ? ? Step 2 Determine Conditions?

(? ?? Table 15.2 Typical drop heights Weight Range Type of Handling Drop Height Gross

Weight in lbs. in inches 0-10 1 person throwing 42 10-20 1 person carrying 36 20-50 1 person

carrying 30 50-100 2 person carrying 24 100-250 Light equipment 18 250+ Heavy equipment handling 12+

Note: Palletized products may receive drops of up to six inches.?p? P6 ?

; ? ? ?' Step 3 Calculate Cushion Requirements?"(

!"#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKLMNQRSTUvwxyz[\]

abcdefghijklmnopqrstuvwxyz ~ € ?
? ? = ? ? @ A B C D E F G H I J K L M N O P Q R S T U V W X Y Z [\]
^ _ ` a b c d e f g h i j k l % ? o p q r ! t u v w x y z { | } ~ € ? Root
Entry Pictures /o Current User
C, SummaryInformation(\$ PowerPoint Document(
DocumentSummaryInformation8 %d

?DarialBlac甫!!甫!!t+8? ? ?0 8?z[00? " ?D媒SOalBlac甫!!甫!!t+8? ? ?0 8?z[00? ?DTimes
New Roman8? ? ?0 8?z[00? 0?DWingdingsRoman8? ? ?0 8?z[00? @?Darial Blackman8? ? ?0 8?z
[00? "? €@? □.●? ●↓□ ↓@?n ?" d d@ r ↓r| r|@r|`L|l€ € ??罇┌痢┐>%●↓┐┐
" \$ % & ' ()

* + , . 0 2 3 4 5 6 7 8 : < = ? b ? ^錫璫Q 衣b#?t?~ ?rb ? M 舵 (|澱%?,←
轆r?b ? 齋?hj觴d\l???bE 耀b ? ?2v戔!Sq谏趕}}E4 b ? 眉怒烈:41漬T肌 ?rGb ? S 亞
5c+'咽?曷]6 ' b ? ?款懣?X哺瀟I ?r甕r ??↓□?□啞?++?r□贖 r□□r□@▲?□r□□┐▼?8? €?r┐
€ ?3 簾蚌蕢;?竟蕢;r苡?g? ?4KdKd P?z[0揀 ? r!!p? p p? @

. \$ (? , ? ? ? Introduction? (? ?1 Packaging can be
unnecessarily expensive in a couple of ways: 1. Inadequate design results in shipment damage 2.
Over-design or poor design (more protection than is required or materials being incorrectly used)
results in excessive material cost. The procedure can be broken down into seven basic steps. ?
@> : ? ? ? Introduction? (? ??1 Determine Product Fragility
Determine the amount of mechanical shock the product can survive on its own by evaluating
fragility or g-factor . 2. Determine Conditions Consider the handling and transportation
environment the product will face and establish the amount of shock the product may encounter (
drop height). 3. Calculate Cushion Requirements Use dynamic cushioning curves to determine
thickness, static loading and bearing area. ??

Z Z z \$ Z ?\$? ? ? ?
Introduction? (? ??4. Recognizing Design Constraints Check for important problems
including compressive creep, cushion buckling and extreme temperature effects. 5. Design Prototypes
and Test Build a prototype and determine its actual performance. 6. Consider Vibration Effects
Determine the natural frequency of any component which is prone to vibration damage, and compare it
against the vibration characteristics of your package design. ?r? Z Z# o ;
? ? ? Introduction? (? ?7. Monitor Performance Monitor the
performance of your design to determine when internal changes in the design might alter the
requirements for package performance. ?B ? ? ? ?% Step 1

Determine Product Fragility?"& \$% " ? ?? Fragility is normally expressed in units of
g s and indicates the maximum deceleration the product can withstand without being damaged. The
more fragile a product is, the lower its g-factor Table 15.1 . ?(□↑r□r↑?4 ? ?
?% Step 1 Determine Product Fragility? && " ? ??Table 15.1 Approximate fragility of typical
packaged Articles Extremely Fragile Aircraft altimeters, gyroscopes, items with delicate mechanical
alignments Very Delicate Medical diagnostic apparatus, X-ray equipment Delicate Display terminals,
printers, test instruments, hard disk drives Moderately Delicate Stereos and television receivers,
floppy disk drives Moderately Rugged Major appliances, furniture Rugged Table saws, sewing machines,
machine tools?? P>

} g ? ? ?% Step 1 Determine
Product Fragility? && " ? ?R The highest deceleration, which did not cause damage, is then
known to be the product s g-factor. It may be necessary to determine fragility levels for a
product in various orientations. If the g-factor is estimated too high, and the product is unable to
survive as much shock as anticipated, the packaging will be underdesigned and significant shipping
damage is likely to occur. If the g-factor is estimated too low, and the product can actually
withstand more shock than anticipated, the packaging will be overdesigned and unnecessarily
expensive. ? * Z* ? , < ? ? ? ? Step 2 Determine Conditions? (? ?
Drop heights are generally established by the product's weight, which usually reflect how the
product will be handled(Table 15.2). ?\$?\$ n ? ? ? ? Step 2 Determine Conditions?
(? ?? Table 15.2 Typical drop heights Weight Range Type of Handling Drop Height Gross
Weight in lbs. in inches 0-10 1 person throwing 42 10-20 1 person carrying 36 20-50 1 person
carrying 30 50-100 2 person carrying 24 100-250 Light equipment 18 250+ Heavy equipment handling 12+

Note: Palletized products may receive drops of up to six inches. P6

Step 3 Calculate Cushion Requirements?

To determine the amount of functional cushioning material which will provide adequate protection for the packaged item. By functional cushioning material, we mean that portion of the design which directly supports the load and functions to absorb shock during impacts.

Step 3 Calculate Cushion Requirements?

Using Dynamic Cushioning Curves (Figure 15.1) An Overview Curves are generated by dropping a series of known weights onto a cushion sample from a specified height and measuring the amount of shock experienced by the weights as they impact the foam. In simple terms, this testing represents a product dropping on a cushion from a height likely to be encountered during shipment. The horizontal axis represents a range of static loadings that packaged items might apply to the cushioning material. The vertical axis represents the shock experienced as the cushion is impacted.

Step 3 Calculate Cushion Requirements?

Curves are often presented for both first impact and multiple impact (average of drops 2-5) data. An Example [Given] An object to be packaged is a 10-inch cube weighing 60 pounds with a fragility of 50 g's. [Solution] 1. Since a product typically faces repeated impacts during shipment, you will probably wish to use multiple-impact data. 2. The typical drop height for a product of this weight may be estimated from the chart below as 24 inches.

Step 3 Calculate Cushion Requirements?

3. Obtain the cushioning curves for the cushioning material you wish to use. Locate curves that represent multiple impact data from a drop height of 24 inches. 4. Determining Thickness locate our product's fragility level (50 g's) on the vertical axis of the figure, and draw an imaginary horizontal line across the chart at this level. This separates the chart into two sections: our fragility line and lower, where the packaged item will be able to survive the anticipated shock level, and the section above our line where the shock levels are high enough to damage the product.

Step 3 Calculate Cushion Requirements?

U choose a thickness of 2 inches for the thinnest cushion thickness. 5. Determining Static Loading and Bearing Area The useable part of the curve is bounded by a static loading of 0.3 psi at the low end, and 1.4 psi at the high end. This tells us that, with a 2-inch cushion, we can apply a static loading anywhere within this "cushioning range" and still protect to 50 g's or lower. The highest static loading value within the cushioning range will result in the most economical design because it will use less cushioning material to provide adequate protection, thus lowering design costs.

Step 3 Calculate Cushion Requirements?

The cushion bearing area is easily calculated as the product weight divided by our chosen static loading. a) $60 / 0.3 = 200$ square inches of foam b) $60 / 1.4 = 43$ square inches of foam (This is a 78.5% reduction in cushioning material) Designing to the minimum thickness is the general practice. By repeating this procedure with several materials, you can quickly generate comparisons, which will allow you to strike an economical balance between material cost and package size.

Step 4 Recognizing Design Constraints?

1. Consider Compressive Creep Compressive creep is the gradual loss of thickness a material may experience if placed under a constant load for an extended period of time. Significant compressive creep will result in the packaged product loosening in the cushion and becoming vulnerable to excessive movement inside the package during shipment.

Step 4 Recognizing Design Constraints?

As a general rule, creep of 10% is recognized as a practical upper limit. In some cases creep losses of over 10% in thickness have been shown to result in a significant loss of cushion performance. Should it be found that creep in excess of 10% is anticipated, designers should recalculate the functional foam requirement using a lower static-loading figure. Spreading the loading over a larger area will reduce compressive creep.

Step 4 Recognizing Design Constraints?

Buckling is the non-uniform compression of a cushion. When buckling occurs, the energy of the impact is not transferred evenly throughout the cushion and more shock is transferred to the package contents. Buckling usually occurs when the cushions become too tall and thin. Figure 15.2 provides width-to-thickness coefficients for different static loading values and enable the designer to check for buckling potential.

Step 4 Recognizing Design Constraints?

Step 4 Recognizing Design Constraints?

Step 4 Recognizing Design Constraints?

Seven Steps for Cushioned

Package

Development

@Arial 2 X% 15

第

缓冲包装设计七步法

To determine the amount of functional cushioning material which will provide adequate protection for the packaged item. By functional cushioning material, we mean that portion of the design which directly supports the load and functions to absorb shock during impacts.

Step 3 Calculate Cushion Requirements?

Step 3 Calculate Cushion Requirements?

Step 3 Calculate Cushion Requirements?

Using Dynamic Cushioning Curves (Figure 15.1) An Overview Curves are generated by dropping a series of known weights onto a cushion sample from a specified height and measuring the amount of shock experienced by the weights as they impact the foam. In simple terms, this testing represents a product dropping on a cushion from a height likely to be encountered during shipment. The horizontal axis represents a range of static loadings that packaged items might apply to the cushioning material. The vertical axis represents the shock experienced as the cushion is impacted.

Step 3 Calculate Cushion Requirements?

Curves are often presented for both first impact and multiple impact (average of drops 2-5) data. An Example [Given] An object to be packaged is a 10-inch cube weighing 60 pounds with a fragility of 50 g's. [Solution] 1. Since a product typically faces repeated impacts during shipment, you will probably wish to use multiple-impact data. 2. The typical drop height for a product of this weight may be estimated from the chart below as 24 inches.

Step 3 Calculate Cushion Requirements?

3. Obtain the cushioning curves for the cushioning material you wish to use. Locate curves that represent multiple impact data from a drop height of 24 inches. 4. Determining Thickness locate our product's fragility level (50 g's) on the vertical axis of the figure, and draw an imaginary horizontal line across the chart at this level. This separates the chart into two sections: our fragility line and lower, where the packaged item will be able to survive the anticipated shock level, and the section above our line where the shock levels are high enough to damage the product.

Step 3 Calculate Cushion Requirements?

Step 3 Calculate Cushion Requirements?

Step 3 Calculate Cushion Requirements?

Step 3 Calculate Cushion Requirements?

Step 3 Calculate Cushion Requirements?

Step 3 Calculate Cushion Requirements?

Step 3 Calculate Cushion Requirements?

Step 3 Calculate Cushion Requirements?

Step 3 Calculate Cushion Requirements?

Step 3 Calculate Cushion Requirements?

Step 3 Calculate Cushion Requirements?

Step 3 Calculate Cushion Requirements?

Step 3 Calculate Cushion Requirements?

Step 3 Calculate Cushion Requirements?

Step 3 Calculate Cushion Requirements?

Step 3 Calculate Cushion Requirements?

Step 3 Calculate Cushion Requirements?

Step 3 Calculate Cushion Requirements?

Step 3 Calculate Cushion Requirements?

Step 3 Calculate Cushion Requirements?

Step 3 Calculate Cushion Requirements?

throughout the cushion and more shock is transferred to the package contents. Buckling usually occurs when the cushions become too tall and thin.

Figure 15.2 provides width-to-thickness coefficients for different static loading values and enable the designer to check for buckling potential. Step 4 Recognizing Design Constraints. Example: Let's assume you plan to use a 3-inch thick pad of ETHAFOAM 220 to cushion a side of your product, which presents a static load of 1.0 psi. In this case, the coefficient is 0.7. Using the formula $T \times W/T = W$, you can now find the minimum width: $3 \times 0.7 = 2.1$. Your cushion must be at least 2.1 inches wide or long to resist buckling.

3. Consider Extreme Temperature Effects. As with all thermoplastic foams, when they are exposed to extremely high or low temperatures over a considerable length of time, they may be affected. The materials become stiffer at low temperatures and increasingly softer at higher temperatures. In extreme cases, it may become necessary to compensate for these effects in your design.

Step 5 Design Prototypes and Test. Each packaging design must be developed separately, given the large number of variables involved. It is highly recommended that you build and test a prototype of your cushion design to determine its actual performance.

Step 6 Consider Vibration Effects. Table 15.3 Typical forcing frequencies of carriers. Carrier Frequency Range Conditions: Railroad 2 - 7 Hz (suspension) Moving freight car 50 - 70 Hz (structural) Truck 2 - 7 Hz (suspension) Normal highway travel 15 - 20 Hz (tires) 50 - 70 Hz (structural) Aircraft 2 - 10 Hz (propeller) On aircraft floor during flight 100 - 200 Hz (jet) Ships 11 Hz (on deck) Vibrations caused by 100 Hz (bulkheads) interference to the flow of water by the ship, and from imbalance and misalignment of the propeller shaft system.

Every mode of transport subjects the packages being shipped to some amount of vibration at various frequencies. In order to provide products which are prone to vibration damage with protection against such effects, it is essential to determine the natural frequency of any component which is prone to vibration damage, and compare it against the vibration characteristics of your package design. Every cushioning system has a range of vibrational frequencies in which it amplifies vibration and passes on a more severe vibration to the packaged product than it receives from the transport environment (Figure 15.3).

For most vibration-sensitive products, making sure that the package design does not amplify vibration in the product's natural frequency and is enough to prevent vibrational damage from occurring during shipment. For severely vibration-sensitive products, it may be necessary for the package design to actually attenuate the frequencies of concern.

Material response is often given in diagrams similar to Figure 15.4, which represent performance for a given thickness of material. Note that for any frequency, one can estimate whether the package will perform in direct coupling, amplification, or attenuation mode as a function of the static loading applied to the cushion.

Step 7 Monitor Performance. If it works, question it. There are many assumptions that went into your design development. It is a good practice to monitor the performance of your design in actual use. This will help you to determine if your design is providing more real-world performance than is actually required, or not enough. Monitoring of packaging performance on an ongoing basis can also help determine if further economies can be achieved without sacrificing protection.

k ?? 餽↓ ?^LX S ? €t鋹r?r rrr^L•@+??€ ?<??□rkk ?? 餒↓ ?rX ?? ? ?師?藿h?
□^L?^Lr†? f櫃 櫛 櫃 檉fff ?8 ?0? ___PPT10? ? Wd?`akr ? 4?? ? ? `?
&