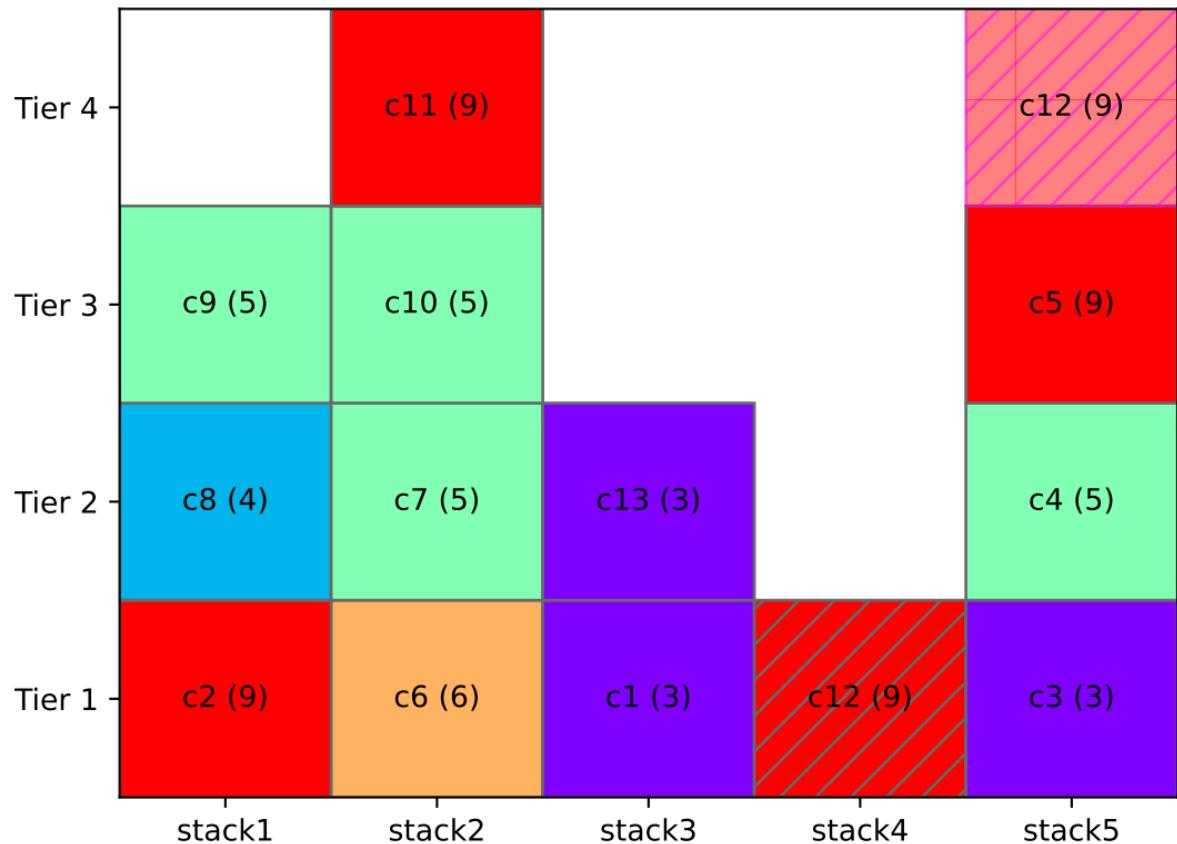
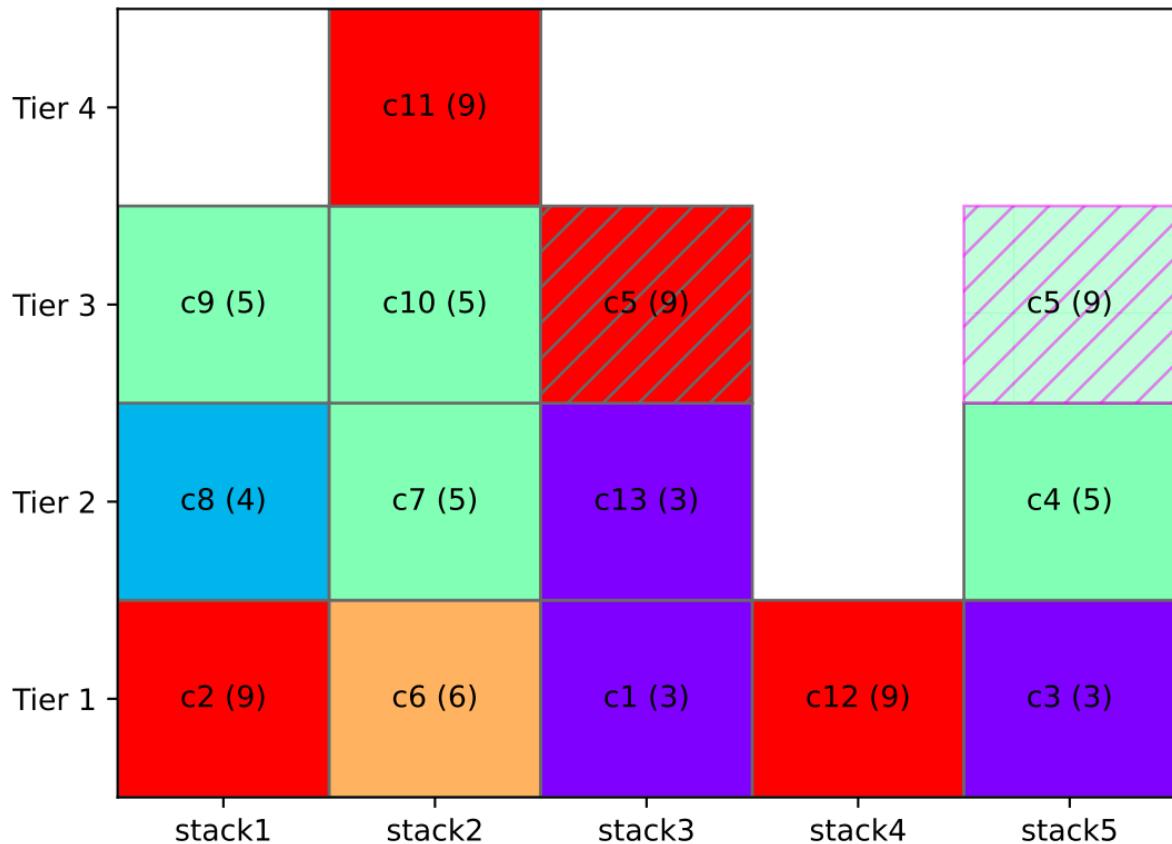


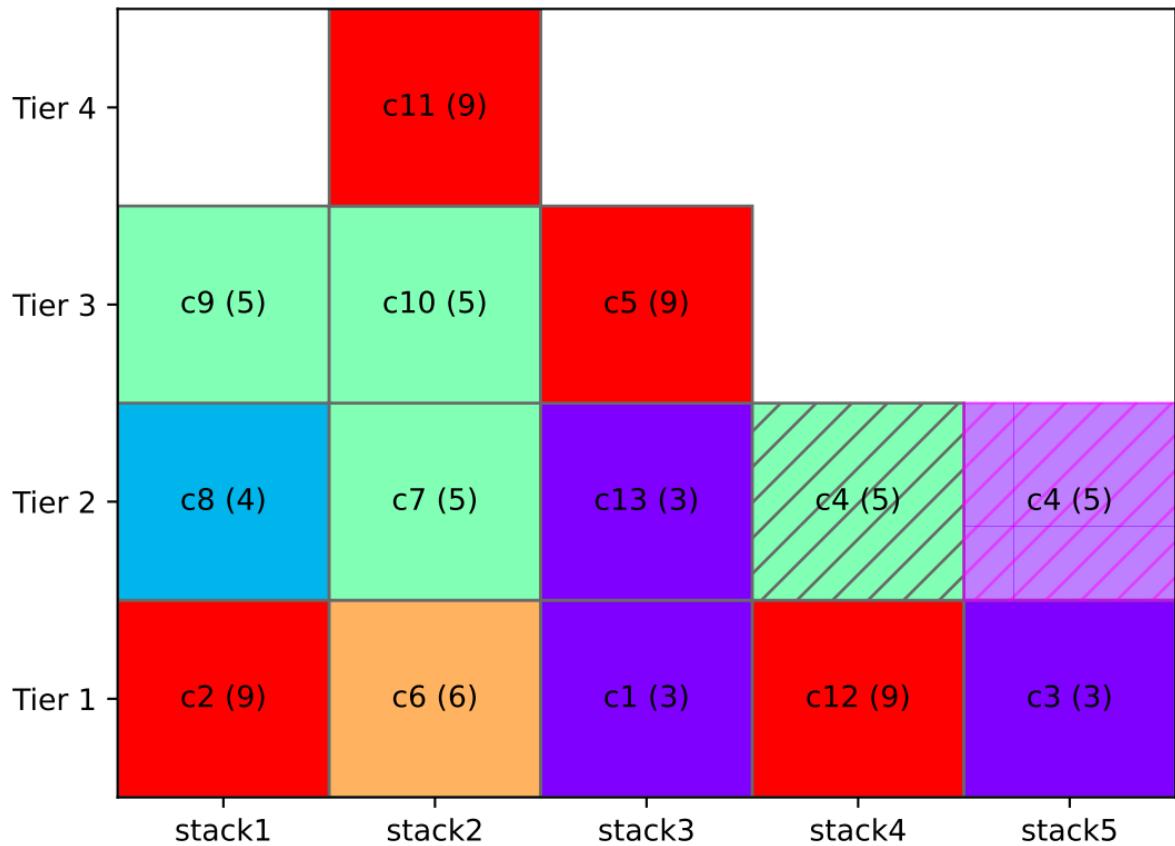
Bay: 1 , Move: stack5 to stack4



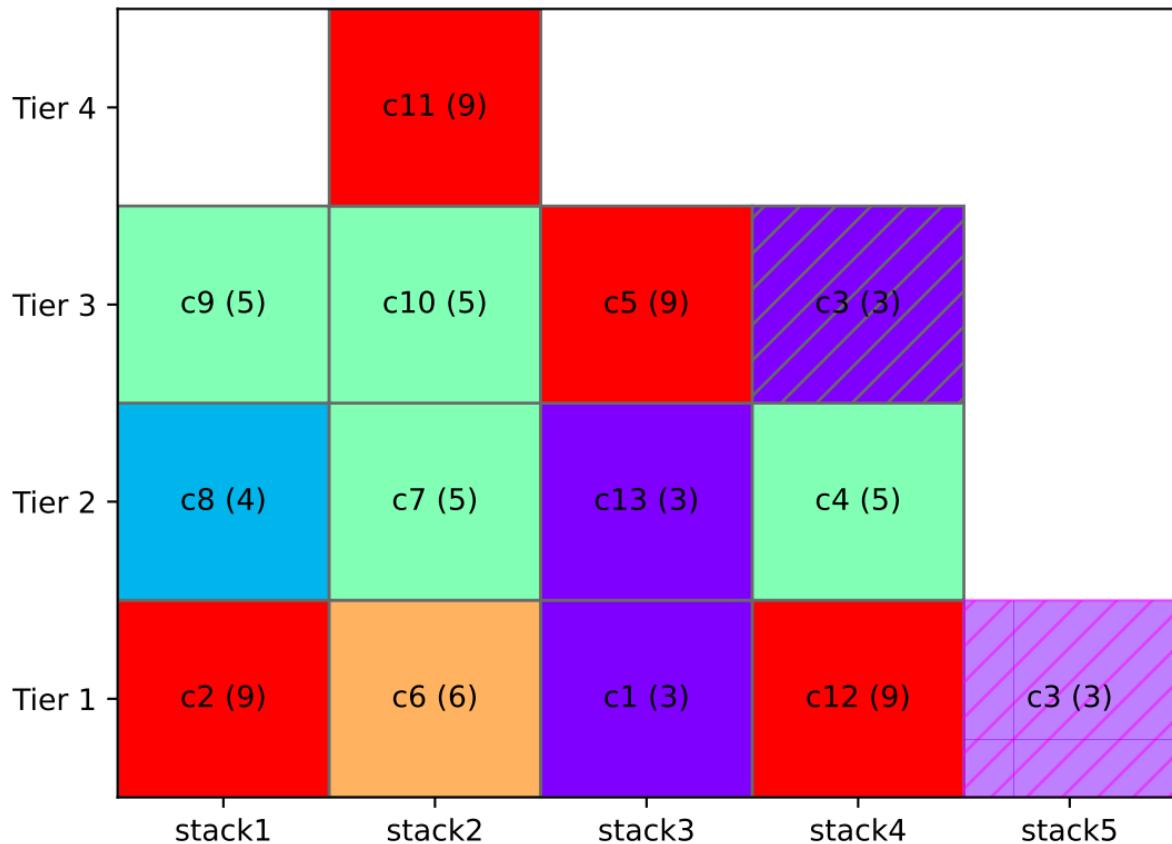
Bay: 1 , Move: stack5 to stack3



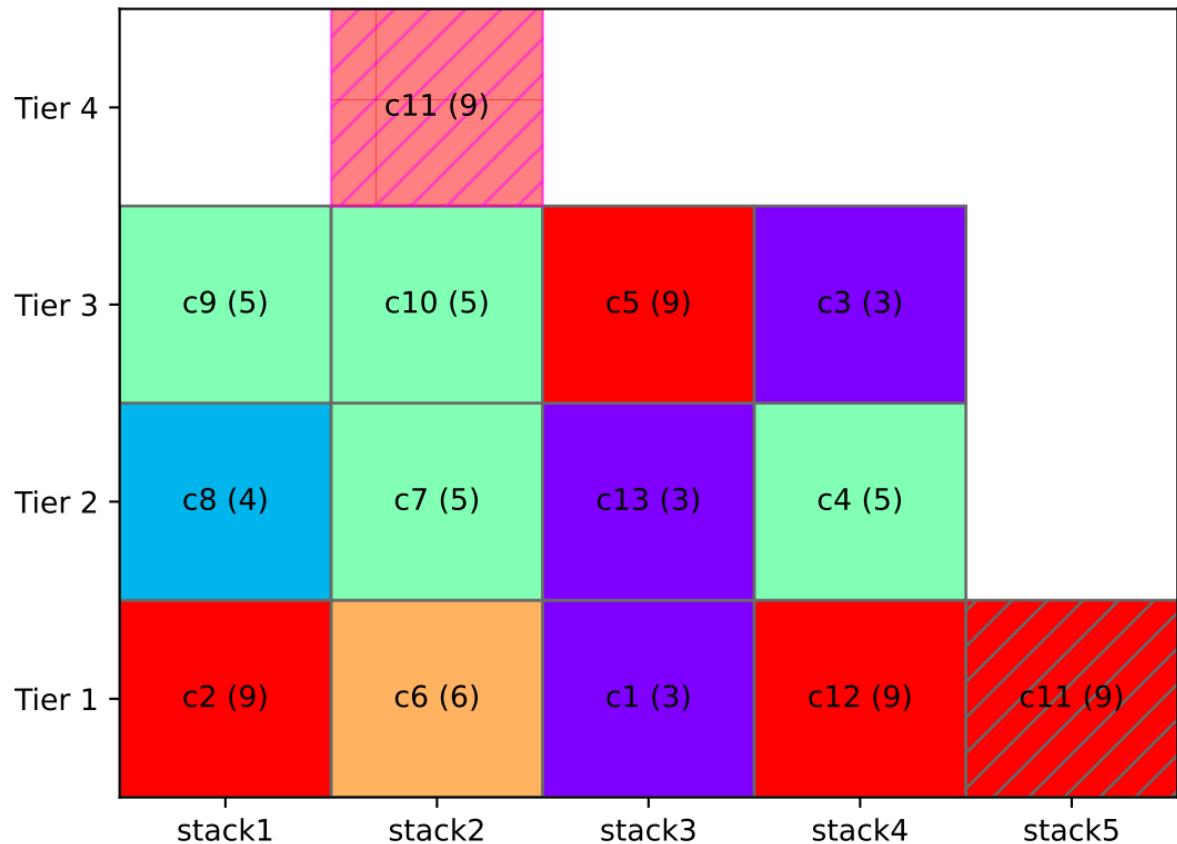
Bay: 1 , Move: stack5 to stack4



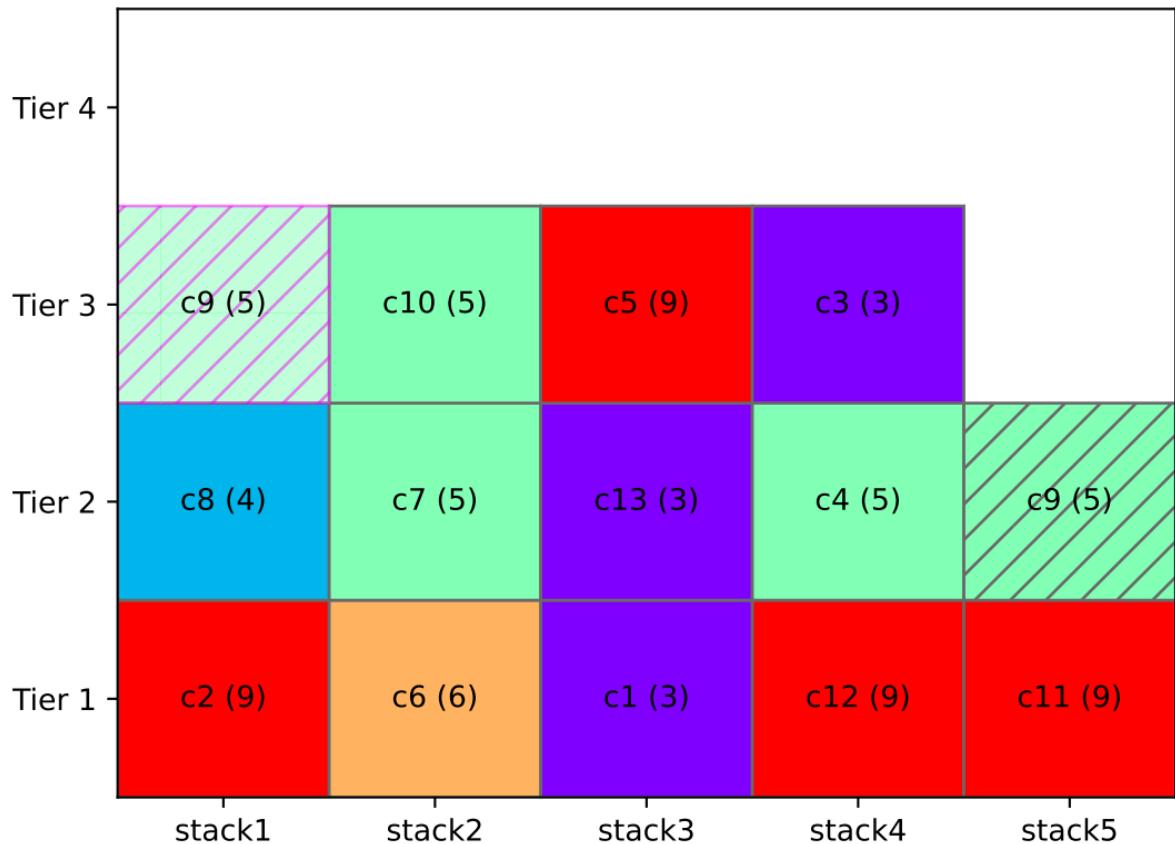
Bay: 1 , Move: stack5 to stack4



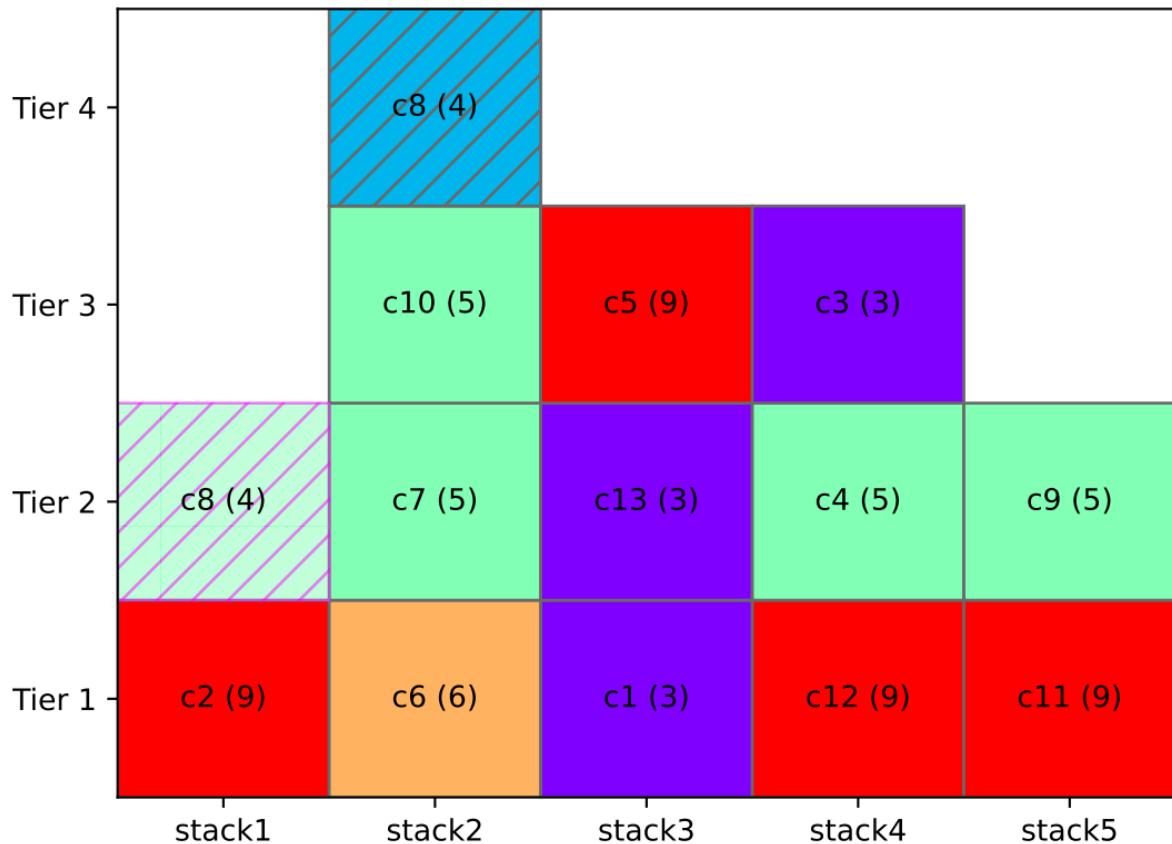
Bay: 1 , Move: stack2 to stack5



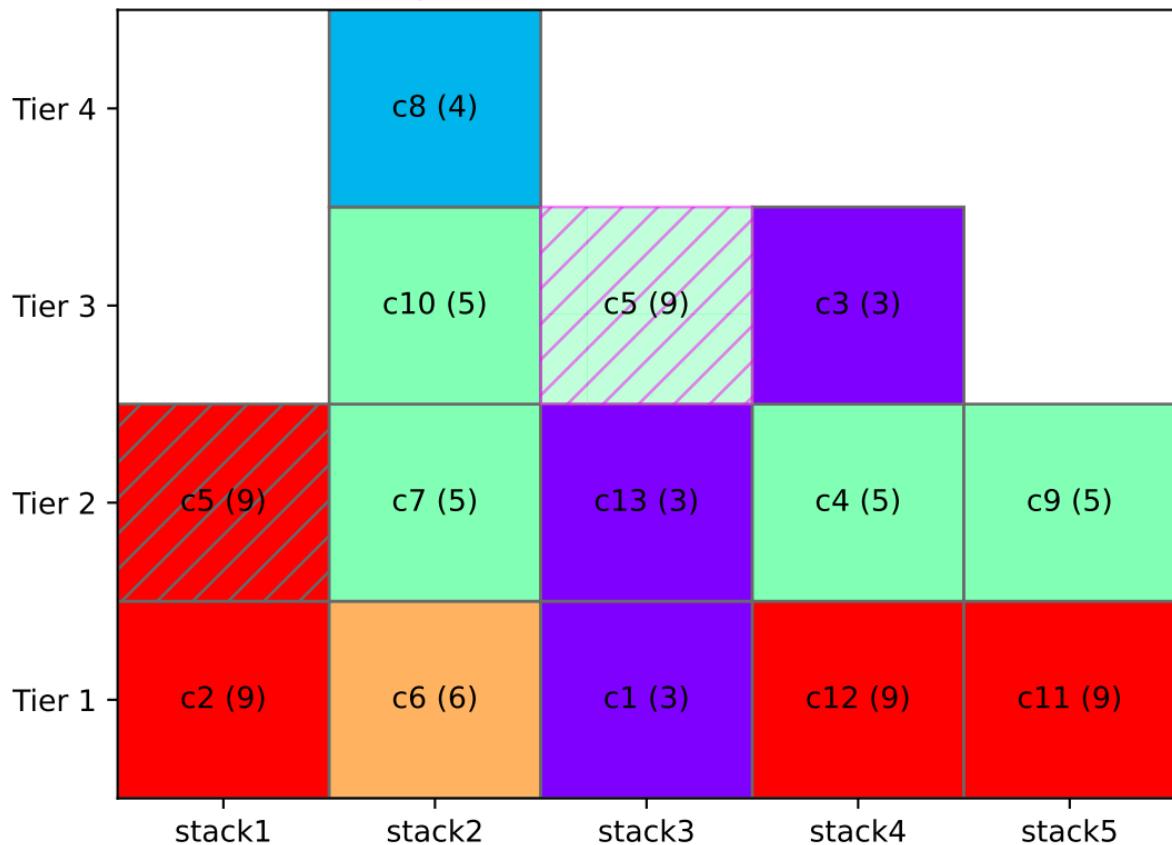
Bay: 1 , Move: stack1 to stack5



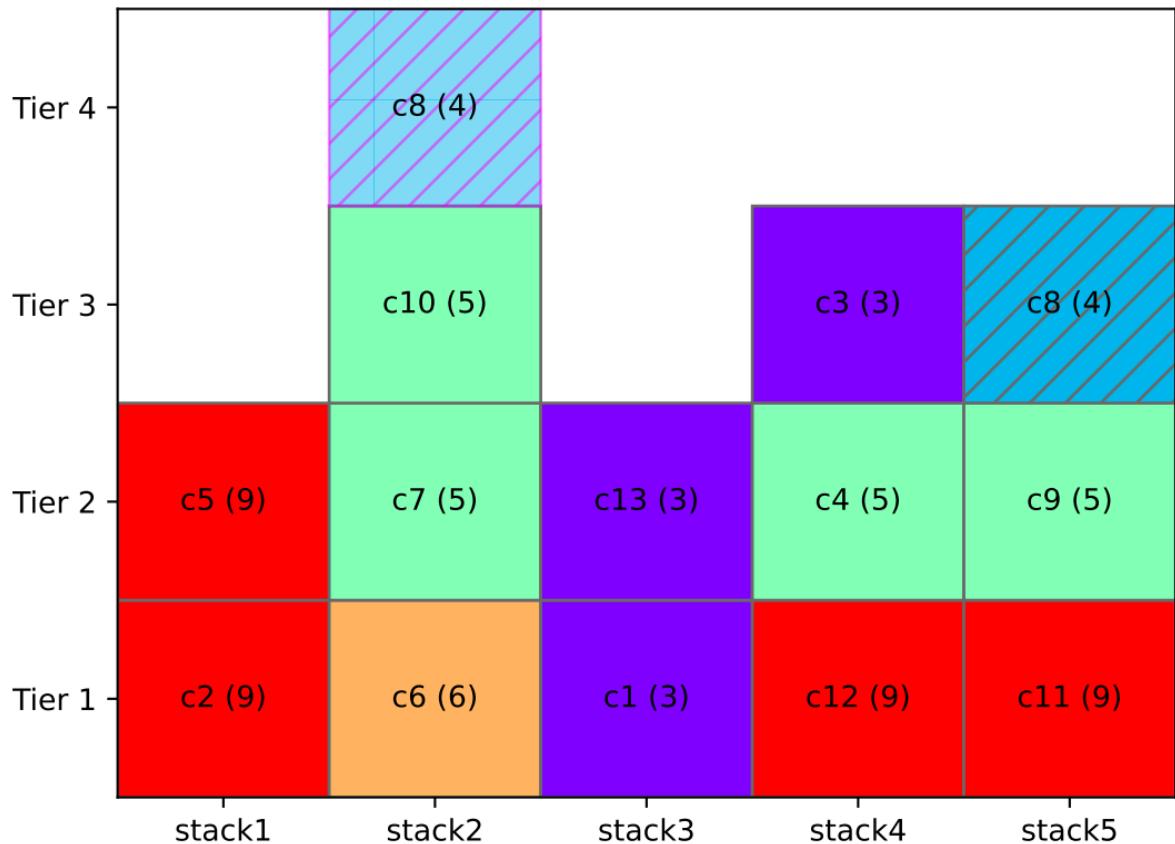
Bay: 1 , Move: stack1 to stack2



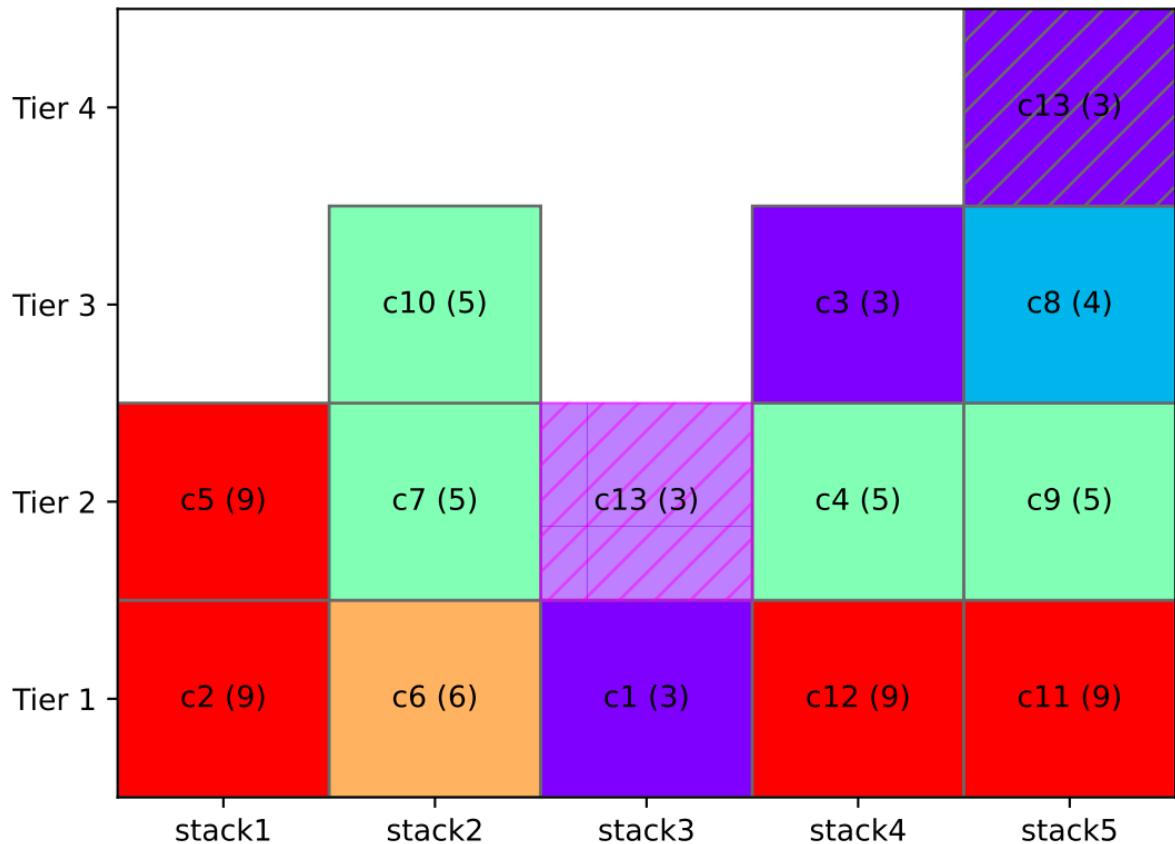
Bay: 1 , Move: stack3 to stack1



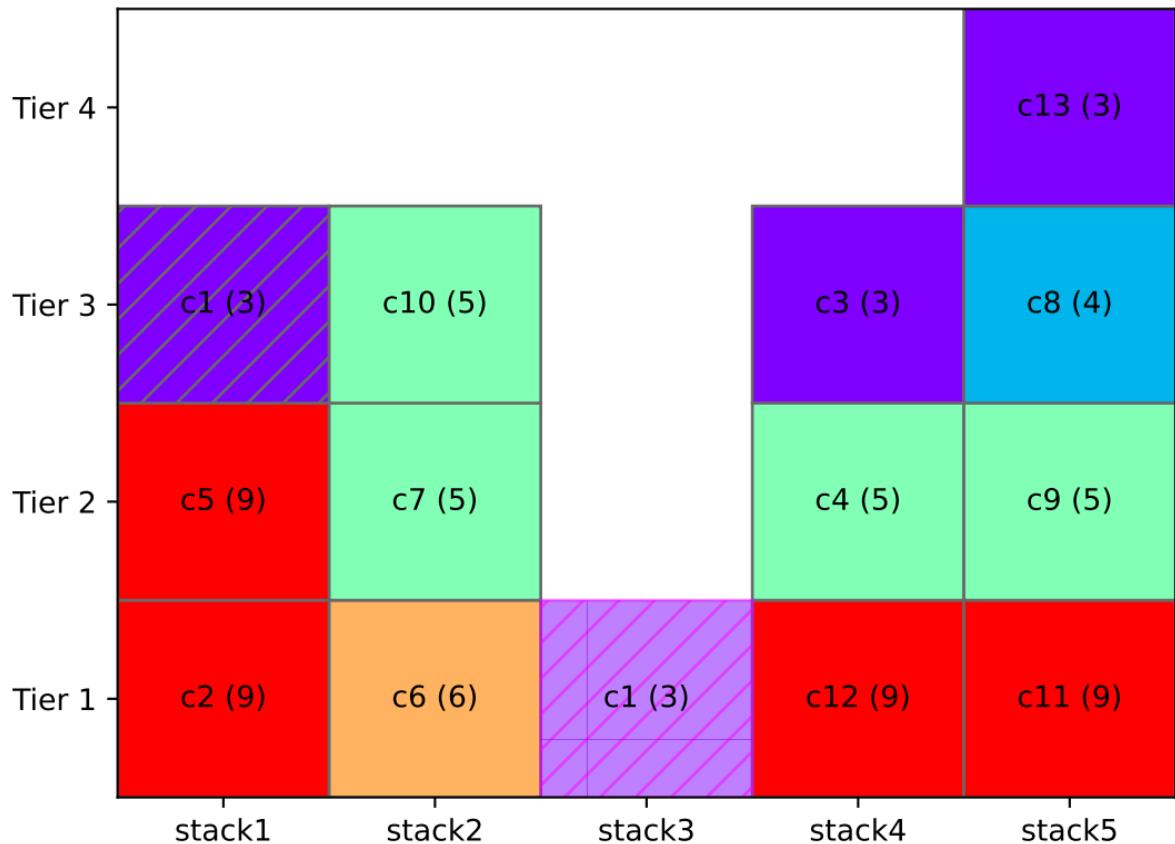
Bay: 1 , Move: stack2 to stack5



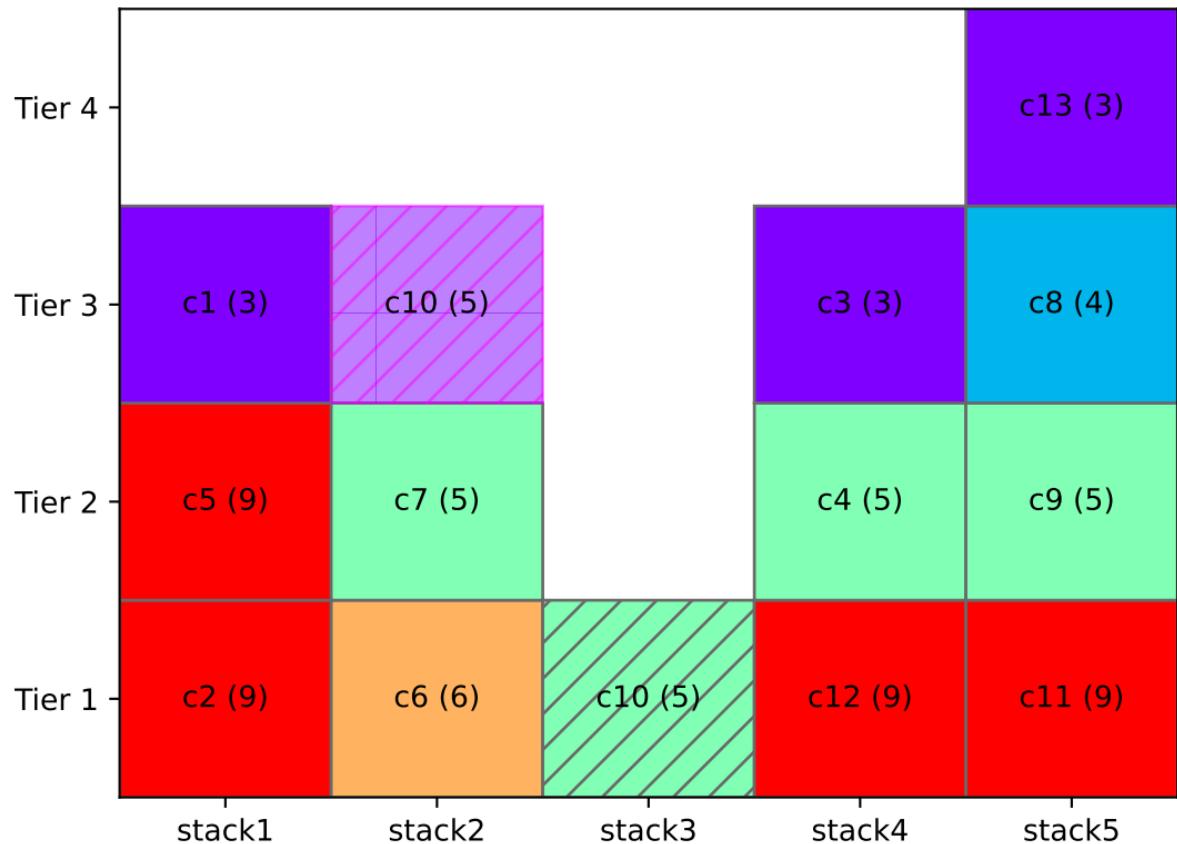
Bay: 1 , Move: stack3 to stack5



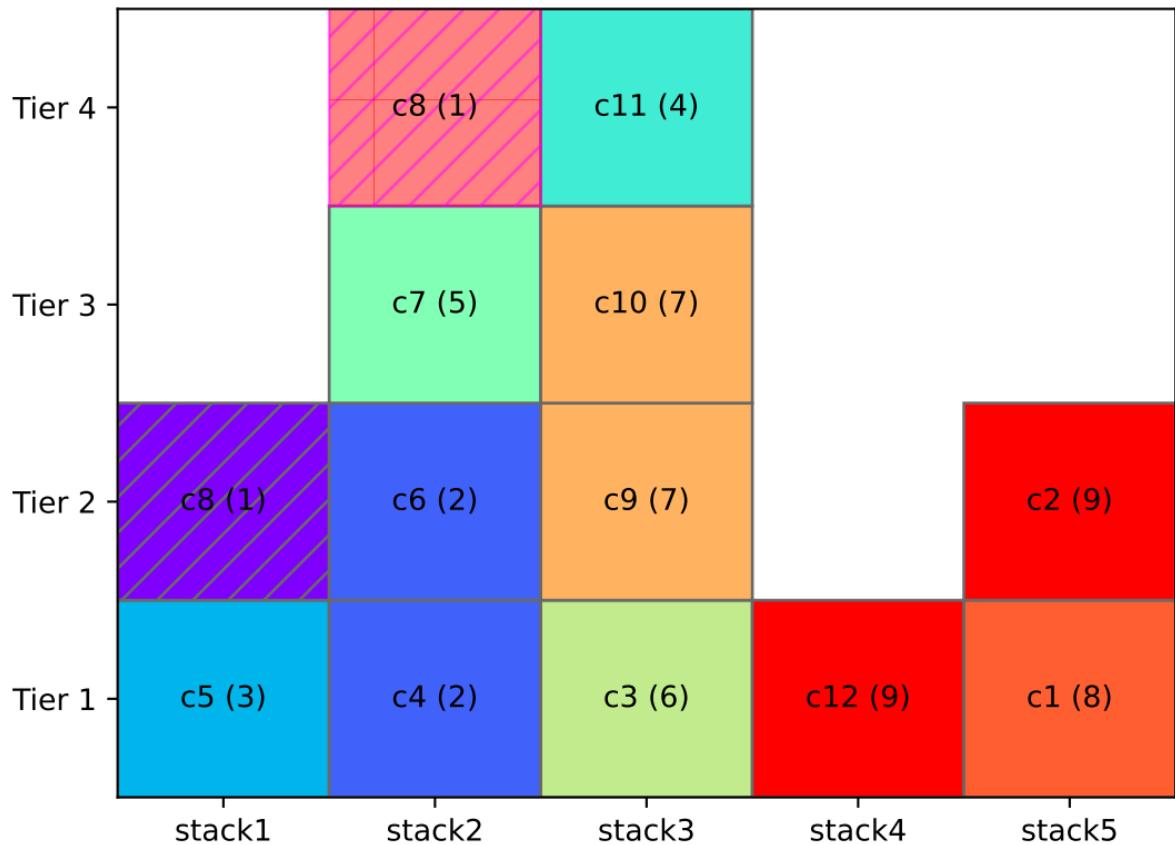
Bay: 1 , Move: stack3 to stack1



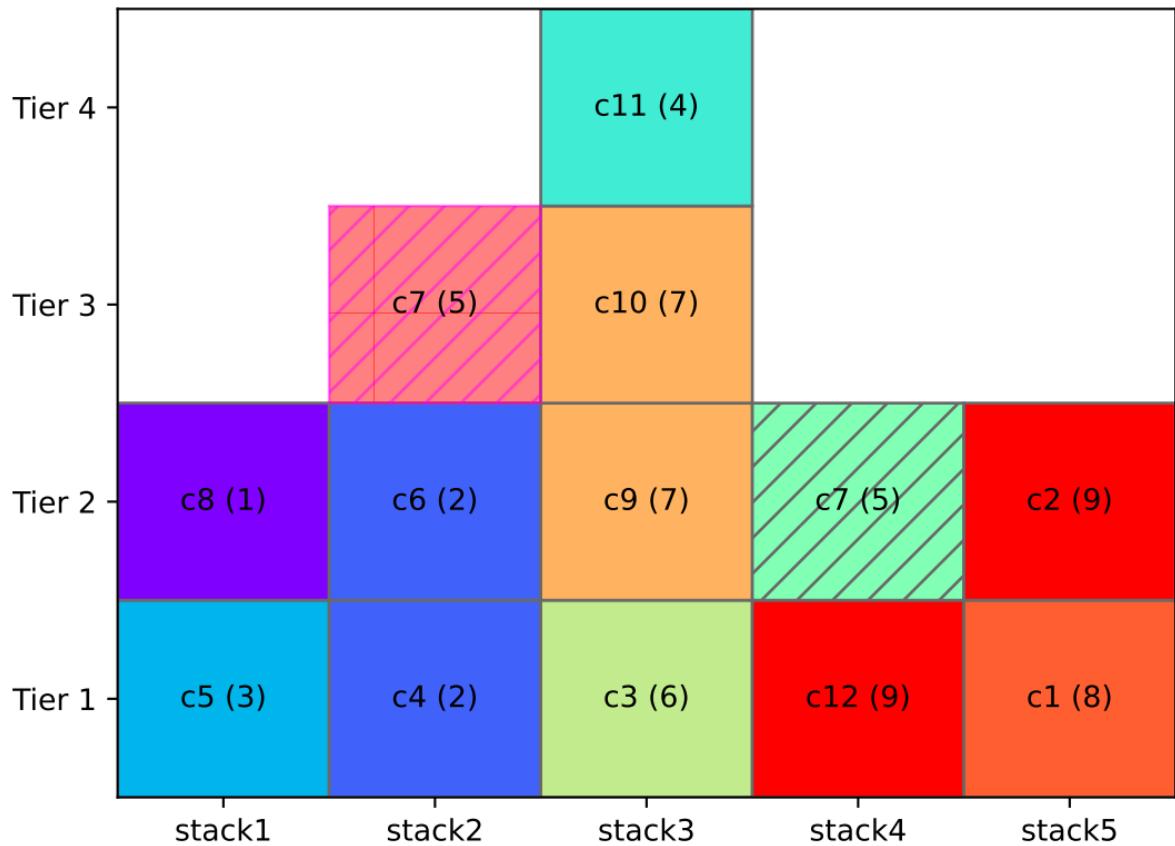
Bay: 1 , Move: stack2 to stack3



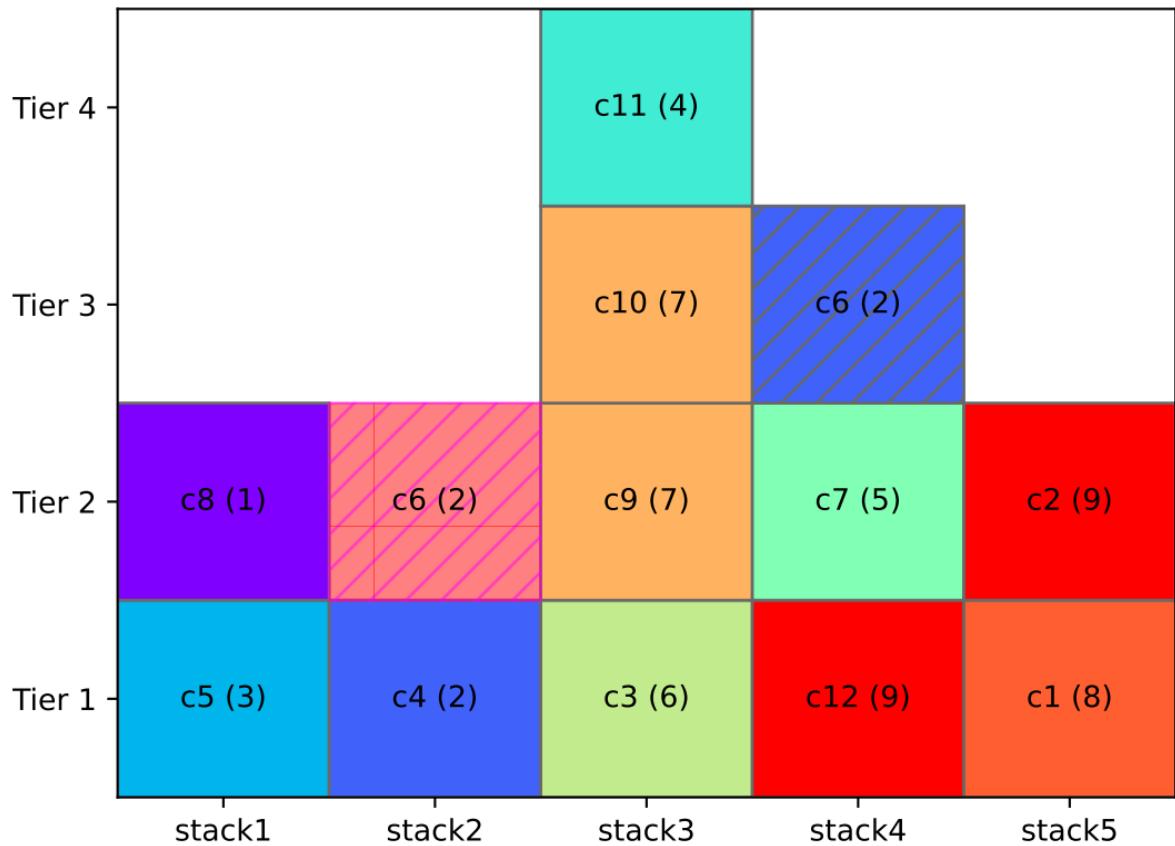
Bay: 2 , Move: stack2 to stack1



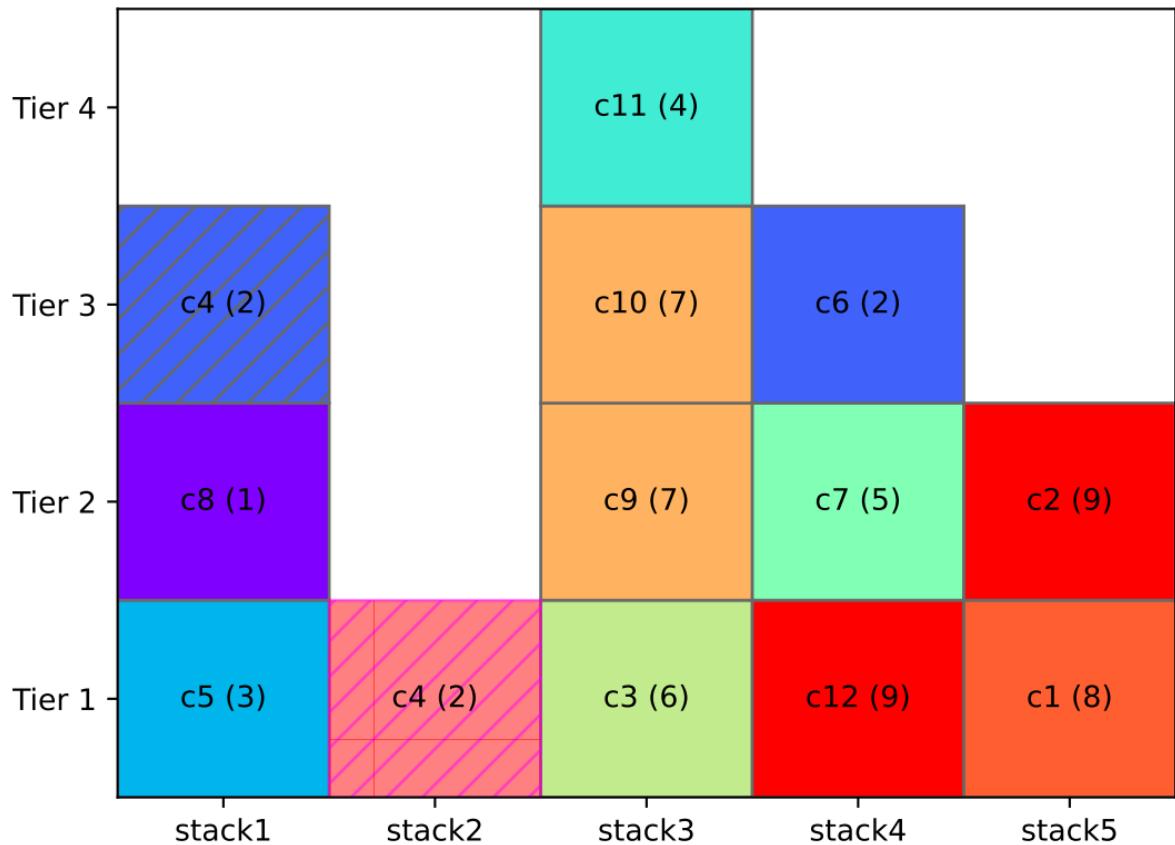
Bay: 2 , Move: stack2 to stack4



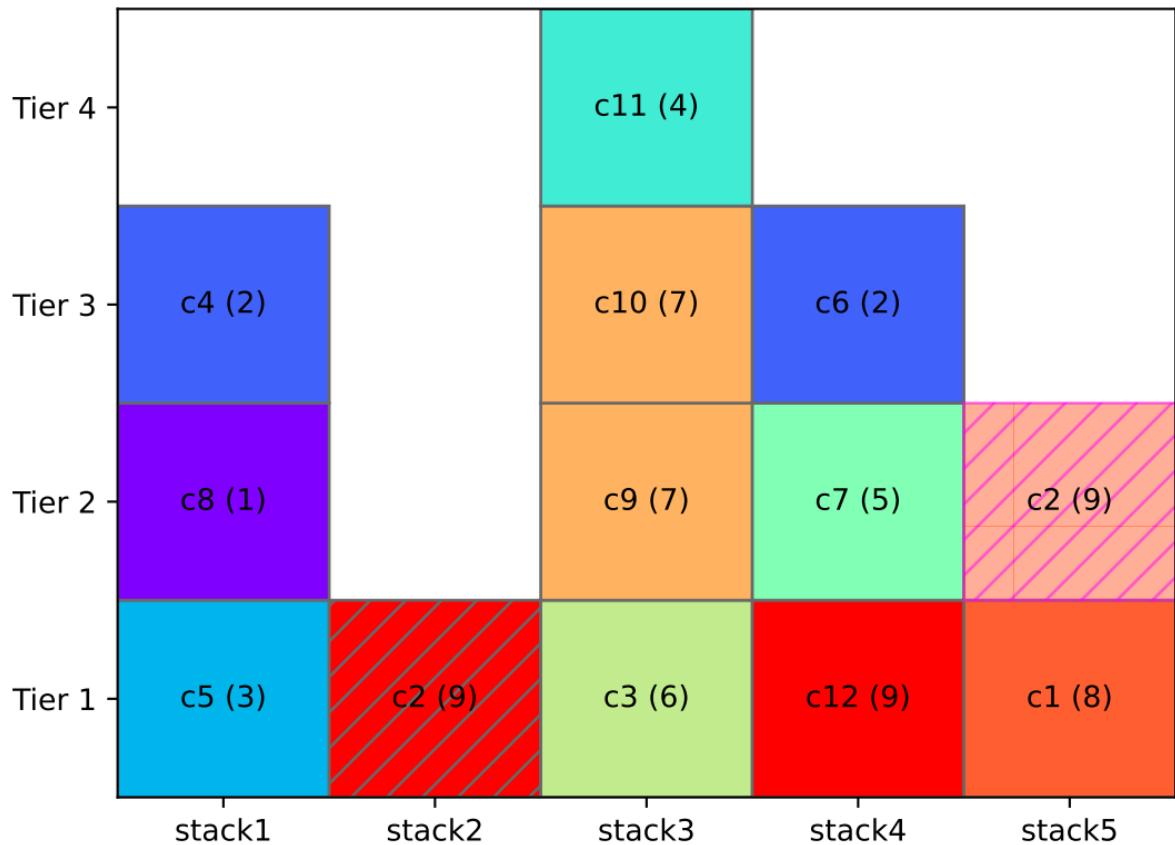
Bay: 2 , Move: stack2 to stack4



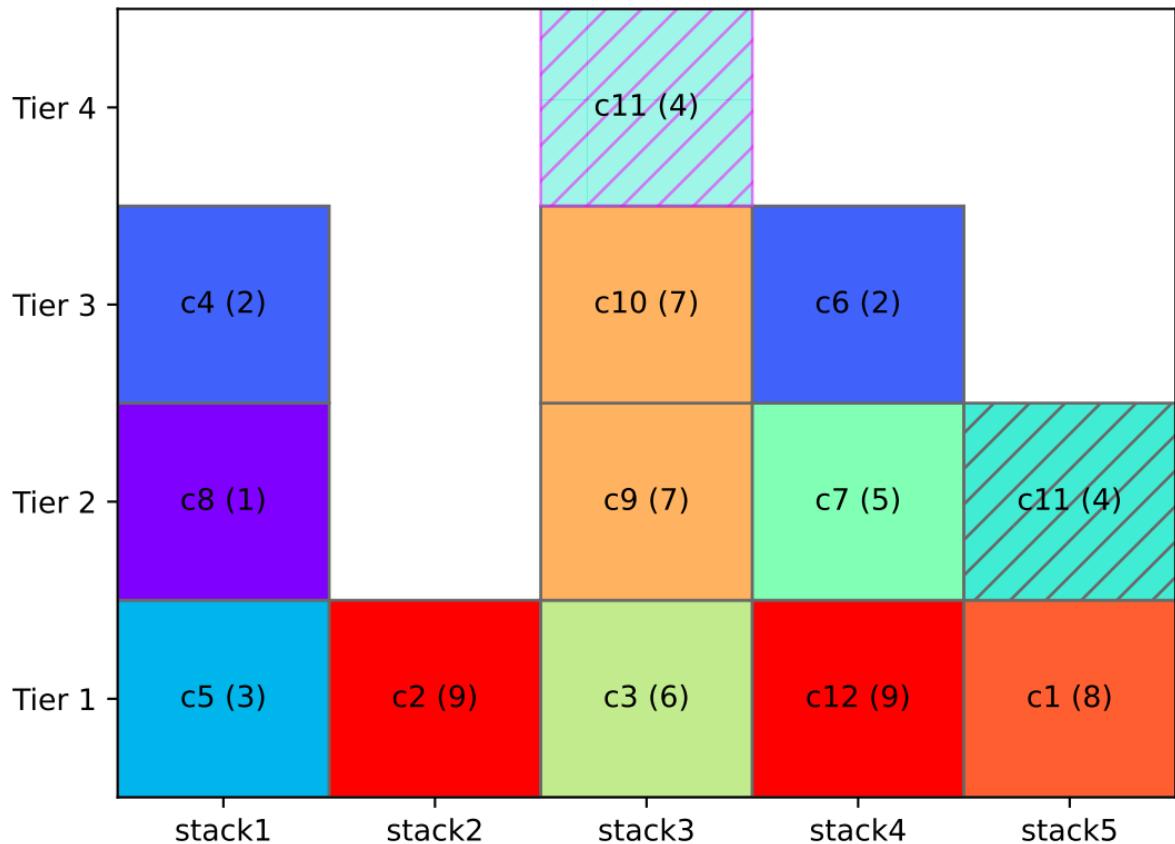
Bay: 2 , Move: stack2 to stack1



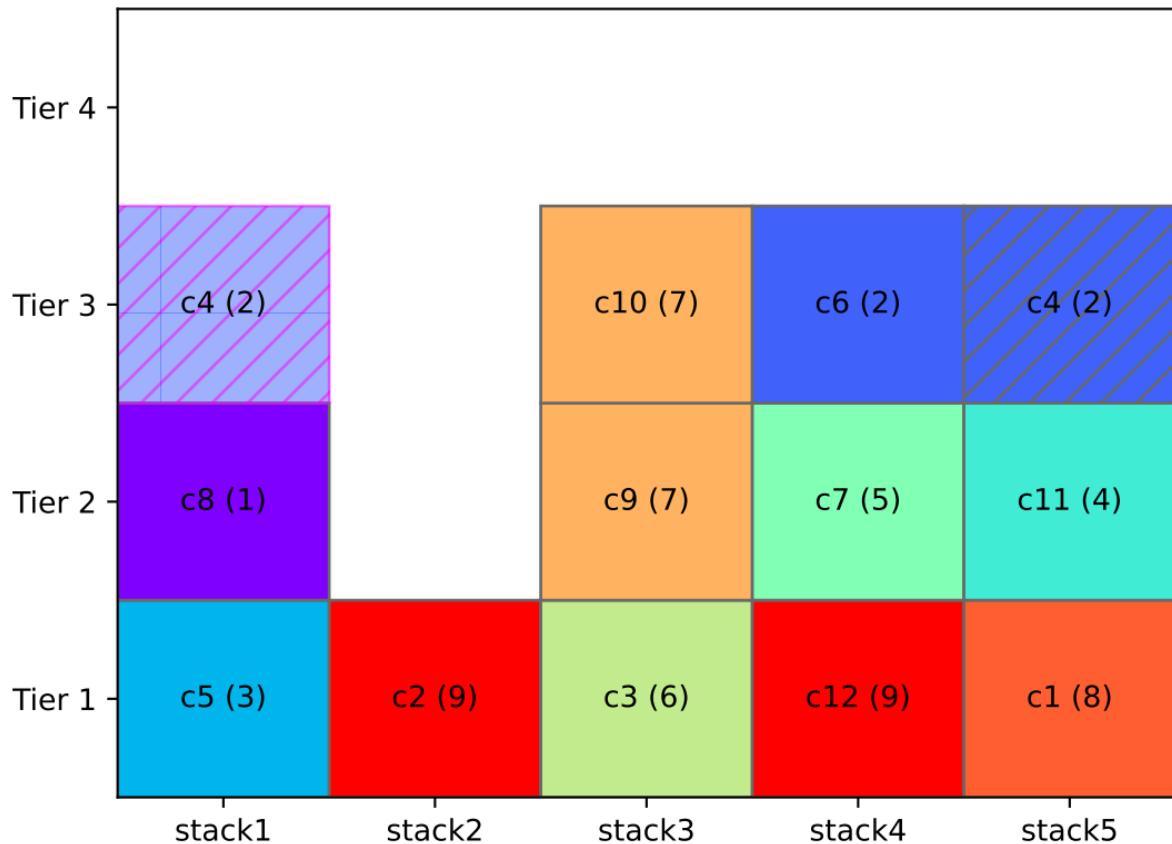
Bay: 2 , Move: stack5 to stack2



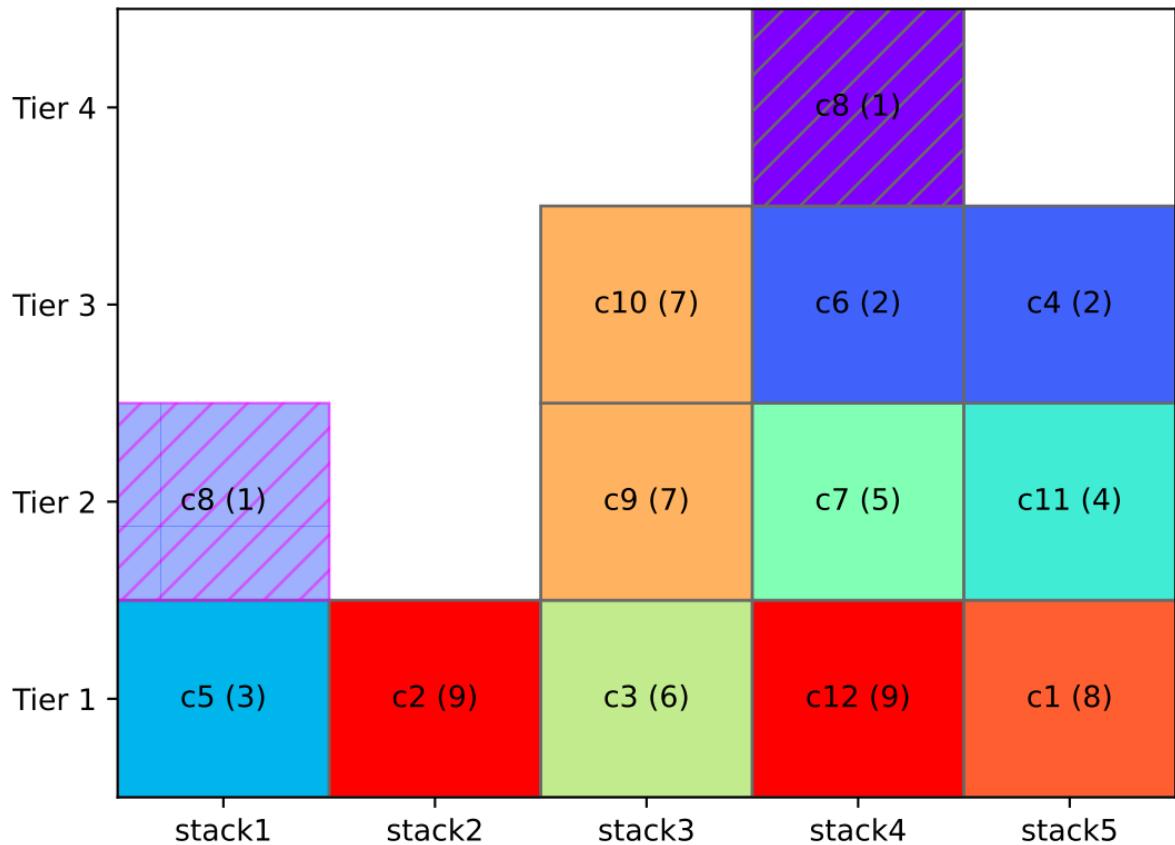
Bay: 2 , Move: stack3 to stack5



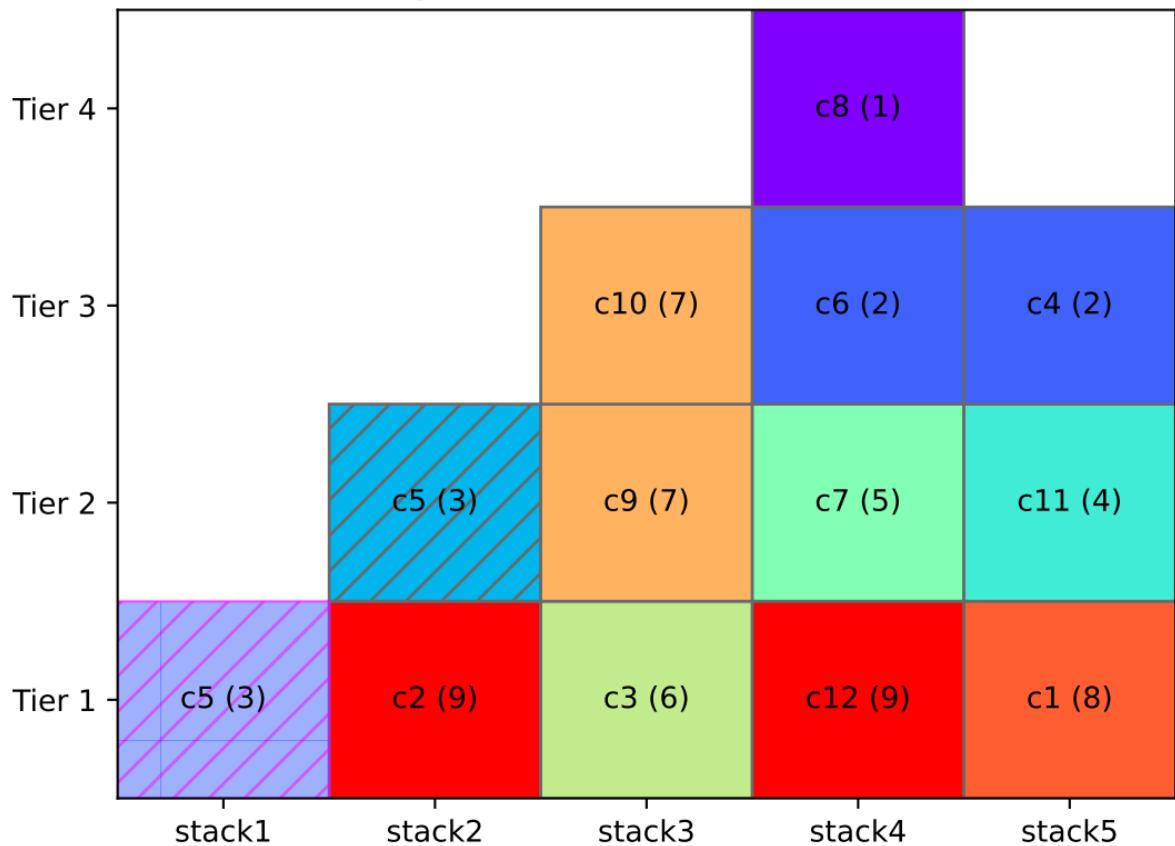
Bay: 2 , Move: stack1 to stack5



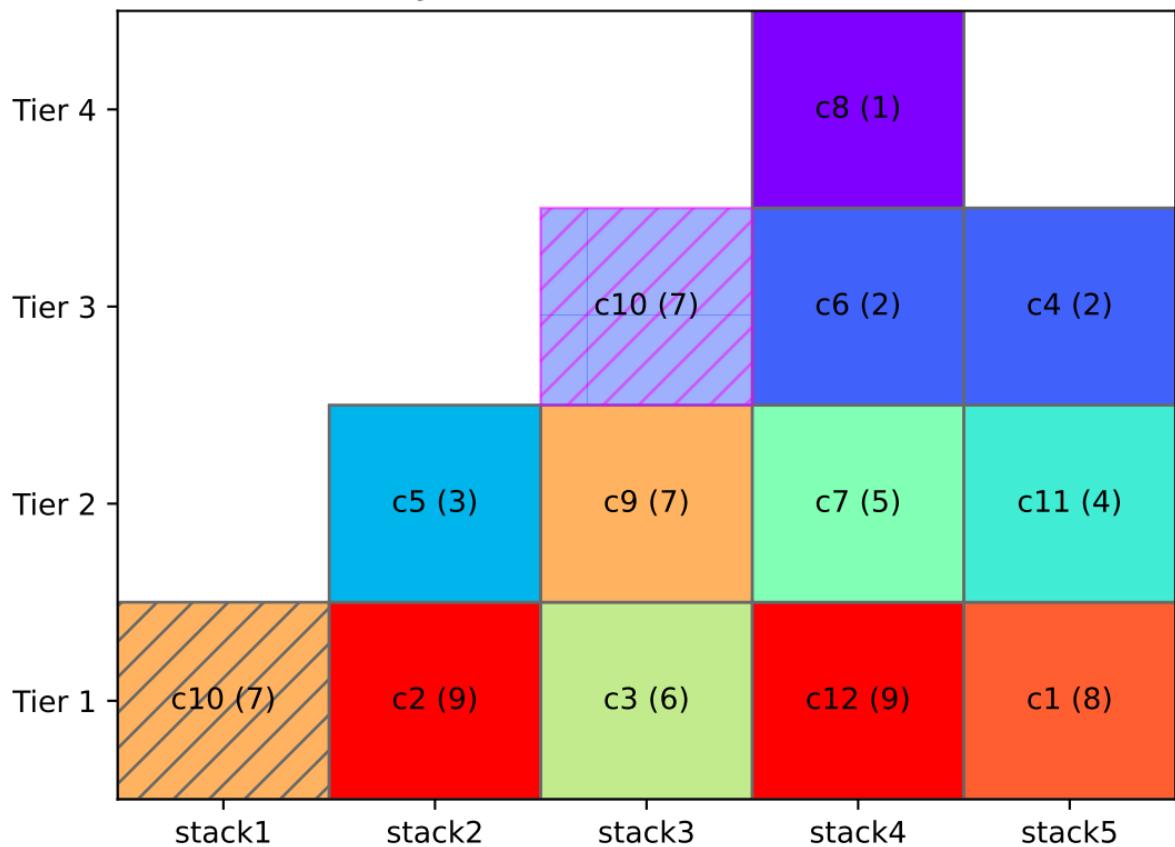
Bay: 2 , Move: stack1 to stack4



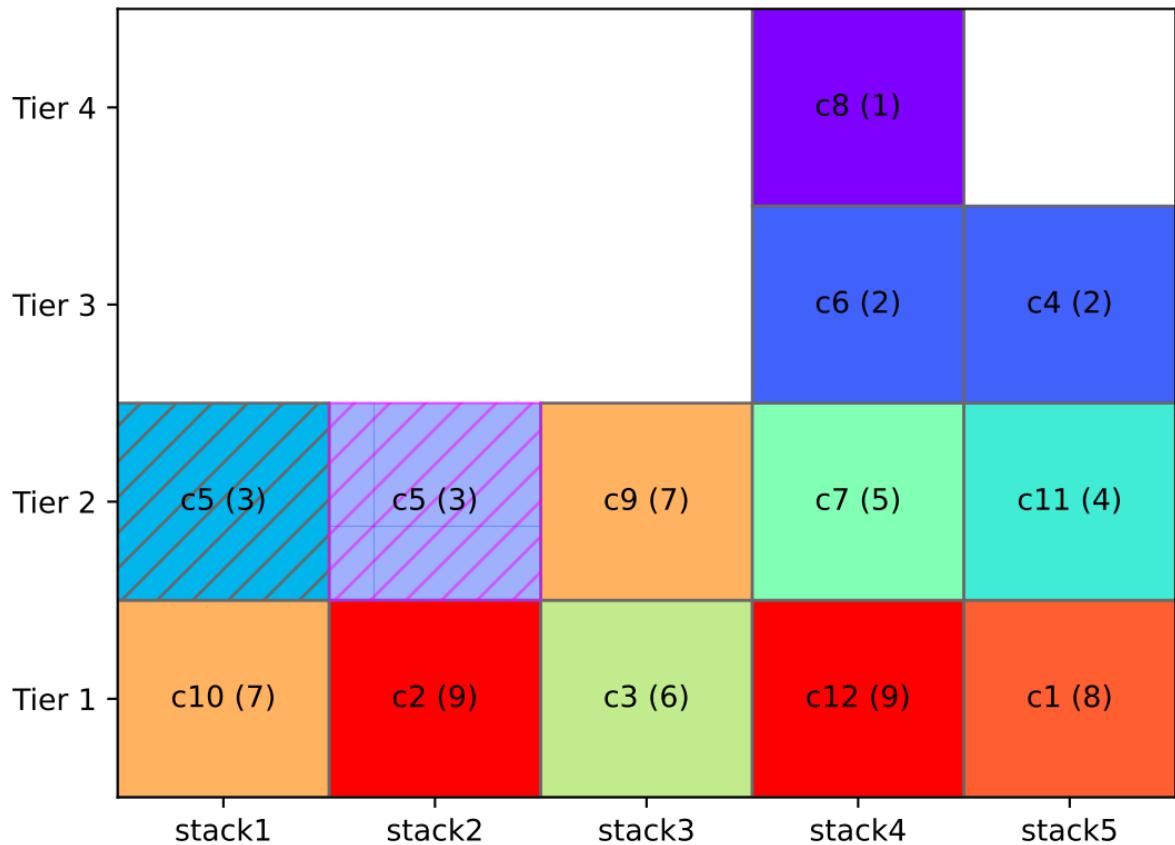
Bay: 2 , Move: stack1 to stack2



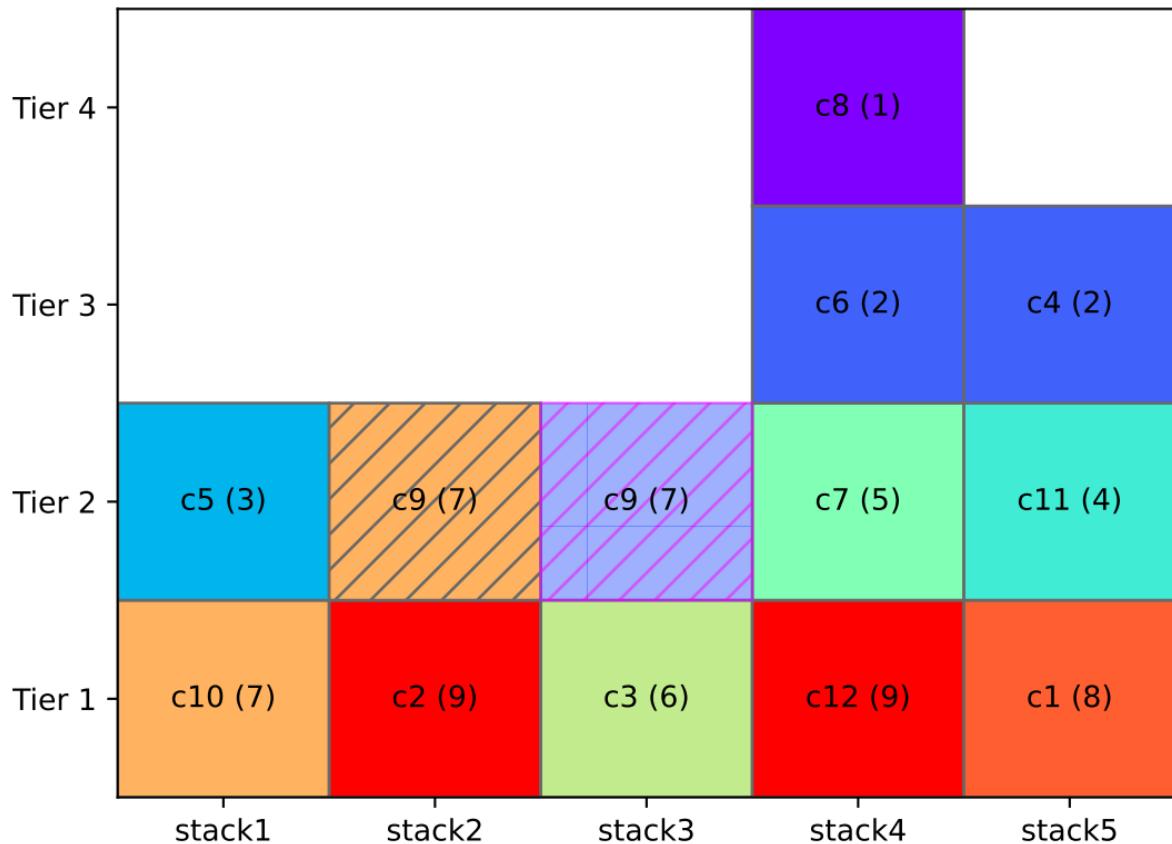
Bay: 2 , Move: stack3 to stack1



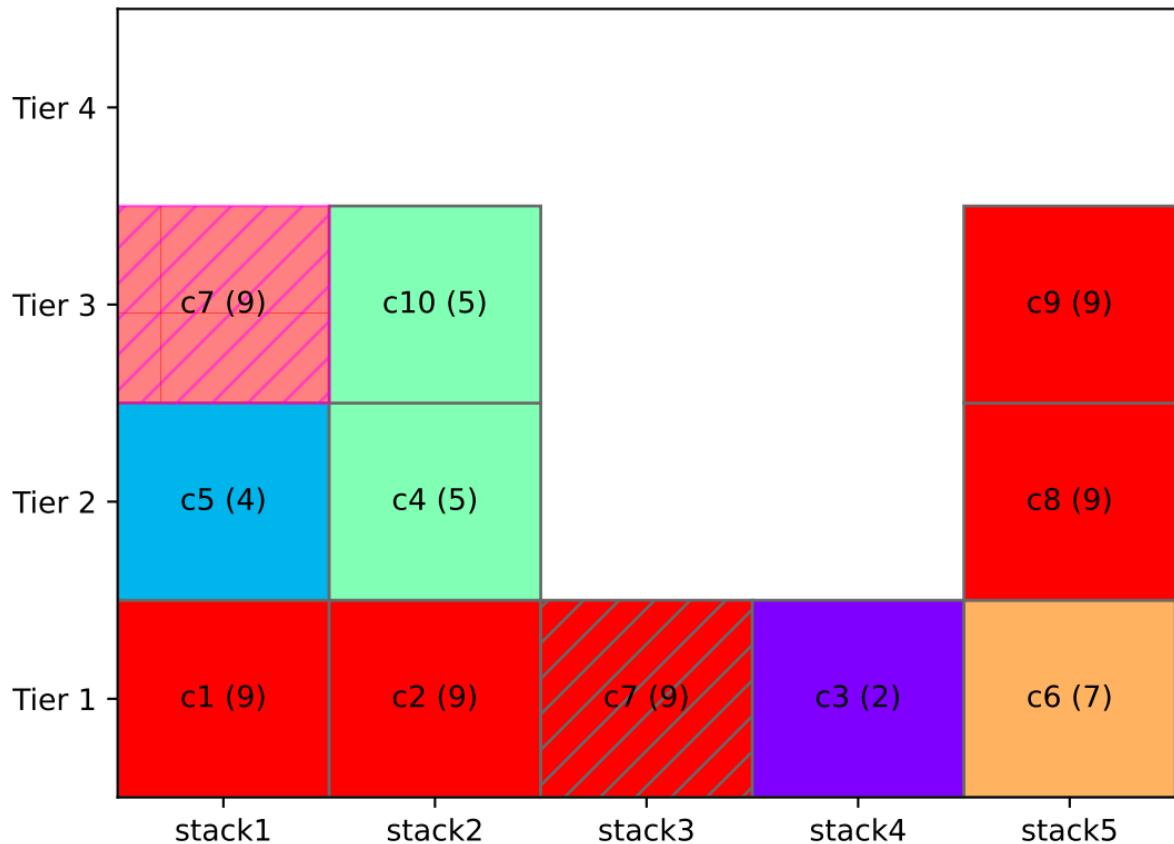
Bay: 2 , Move: stack2 to stack1



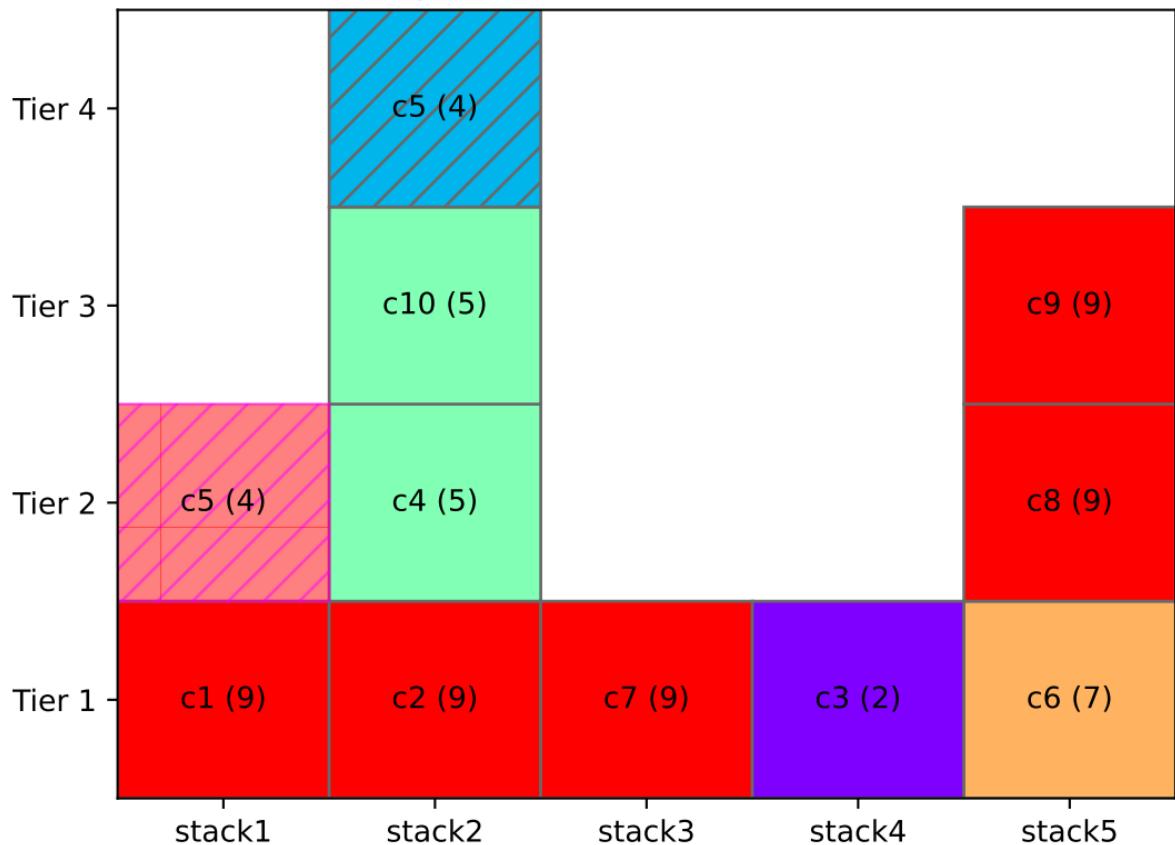
Bay: 2 , Move: stack3 to stack2



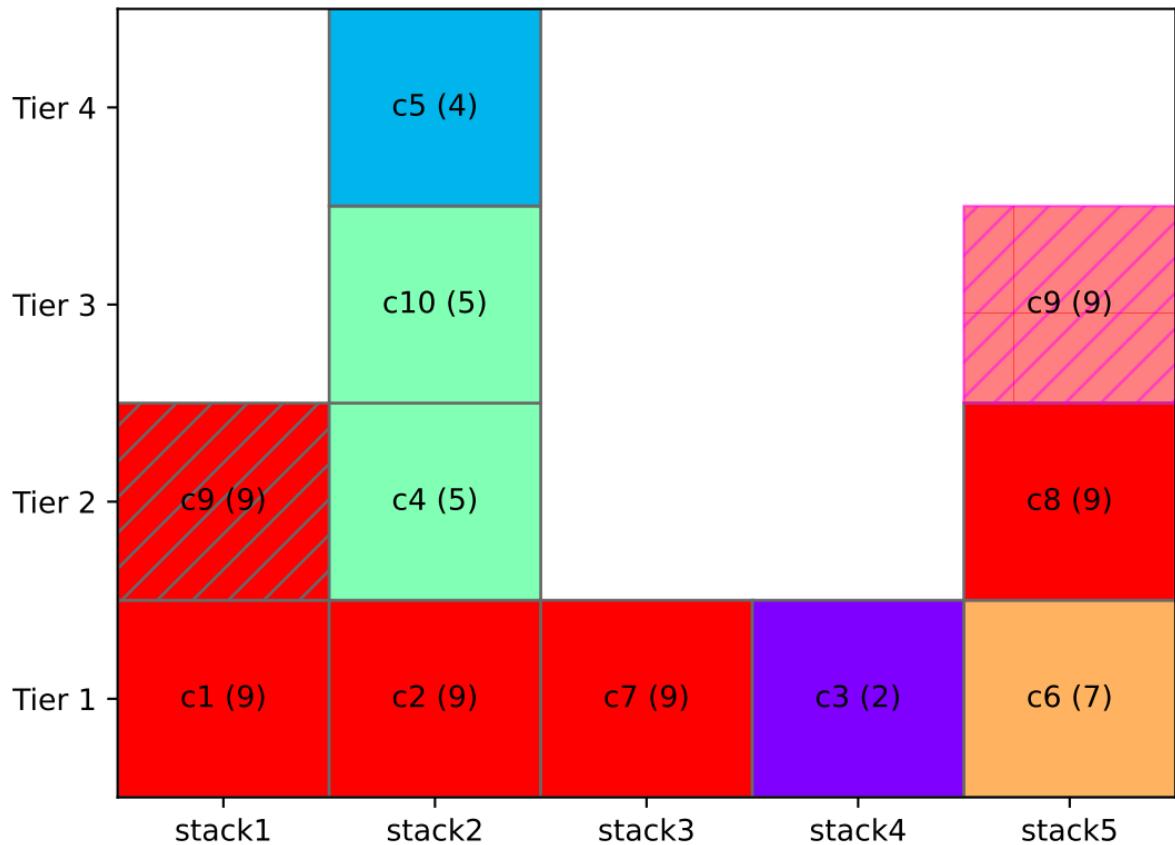
Bay: 3 , Move: stack1 to stack3



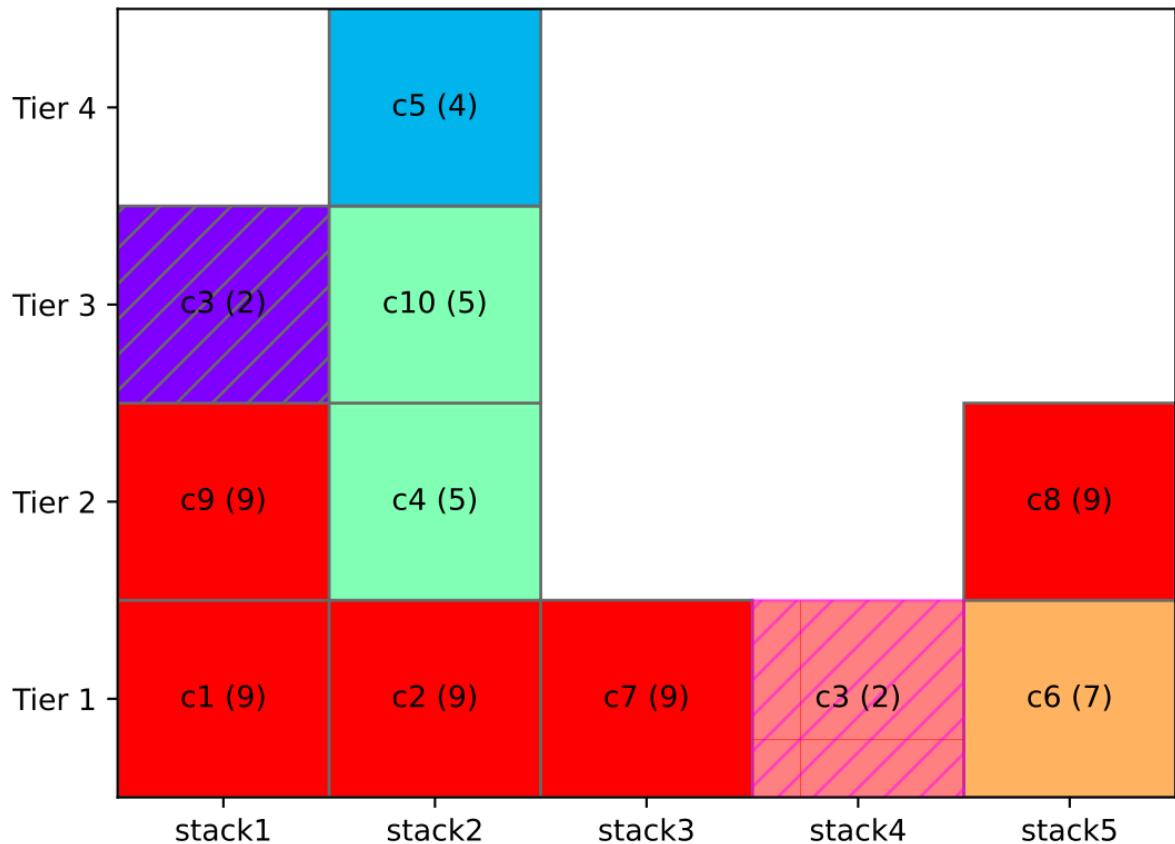
Bay: 3 , Move: stack1 to stack2



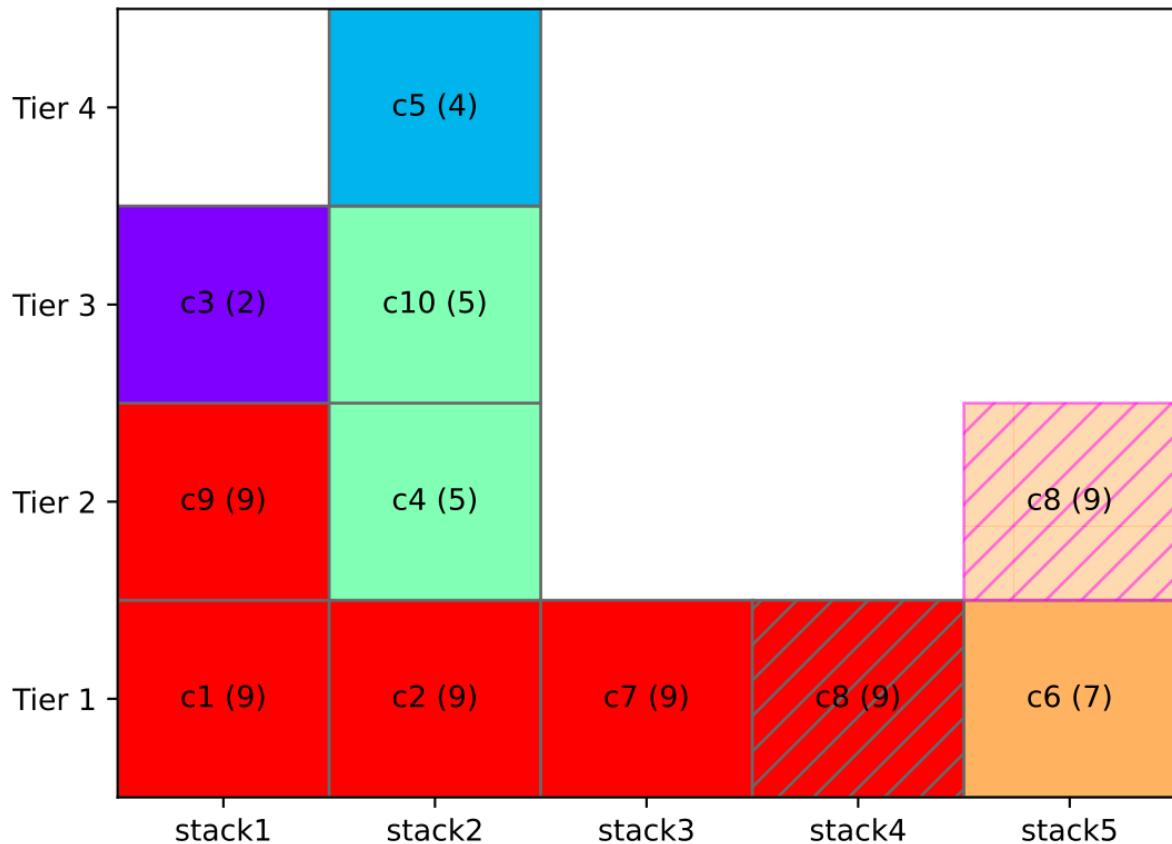
Bay: 3 , Move: stack5 to stack1



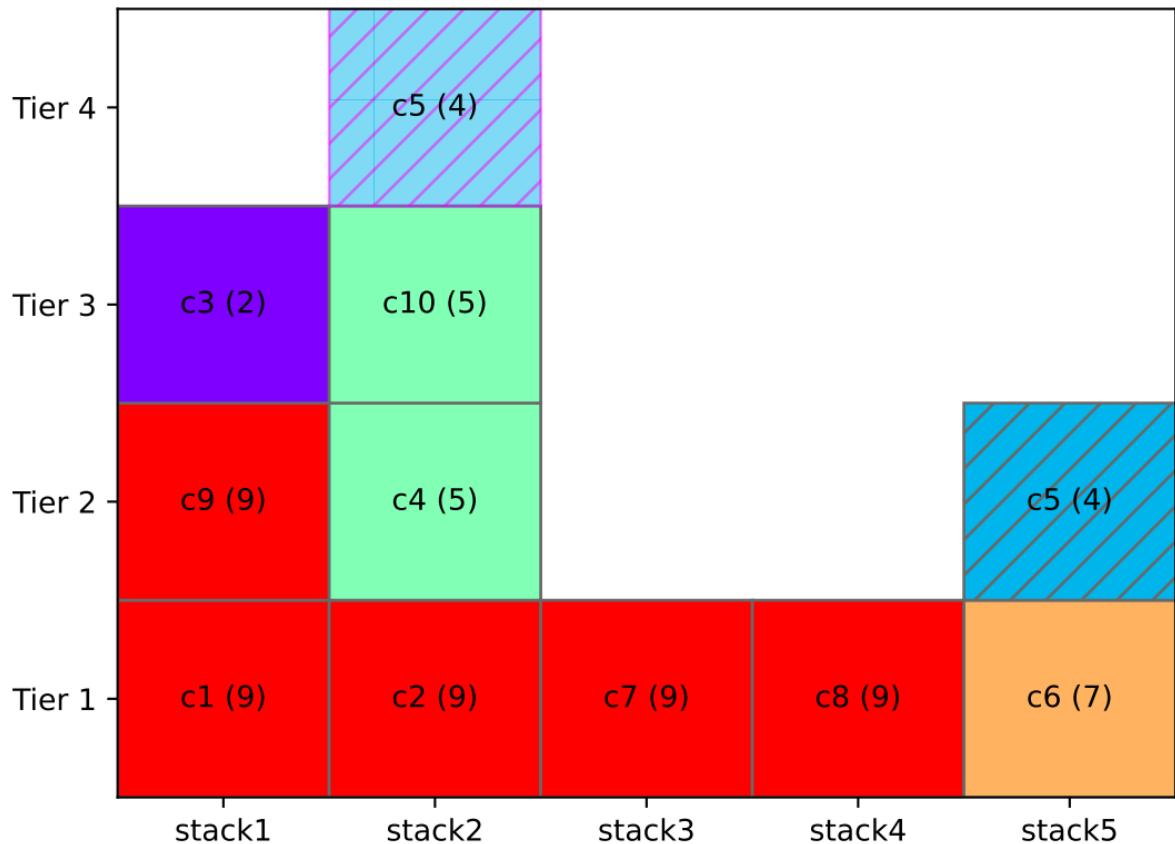
Bay: 3 , Move: stack4 to stack1



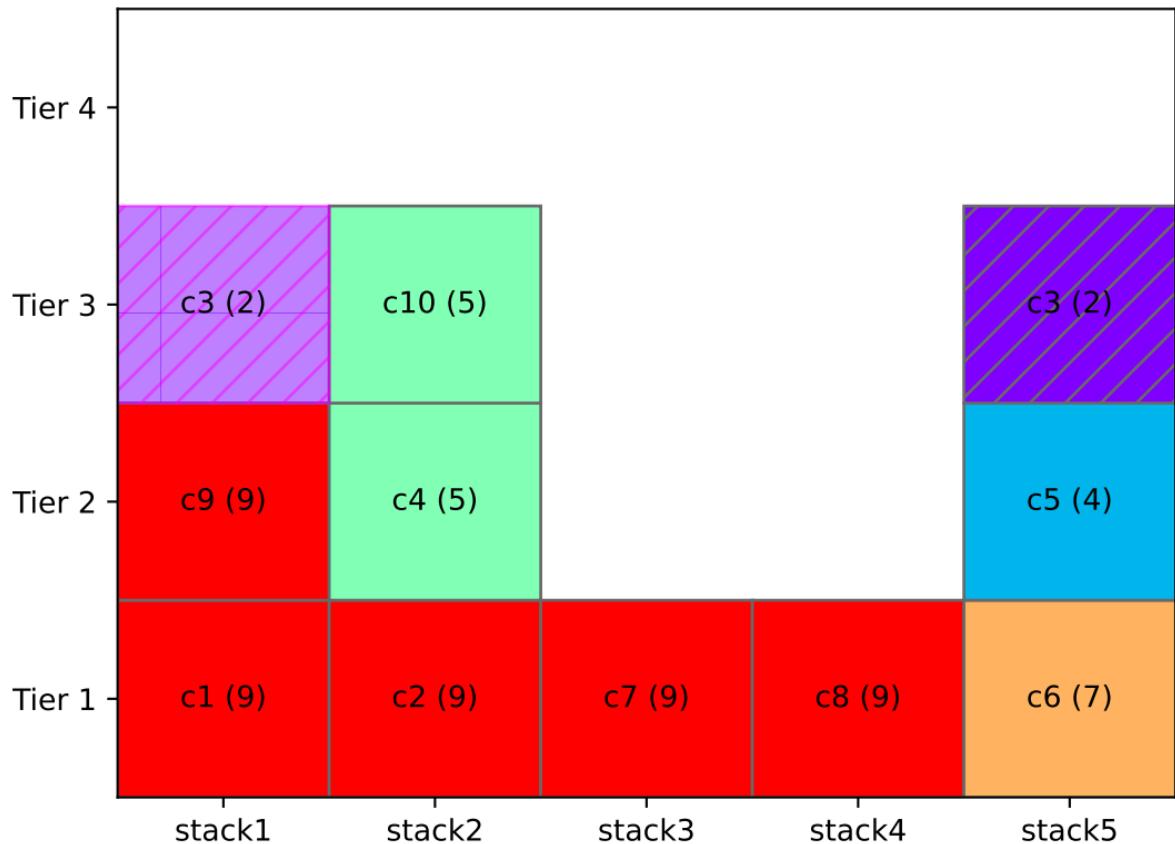
Bay: 3 , Move: stack5 to stack4



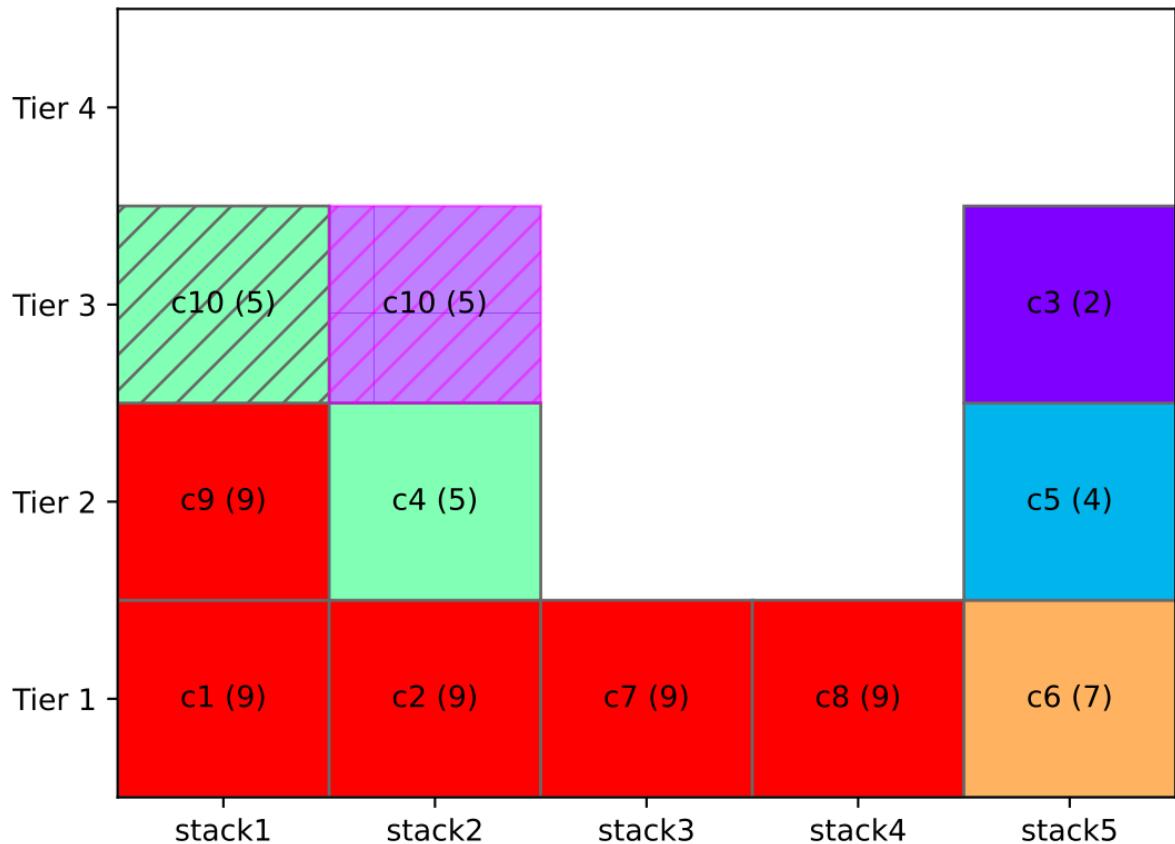
Bay: 3 , Move: stack2 to stack5



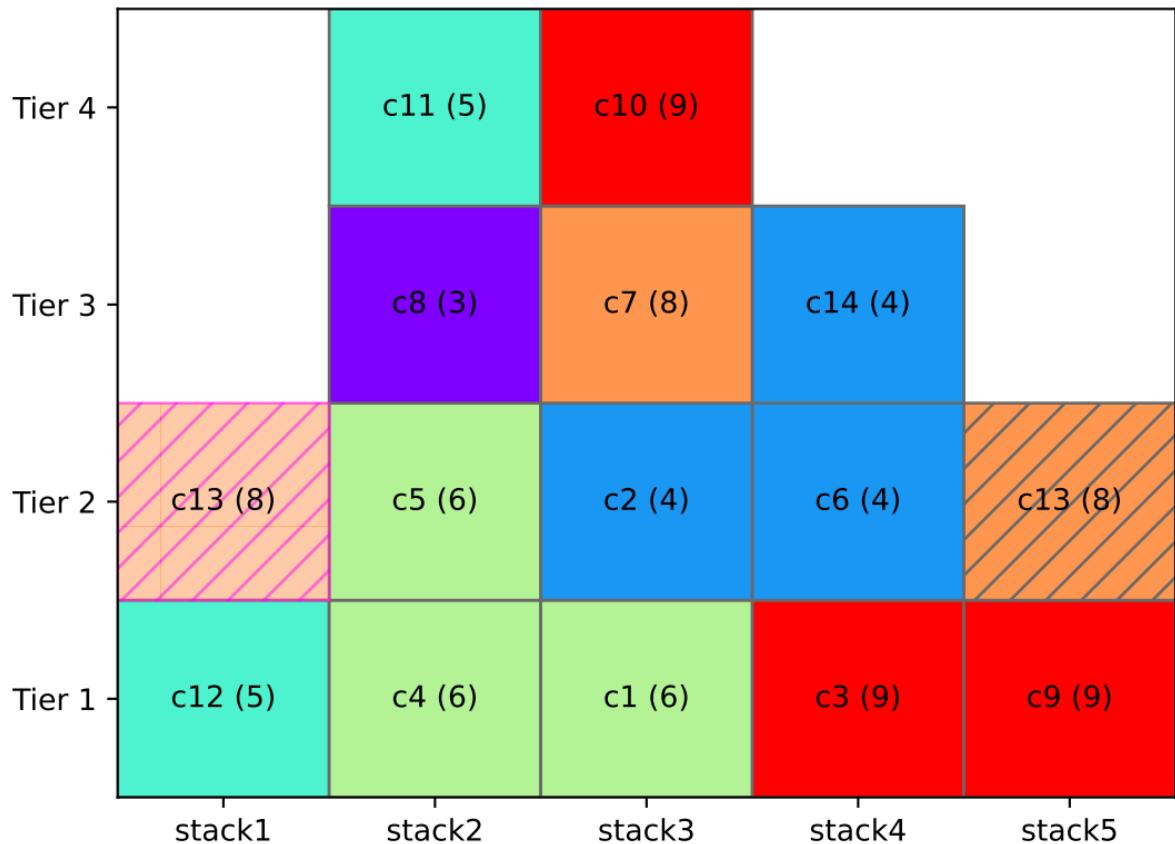
Bay: 3 , Move: stack1 to stack5



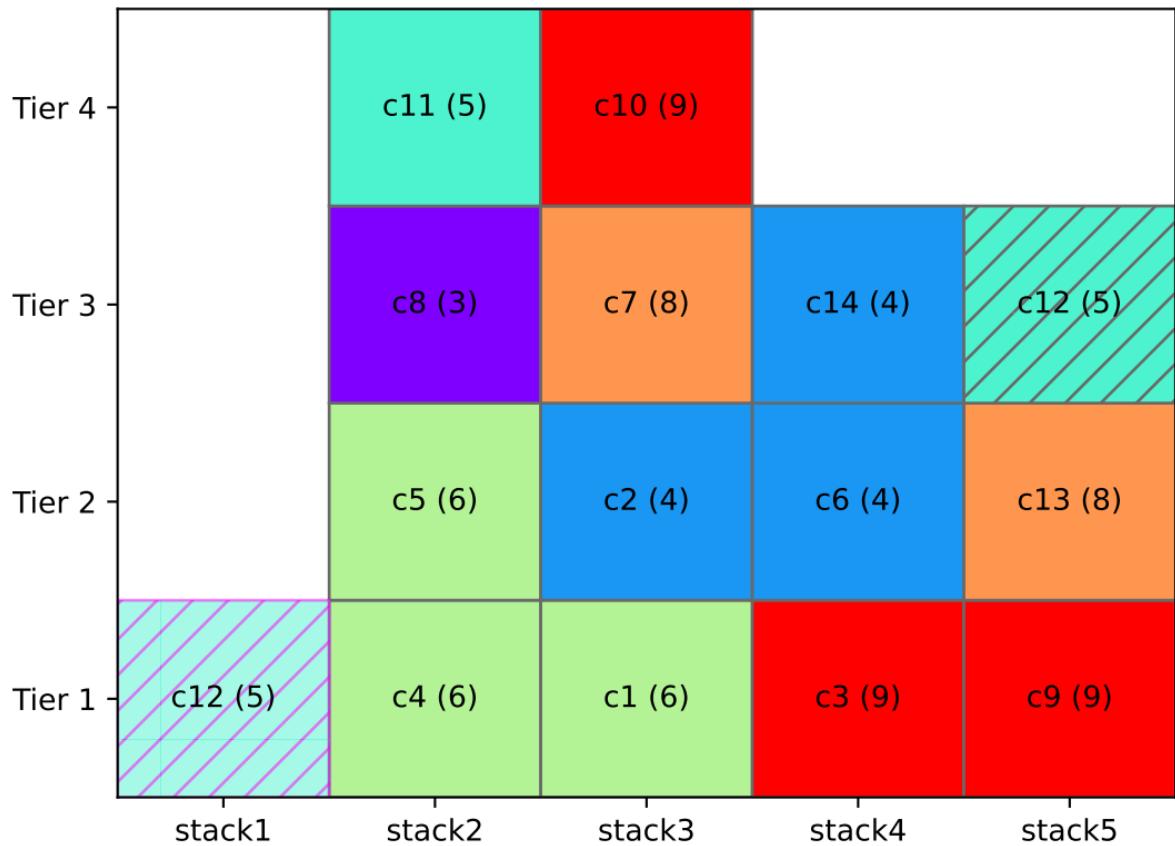
Bay: 3 , Move: stack2 to stack1



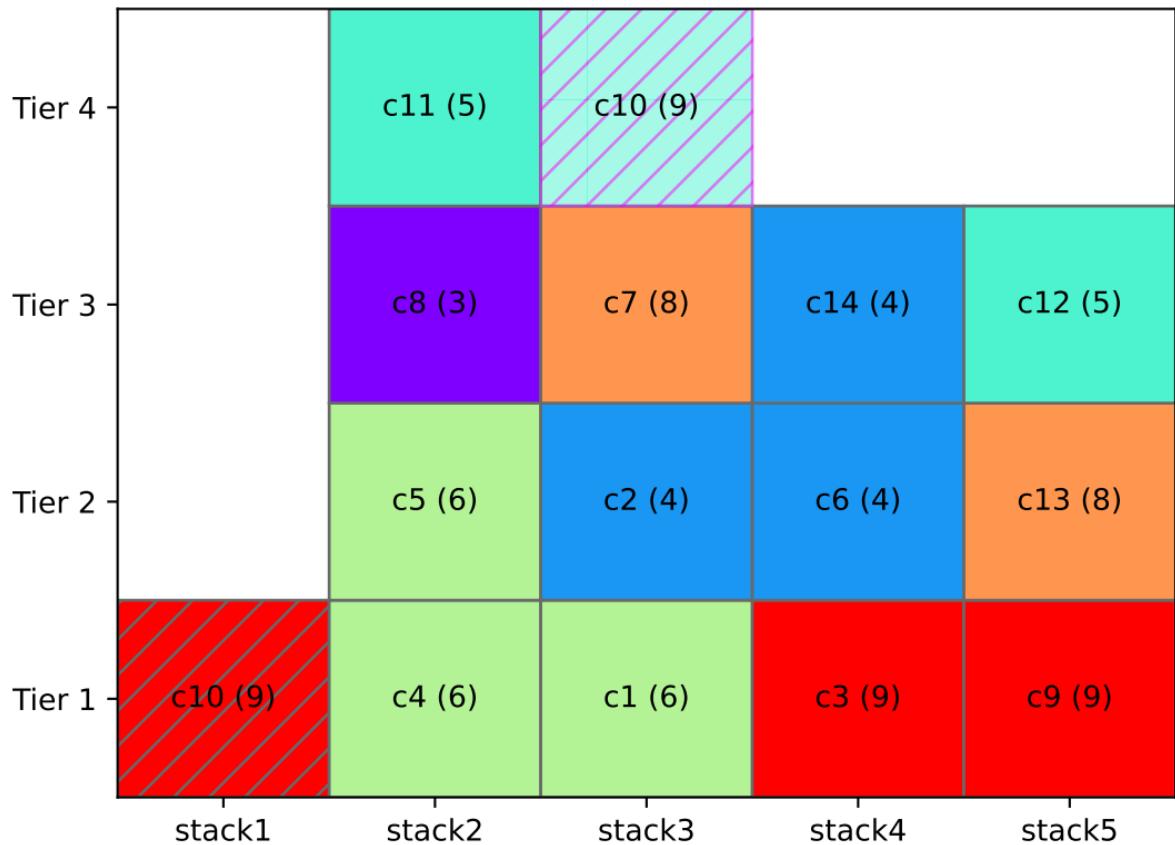
Bay: 4 , Move: stack1 to stack5



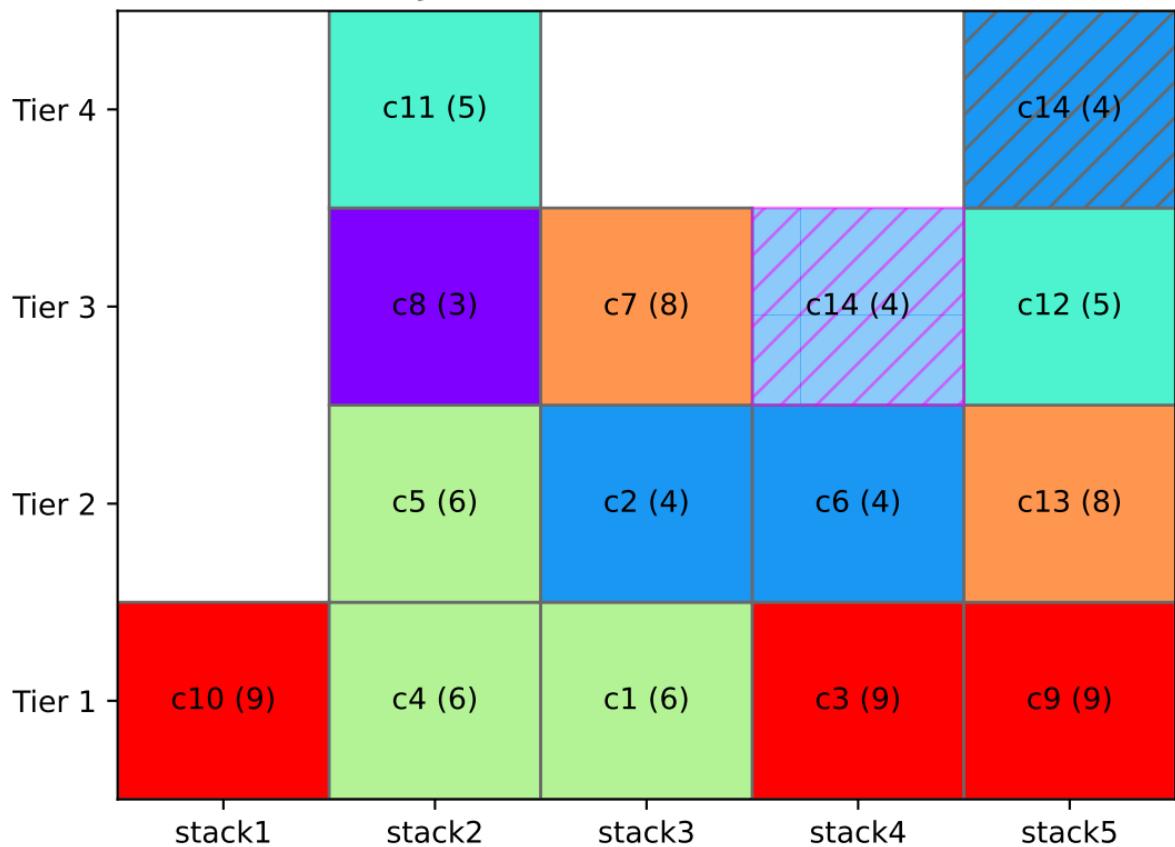
Bay: 4 , Move: stack1 to stack5



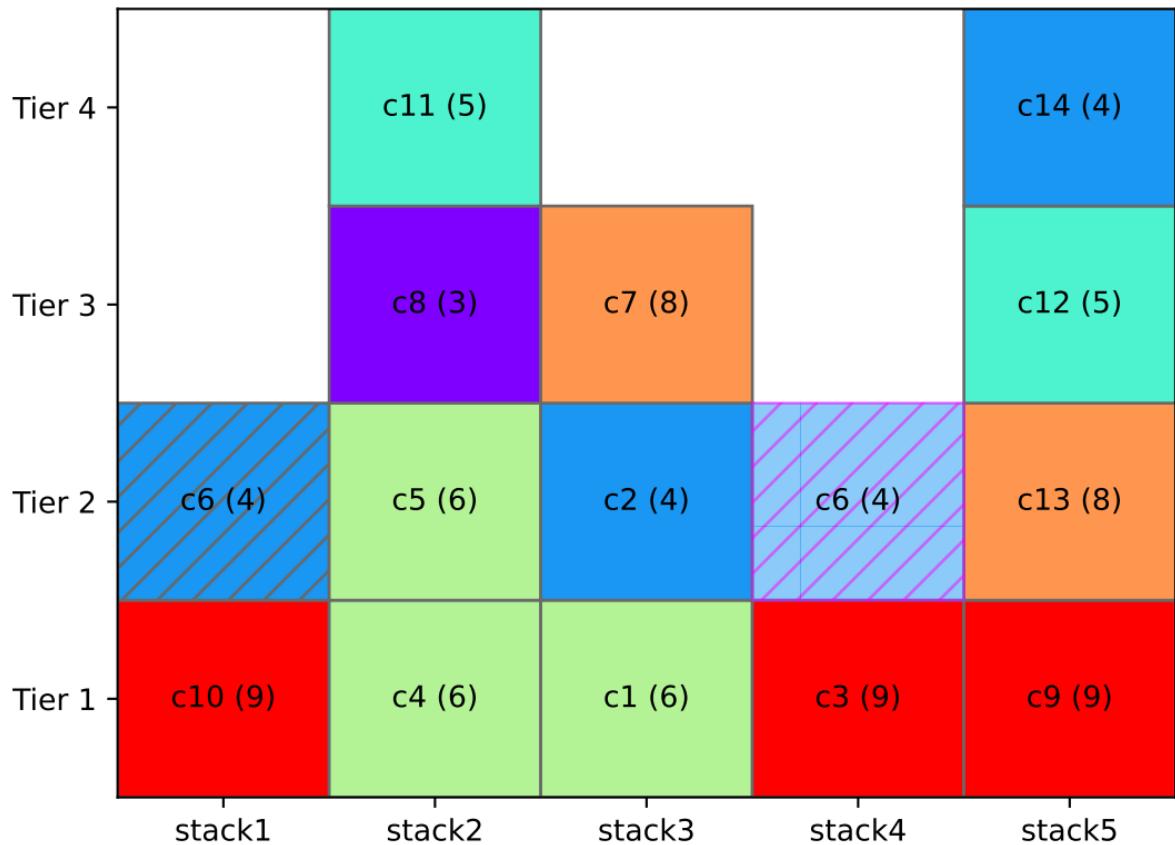
Bay: 4 , Move: stack3 to stack1



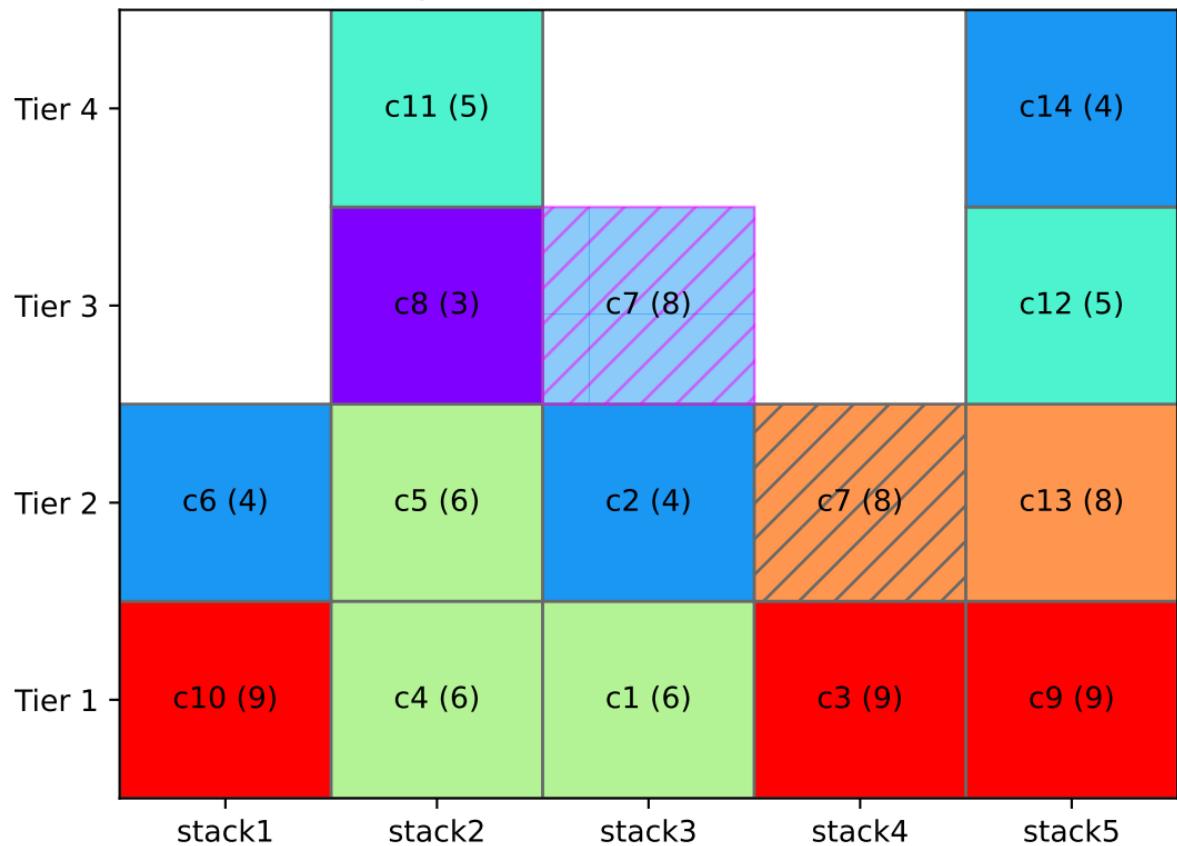
Bay: 4 , Move: stack4 to stack5



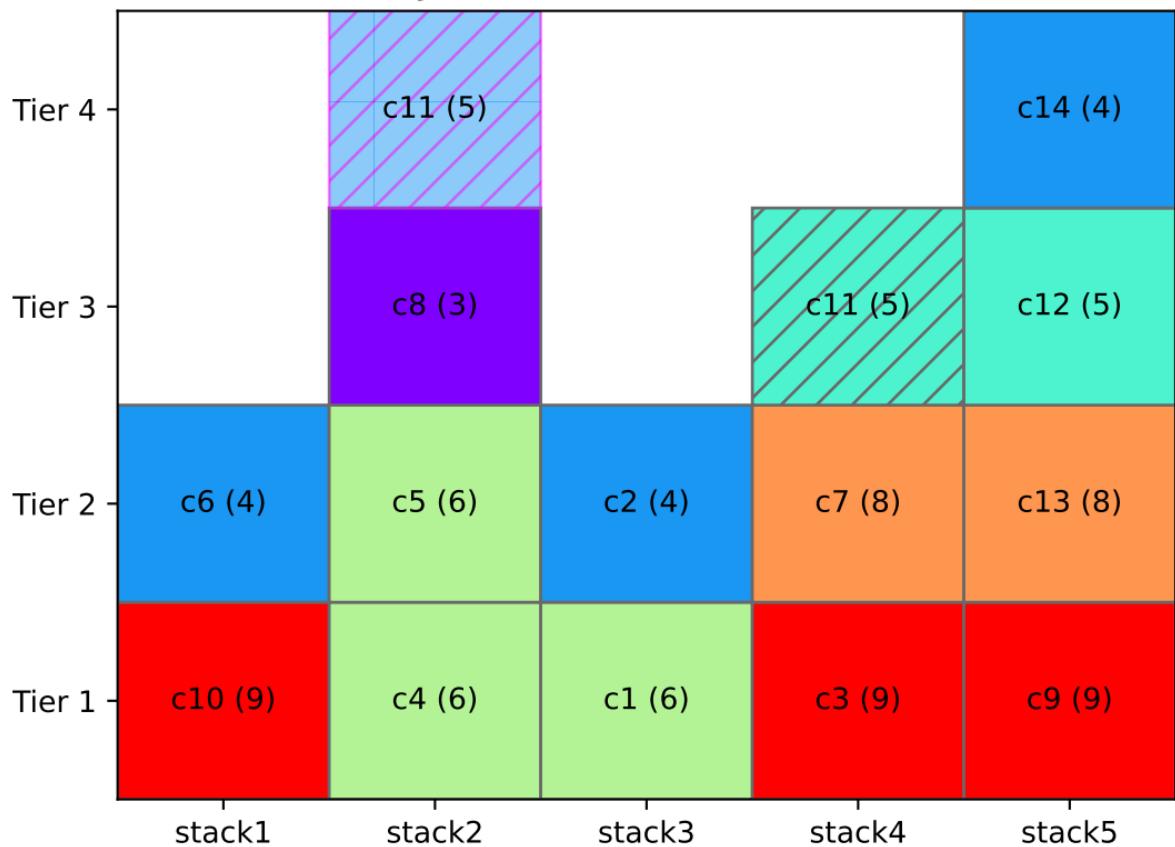
Bay: 4 , Move: stack4 to stack1



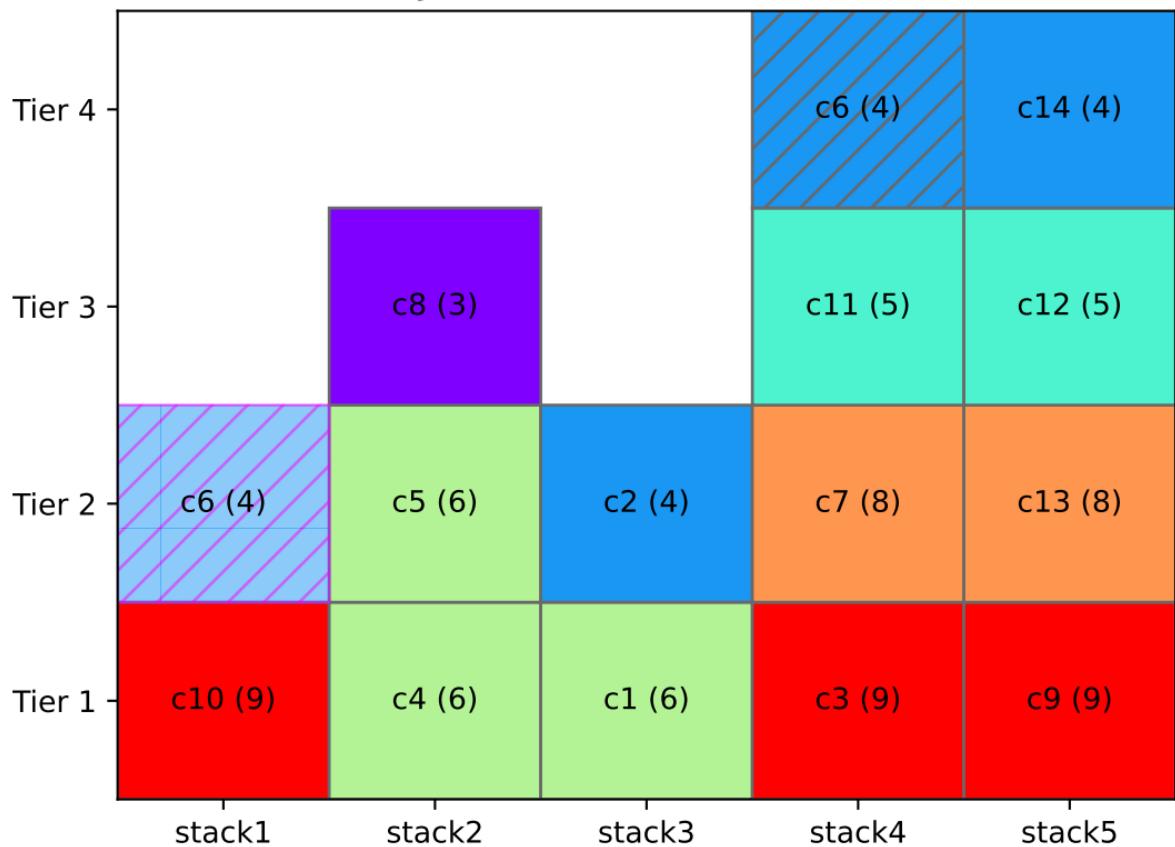
Bay: 4 , Move: stack3 to stack4



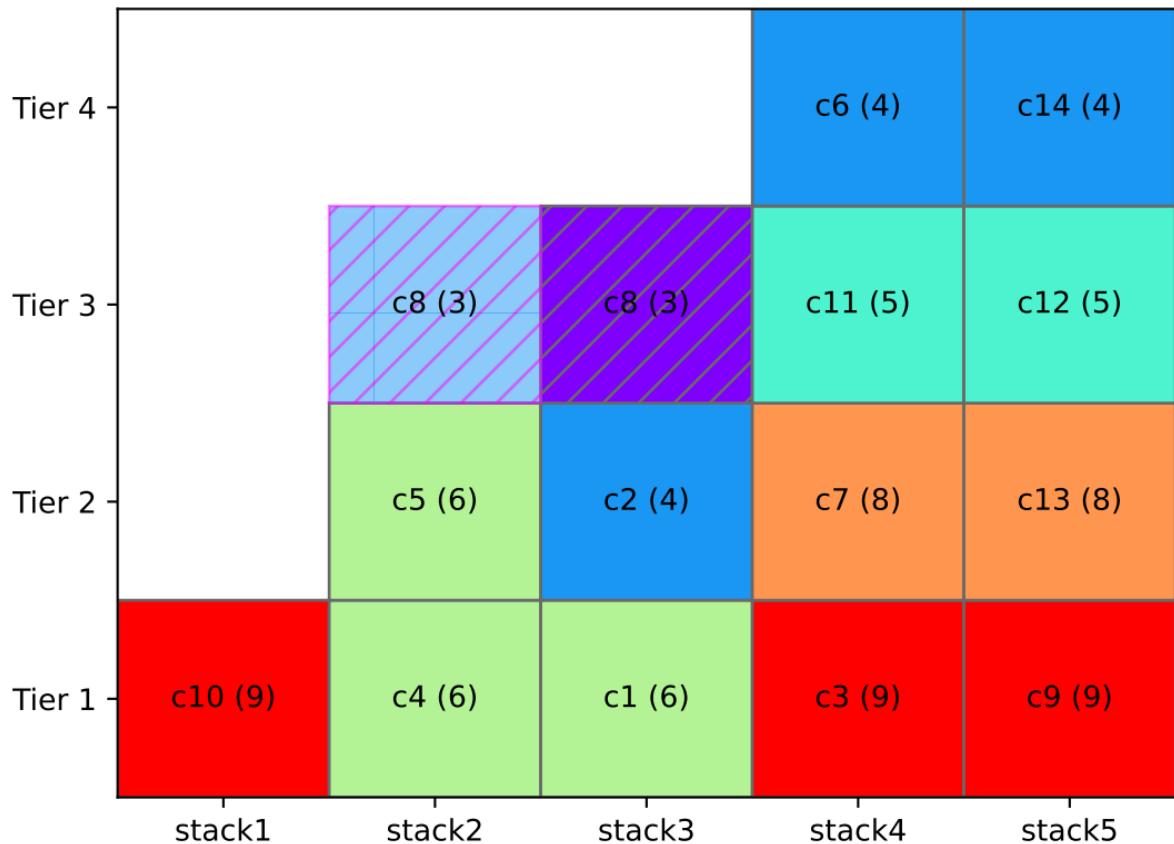
Bay: 4 , Move: stack2 to stack4



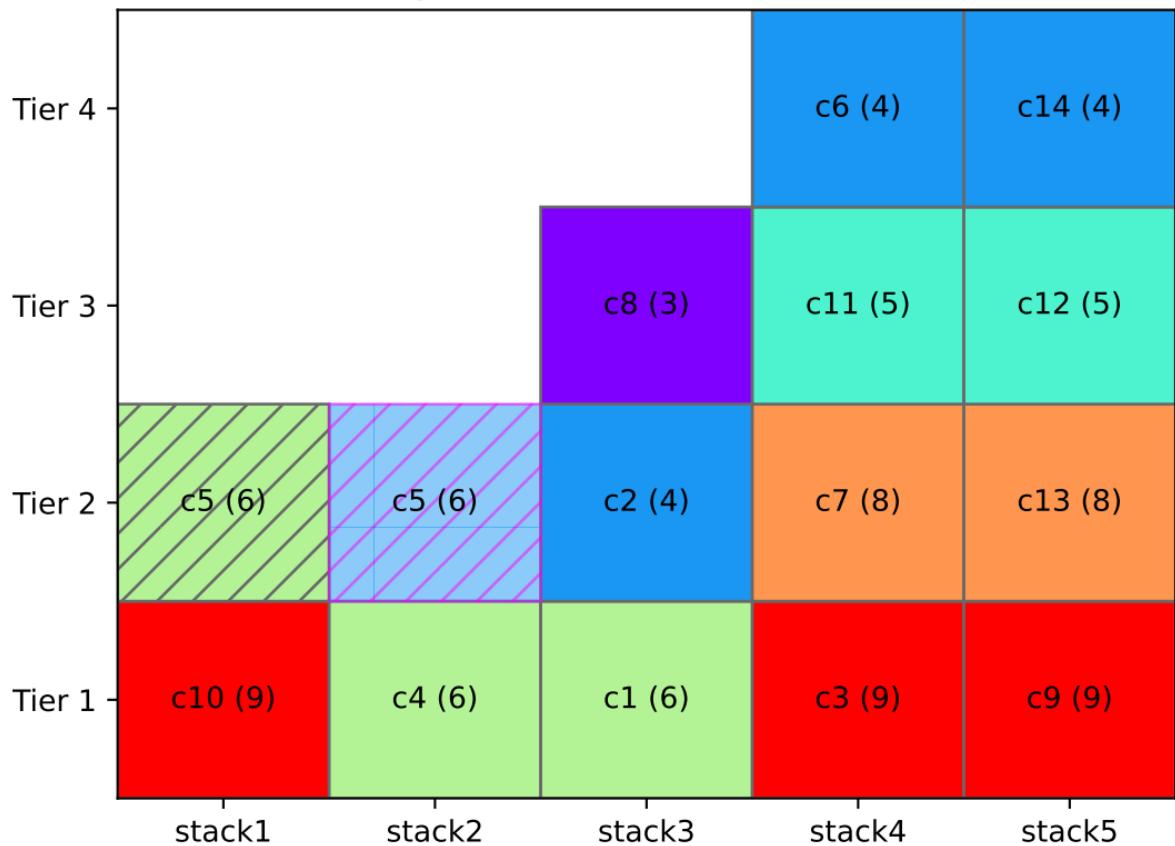
Bay: 4 , Move: stack1 to stack4



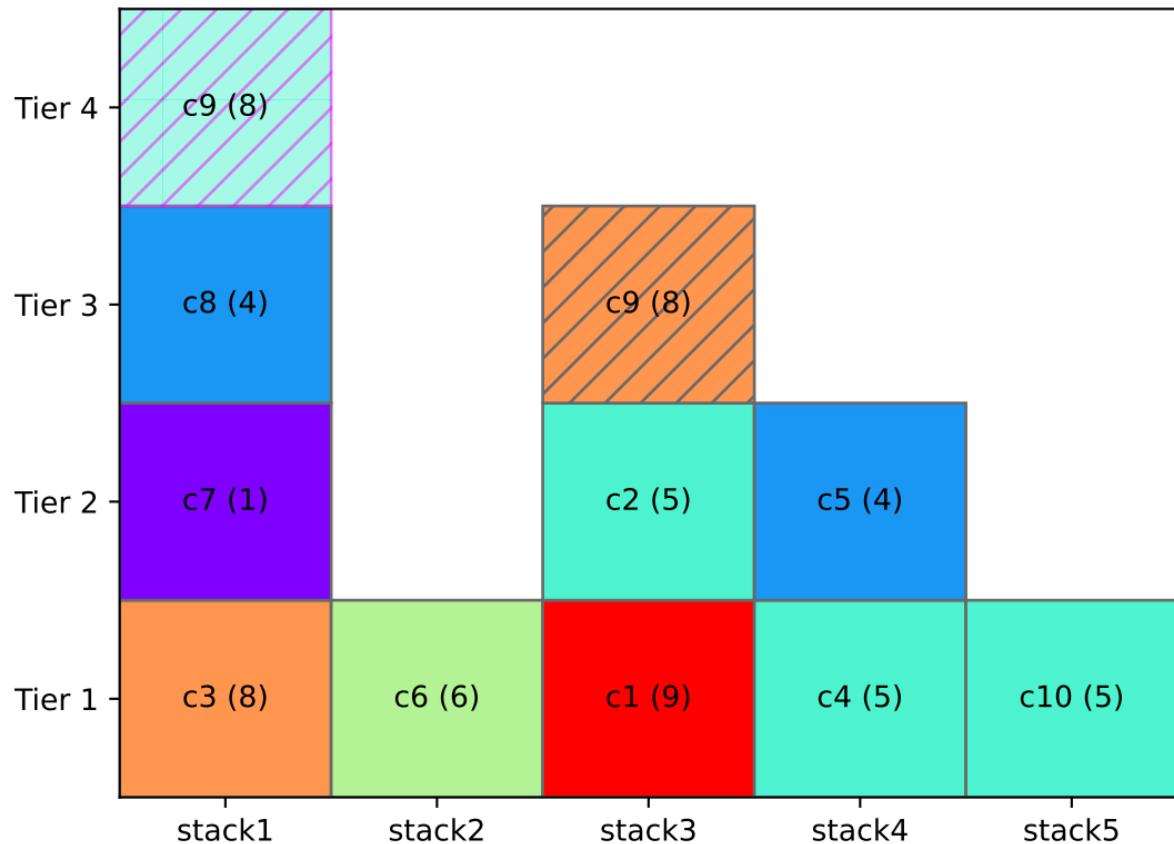
Bay: 4 , Move: stack2 to stack3



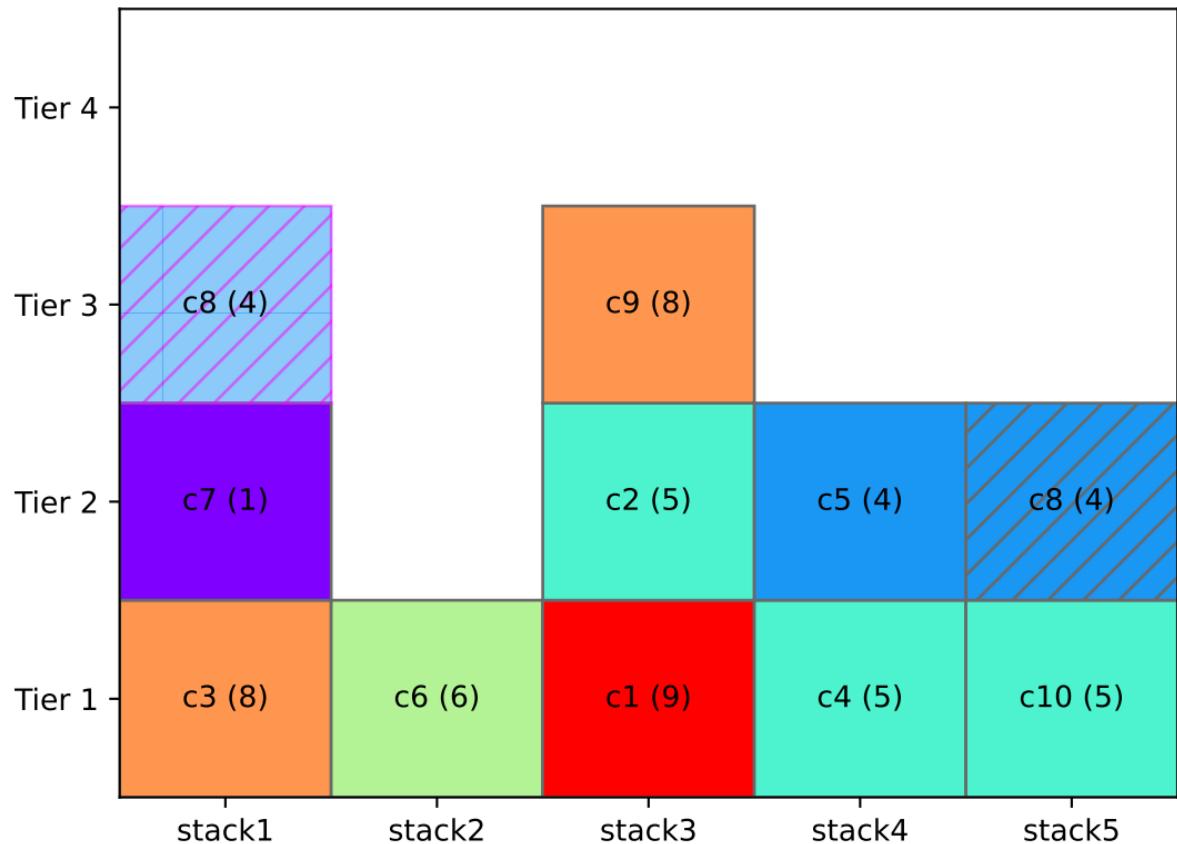
Bay: 4 , Move: stack2 to stack1



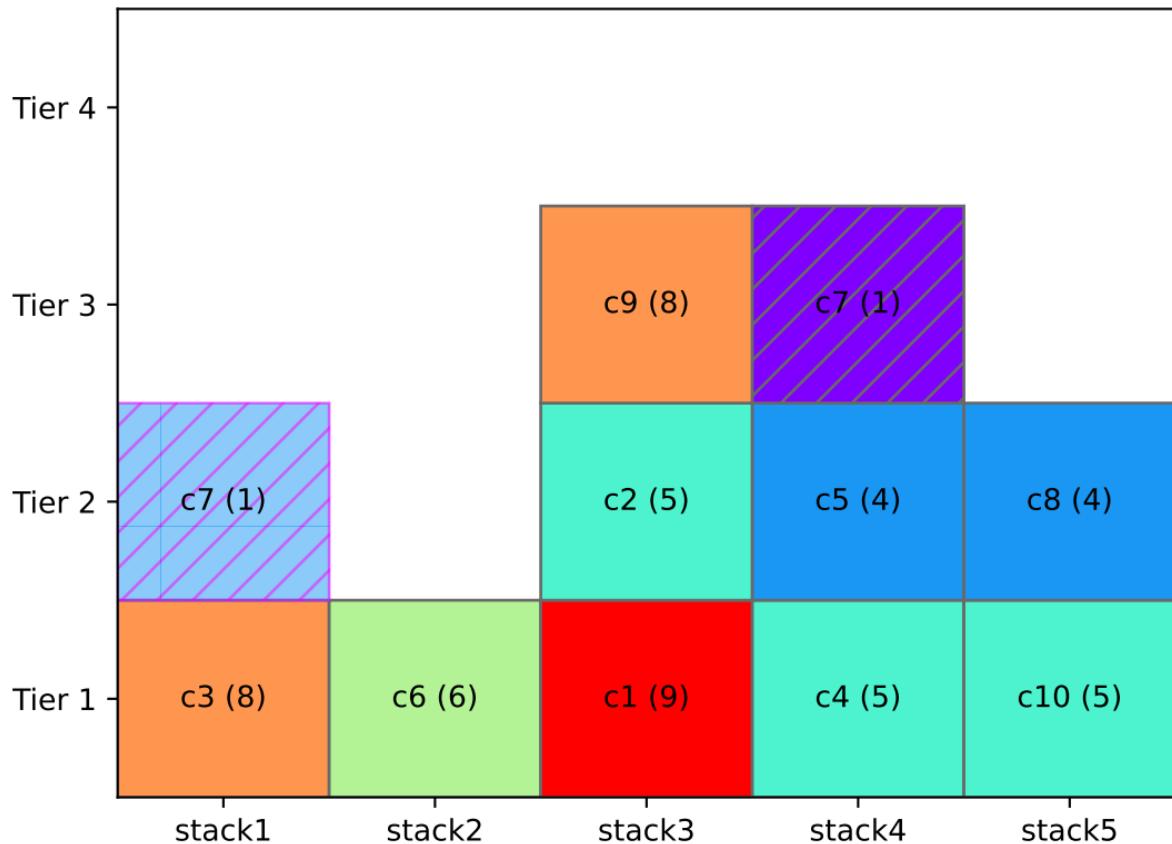
Bay: 5 , Move: stack1 to stack3



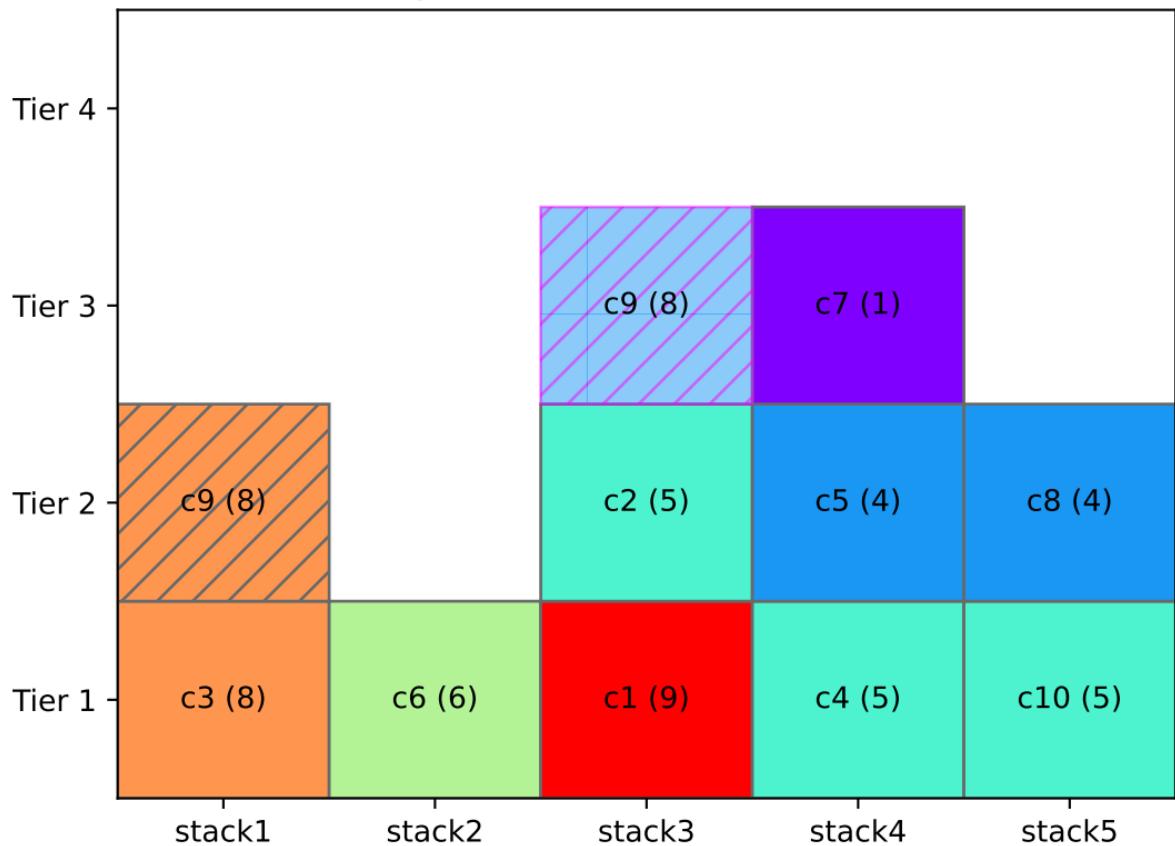
Bay: 5 , Move: stack1 to stack5



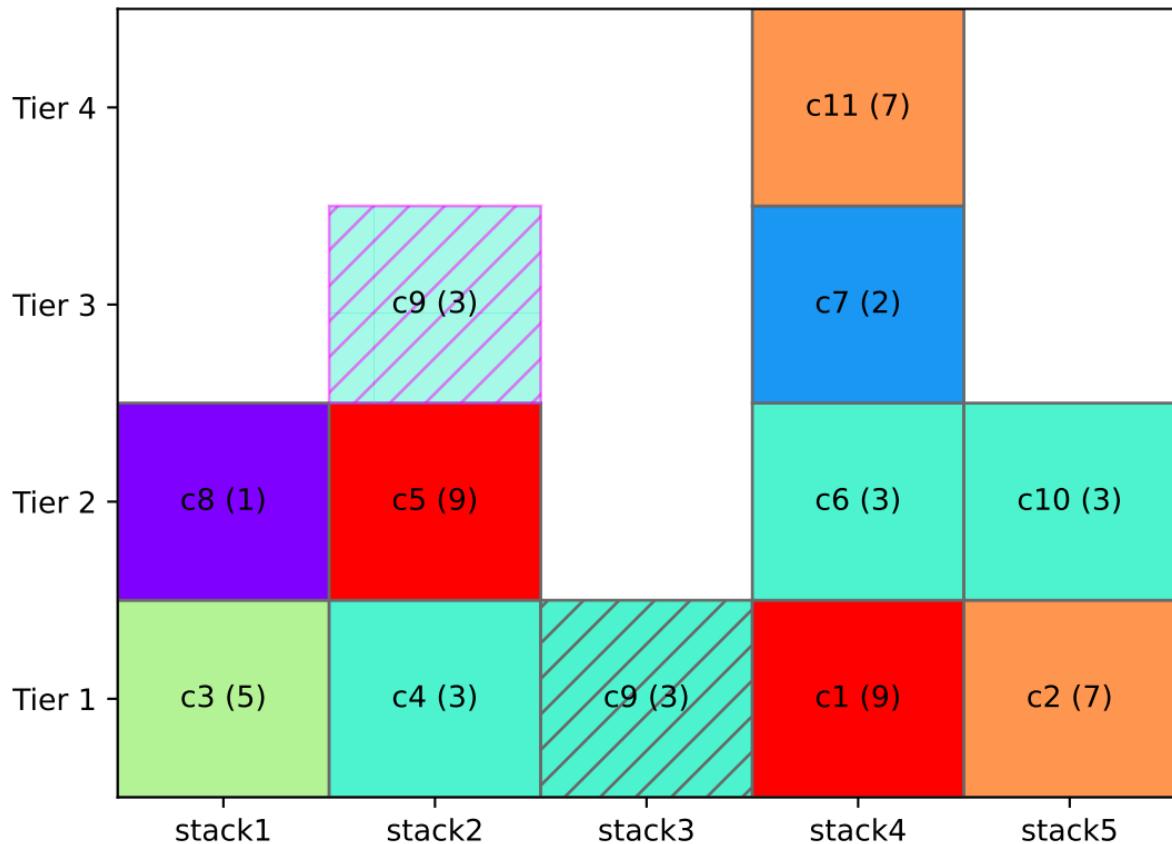
Bay: 5 , Move: stack1 to stack4



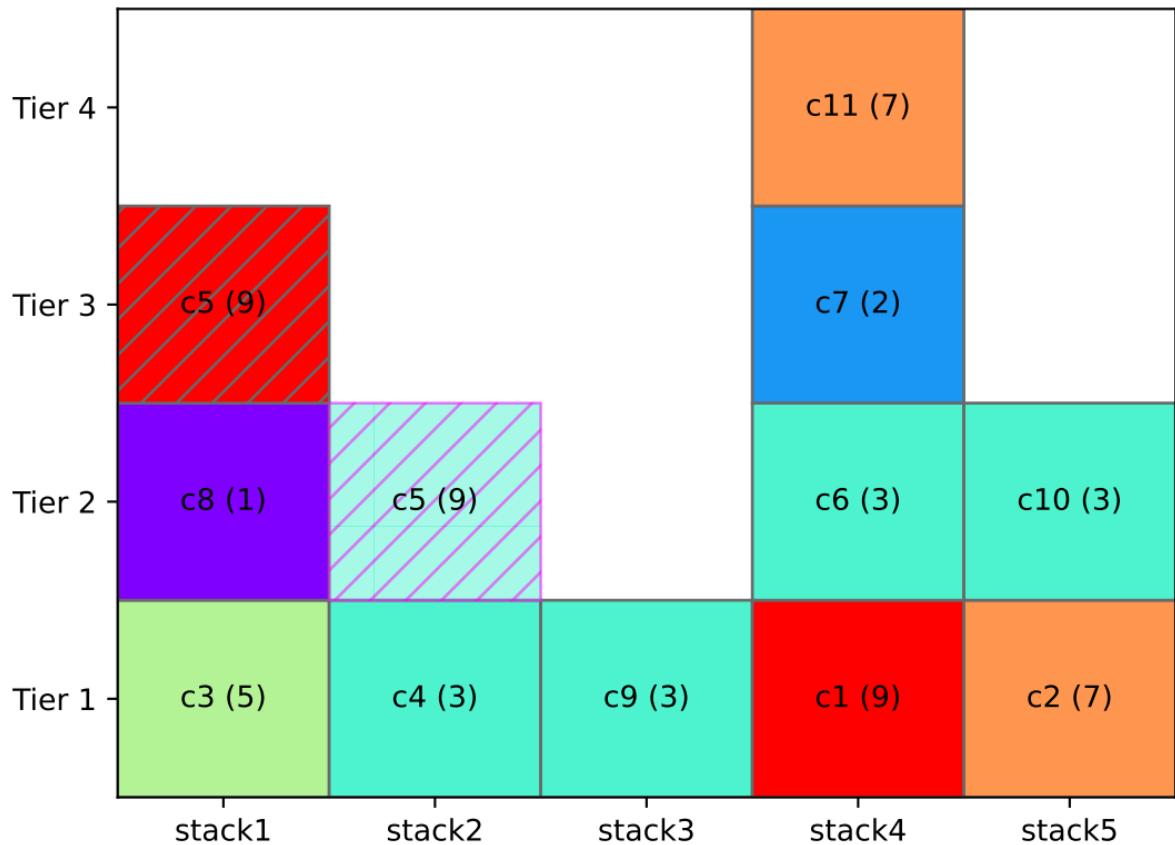
Bay: 5 , Move: stack3 to stack1



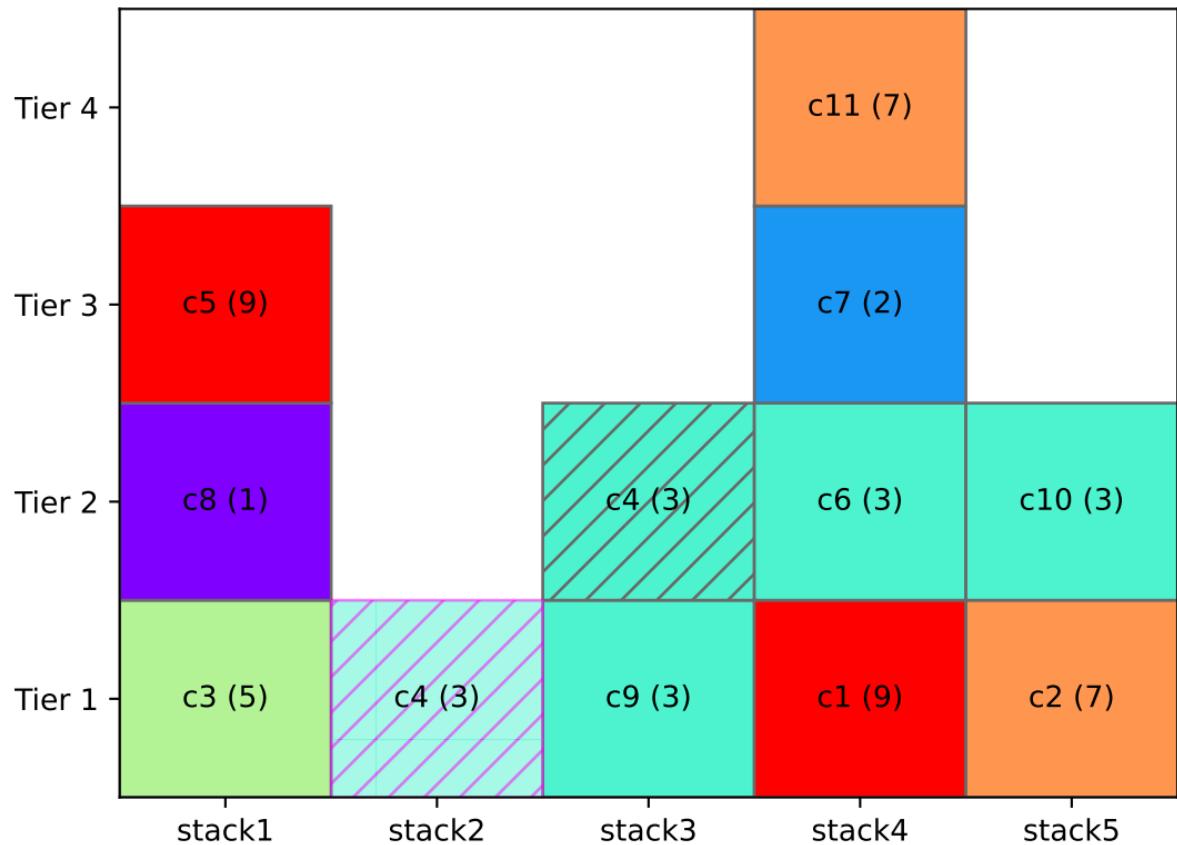
Bay: 6 , Move: stack2 to stack3



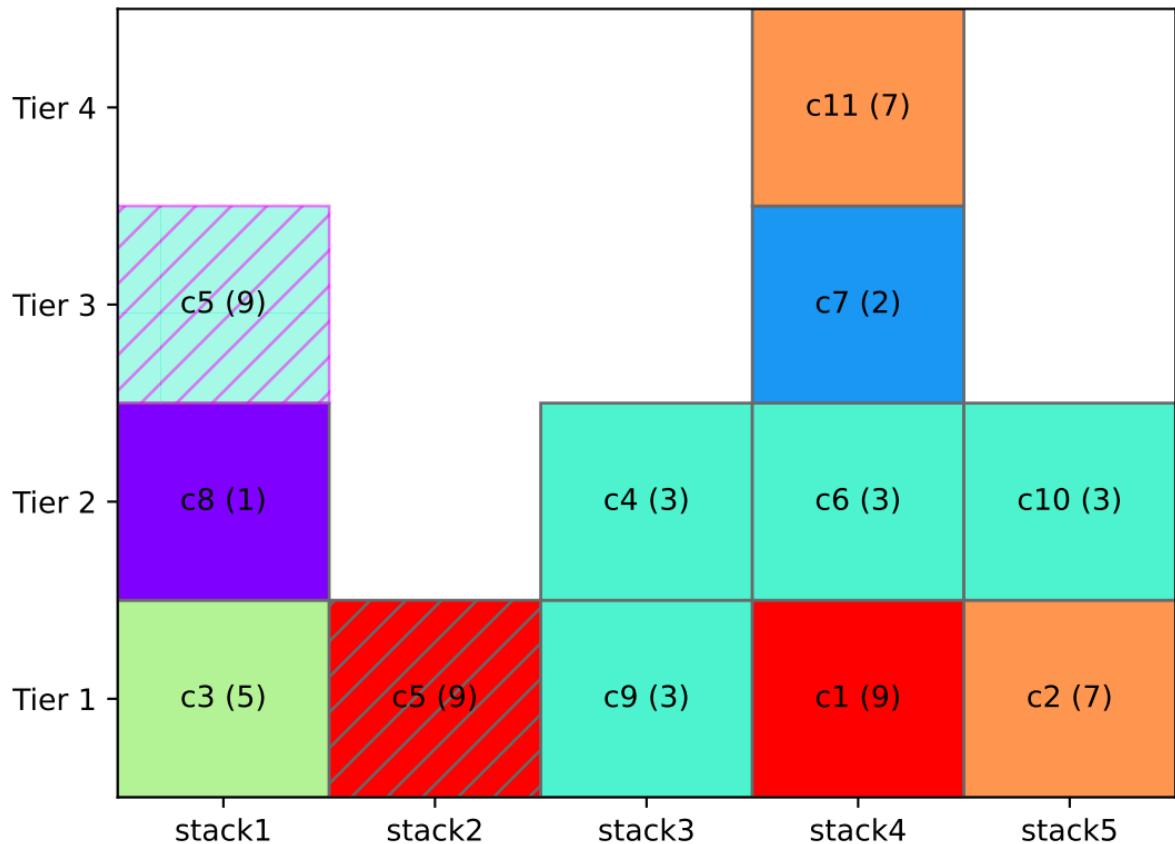
Bay: 6 , Move: stack2 to stack1



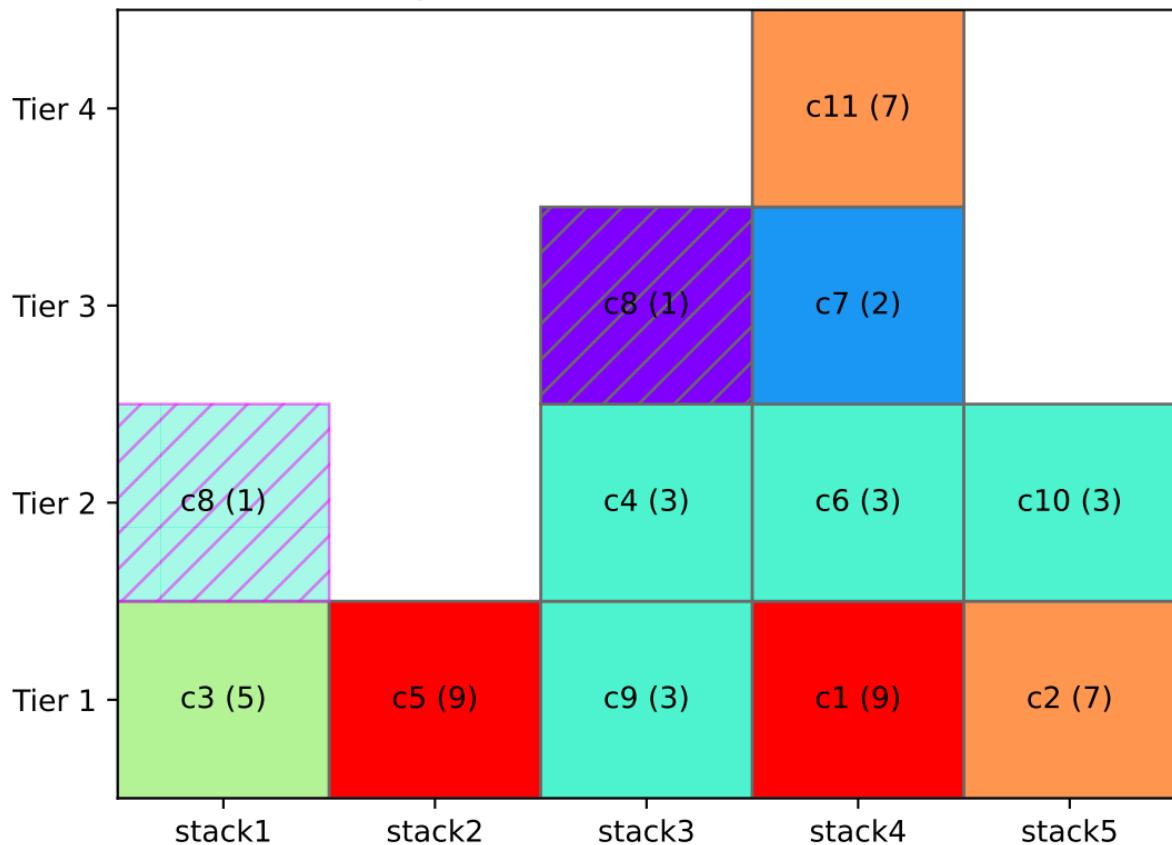
Bay: 6 , Move: stack2 to stack3



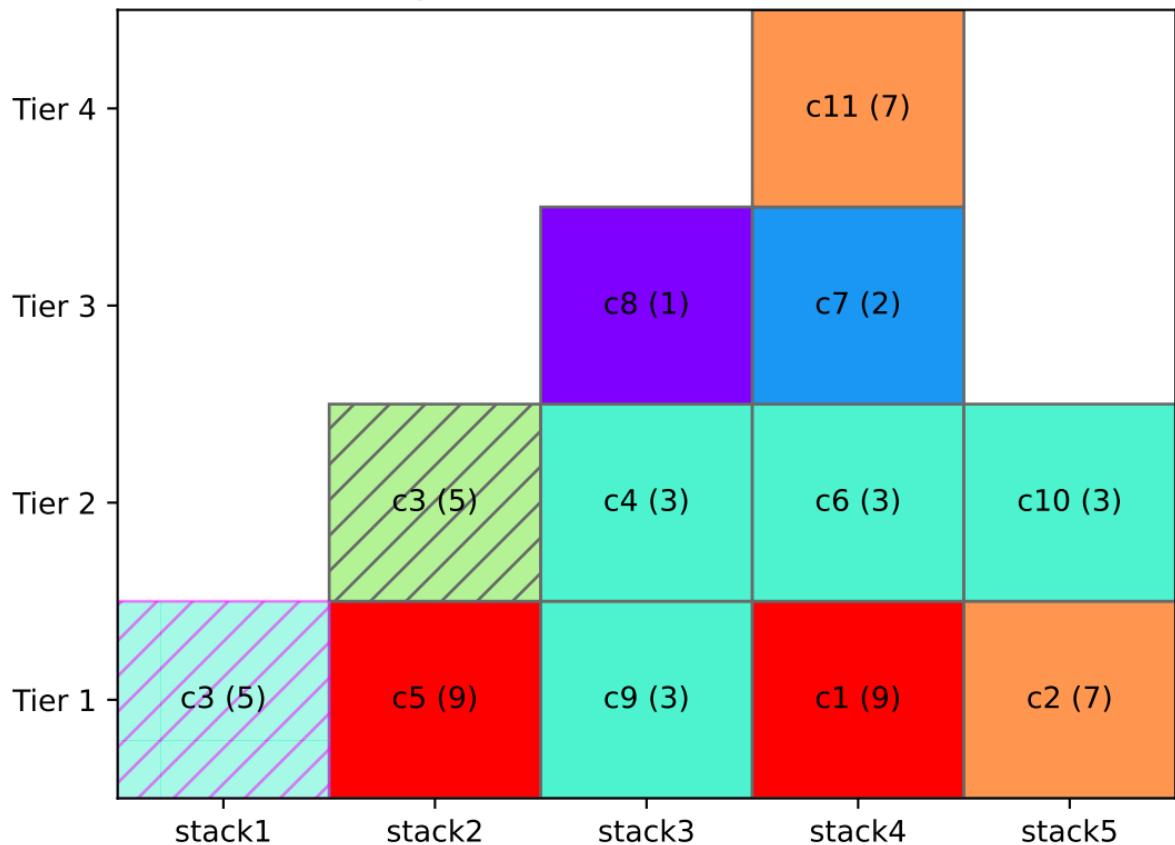
Bay: 6 , Move: stack1 to stack2



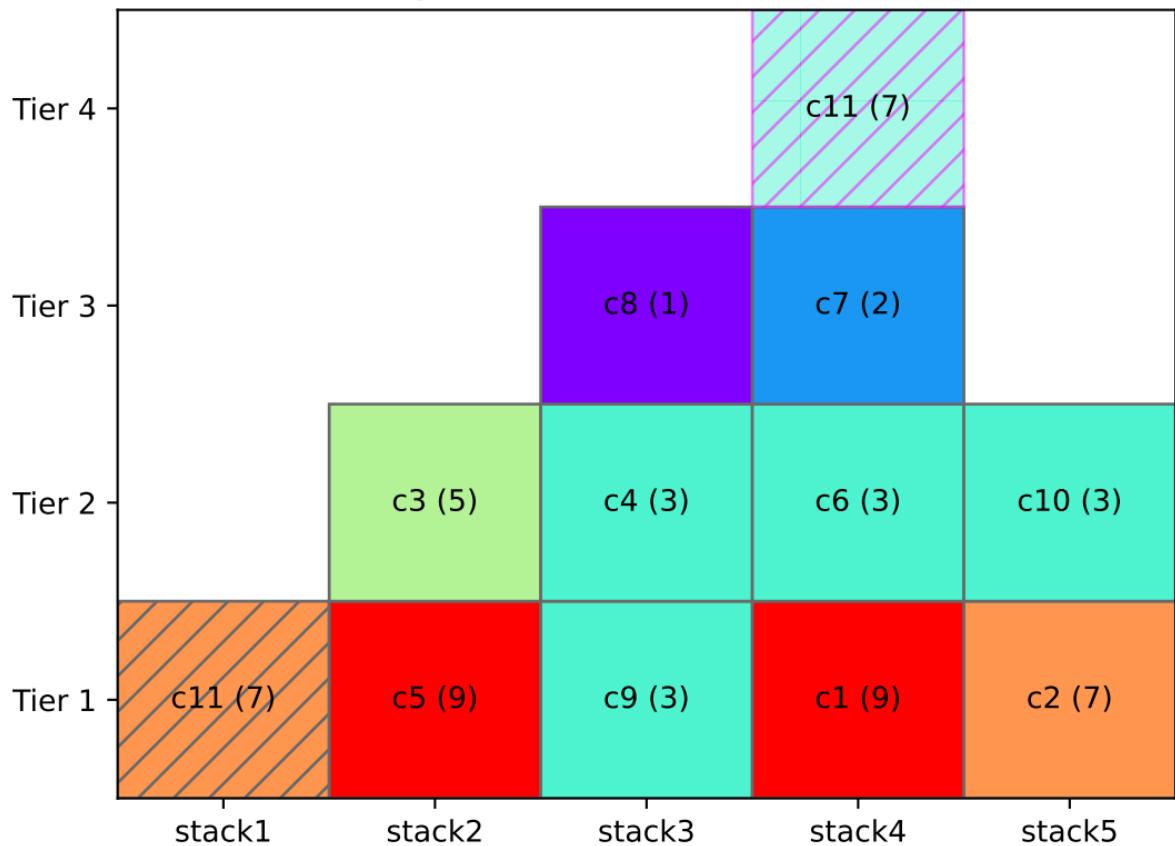
Bay: 6 , Move: stack1 to stack3



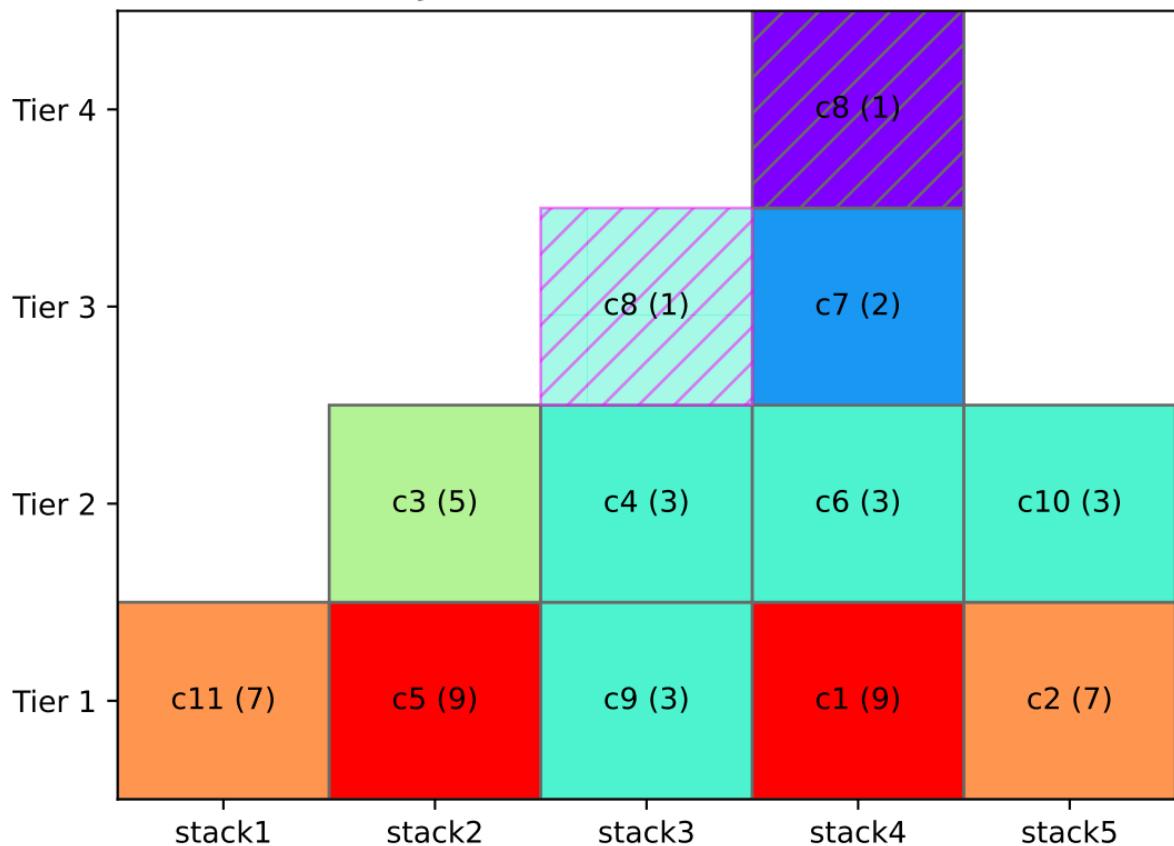
Bay: 6 , Move: stack1 to stack2



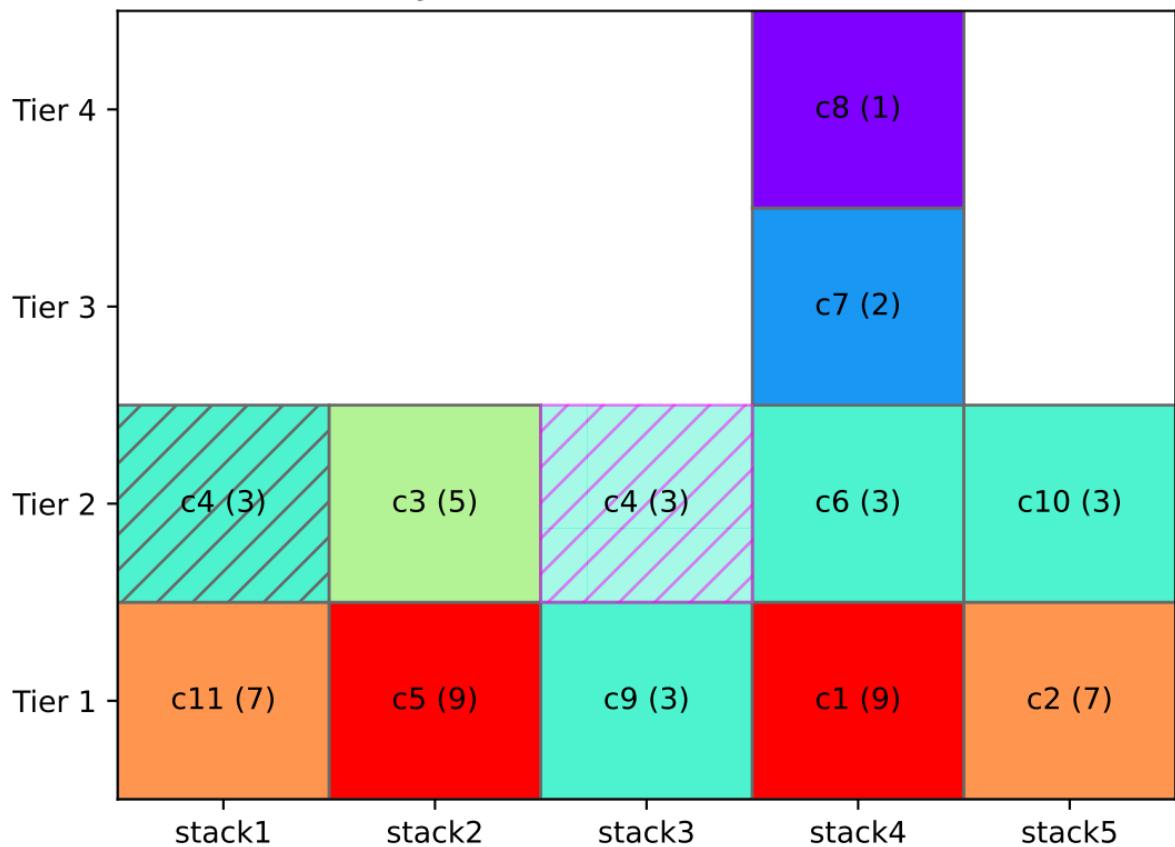
Bay: 6 , Move: stack4 to stack1



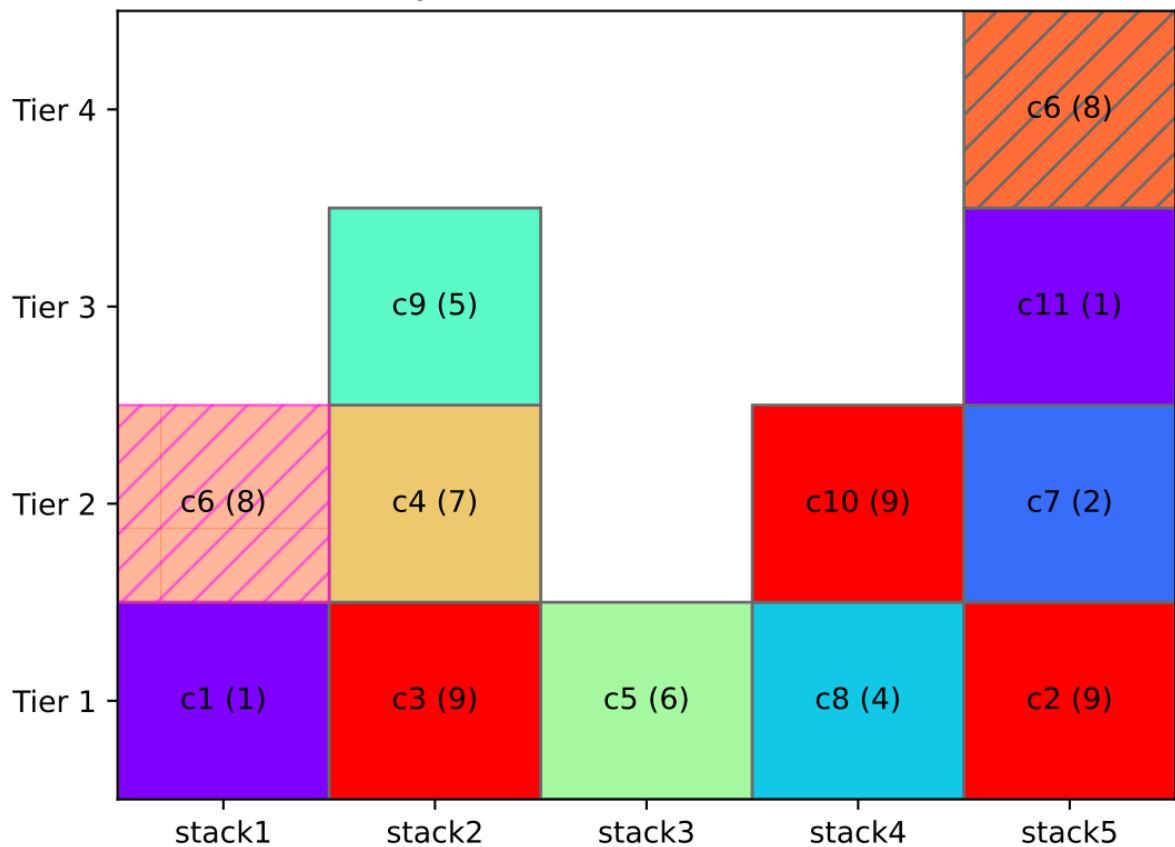
Bay: 6 , Move: stack3 to stack4



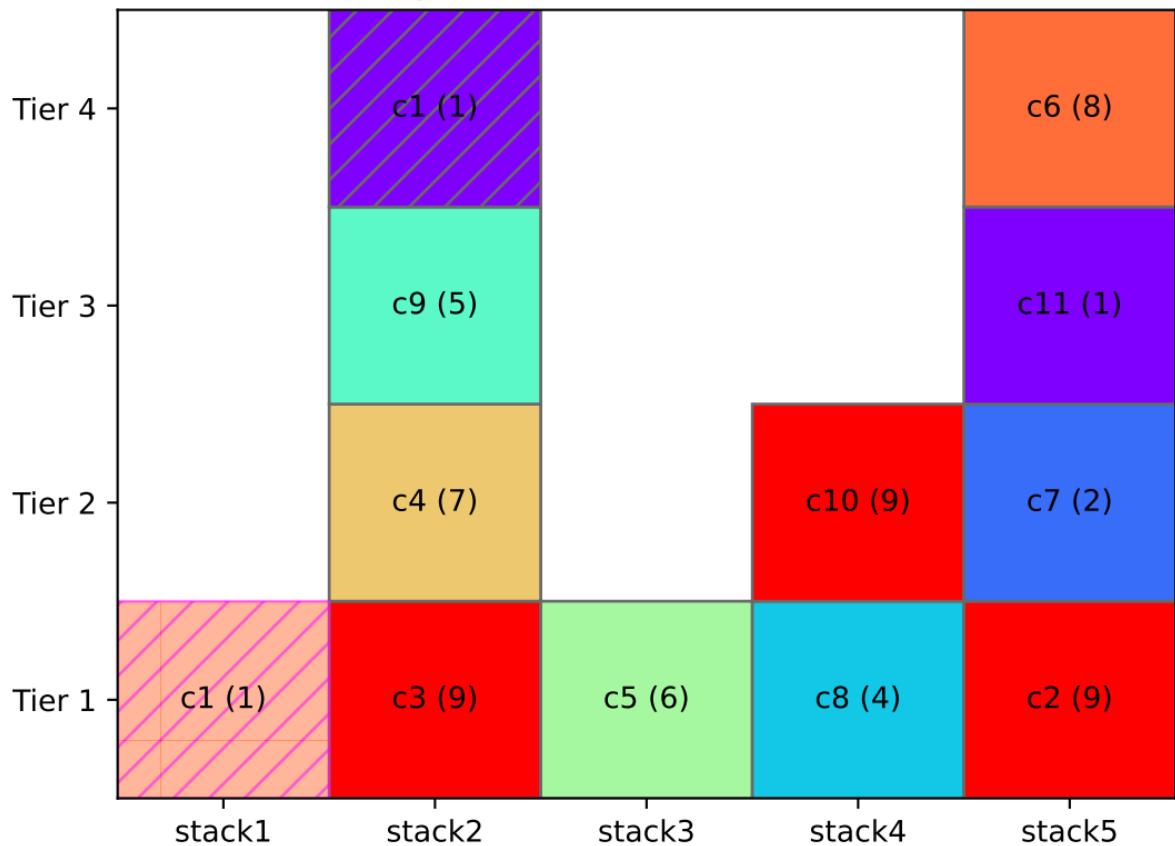
Bay: 6 , Move: stack3 to stack1



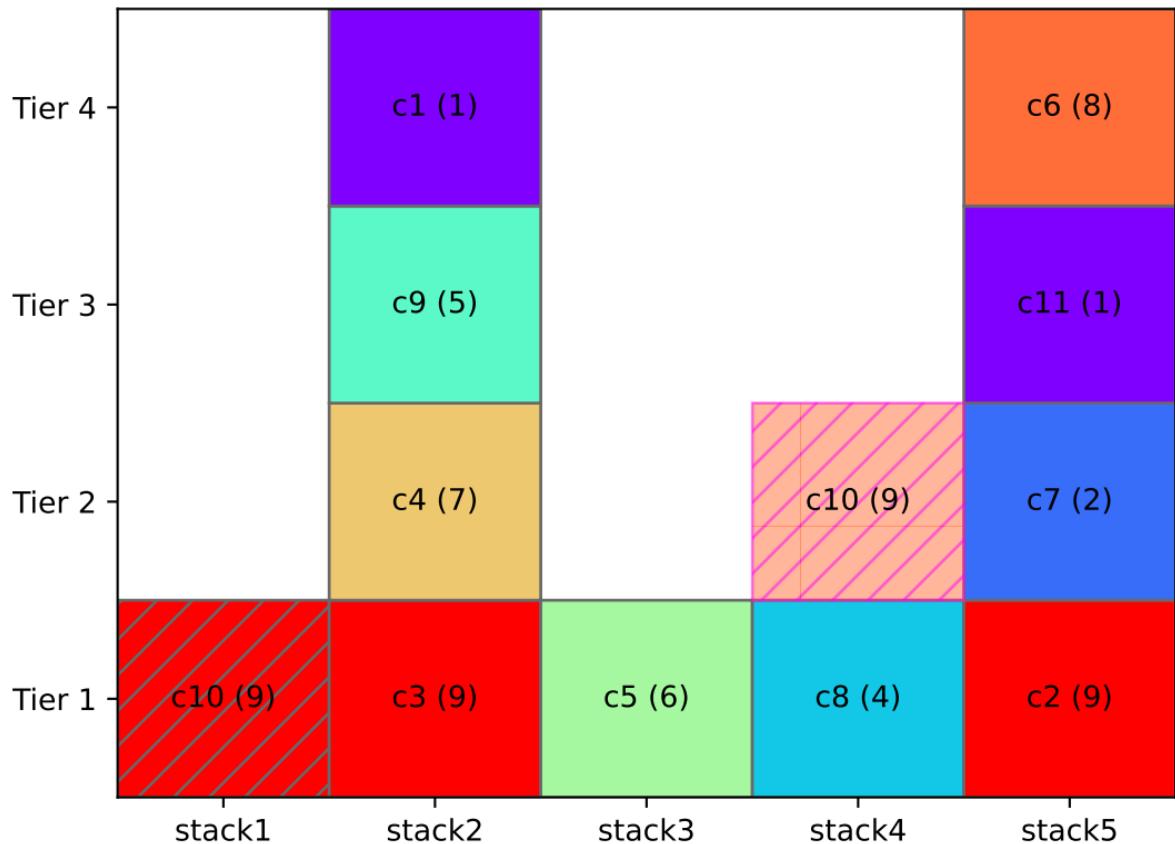
Bay: 7 , Move: stack1 to stack5



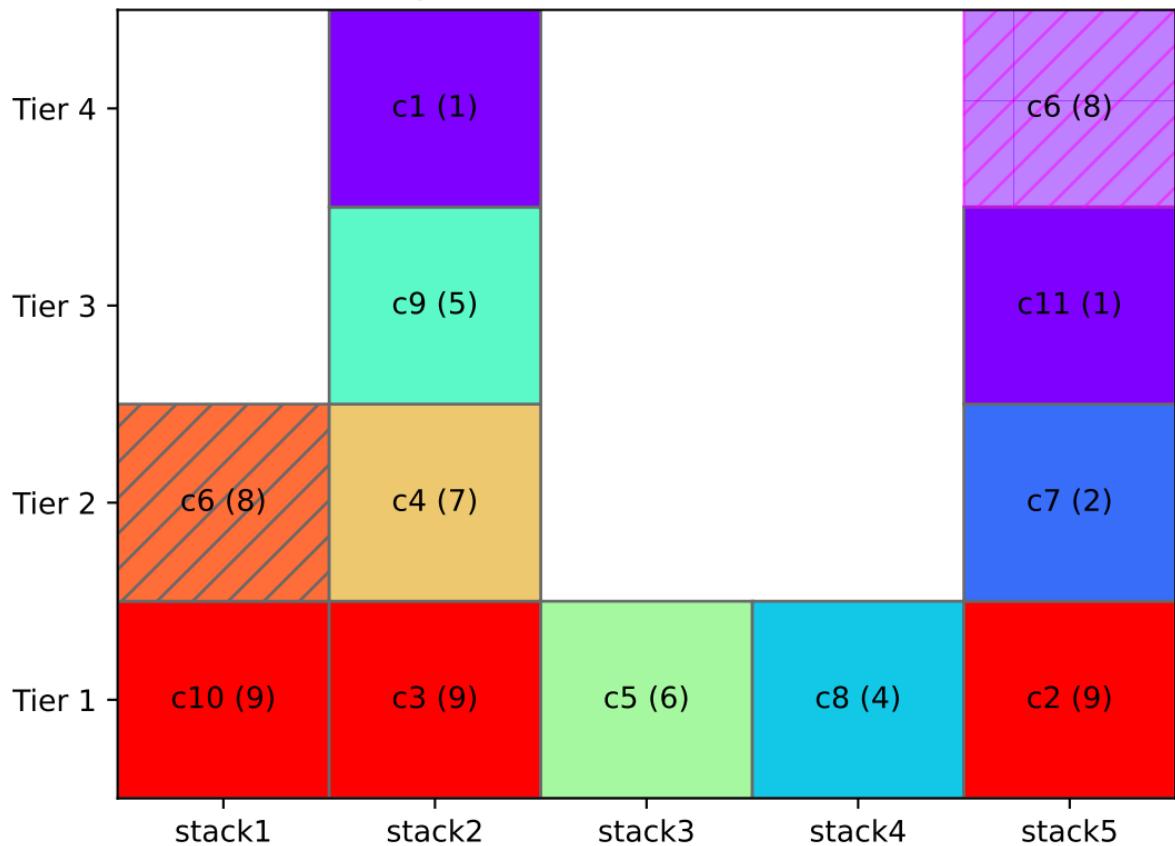
Bay: 7 , Move: stack1 to stack2



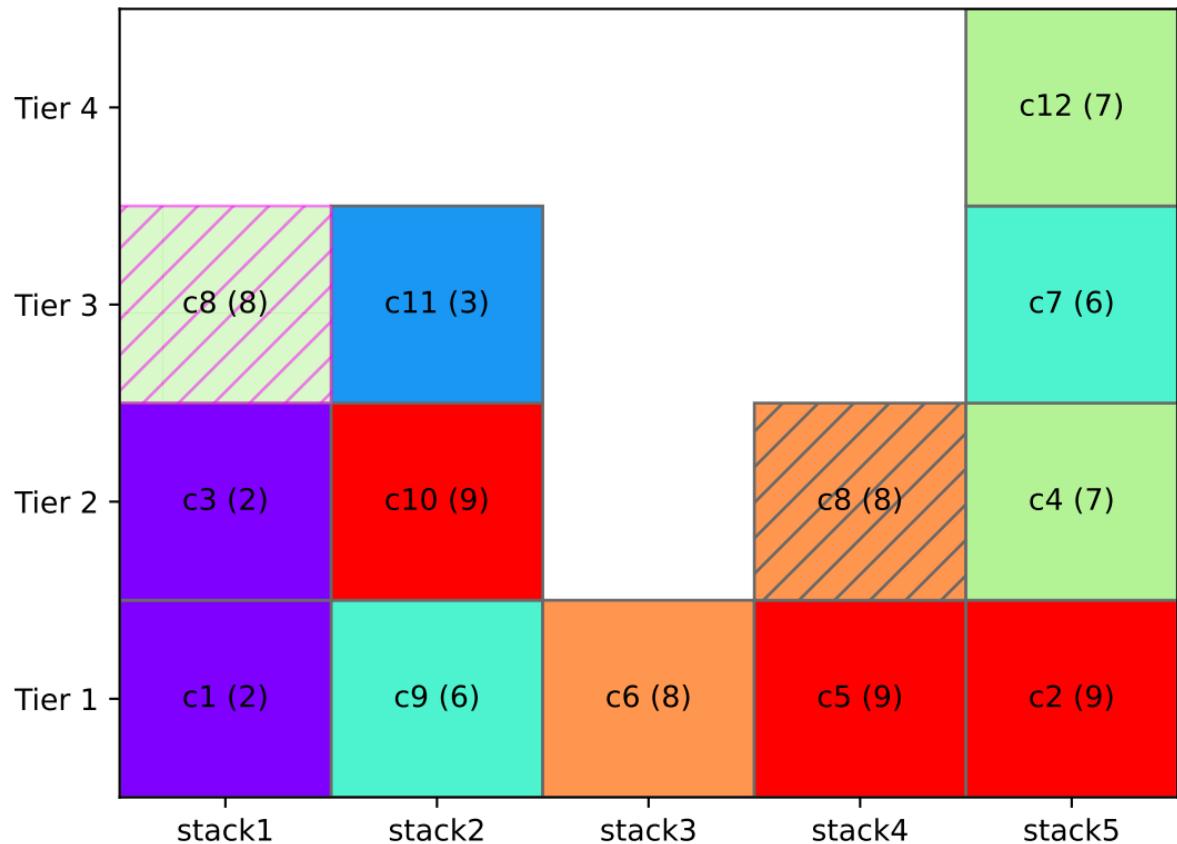
Bay: 7 , Move: stack4 to stack1



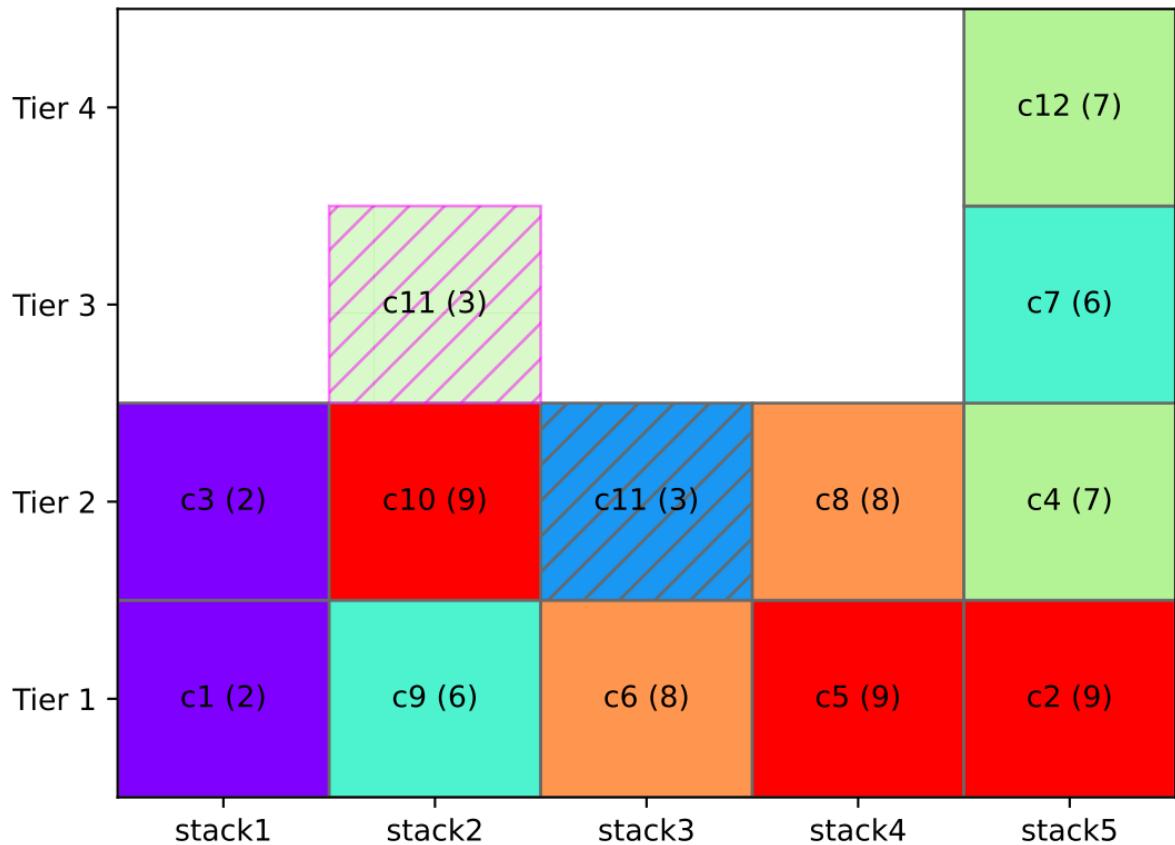
Bay: 7 , Move: stack5 to stack1



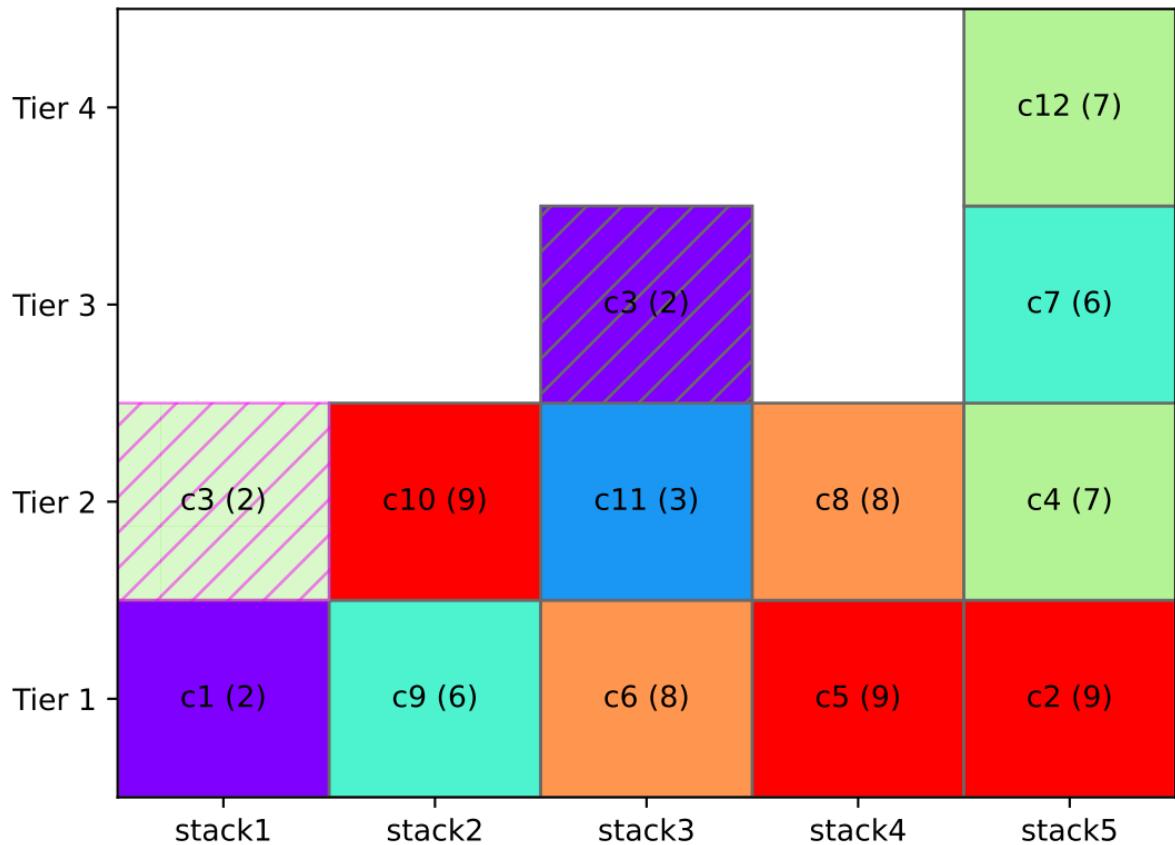
Bay: 8 , Move: stack1 to stack4



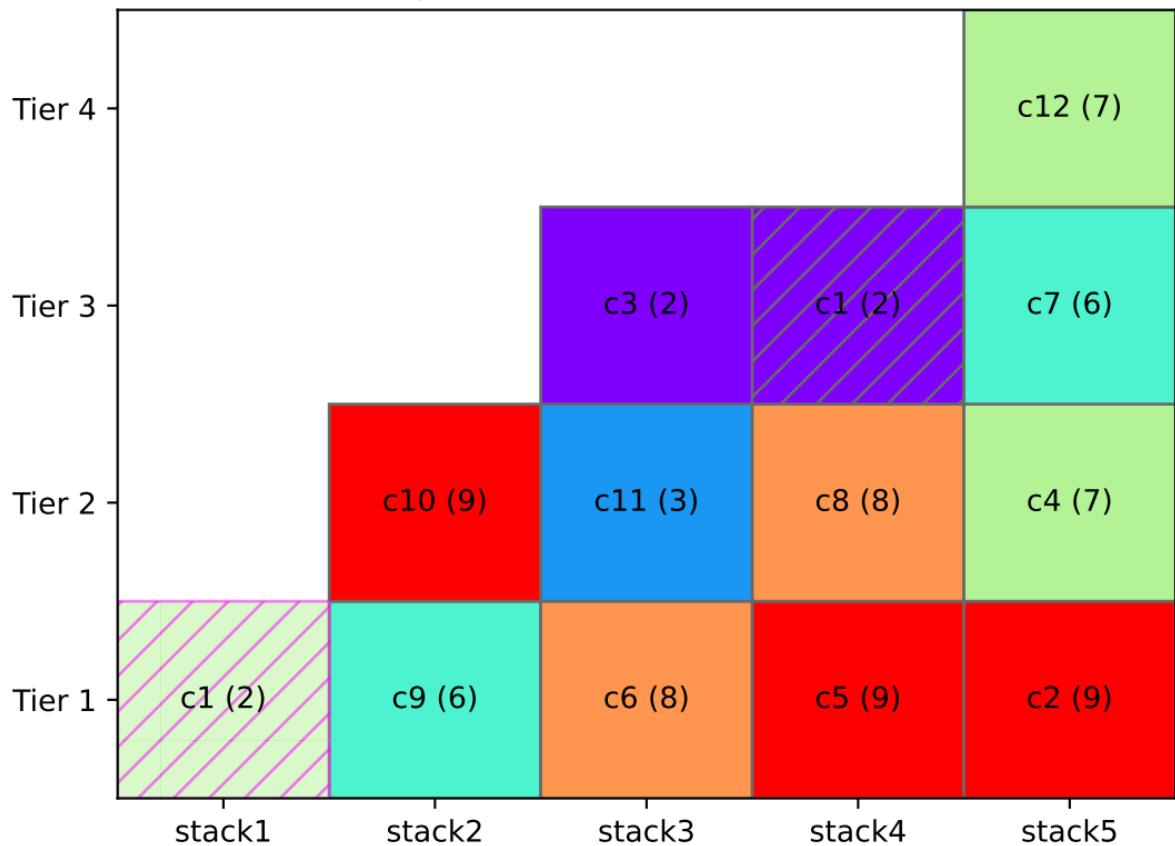
Bay: 8 , Move: stack2 to stack3



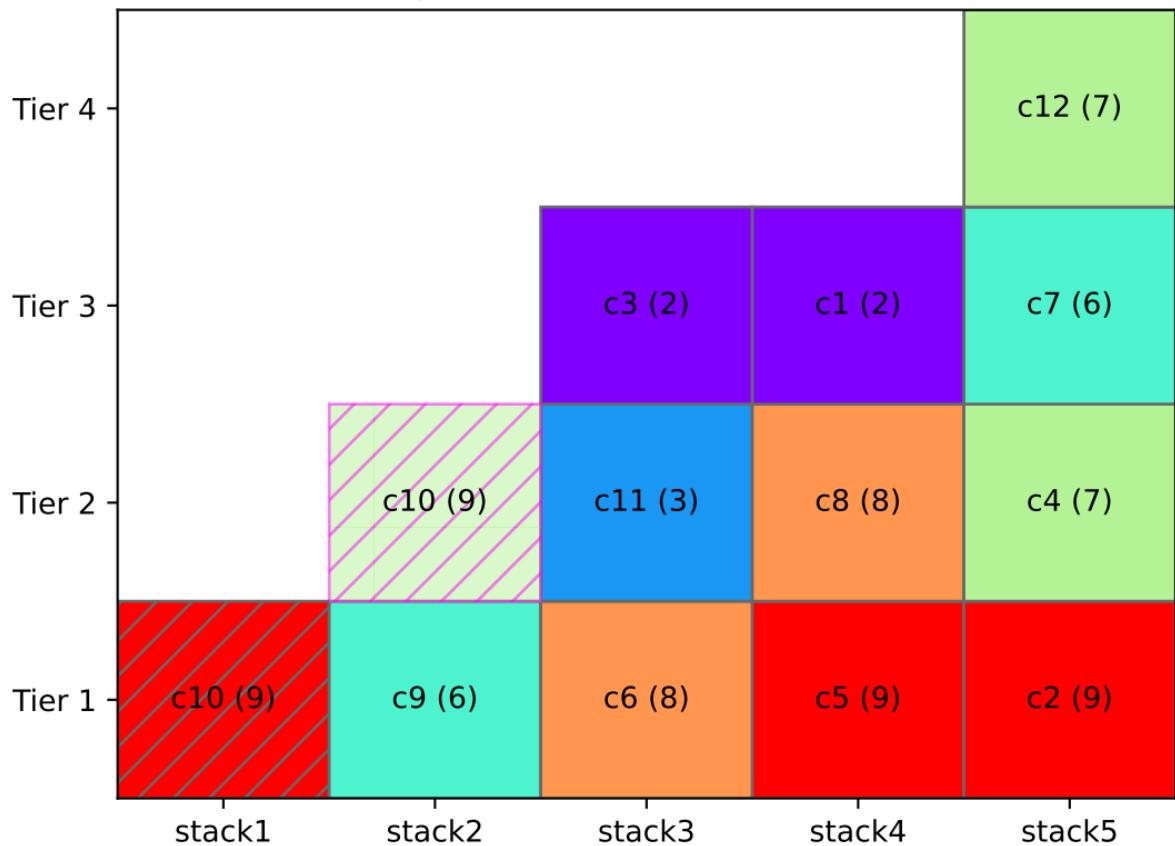
Bay: 8 , Move: stack1 to stack3



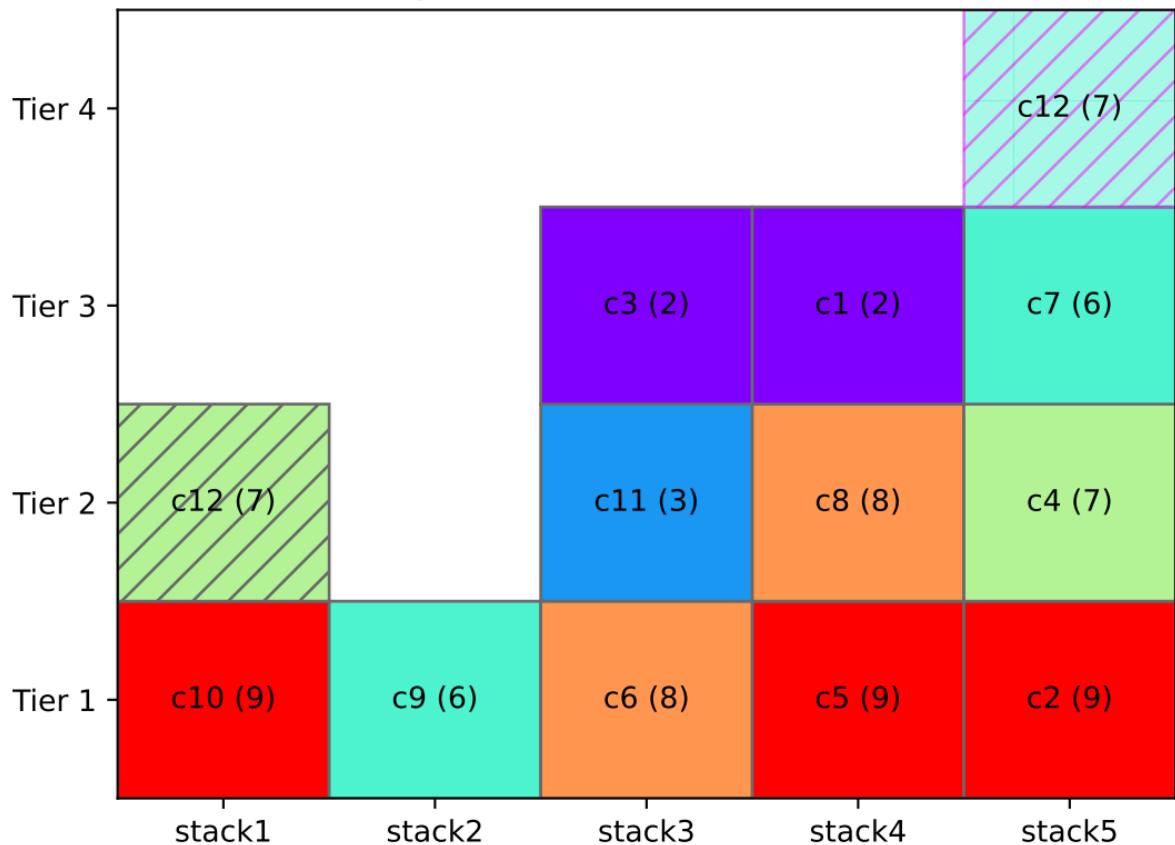
Bay: 8 , Move: stack1 to stack4



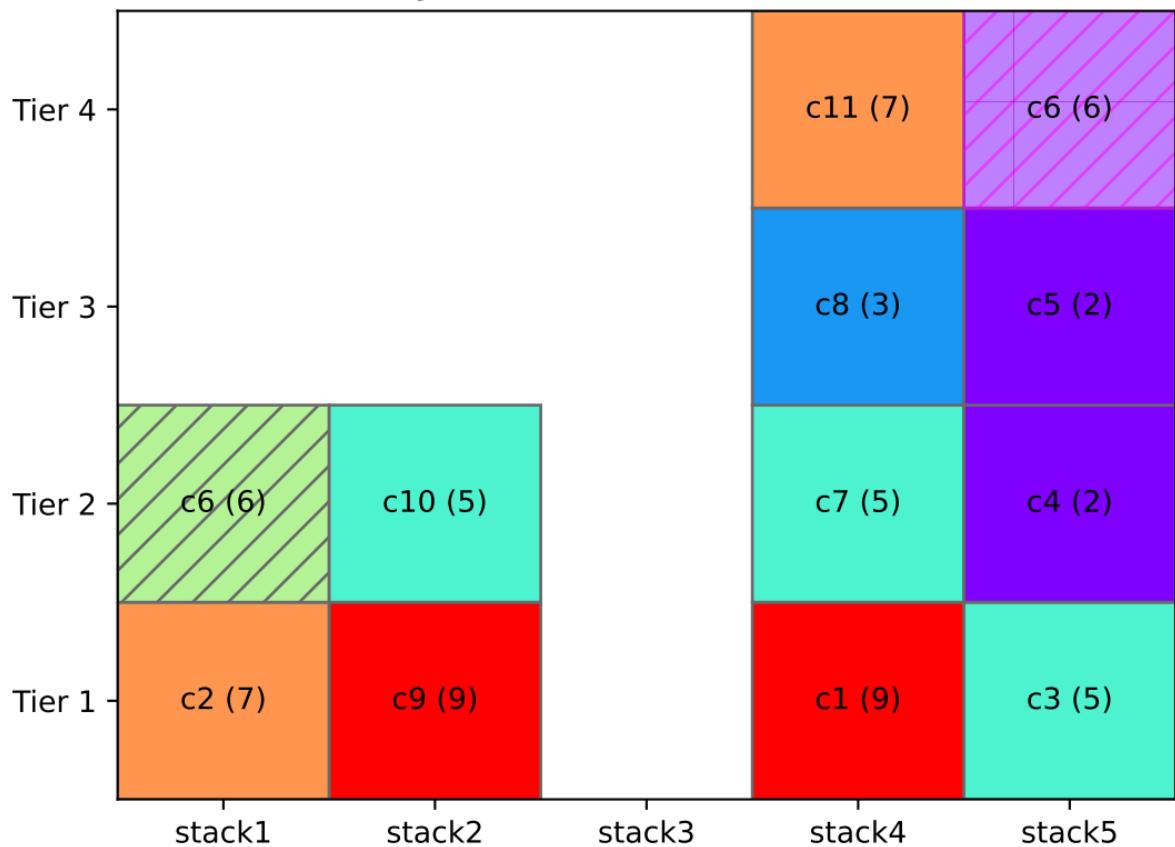
Bay: 8 , Move: stack2 to stack1



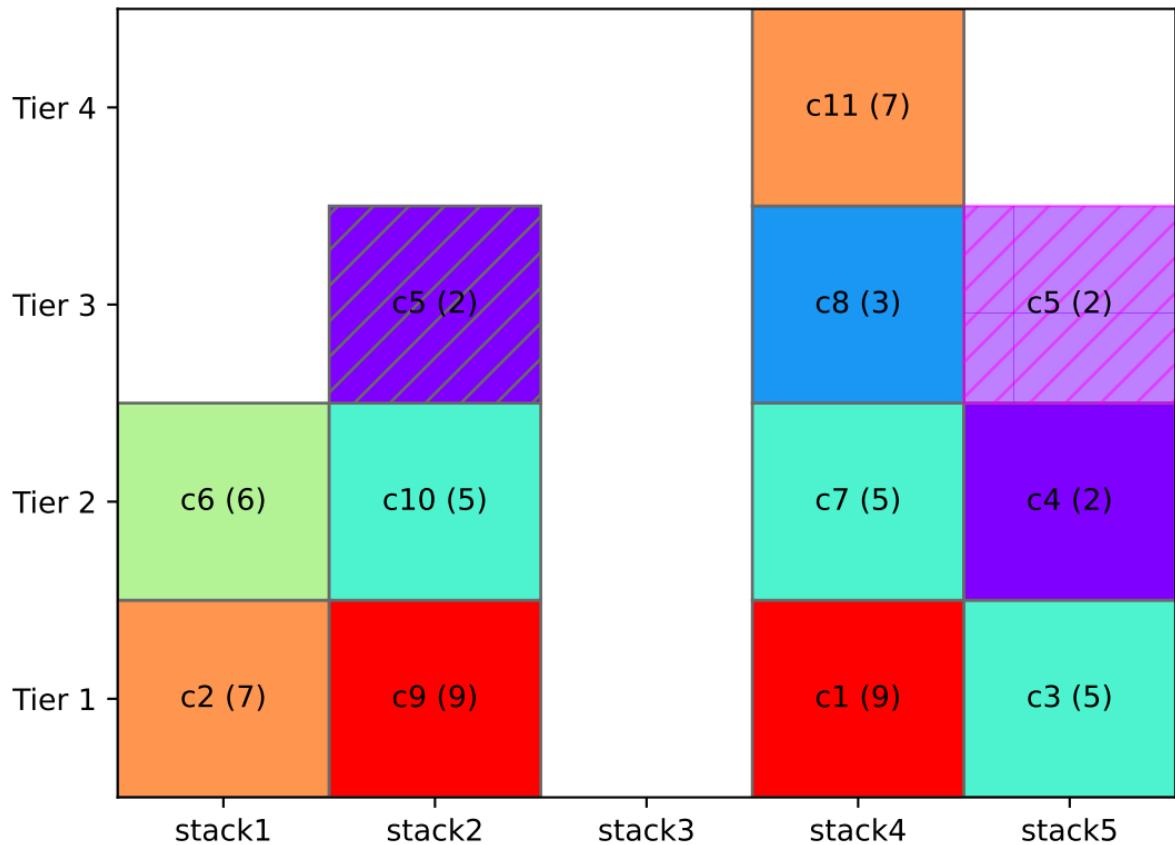
Bay: 8 , Move: stack5 to stack1



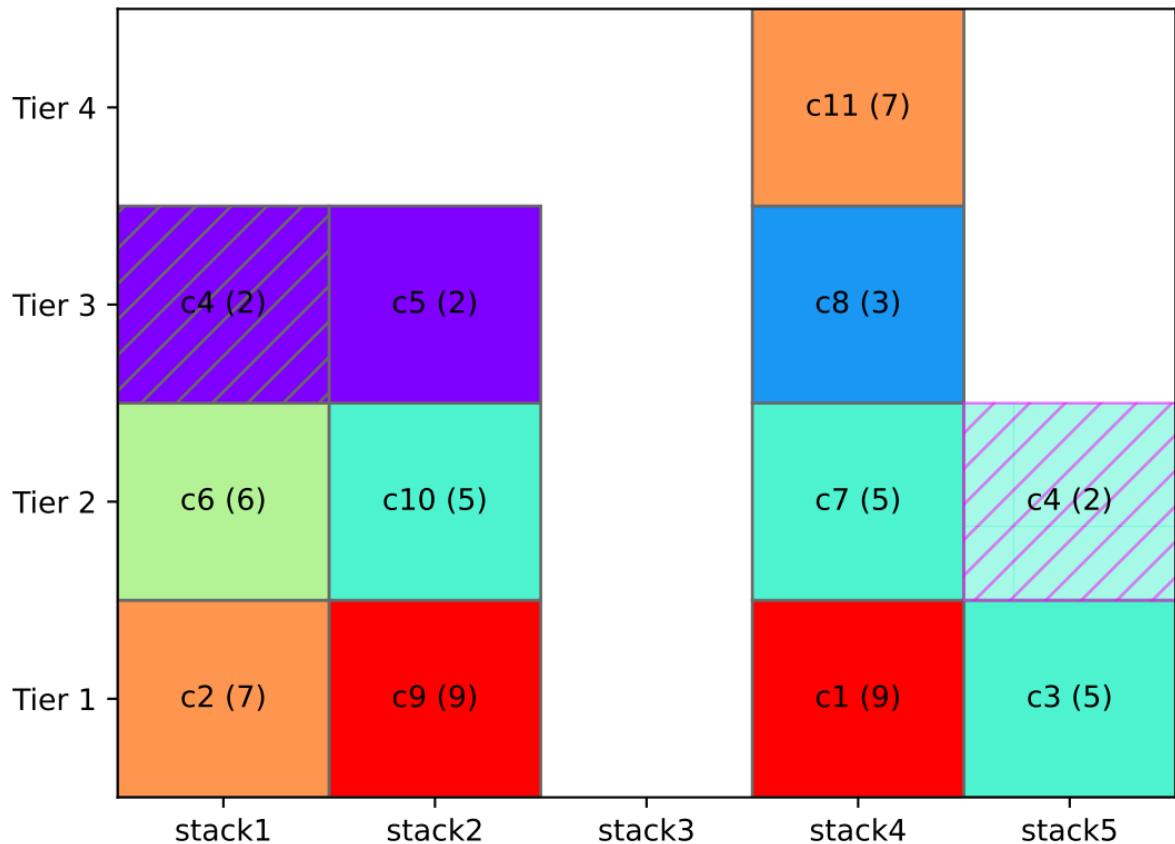
Bay: 9 , Move: stack5 to stack1



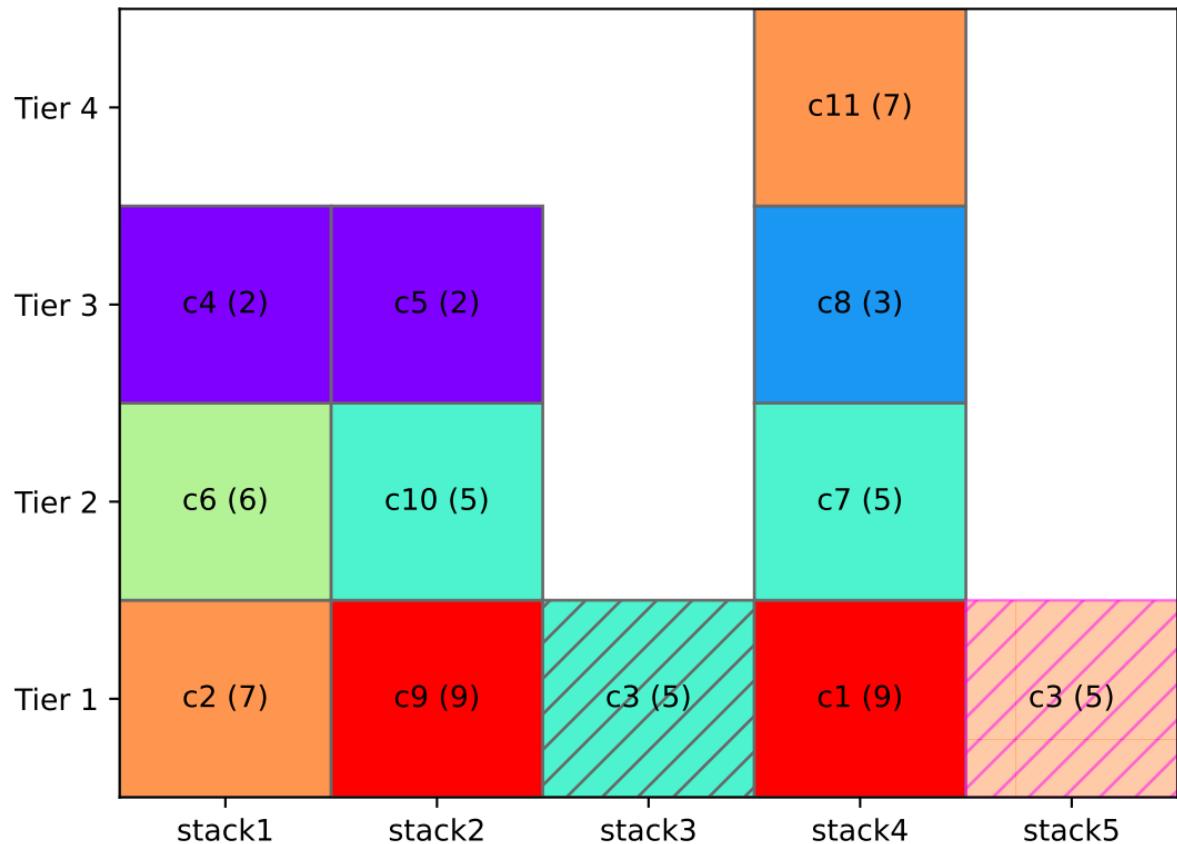
Bay: 9 , Move: stack5 to stack2



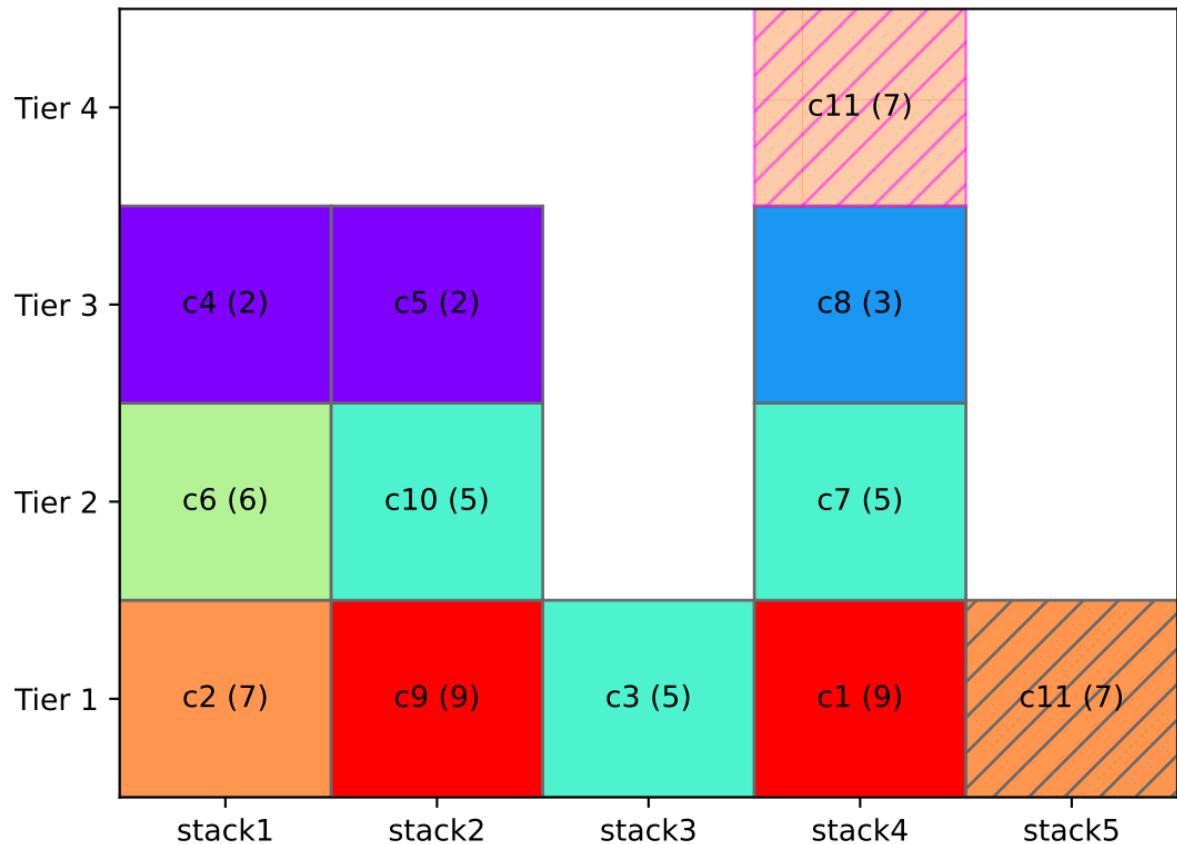
Bay: 9 , Move: stack5 to stack1



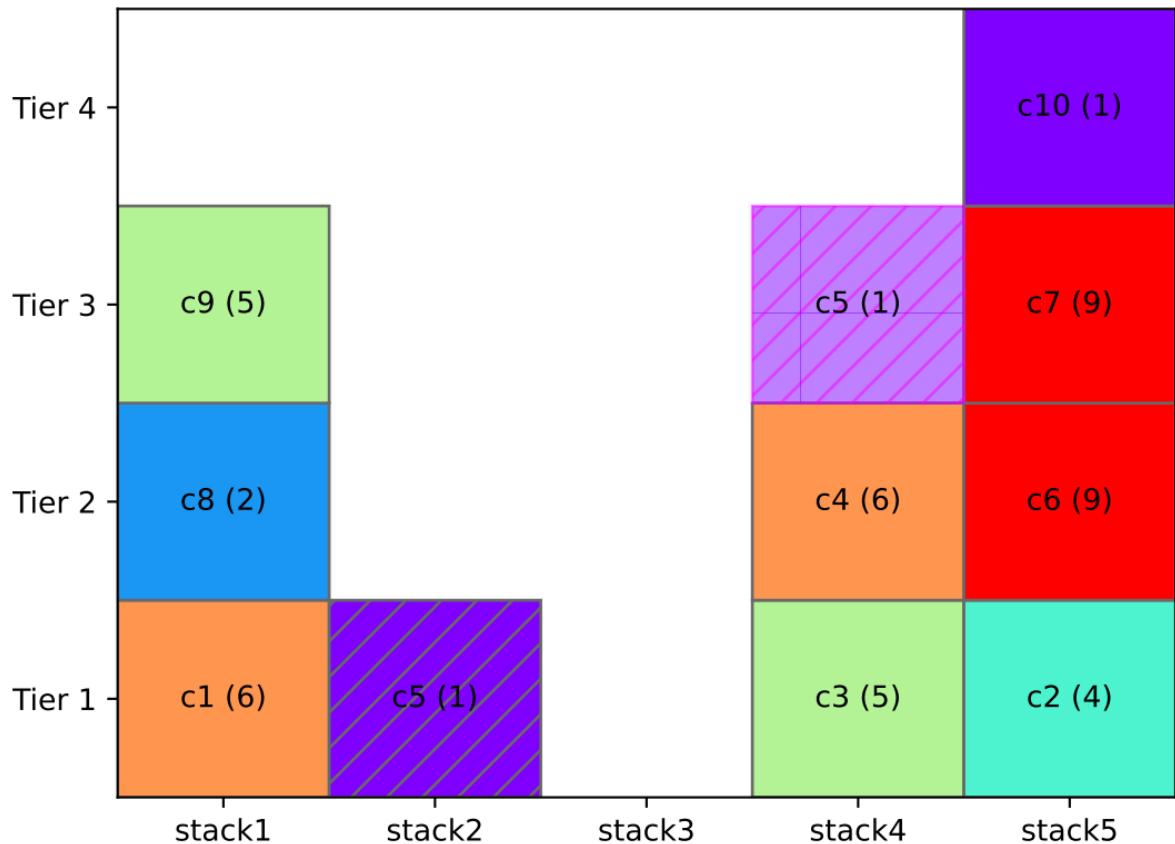
Bay: 9 , Move: stack5 to stack3



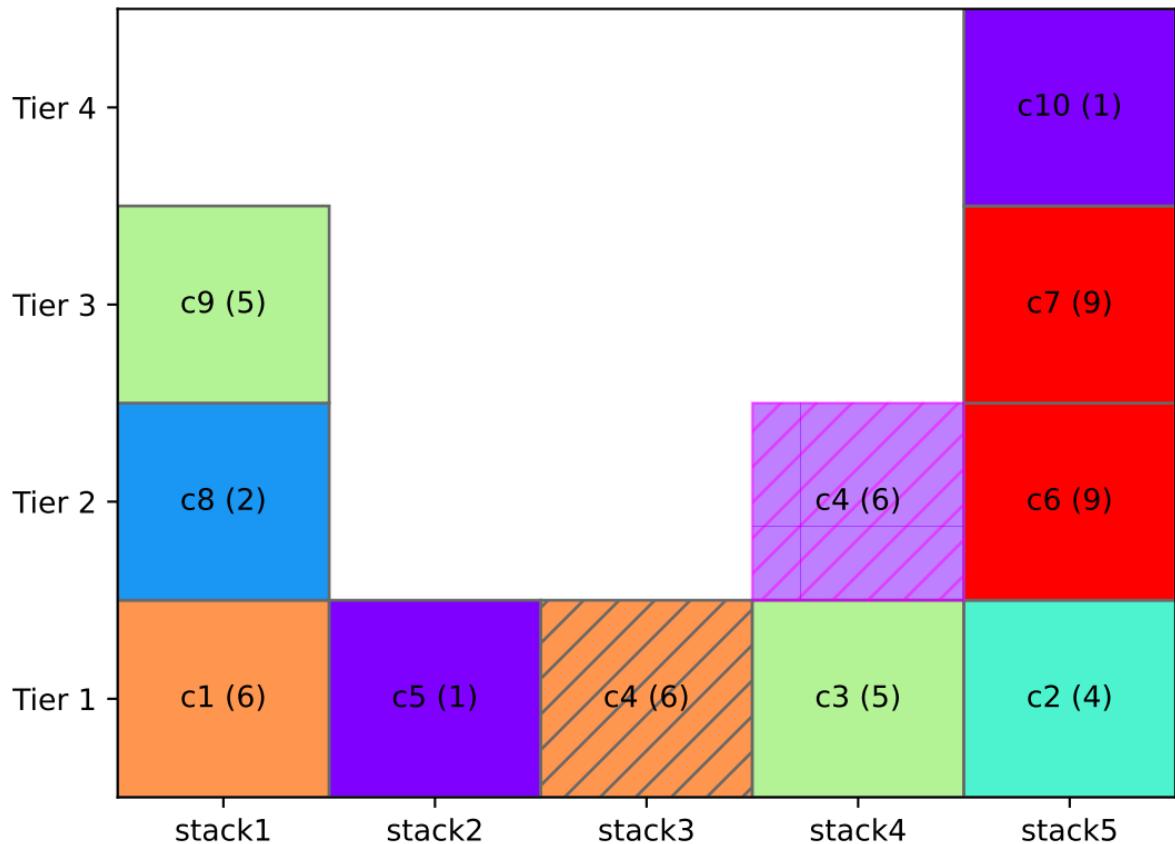
Bay: 9 , Move: stack4 to stack5



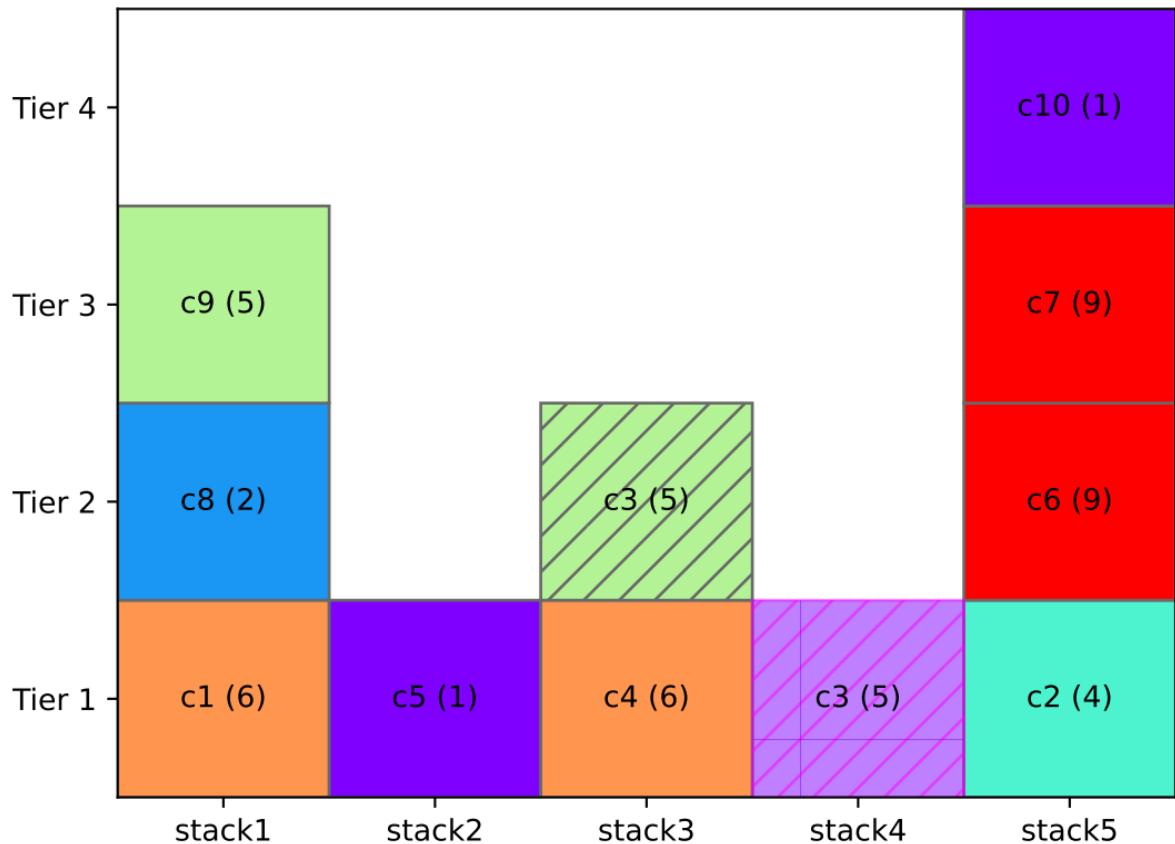
Bay: 10 , Move: stack4 to stack2



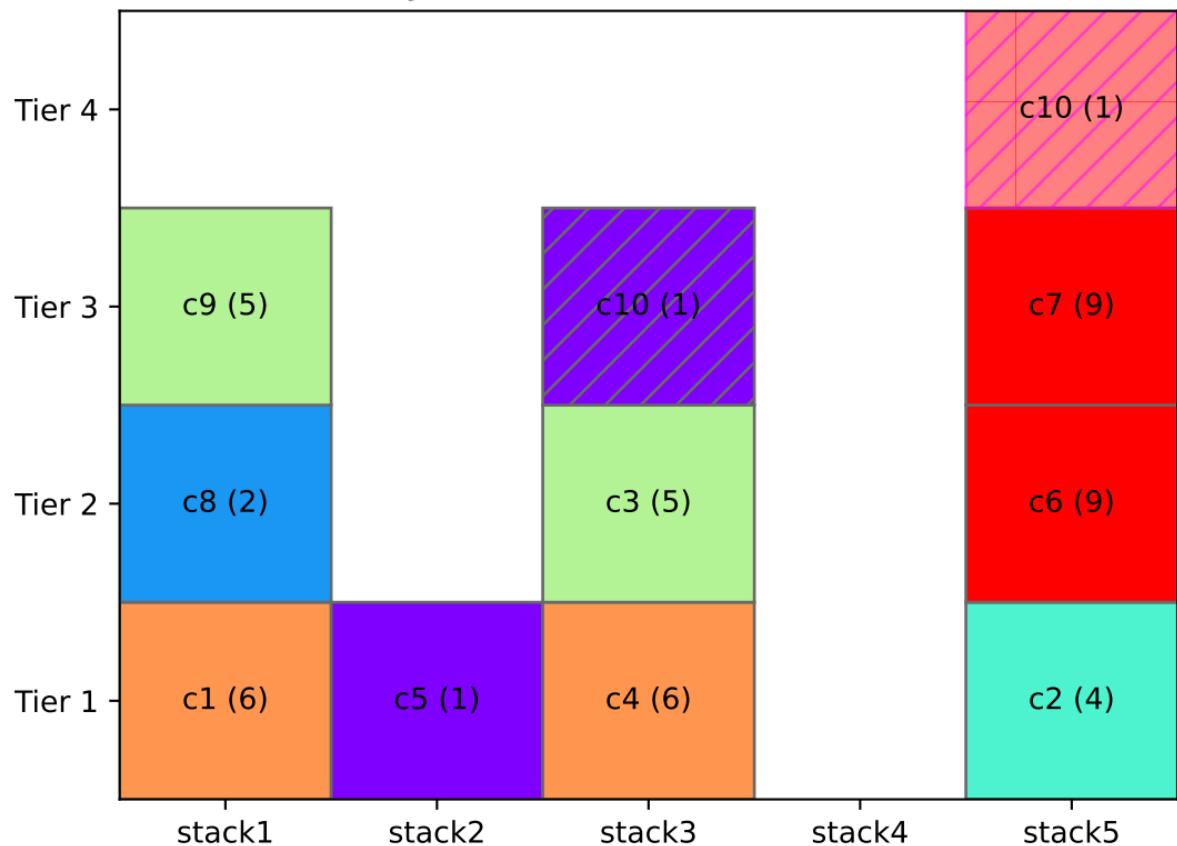
Bay: 10 , Move: stack4 to stack3



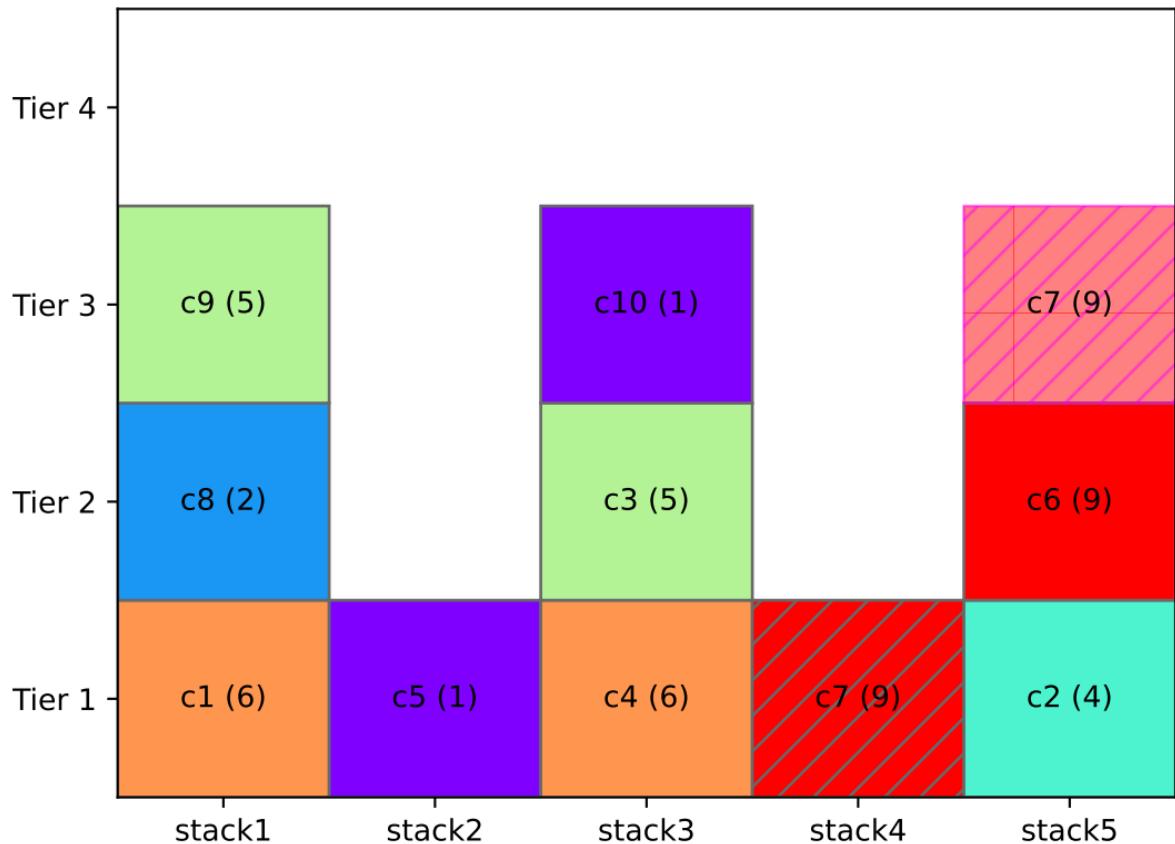
Bay: 10 , Move: stack4 to stack3



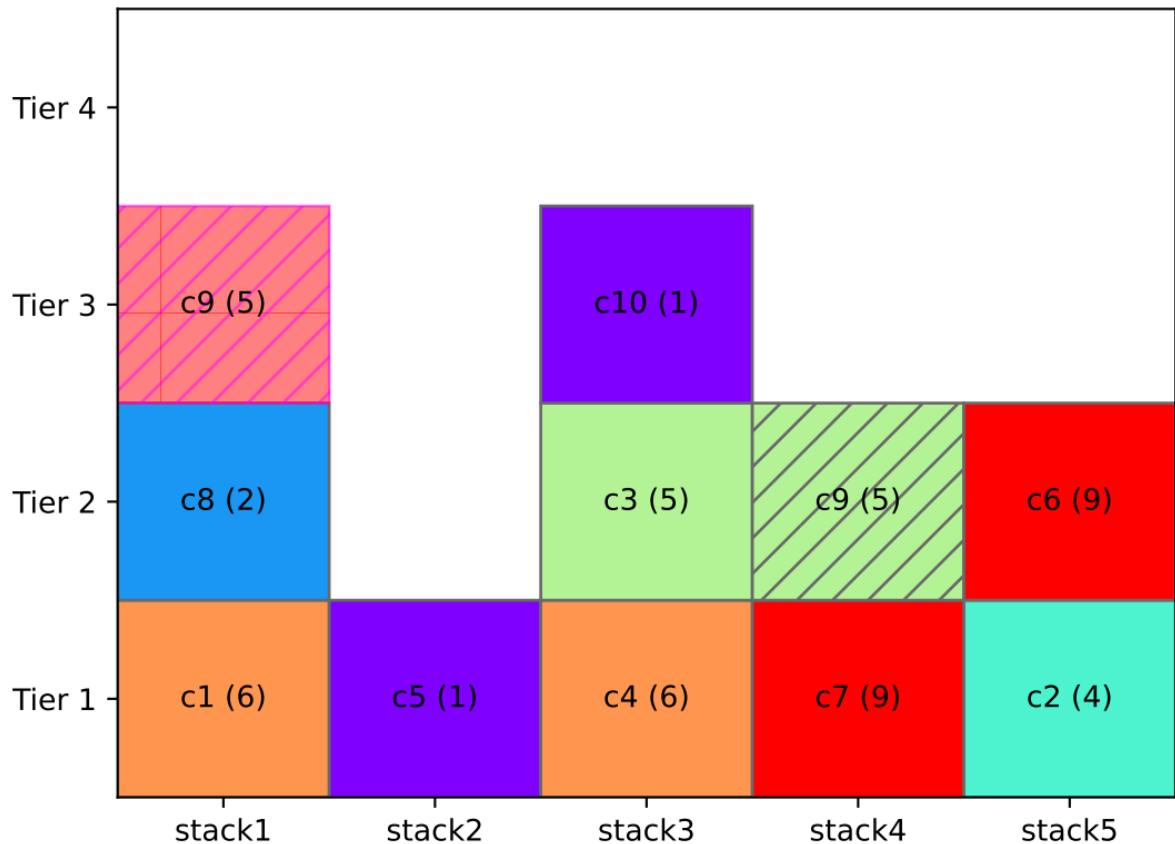
Bay: 10 , Move: stack5 to stack3



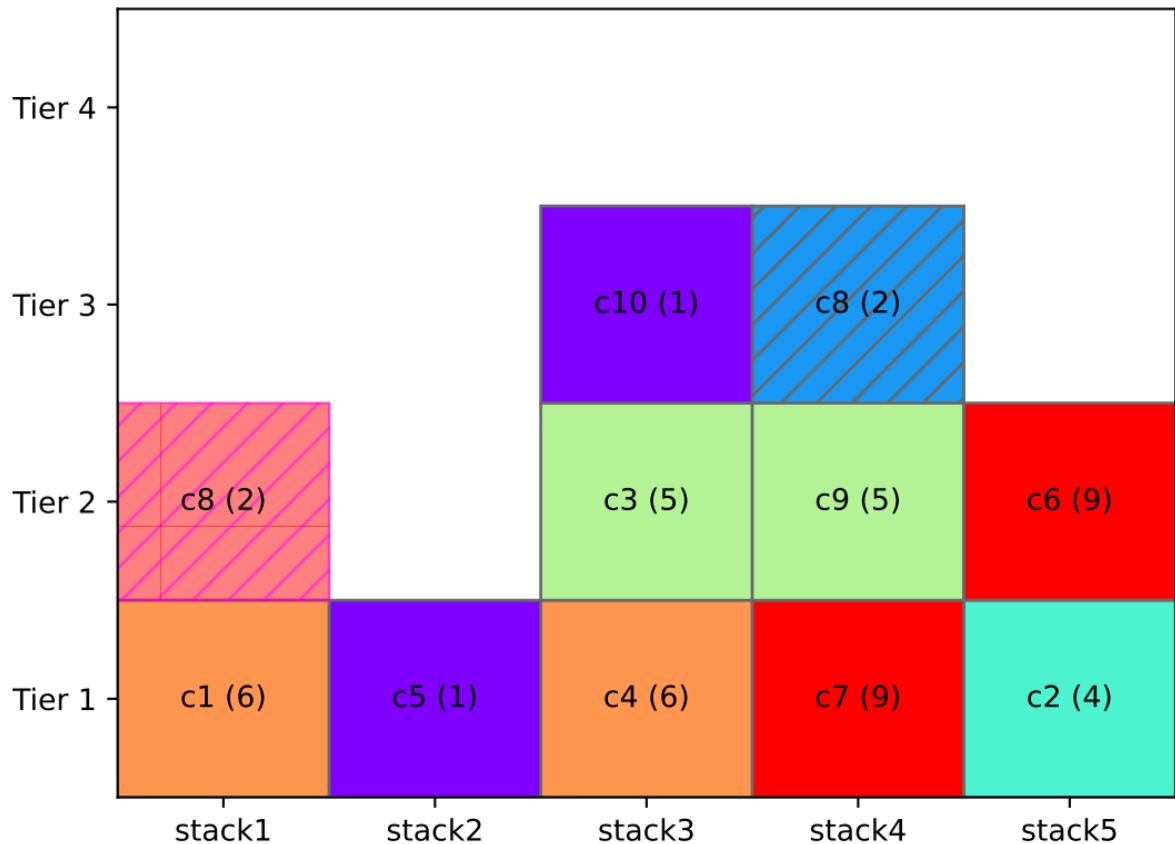
Bay: 10 , Move: stack5 to stack4



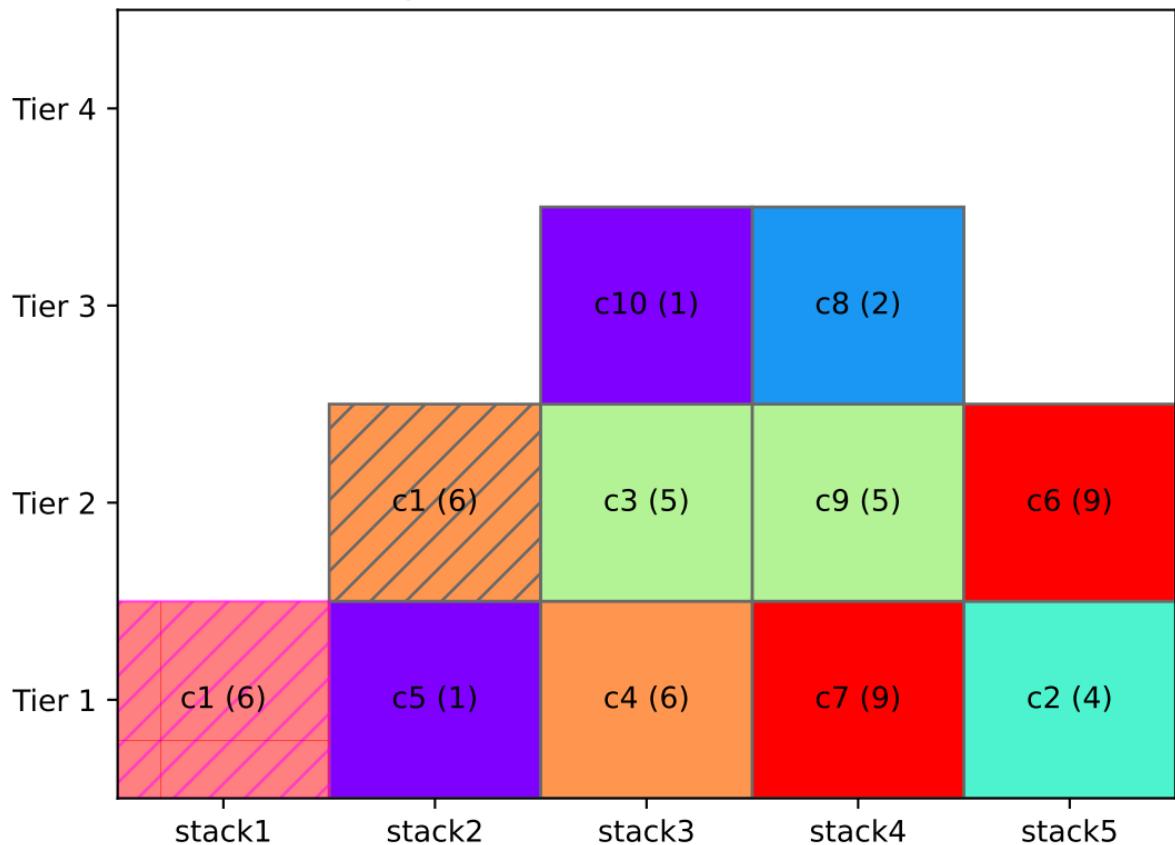
Bay: 10 , Move: stack1 to stack4



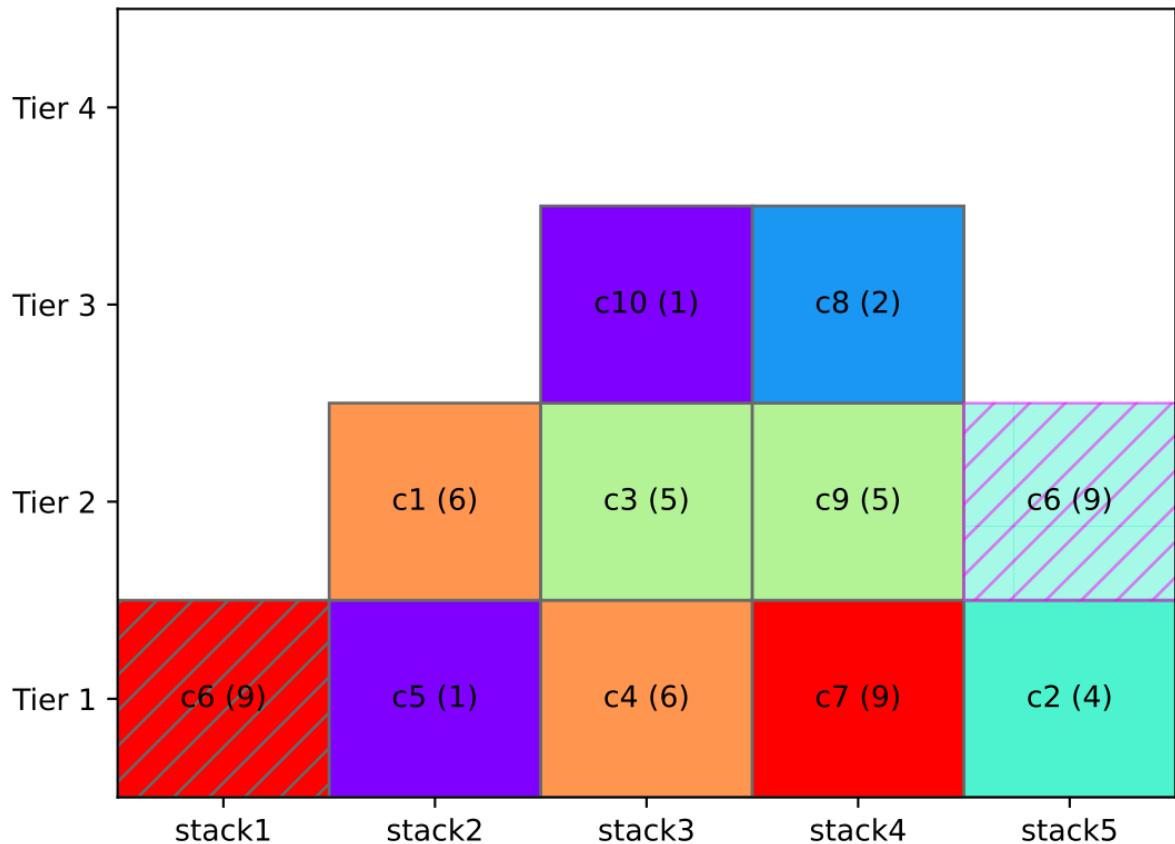
Bay: 10 , Move: stack1 to stack4



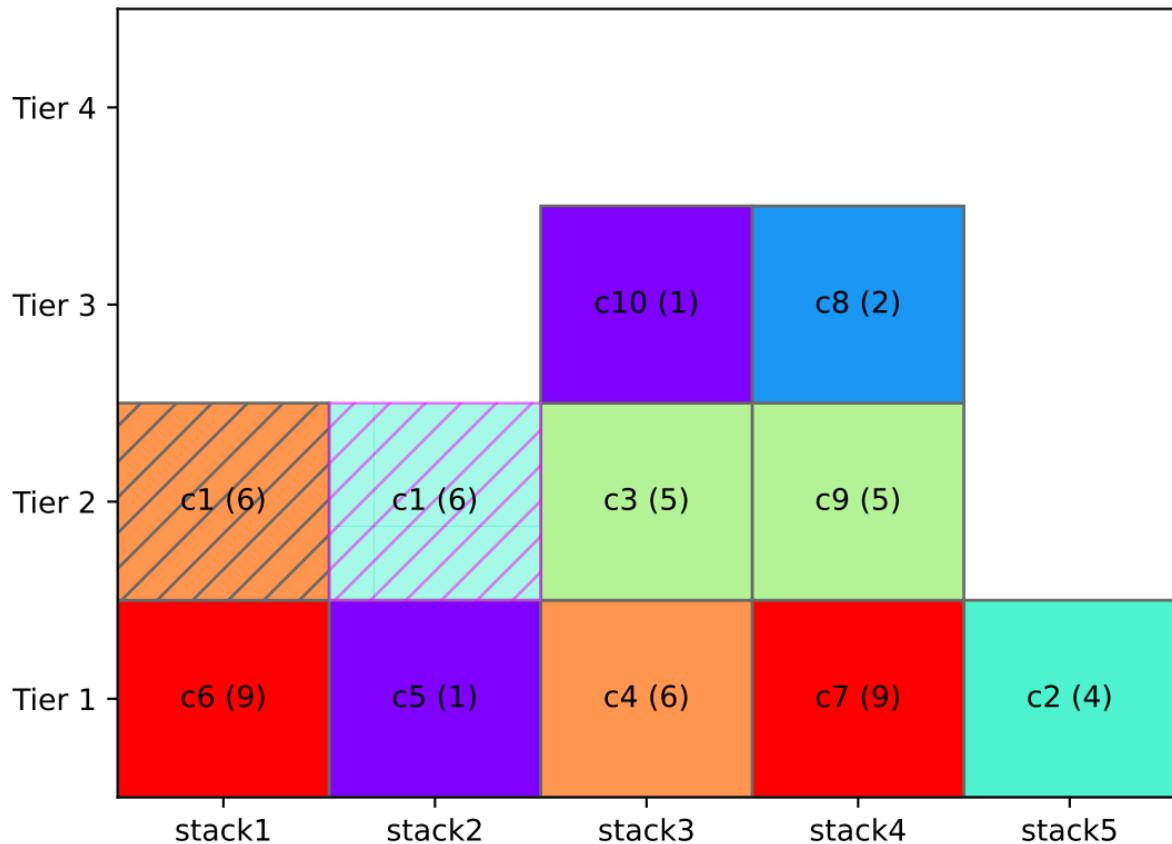
Bay: 10 , Move: stack1 to stack2



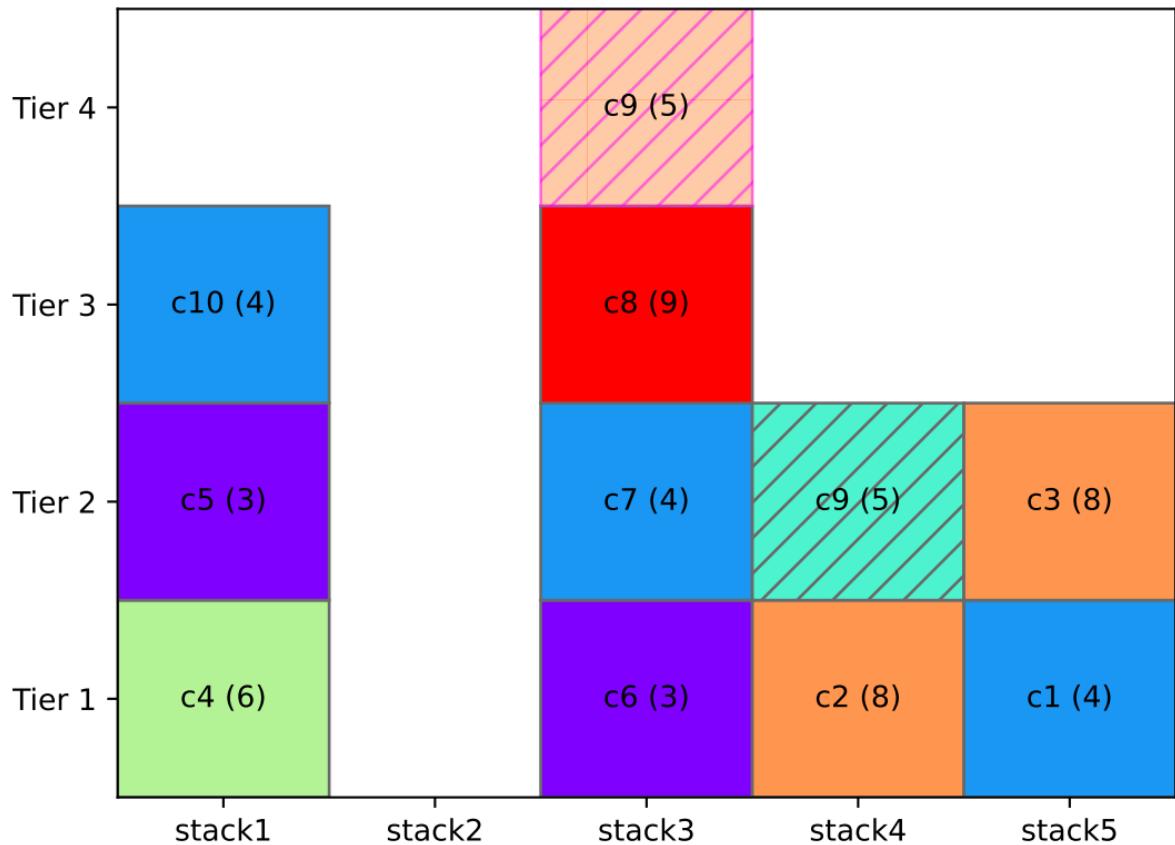
Bay: 10 , Move: stack5 to stack1



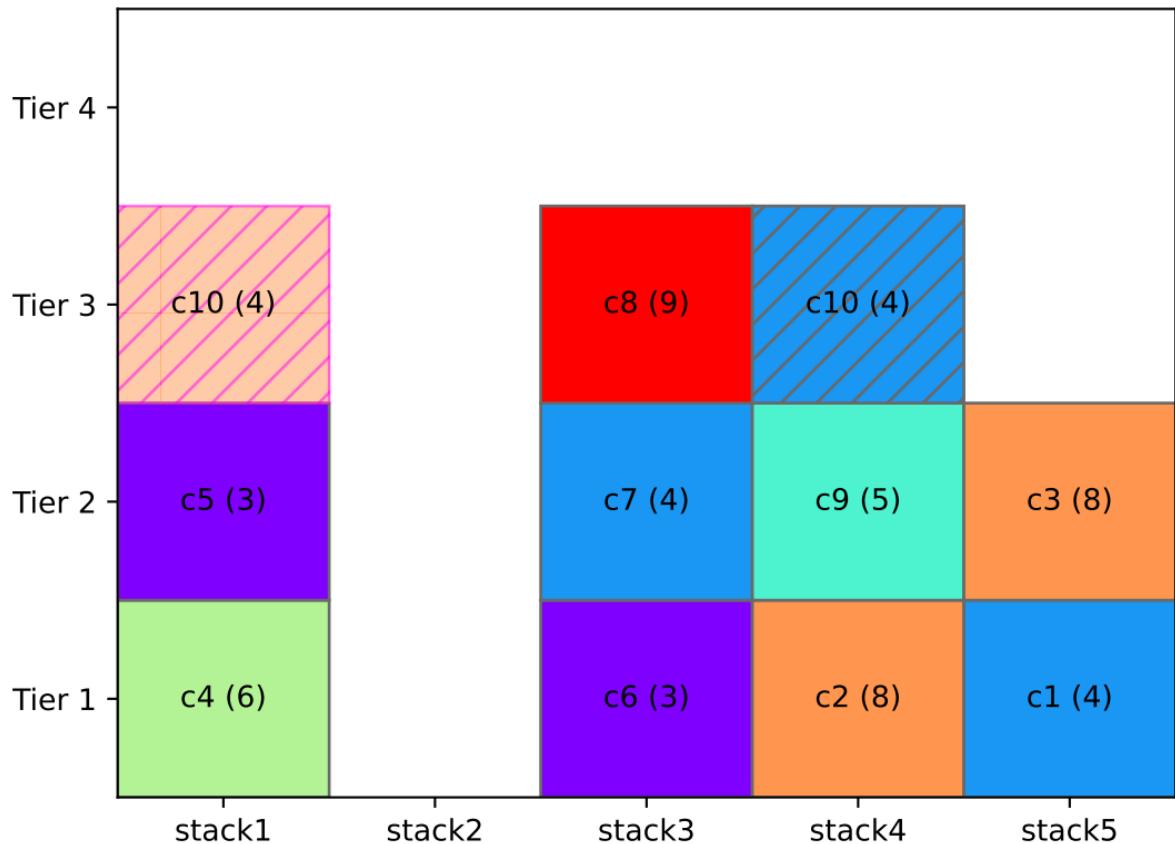
Bay: 10 , Move: stack2 to stack1



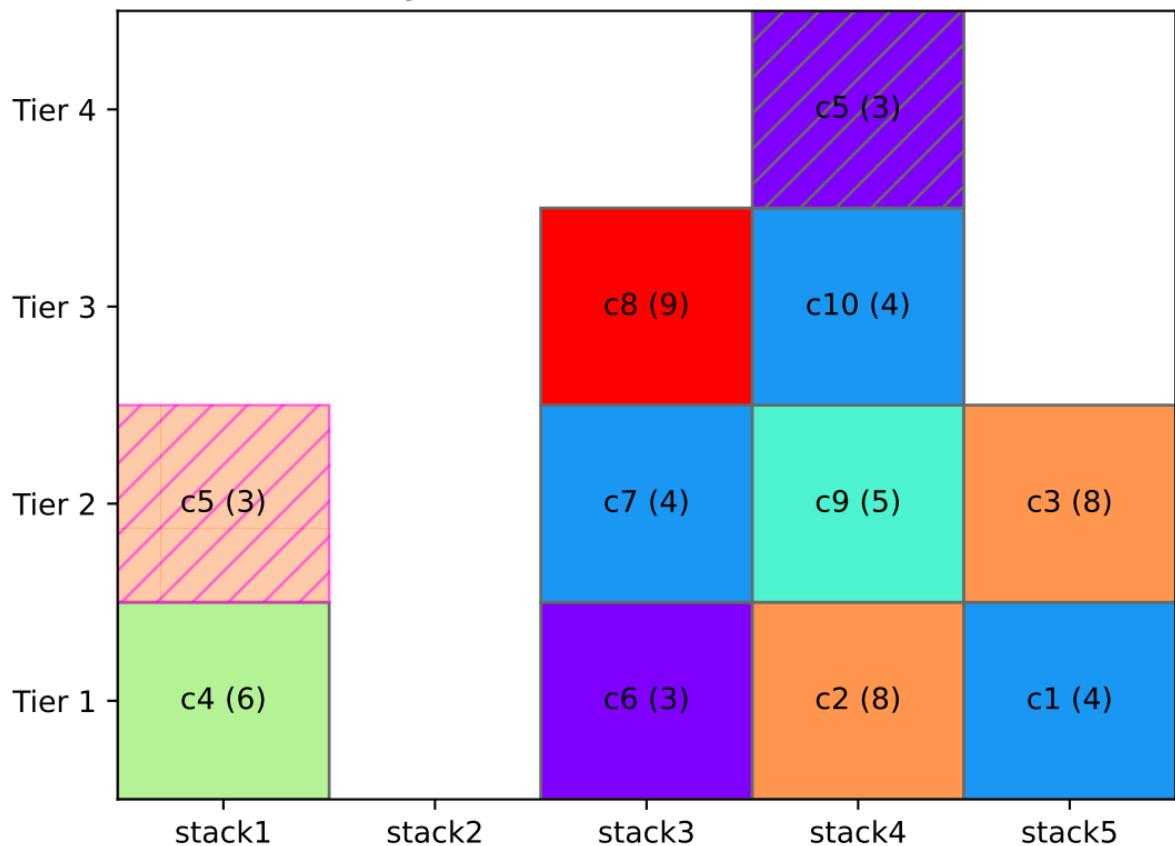
Bay: 11 , Move: stack3 to stack4



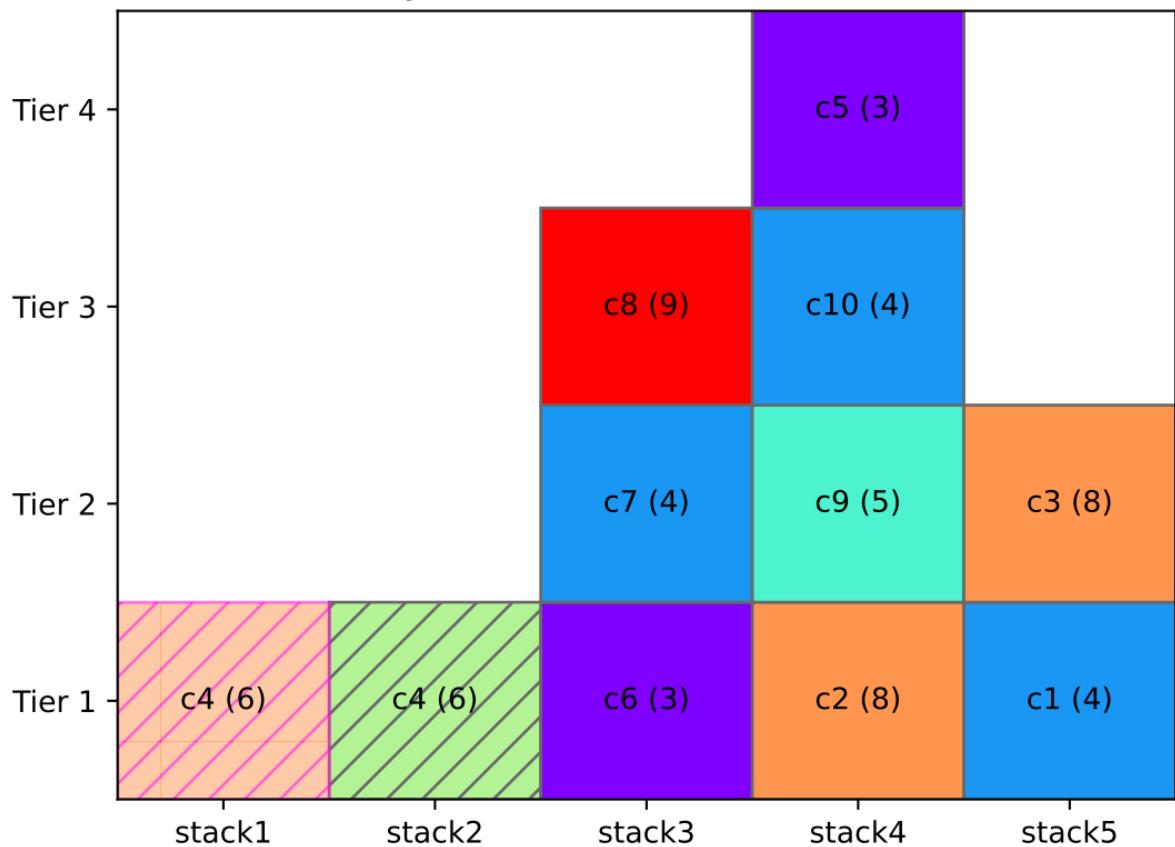
Bay: 11 , Move: stack1 to stack4



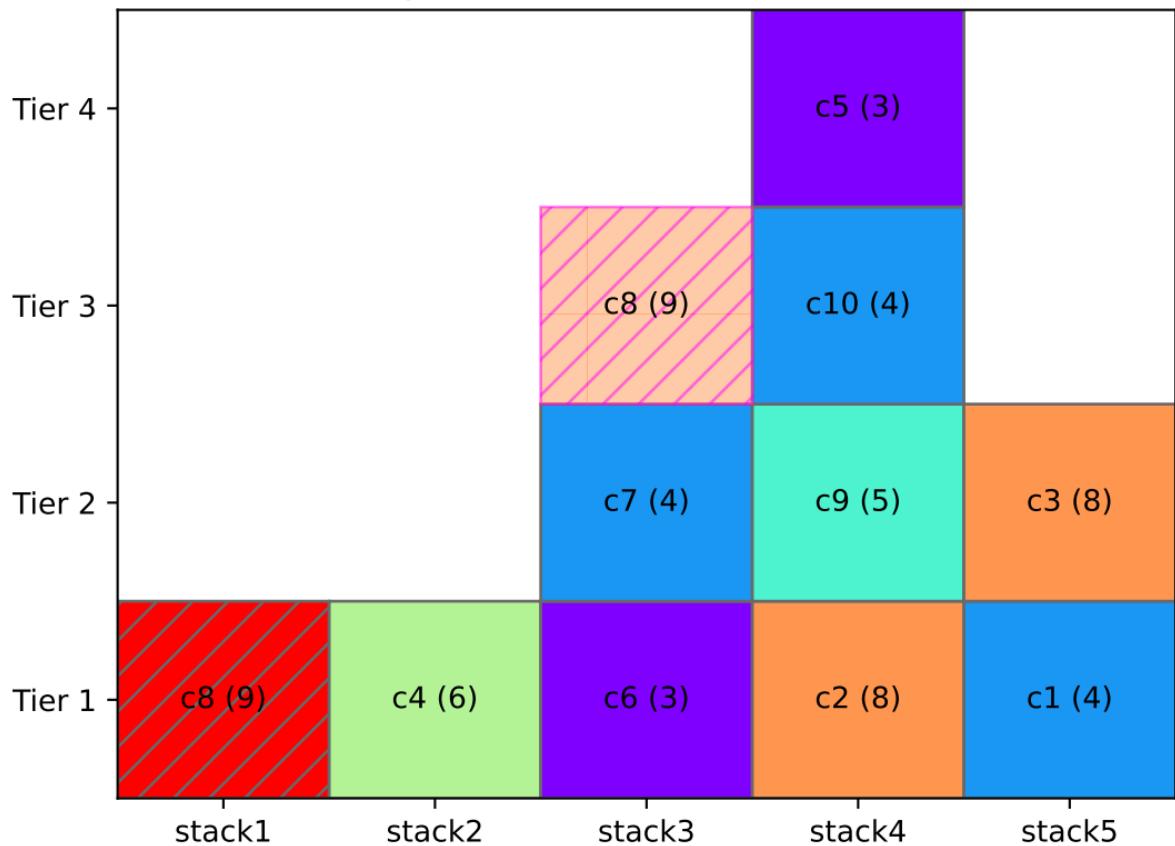
Bay: 11 , Move: stack1 to stack4



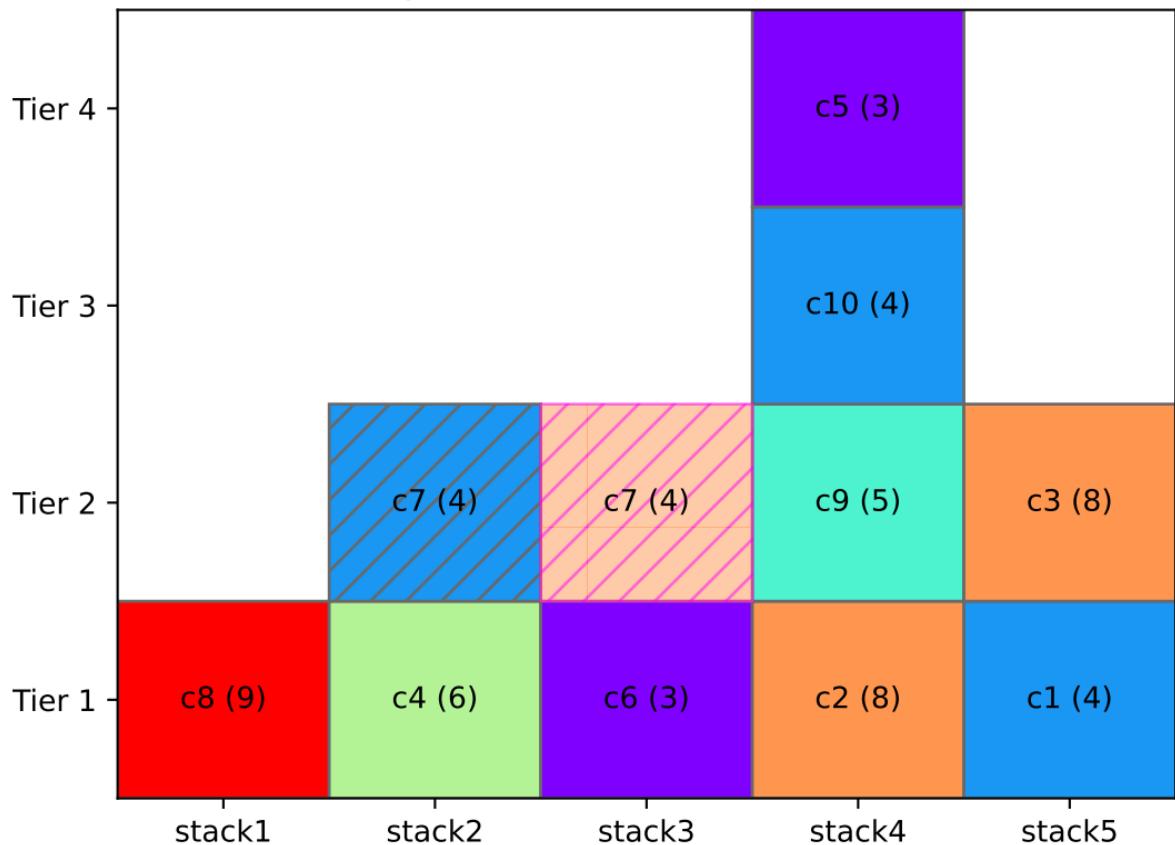
Bay: 11 , Move: stack1 to stack2



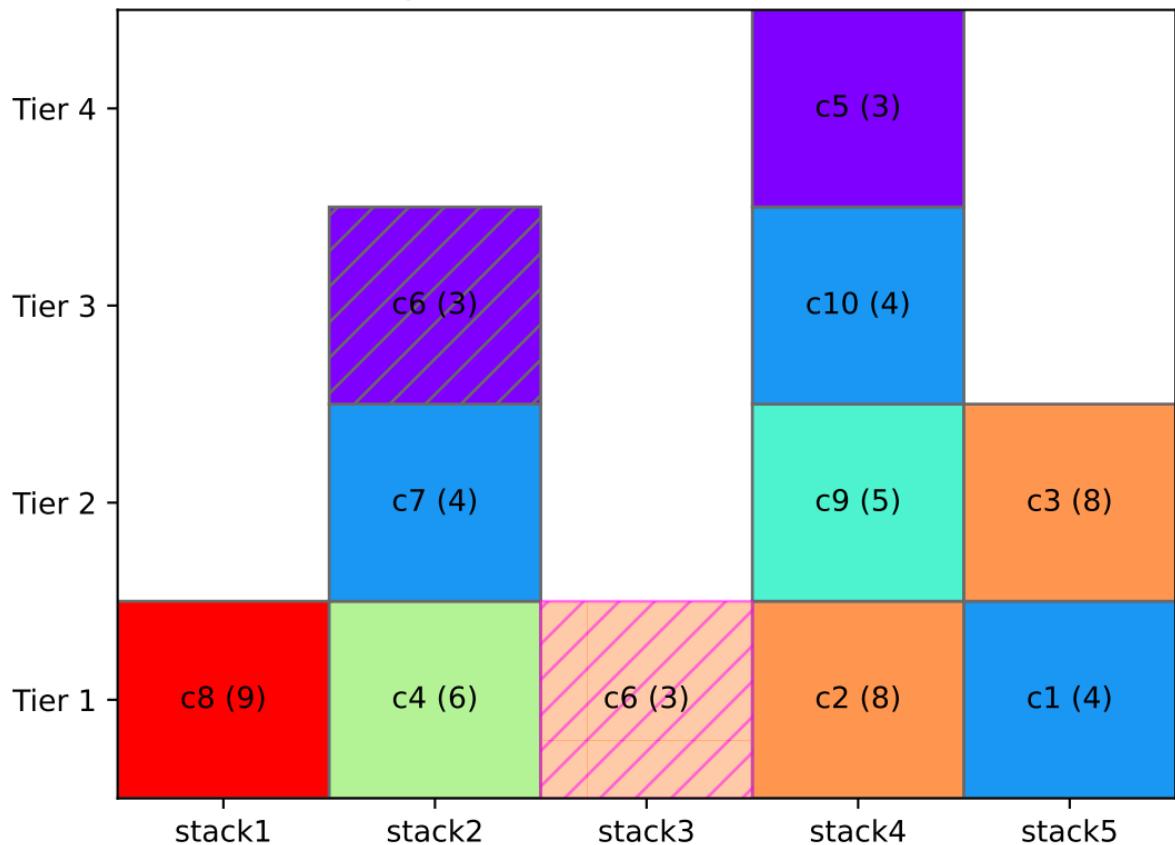
Bay: 11 , Move: stack3 to stack1



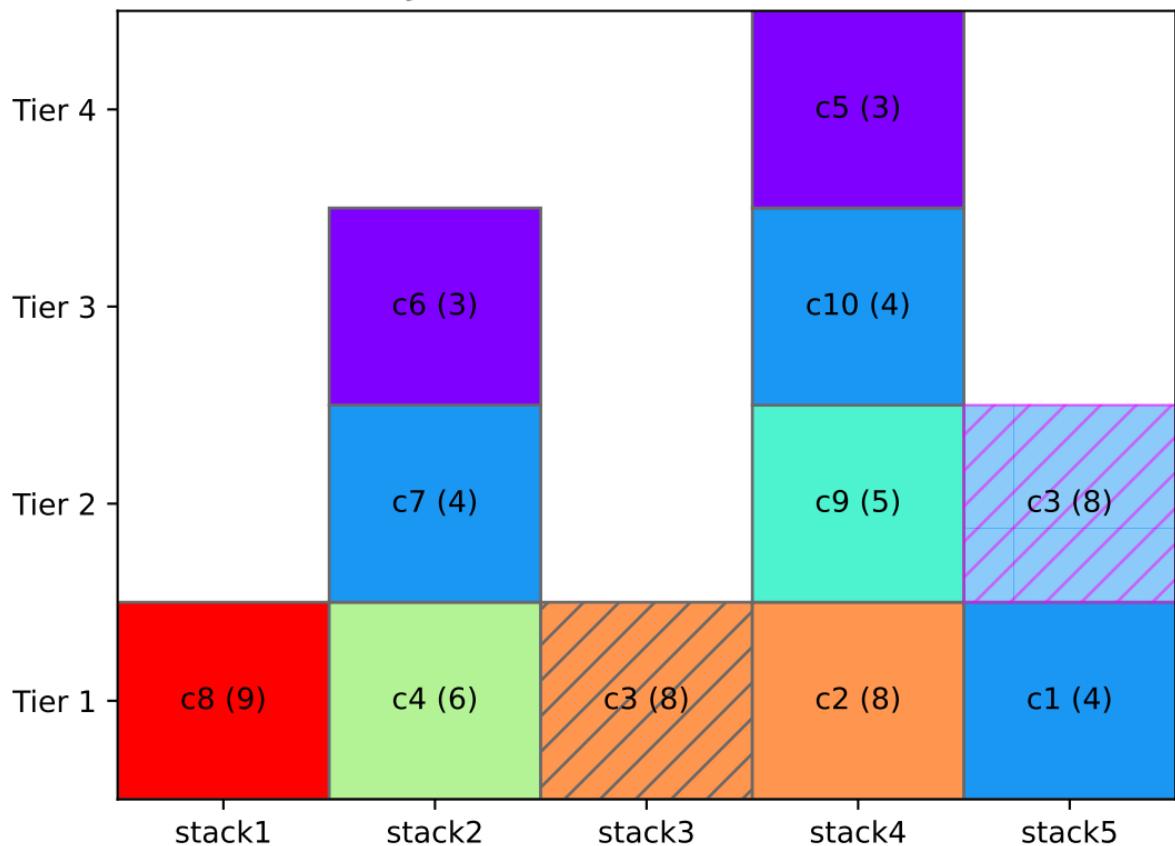
Bay: 11 , Move: stack3 to stack2



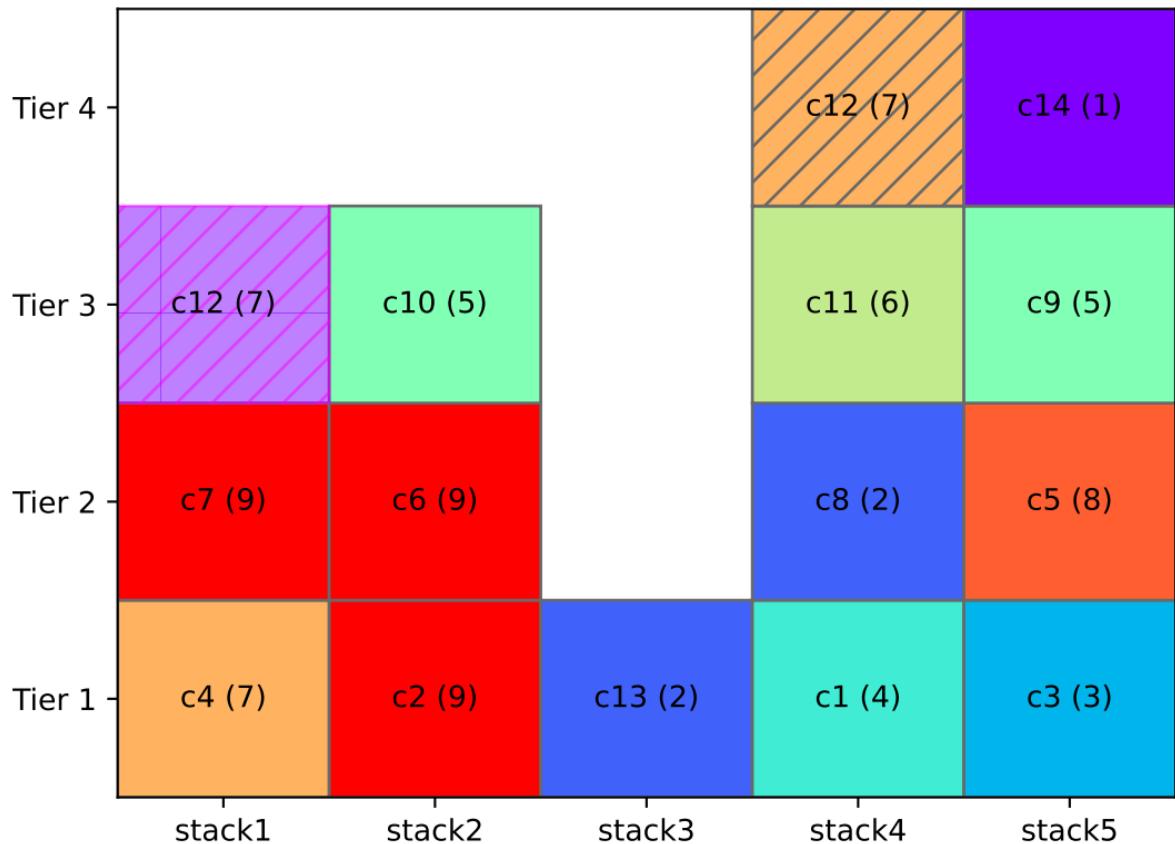
Bay: 11 , Move: stack3 to stack2



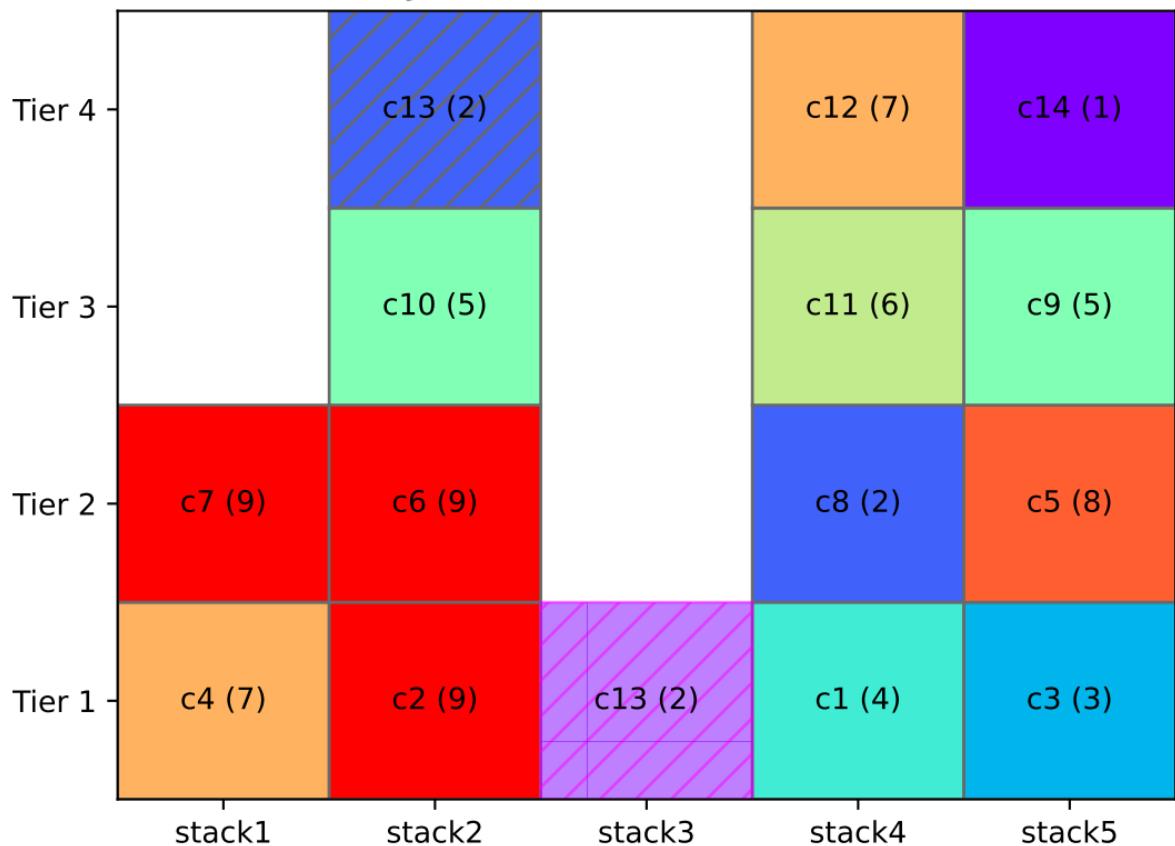
Bay: 11 , Move: stack5 to stack3



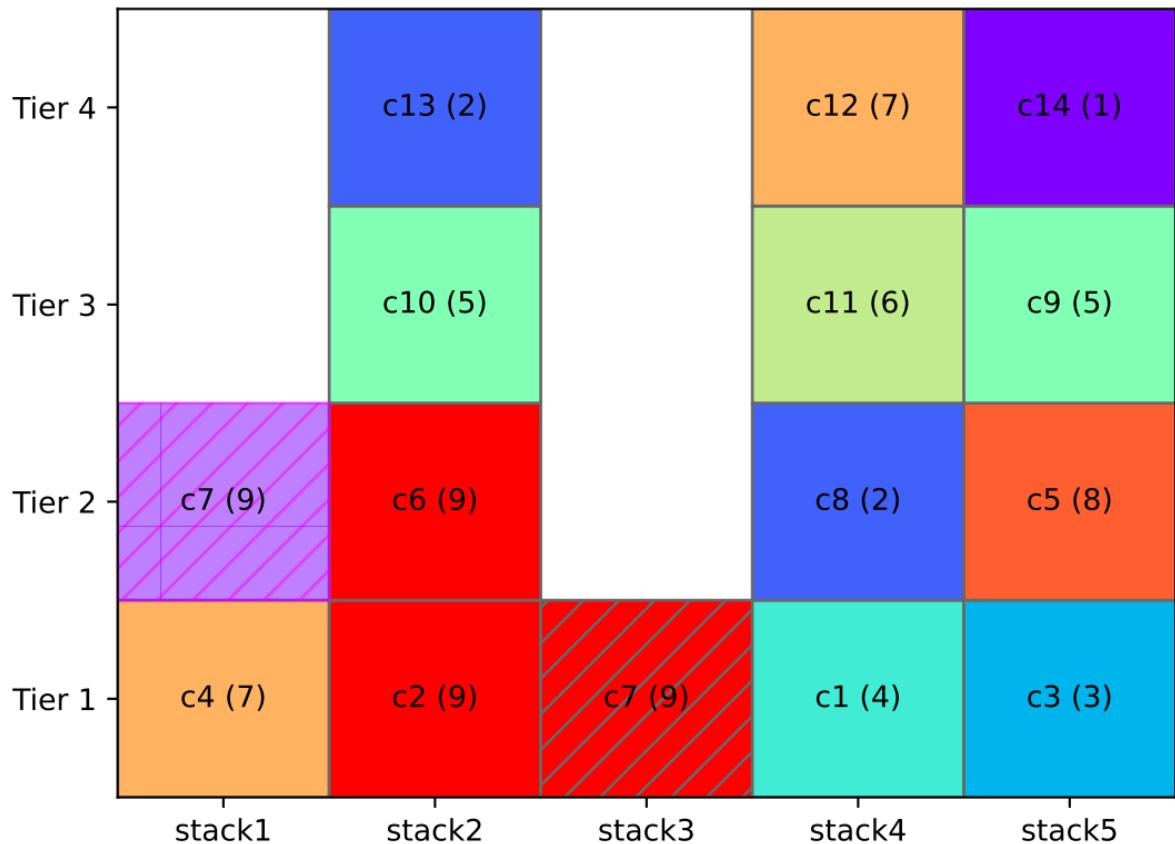
Bay: 12 , Move: stack1 to stack4



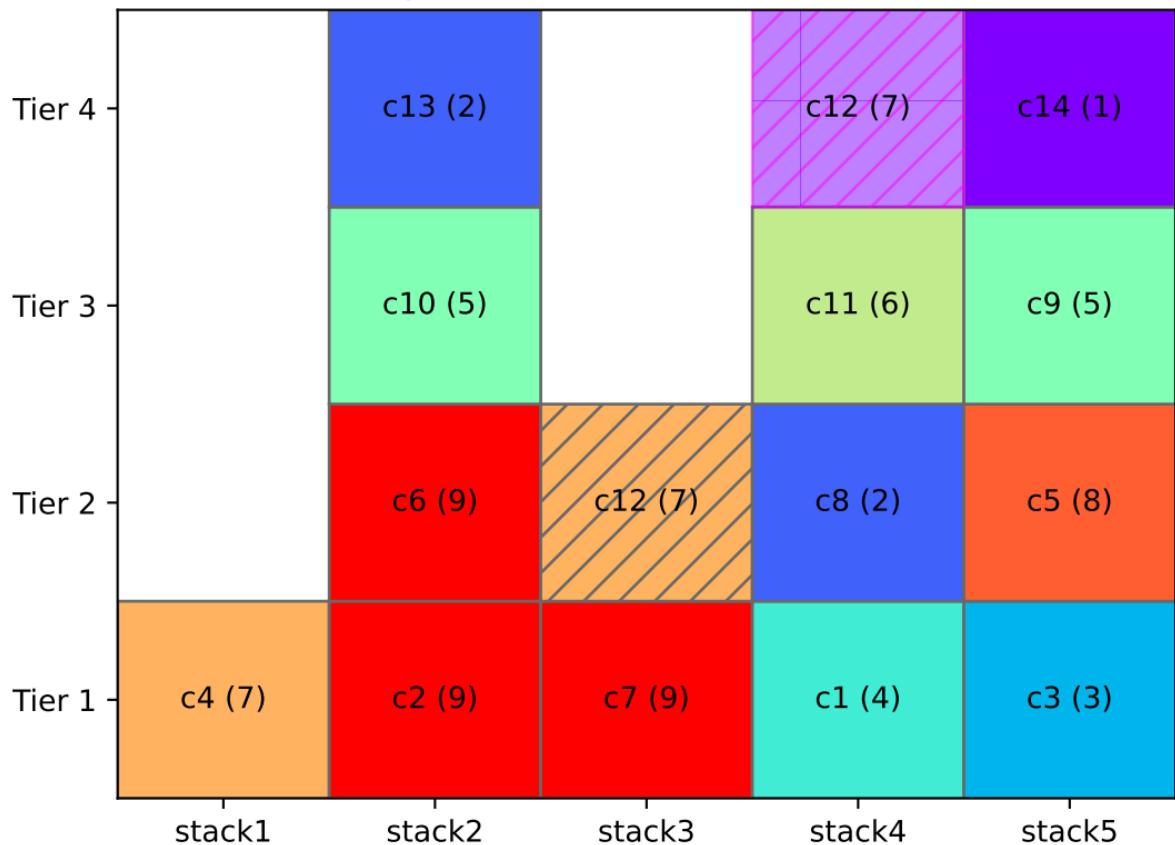
Bay: 12 , Move: stack3 to stack2



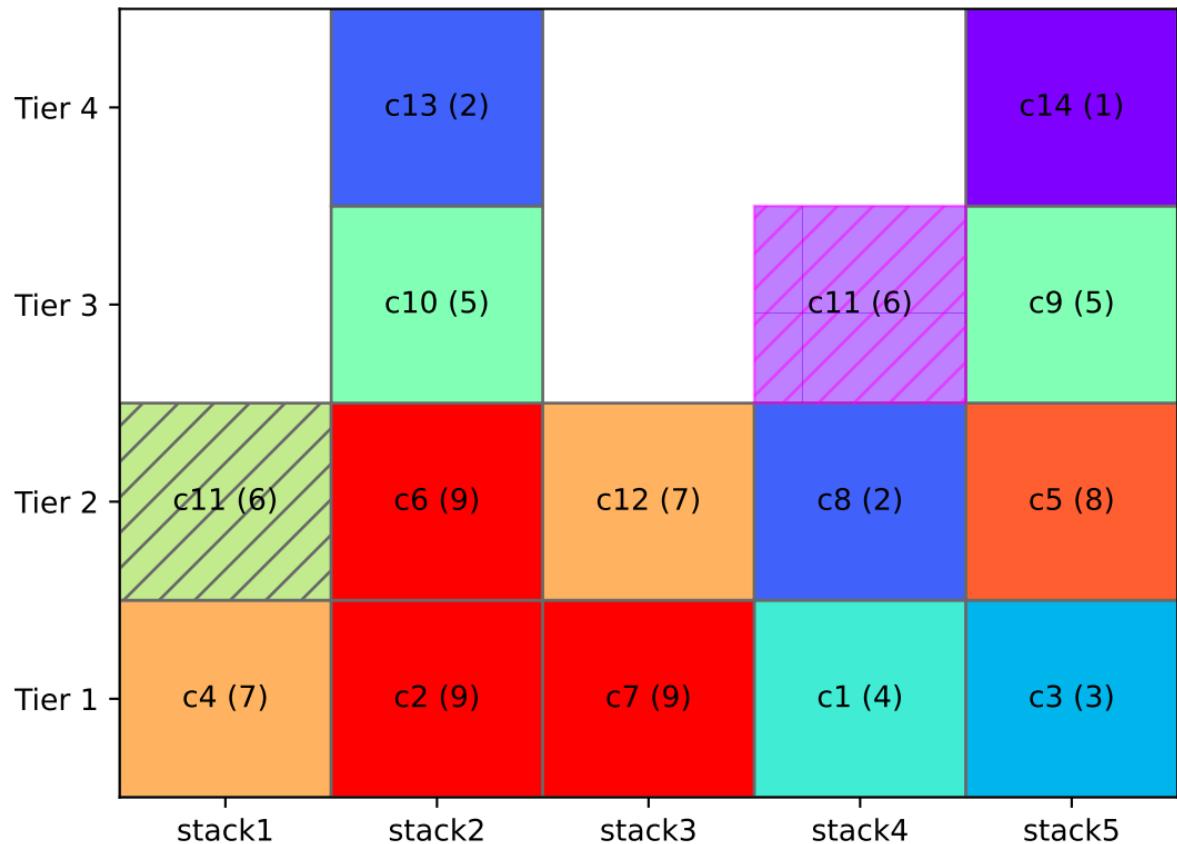
Bay: 12 , Move: stack1 to stack3



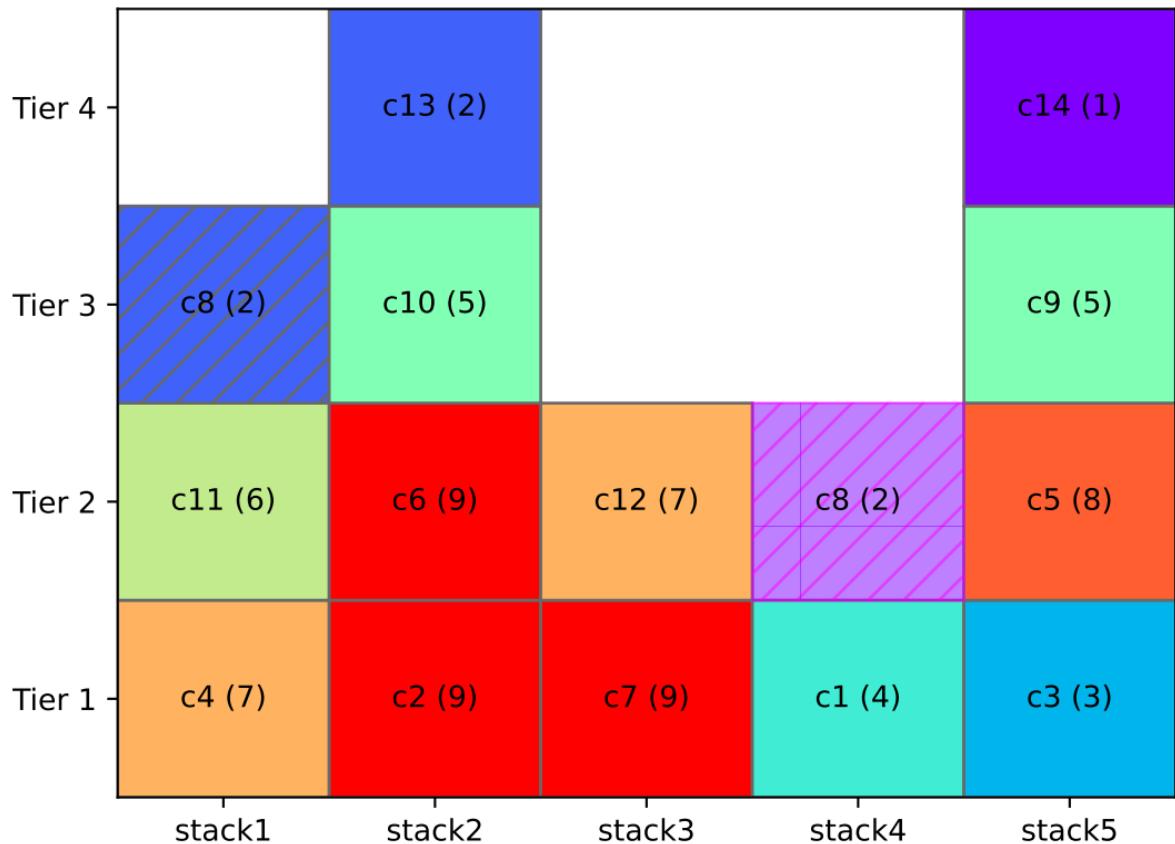
Bay: 12 , Move: stack4 to stack3



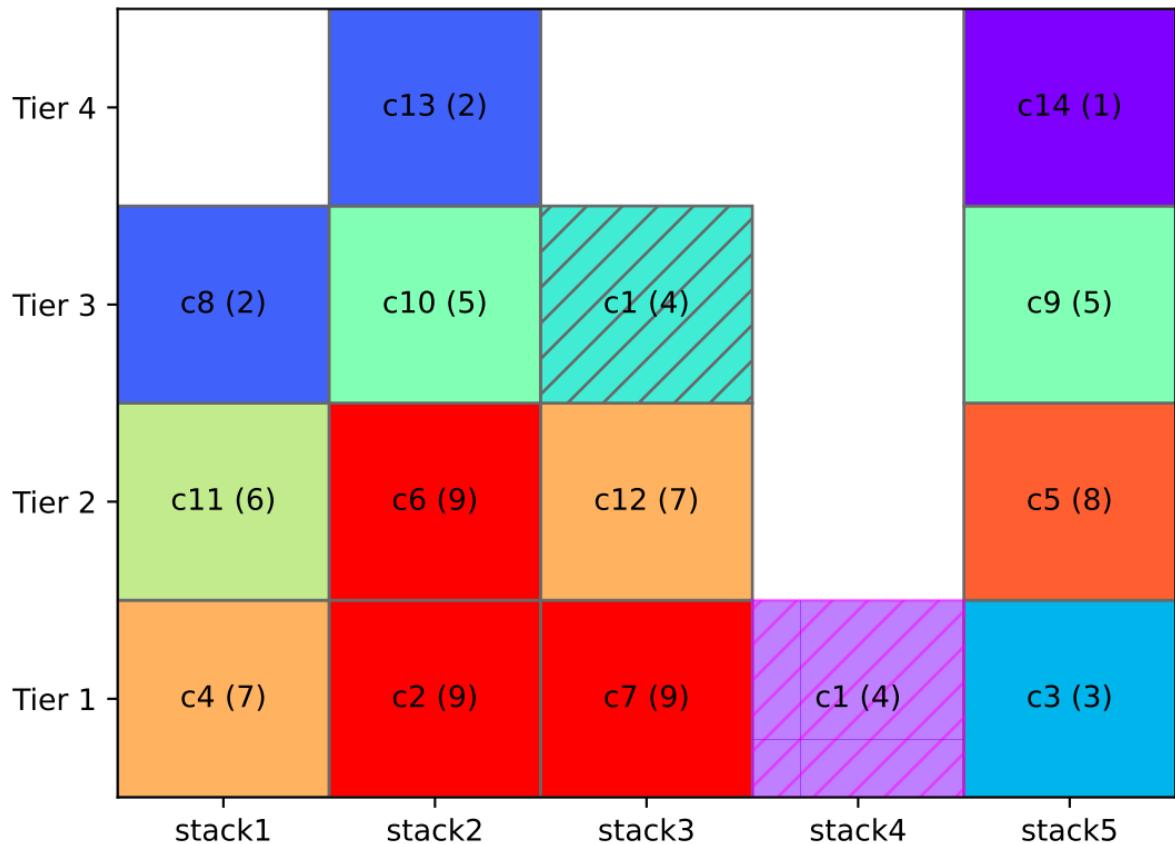
Bay: 12 , Move: stack4 to stack1



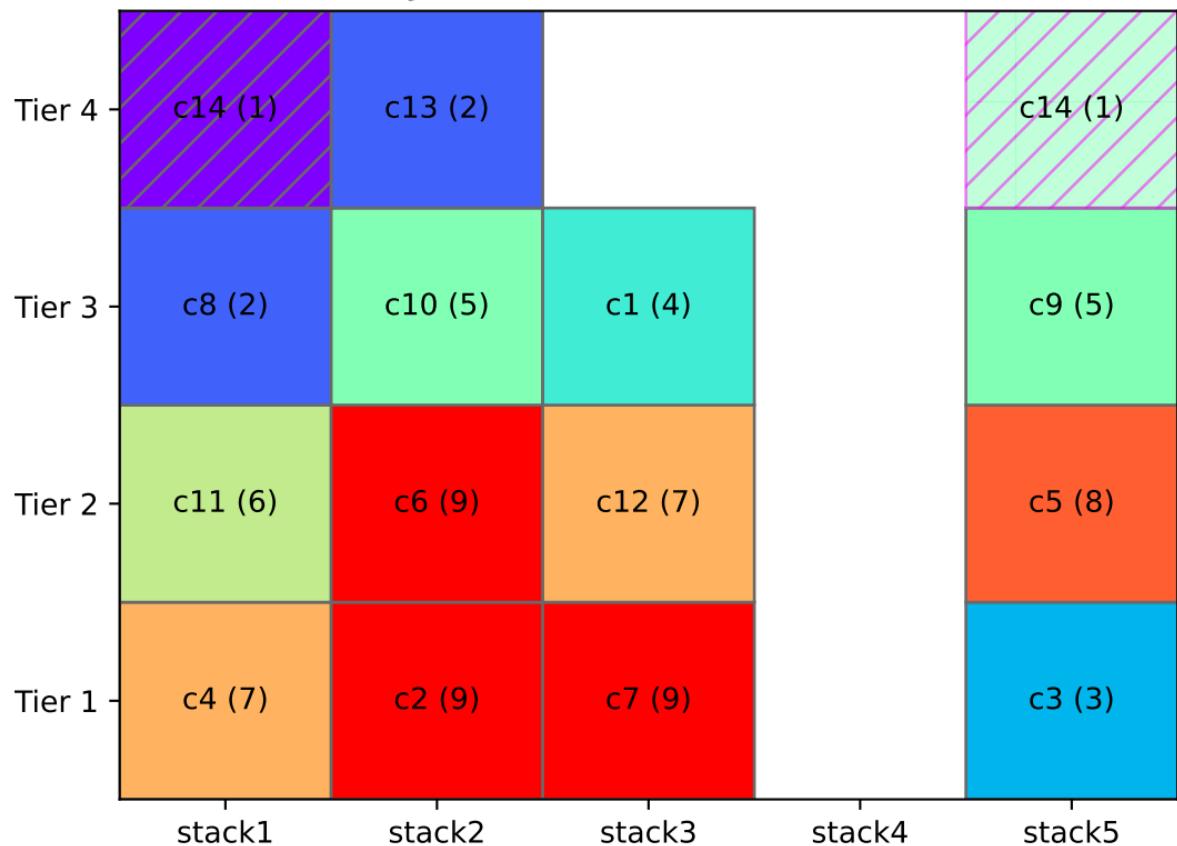
Bay: 12 , Move: stack4 to stack1



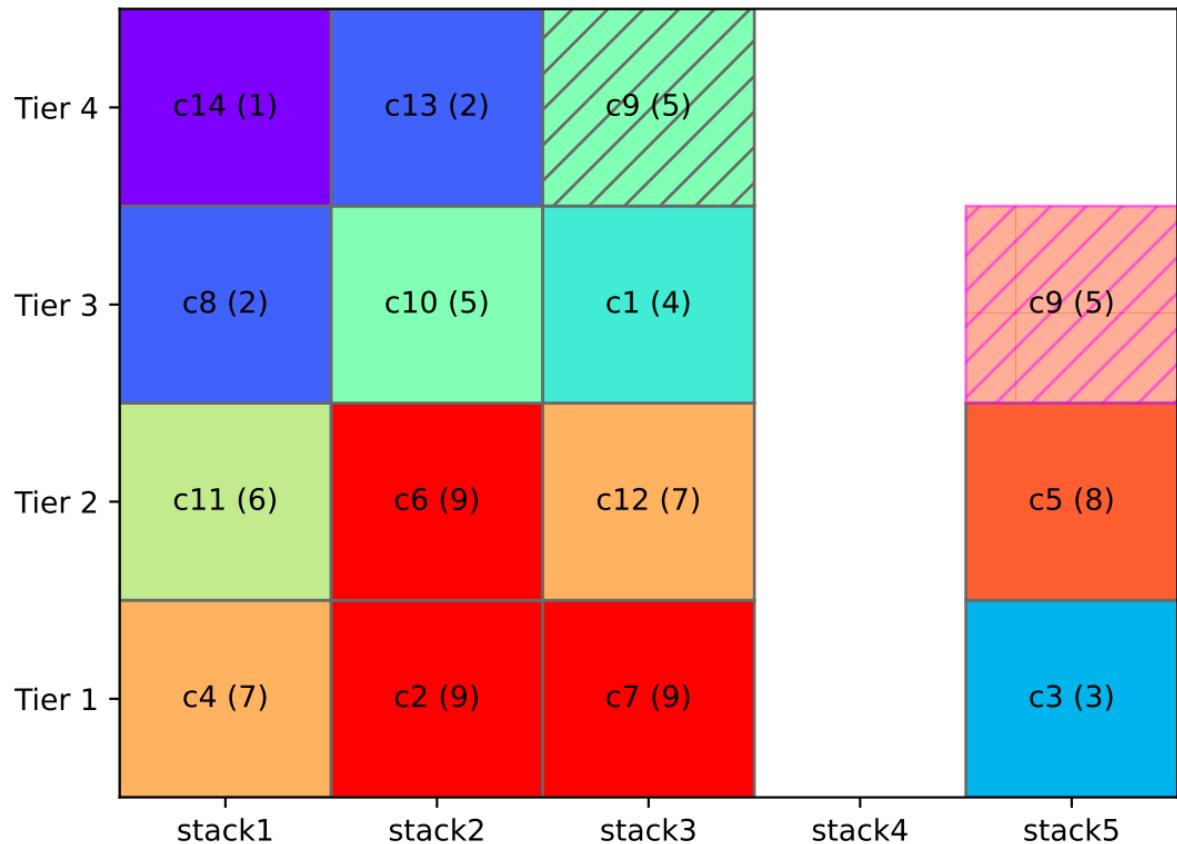
Bay: 12 , Move: stack4 to stack3



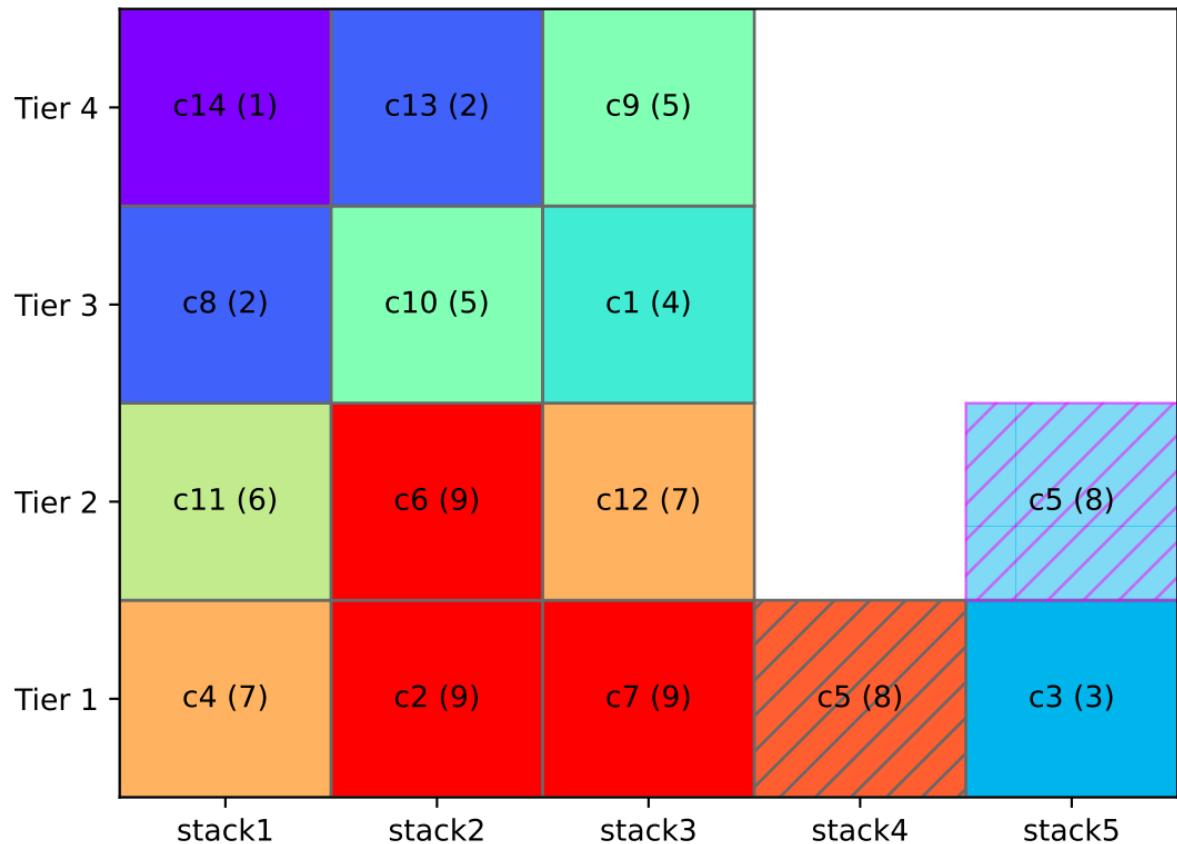
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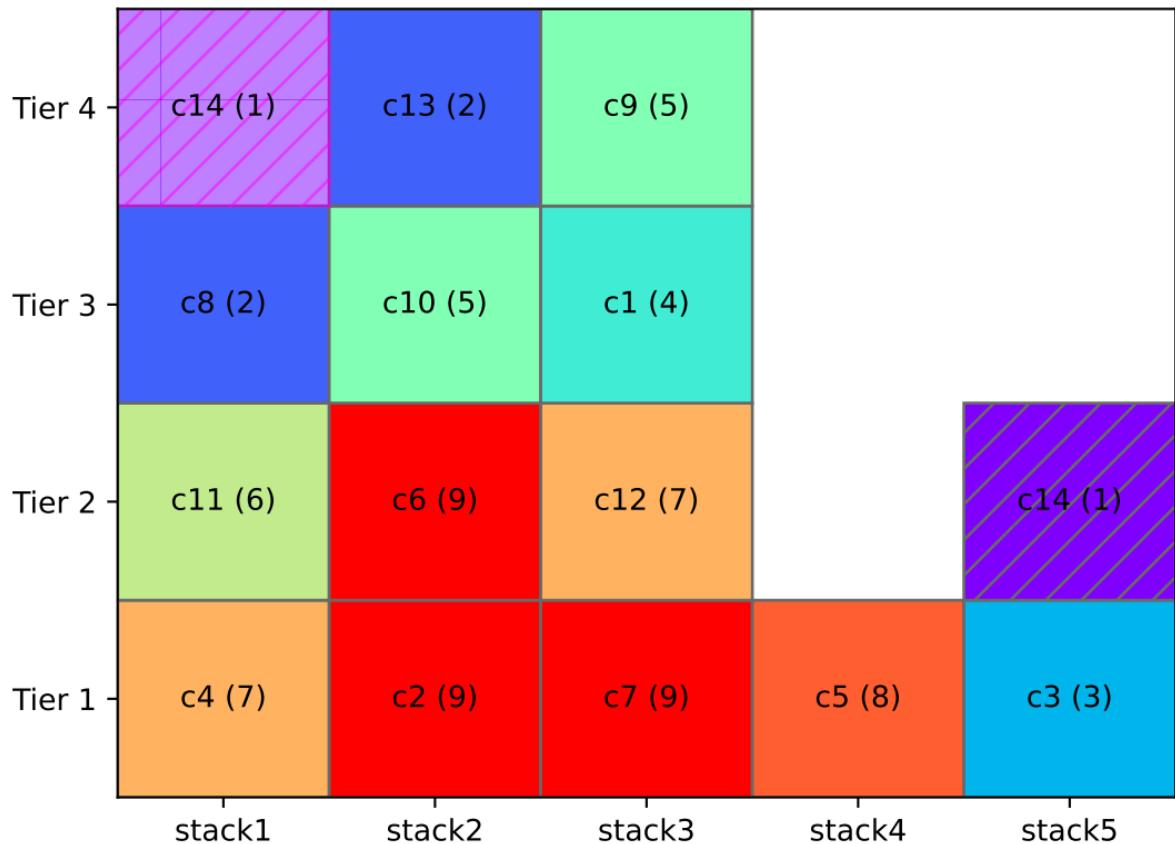
Bay: 12 , Move: stack5 to stack3



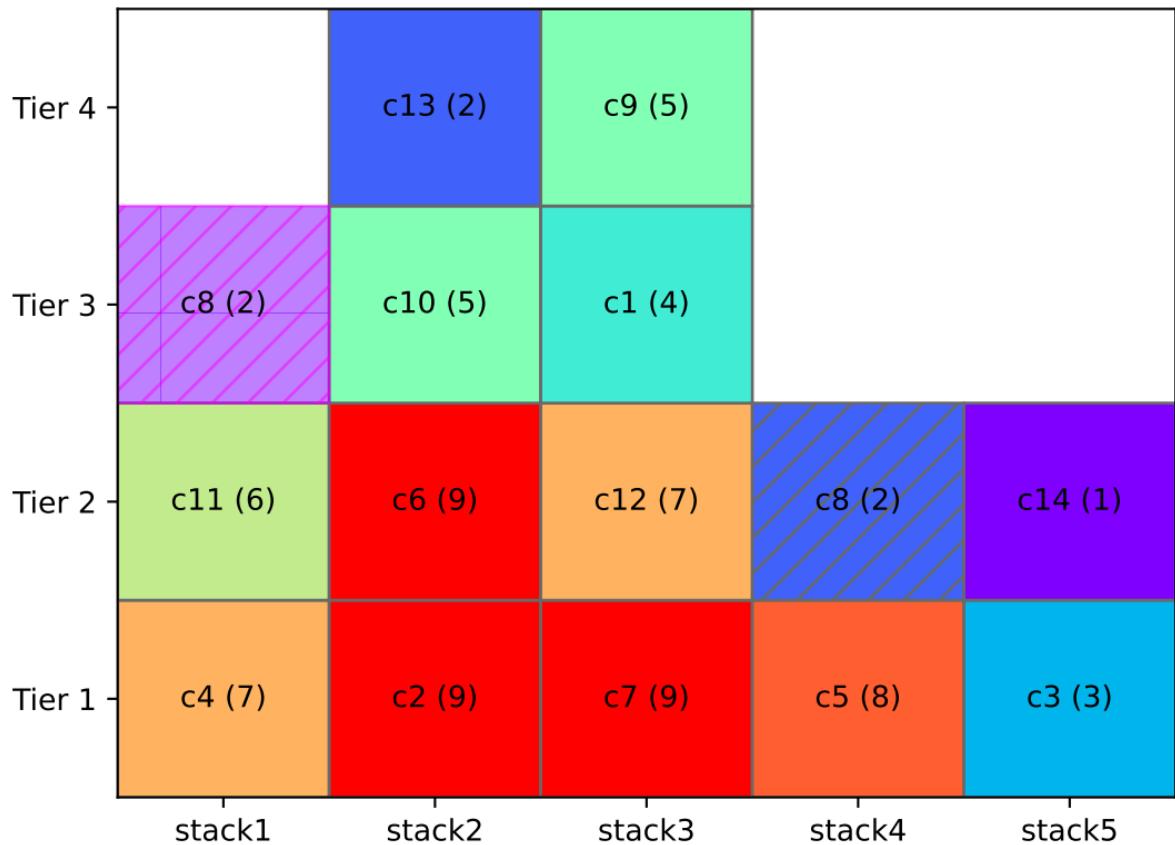
Bay: 12 , Move: stack5 to stack4



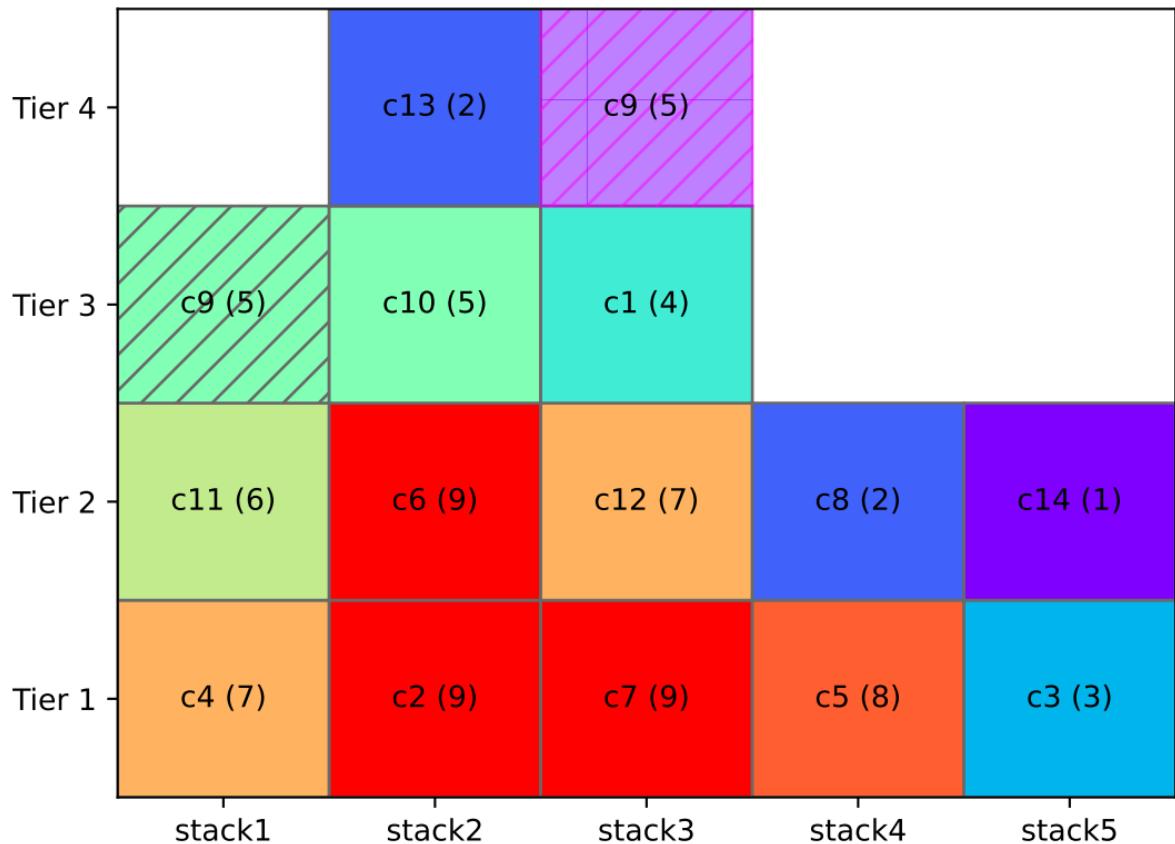
Bay: 12 , Move: stack1 to stack5



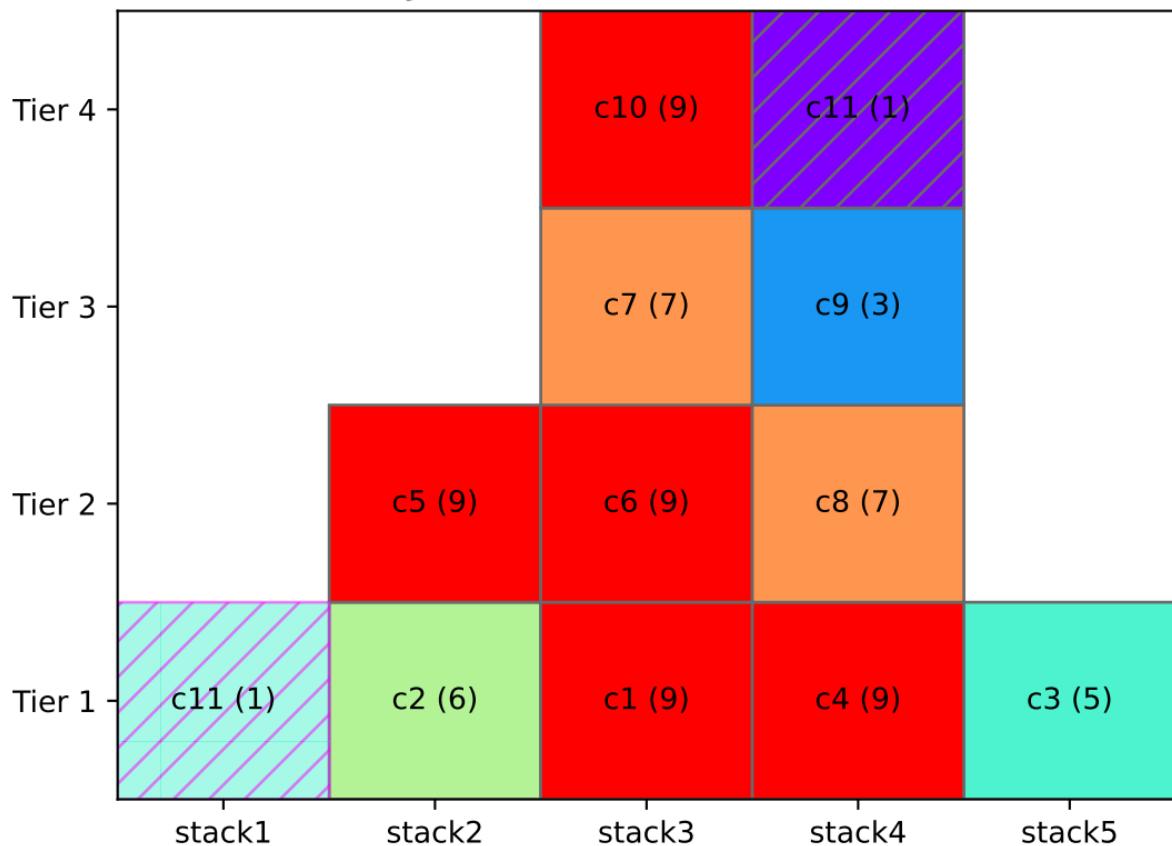
Bay: 12 , Move: stack1 to stack4



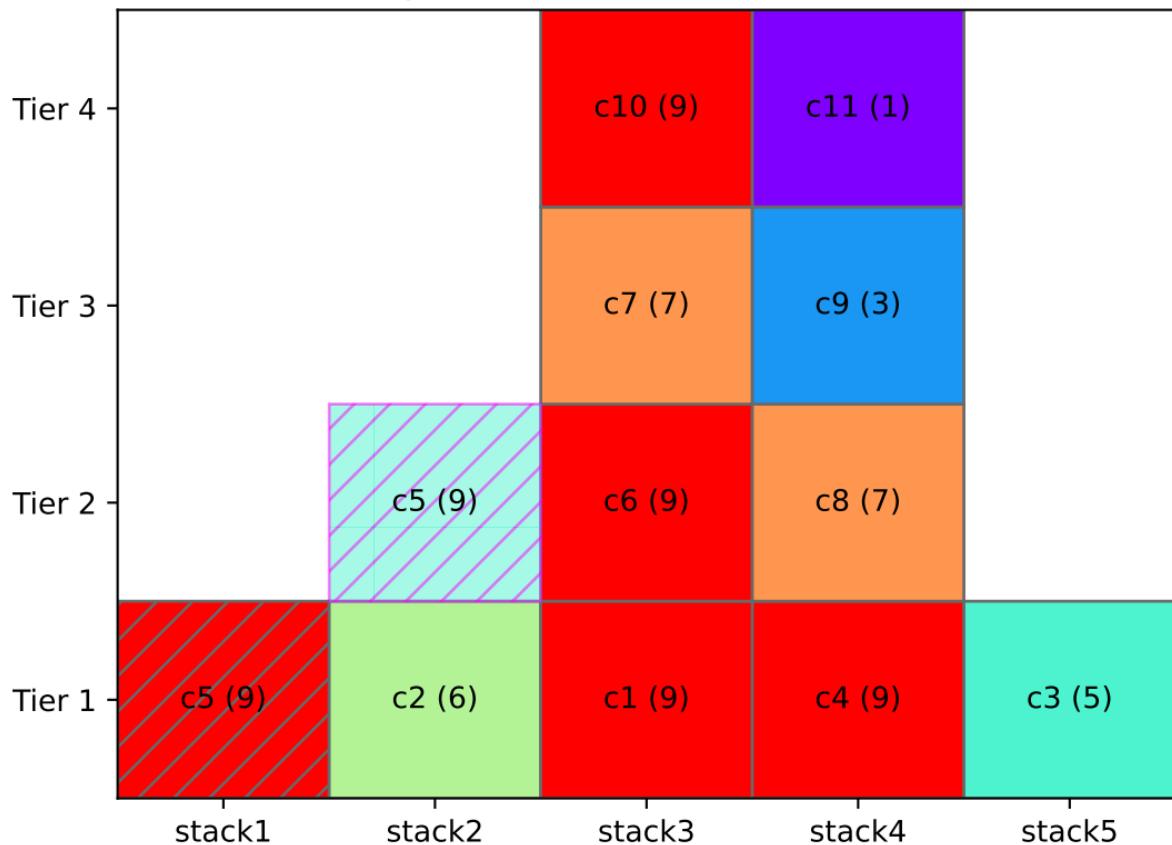
Bay: 12 , Move: stack3 to stack1



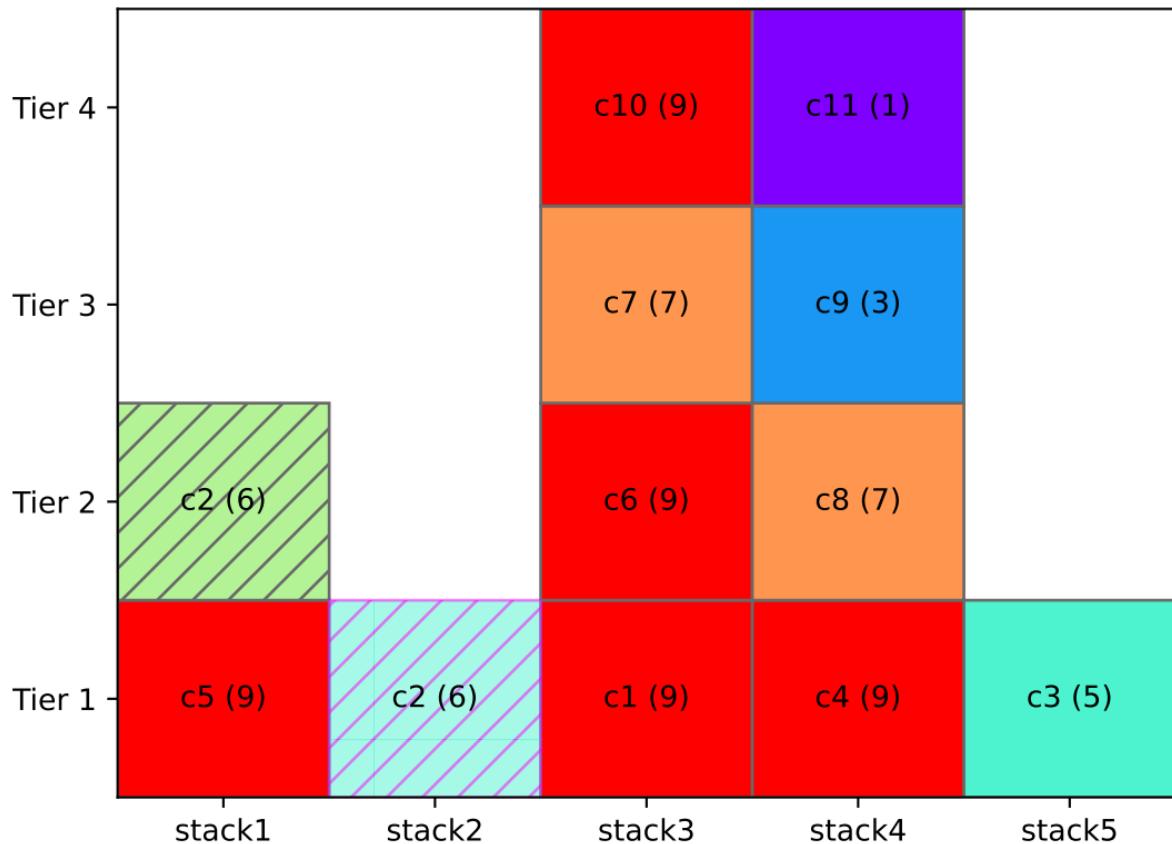
Bay: 13 , Move: stack1 to stack4



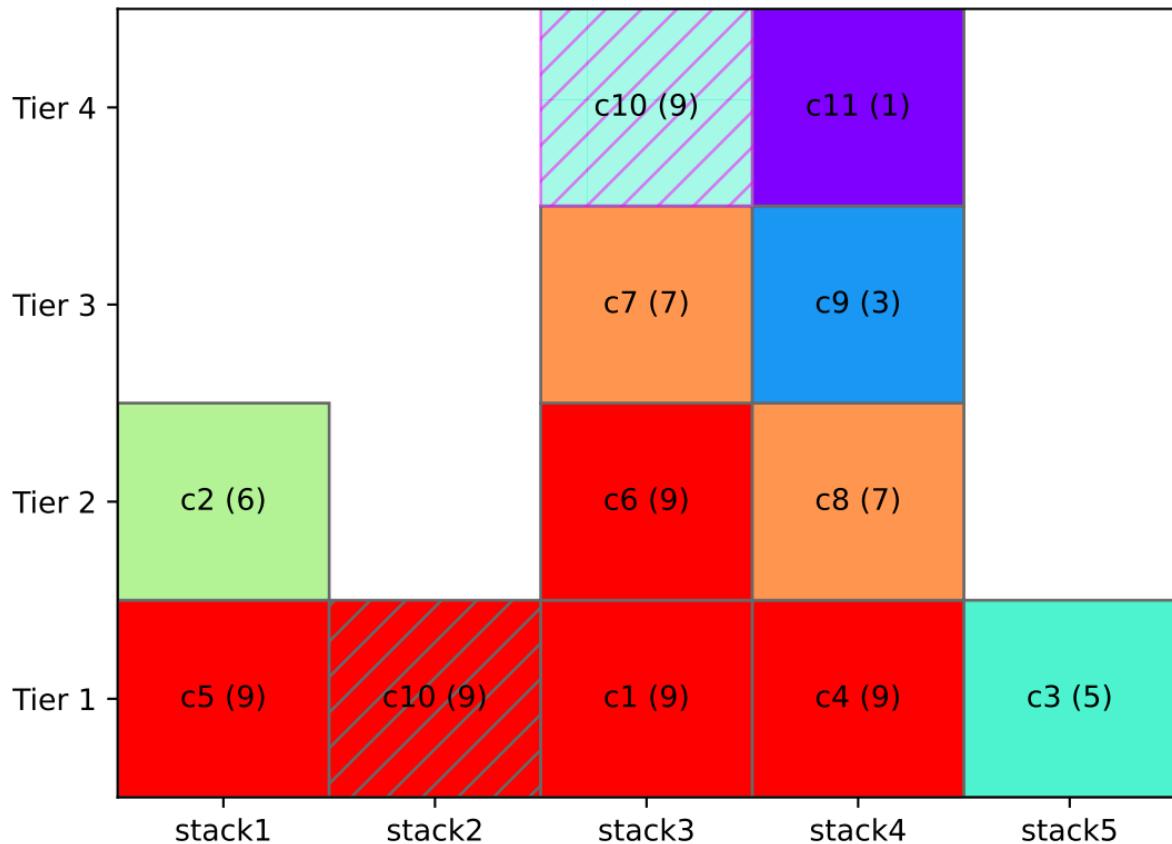
Bay: 13 , Move: stack2 to stack1



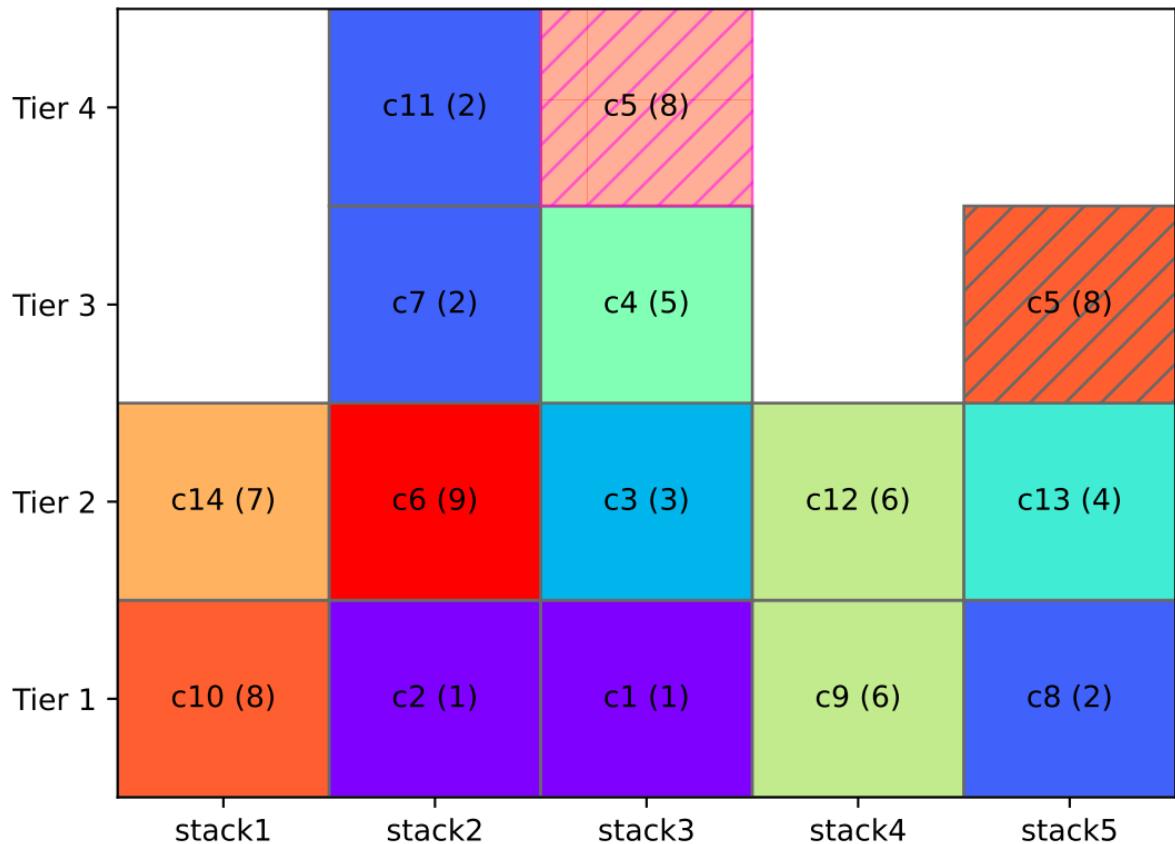
Bay: 13 , Move: stack2 to stack1



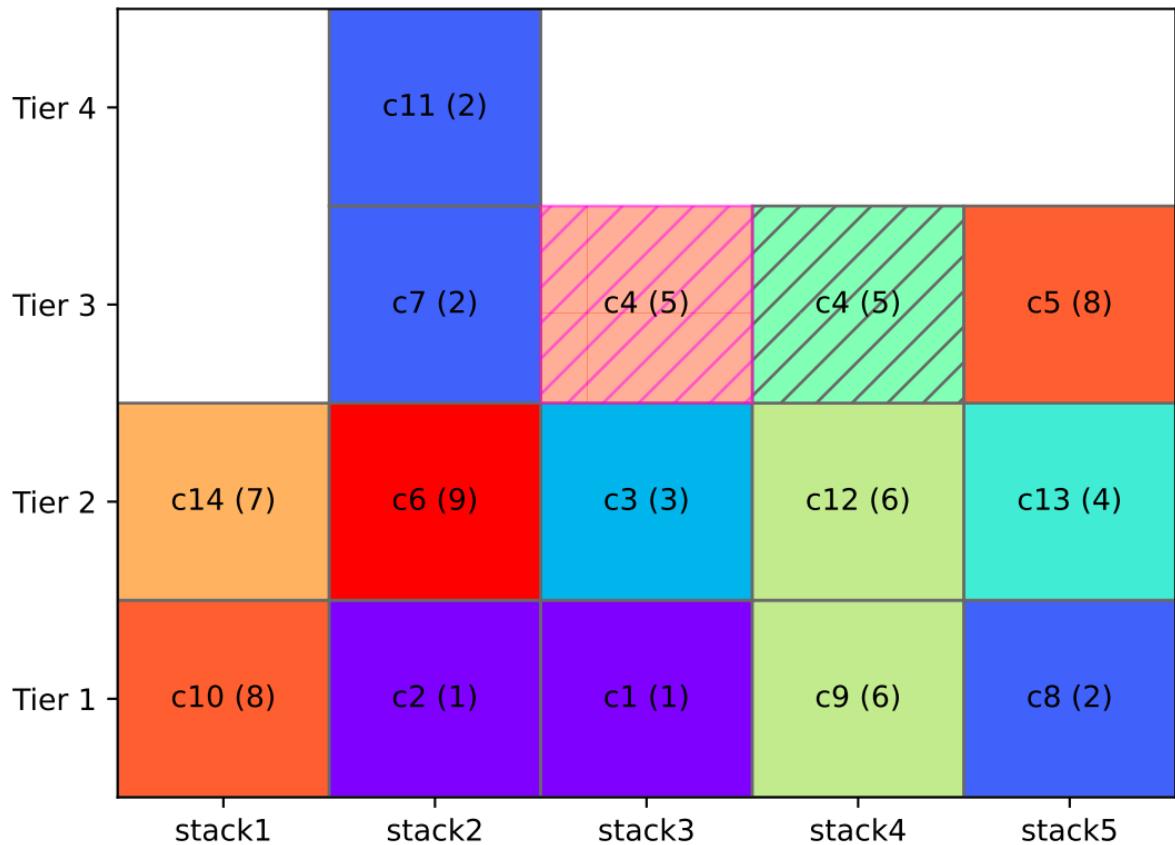
Bay: 13 , Move: stack3 to stack2



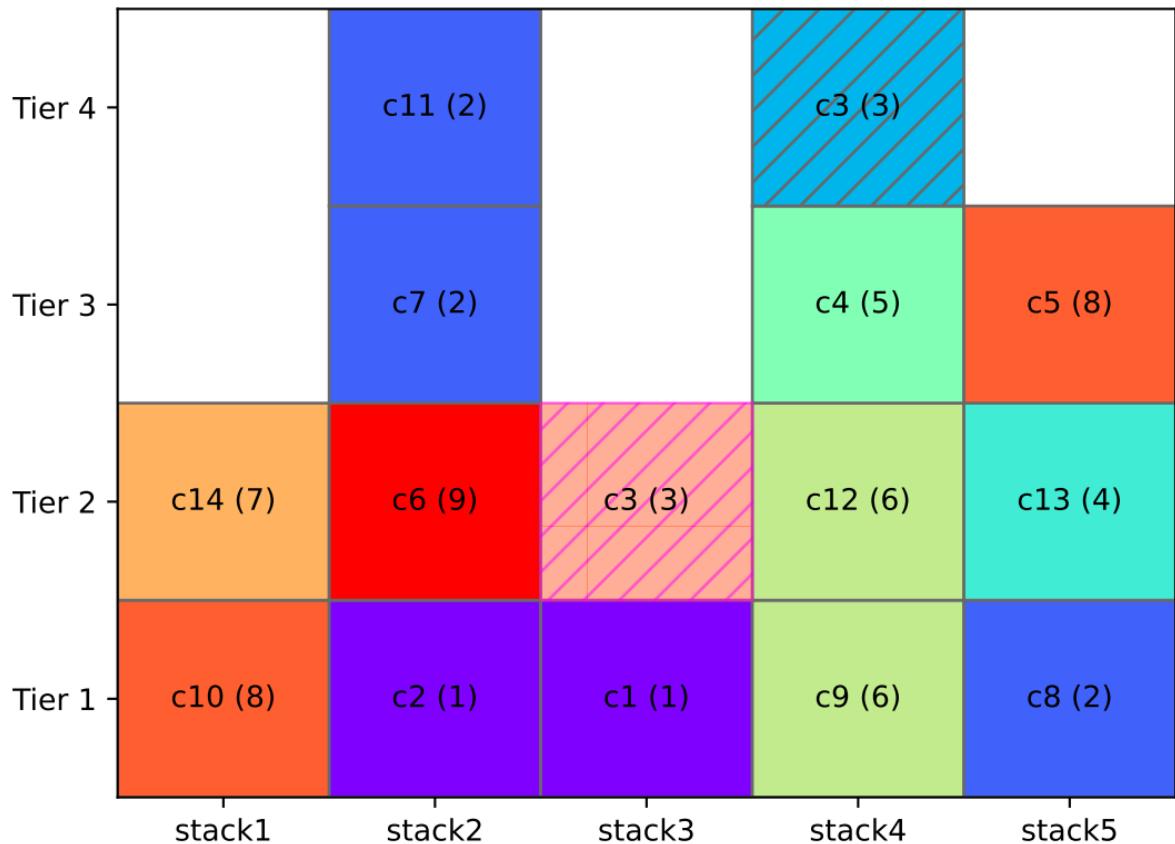
Bay: 14 , Move: stack3 to stack5



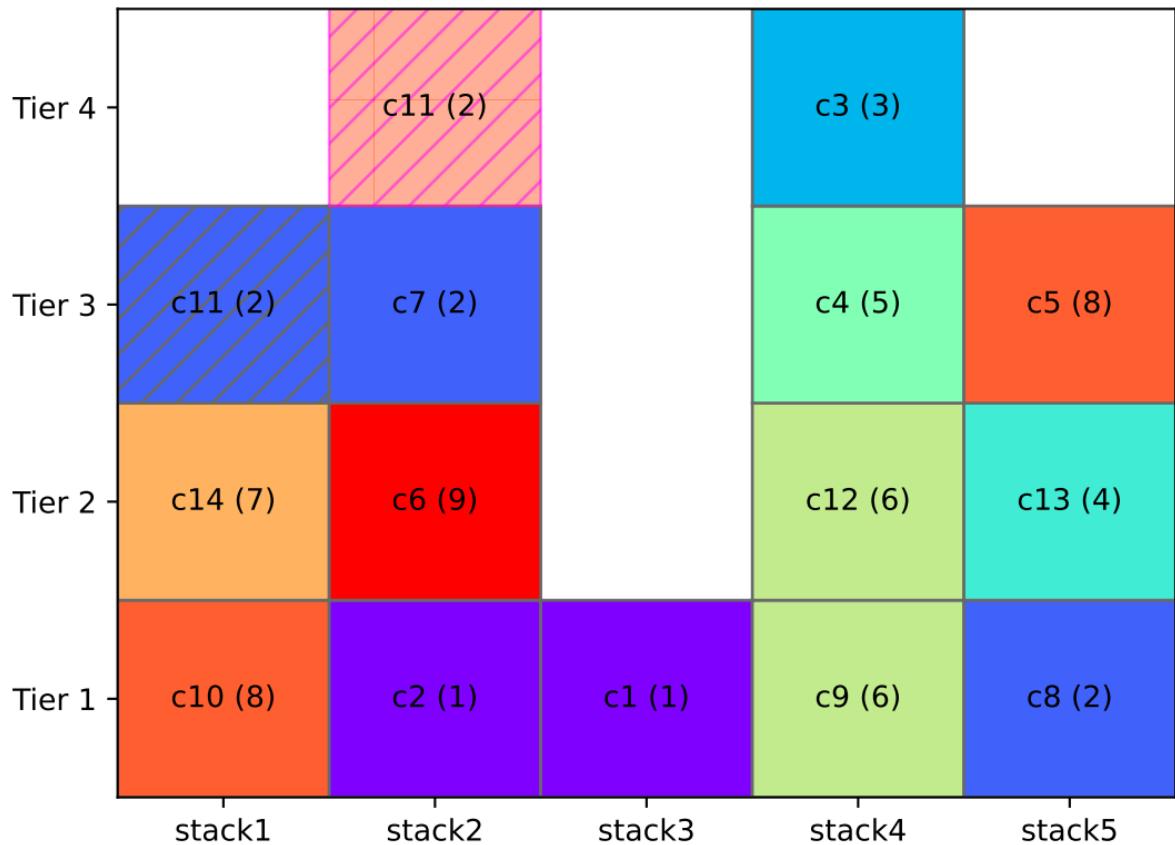
Bay: 14 , Move: stack3 to stack4



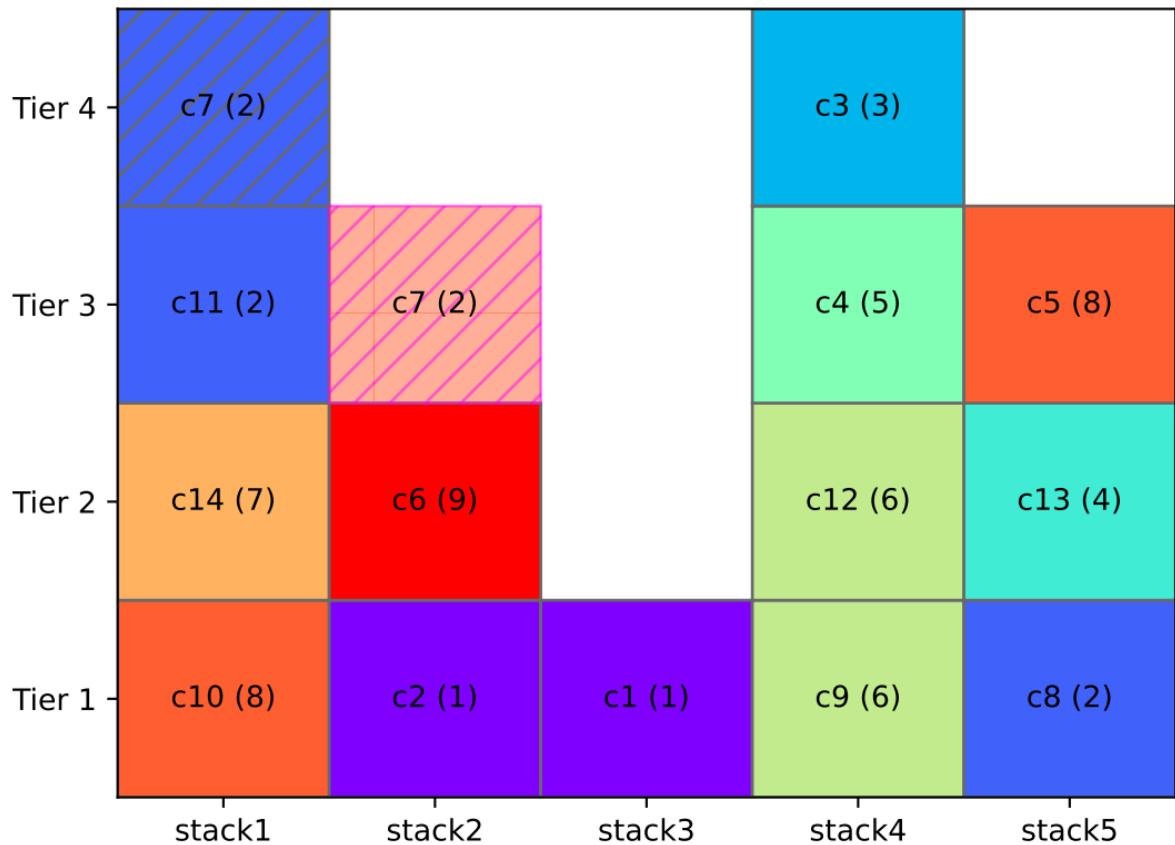
Bay: 14 , Move: stack3 to stack4



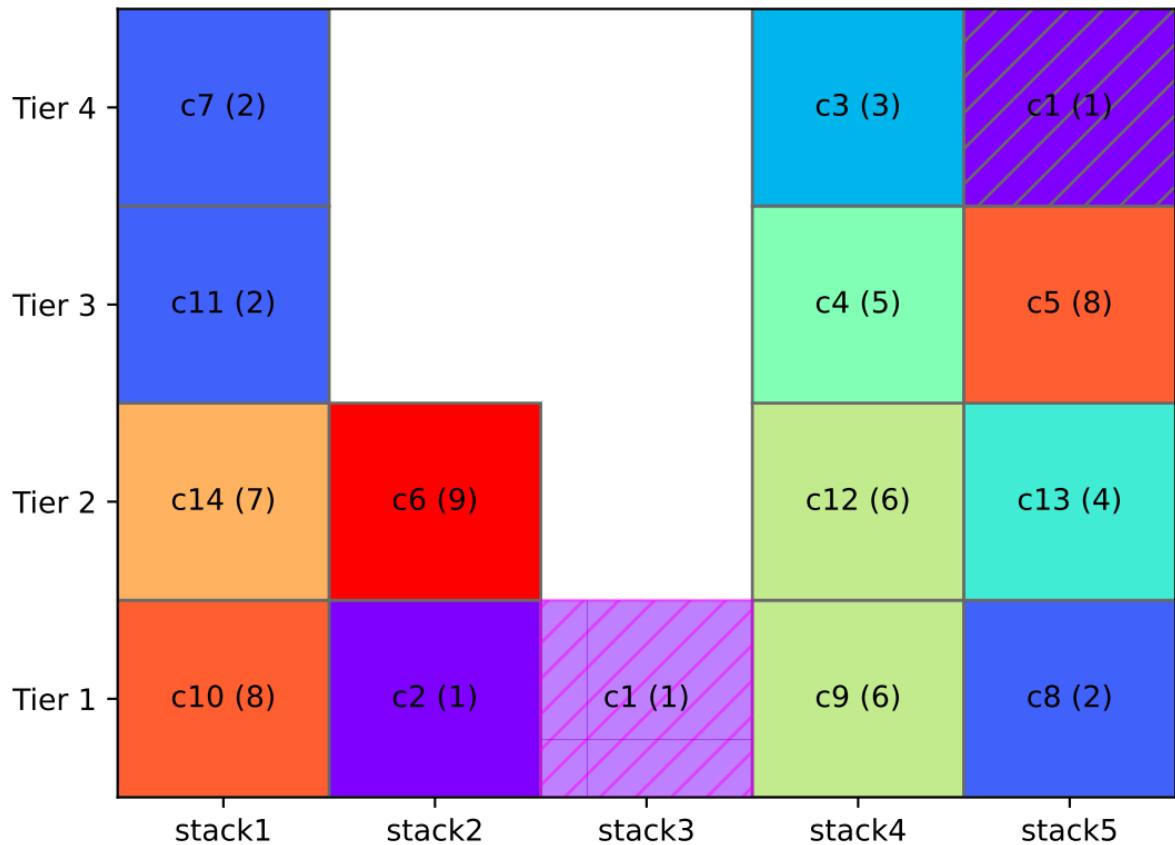
Bay: 14 , Move: stack2 to stack1



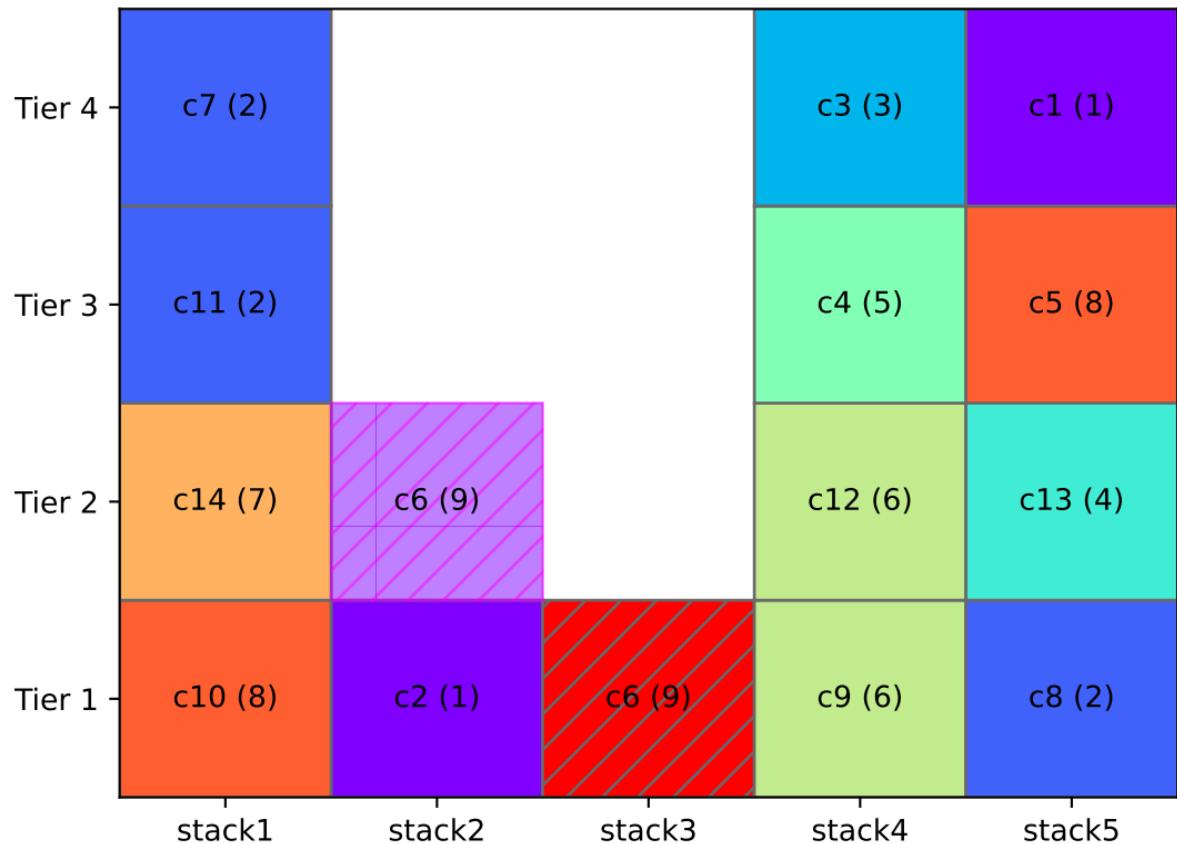
Bay: 14 , Move: stack2 to stack1



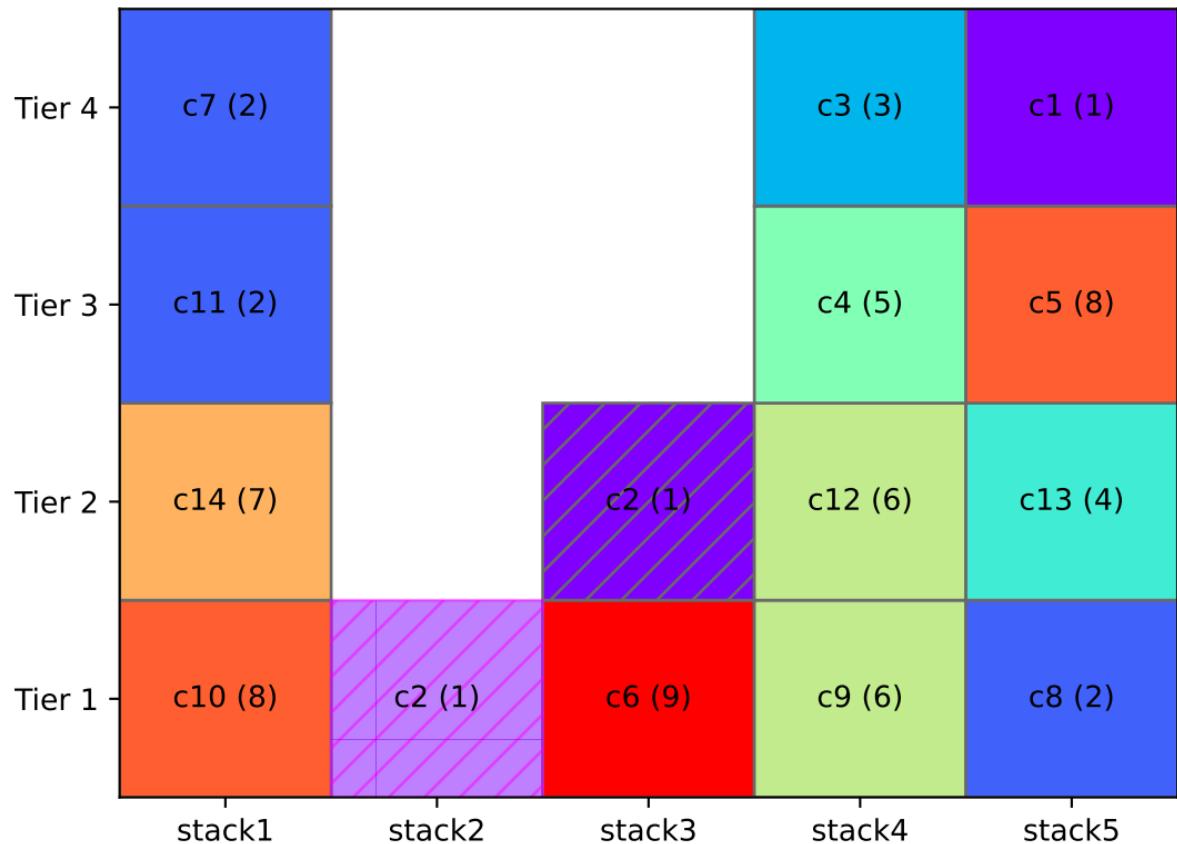
Bay: 14 , Move: stack3 to stack5



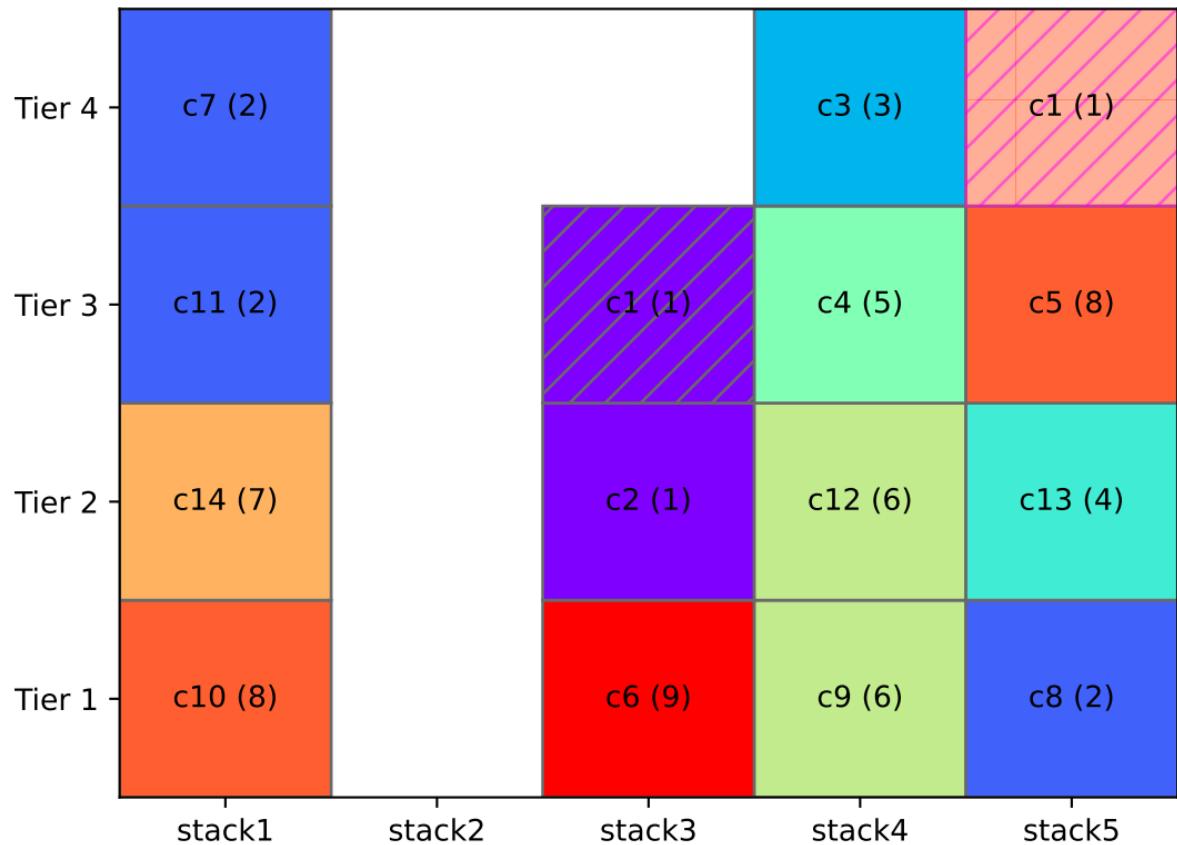
Bay: 14 , Move: stack2 to stack3



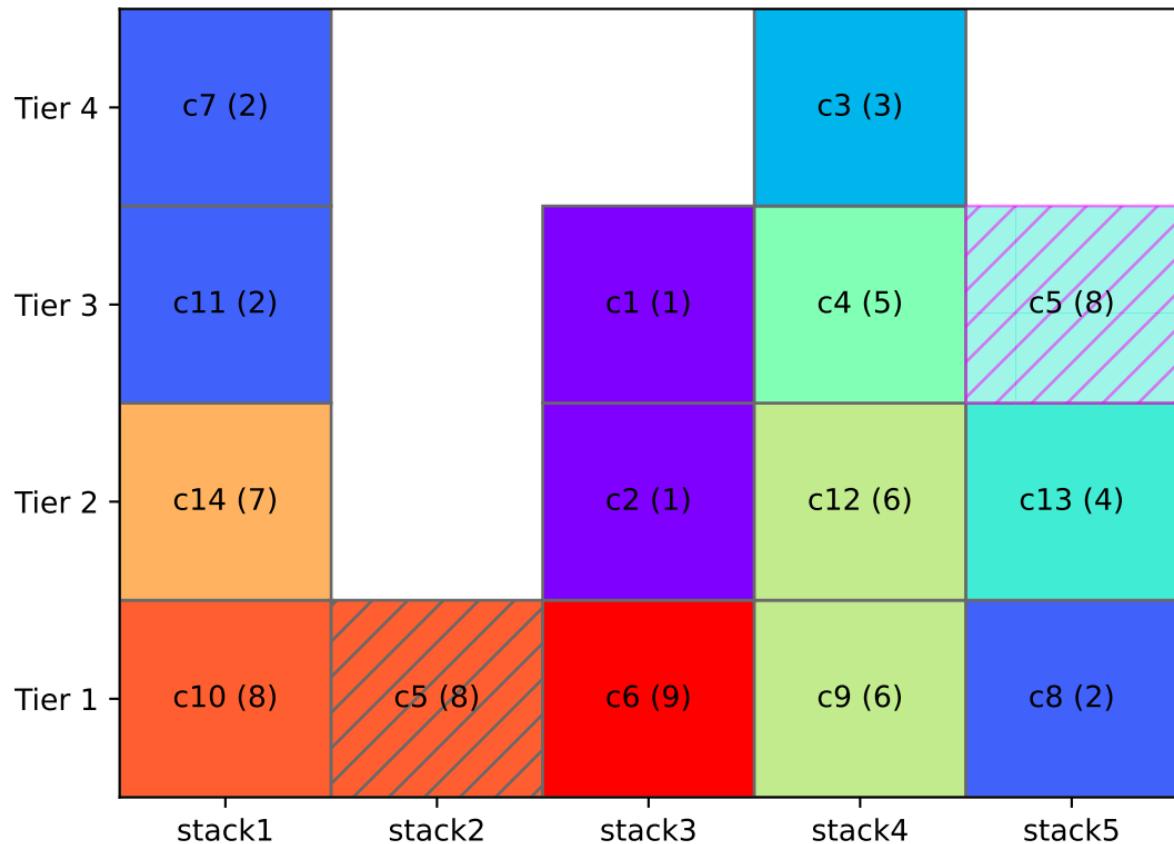
Bay: 14 , Move: stack2 to stack3



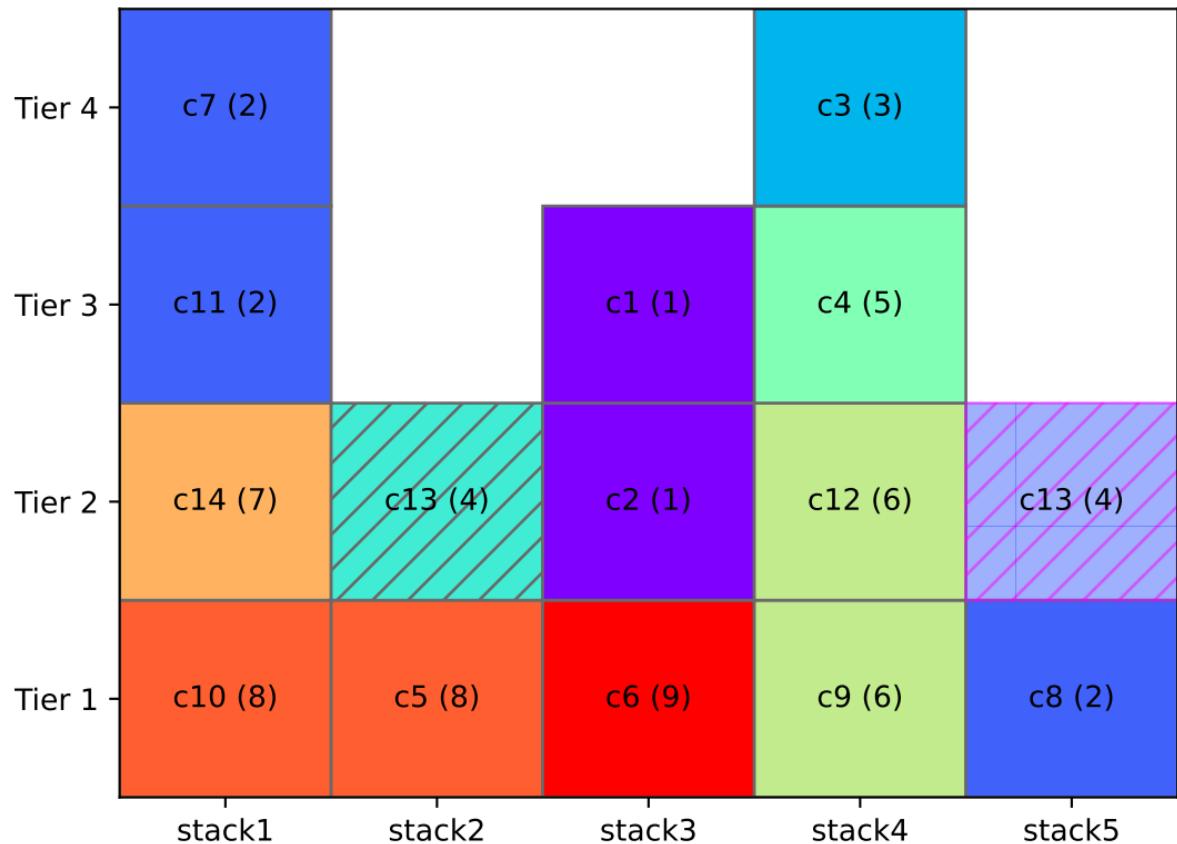
Bay: 14 , Move: stack5 to stack3



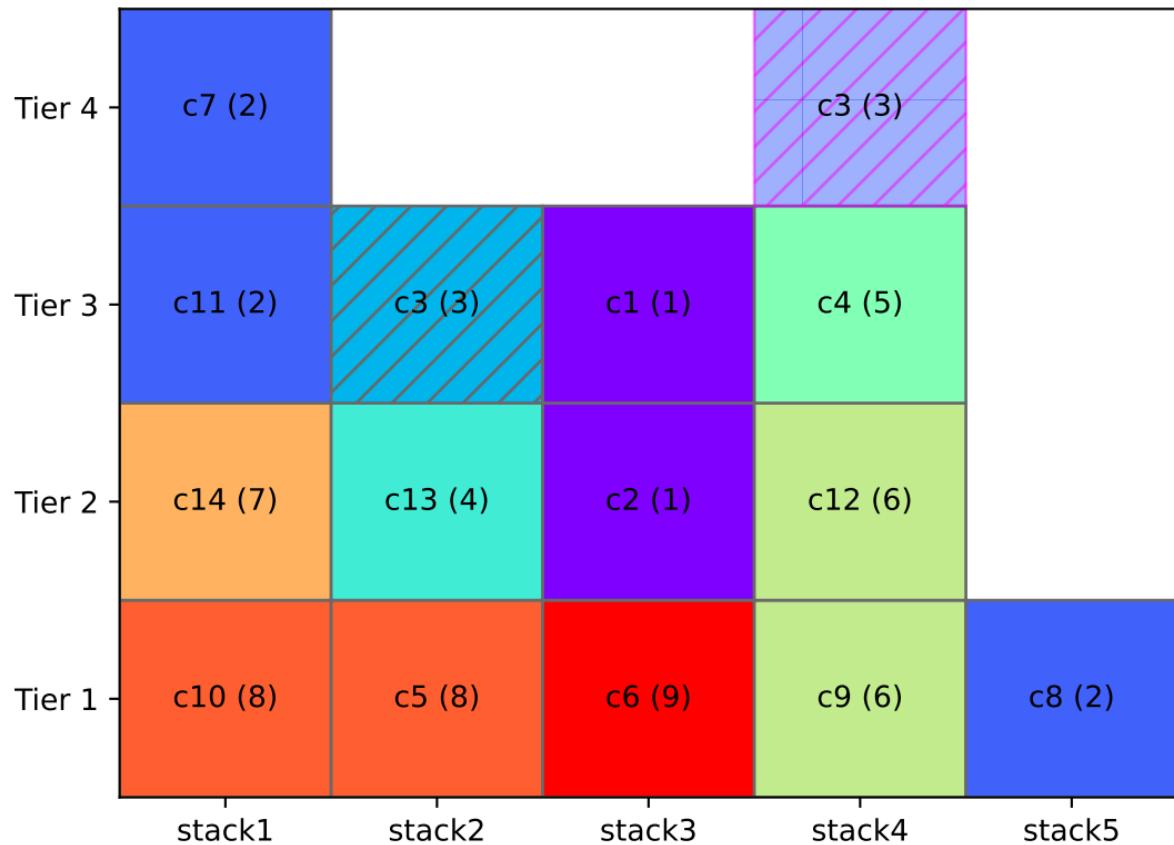
Bay: 14 , Move: stack5 to stack2



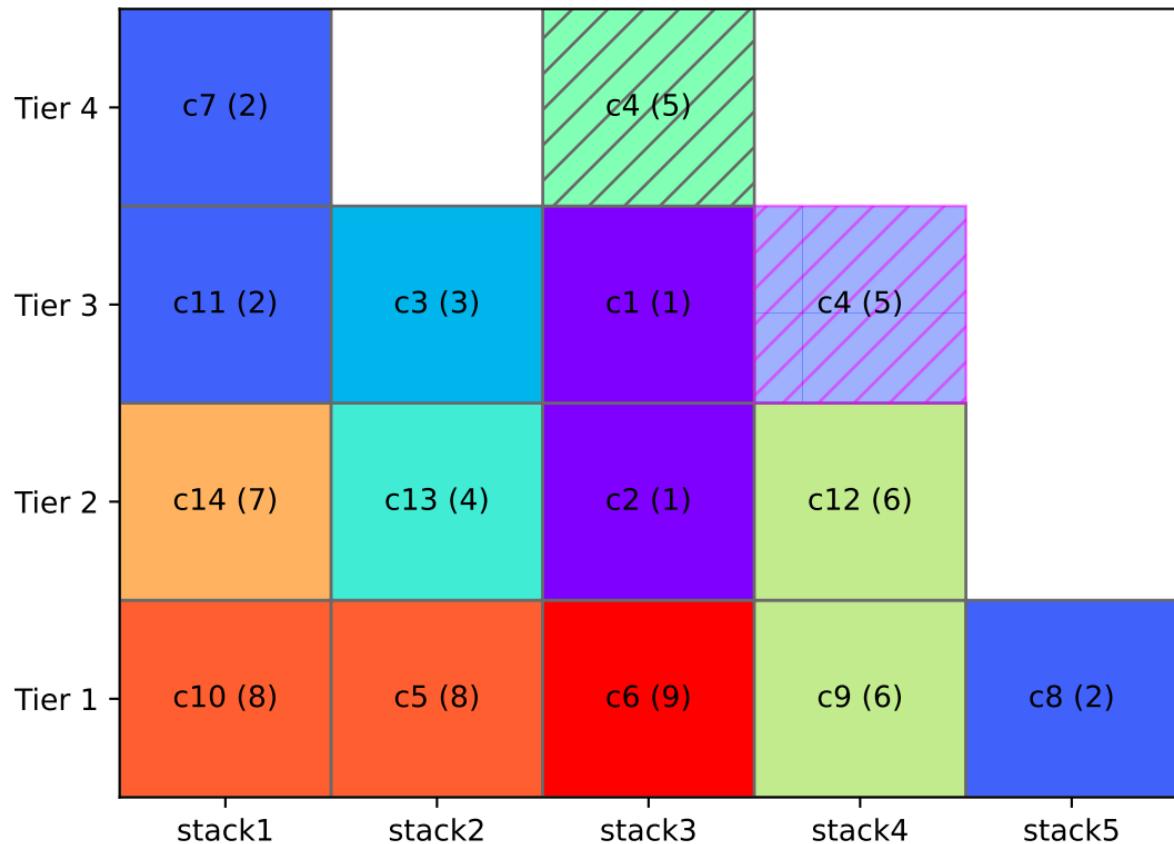
Bay: 14 , Move: stack5 to stack2



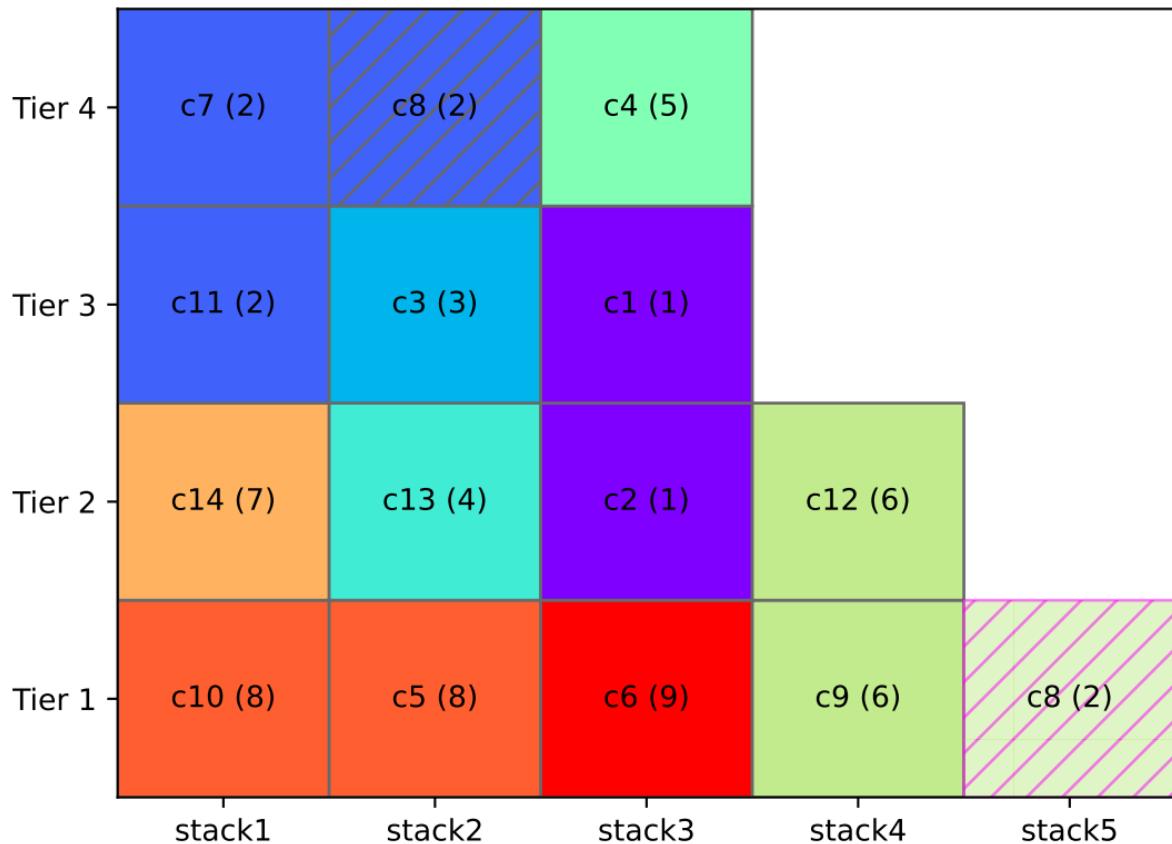
Bay: 14 , Move: stack4 to stack2



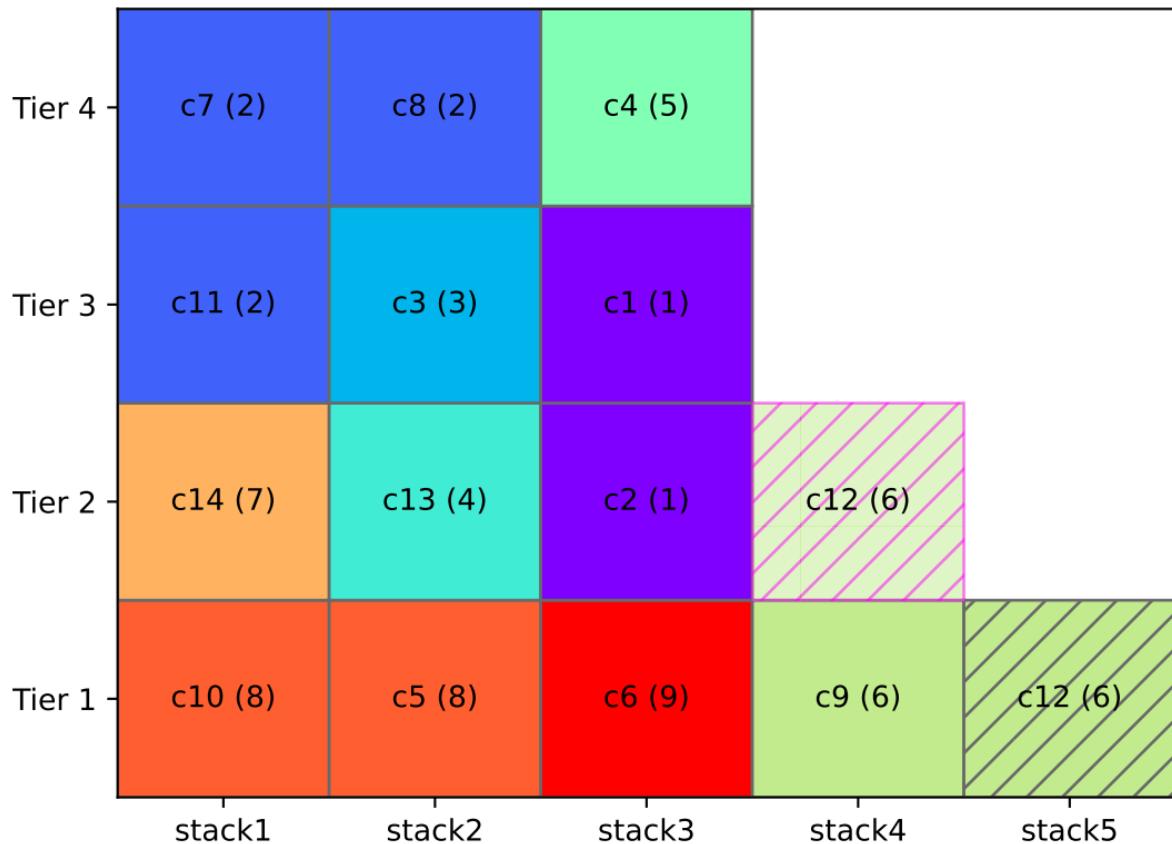
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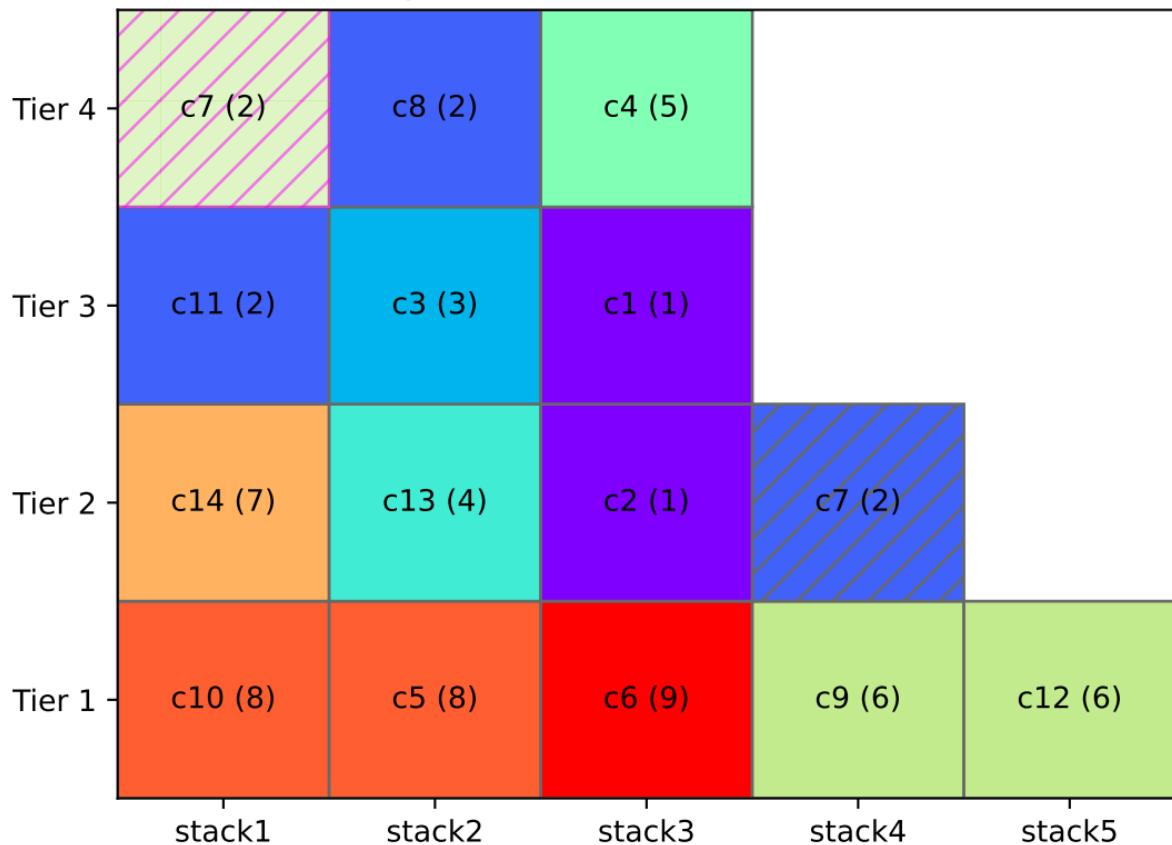
Bay: 14 , Move: stack5 to stack2



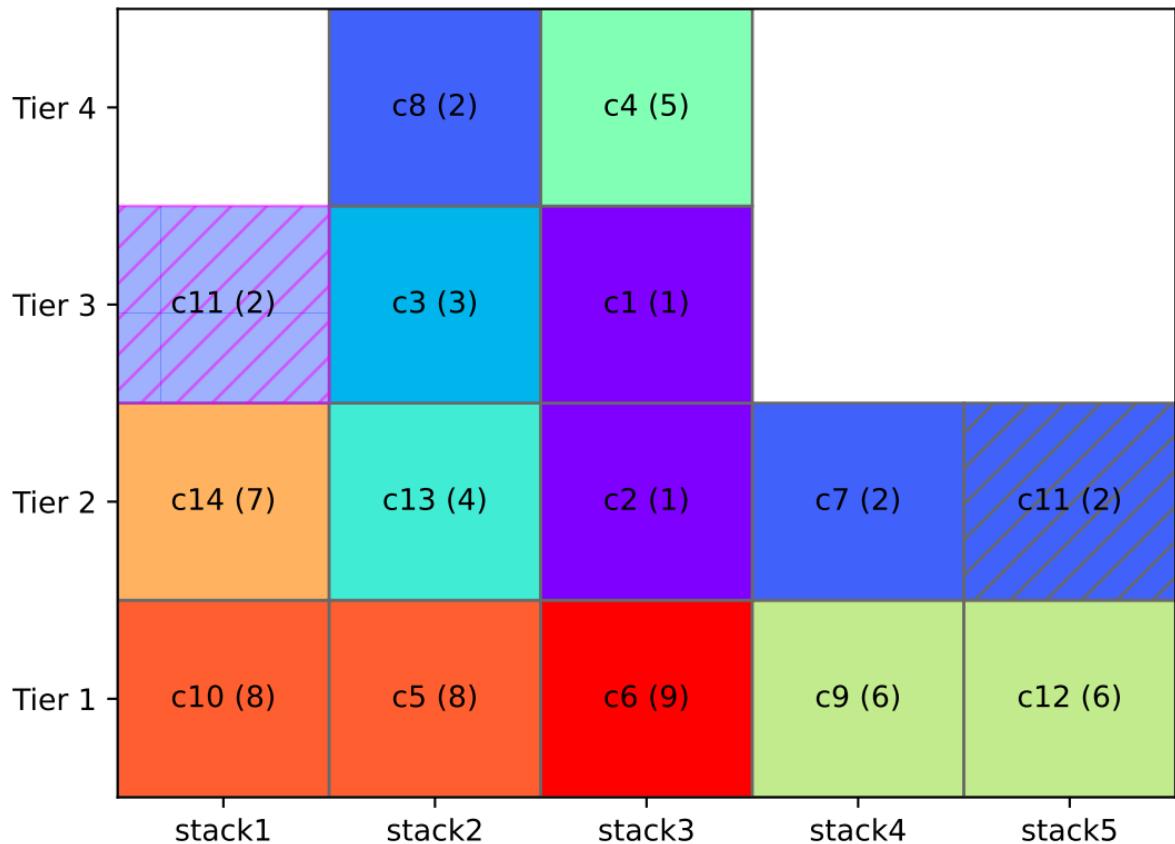
Bay: 14 , Move: stack4 to stack5



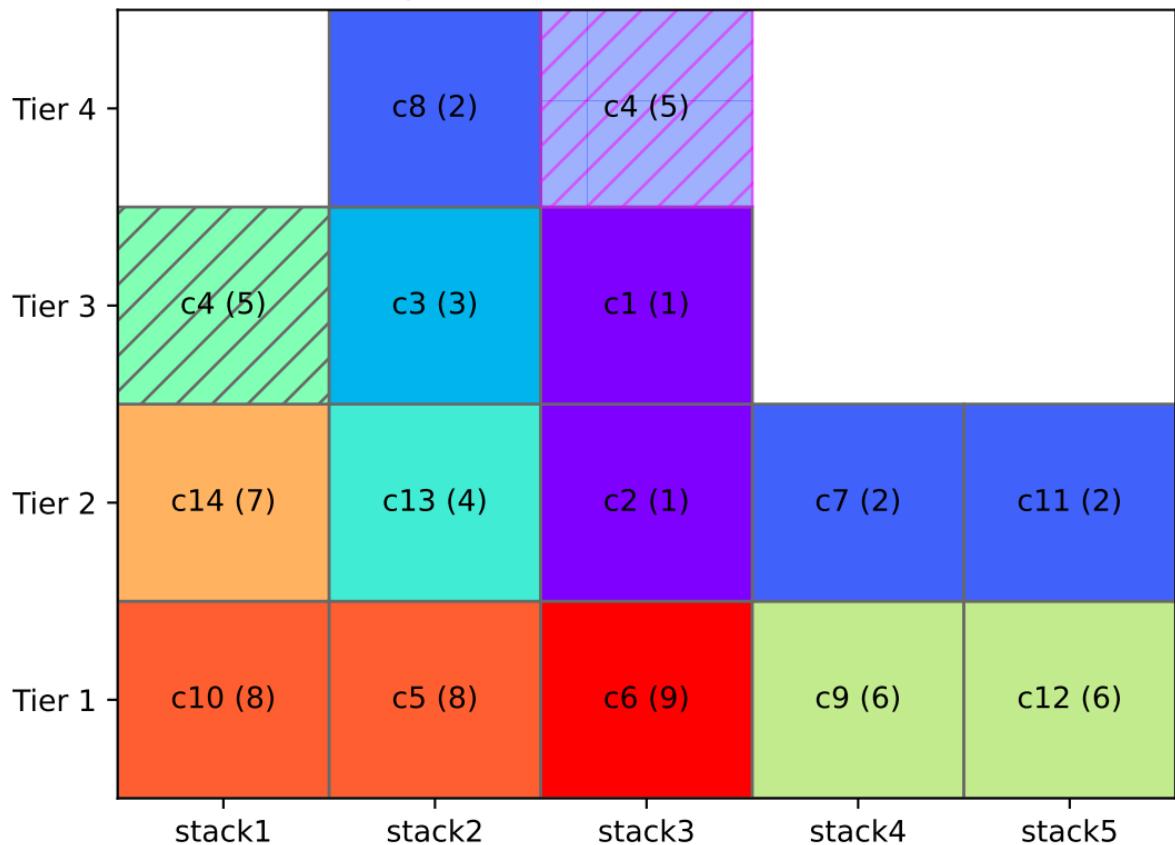
Bay: 14 , Move: stack1 to stack4



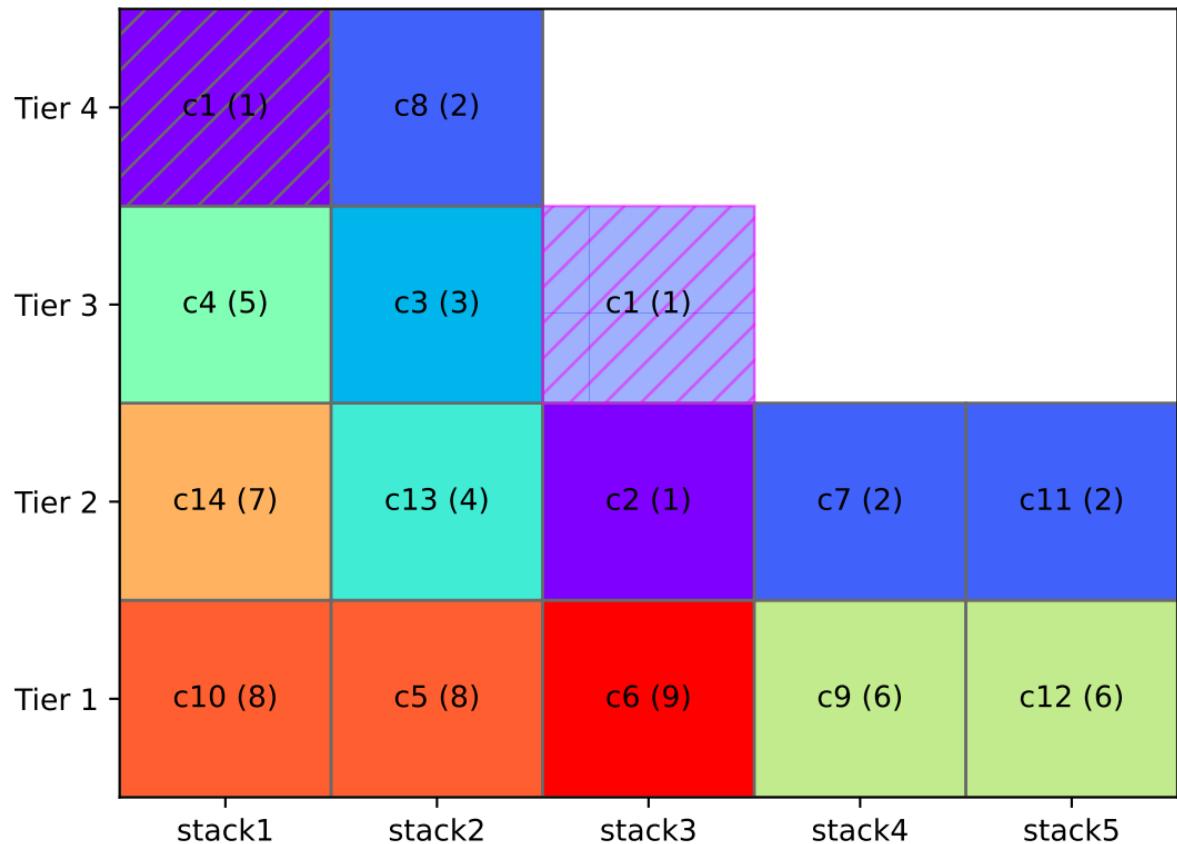
Bay: 14 , Move: stack1 to stack5



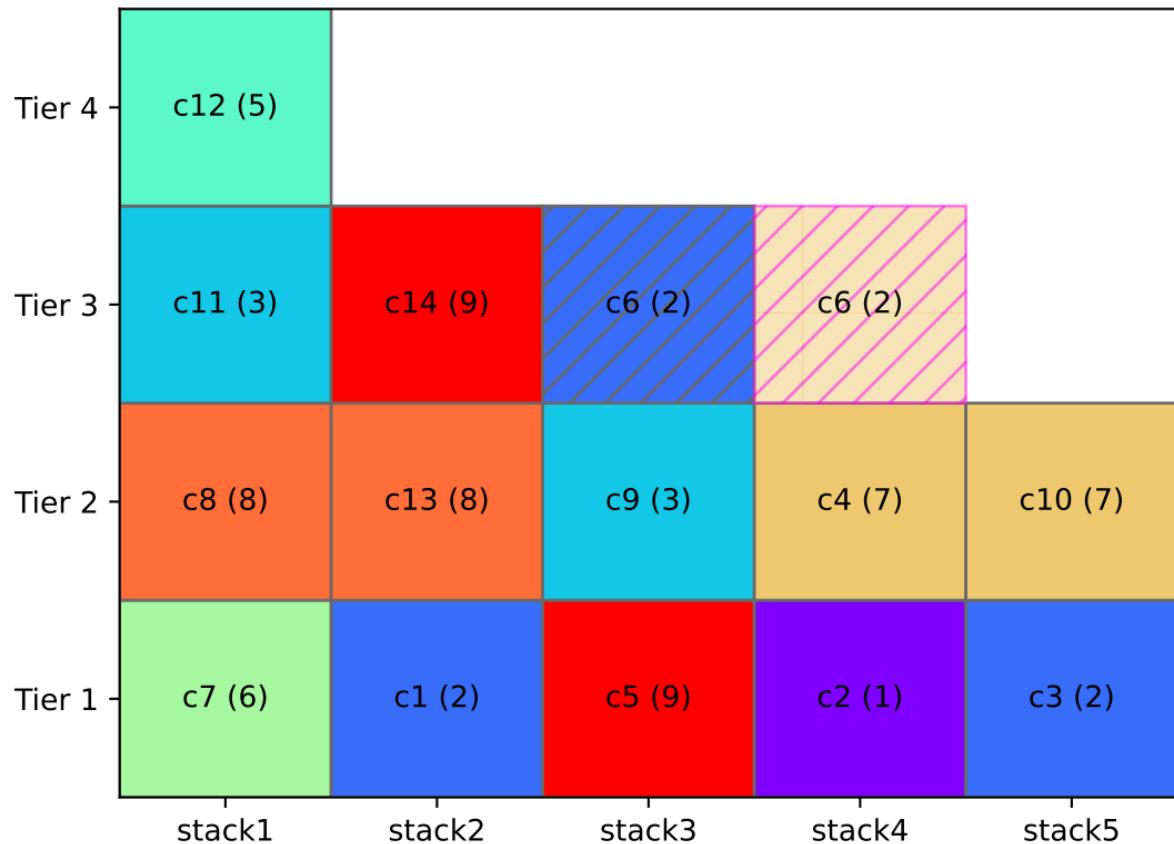
Bay: 14 , Move: stack3 to stack1



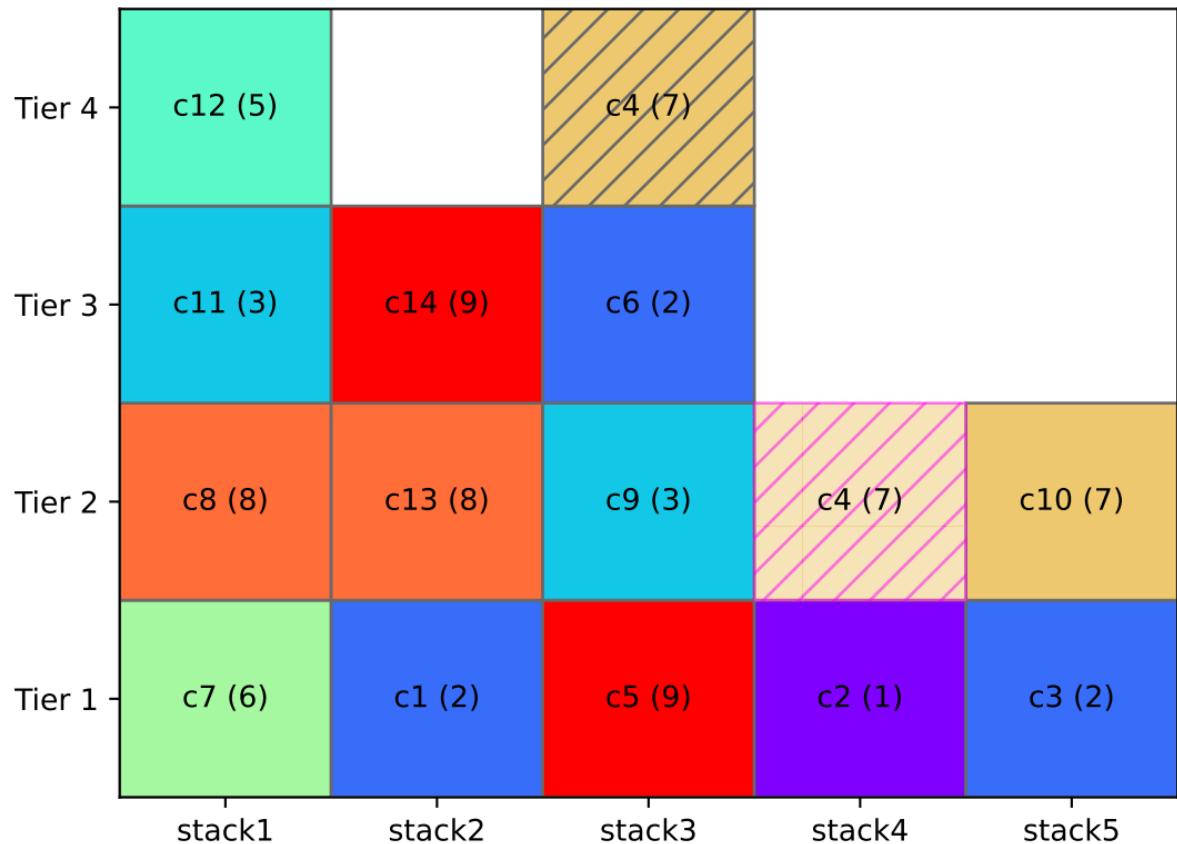
Bay: 14 , Move: stack3 to stack1



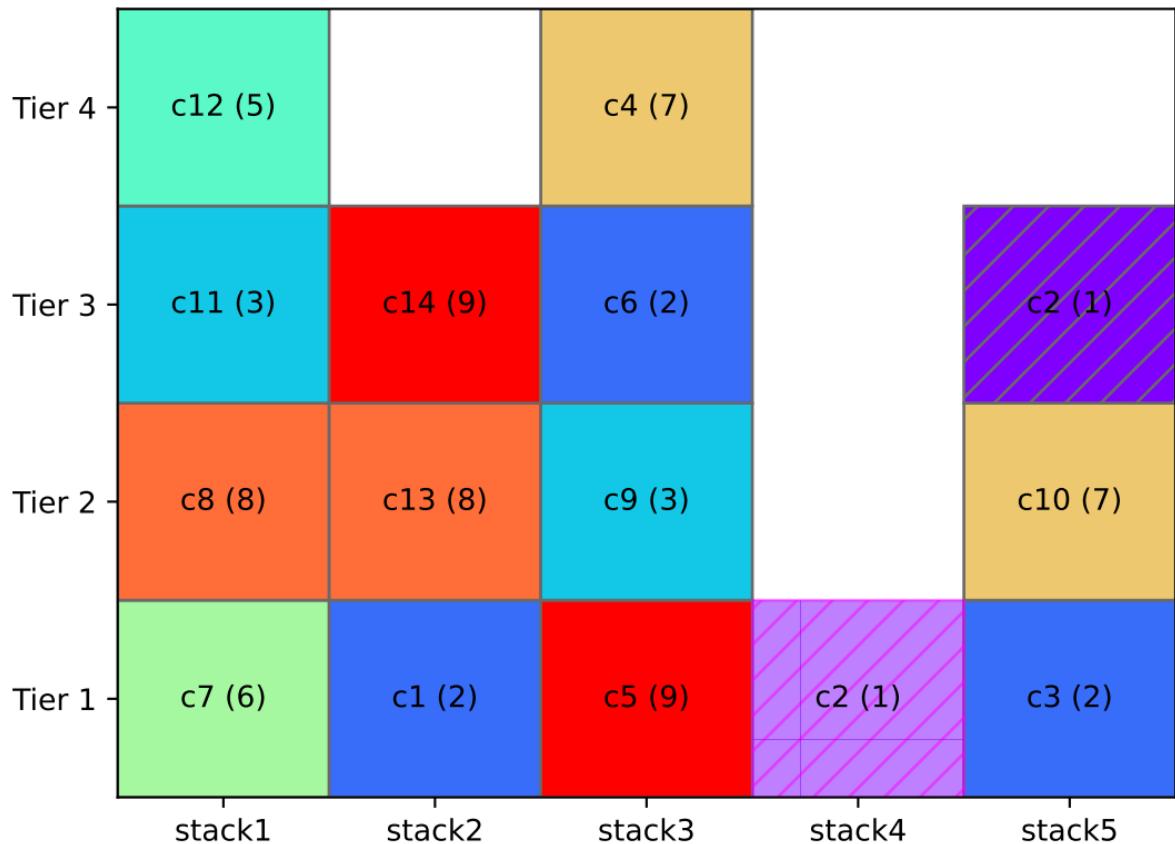
Bay: 15 , Move: stack4 to stack3



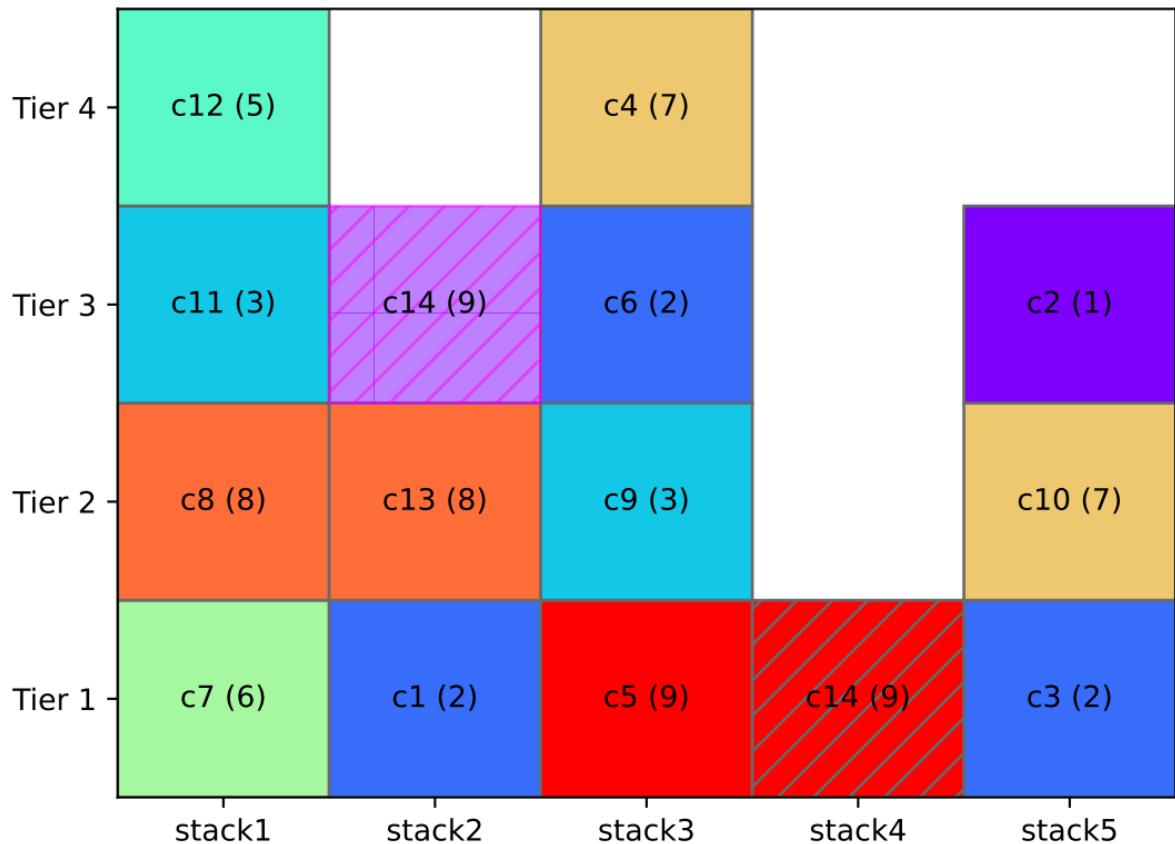
Bay: 15 , Move: stack4 to stack3



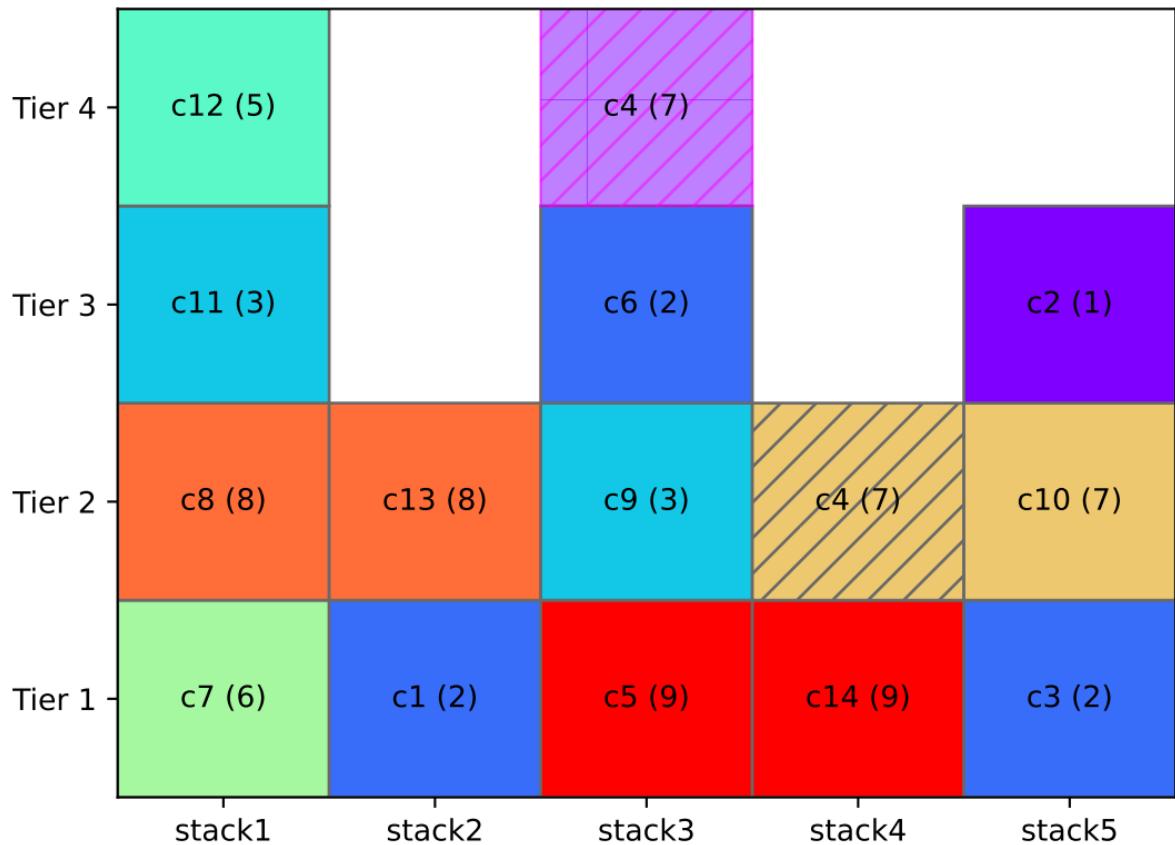
Bay: 15 , Move: stack4 to stack5



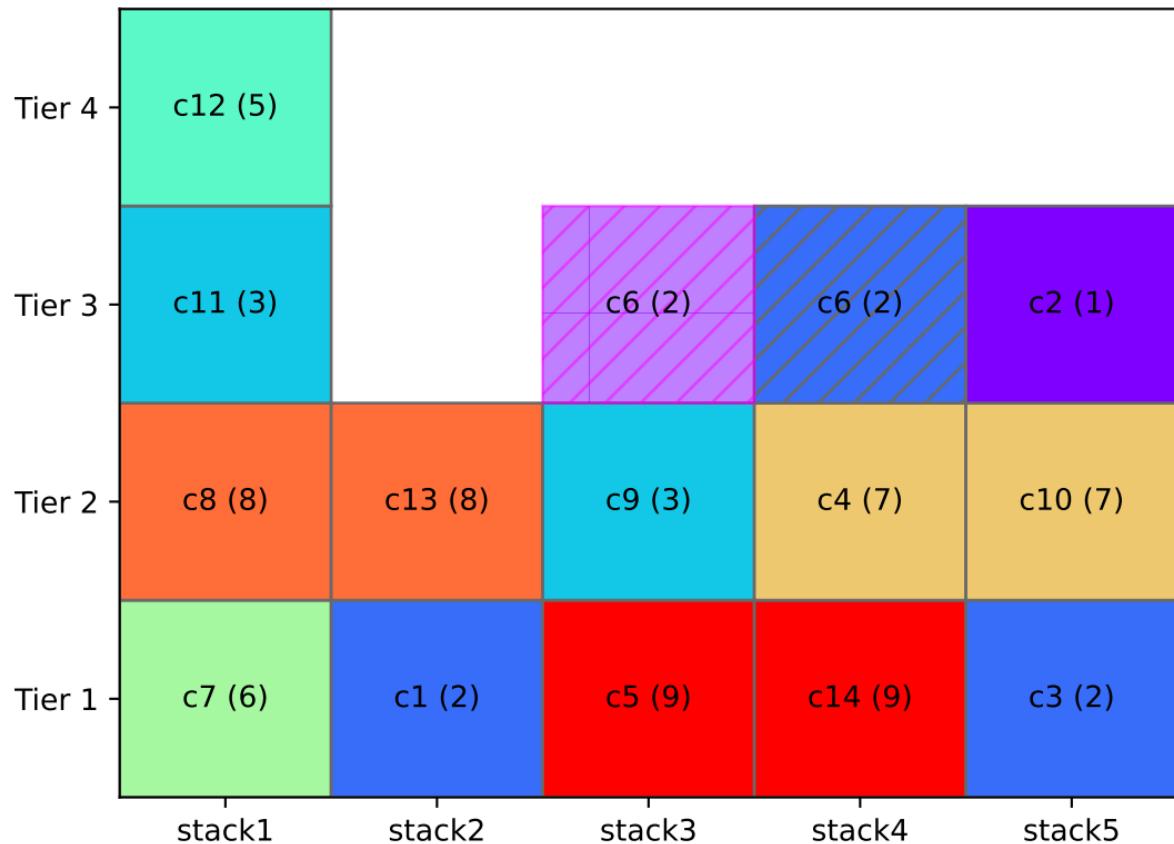
Bay: 15 , Move: stack2 to stack4



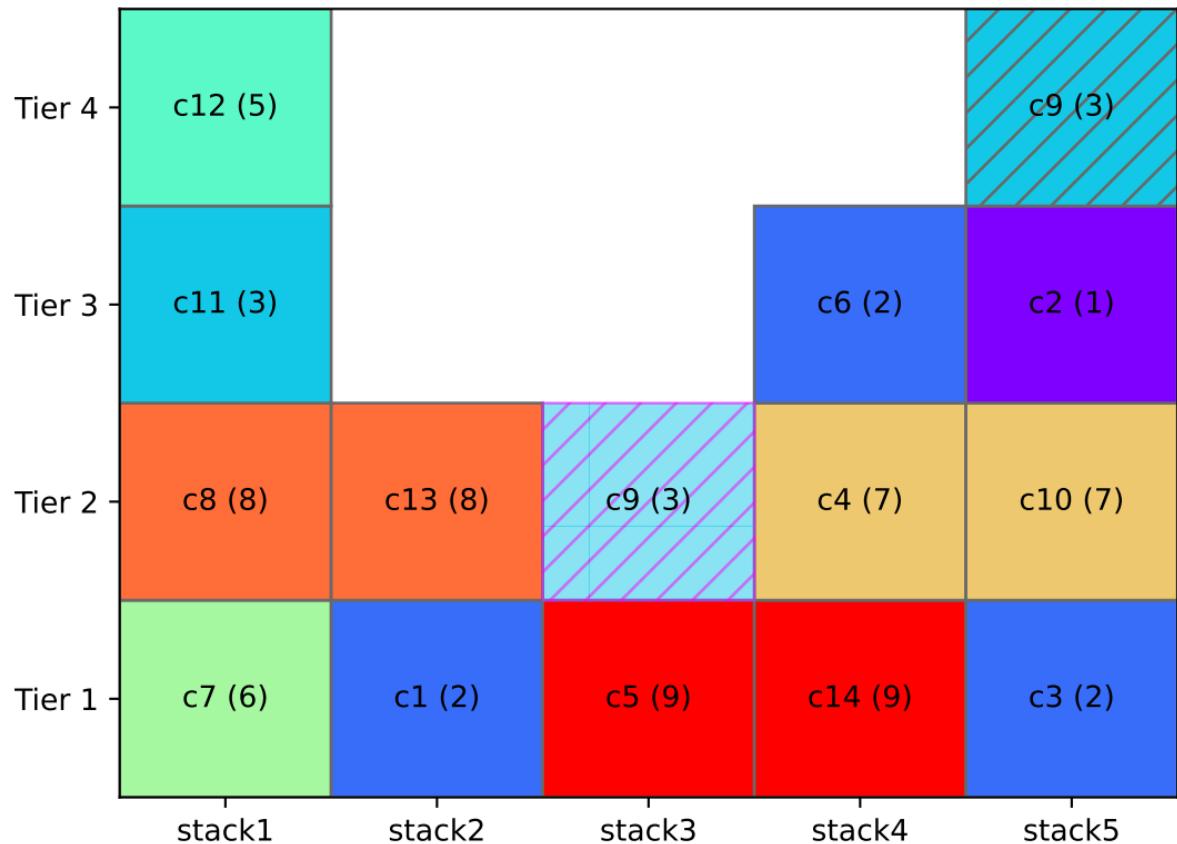
Bay: 15 , Move: stack3 to stack4



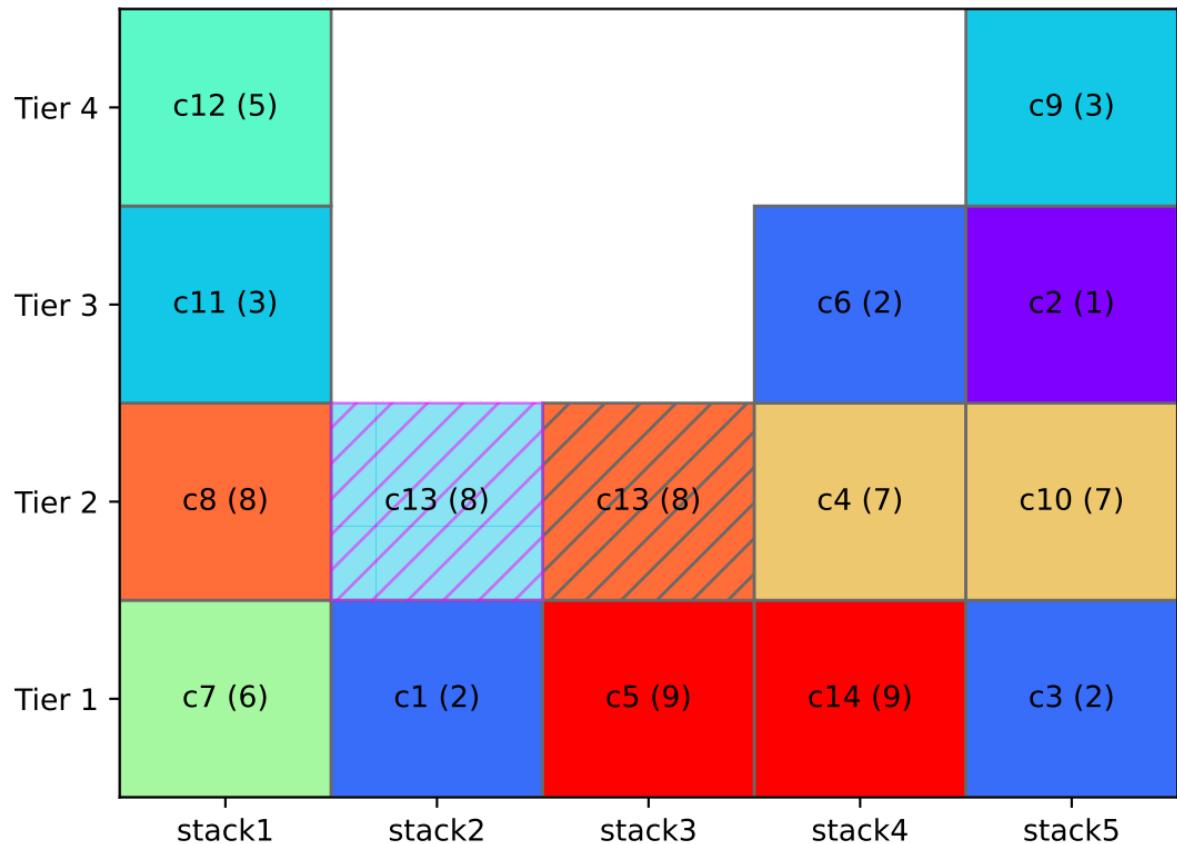
Bay: 15 , Move: stack3 to stack4



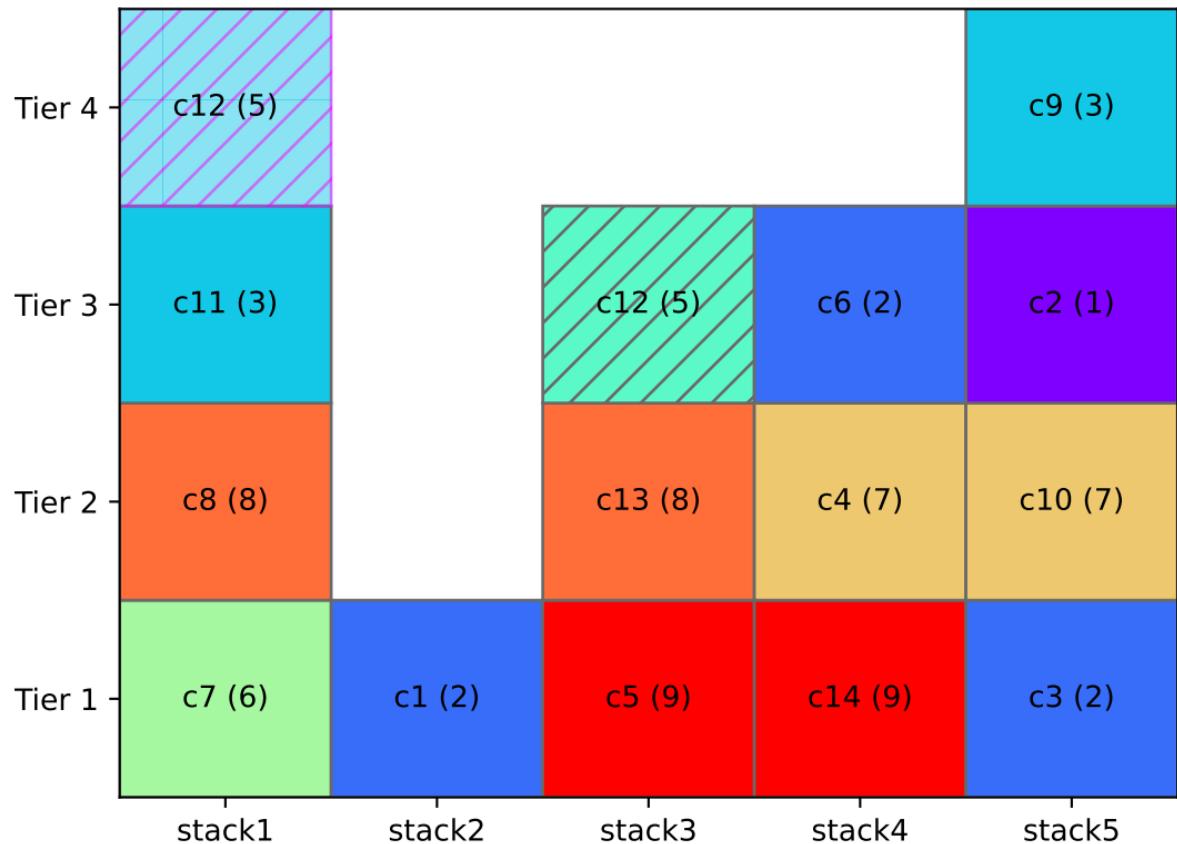
Bay: 15 , Move: stack3 to stack5



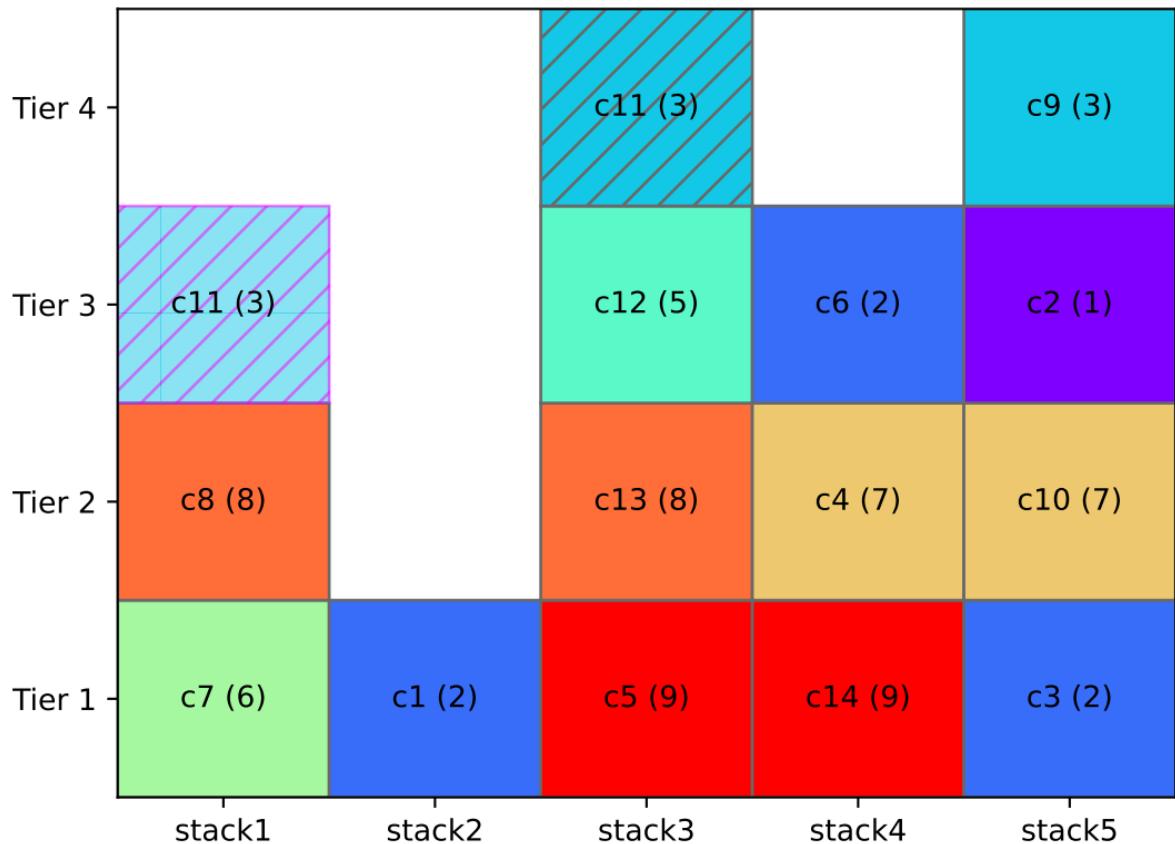
Bay: 15 , Move: stack2 to stack3



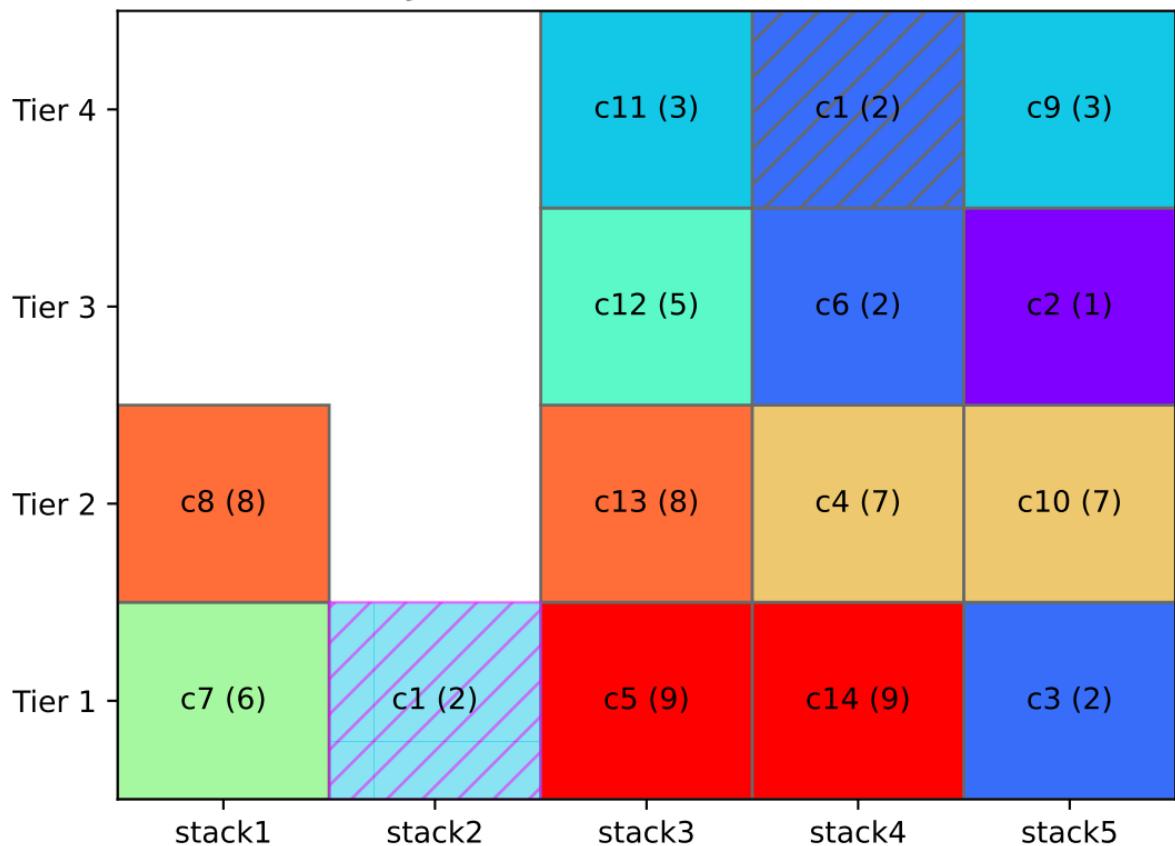
Bay: 15 , Move: stack1 to stack3



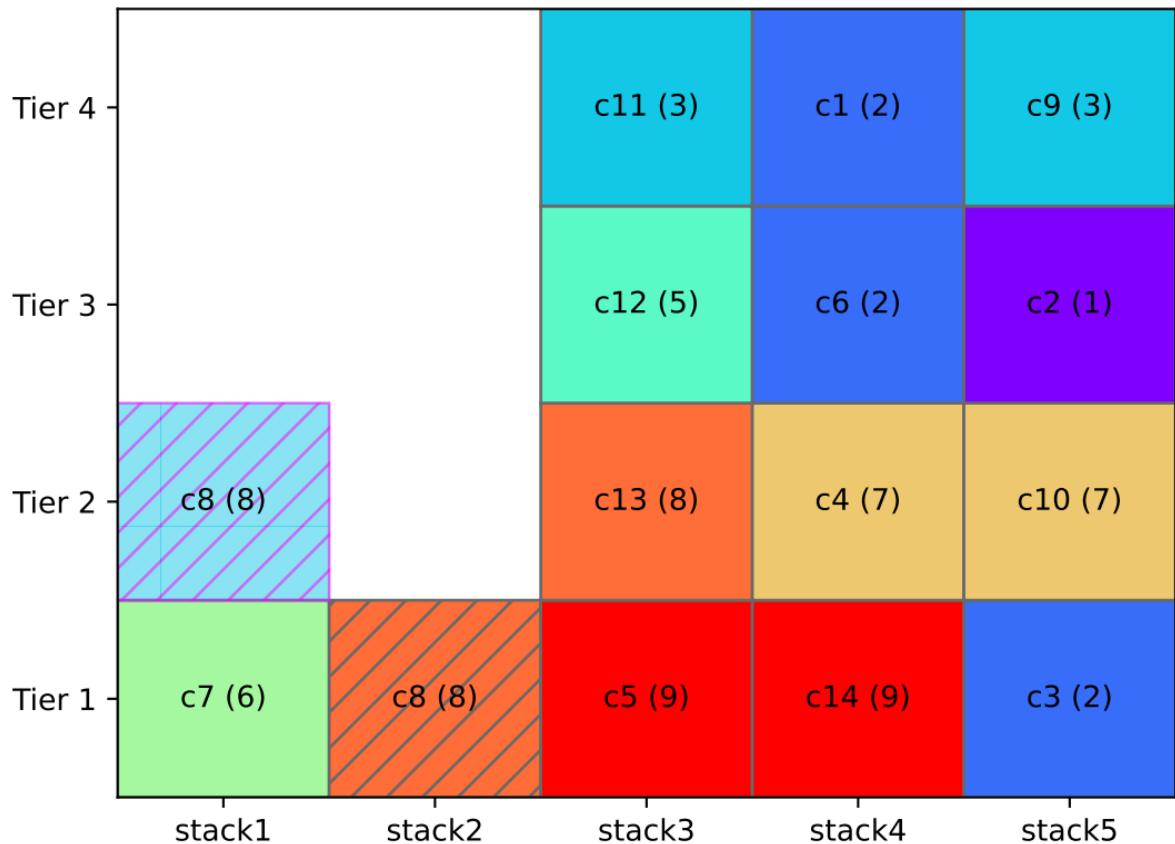
Bay: 15 , Move: stack1 to stack3



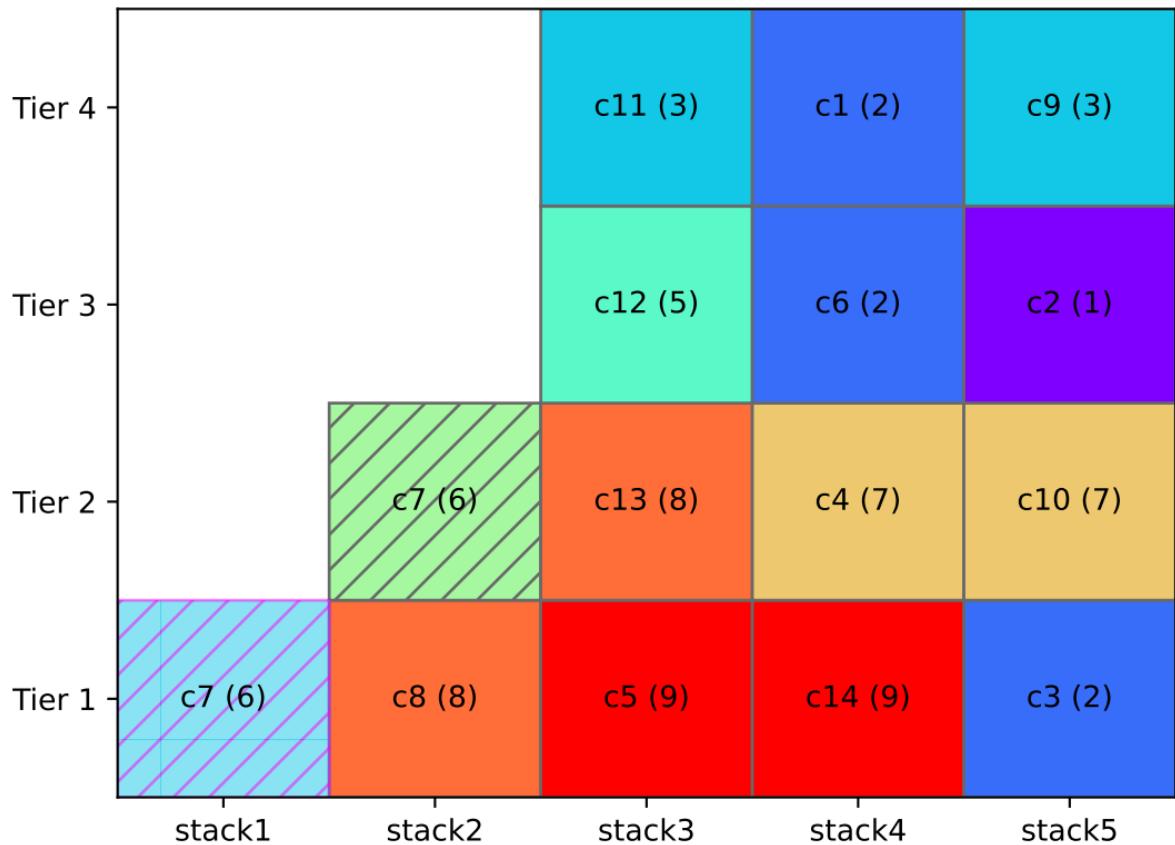
Bay: 15 , Move: stack2 to stack4



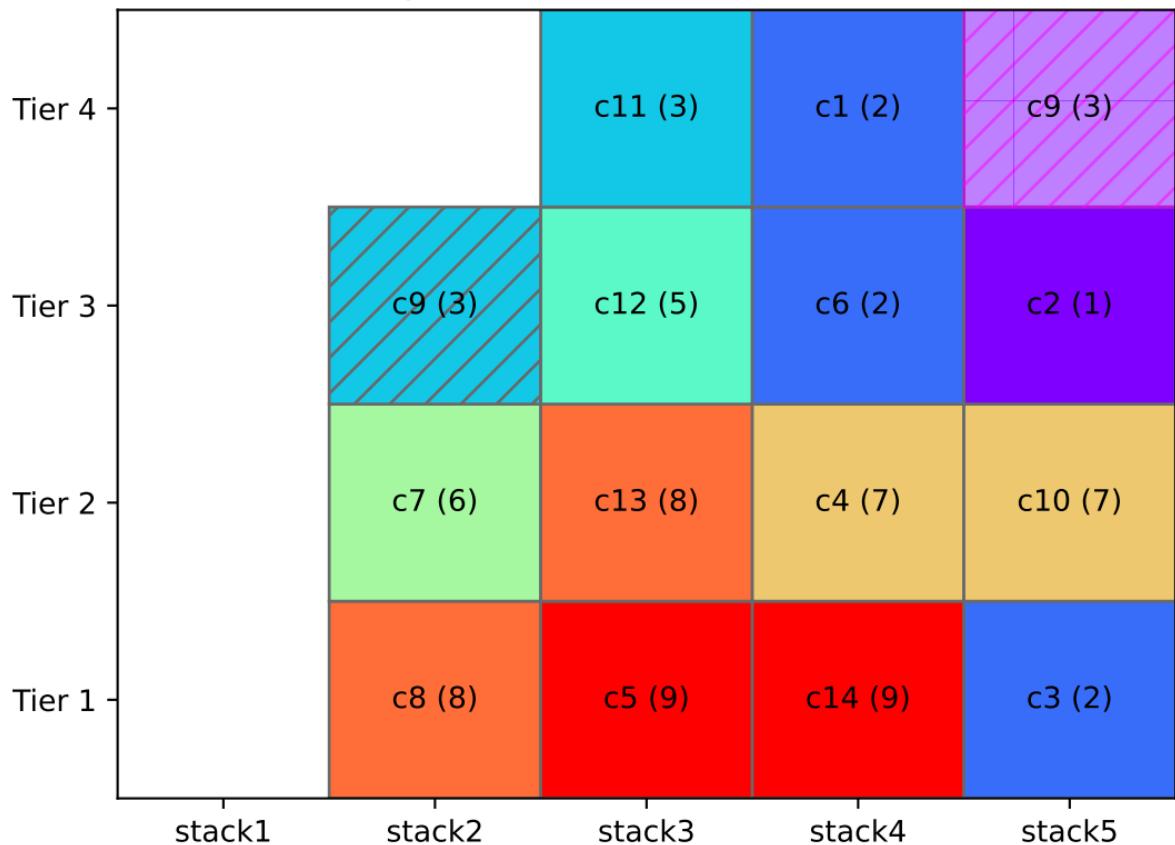
Bay: 15 , Move: stack1 to stack2



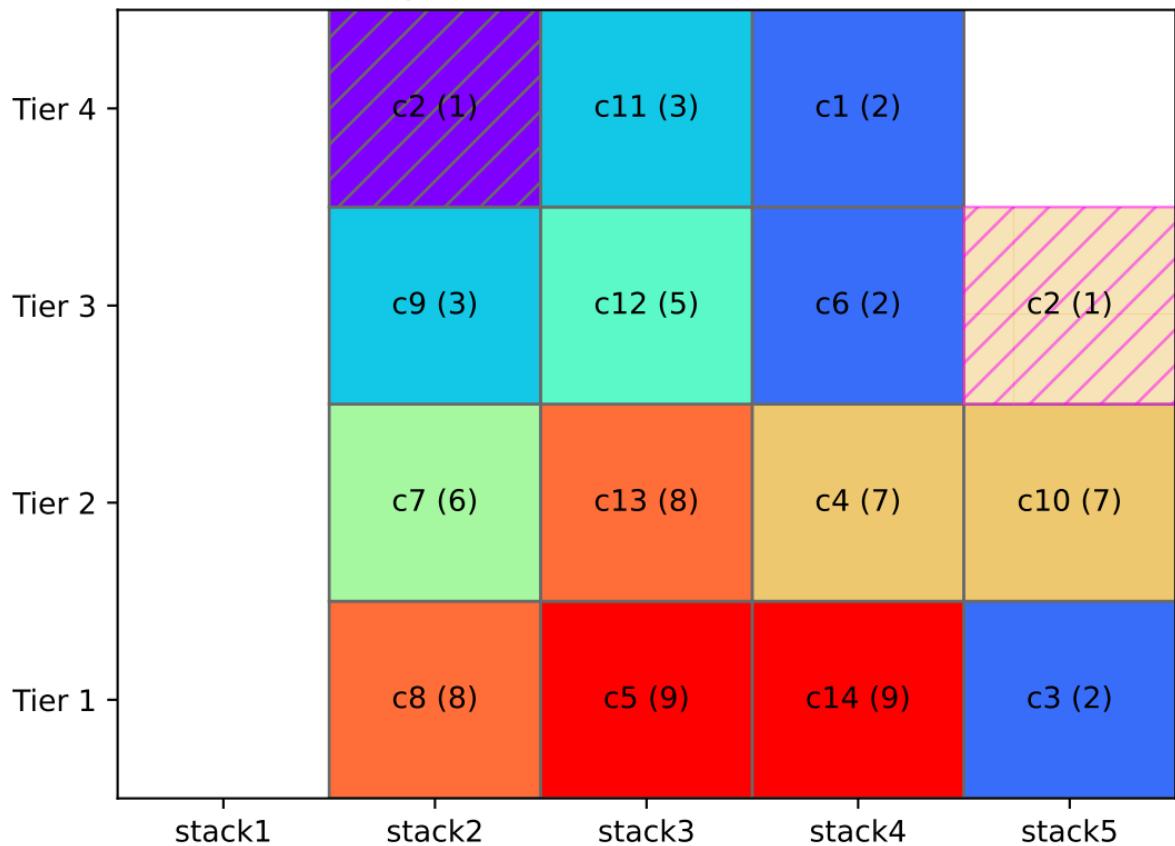
Bay: 15 , Move: stack1 to stack2



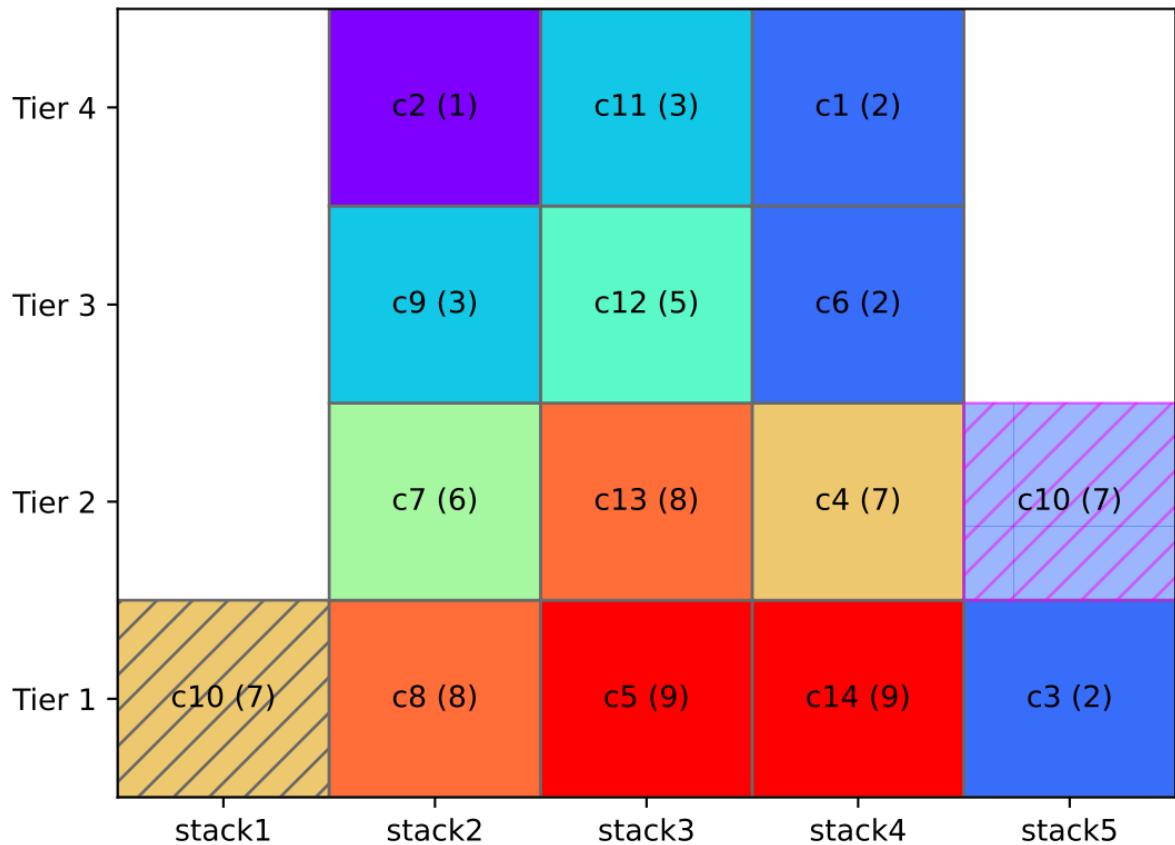
Bay: 15 , Move: stack5 to stack2



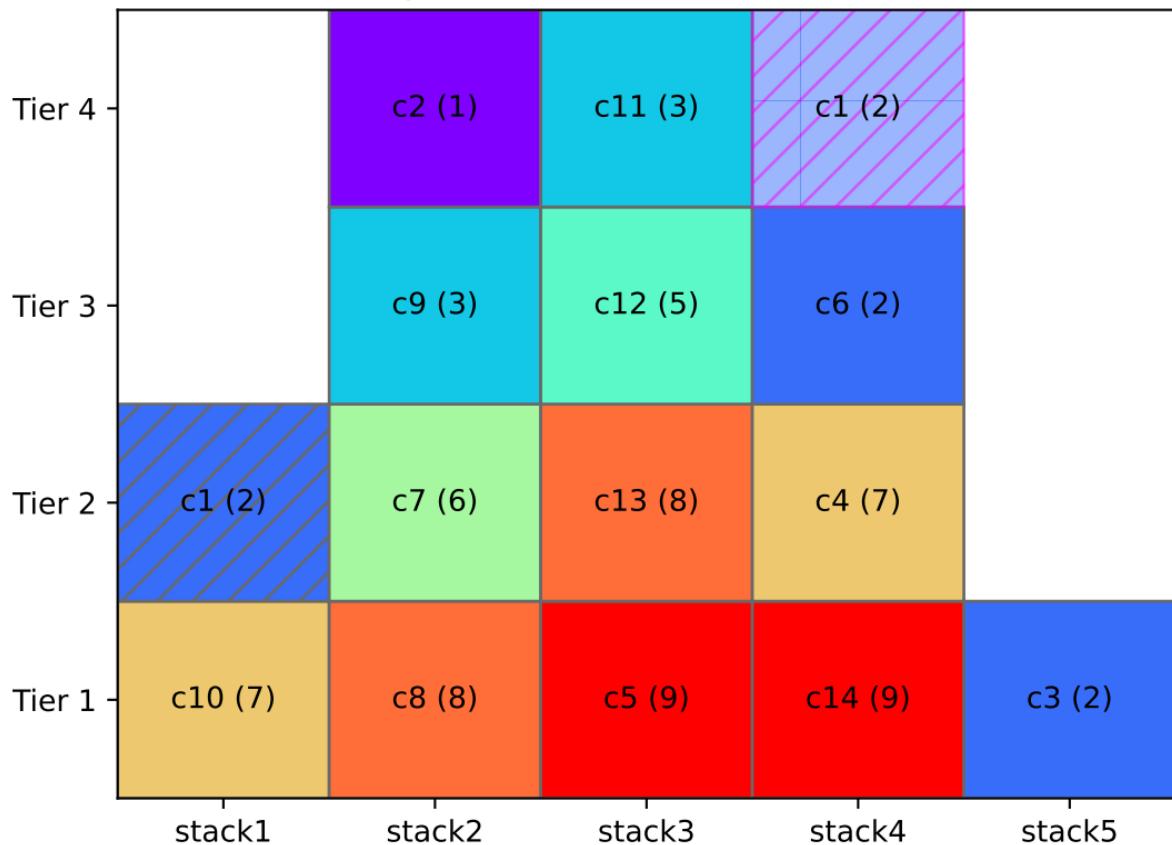
Bay: 15 , Move: stack5 to stack2



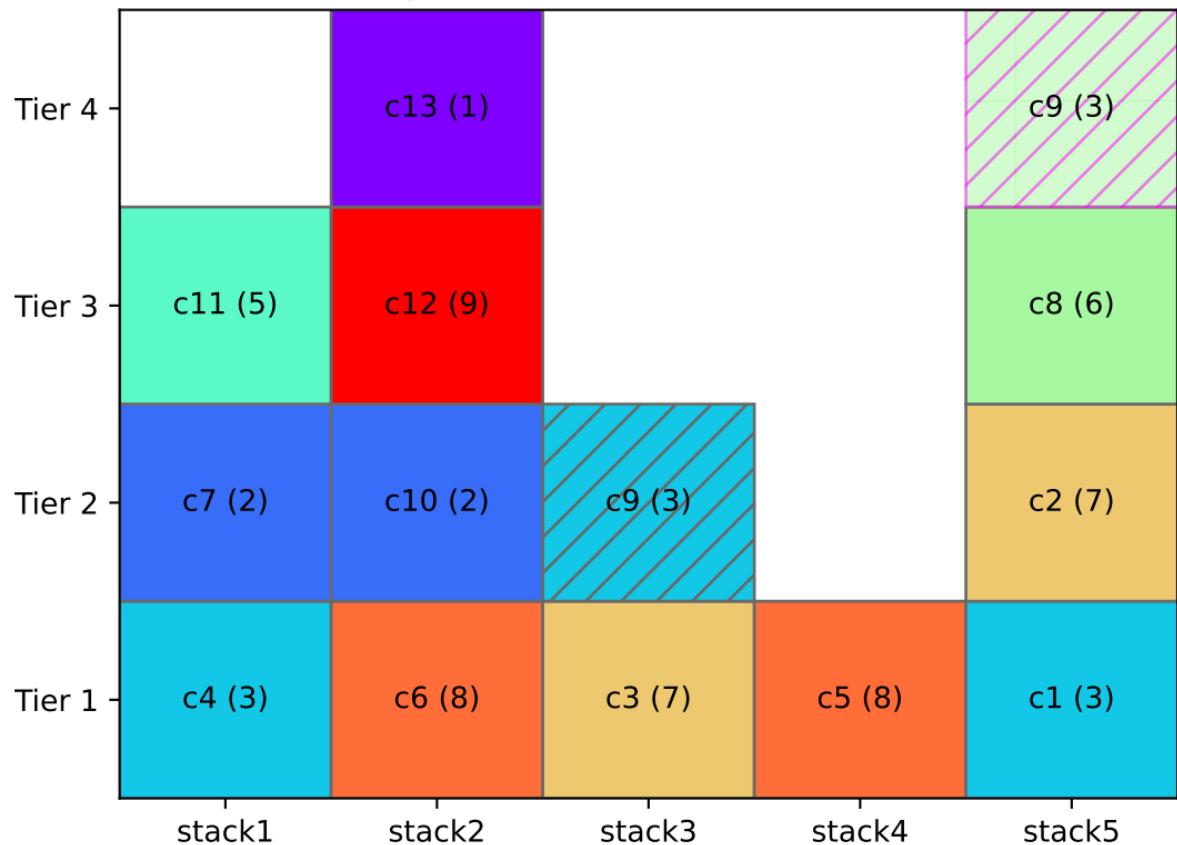
Bay: 15 , Move: stack5 to stack1



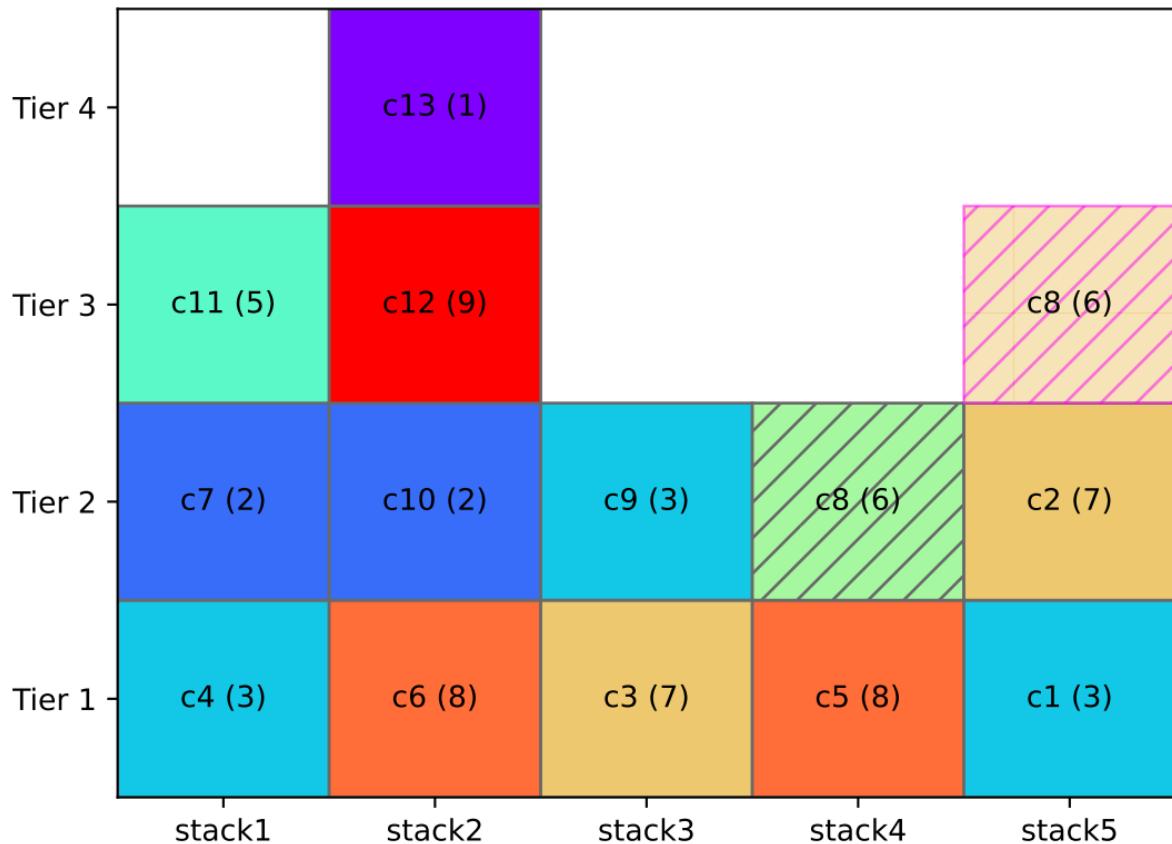
Bay: 15 , Move: stack4 to stack1



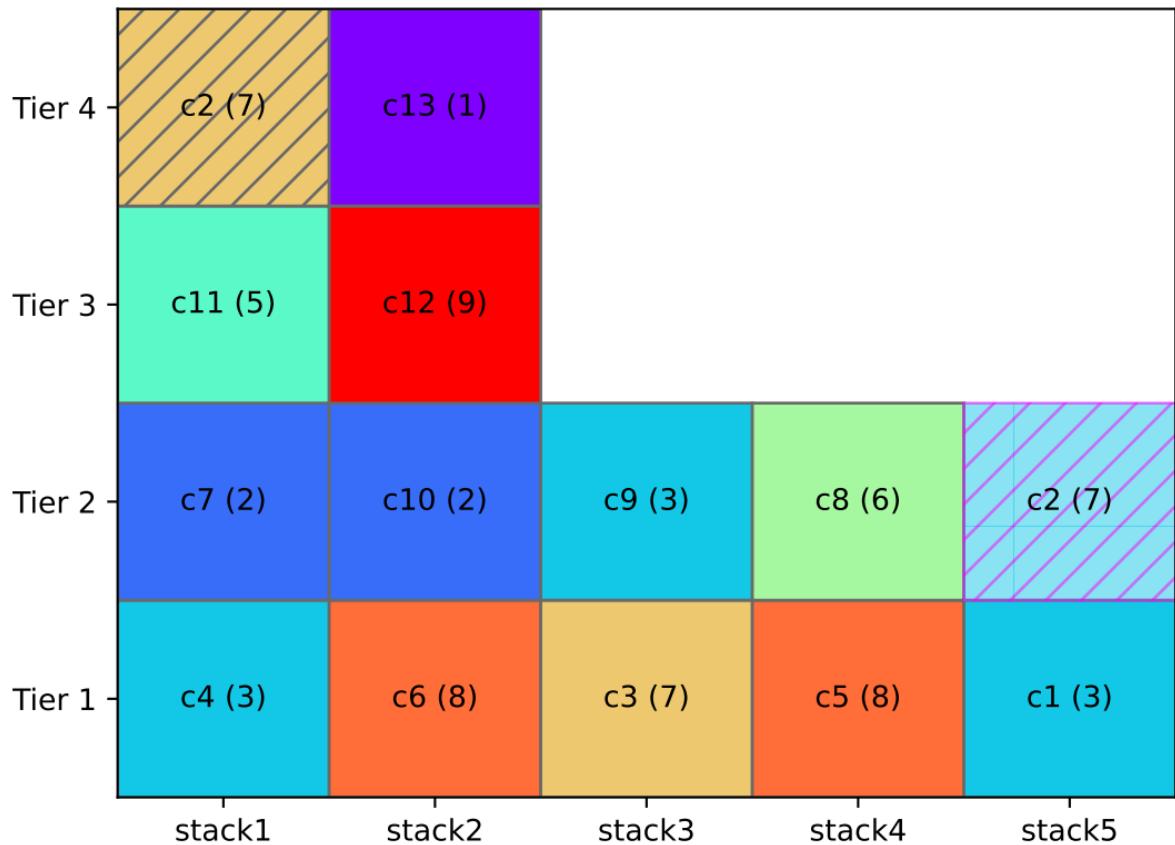
Bay: 16 , Move: stack5 to stack3



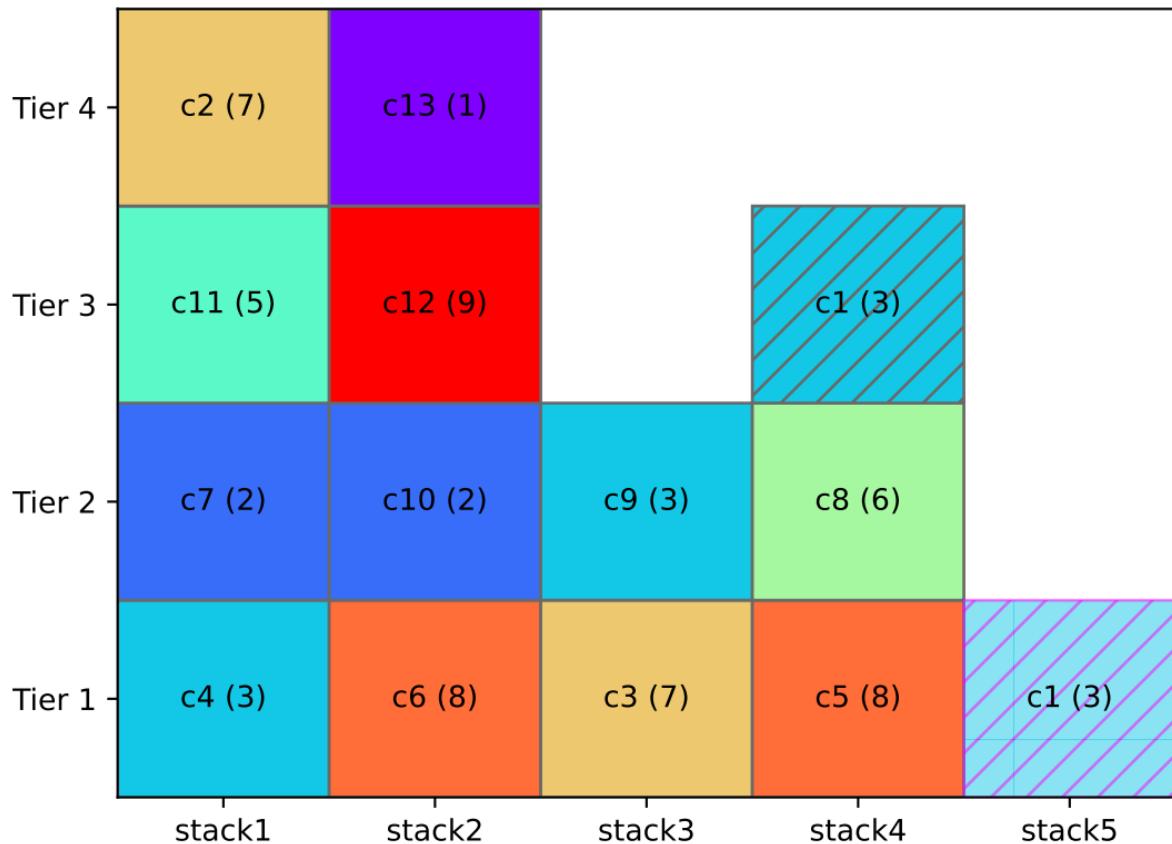
Bay: 16 , Move: stack5 to stack4



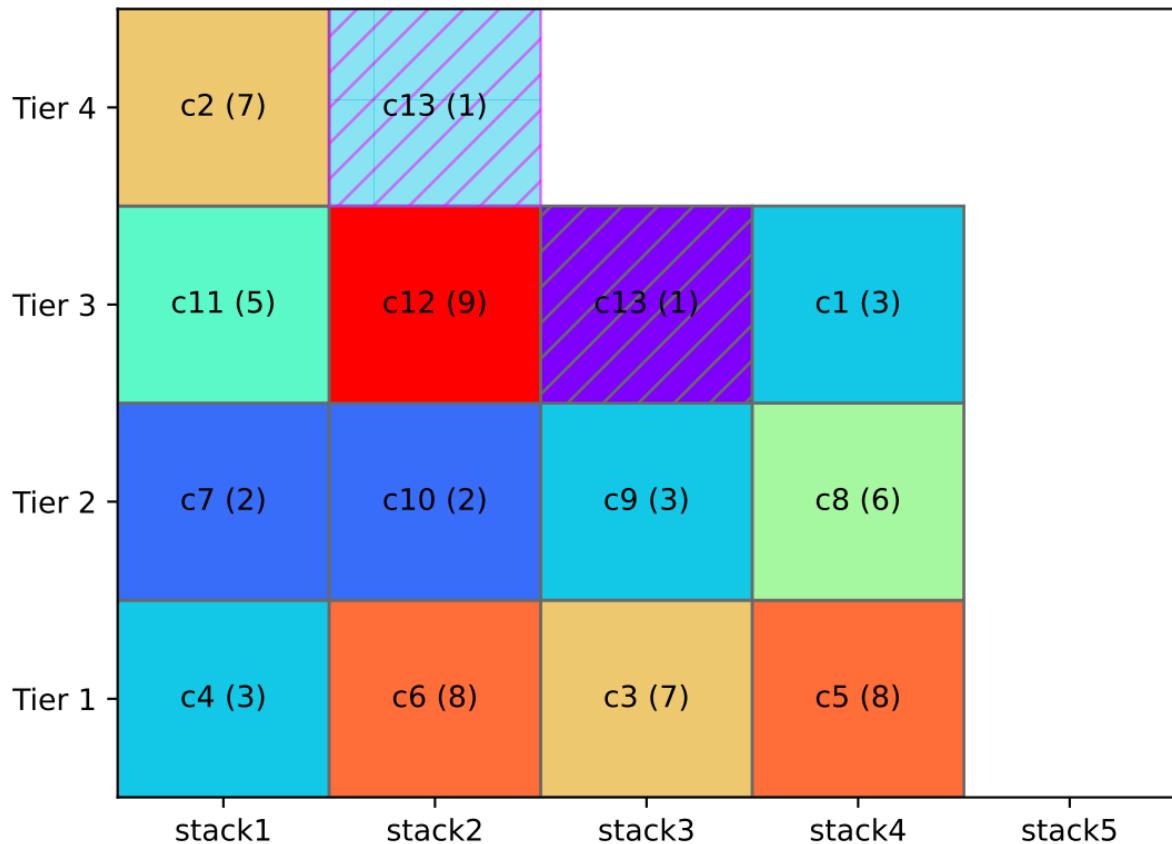
Bay: 16 , Move: stack5 to stack1



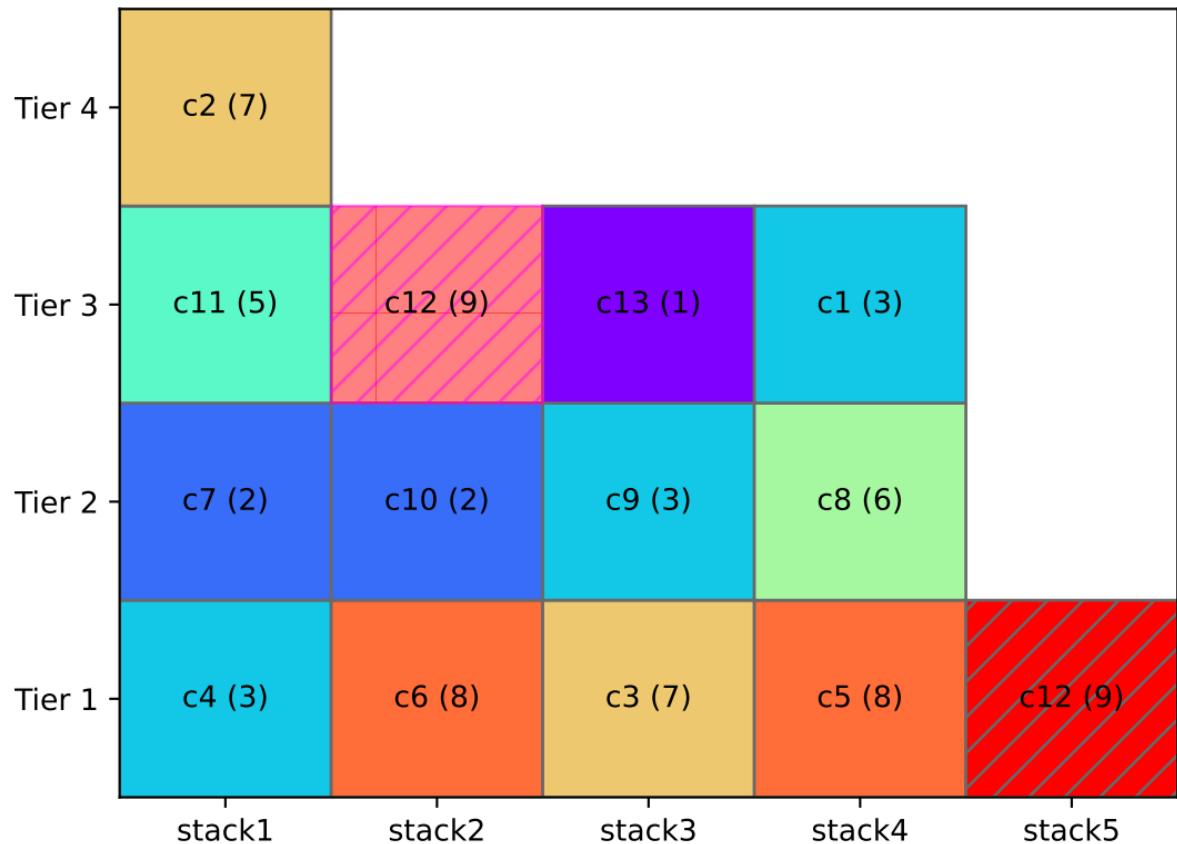
Bay: 16 , Move: stack5 to stack4



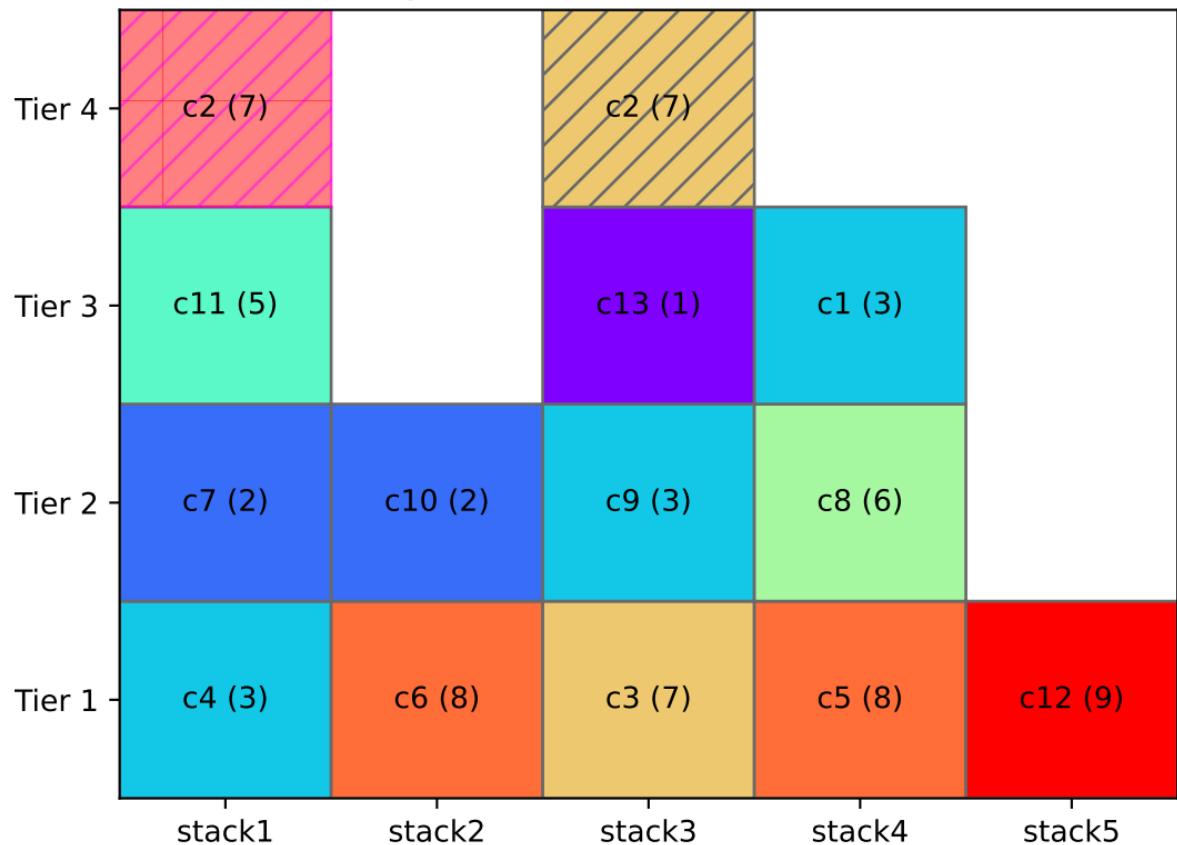
Bay: 16 , Move: stack2 to stack3



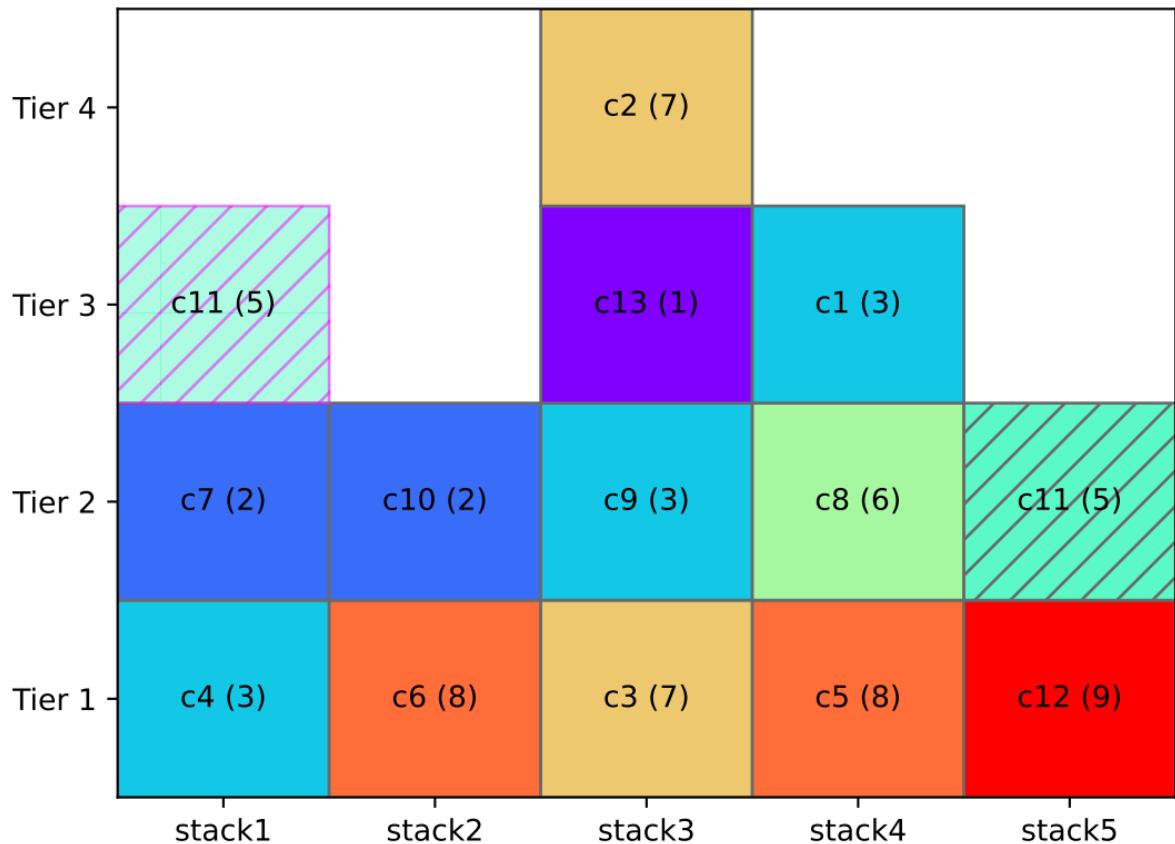
Bay: 16 , Move: stack2 to stack5



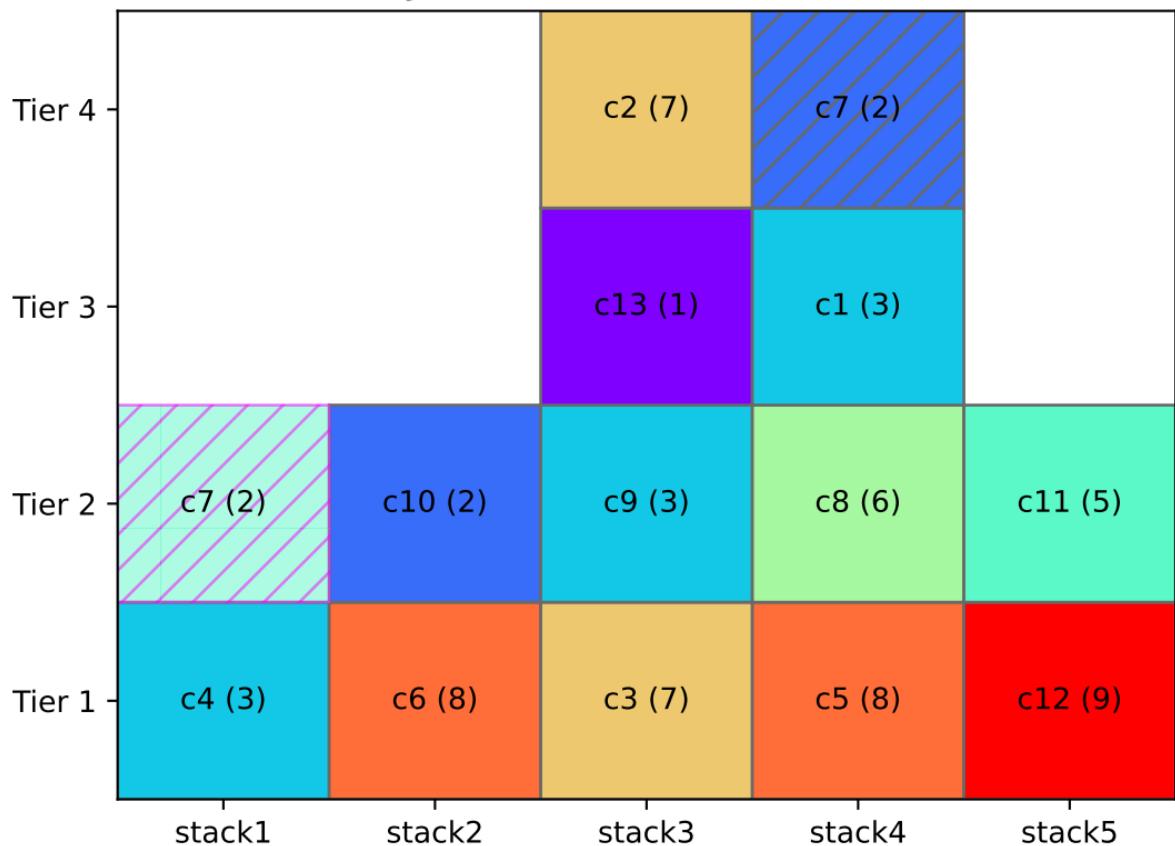
Bay: 16 , Move: stack1 to stack3



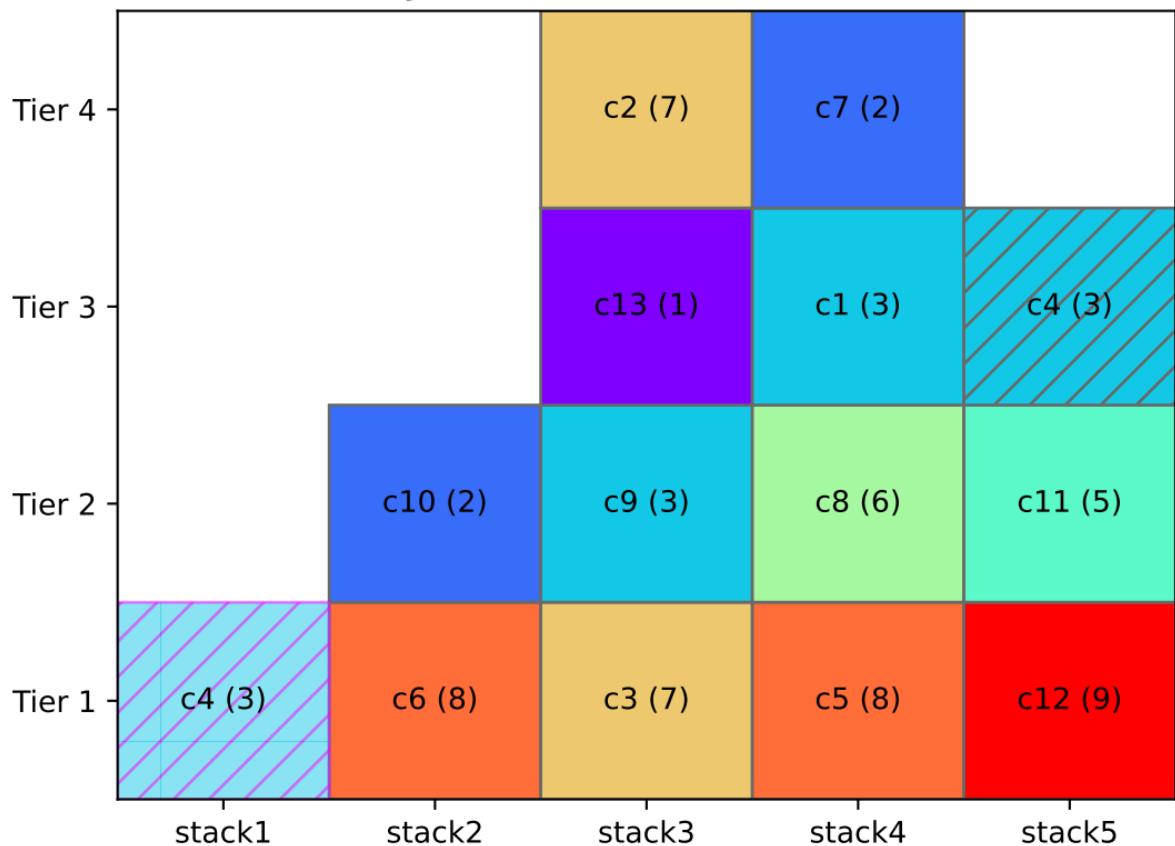
Bay: 16 , Move: stack1 to stack5



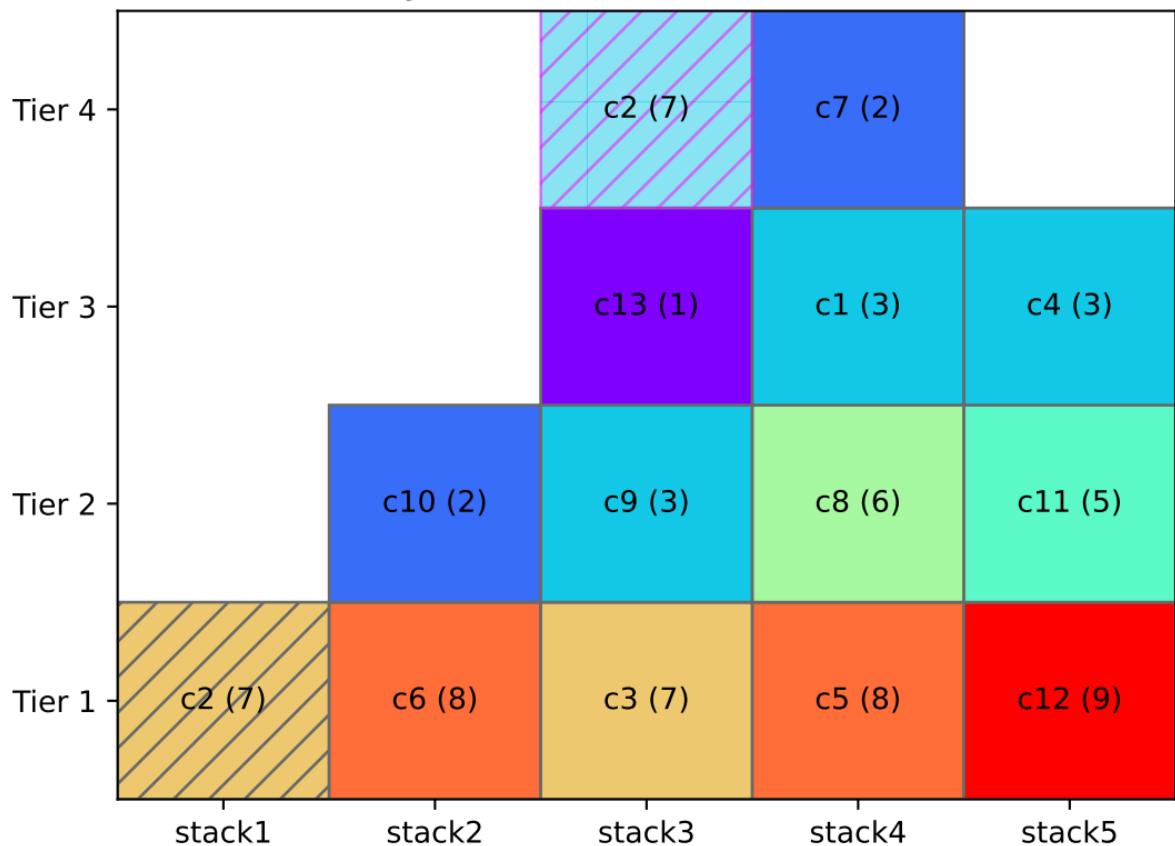
Bay: 16 , Move: stack1 to stack4



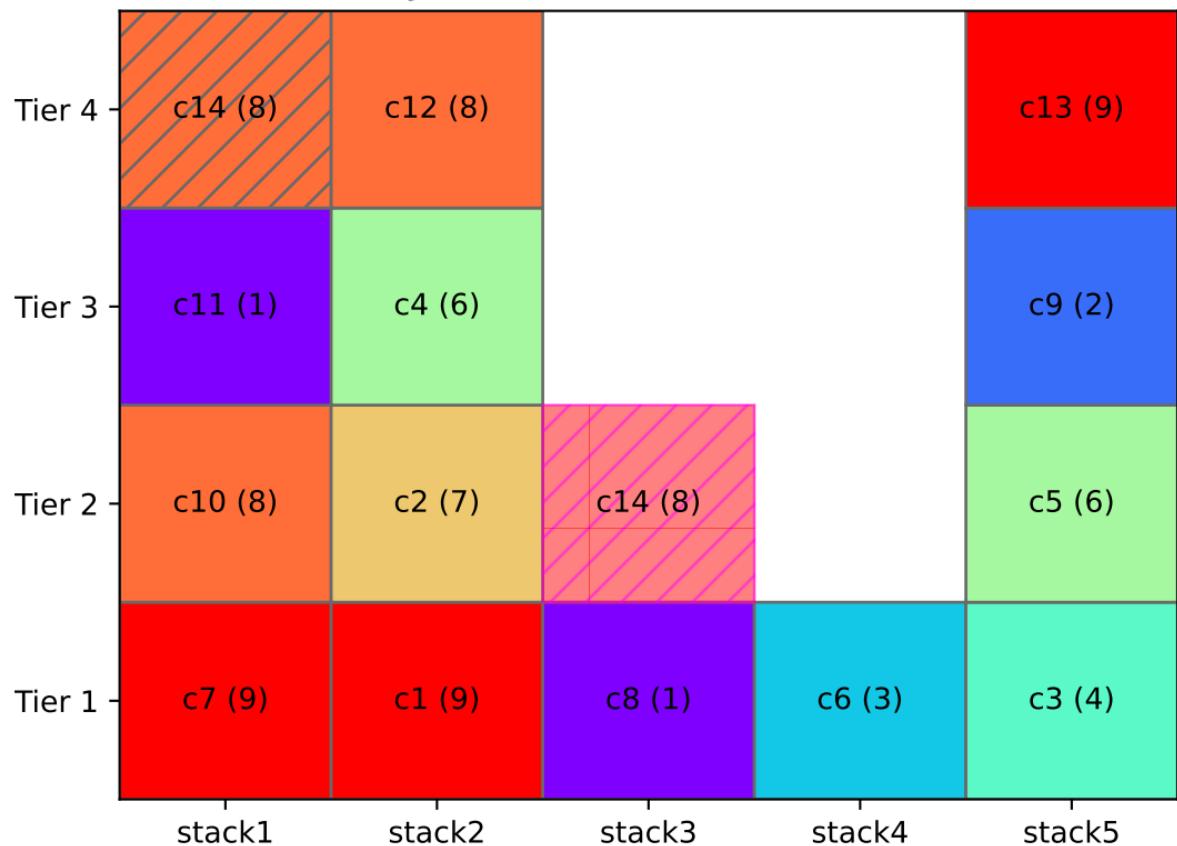
Bay: 16 , Move: stack1 to stack5



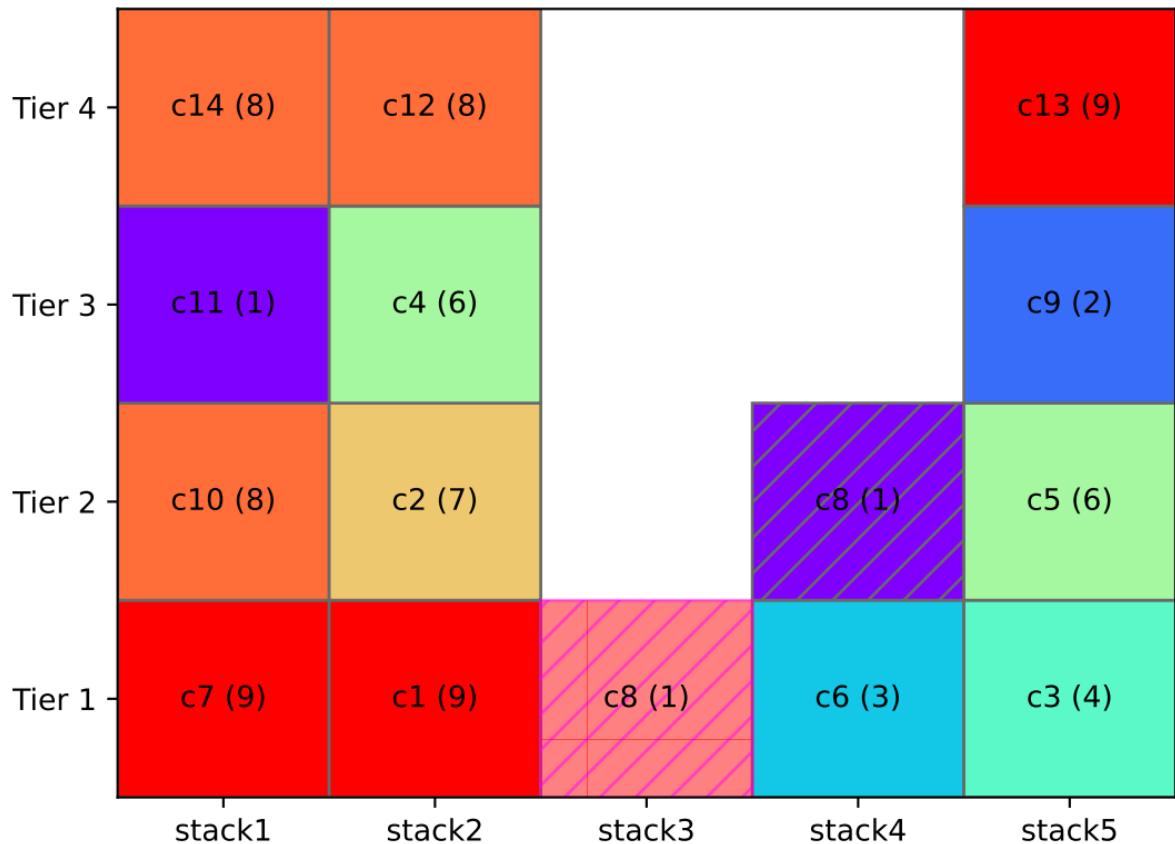
Bay: 16 , Move: stack3 to stack1



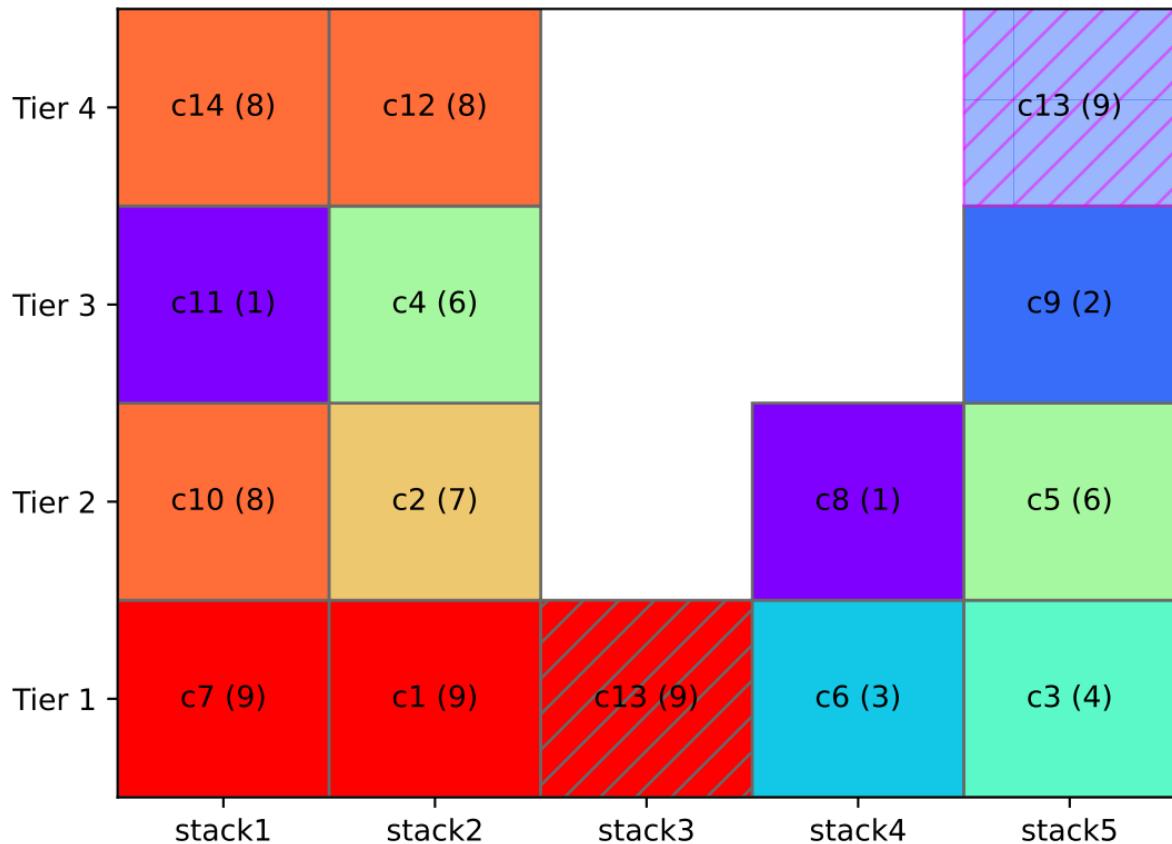
Bay: 17 , Move: stack3 to stack1



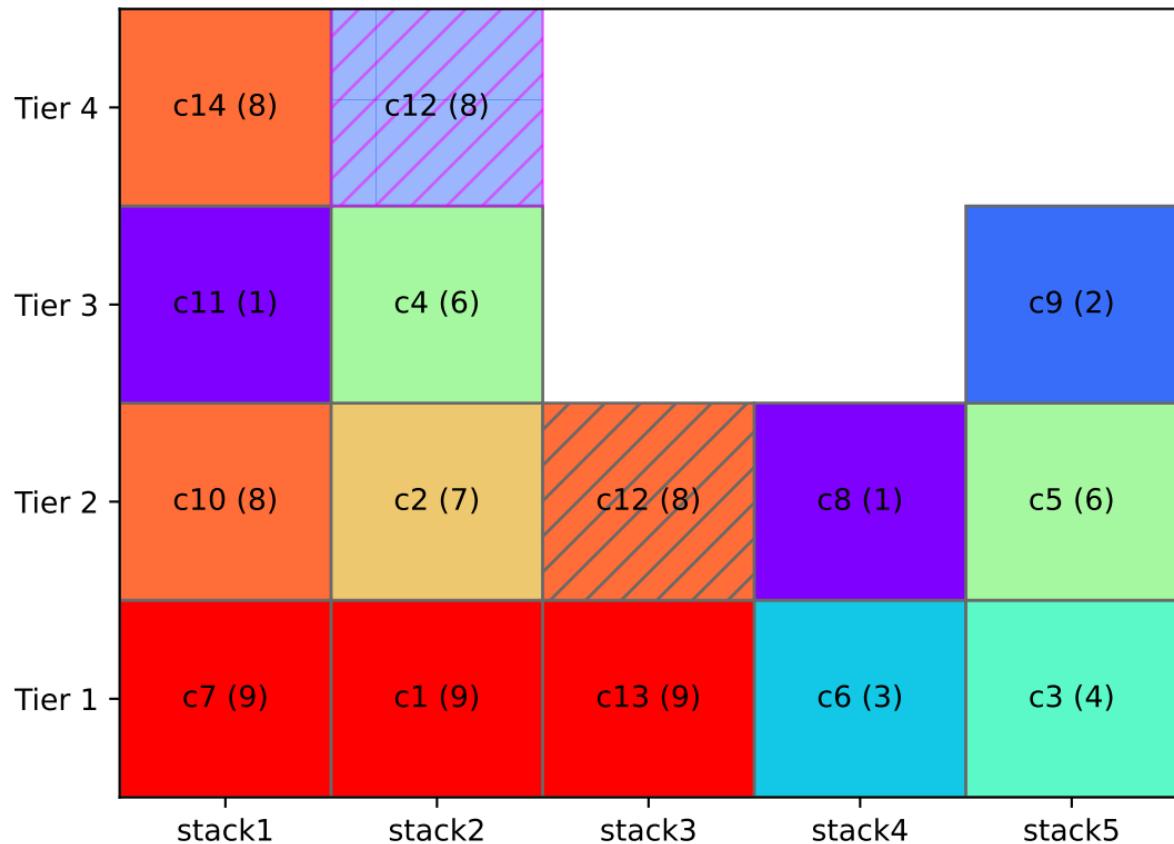
Bay: 17 , Move: stack3 to stack4



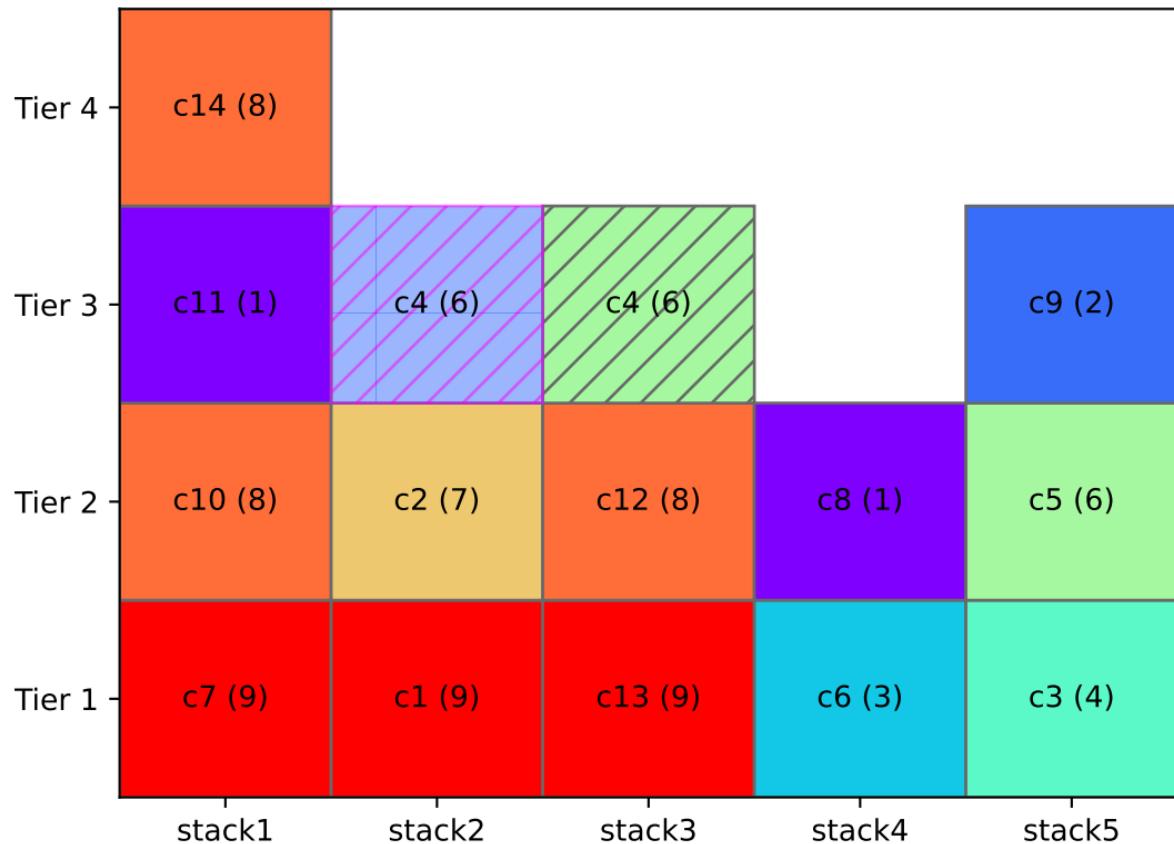
Bay: 17 , Move: stack5 to stack3



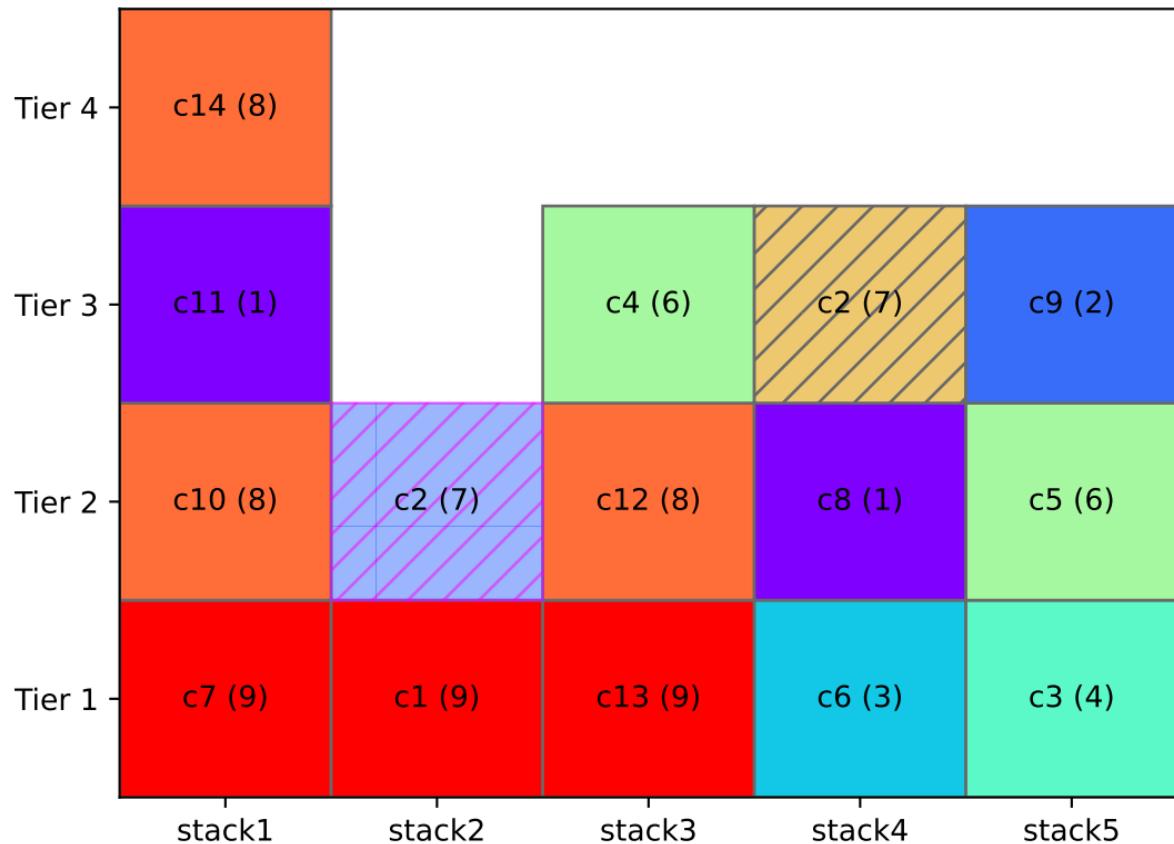
Bay: 17 , Move: stack2 to stack3



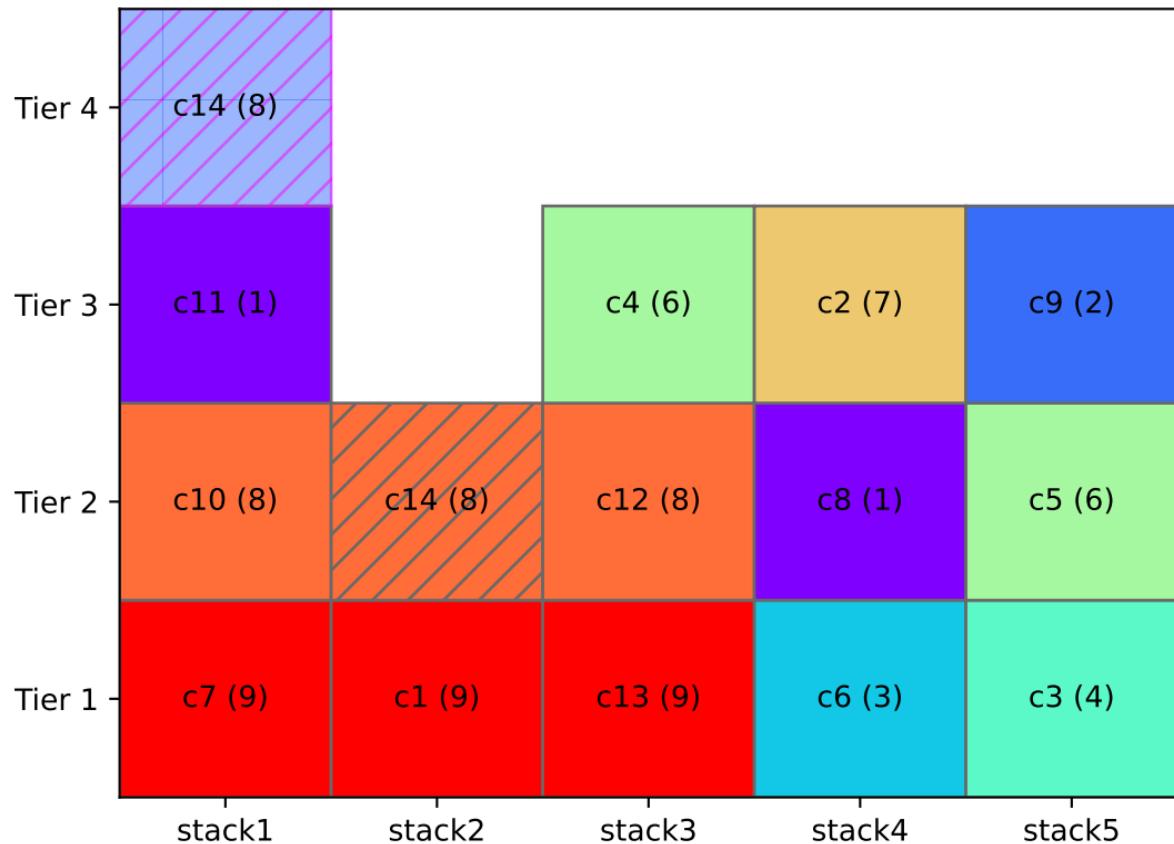
Bay: 17 , Move: stack2 to stack3



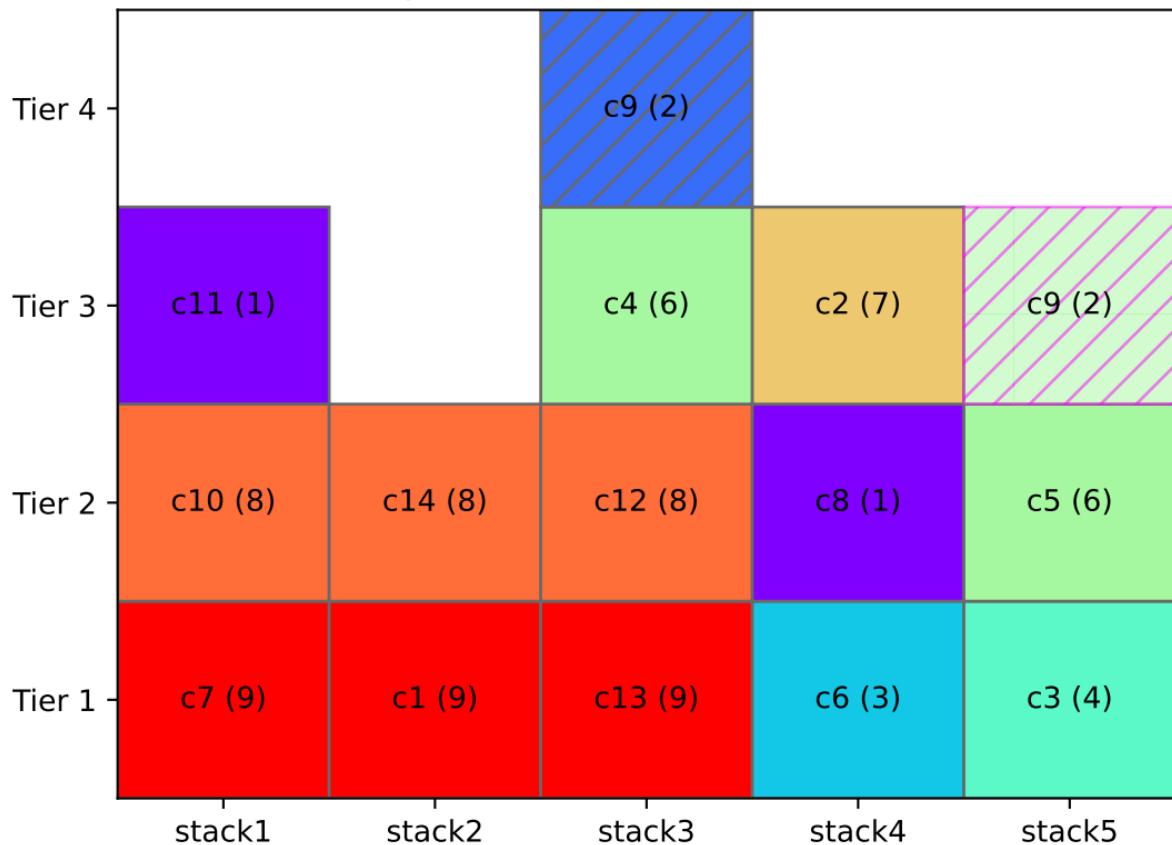
Bay: 17 , Move: stack2 to stack4



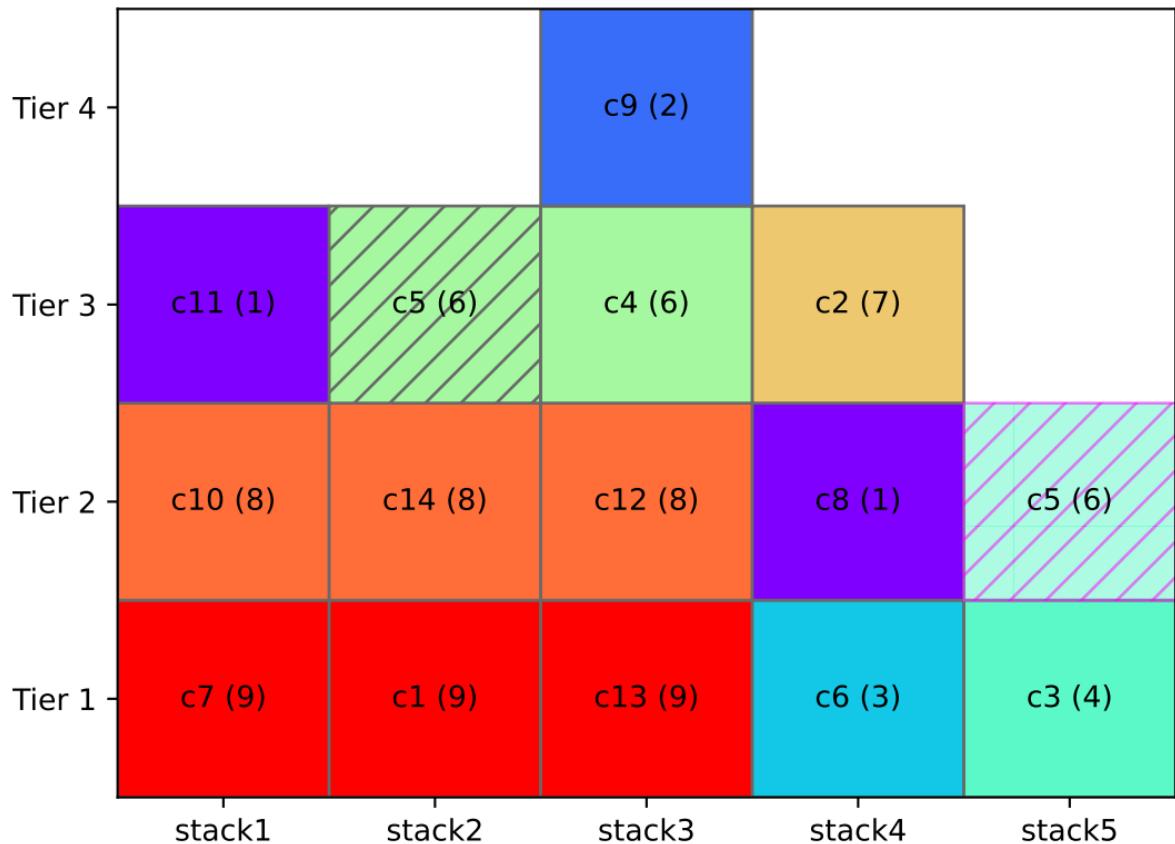
Bay: 17 , Move: stack1 to stack2



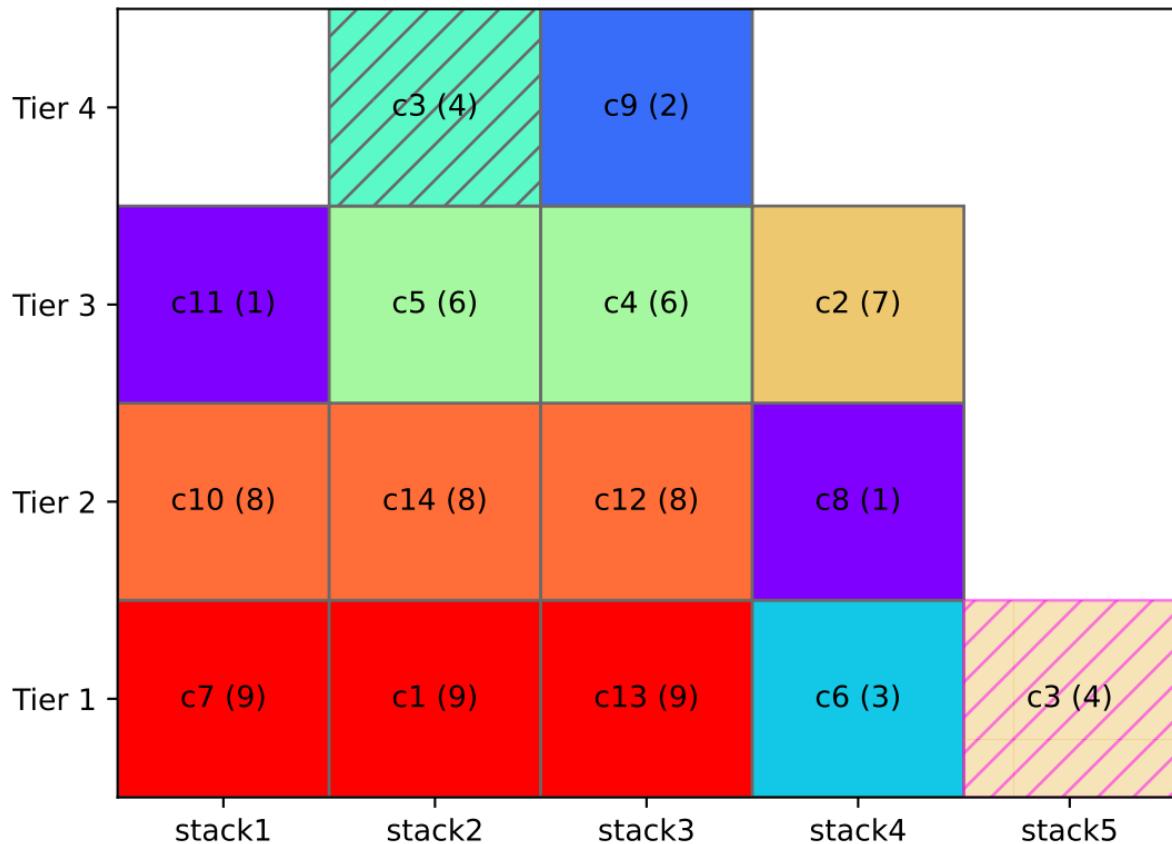
Bay: 17 , Move: stack5 to stack3



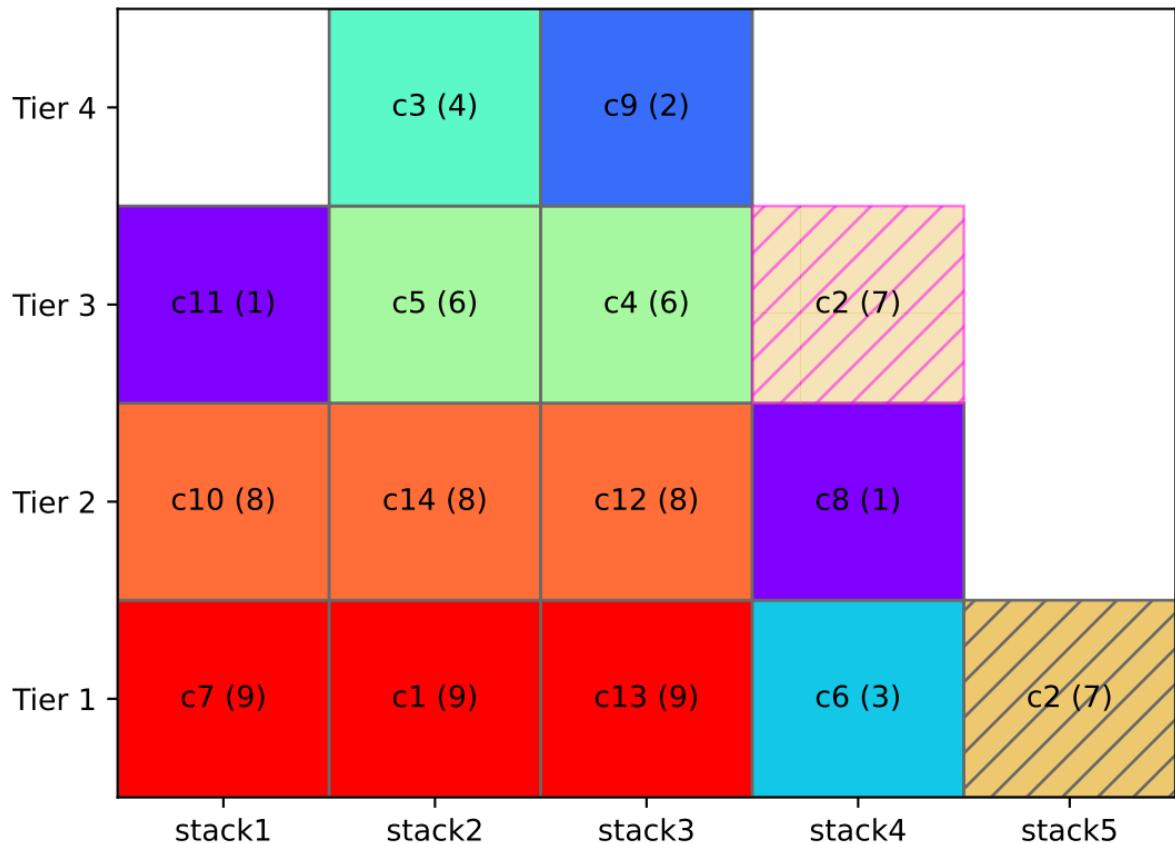
Bay: 17 , Move: stack5 to stack2



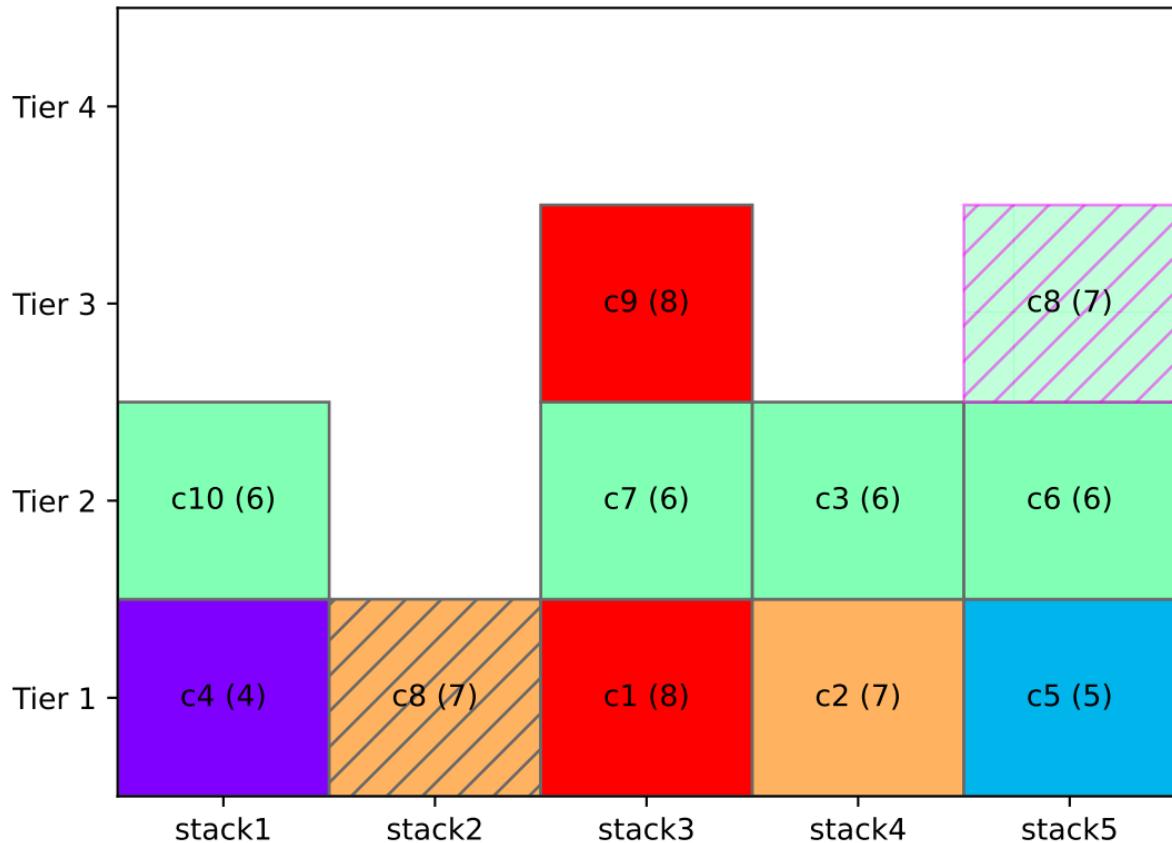
Bay: 17 , Move: stack5 to stack2



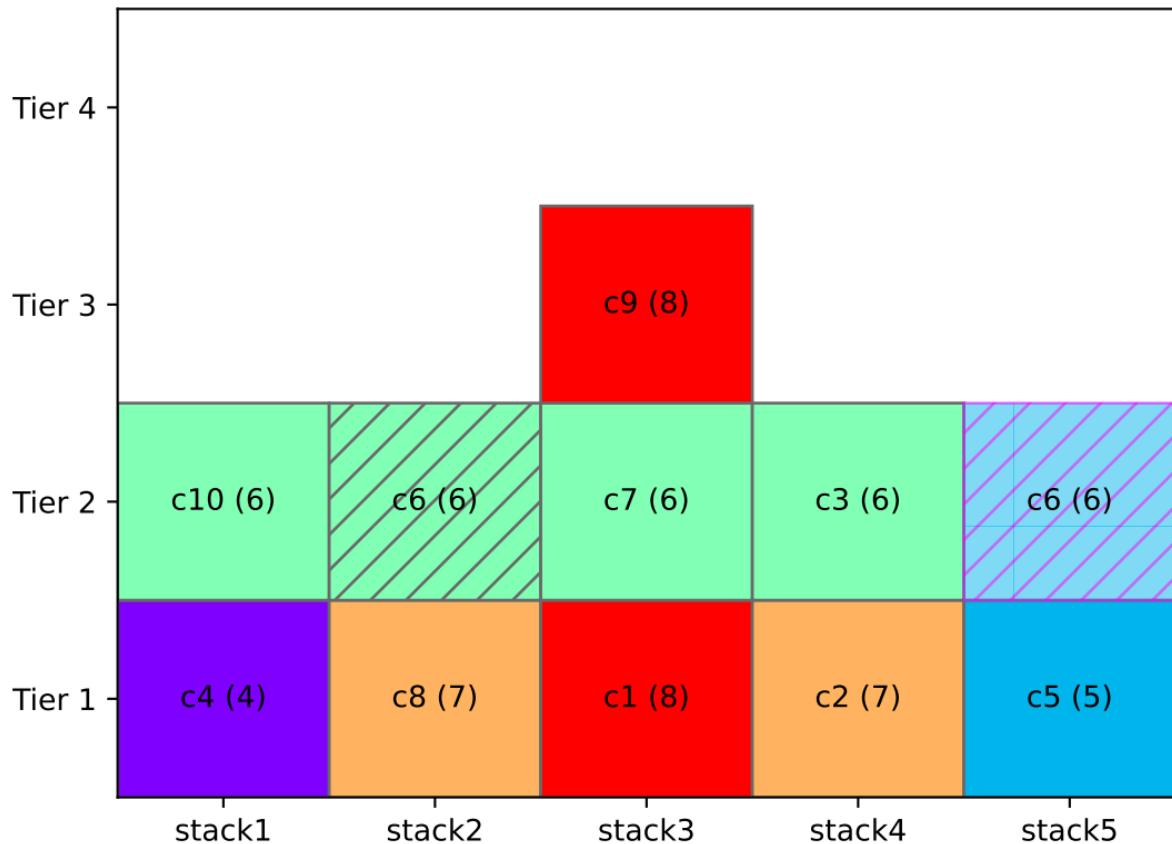
Bay: 17 , Move: stack4 to stack5



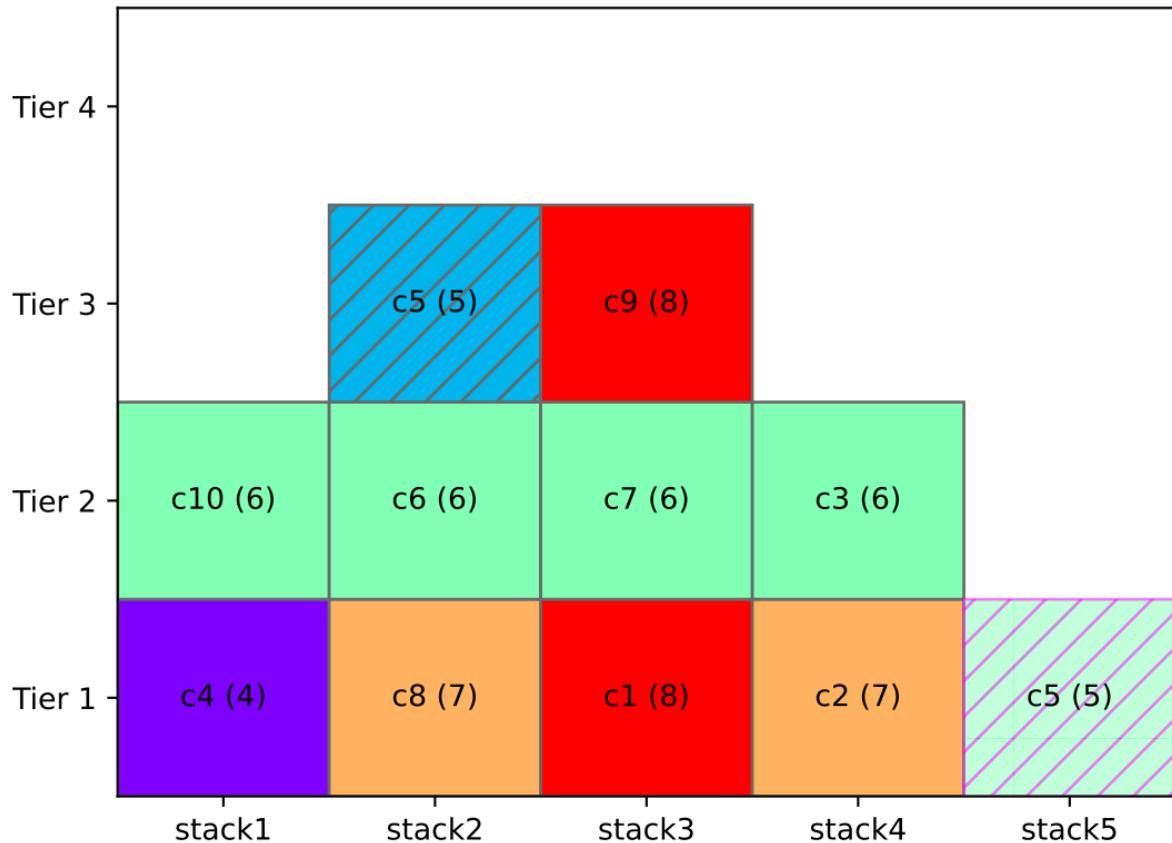
Bay: 18 , Move: stack5 to stack2



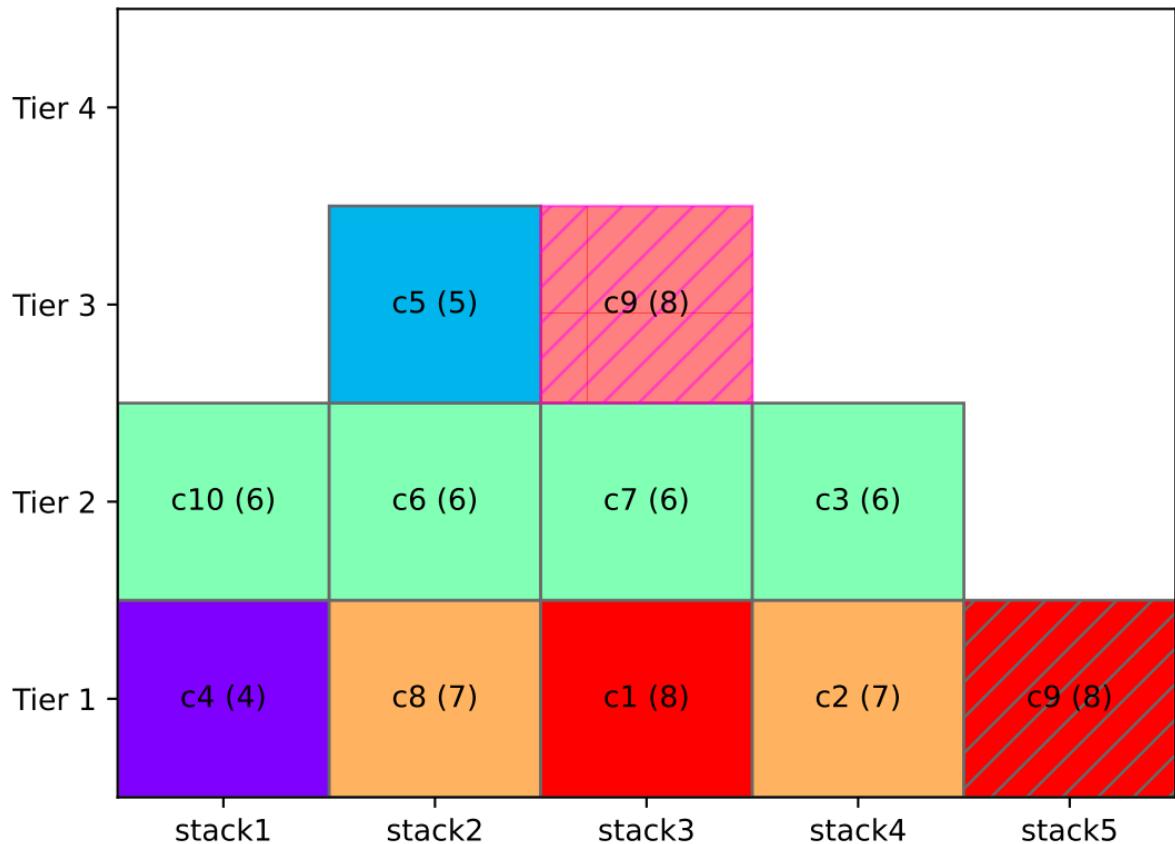
Bay: 18 , Move: stack5 to stack2



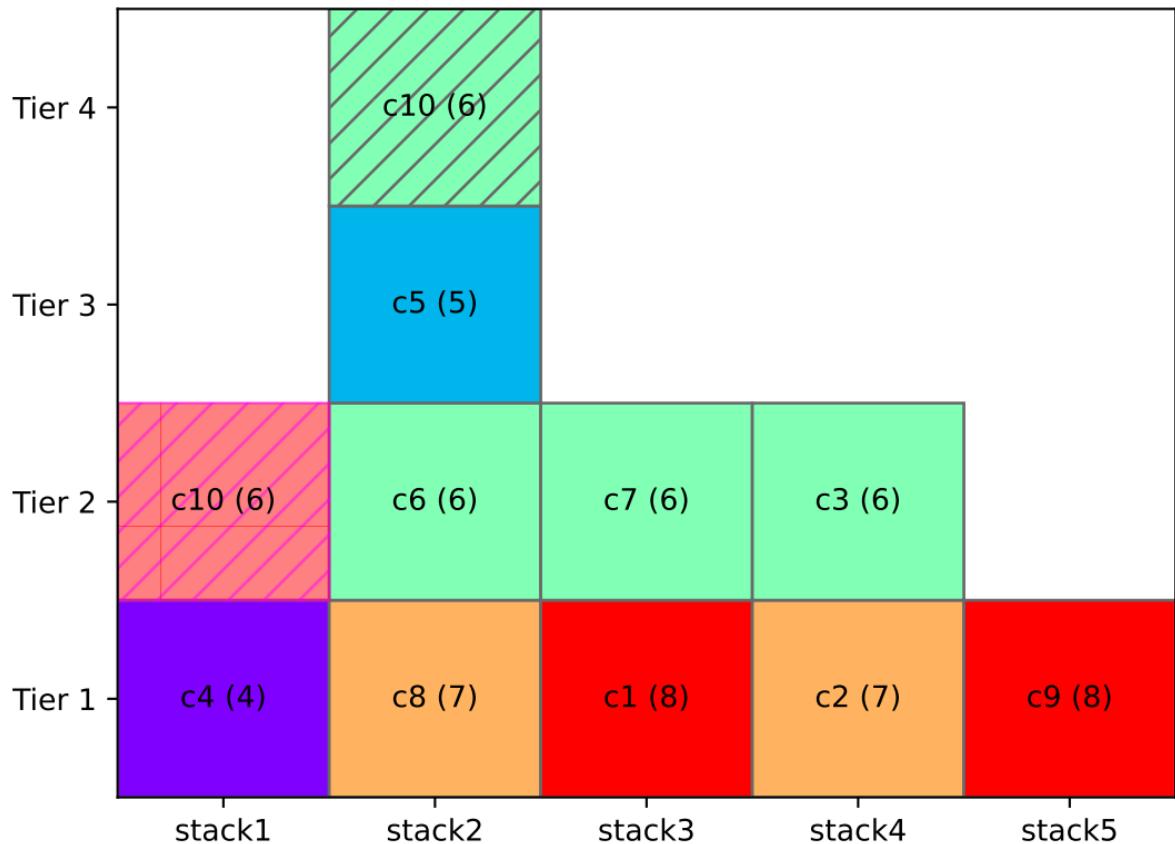
Bay: 18 , Move: stack5 to stack2



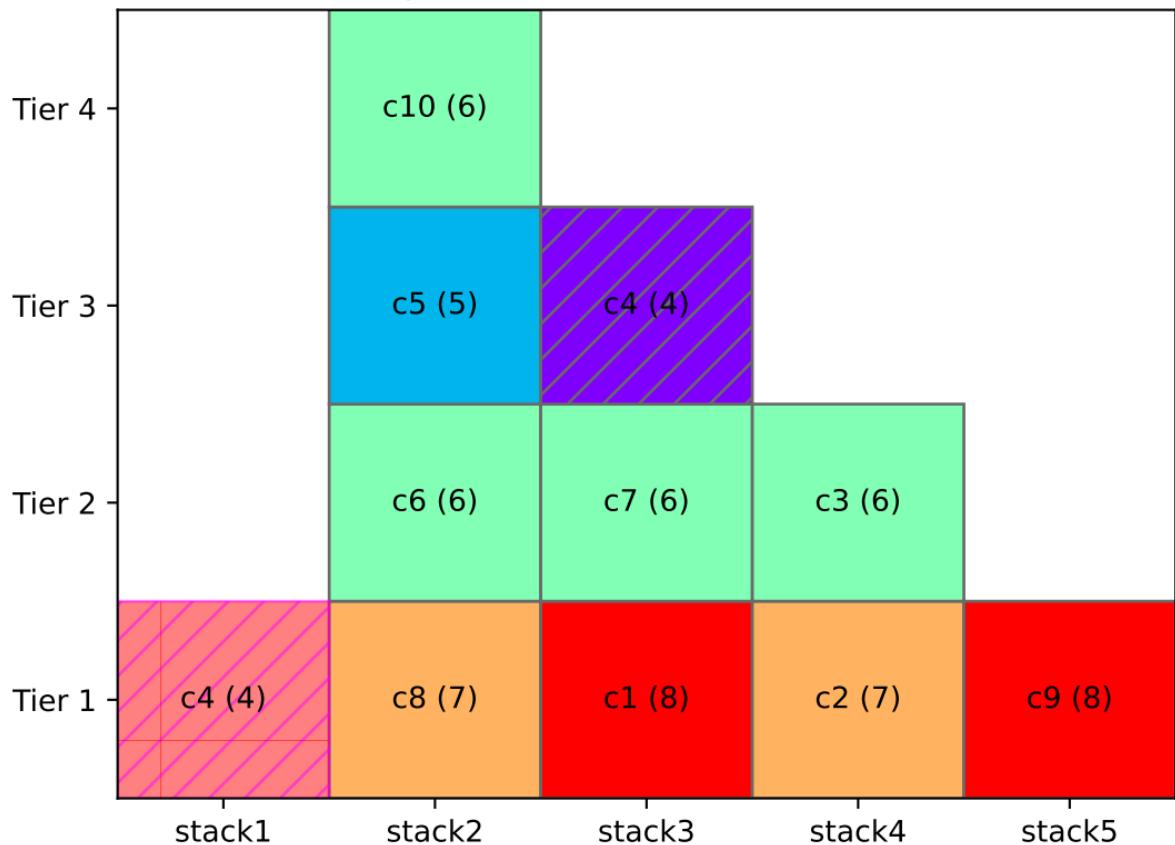
Bay: 18 , Move: stack3 to stack5



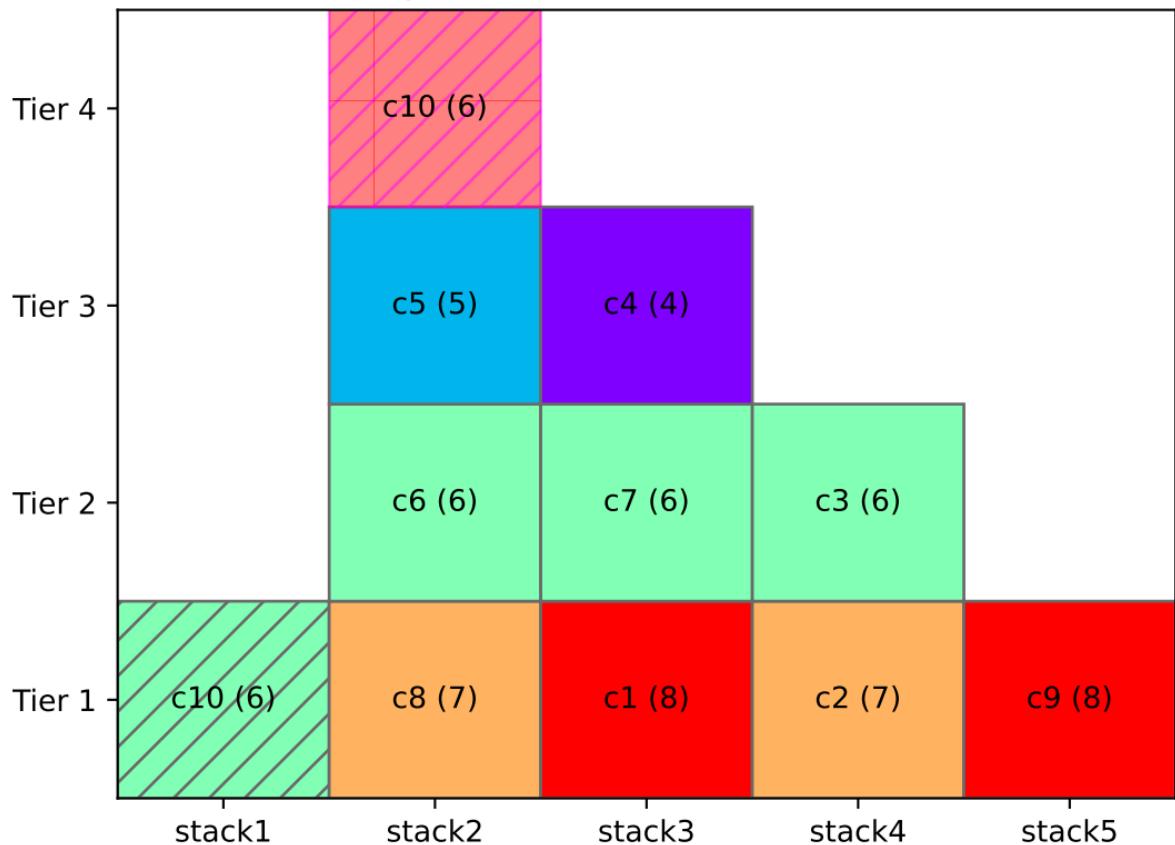
Bay: 18 , Move: stack1 to stack2



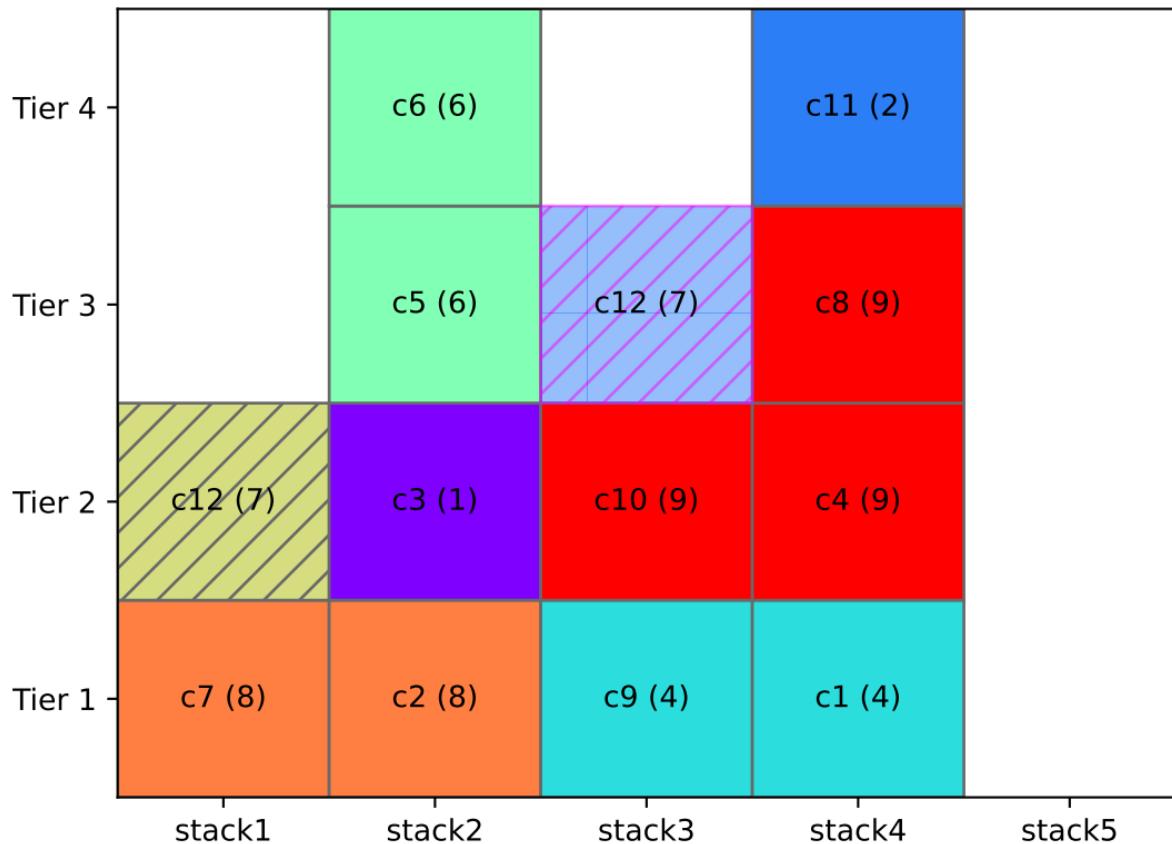
Bay: 18 , Move: stack1 to stack3



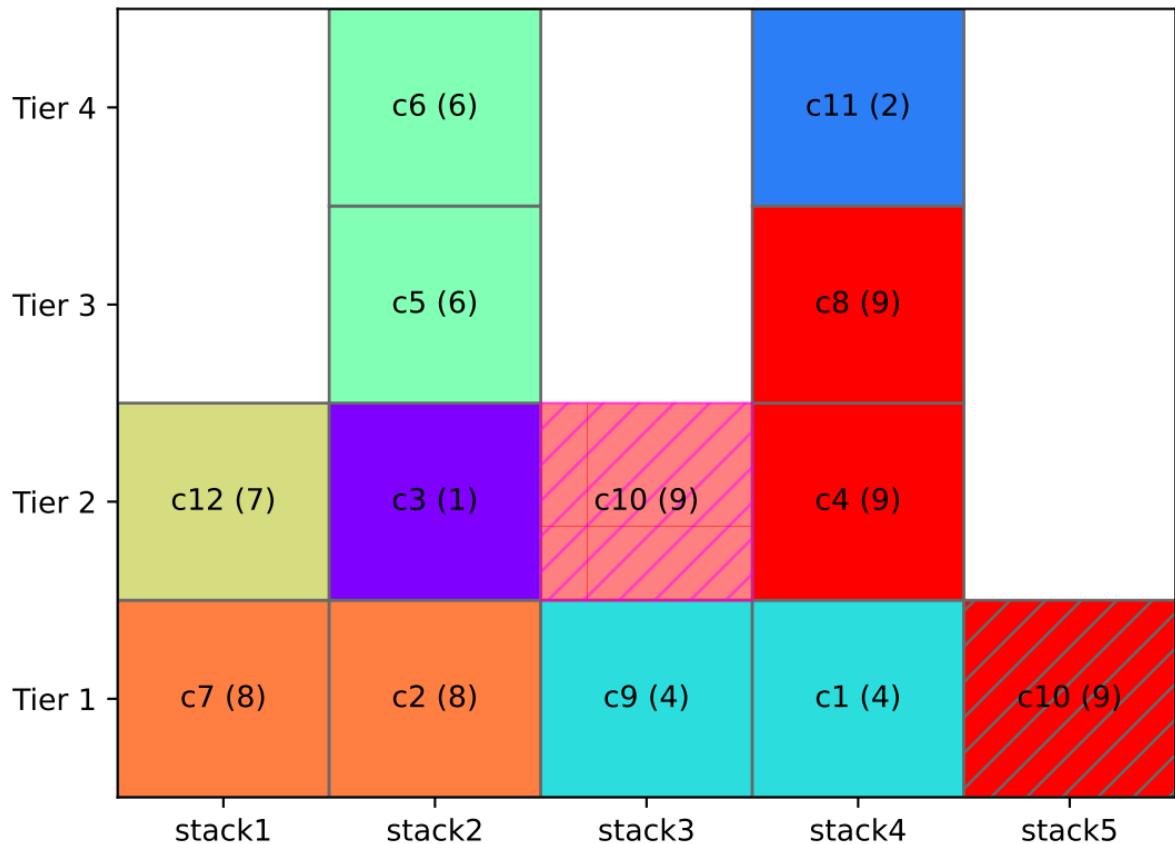
Bay: 18 , Move: stack2 to stack1



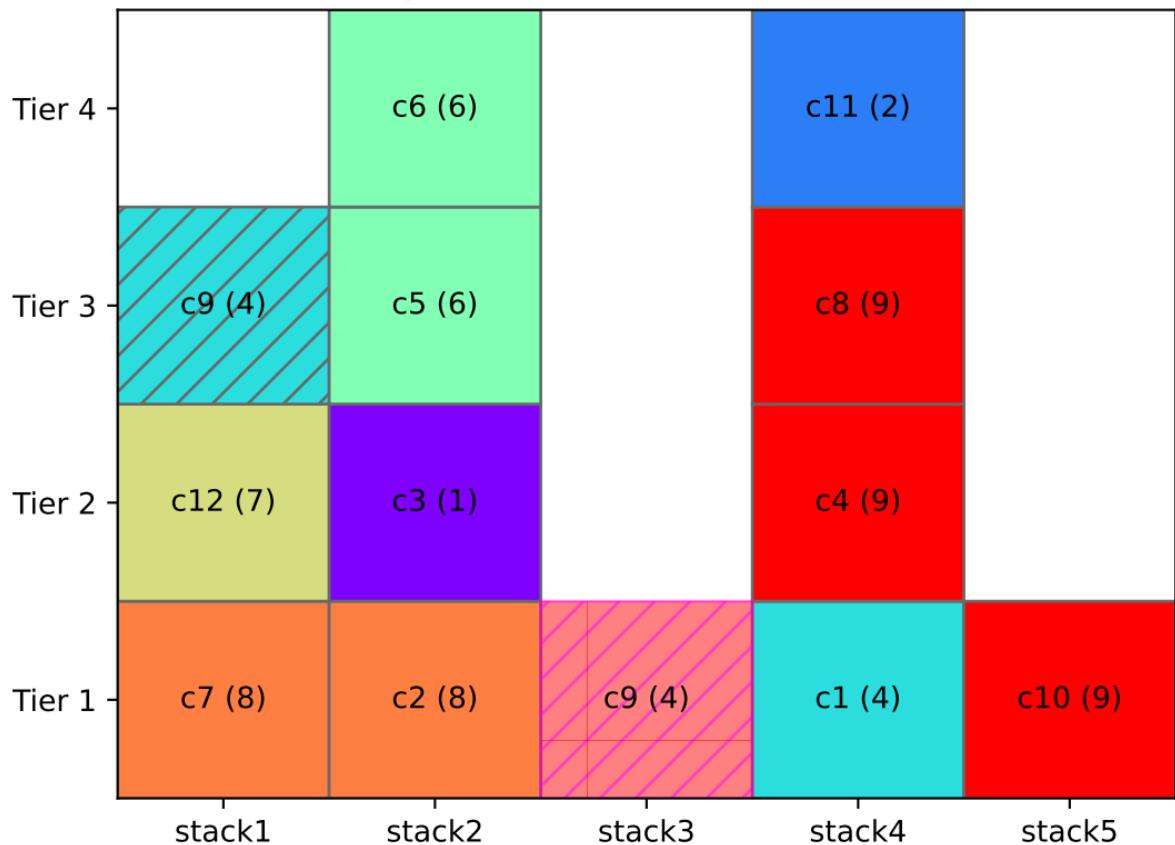
Bay: 19 , Move: stack3 to stack1



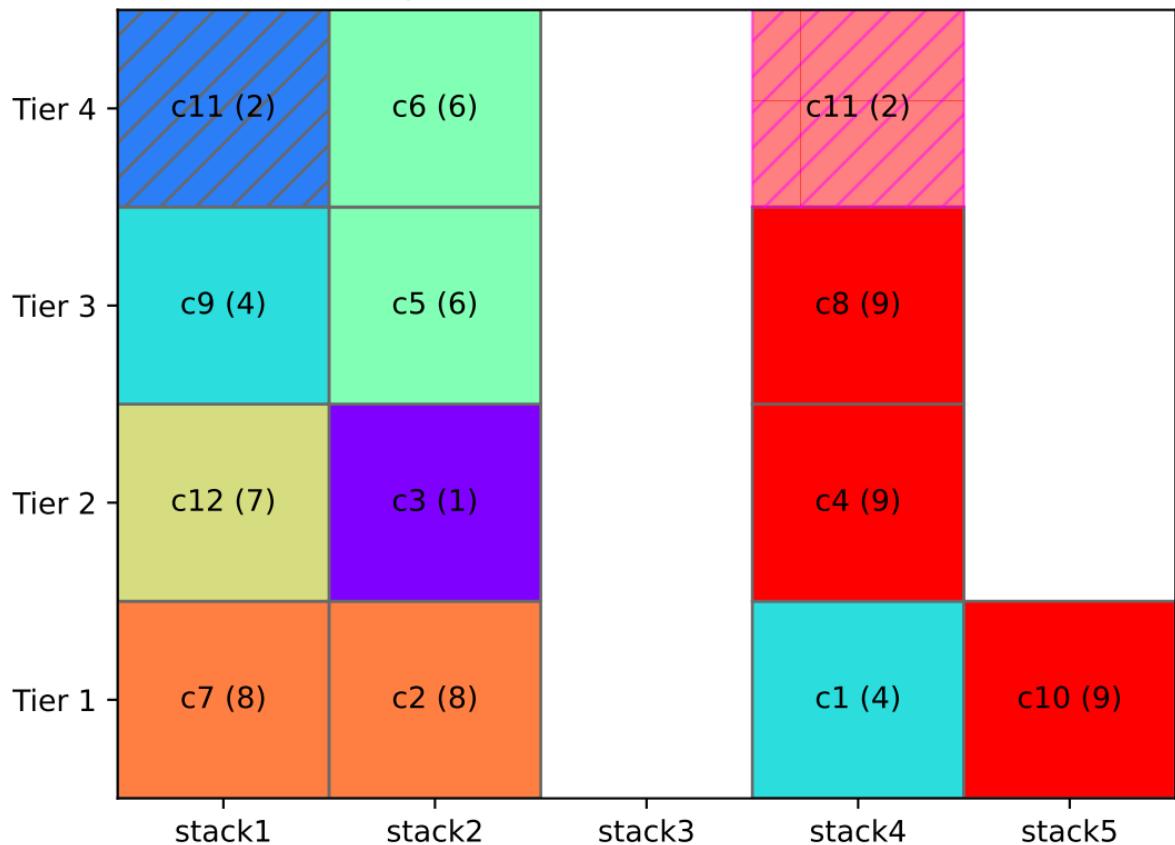
Bay: 19 , Move: stack3 to stack5



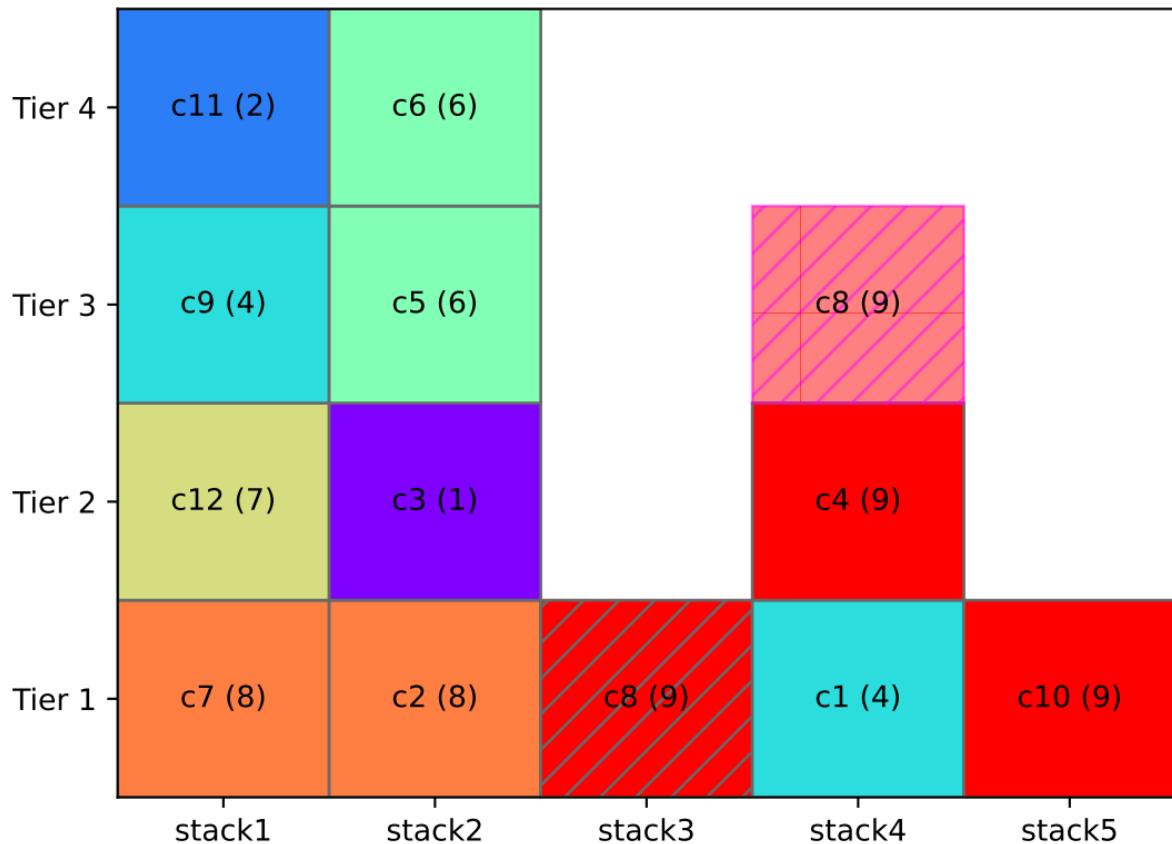
Bay: 19 , Move: stack3 to stack1



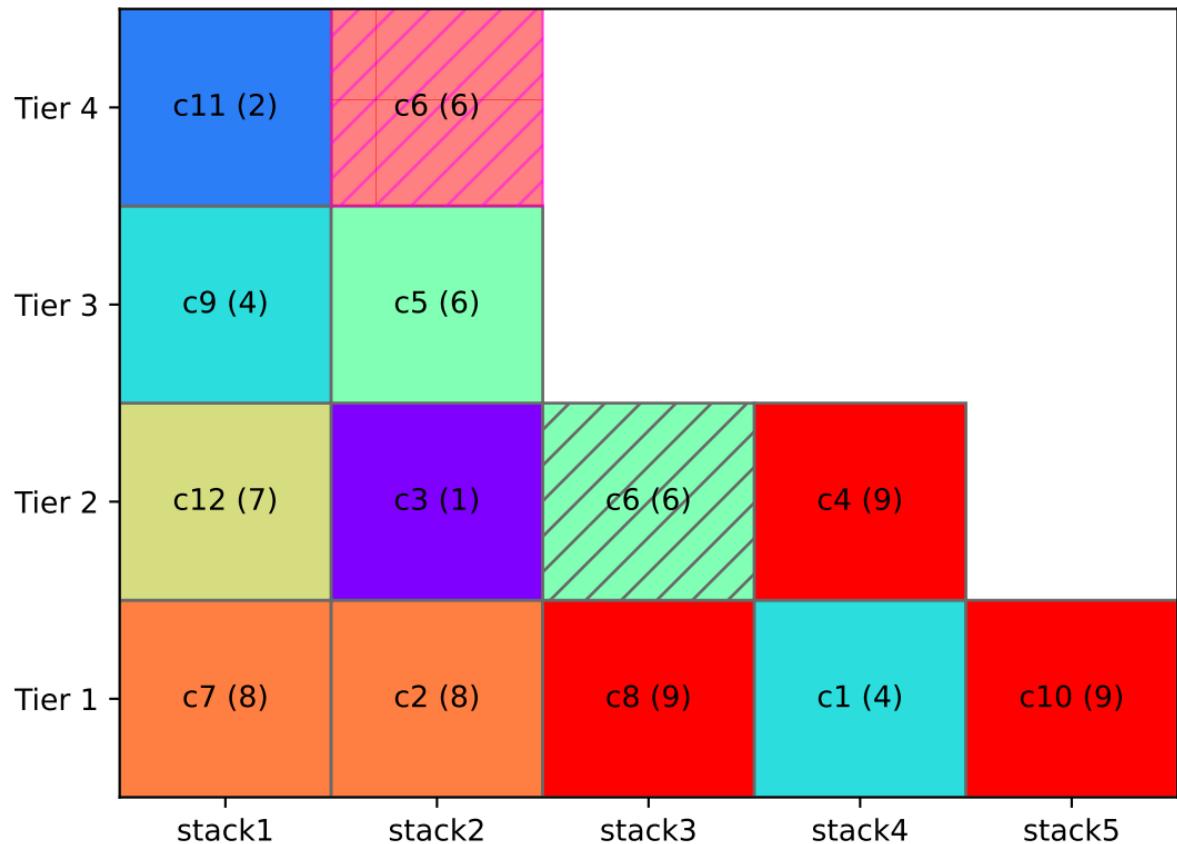
Bay: 19 , Move: stack4 to stack1



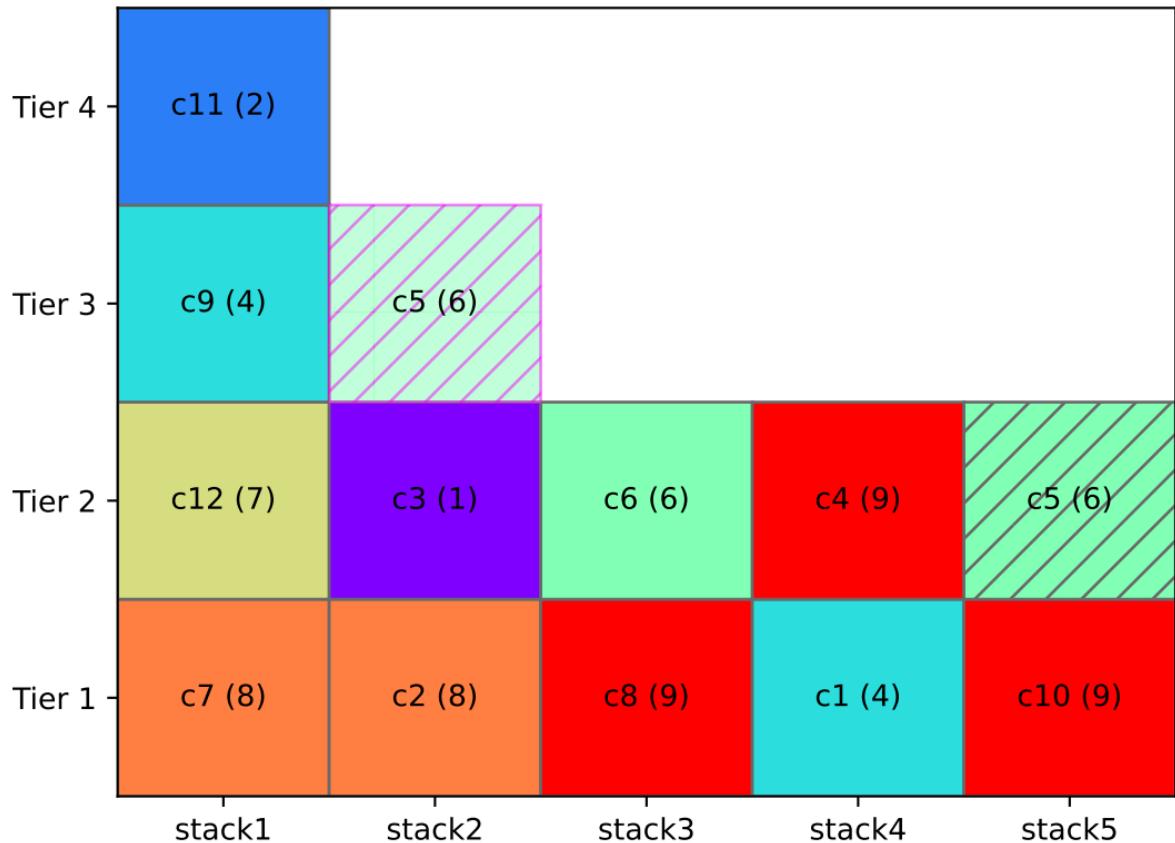
Bay: 19 , Move: stack4 to stack3



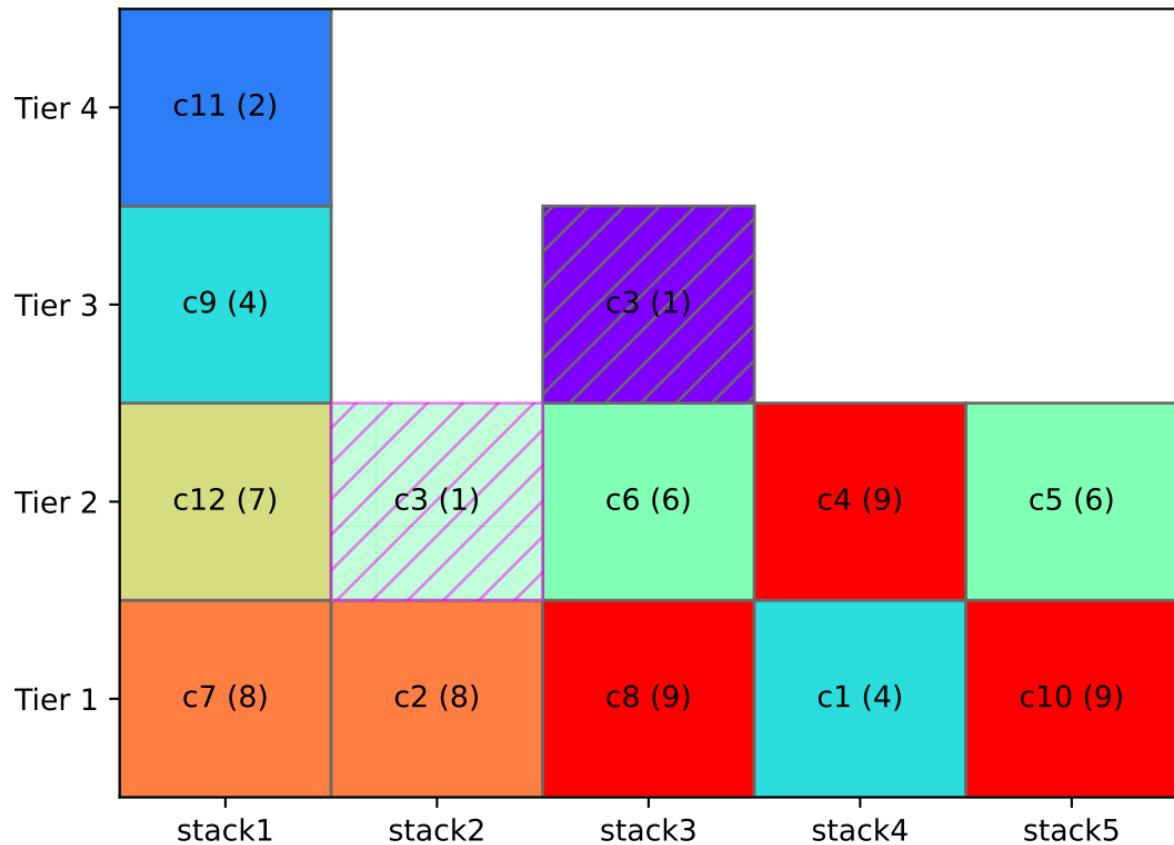
Bay: 19 , Move: stack2 to stack3



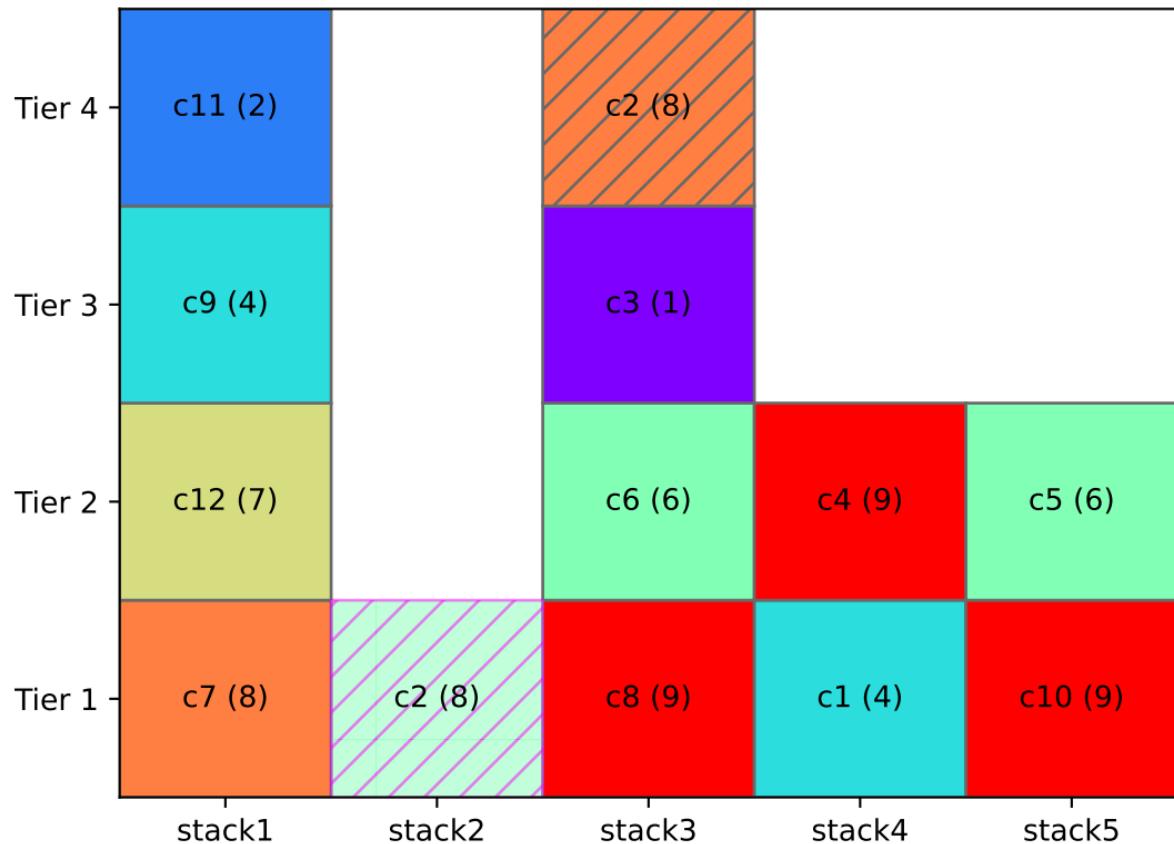
Bay: 19 , Move: stack2 to stack5



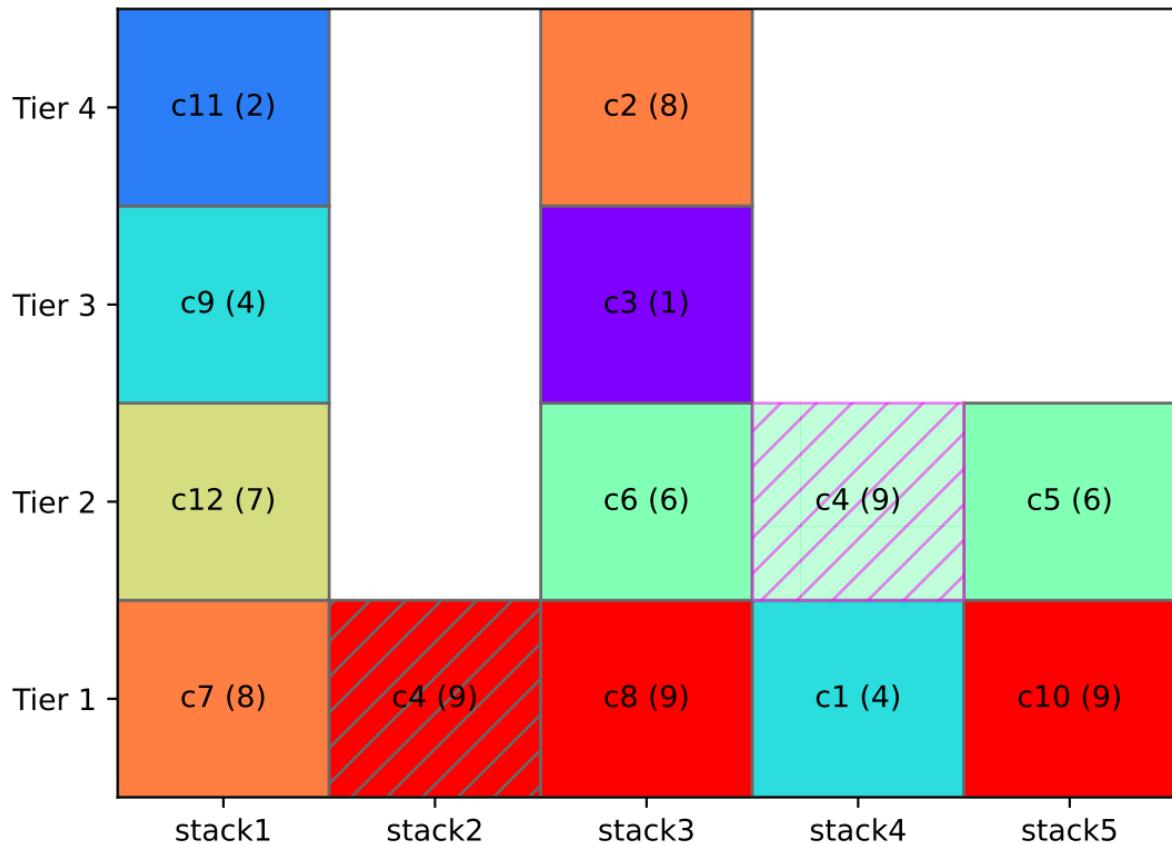
Bay: 19 , Move: stack2 to stack3



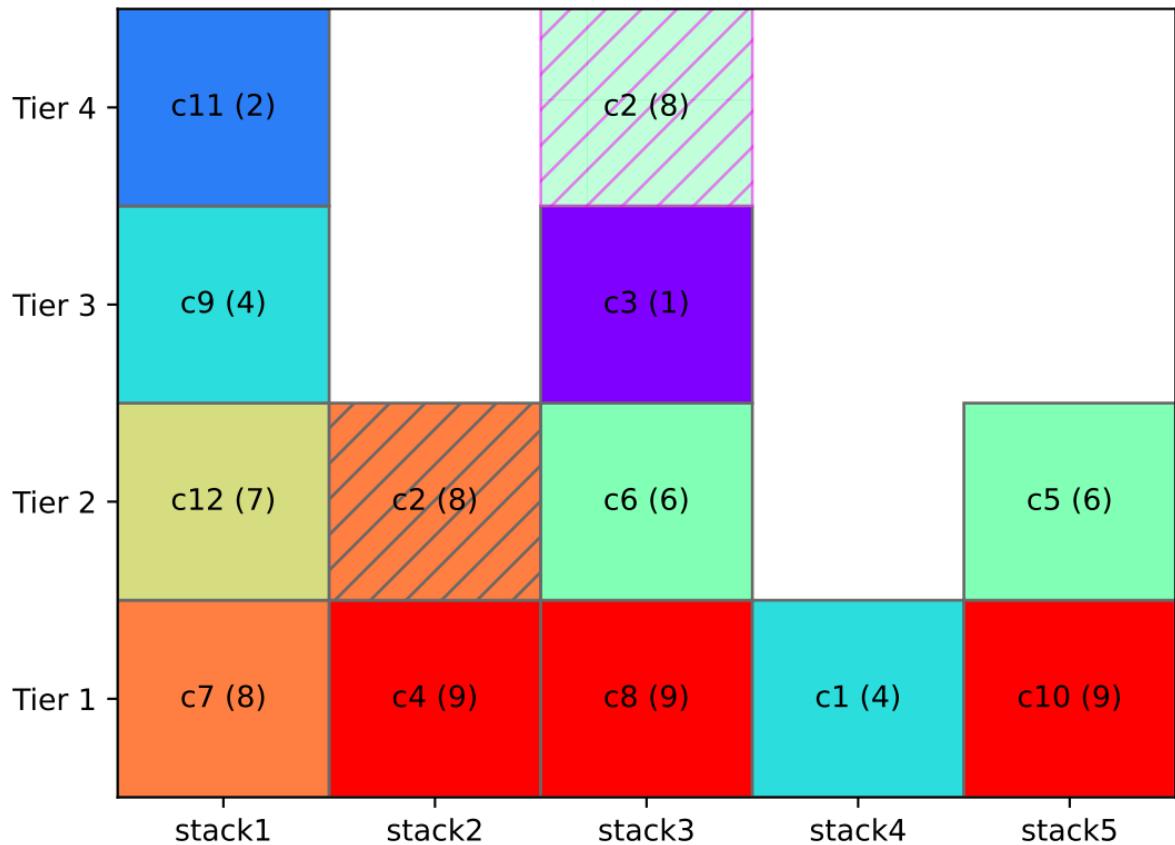
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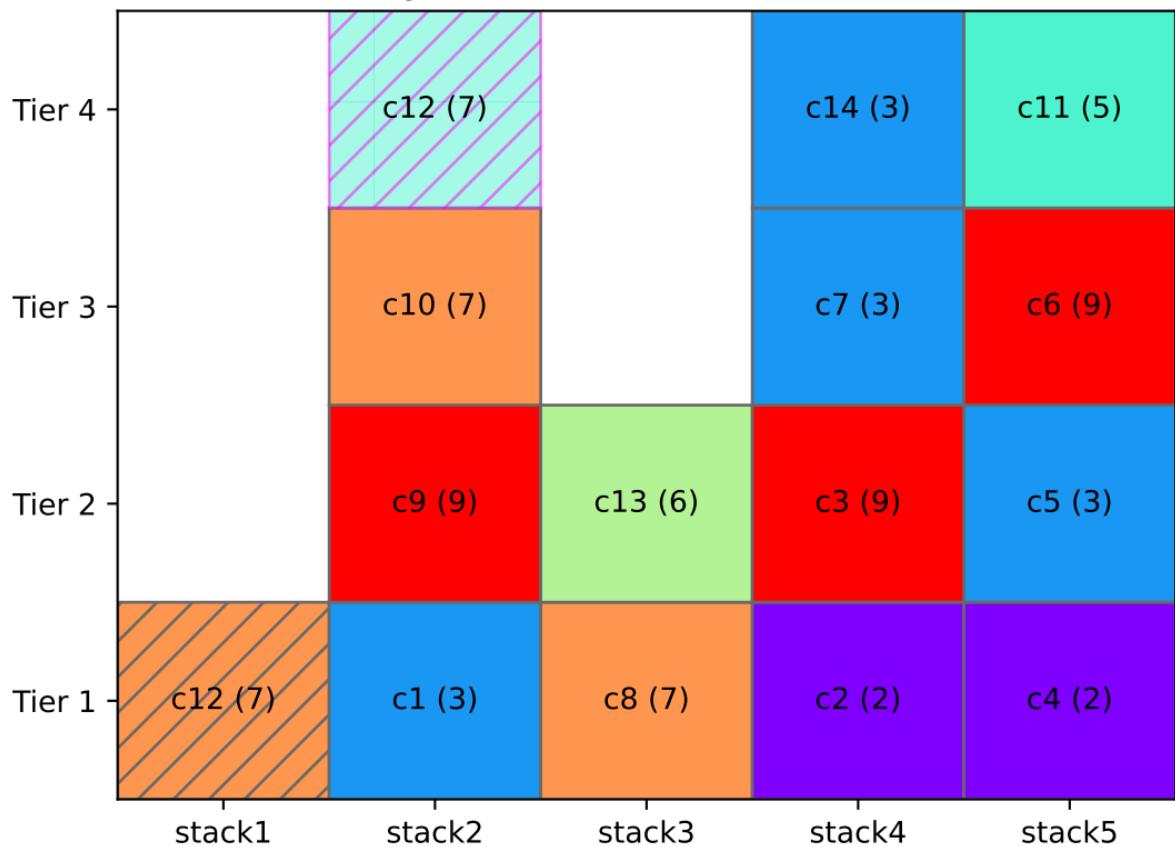
Bay: 19 , Move: stack4 to stack2



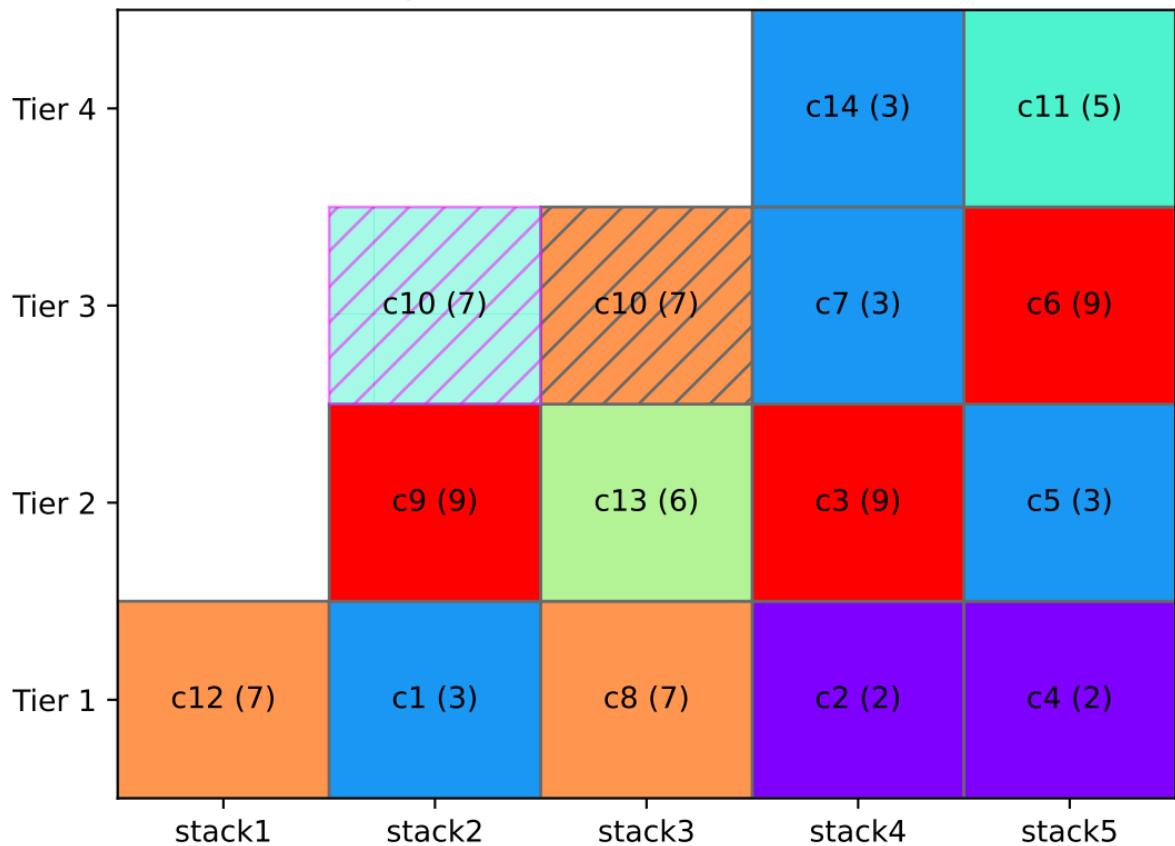
Bay: 19 , Move: stack3 to stack2



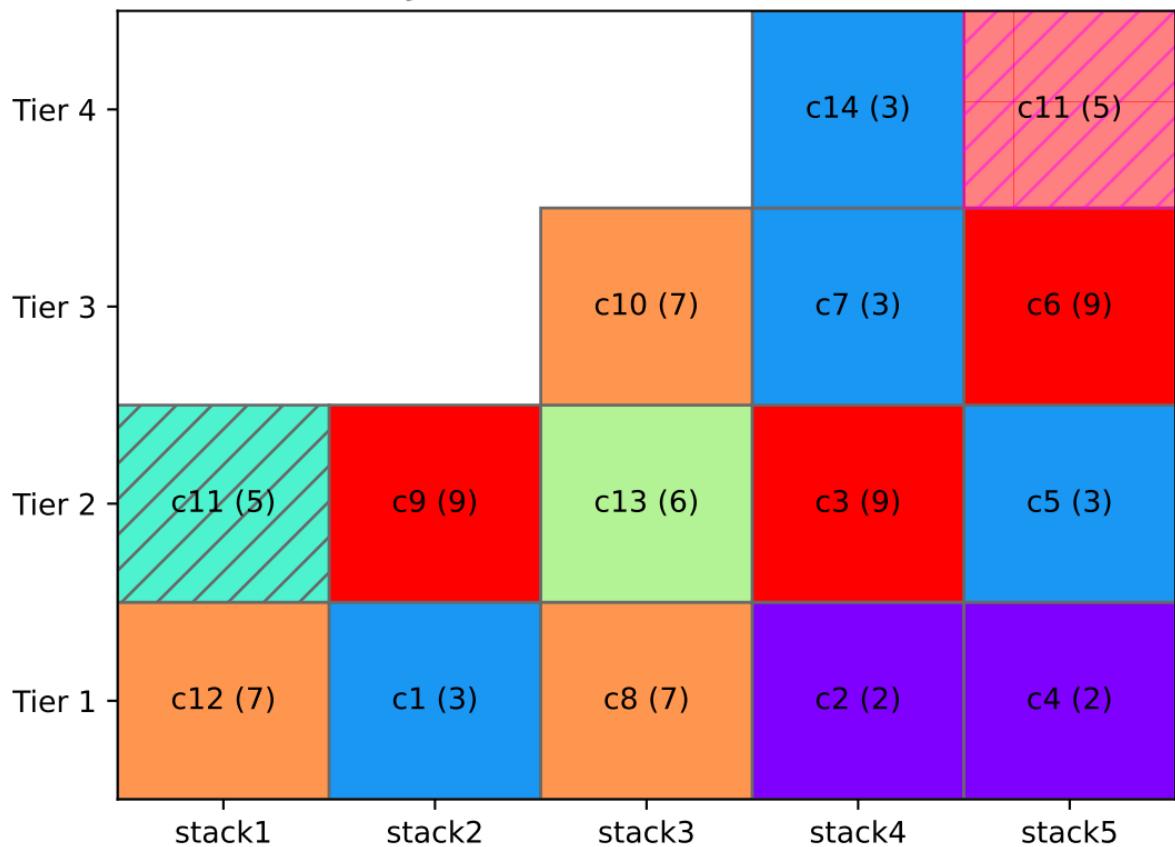
Bay: 20 , Move: stack2 to stack1



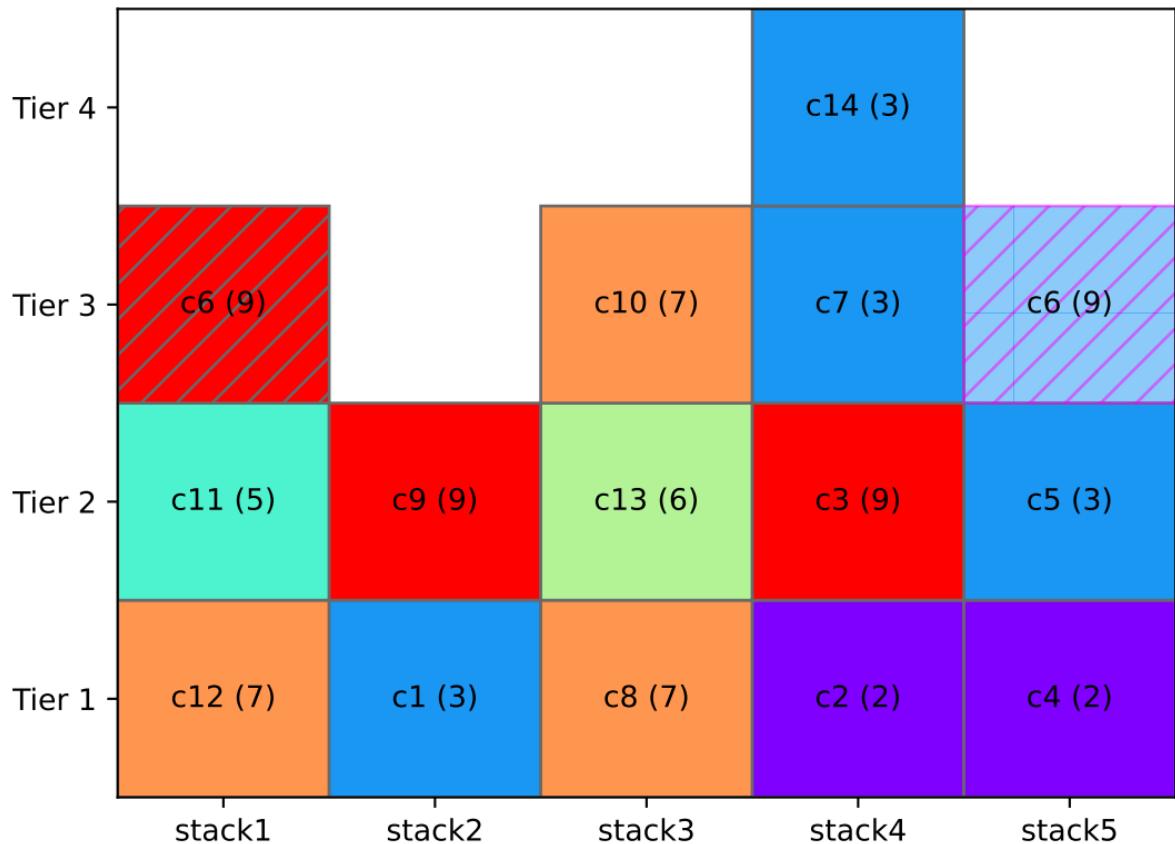
Bay: 20 , Move: stack2 to stack3



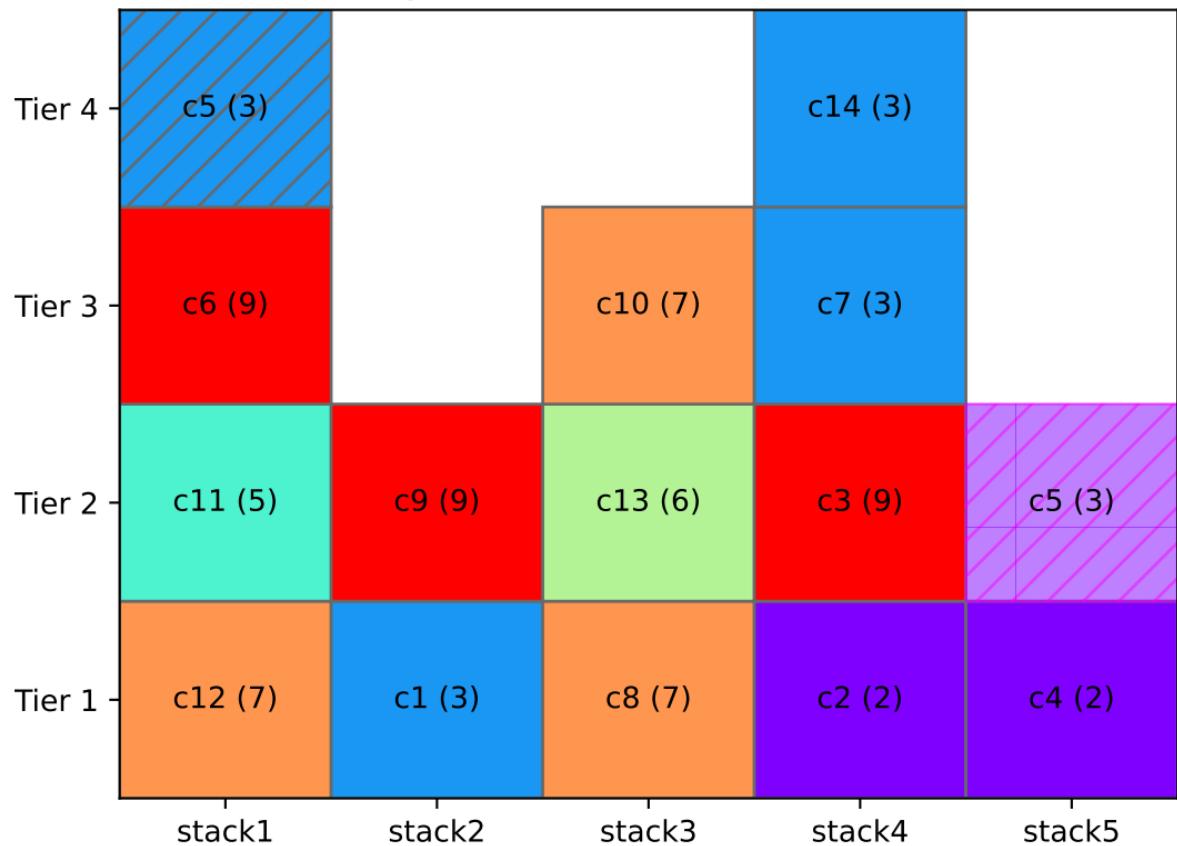
Bay: 20 , Move: stack5 to stack1



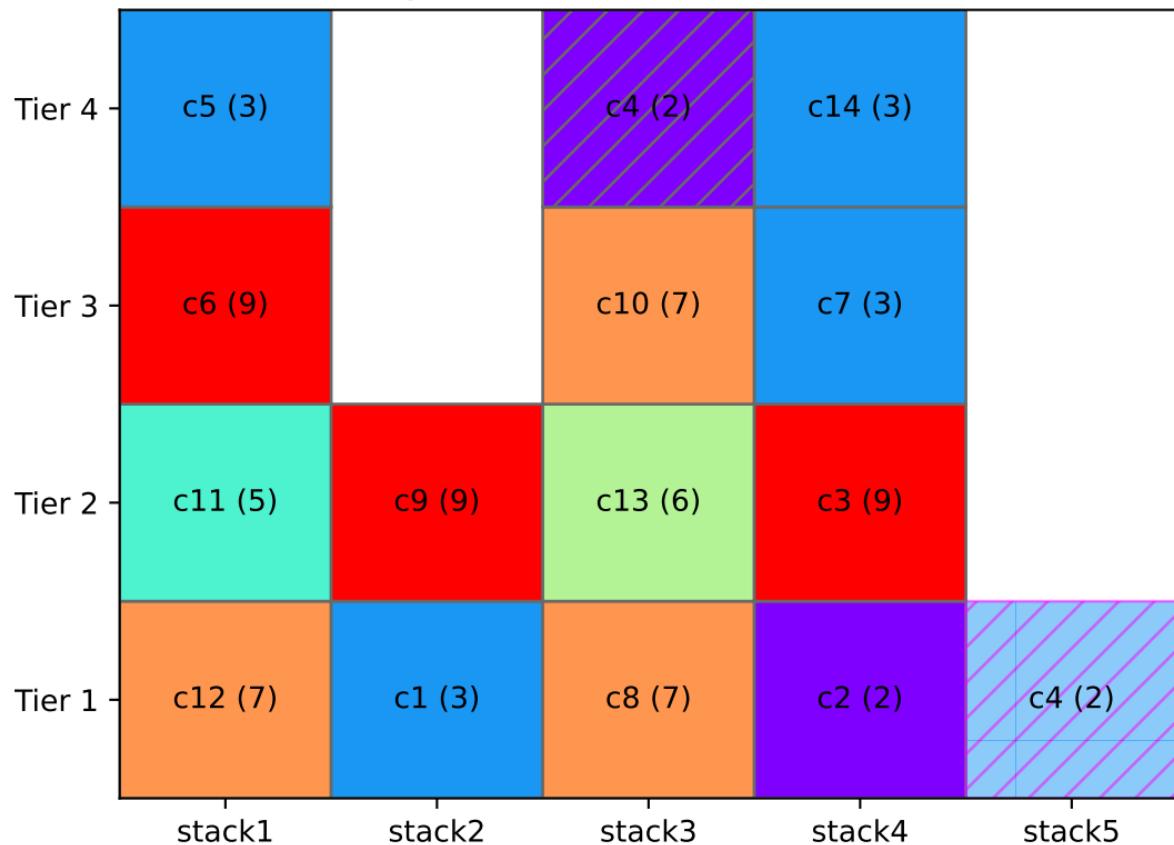
Bay: 20 , Move: stack5 to stack1



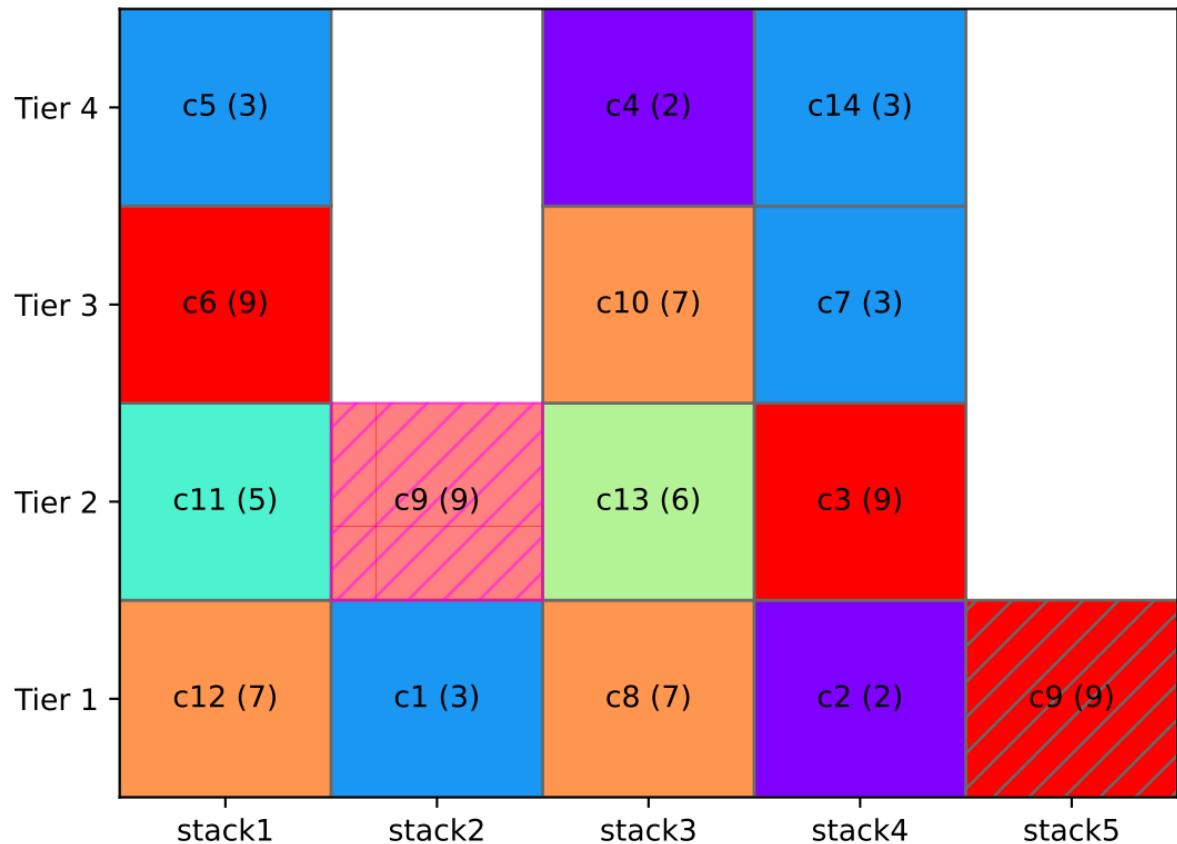
Bay: 20 , Move: stack5 to stack1



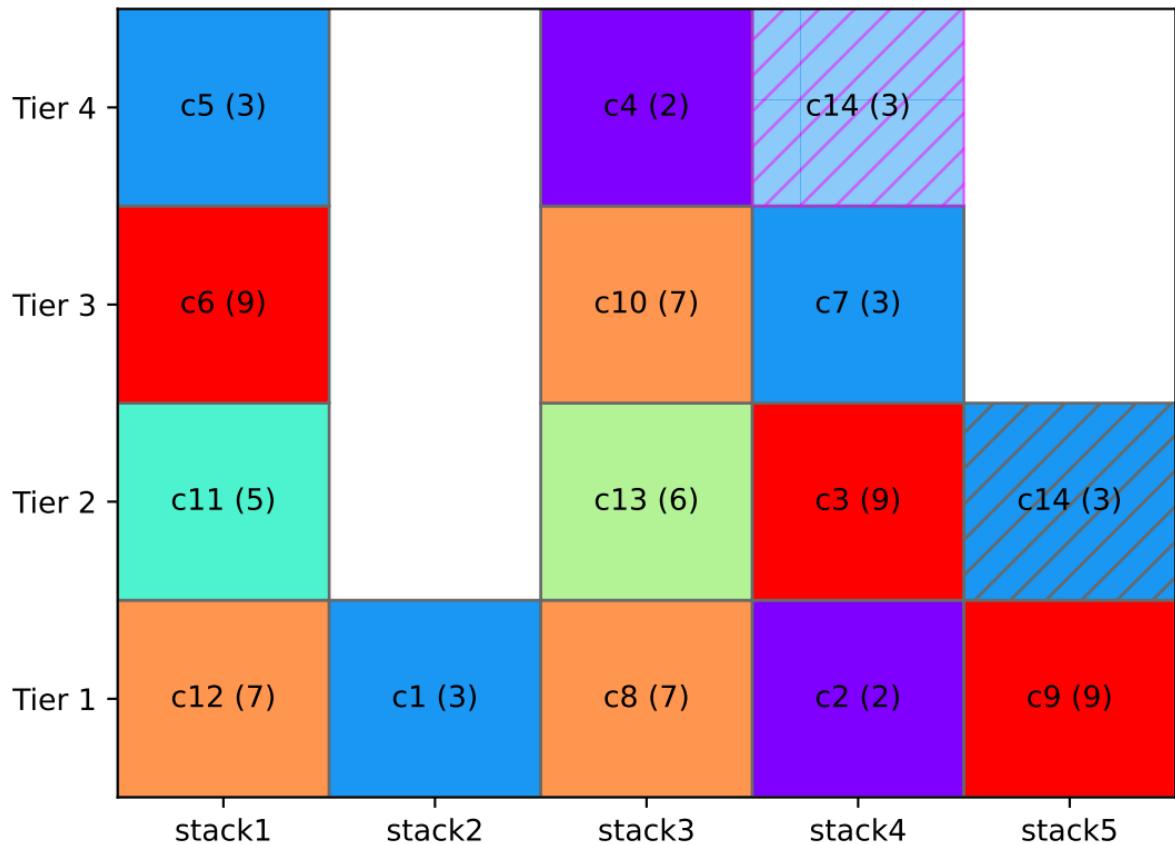
Bay: 20 , Move: stack5 to stack3



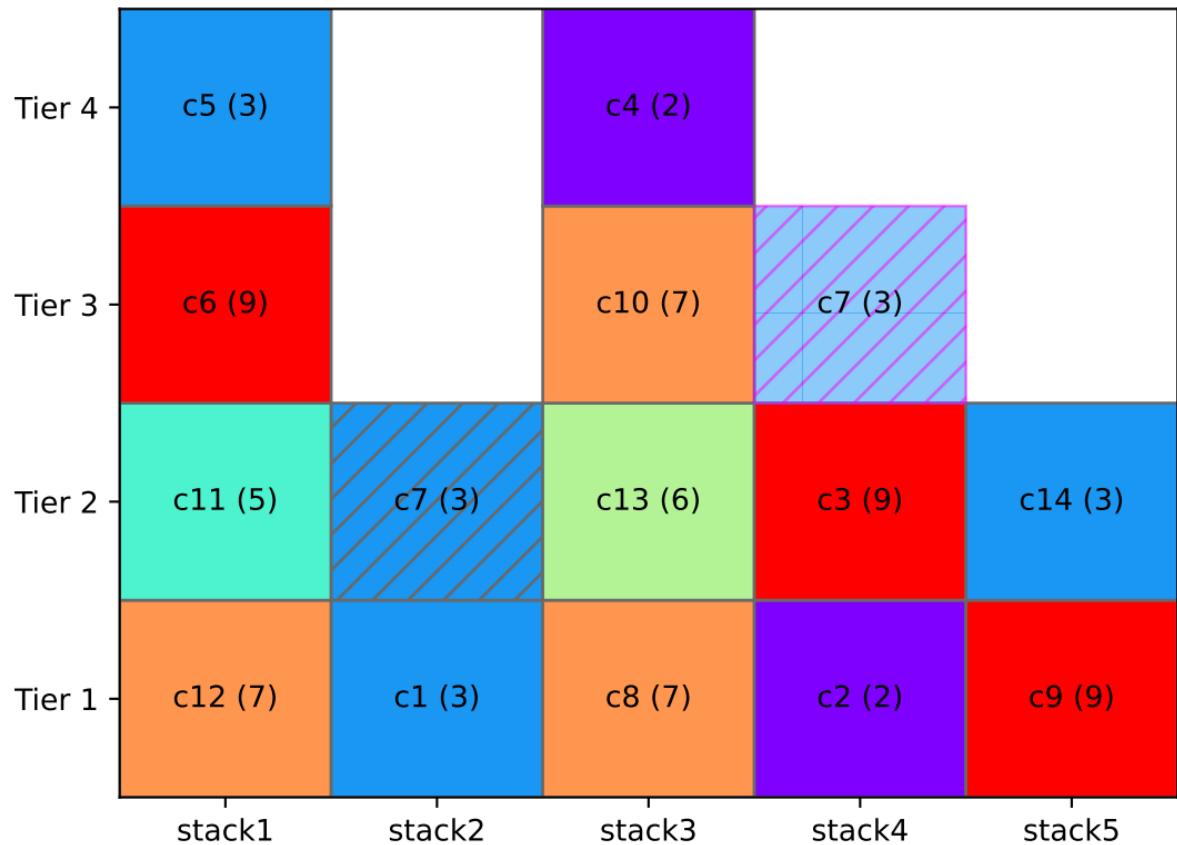
Bay: 20 , Move: stack2 to stack5



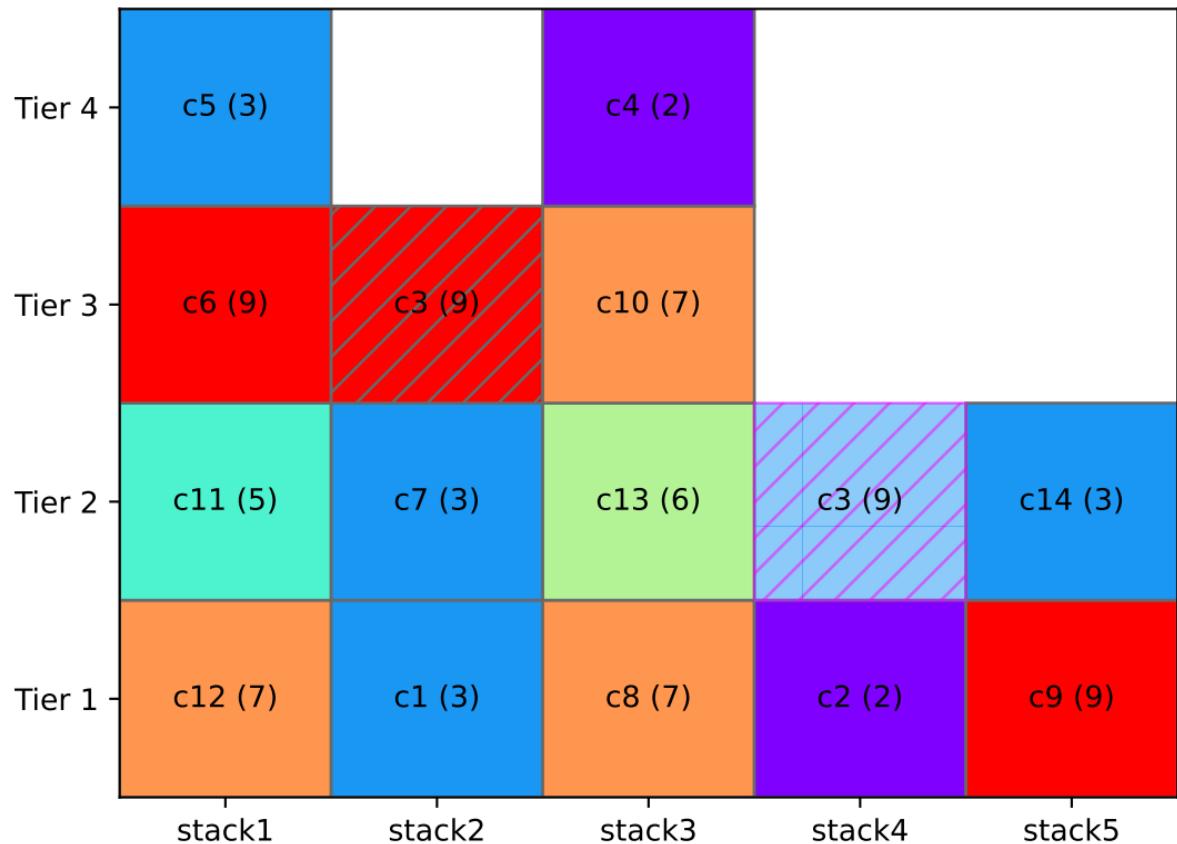
Bay: 20 , Move: stack4 to stack5



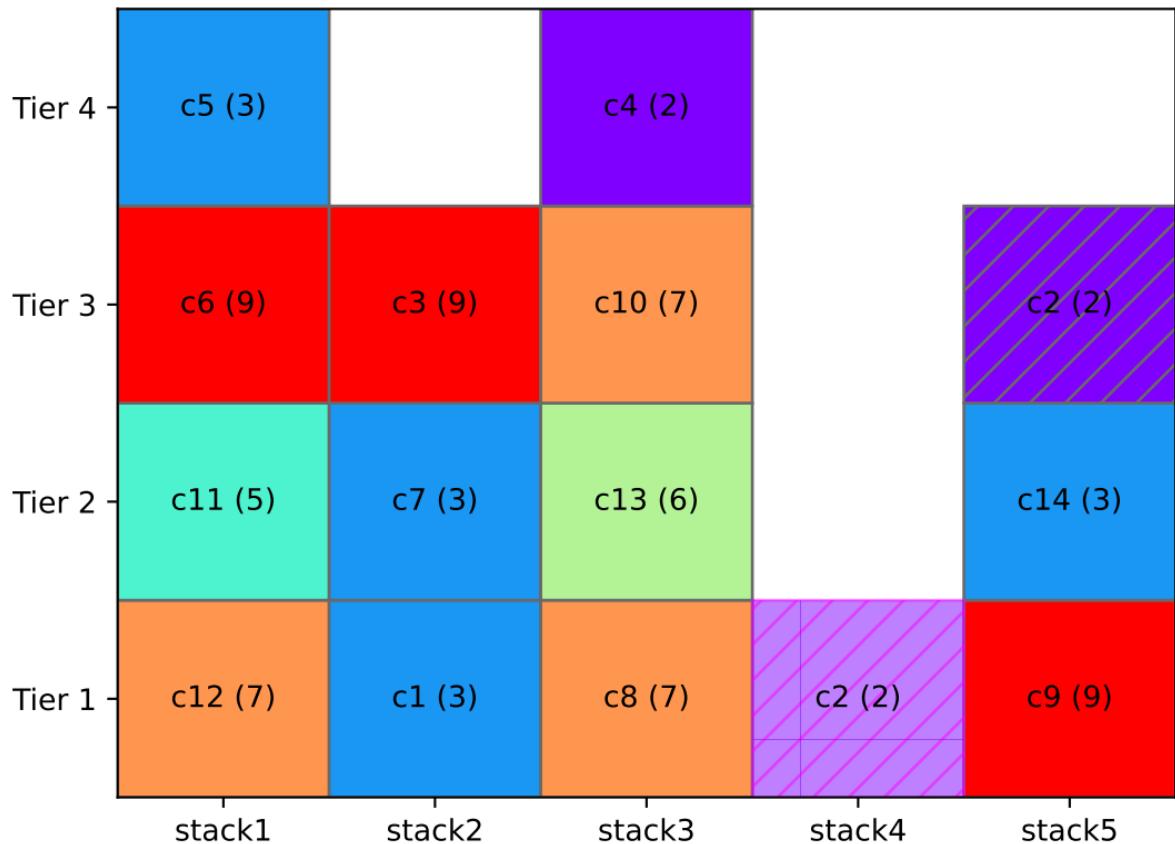
Bay: 20 , Move: stack4 to stack2



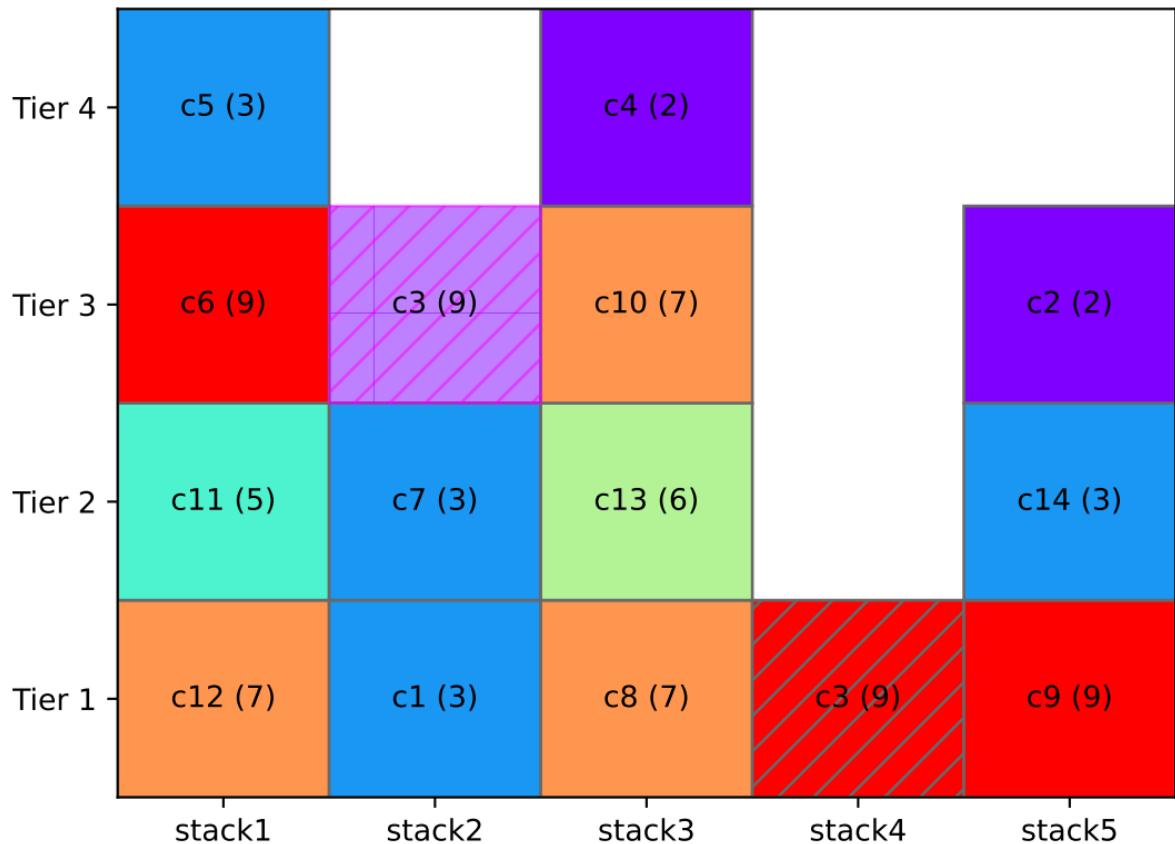
Bay: 20 , Move: stack4 to stack2



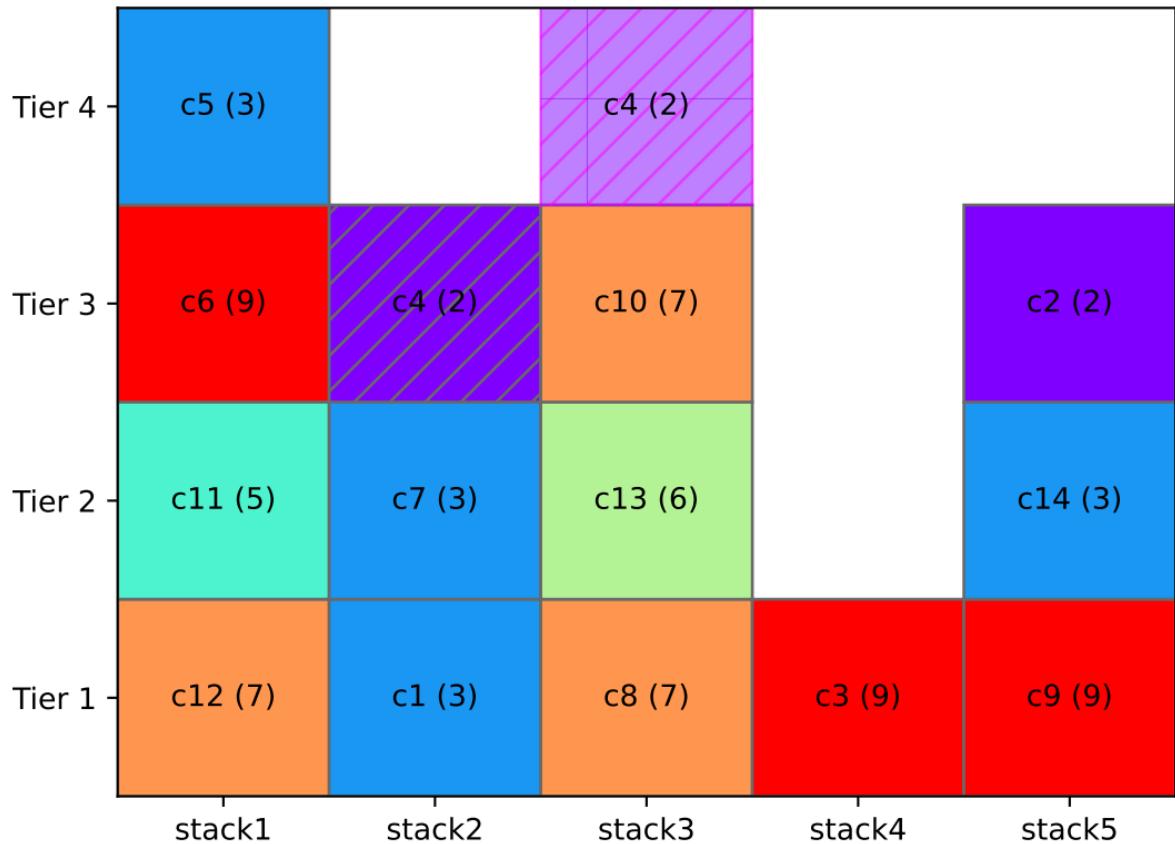
Bay: 20 , Move: stack4 to stack5



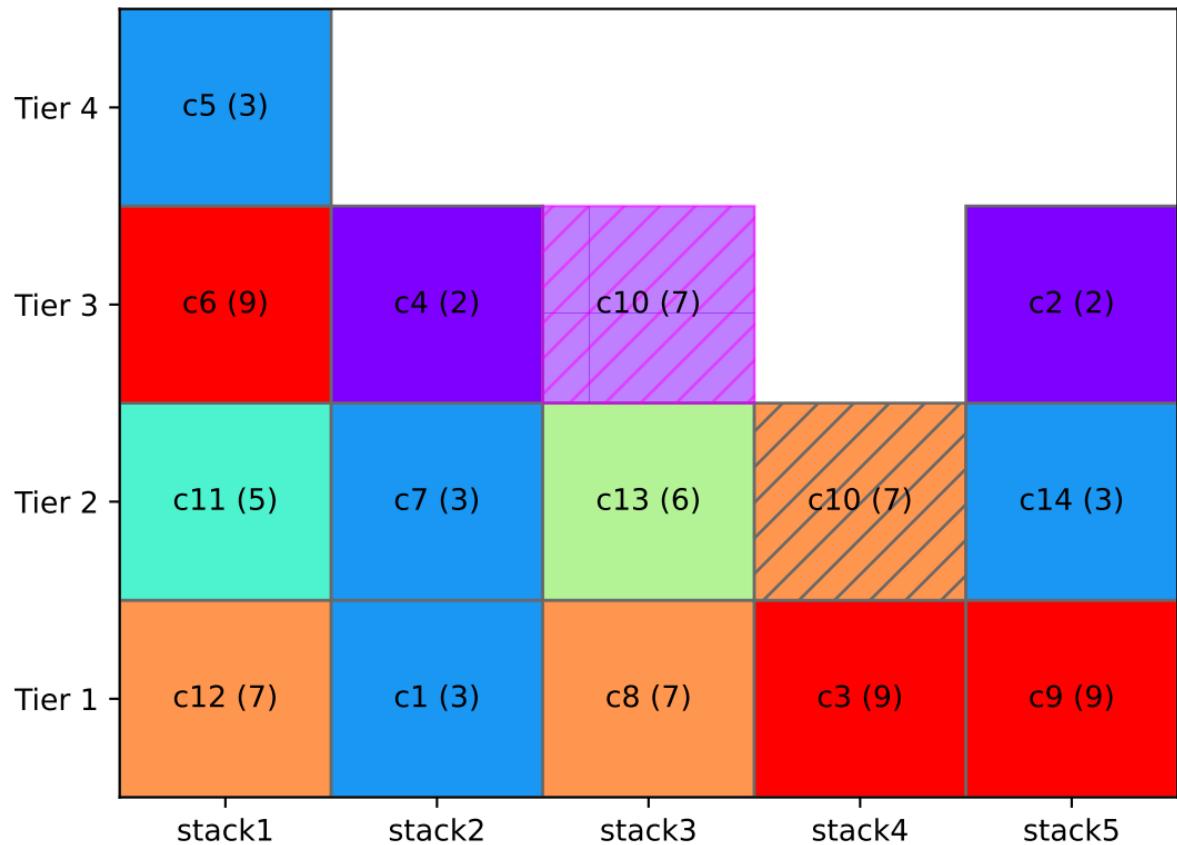
Bay: 20 , Move: stack2 to stack4



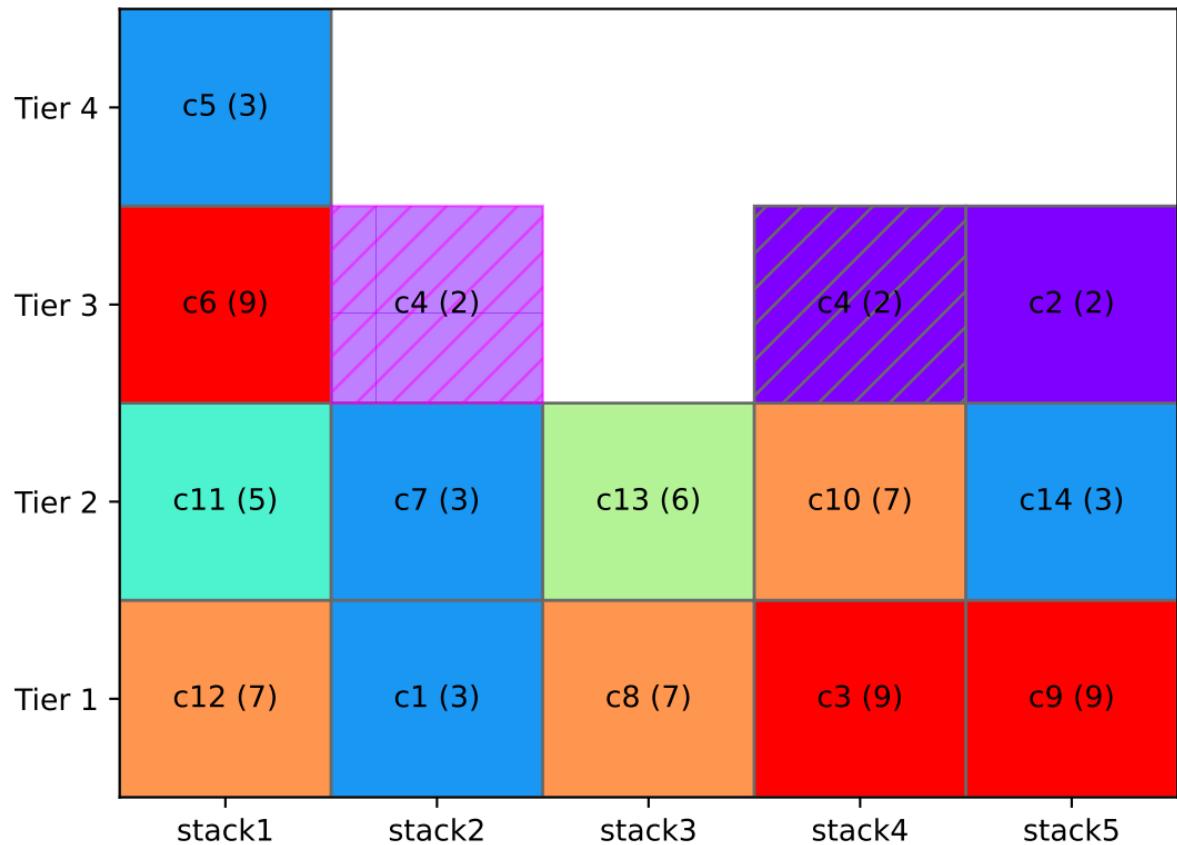
Bay: 20 , Move: stack3 to stack2



Bay: 20 , Move: stack3 to stack4



Bay: 20 , Move: stack2 to stack4



Bay: 20 , Move: stack2 to stack3

