

# iconshock

## Diamond

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## Jobs





Nuclear\_engineer



Nuclear\_engineer\_add



Nuclear\_engineer\_back



Nuclear\_engineer\_cancel



Nuclear\_engineer\_clock



Nuclear\_engineer\_close



Nuclear\_engineer\_config



Nuclear\_engineer\_delete



Nuclear\_engineer\_down







Nuclear\_engineer\_fav



Nuclear\_engineer\_help



Nuclear\_engineer\_info



Nuclear\_engineer\_level



Nuclear\_engineer\_lock



Nuclear\_engineer\_next



Nuclear\_engineer\_ok



Nuclear\_engineer\_refresh



Nuclear\_engineer\_reload



Nuclear\_engineer\_save



Nuclear\_engineer\_unlock



Nuclear\_engineer\_up



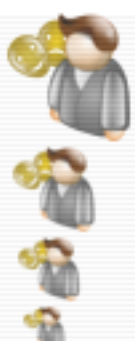
Nuclear\_engineer\_write



Nuclear\_engineer\_zoom



actor

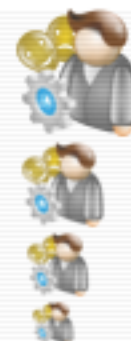




actor\_add

actor\_back

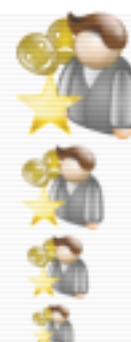
actor\_cancel



actor\_clock

actor\_close

actor\_config



actor\_delete

actor\_down

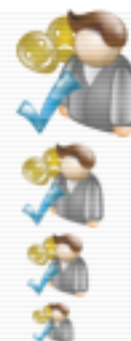
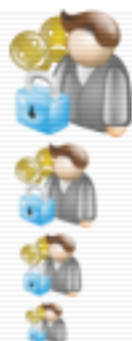
actor\_fav



actor\_help

actor\_info

actor\_level



actor\_lock

actor\_next

actor\_ok



actor\_refresh



actor\_reload



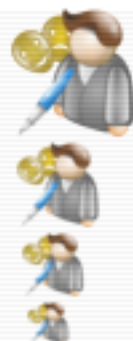
actor\_save



actor\_unlock



actor\_up



actor\_write



actor\_zoom



administrator



administrator\_add



administrator\_back



administrator\_cancel



administrator\_clock



administrator\_close



administrator\_config



administrator\_delete

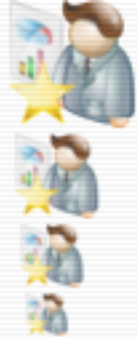




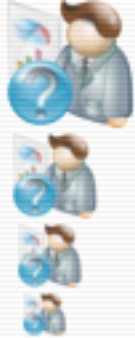
administrator\_down



administrator\_fav



administrator\_help



administrator\_info



administrator\_level



administrator\_lock



administrator\_next



administrator\_ok



administrator\_refresh



administrator\_reload



administrator\_save



administrator\_unlock



administrator\_up



administrator\_write



administrator\_zoom

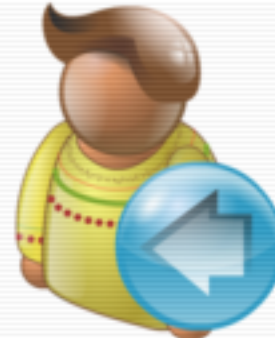




african



african\_add



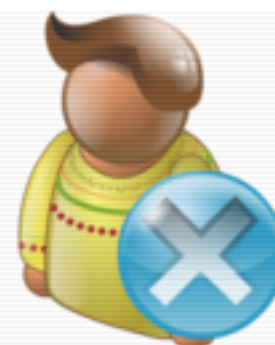
african\_back



african\_cancel



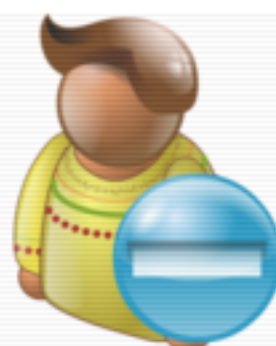
african\_clock



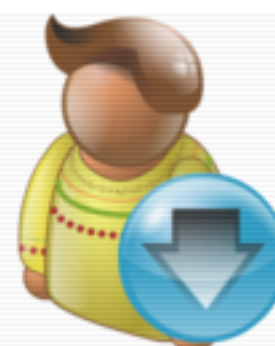
african\_close



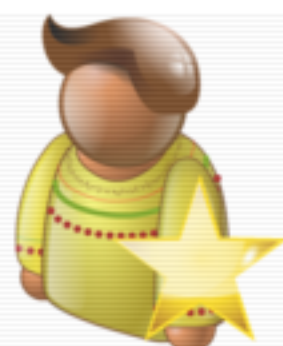
african\_config



african\_delete



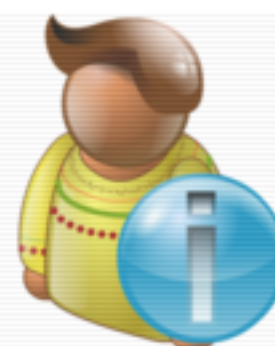
african\_down



african\_fav



african\_help



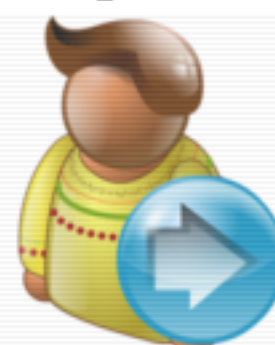
african\_info



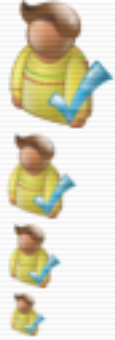
african\_level



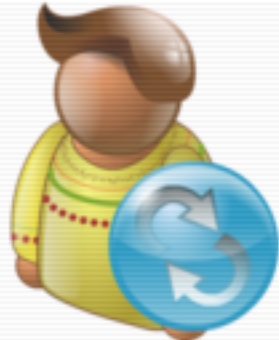
african\_lock



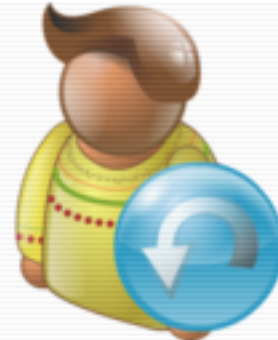
african\_next



african\_ok



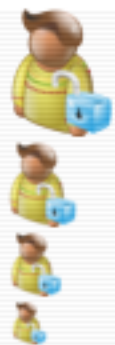
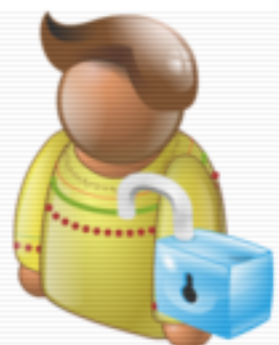
african\_refresh



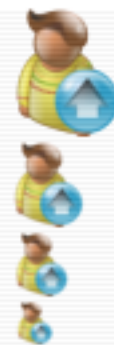
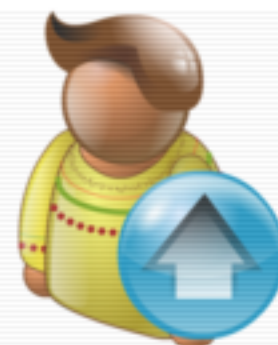
african\_reload



african\_save



african\_unlock



african\_up



african\_write



african\_zoom



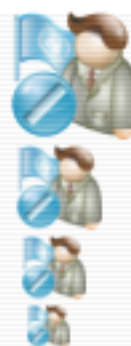
ambassador



ambassador\_add



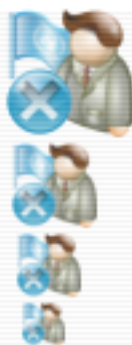
ambassador\_back



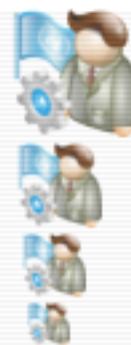
ambassador\_cancel



ambassador\_clock



ambassador\_close



ambassador\_config





ambassador\_delete



ambassador\_down



ambassador\_fav



ambassador\_help



ambassador\_info



ambassador\_level



ambassador\_lock



ambassador\_next



ambassador\_ok



ambassador\_refresh



ambassador\_reload



ambassador\_save



ambassador\_unlock



ambassador\_up



ambassador\_write





ambassador\_zoom



american



american\_add



american\_back



american\_cancel



american\_clock



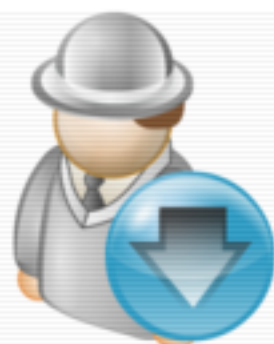
american\_close



american\_config



american\_delete



american\_down



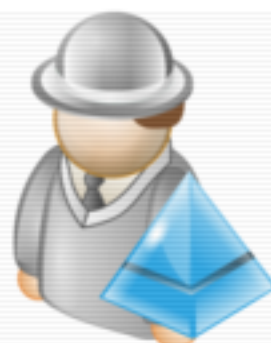
american\_fav



american\_help



american\_info



american\_level



american\_lock



american\_next



american\_ok



american\_refresh



american\_reload



american\_save



american\_unlock



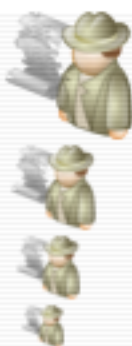
american\_up



american\_write



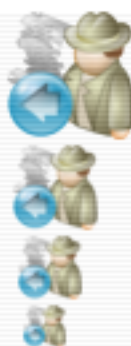
american\_zoom



archeologist



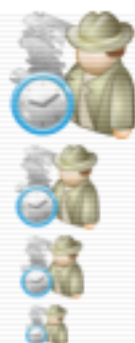
archeologist\_add



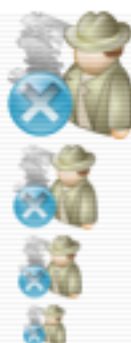
archeologist\_back



archeologist\_cancel



archeologist\_clock

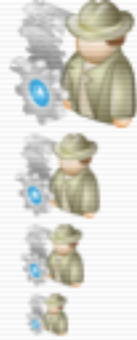


archeologist\_close





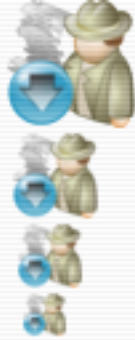
archeologist\_config



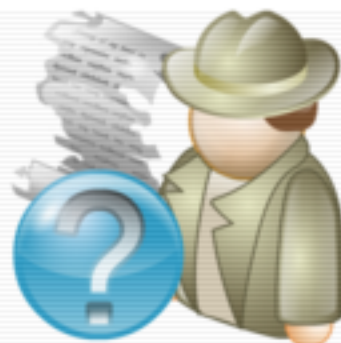
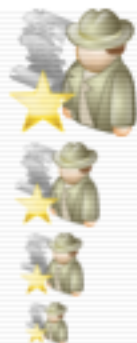
archeologist\_delete



archeologist\_down



archeologist\_fav



archeologist\_help



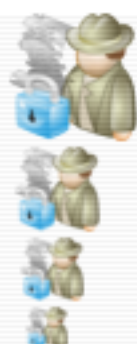
archeologist\_info



archeologist\_level



archeologist\_lock



archeologist\_next



archeologist\_ok



archeologist\_refresh



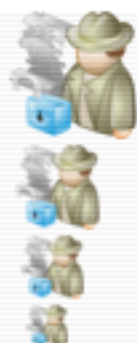
archeologist\_reload



archeologist\_save

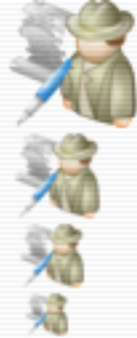


archeologist\_unlock

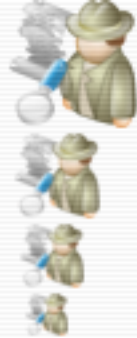


archeologist\_up

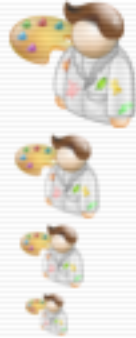




archeologist\_write



archeologist\_zoom



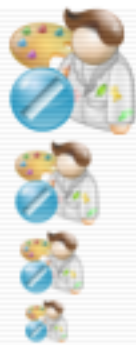
artist



artist\_add



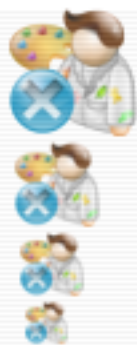
artist\_back



artist\_cancel



artist\_clock



artist\_close



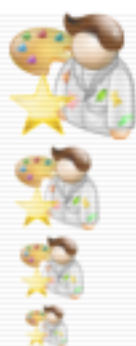
artist\_config



artist\_delete



artist\_down



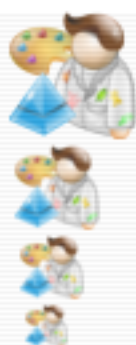
artist\_fav



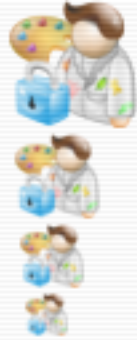
artist\_help



artist\_info



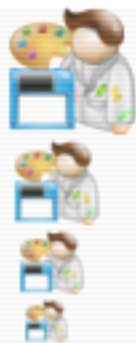
artist\_level



artist\_lock

artist\_next

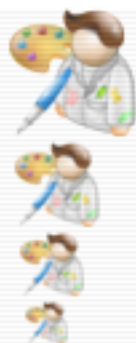
artist\_ok



artist\_refresh

artist\_reload

artist\_save



artist\_unlock

artist\_up

artist\_write



artist\_zoom

asian

asian\_add



asian\_back

asian\_cancel

asian\_clock





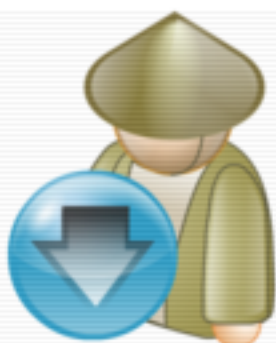
asian\_close



asian\_config



asian\_delete



asian\_down



asian\_fav



asian\_help



asian\_info



asian\_level



asian\_lock



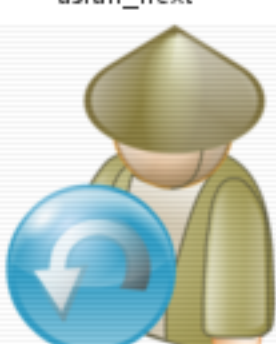
asian\_next



asian\_ok



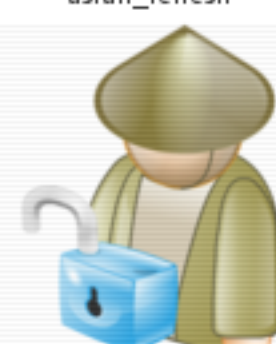
asian\_refresh



asian\_reload



asian\_save



asian\_unlock





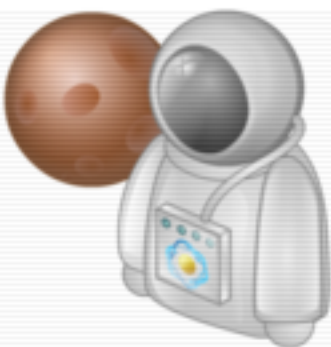
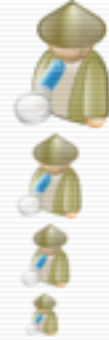
asian\_up



asian\_write



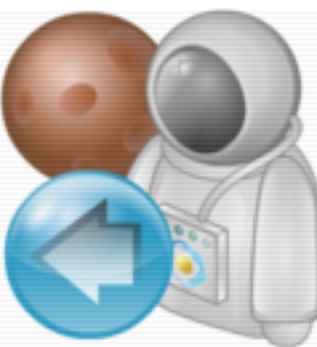
asian\_zoom



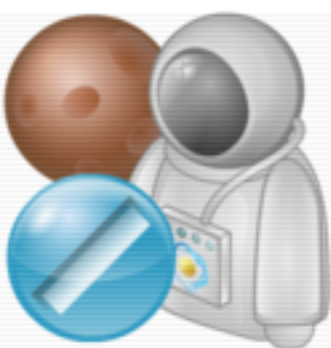
astronaut



astronaut\_add



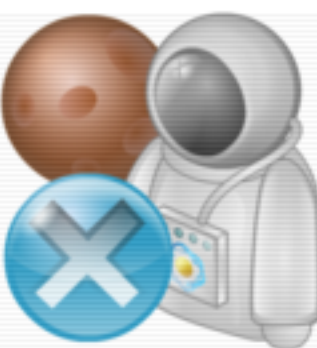
astronaut\_back



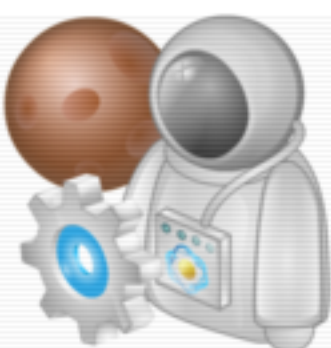
astronaut\_cancel



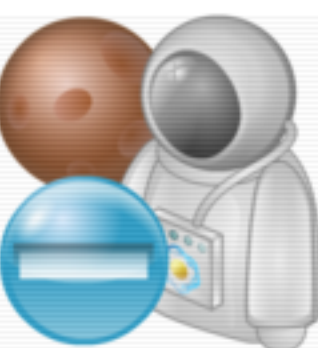
astronaut\_clock



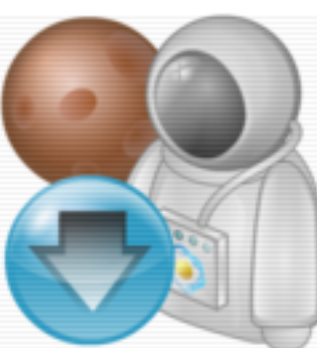
astronaut\_close



astronaut\_config



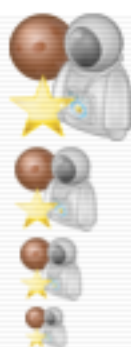
astronaut\_delete



astronaut\_down



astronaut\_fav

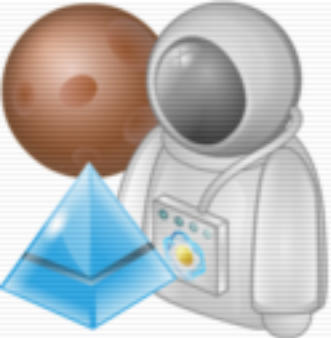


astronaut\_help

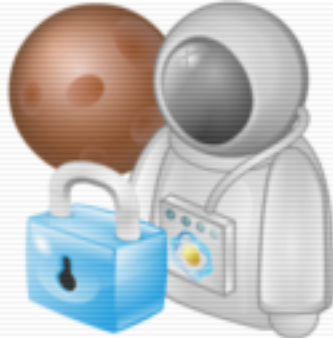


astronaut\_info

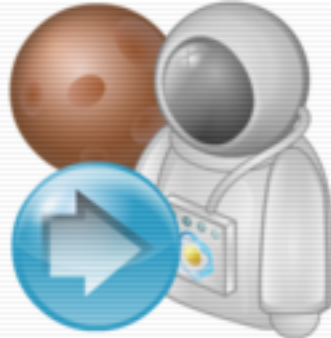




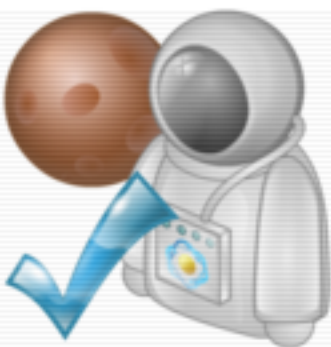
astronaut\_level



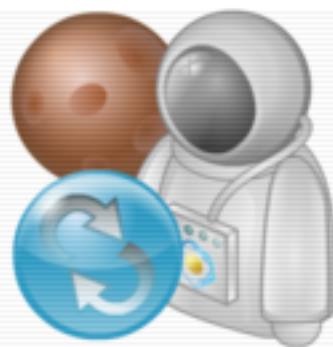
astronaut\_lock



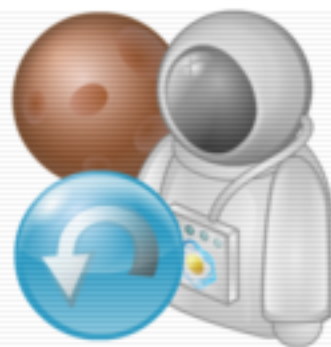
astronaut\_next



astronaut\_ok



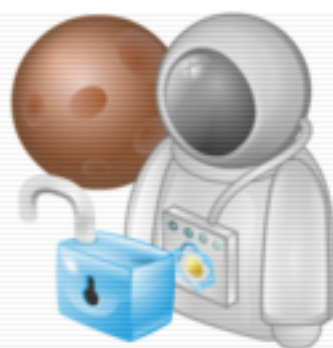
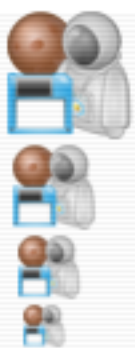
astronaut\_refresh



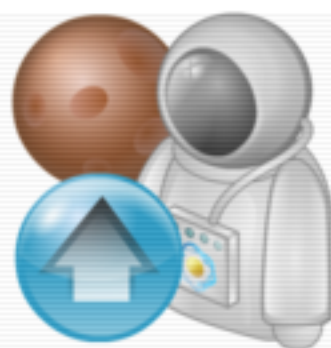
astronaut\_reload



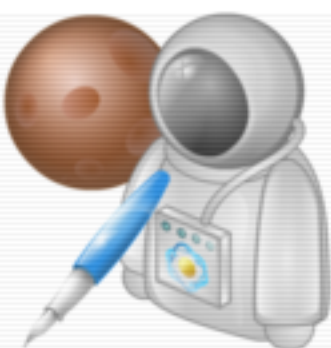
astronaut\_save



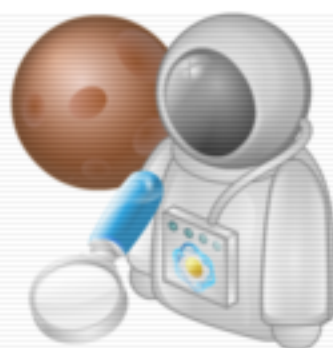
astronaut\_unlock



astronaut\_up



astronaut\_write



astronaut\_zoom



baker



baker\_add



baker\_back



baker\_cancel







baker\_clock

baker\_close

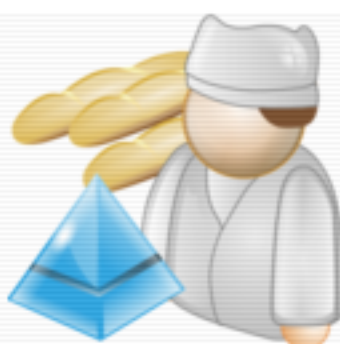
baker\_config



baker\_delete

baker\_down

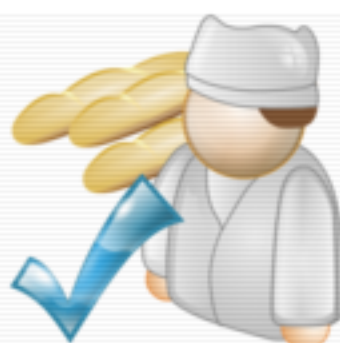
baker\_fav



baker\_help

baker\_info

baker\_level



baker\_lock

baker\_next

baker\_ok



baker\_refresh

baker\_reload

baker\_save



baker\_unlock



baker\_up



baker\_write



baker\_zoom



banker



banker\_add



banker\_back



banker\_cancel



banker\_clock



banker\_close



banker\_config



banker\_delete



banker\_down



banker\_fav



banker\_help





banker\_info

banker\_level

banker\_lock



banker\_next

banker\_ok

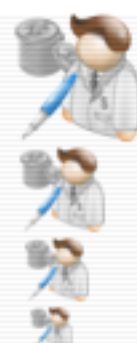
banker\_refresh



banker\_reload

banker\_save

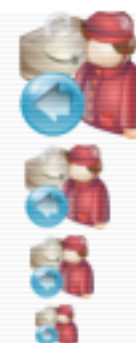
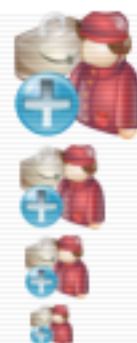
banker\_unlock



banker\_up

banker\_write

banker\_zoom



bellboy

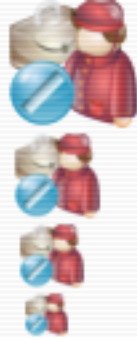
bellboy\_add

bellboy\_back

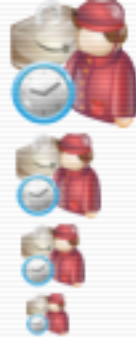




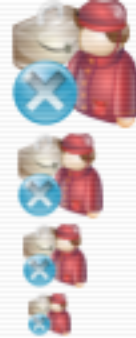
bellboy\_cancel



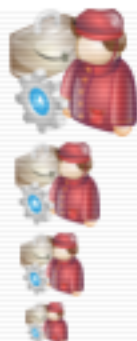
bellboy\_clock



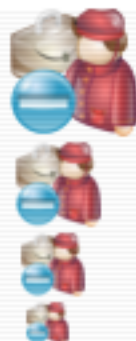
bellboy\_close



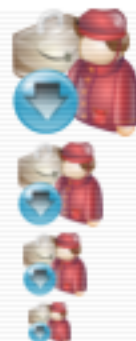
bellboy\_config



bellboy\_delete



bellboy\_down



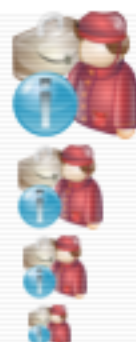
bellboy\_fav



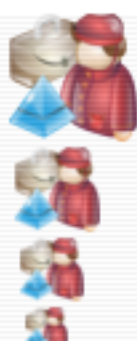
bellboy\_help



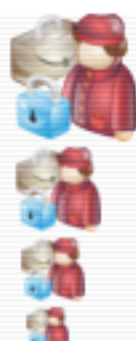
bellboy\_info



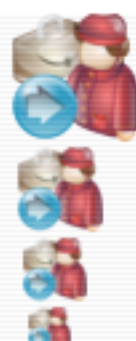
bellboy\_level



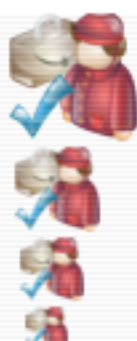
bellboy\_lock



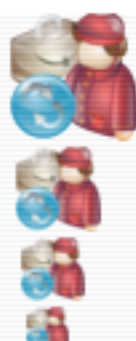
bellboy\_next



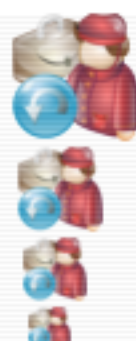
bellboy\_ok

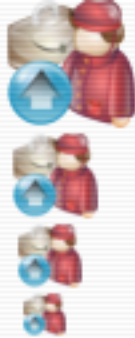
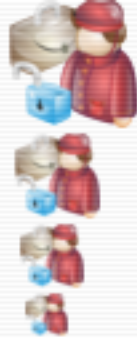


bellboy\_refresh



bellboy\_reload

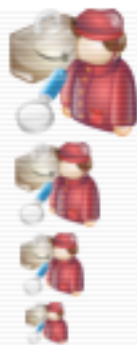
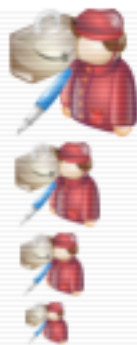




bellboy\_save

bellboy\_unlock

bellboy\_up



bellboy\_write

bellboy\_zoom

book\_keeper



book\_keeper\_add

book\_keeper\_back

book\_keeper\_cancel



book\_keeper\_clock

book\_keeper\_close

book\_keeper\_config



book\_keeper\_delete

book\_keeper\_down

book\_keeper\_fav



book\_keeper\_help



book\_keeper\_info



book\_keeper\_level



book\_keeper\_lock



book\_keeper\_next



book\_keeper\_ok



book\_keeper\_refresh



book\_keeper\_reload



book\_keeper\_save



book\_keeper\_unlock



book\_keeper\_up



book\_keeper\_write



book\_keeper\_zoom



boxer



boxer\_add







boxer\_back



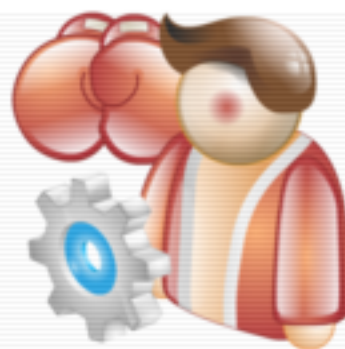
boxer\_cancel



boxer\_clock



boxer\_close



boxer\_config



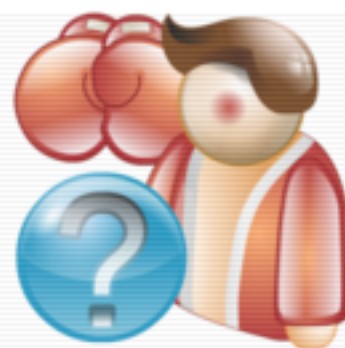
boxer\_delete



boxer\_down



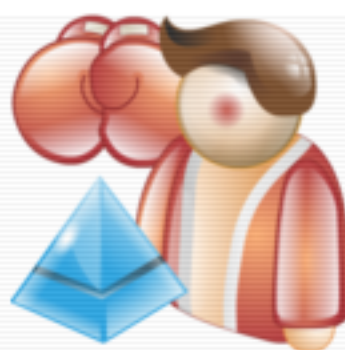
boxer\_fav



boxer\_help



boxer\_info



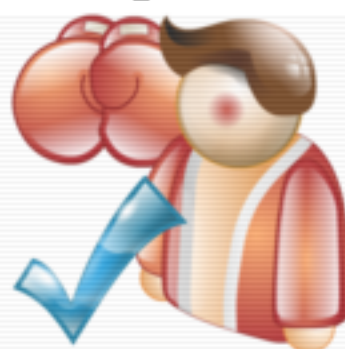
boxer\_level



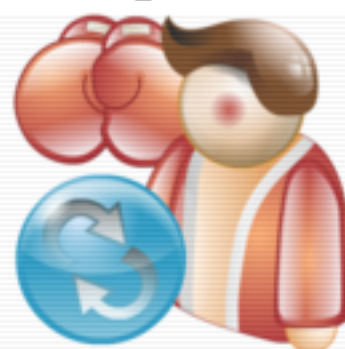
boxer\_lock



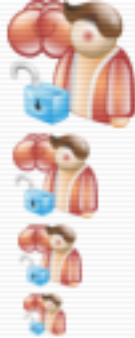
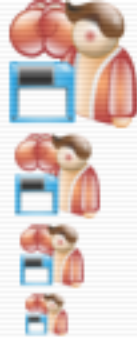
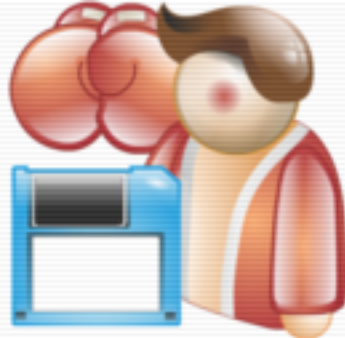
boxer\_next



boxer\_ok



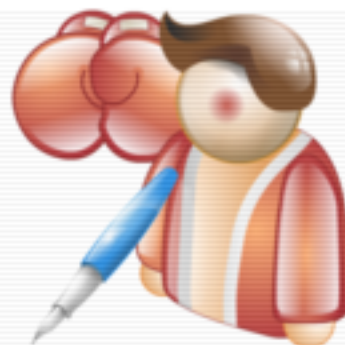
boxer\_refresh



boxer\_reload

boxer\_save

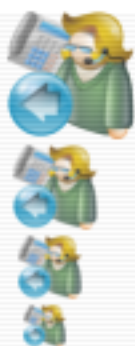
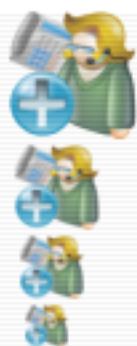
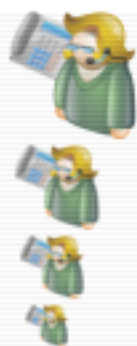
boxer\_unlock



boxer\_up

boxer\_write

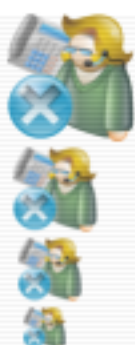
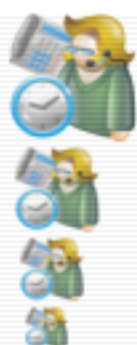
boxer\_zoom



call\_center\_operator

call\_center\_operator\_add

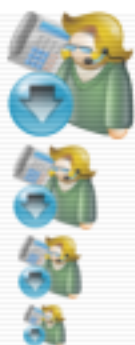
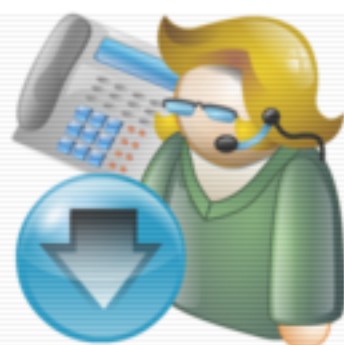
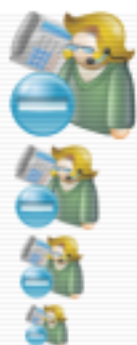
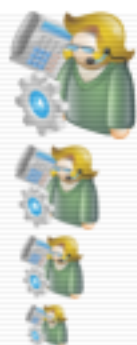
call\_center\_operator\_back



call\_center\_operator\_cancel

call\_center\_operator\_clock

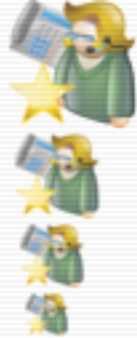
call\_center\_operator\_close



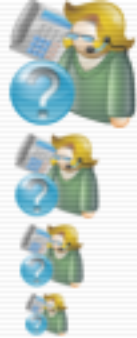
call\_center\_operator\_config

call\_center\_operator\_delete

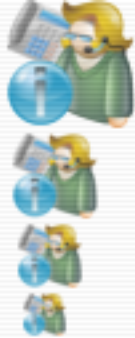
call\_center\_operator\_down



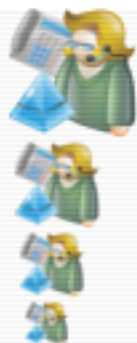
call\_center\_operator\_fav



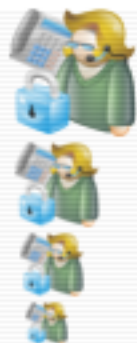
call\_center\_operator\_help



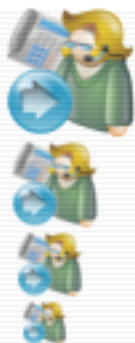
call\_center\_operator\_info



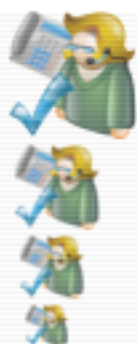
call\_center\_operator\_level



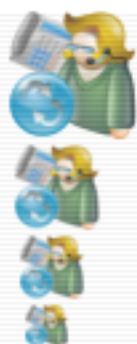
call\_center\_operator\_lock



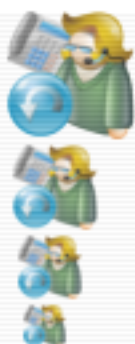
call\_center\_operator\_next



call\_center\_operator\_ok



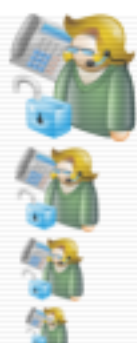
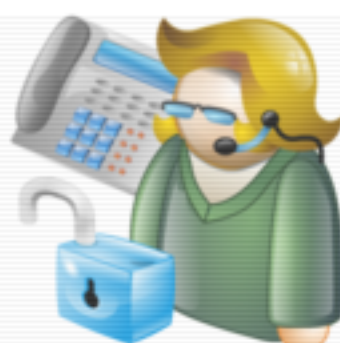
call\_center\_operator\_refresh



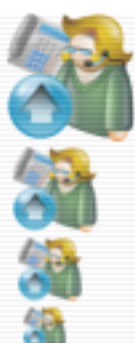
call\_center\_operator\_reload



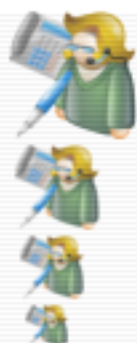
call\_center\_operator\_save



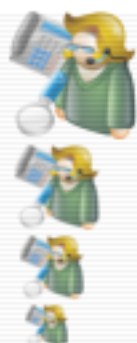
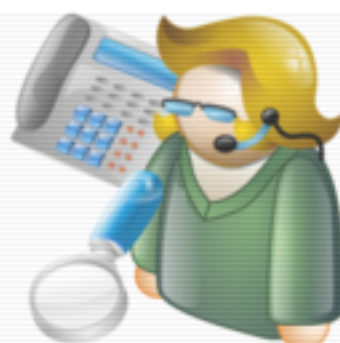
call\_center\_operator\_unlock



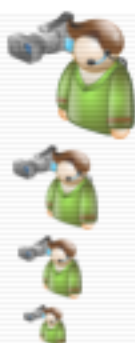
call\_center\_operator\_up



call\_center\_operator\_write



call\_center\_operator\_zoom

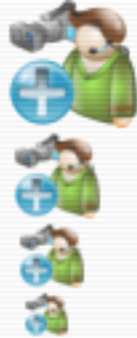


cameraman

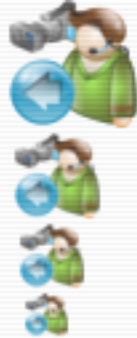




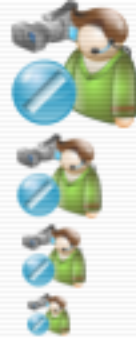
cameraman\_add



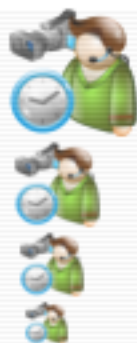
cameraman\_back



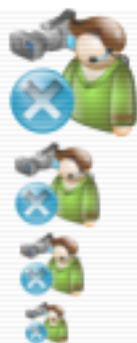
cameraman\_cancel



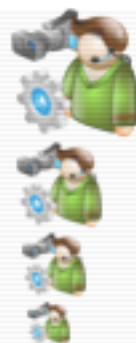
cameraman\_clock



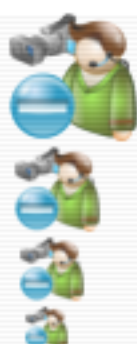
cameraman\_close



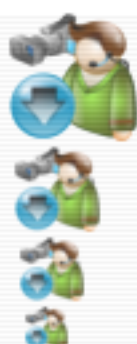
cameraman\_config



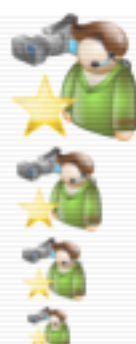
cameraman\_delete



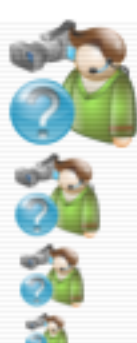
cameraman\_down



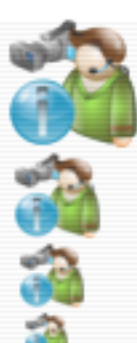
cameraman\_fav



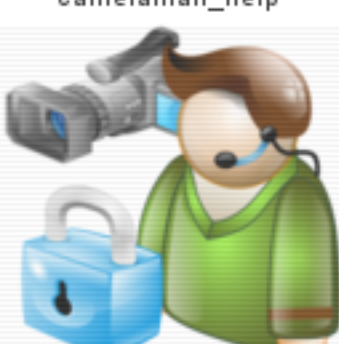
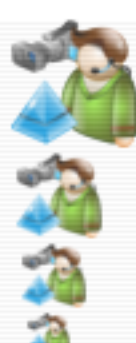
cameraman\_help



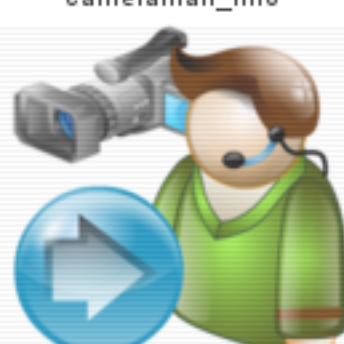
cameraman\_info



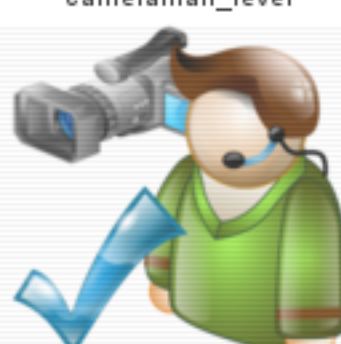
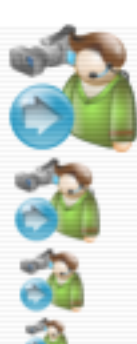
cameraman\_level



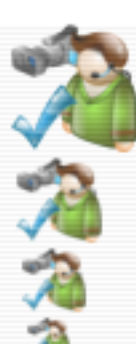
cameraman\_lock



cameraman\_next

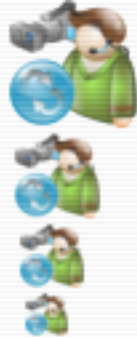


cameraman\_ok

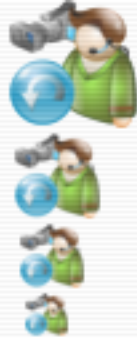




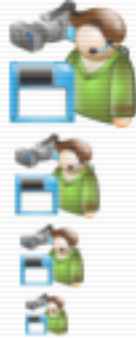
cameraman\_refresh



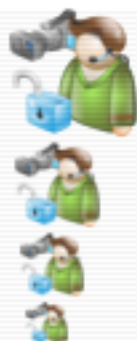
cameraman\_reload



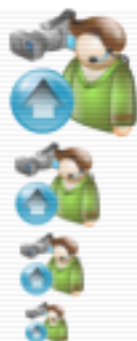
cameraman\_save



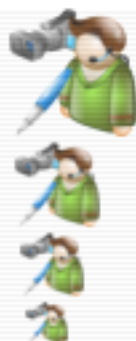
cameraman\_unlock



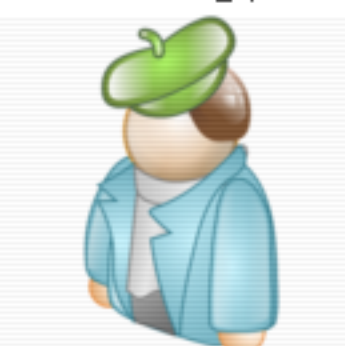
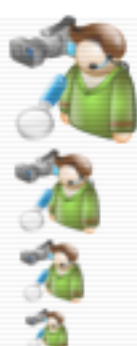
cameraman\_up



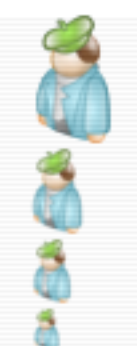
cameraman\_write



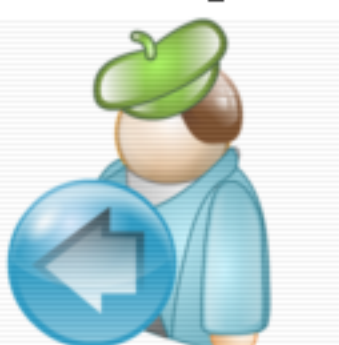
cameraman\_zoom



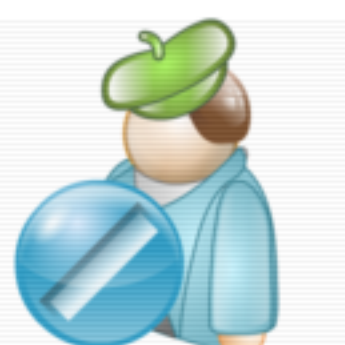
caucasian



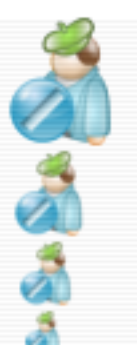
caucasian\_add



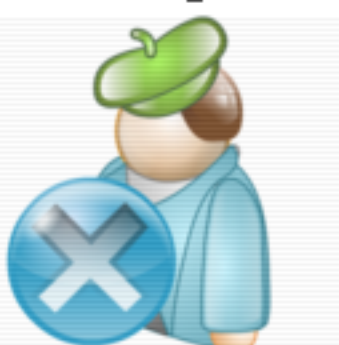
caucasian\_back



caucasian\_cancel



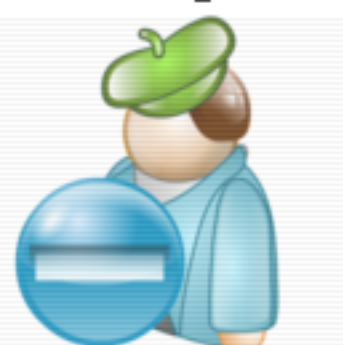
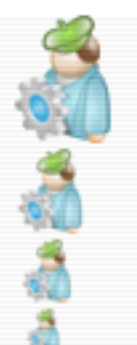
caucasian\_clock



caucasian\_close



caucasian\_config

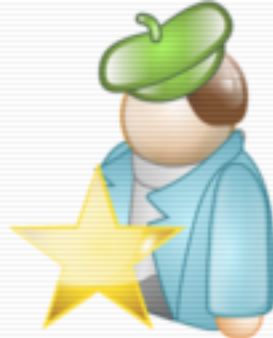


caucasian\_delete

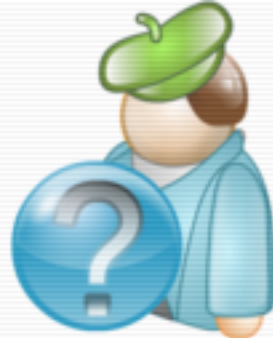
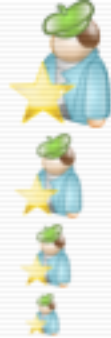




caucasian\_down



caucasian\_fav



caucasian\_help



caucasian\_info



caucasian\_level



caucasian\_lock



caucasian\_next



caucasian\_ok



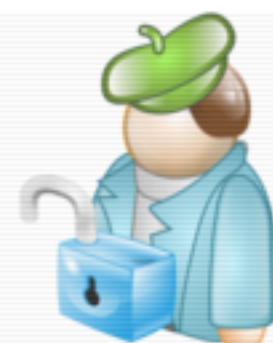
caucasian\_refresh



caucasian\_reload



caucasian\_save



caucasian\_unlock



caucasian\_up



caucasian\_write



caucasian\_zoom







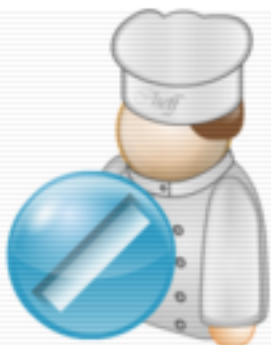
cheff



cheff\_add



cheff\_back



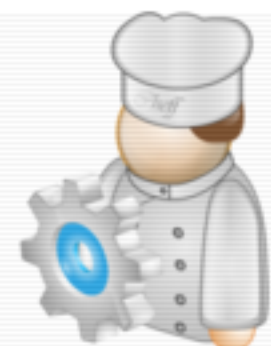
cheff\_cancel



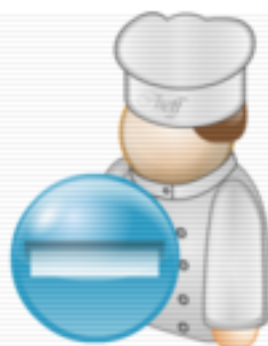
cheff\_clock



cheff\_close



cheff\_config



cheff\_delete



cheff\_down



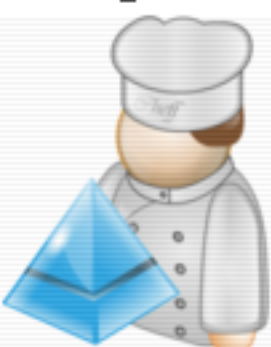
cheff\_fav



cheff\_help



cheff\_info



cheff\_level



cheff\_lock



cheff\_next





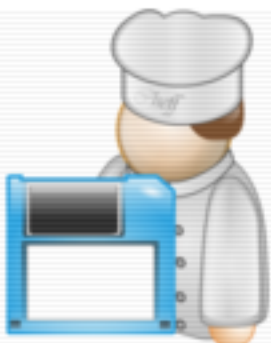
cheff\_ok



cheff\_refresh



cheff\_reload



cheff\_save



cheff\_unlock



cheff\_up



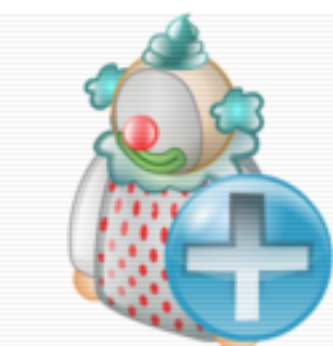
cheff\_write



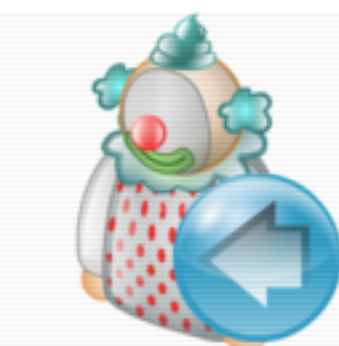
cheff\_zoom



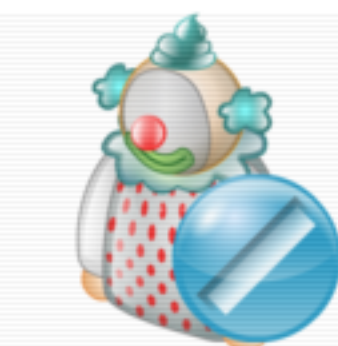
clown



clown\_add



clown\_back



clown\_cancel



clown\_clock



clown\_close

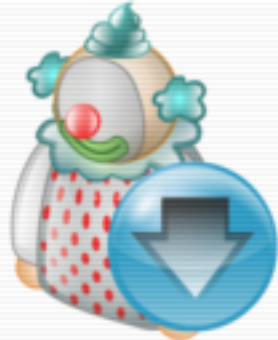


clown\_config





clown\_delete



clown\_down



clown\_fav



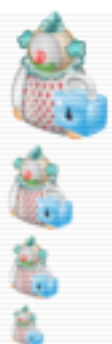
clown\_help



clown\_info



clown\_level



clown\_lock



clown\_next



clown\_ok



clown\_refresh



clown\_reload



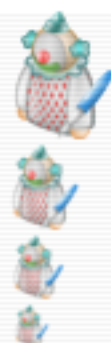
clown\_save



clown\_unlock



clown\_up



clown\_write





clown\_zoom

diver

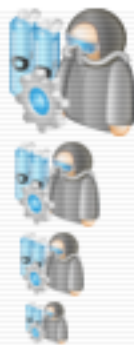
diver\_add



diver\_back

diver\_cancel

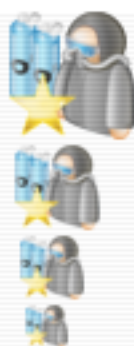
diver\_clock



diver\_close

diver\_config

diver\_delete



diver\_down

diver\_fav

diver\_help



diver\_info

diver\_level

diver\_lock



diver\_next

diver\_ok

diver\_refresh



diver\_reload

diver\_save

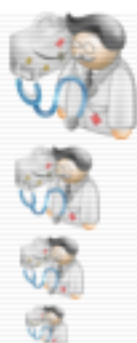
diver\_unlock



diver\_up

diver\_write

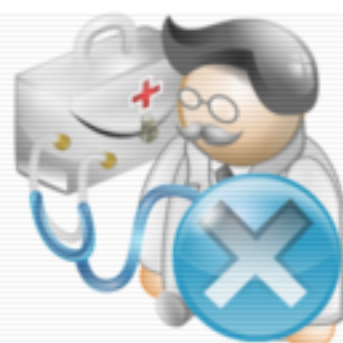
diver\_zoom



doctor

doctor\_add

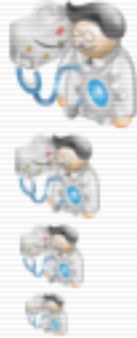
doctor\_back



doctor\_cancel

doctor\_clock

doctor\_close



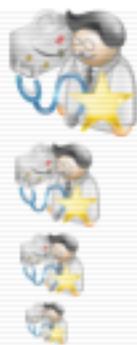
doctor\_config



doctor\_delete



doctor\_down



doctor\_fav



doctor\_help



doctor\_info



doctor\_level



doctor\_lock



doctor\_next



doctor\_ok



doctor\_refresh



doctor\_reload



doctor\_save

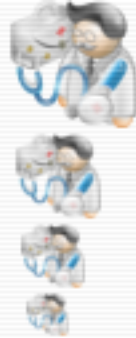
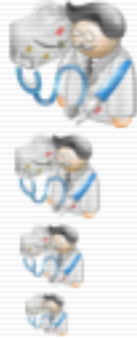


doctor\_unlock



doctor\_up





doctor\_write

doctor\_zoom

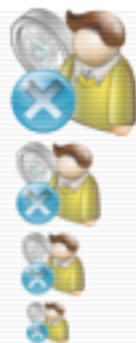
driver



driver\_add

driver\_back

driver\_cancel



driver\_clock

driver\_close

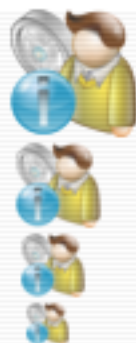
driver\_config



driver\_delete

driver\_down

driver\_fav



driver\_help

driver\_info

driver\_level



driver\_lock

driver\_next

driver\_ok



driver\_refresh

driver\_reload

driver\_save



driver\_unlock

driver\_up

driver\_write



driver\_zoom

electrical\_engineer

electrical\_engineer\_add



electrical\_engineer\_back

electrical\_engineer\_cancel

electrical\_engineer\_clock



electrical\_engineer\_close

electrical\_engineer\_config

electrical\_engineer\_delete



electrical\_engineer\_down

electrical\_engineer\_fav

electrical\_engineer\_help



electrical\_engineer\_info

electrical\_engineer\_level

electrical\_engineer\_lock



electrical\_engineer\_next

electrical\_engineer\_ok

electrical\_engineer\_refresh



electrical\_engineer\_reload

electrical\_engineer\_save

electrical\_engineer\_unlock





electrical\_engineer\_up



electrical\_engineer\_write



electrical\_engineer\_zoom



enviromental\_engineer



enviromental\_engineer\_add



enviromental\_engineer\_back



enviromental\_engineer\_cancel



enviromental\_engineer\_clock



enviromental\_engineer\_close



enviromental\_engineer\_config



enviromental\_engineer\_delete



enviromental\_engineer\_down



enviromental\_engineer\_fav



enviromental\_engineer\_help



enviromental\_engineer\_info





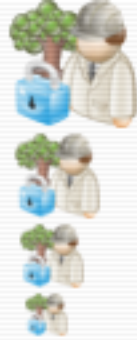
enviromental\_engineer\_level



enviromental\_engineer\_lock



enviromental\_engineer\_next



enviromental\_engineer\_ok



enviromental\_engineer\_refresh



enviromental\_engineer\_reload



enviromental\_engineer\_save



enviromental\_engineer\_unlock



enviromental\_engineer\_up



enviromental\_engineer\_write



enviromental\_engineer\_zoom



farmer\_add



farmer\_back

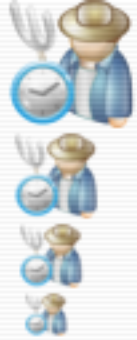


farmer\_cancel

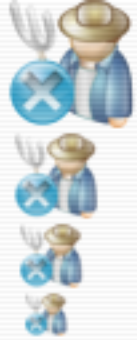




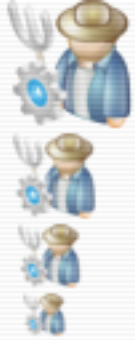
farmer\_clock



farmer\_close



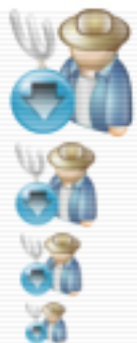
farmer\_config



farmer\_delete



farmer\_down



farmer\_fav



farmer\_help



farmer\_info



farmer\_level



farmer\_lock



farmer\_next



farmer\_ok



farmer\_refresh



farmer\_reload



farmer\_save









firefighter\_info



firefighter\_level



firefighter\_lock



firefighter\_next



firefighter\_ok



firefighter\_refresh



firefighter\_reload



firefighter\_save



firefighter\_unlock



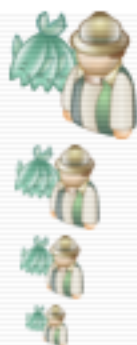
firefighter\_up



firefighter\_write



firefighter\_zoom



fisherman



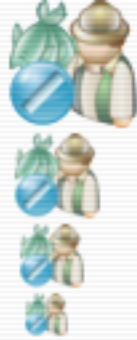
fisherman\_add



fisherman\_back



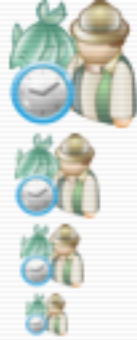
fisherman\_cancel



fisherman\_clock



fisherman\_close



fisherman\_config



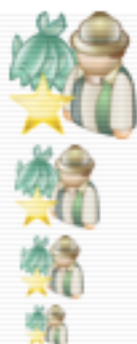
fisherman\_delete



fisherman\_down



fisherman\_fav



fisherman\_help



fisherman\_info



fisherman\_level



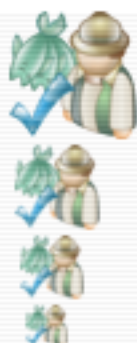
fisherman\_lock



fisherman\_next



fisherman\_ok



fisherman\_refresh



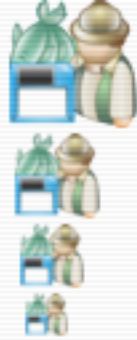
fisherman\_reload







fisherman\_save



fisherman\_unlock



fisherman\_up



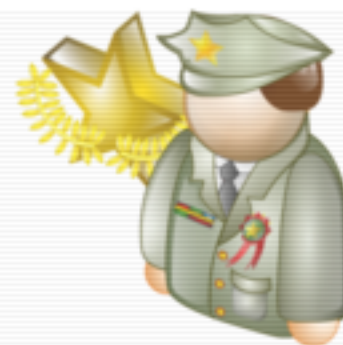
fisherman\_write



fisherman\_zoom



general



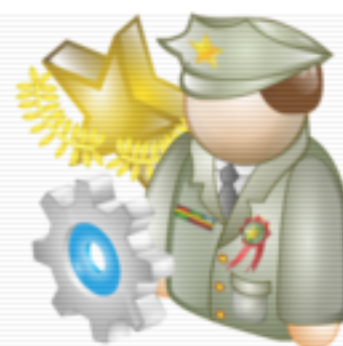
general\_add



general\_back



general\_cancel



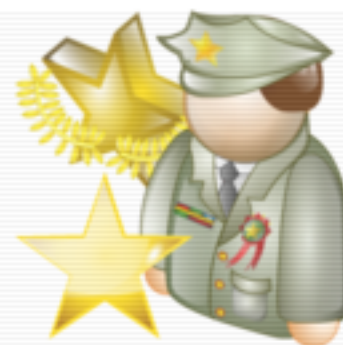
general\_clock



general\_close



general\_config



general\_delete

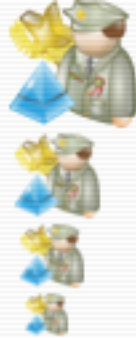
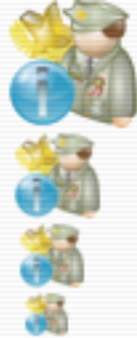
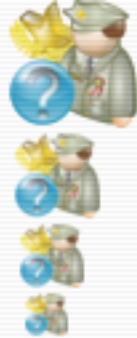


general\_down



general\_fav

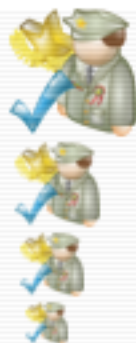
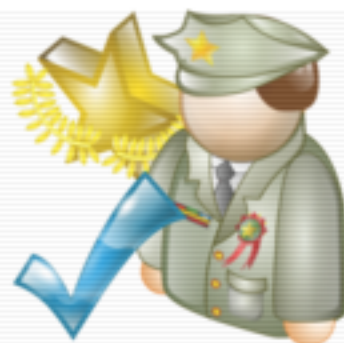
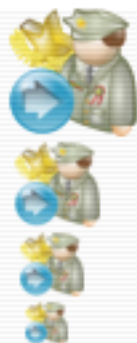
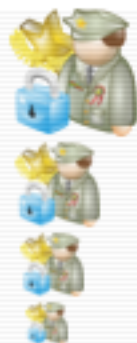




general\_help

general\_info

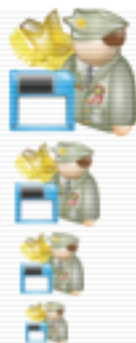
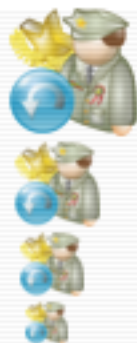
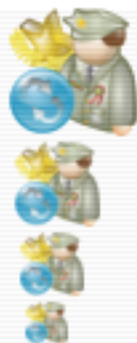
general\_level



general\_lock

general\_next

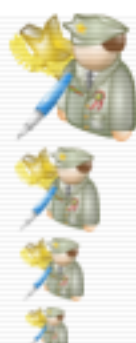
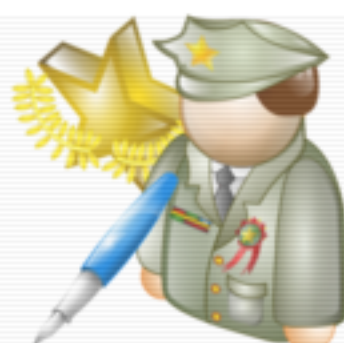
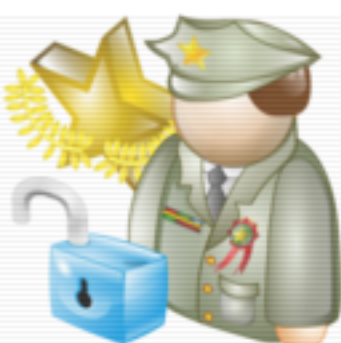
general\_ok



general\_refresh

general\_reload

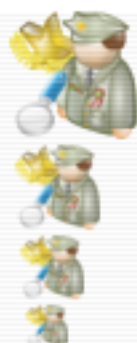
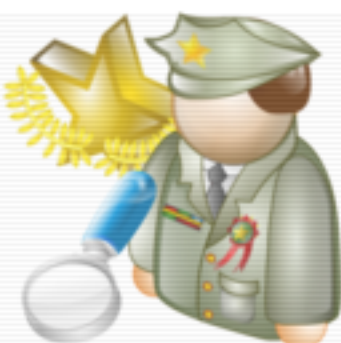
general\_save



general\_unlock

general\_up

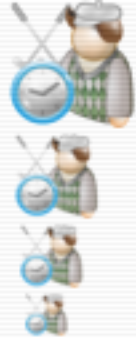
general\_write



general\_zoom

golfer

golfer\_add



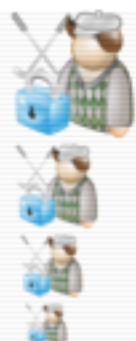
golfer\_clock



golfer\_delete



golfer\_help

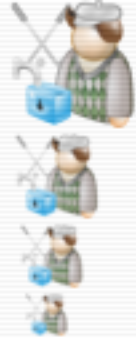
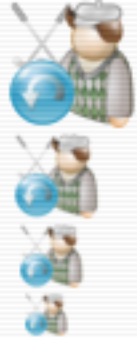


golfer\_lock



golfer\_refresh





golfer\_reload

golfer\_save

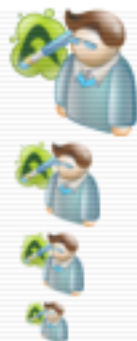
golfer\_unlock



golfer\_up

golfer\_write

golfer\_zoom



graphic\_designer

graphic\_designer\_add

graphic\_designer\_back



graphic\_designer\_cancel

graphic\_designer\_clock

graphic\_designer\_close



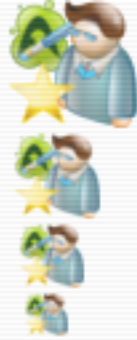
graphic\_designer\_config

graphic\_designer\_delete

graphic\_designer\_down



graphic\_designer\_fav



graphic\_designer\_help



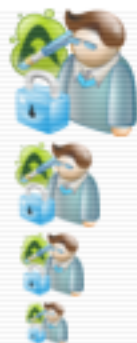
graphic\_designer\_info



graphic\_designer\_level



graphic\_designer\_lock



graphic\_designer\_next



graphic\_designer\_ok



graphic\_designer\_refresh



graphic\_designer\_reload



graphic\_designer\_save



graphic\_designer\_unlock



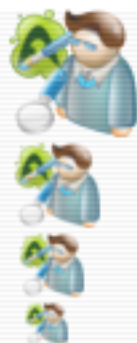
graphic\_designer\_up



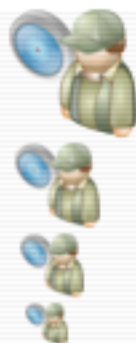
graphic\_designer\_write



graphic\_designer\_zoom



hunter

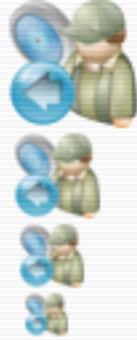




hunter\_add



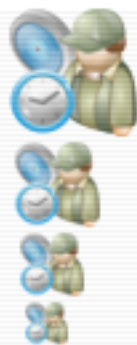
hunter\_back



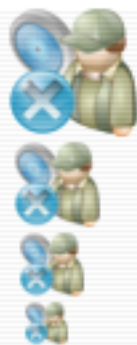
hunter\_cancel



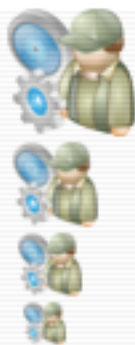
hunter\_clock



hunter\_close



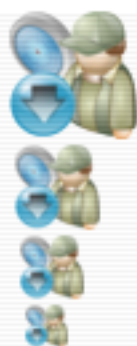
hunter\_config



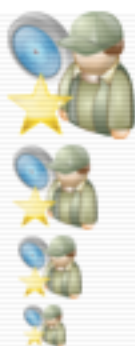
hunter\_delete



hunter\_down



hunter\_fav



hunter\_help



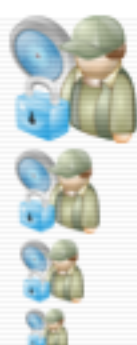
hunter\_info



hunter\_level



hunter\_lock



hunter\_next



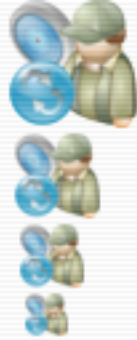
hunter\_ok



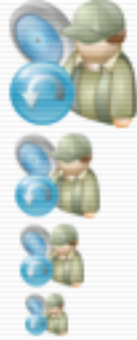




hunter\_refresh



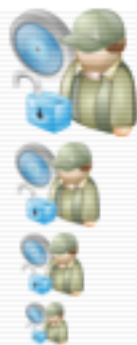
hunter\_reload



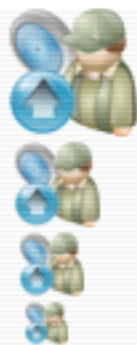
hunter\_save



hunter\_unlock



hunter\_up



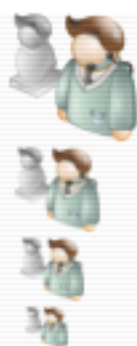
hunter\_write



hunter\_zoom



infirmary



infirmary\_add



infirmary\_back



infirmary\_cancel



infirmary\_clock



infirmary\_close

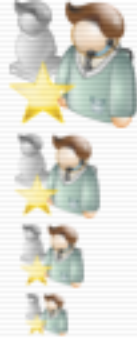
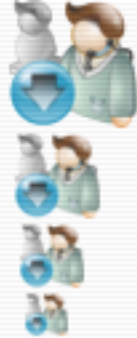


infirmary\_config



infirmary\_delete

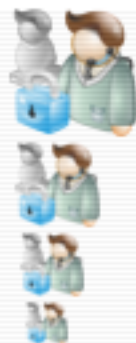




infirmary\_down

infirmary\_fav

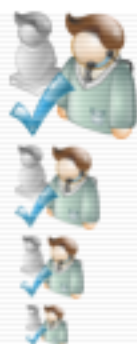
infirmary\_help



infirmary\_info

infirmary\_level

infirmary\_lock



infirmary\_next

infirmary\_ok

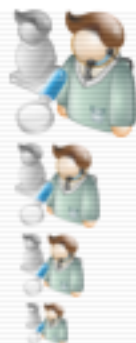
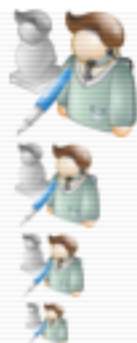
infirmary\_refresh



infirmary\_reload

infirmary\_save

infirmary\_unlock



infirmary\_up

infirmary\_write

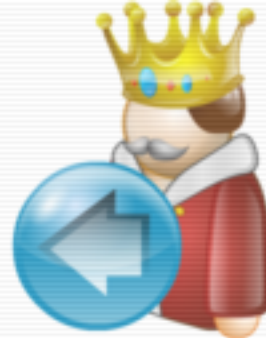
infirmary\_zoom



king



king\_add



king\_back



king\_cancel



king\_clock



king\_close



king\_config



king\_delete



king\_down



king\_fav



king\_help



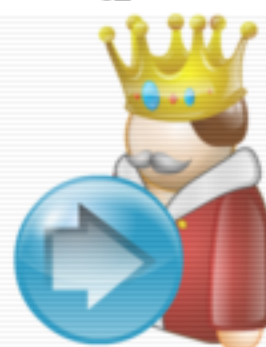
king\_info



king\_level



king\_lock



king\_next





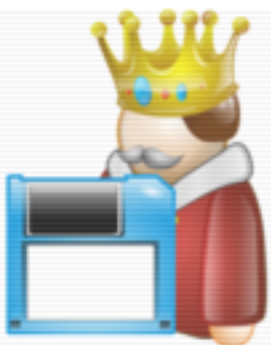
king\_ok



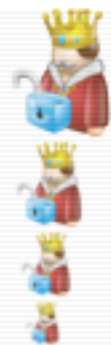
king\_refresh



king\_reload



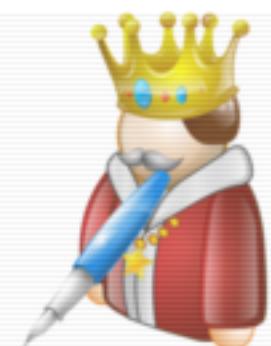
king\_save



king\_unlock



king\_up



king\_write



king\_zoom



lawyer



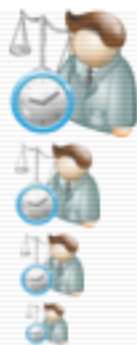
lawyer\_add



lawyer\_back



lawyer\_cancel



lawyer\_clock



lawyer\_close



lawyer\_config



lawyer\_delete



lawyer\_down



lawyer\_fav



lawyer\_help



lawyer\_info



lawyer\_level



lawyer\_lock



lawyer\_next



lawyer\_ok



lawyer\_refresh



lawyer\_reload



lawyer\_save



lawyer\_unlock

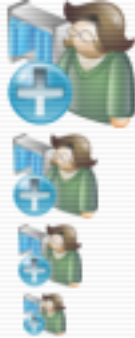
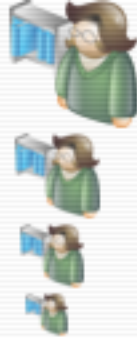
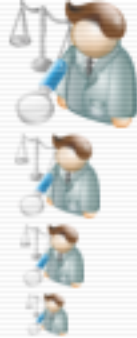


lawyer\_up



lawyer\_write

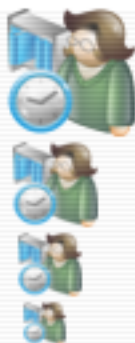
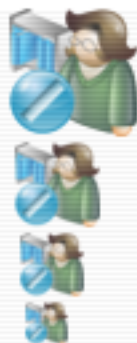




lawyer\_zoom

librarian

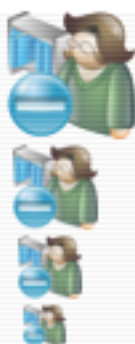
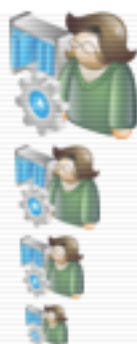
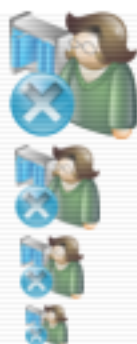
librarian\_add



librarian\_back

librarian\_cancel

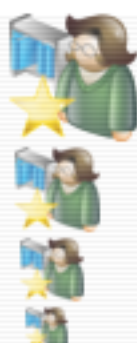
librarian\_clock



librarian\_close

librarian\_config

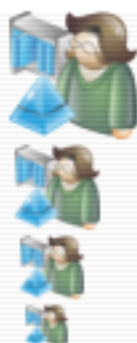
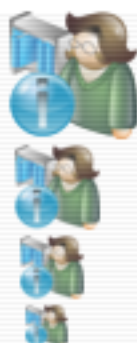
librarian\_delete



librarian\_down

librarian\_fav

librarian\_help

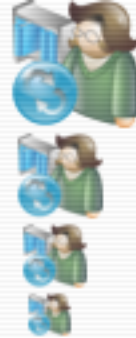
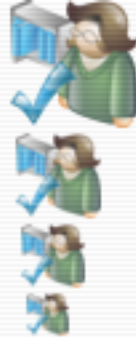
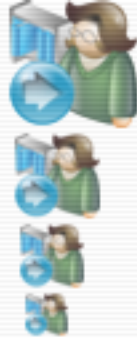


librarian\_info

librarian\_level

librarian\_lock

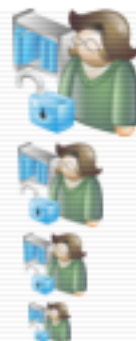
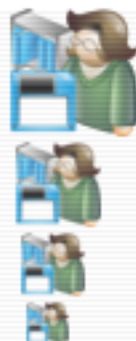
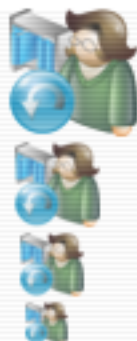




librarian\_next

librarian\_ok

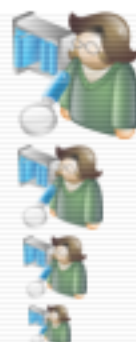
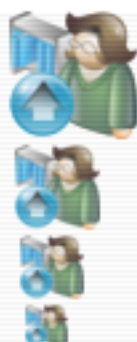
librarian\_refresh



librarian\_reload

librarian\_save

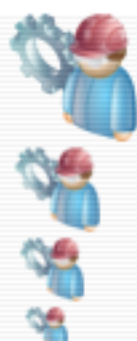
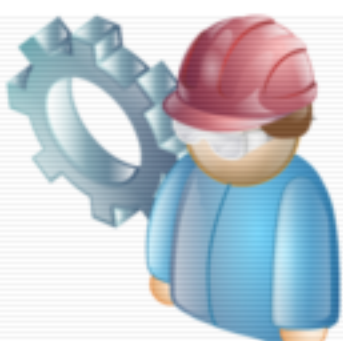
librarian\_unlock



librarian\_up

librarian\_write

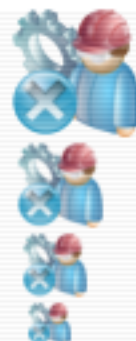
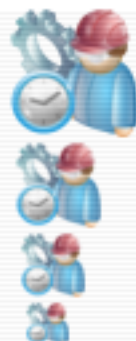
librarian\_zoom



machine\_operator

machine\_operator\_add

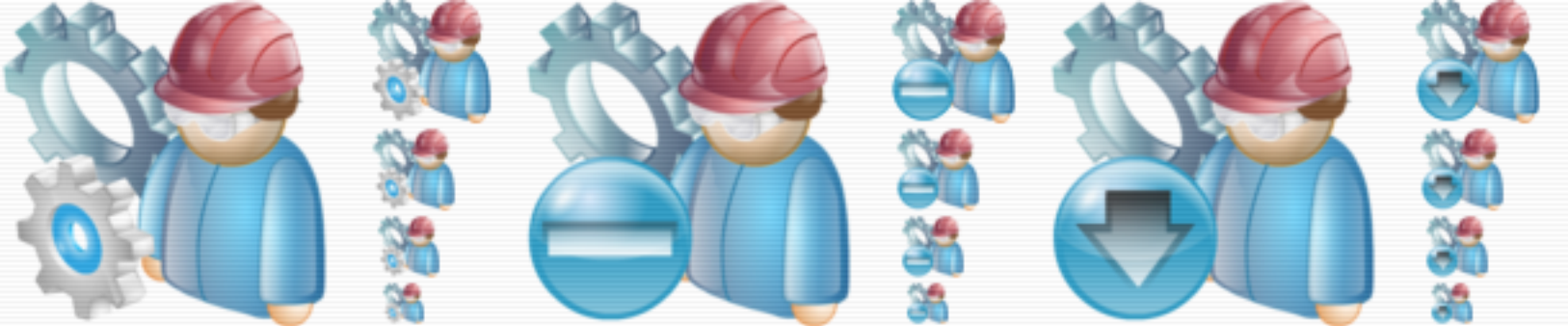
machine\_operator\_back



machine\_operator\_cancel

machine\_operator\_clock

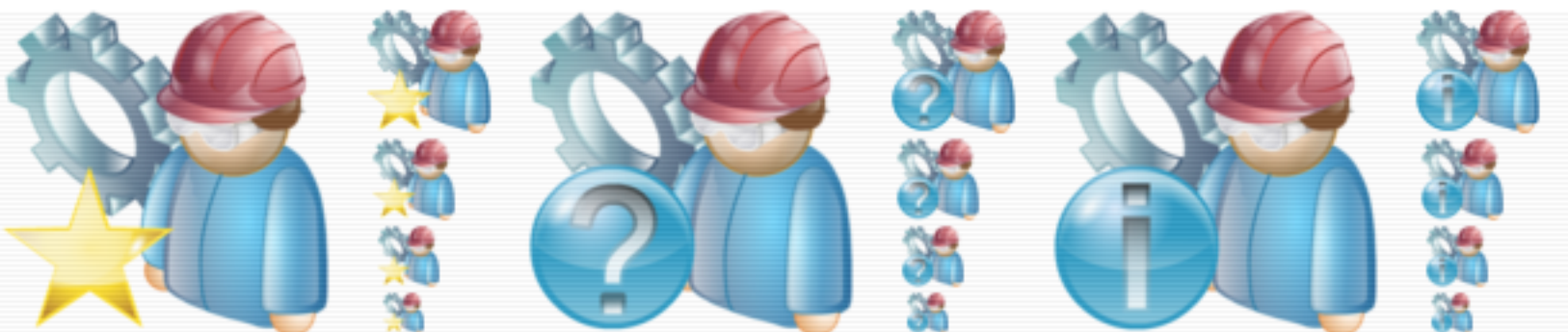
machine\_operator\_close



machine\_operator\_config

machine\_operator\_delete

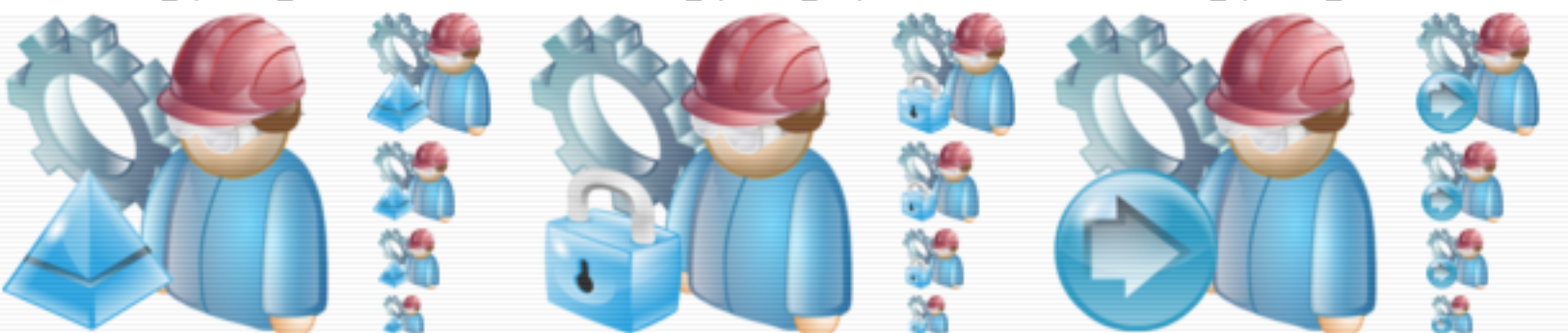
machine\_operator\_down



machine\_operator\_fav

machine\_operator\_help

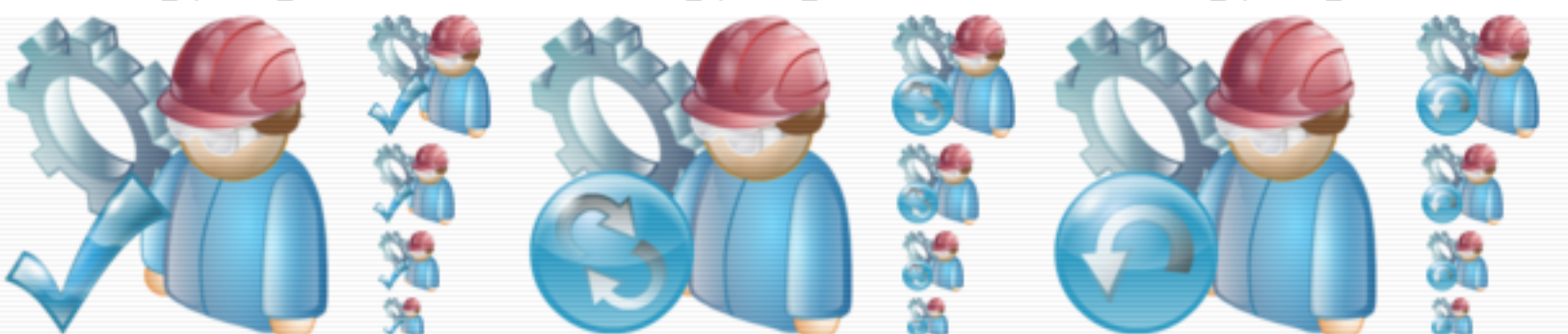
machine\_operator\_info



machine\_operator\_level

machine\_operator\_lock

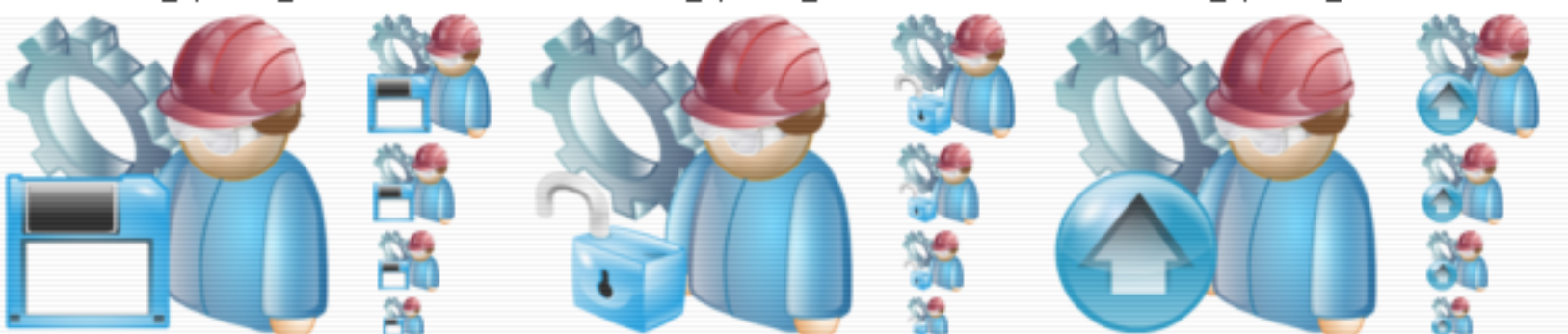
machine\_operator\_next



machine\_operator\_ok

machine\_operator\_refresh

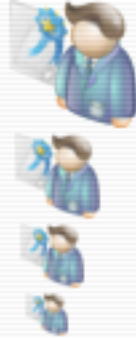
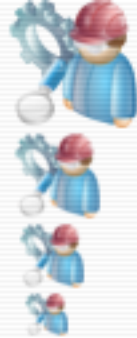
machine\_operator\_reload



machine\_operator\_save

machine\_operator\_unlock

machine\_operator\_up



machine\_operator\_write

machine\_operator\_zoom

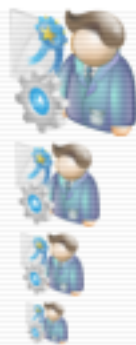
minister



minister\_add

minister\_back

minister\_cancel



minister\_clock

minister\_close

minister\_config



minister\_delete

minister\_down

minister\_fav



minister\_help

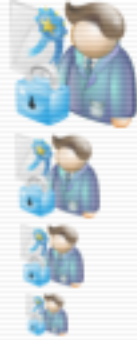
minister\_info

minister\_level

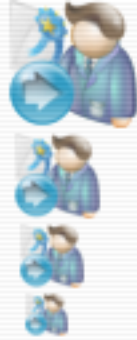




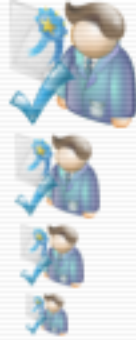
minister\_lock



minister\_next



minister\_ok



minister\_refresh



minister\_reload



minister\_save



minister\_unlock



minister\_up



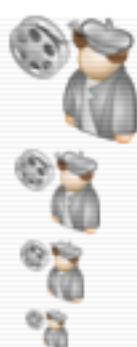
minister\_write



minister\_zoom



movie\_director.fla



movie\_director.fla\_add



movie\_director.fla\_back



movie\_director.fla\_cancel

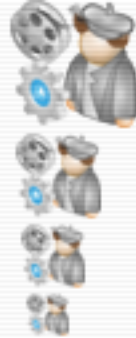


movie\_director.fla\_clock

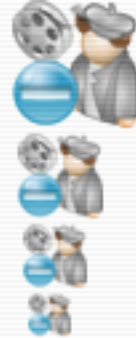
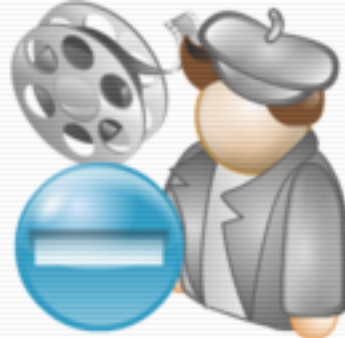




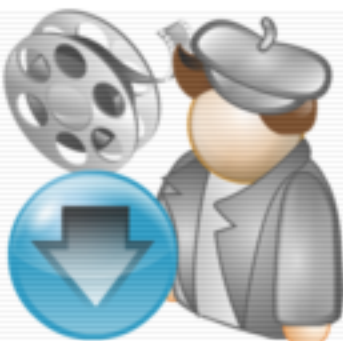
movie\_director.fla\_close



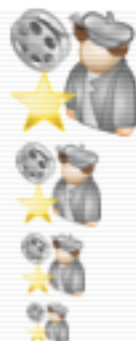
movie\_director.fla\_config



movie\_director.fla\_delete



movie\_director.fla\_down



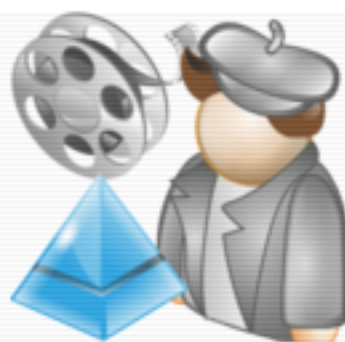
movie\_director.fla\_fav



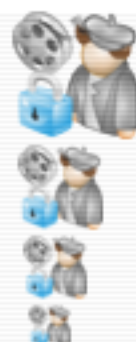
movie\_director.fla\_help



movie\_director.fla\_info



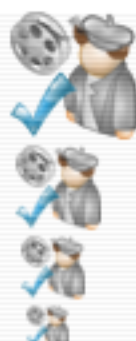
movie\_director.fla\_level



movie\_director.fla\_lock



movie\_director.fla\_next



movie\_director.fla\_ok



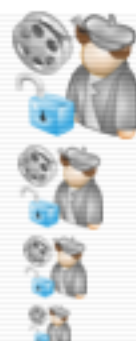
movie\_director.fla\_refresh



movie\_director.fla\_reload



movie\_director.fla\_save



movie\_director.fla\_unlock



movie\_director fla\_zoom



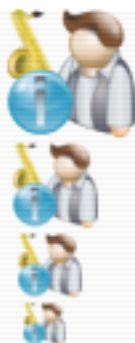
musician\_back



musician\_close

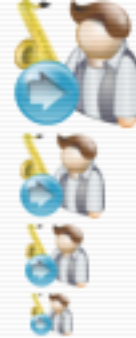
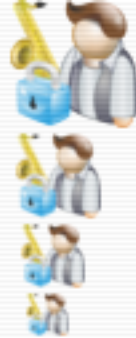
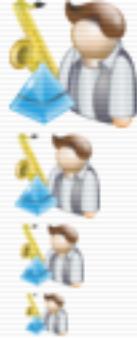


musician\_down



musician\_info

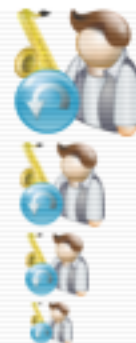
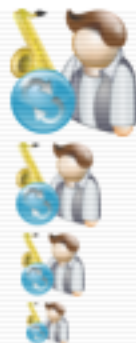
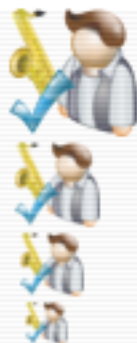




musician\_level

musician\_lock

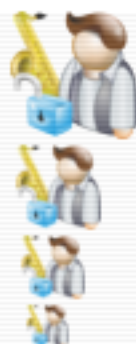
musician\_next



musician\_ok

musician\_refresh

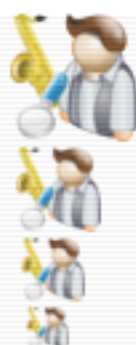
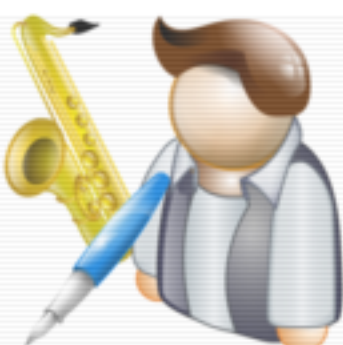
musician\_reload



musician\_save

musician\_unlock

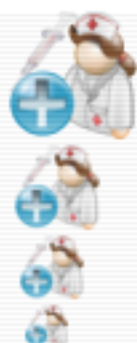
musician\_up



musician\_write

musician\_zoom

nurse



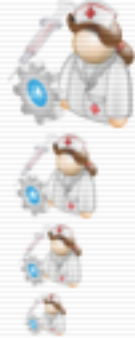
nurse\_add

nurse\_back

nurse\_cancel



A cartoon illustration of a female nurse with brown hair in a bun, wearing a white nurse's cap with a red cross and a white lab coat with a red cross on the pocket. She is holding a large medical syringe with red liquid inside. To her left is a large grey gear with a blue glowing center.

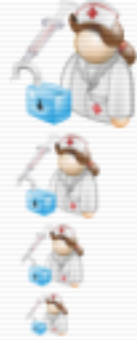


An illustration of a female nurse with brown hair in a bun, wearing a white uniform with a red cross on the sleeve and a white cap with a red cross. She is holding a large medical syringe with a red plunger. In the foreground, there is a large blue circular icon with a white lowercase letter 'i' inside, representing information.





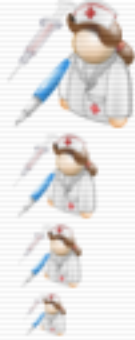
nurse\_unlock



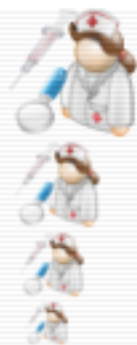
nurse\_up



nurse\_write



nurse\_zoom



pacific\_islanders



pacific\_islanders\_add



pacific\_islanders\_back



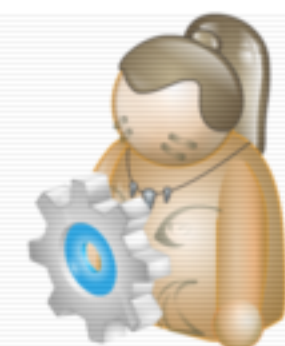
pacific\_islanders\_cancel



pacific\_islanders\_clock



pacific\_islanders\_close



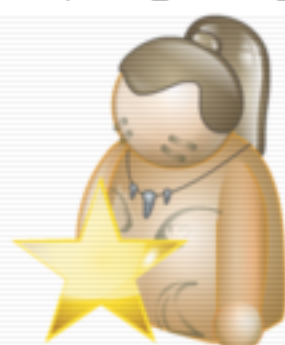
pacific\_islanders\_config



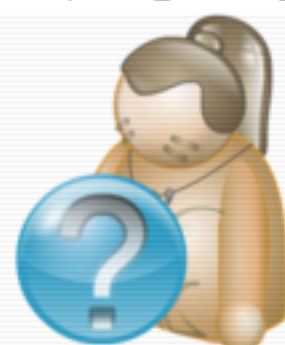
pacific\_islanders\_delete



pacific\_islanders\_down



pacific\_islanders\_fav



pacific\_islanders\_help







pacific\_islanders\_info



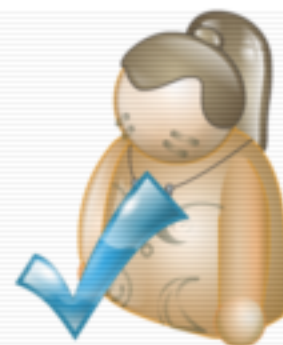
pacific\_islanders\_level



pacific\_islanders\_lock



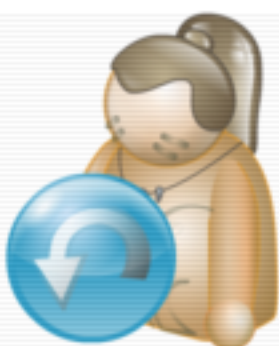
pacific\_islanders\_next



pacific\_islanders\_ok



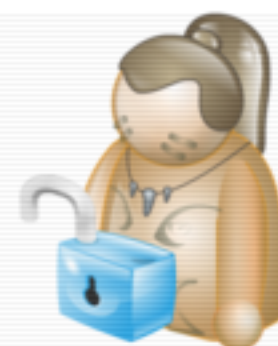
pacific\_islanders\_refresh



pacific\_islanders\_reload



pacific\_islanders\_save



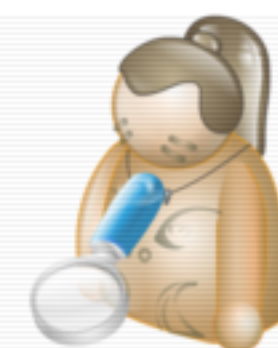
pacific\_islanders\_unlock



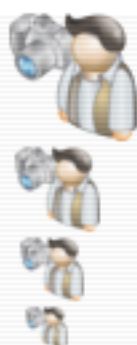
pacific\_islanders\_up



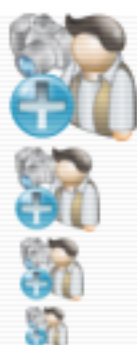
pacific\_islanders\_write



pacific\_islanders\_zoom



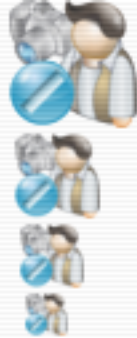
photographer



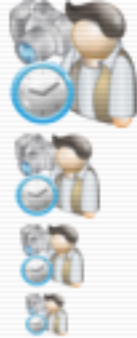
photographer\_add



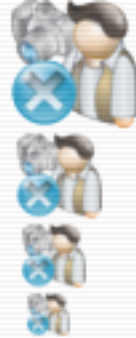
photographer\_back



photographer\_cancel



photographer\_clock



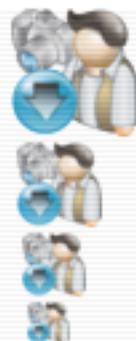
photographer\_close



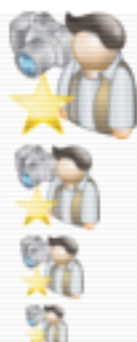
photographer\_config



photographer\_delete



photographer\_down



photographer\_fav



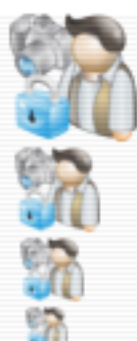
photographer\_help



photographer\_info



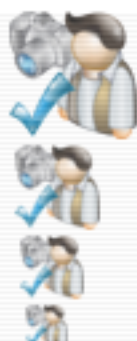
photographer\_level



photographer\_lock



photographer\_next



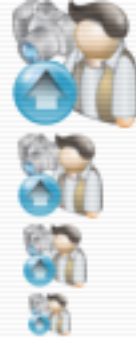
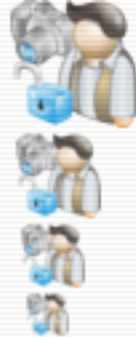
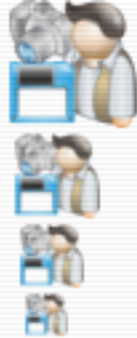
photographer\_ok



photographer\_refresh



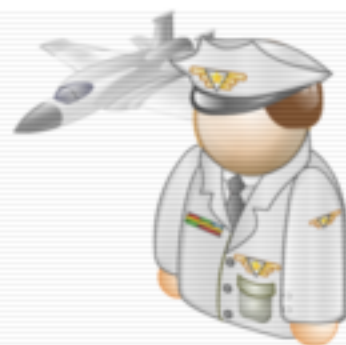
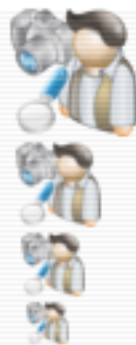
photographer\_reload



photographer\_save

photographer\_unlock

photographer\_up



photographer\_write

photographer\_zoom

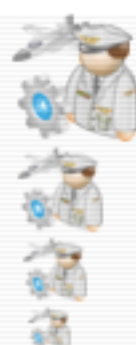
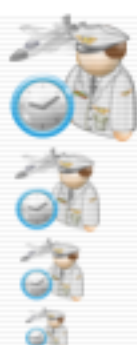
pilot



pilot\_add

pilot\_back

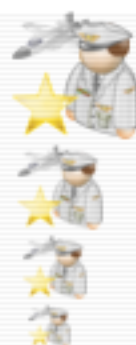
pilot\_cancel



pilot\_clock

pilot\_close

pilot\_config

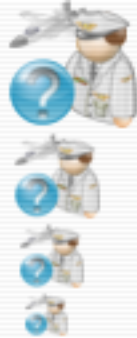


pilot\_delete

pilot\_down

pilot\_fav

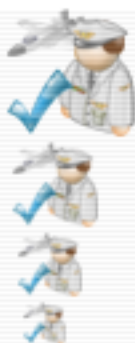
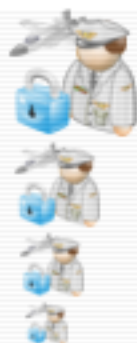




pilot\_help

pilot\_info

pilot\_level



pilot\_lock

pilot\_next

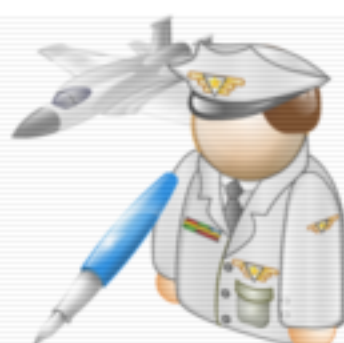
pilot\_ok



pilot\_refresh

pilot\_reload

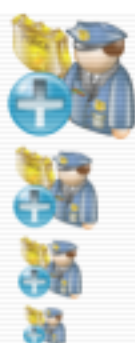
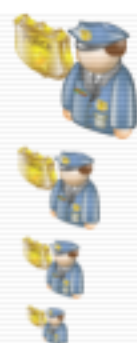
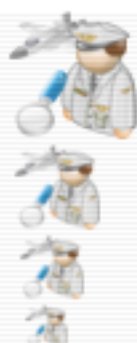
pilot\_save



pilot\_unlock

pilot\_up

pilot\_write



pilot\_zoom

policeman

policeman\_add



policeman\_refresh



policeman\_reload



policeman\_save



policeman\_unlock



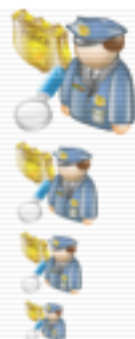
policeman\_up



policeman\_write



policeman\_zoom



politician



politician\_add



politician\_back



politician\_cancel



politician\_clock



politician\_close



politician\_config



politician\_delete



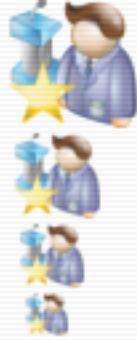
politician\_down







politician\_fav



politician\_help



politician\_info



politician\_level



politician\_lock



politician\_next



politician\_ok



politician\_refresh



politician\_reload



politician\_save



politician\_unlock



politician\_up



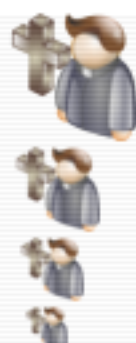
politician\_write



politician\_zoom

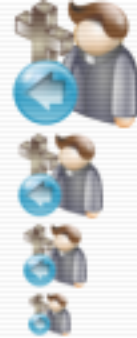


priest

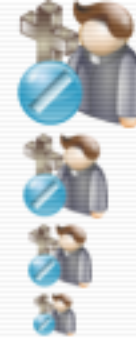




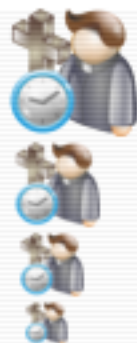
priest\_add



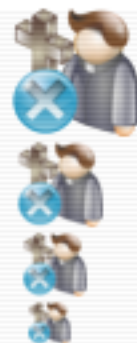
priest\_back



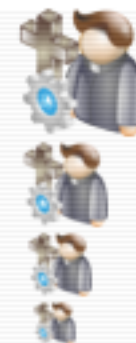
priest\_cancel



priest\_clock



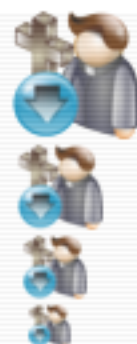
priest\_close



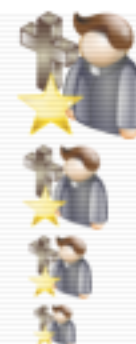
priest\_config



priest\_delete



priest\_down



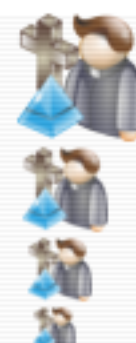
priest\_fav



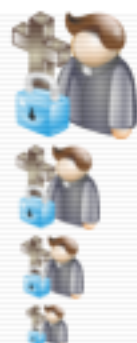
priest\_help



priest\_info



priest\_level



priest\_lock



priest\_next



priest\_ok



priest\_refresh



priest\_reload



priest\_save



priest\_unlock



priest\_up



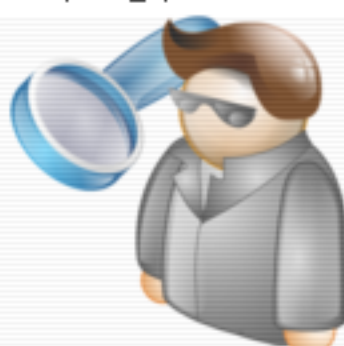
priest\_write



priest\_zoom



private\_detective



private\_detective\_add



private\_detective\_back



private\_detective\_cancel



private\_detective\_clock



private\_detective\_close



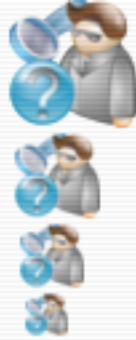
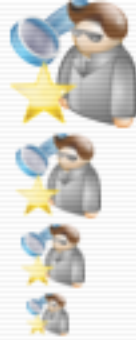
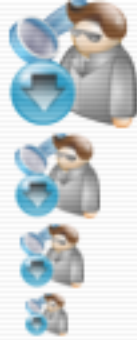
private\_detective\_config



private\_detective\_delete



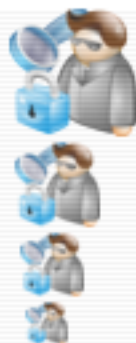




private\_detective\_down

private\_detective\_fav

private\_detective\_help



private\_detective\_info

private\_detective\_level

private\_detective\_lock



private\_detective\_next

private\_detective\_ok

private\_detective\_refresh



private\_detective\_reload

private\_detective\_save

private\_detective\_unlock



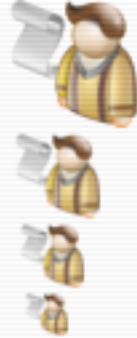
private\_detective\_up

private\_detective\_write

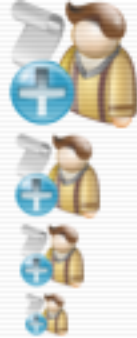
private\_detective\_zoom



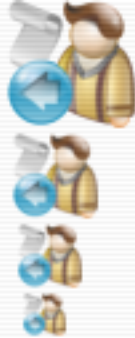
programer



programer\_add



programer\_back



programer\_cancel



programer\_clock



programer\_close



programer\_config



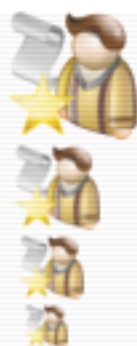
programer\_delete



programer\_down



programer\_fav



programer\_help



programer\_info



programer\_level

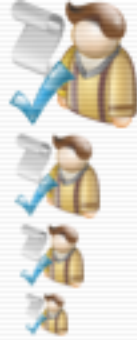


programer\_lock

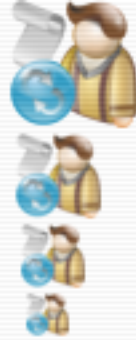


programer\_next





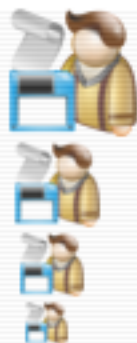
programer\_ok



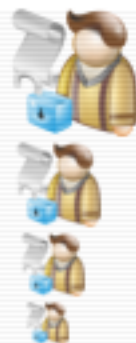
programer\_refresh



programer\_reload



programer\_save



programer\_unlock



programer\_up



programer\_write



programer\_zoom



psychiatrist



psychiatrist\_add



psychiatrist\_back



psychiatrist\_cancel



psychiatrist\_clock



psychiatrist\_close



psychiatrist\_config





psychiatrist\_delete



psychiatrist\_down



psychiatrist\_fav



psychiatrist\_help



psychiatrist\_info



psychiatrist\_level



psychiatrist\_lock



psychiatrist\_next



psychiatrist\_ok



psychiatrist\_refresh



psychiatrist\_reload



psychiatrist\_save



psychiatrist\_unlock



psychiatrist\_up



psychiatrist\_write





psychiatrist\_zoom



reporter



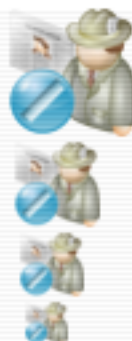
reporter\_add



reporter\_back



reporter\_cancel



reporter\_clock



reporter\_close



reporter\_config



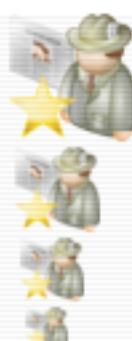
reporter\_delete



reporter\_down



reporter\_fav



reporter\_help



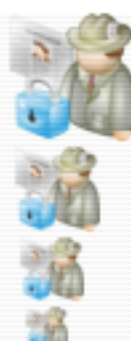
reporter\_info



reporter\_level

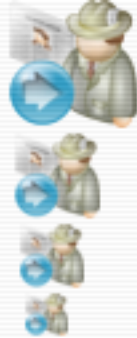


reporter\_lock





reporter\_next



reporter\_ok



reporter\_refresh



reporter\_reload



reporter\_save



reporter\_unlock



reporter\_up



reporter\_write



reporter\_zoom



scientist



scientist\_add



scientist\_back



scientist\_cancel



scientist\_clock

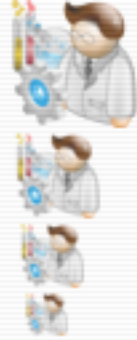


scientist\_close





scientist\_config



scientist\_delete



scientist\_down



scientist\_fav



scientist\_help



scientist\_info



scientist\_level



scientist\_lock



scientist\_next



scientist\_ok



scientist\_refresh



scientist\_reload



scientist\_save



scientist\_unlock

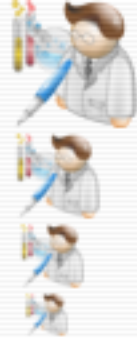


scientist\_up





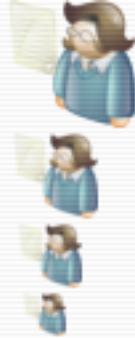
scientist\_write



scientist\_zoom



secretary



secretary\_add



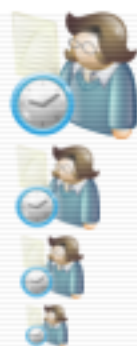
secretary\_back



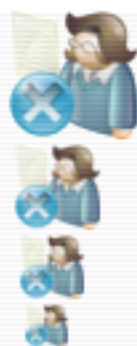
secretary\_cancel



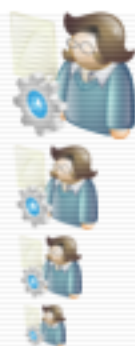
secretary\_clock



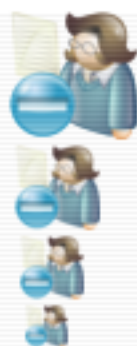
secretary\_close



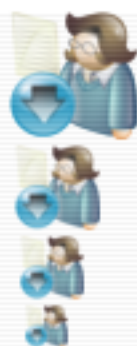
secretary\_config



secretary\_delete



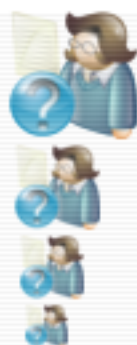
secretary\_down



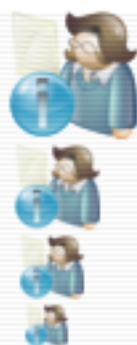
secretary\_fav



secretary\_help



secretary\_info

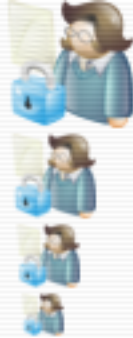


secretary\_level

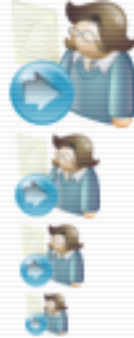




secretary\_lock



secretary\_next



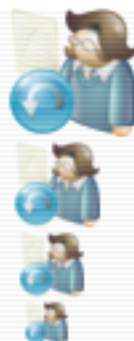
secretary\_ok



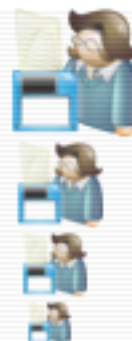
secretary\_refresh



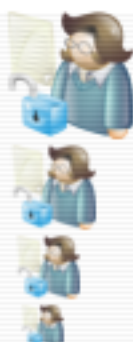
secretary\_reload



secretary\_save



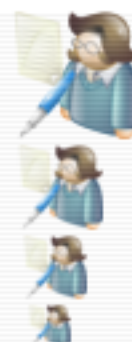
secretary\_unlock



secretary\_up



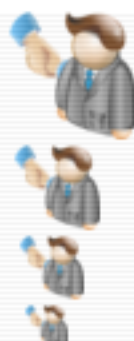
secretary\_write



secretary\_zoom



seller



seller\_add



seller\_back



seller\_cancel



seller\_clock



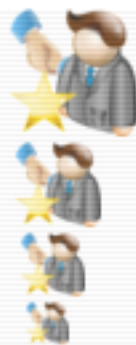




seller\_close

seller\_config

seller\_delete



seller\_down

seller\_fav

seller\_help



seller\_info

seller\_level

seller\_lock



seller\_next

seller\_ok

seller\_refresh



seller\_reload

seller\_save

seller\_unlock



seller\_up



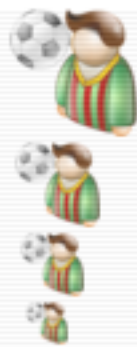
seller\_write



seller\_zoom



soccer\_player



soccer\_player\_add



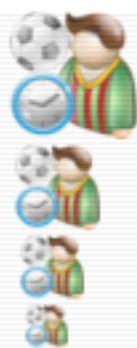
soccer\_player\_back



soccer\_player\_cancel



soccer\_player\_clock



soccer\_player\_close



soccer\_player\_config



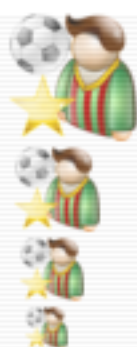
soccer\_player\_delete



soccer\_player\_down



soccer\_player\_fav


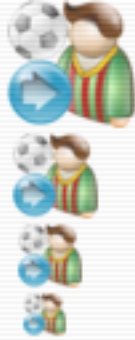


soccer\_player\_help



soccer\_player\_info

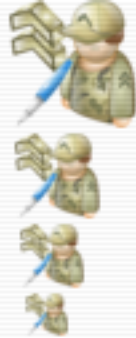
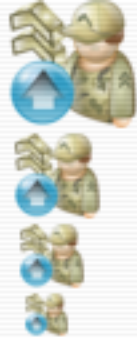
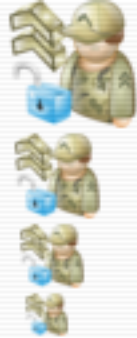




soldier\_cancel



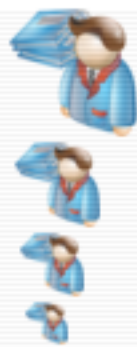
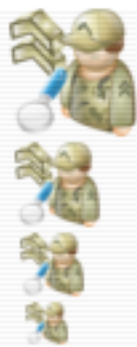




soldier\_unlock

soldier\_up

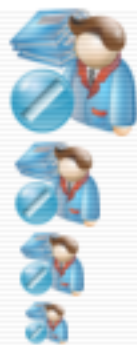
soldier\_write



soldier\_zoom

student

student\_add



student\_back

student\_cancel

student\_clock



student\_close

student\_config

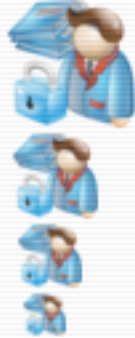
student\_delete



student\_down

student\_fav

student\_help



student\_info

student\_level

student\_lock



student\_next

student\_ok

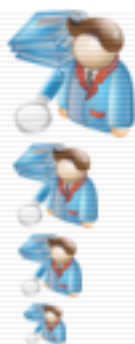
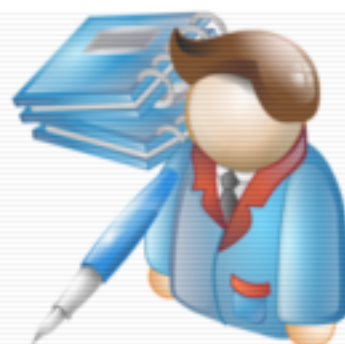
student\_refresh



student\_reload

student\_save

student\_unlock



student\_up

student\_write

student\_zoom



surgeon

surgeon\_add

surgeon\_back





surgeon\_cancel



surgeon\_clock



surgeon\_close



surgeon\_config



surgeon\_delete



surgeon\_down



surgeon\_fav



surgeon\_help



surgeon\_info



surgeon\_level



surgeon\_lock



surgeon\_next



surgeon\_ok



surgeon\_refresh



surgeon\_reload





surgeon\_save



surgeon\_unlock



surgeon\_up



surgeon\_write



surgeon\_zoom



systems\_engineer



systems\_engineer\_add



systems\_engineer\_back



systems\_engineer\_cancel



systems\_engineer\_clock



systems\_engineer\_close



systems\_engineer\_config



systems\_engineer\_delete



systems\_engineer\_down



systems\_engineer\_fav





systems\_engineer\_help



systems\_engineer\_info



systems\_engineer\_level



systems\_engineer\_lock



systems\_engineer\_next



systems\_engineer\_ok



systems\_engineer\_refresh



systems\_engineer\_reload



systems\_engineer\_save



systems\_engineer\_unlock



systems\_engineer\_up



systems\_engineer\_write



systems\_engineer\_zoom



teacher



teacher\_add







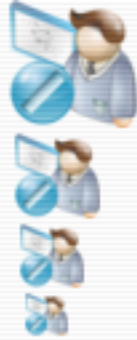
teacher\_back



teacher\_cancel



teacher\_clock



teacher\_close



teacher\_config



teacher\_delete



teacher\_down



teacher\_fav



teacher\_help



teacher\_info



teacher\_level



teacher\_lock



teacher\_next



teacher\_ok



teacher\_refresh





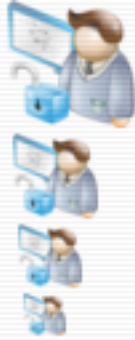
teacher\_reload



teacher\_save



teacher\_unlock



teacher\_up



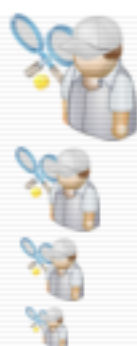
teacher\_write



teacher\_zoom



tennis\_player



tennis\_player\_add



tennis\_player\_back



tennis\_player\_cancel



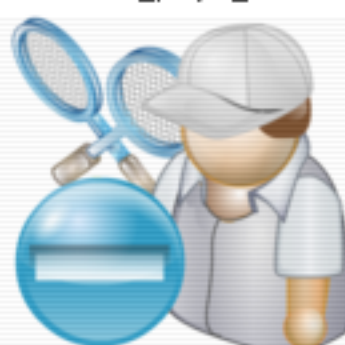
tennis\_player\_clock



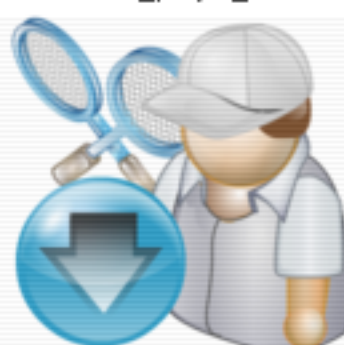
tennis\_player\_close



tennis\_player\_config

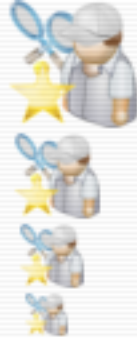


tennis\_player\_delete



tennis\_player\_down

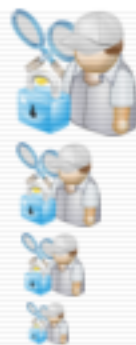
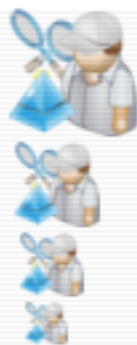




tennis\_player\_fav

tennis\_player\_help

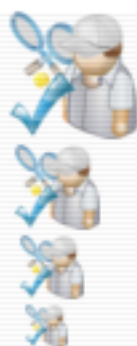
tennis\_player\_info



tennis\_player\_level

tennis\_player\_lock

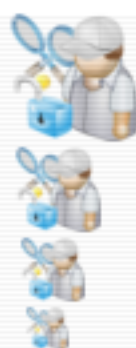
tennis\_player\_next



tennis\_player\_ok

tennis\_player\_refresh

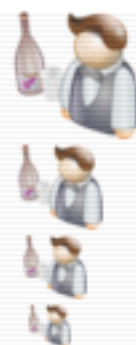
tennis\_player\_reload



tennis\_player\_save

tennis\_player\_unlock

tennis\_player\_up



tennis\_player\_write

tennis\_player\_zoom

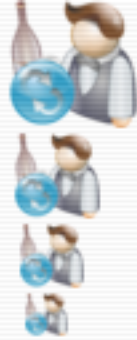
waitress







waitress\_refresh



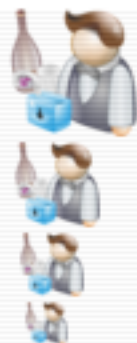
waitress\_reload



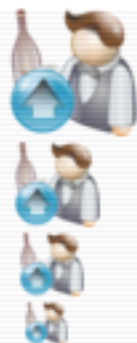
waitress\_save



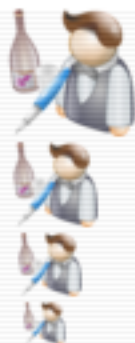
waitress\_unlock



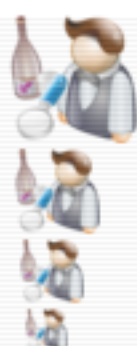
waitress\_up



waitress\_write



waitress\_zoom



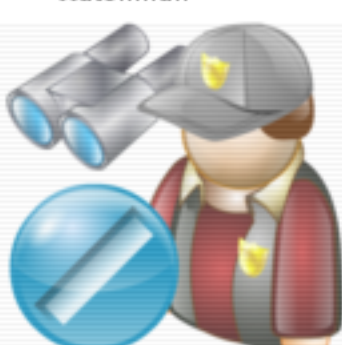
watchman



watchman\_add



watchman\_back



watchman\_cancel



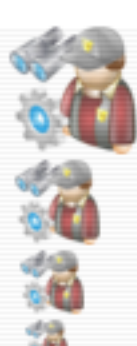
watchman\_clock



watchman\_close



watchman\_config



watchman\_delete

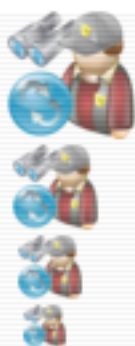




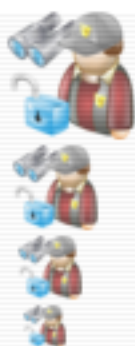
watchman\_help



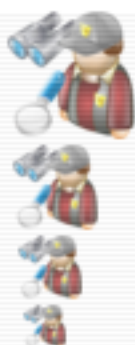
watchman\_lock



watchman\_refresh



watchman\_unlock



watchman\_zoom





writer

writer\_add

writer\_back



writer\_cancel

writer\_clock

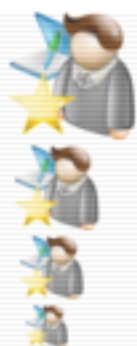
writer\_close



writer\_config

writer\_delete

writer\_down



writer\_fav

writer\_help

writer\_info



writer\_level

writer\_lock

writer\_next



writer\_ok



writer\_refresh



writer\_reload



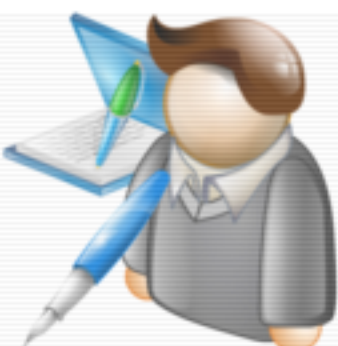
writer\_save



writer\_unlock



writer\_up



writer\_write



writer\_zoom

