

iconshock

Stroke

Transportation





4x4



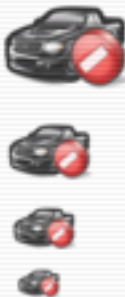
4x4_add



4x4_back



4x4_cancel



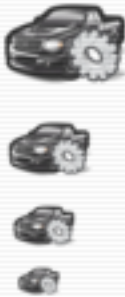
4x4_clock



4x4_close



4x4_config



4x4_down



4x4_fav



4x4_help



4x4_info



4x4_level



4x4_lock



4x4_next



4x4_ok

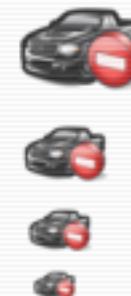




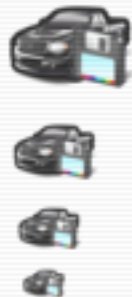
4x4_refresh



4x4_reload



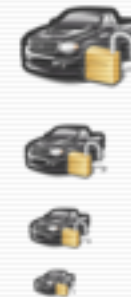
4x4_remove



4x4_save



4x4_search



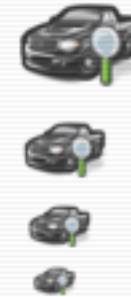
4x4_unlock



4x4_up



4x4_write



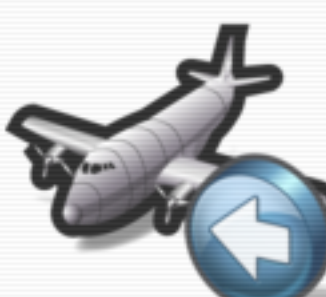
4x4_zoom



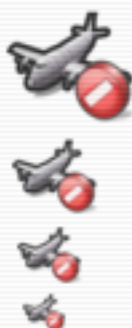
air_freighter



air_freighter_add



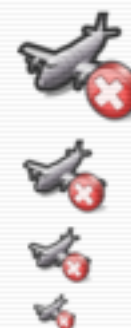
air_freighter_back



air_freighter_cancel



air_freighter_clock



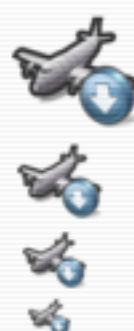
air_freighter_close



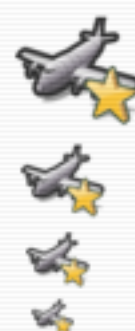
air_freighter_config



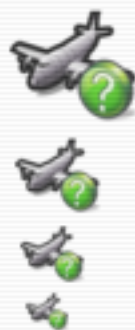
air_freighter_down



air_freighter_fav



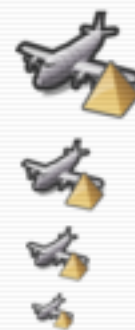
air_freighter_help



air_freighter_info



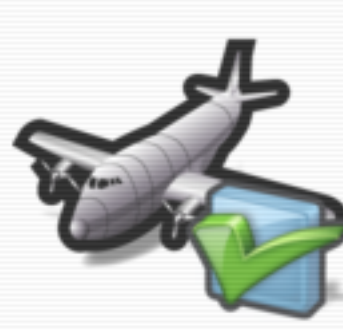
air_freighter_level



air_freighter_lock



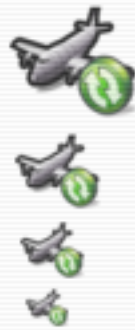
air_freighter_next



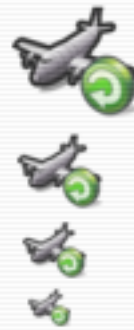
air_freighter_ok



air_freighter_refresh



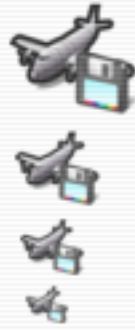
air_freighter_reload



air_freighter_remove



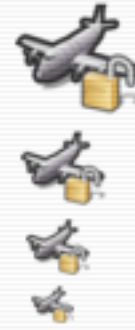
air_freighter_save



air_freighter_search



air_freighter_unlock





air_freighter_up

air_freighter_write

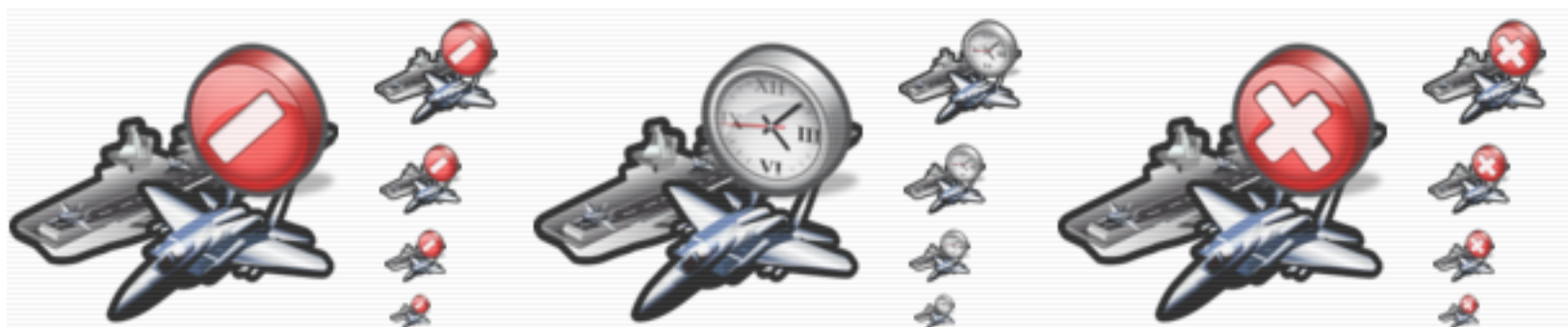
air_freighter_zoom



aircraft_carrier

aircraft_carrier_add

aircraft_carrier_back



aircraft_carrier_cancel

aircraft_carrier_clock

aircraft_carrier_close



aircraft_carrier_config

aircraft_carrier_down

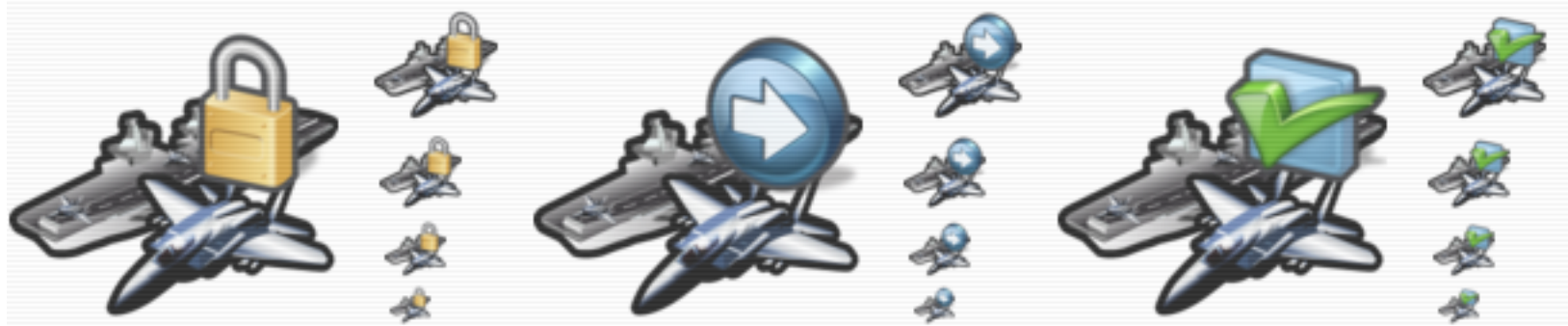
aircraft_carrier_fav



aircraft_carrier_help

aircraft_carrier_info

aircraft_carrier_level



aircraft_carrier_lock

aircraft_carrier_next

aircraft_carrier_ok



aircraft_carrier_refresh

aircraft_carrier_reload

aircraft_carrier_remove



aircraft_carrier_save

aircraft_carrier_search

aircraft_carrier_unlock



aircraft_carrier_up

aircraft_carrier_write

aircraft_carrier_zoom



airplane

airplane_add

airplane.back



airplane.cancel



airplane.clock



airplane.close



airplane.config



airplane.down



airplane.fav



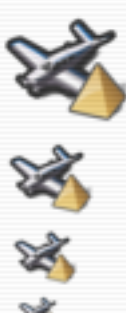
airplane.help



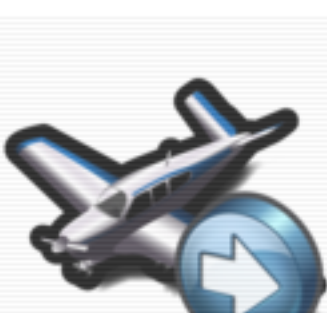
airplane.info



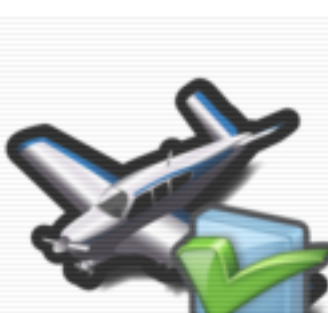
airplane.level



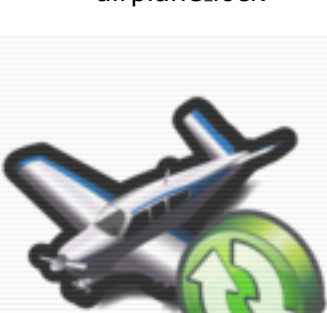
airplane.lock



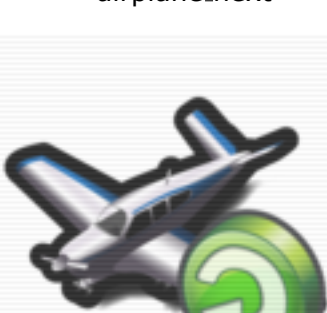
airplane.next



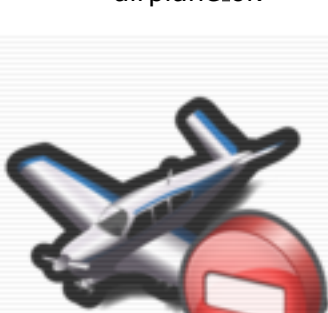
airplane.ok



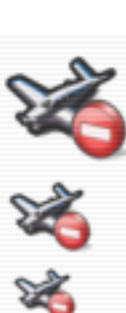
airplane.refresh



airplane.reload

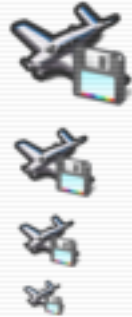


airplane.remove





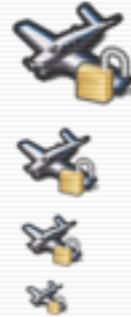
airplane_save



airplane_search



airplane_unlock



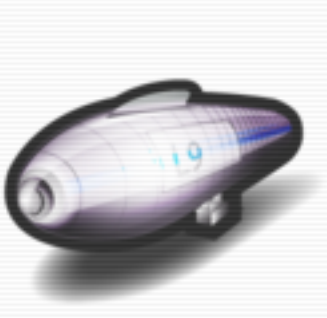
airplane_up



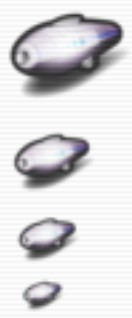
airplane_write



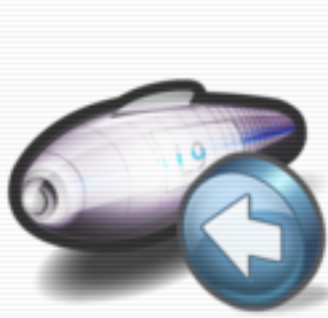
airplane_zoom



airship



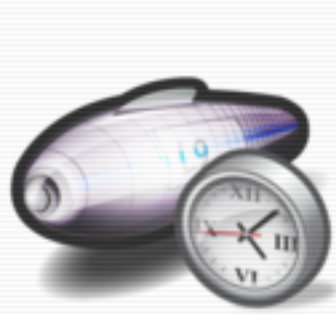
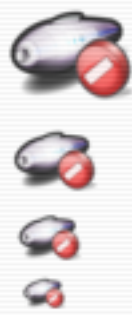
airship_add



airship_back



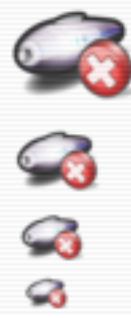
airship_cancel



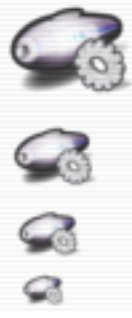
airship_clock



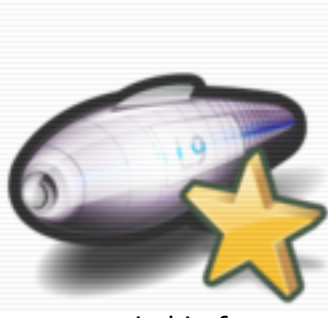
airship_close



airship_config



airship_down



airship_fav

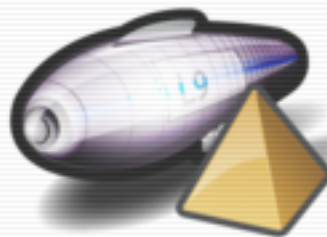
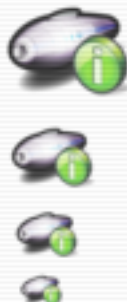




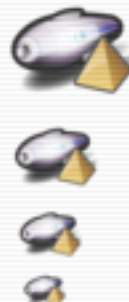
airship_help



airship_info



airship_level



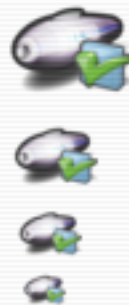
airship_lock



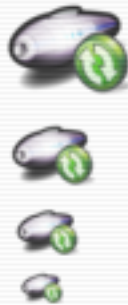
airship_next



airship_ok



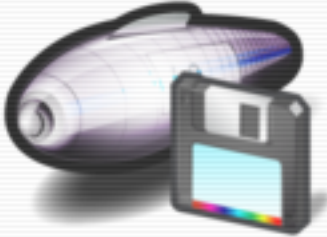
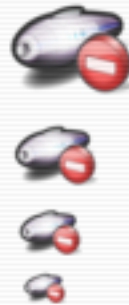
airship_refresh



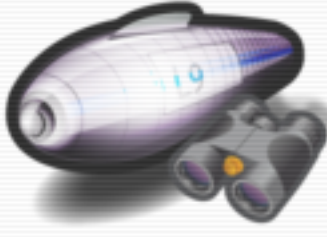
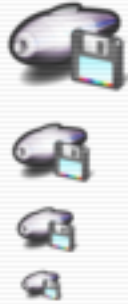
airship_reload



airship_remove



airship_save



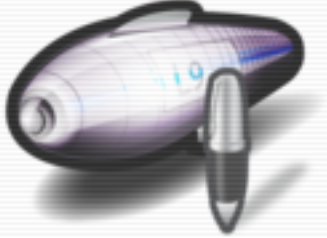
airship_search



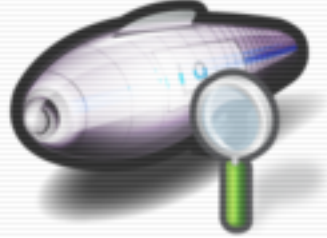
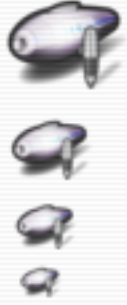
airship_unlock



airship_up



airship_write



airship_zoom

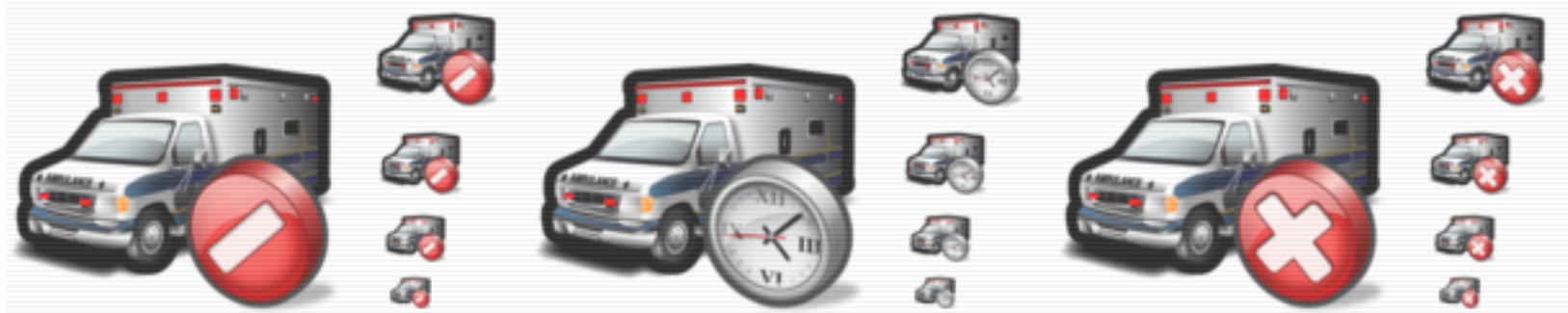




ambulance

ambulance.add

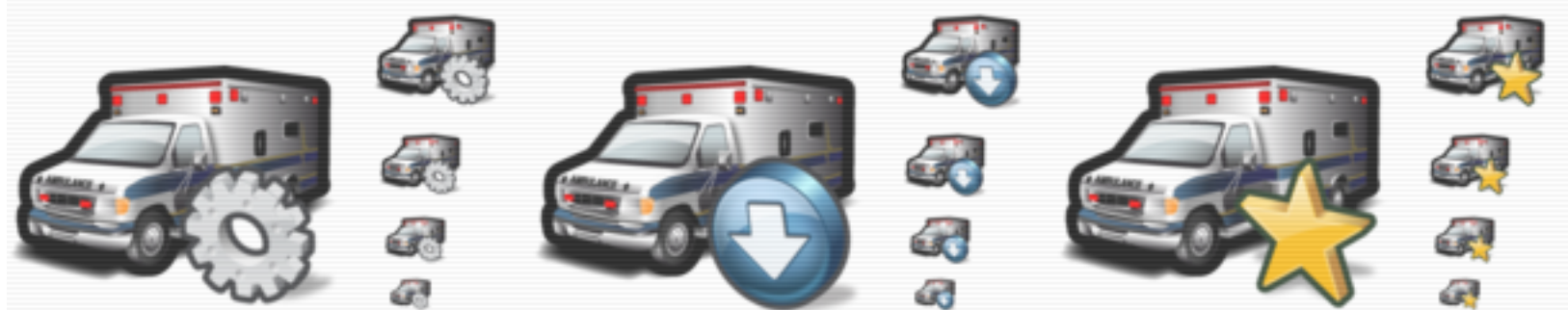
ambulance.back



ambulance.cancel

ambulance.clock

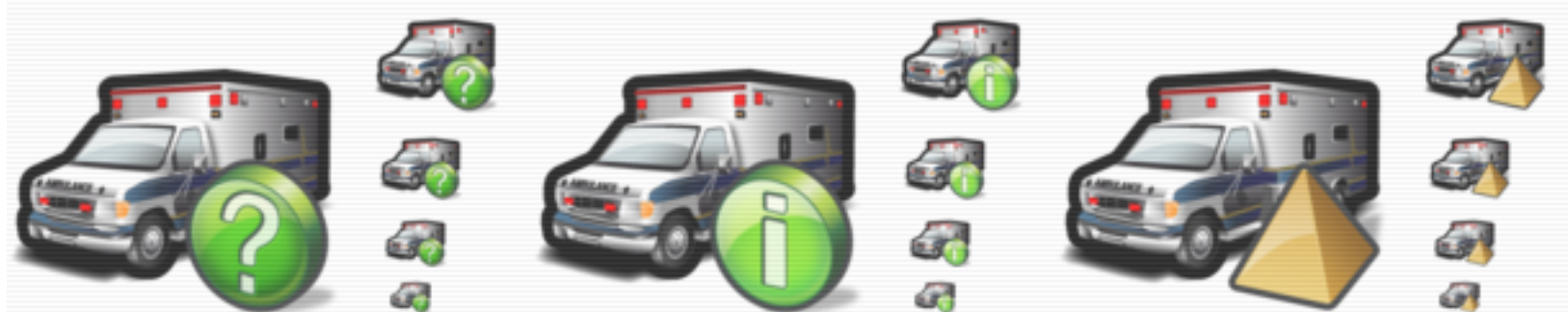
ambulance.close



ambulance.config

ambulance.down

ambulance.fav



ambulance.help

ambulance.info

ambulance.level



ambulance.lock

ambulance.next

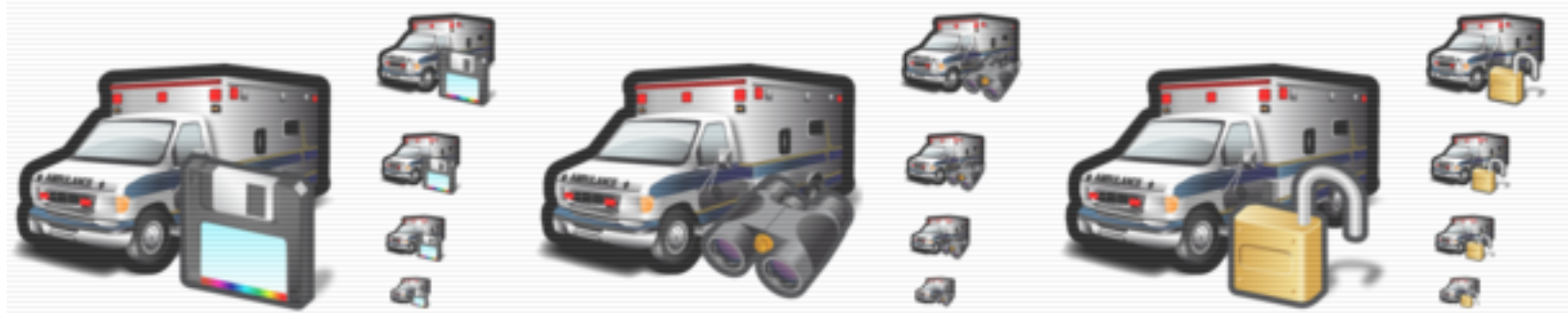
ambulance.ok



ambulance_refresh

ambulance_reload

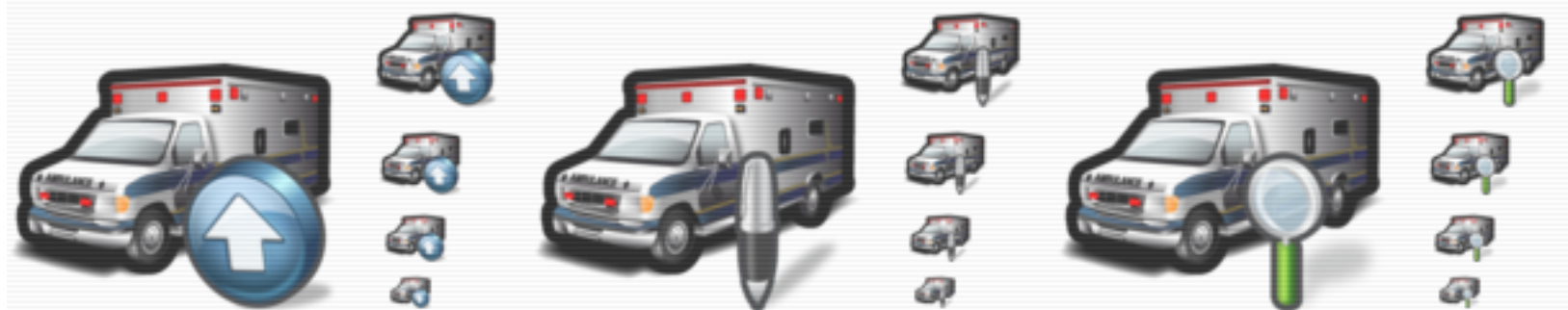
ambulance_remove



ambulance_save

ambulance_search

ambulance_unlock



ambulance_up

ambulance_write

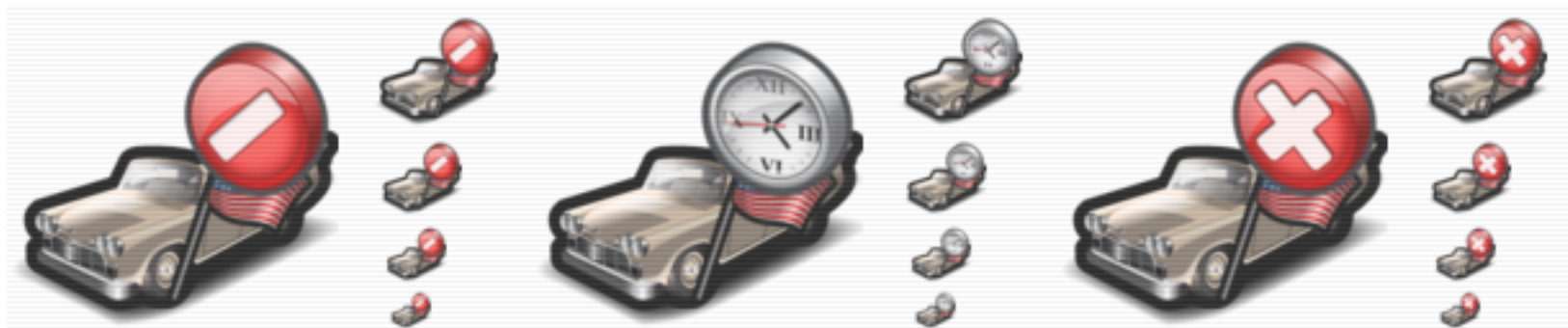
ambulance_zoom



american_car

american_car_add

american_car_back



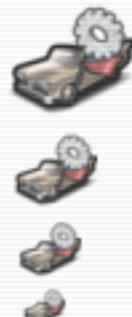
american_car_cancel

american_car_clock

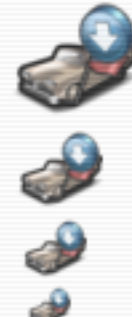
american_car_close



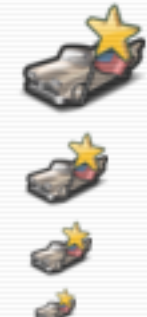
american_car_config



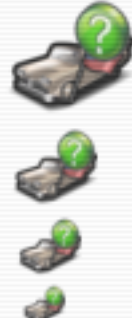
american_car_down



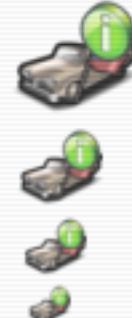
american_car_fav



american_car_help



american_car_info



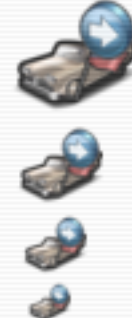
american_car_level



american_car_lock



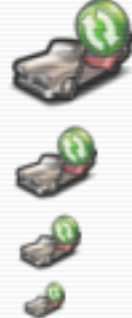
american_car_next



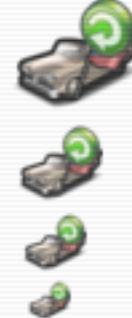
american_car_ok



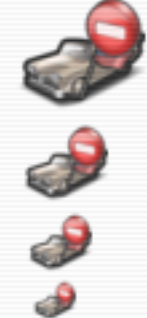
american_car_refresh



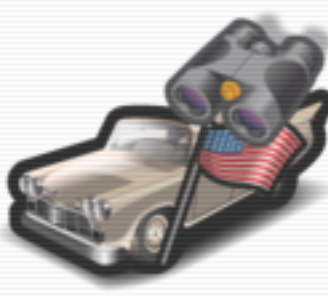
american_car_reload



american_car_remove



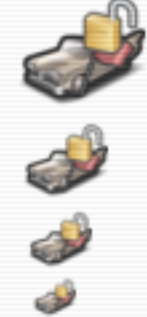
american_car_save

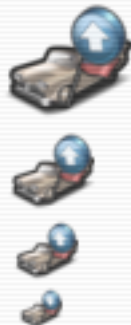


american_car_search



american_car_unlock

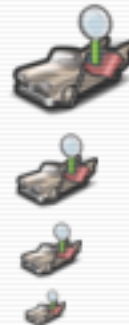




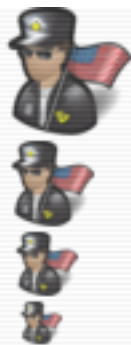
american_car_up



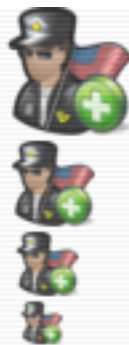
american_car_write



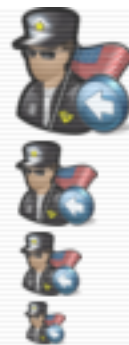
american_car_zoom



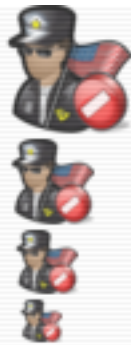
american_police



american_police_add



american_police_back



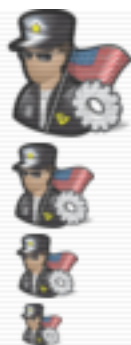
american_police_cancel



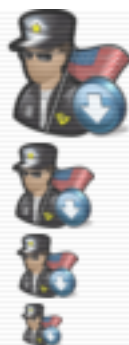
american_police_clock



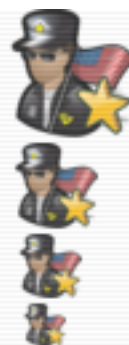
american_police_close



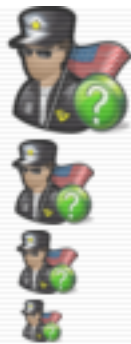
american_police_config



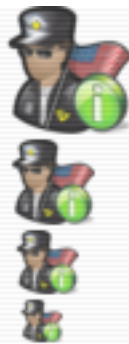
american_police_down



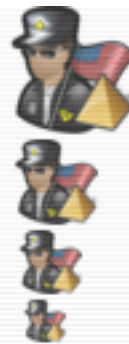
american_police_fav



american_police_help



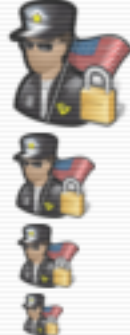
american_police_info



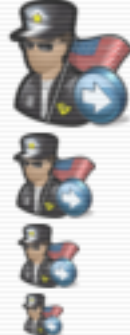
american_police_level



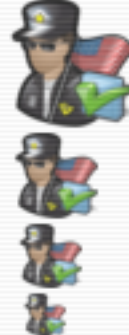
american_police.lock



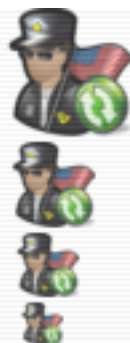
american_police.next



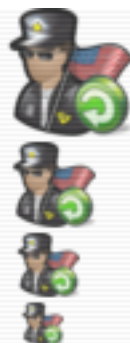
american_police.ok



american_police.refresh



american_police.reload



american_police.remove



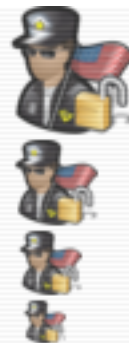
american_police.save



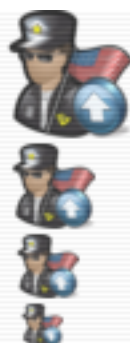
american_police.search



american_police.unlock



american_police.up



american_police.write



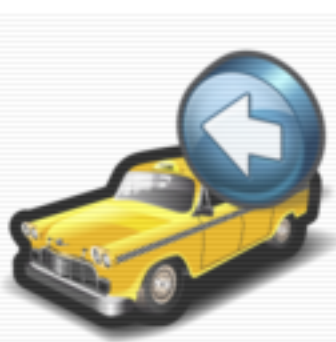
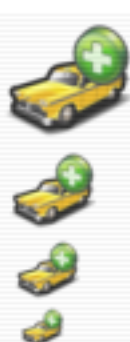
american_police.zoom



american_taxi



american_taxi.add

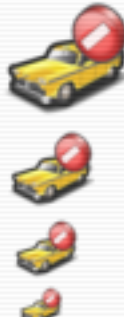


american_taxi.back

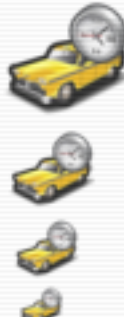




american_taxi.cancel



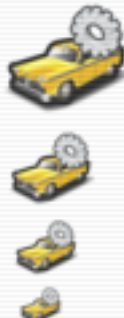
american_taxi.clock



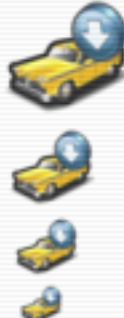
american_taxi.close



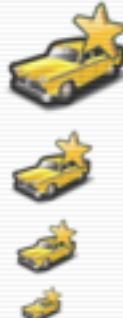
american_taxi.config



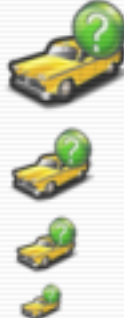
american_taxi.down



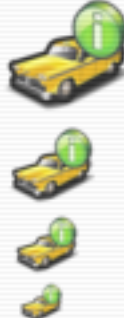
american_taxi.fav



american_taxi.help



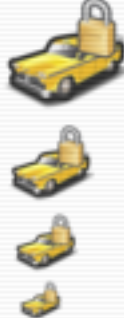
american_taxi.info



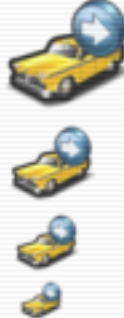
american_taxi.level



american_taxi.lock



american_taxi.next



american_taxi.ok



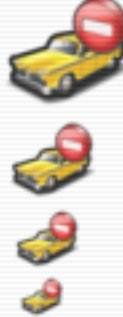
american_taxi.refresh



american_taxi.reload

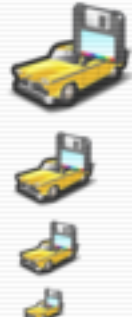


american_taxi.remove





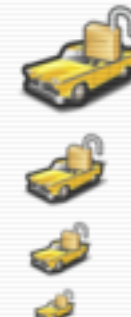
american_taxi.save



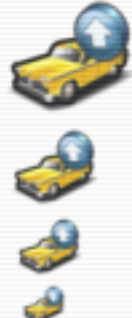
american_taxi.search



american_taxi.unlock



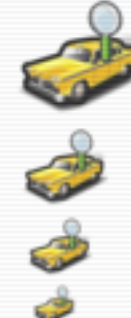
american_taxi.up



american_taxi.write



american_taxi.zoom



amphibious_car



amphibious_car.add



amphibious_car.back



amphibious_car.cancel



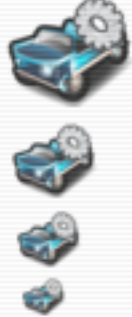
amphibious_car.clock



amphibious_car.close



amphibious_car.config



amphibious_car.down



amphibious_car.fav





amphibious_car_help

amphibious_car_info

amphibious_car_level



amphibious_car_lock

amphibious_car_next

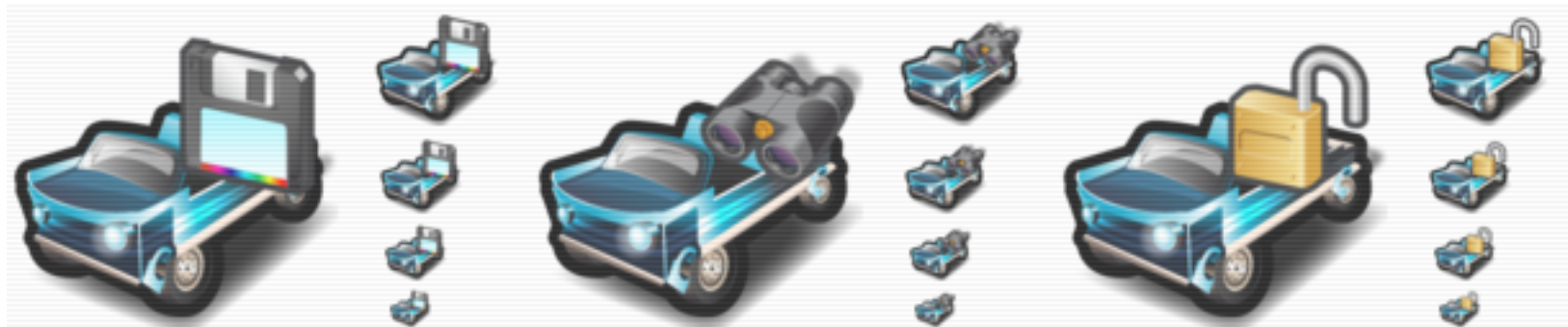
amphibious_car_ok



amphibious_car_refresh

amphibious_car_reload

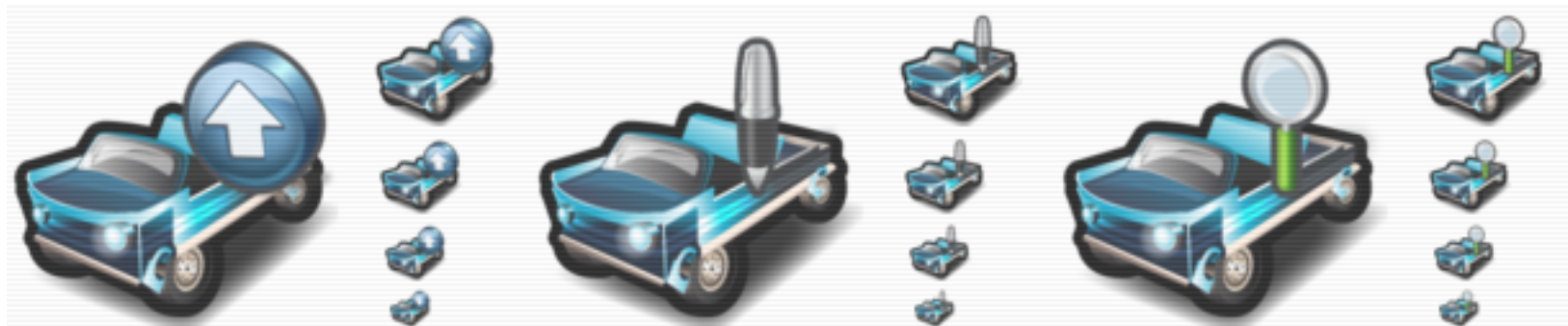
amphibious_car_remove



amphibious_car_save

amphibious_car_search

amphibious_car_unlock



amphibious_car_up

amphibious_car_write

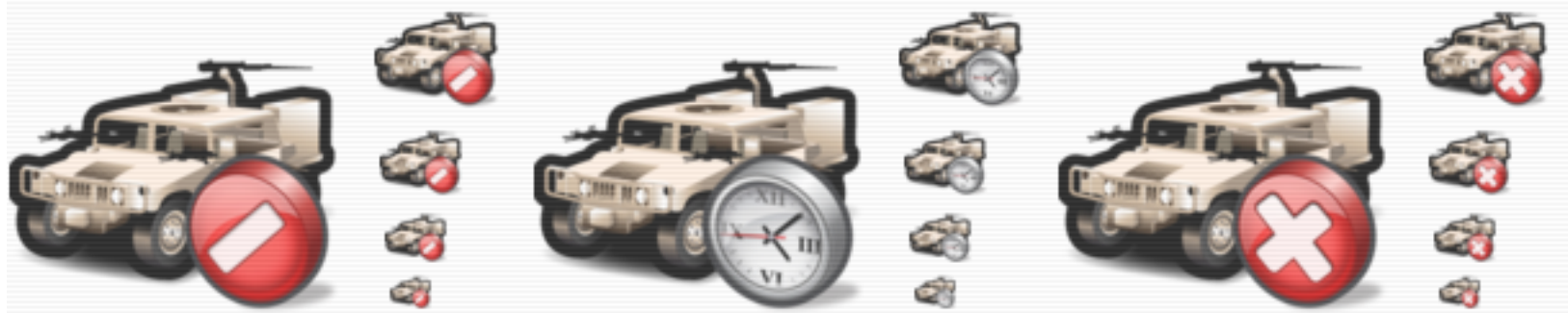
amphibious_car_zoom



army_hummer

army_hummer_add

army_hummer_back



army_hummer_cancel

army_hummer_clock

army_hummer_close



army_hummer_config

army_hummer_down

army_hummer_fav



army_hummer_help

army_hummer_info

army_hummer_level



army_hummer_lock

army_hummer_next

army_hummer_ok



army_hummer_refresh

army_hummer_reload

army_hummer_remove



army_hummer_save

army_hummer_search

army_hummer_unlock



army_hummer_up

army_hummer_write

army_hummer_zoom



army_jeep

army_jeep_add

army_jeep_back



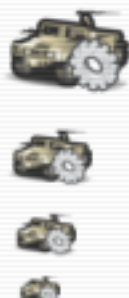
army_jeep_cancel

army_jeep_clock

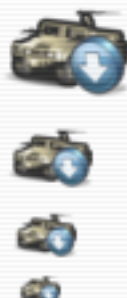
army_jeep_close



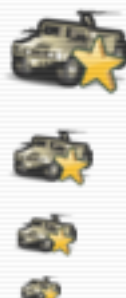
army_jeep_config



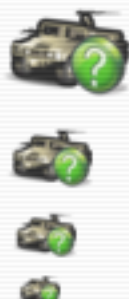
army_jeep_down



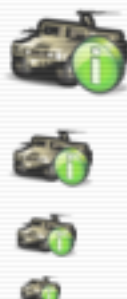
army_jeep_fav



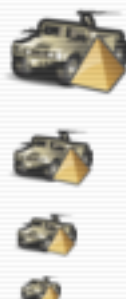
army_jeep_help



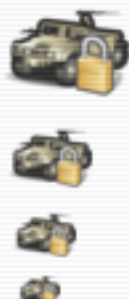
army_jeep_info



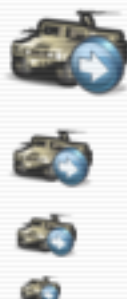
army_jeep_level



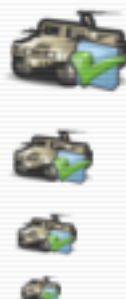
army_jeep_lock



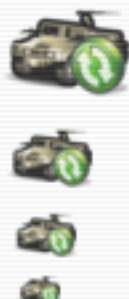
army_jeep_next



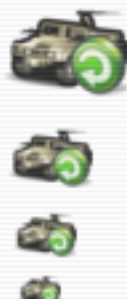
army_jeep_ok



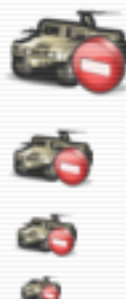
army_jeep_refresh



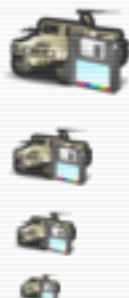
army_jeep_reload



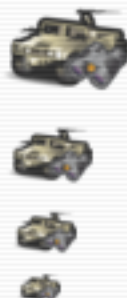
army_jeep_remove



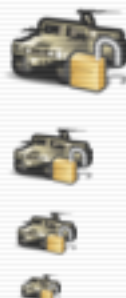
army_jeep_save



army_jeep_search

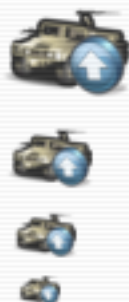


army_jeep_unlock

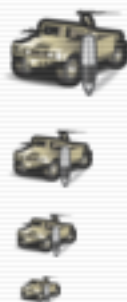




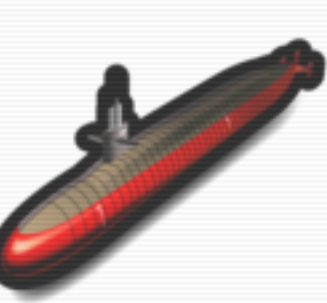
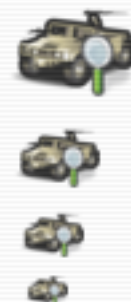
army_jeep_up



army_jeep_write



army_jeep_zoom



army_submarine



army_submarine_add



army_submarine_back



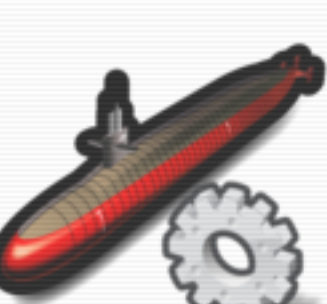
army_submarine_cancel



army_submarine_clock



army_submarine_close



army_submarine_config



army_submarine_down



army_submarine_fav



army_submarine_help

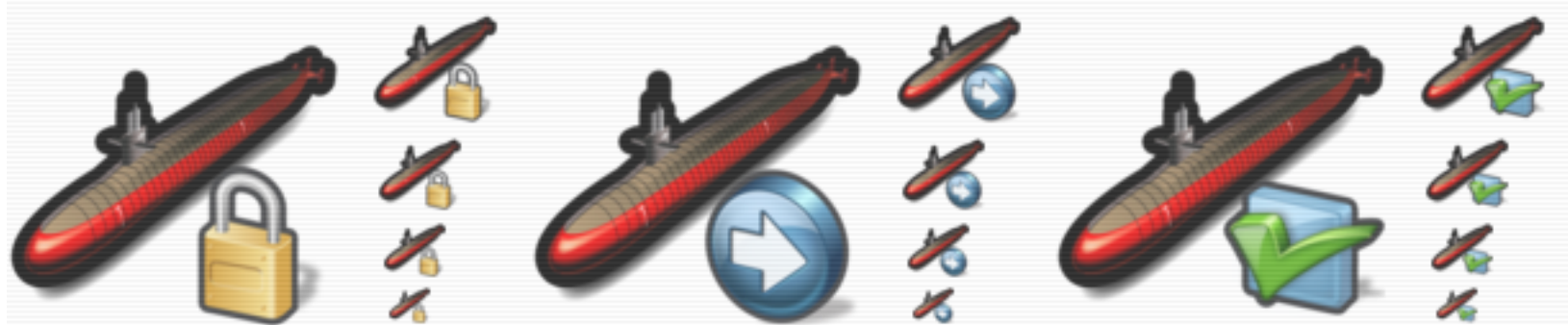


army_submarine_info



army_submarine_level





army_submarine.lock

army_submarine.next

army_submarine.ok



army_submarine.refresh

army_submarine.reload

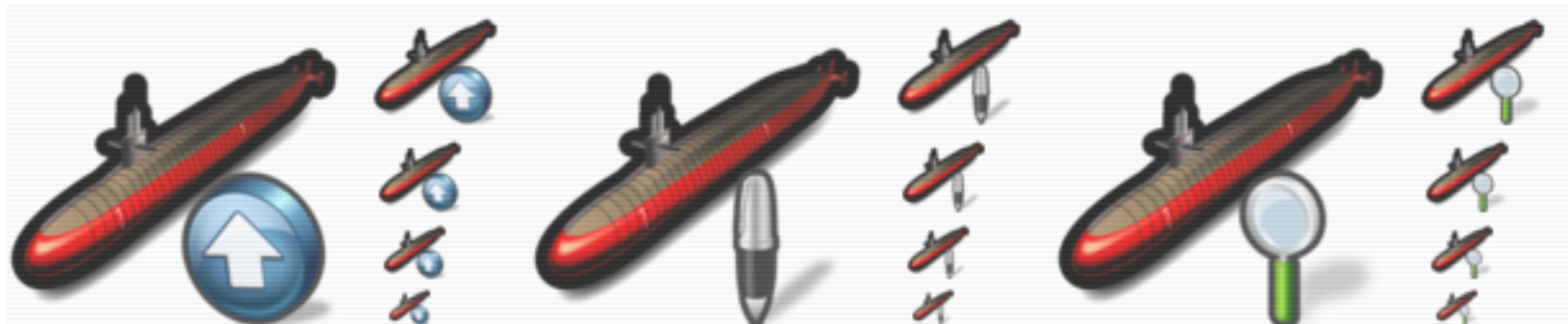
army_submarine.remove



army_submarine.save

army_submarine.search

army_submarine.unlock



army_submarine.up

army_submarine.write

army_submarine.zoom



auto_business

auto_business.add

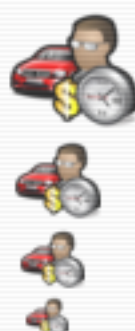
auto_business.back



auto_business_cancel



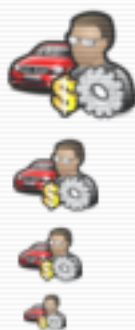
auto_business_clock



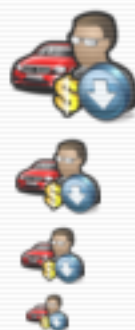
auto_business_close



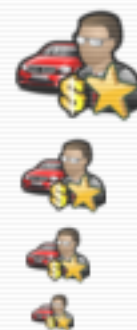
auto_business_config



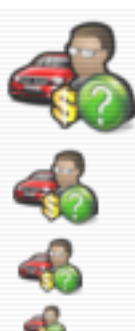
auto_business_down



auto_business_fav



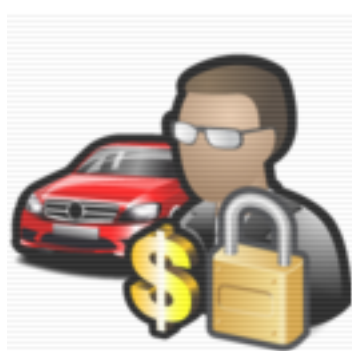
auto_business_help



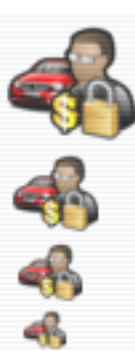
auto_business_info



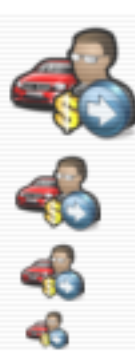
auto_business_level



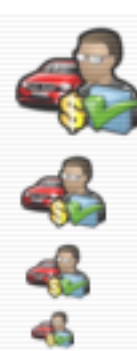
auto_business_lock



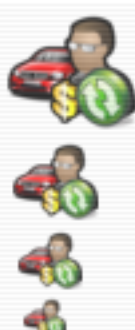
auto_business_next



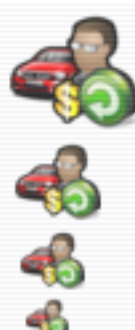
auto_business_ok



auto_business_refresh



auto_business_reload

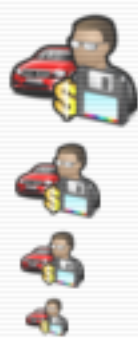


auto_business_remove

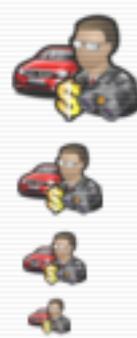




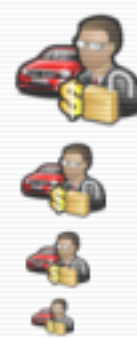
auto.business.save



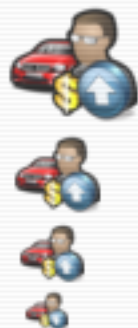
auto.business.search



auto.business.unlock



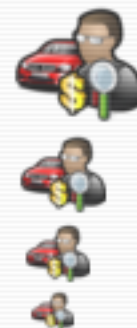
auto.business.up



auto.business.write



auto.business.zoom



automatic.transmission



automatic.transmission.add



automatic.transmission.back



automatic.transmission.cancel



automatic.transmission.clock



automatic.transmission.close



automatic.transmission.config

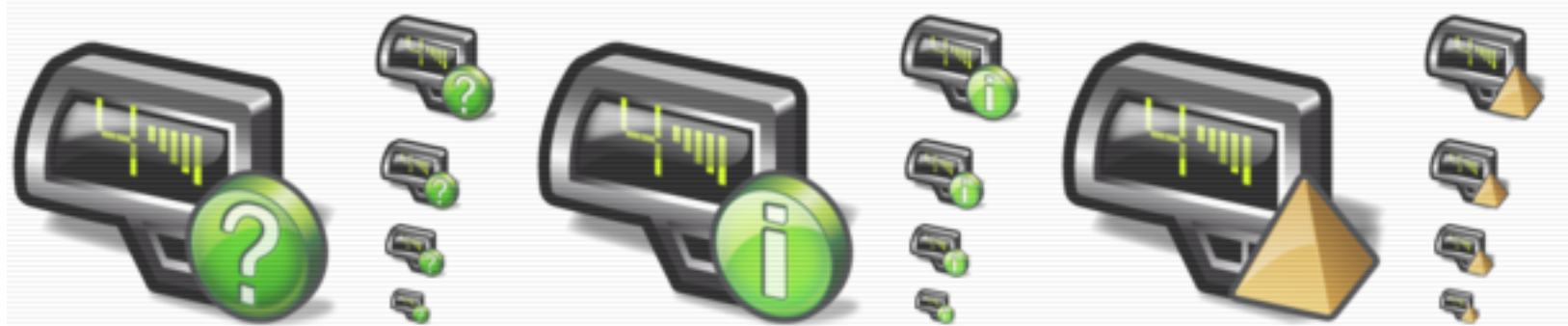


automatic.transmission.down



automatic.transmission.fav

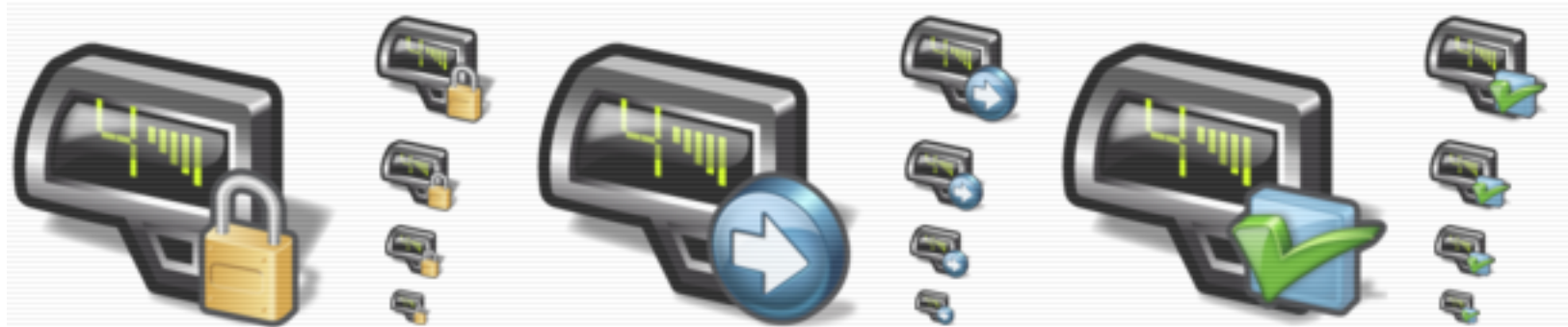




automatic_transmission_help

automatic_transmission_info

automatic_transmission_level



automatic_transmission_lock

automatic_transmission_next

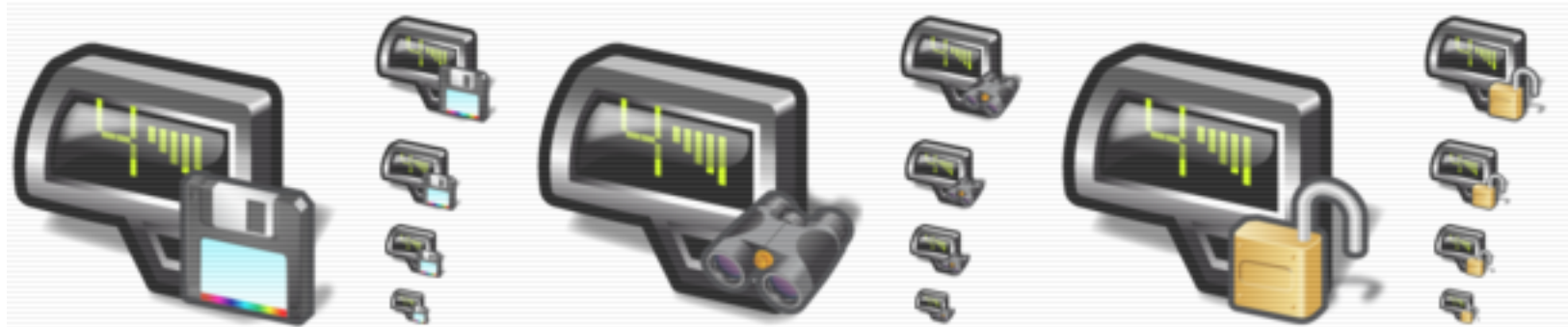
automatic_transmission_ok



automatic_transmission_refresh

automatic_transmission_reload

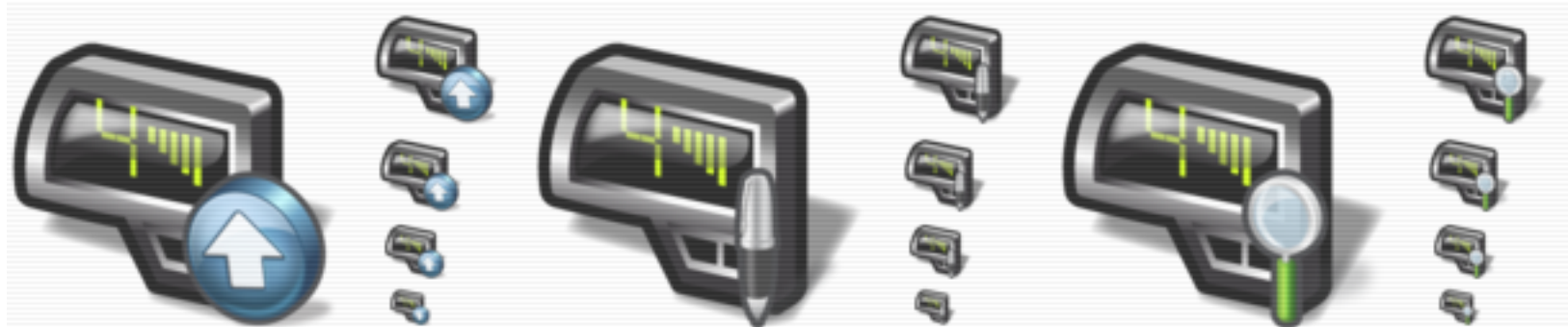
automatic_transmission_remove



automatic_transmission_save

automatic_transmission_search

automatic_transmission_unlock



automatic_transmission_up

automatic_transmission_write

automatic_transmission_zoom



baby_carriage



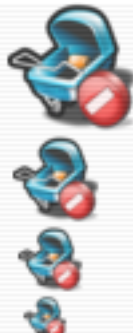
baby_carriage_add



baby_carriage.back



baby_carriage.cancel



baby_carriage.clock



baby_carriage.close



baby_carriage.config



baby_carriage.down



baby_carriage.fav



baby_carriage.help



baby_carriage.info



baby_carriage.level



baby_carriage.lock



baby_carriage.next



baby_carriage.ok





baby_carriage_refresh



baby_carriage_reload



baby_carriage_remove



baby_carriage_save



baby_carriage_search



baby_carriage_unlock



baby_carriage_up



baby_carriage_write



baby_carriage_zoom



baggage



baggage_add



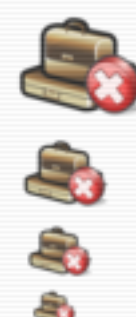
baggage_back



baggage_cancel



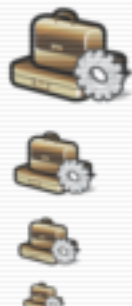
baggage_clock



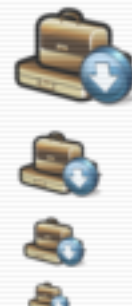
baggage_close



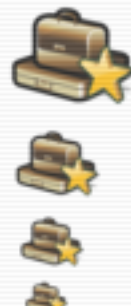
baggage_config



baggage_down



baggage_fav



baggage_help



baggage_info



baggage_level



baggage_lock



baggage_next



baggage_ok



baggage_refresh



baggage_reload



baggage_remove



baggage_save



baggage_search



baggage_unlock





baggage_up



baggage_write



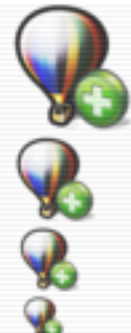
baggage_zoom



balloon



balloon_add



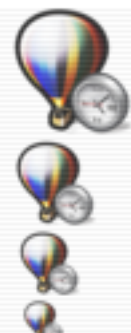
balloon_back



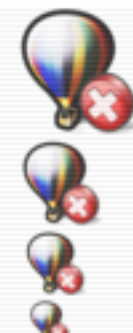
balloon_cancel



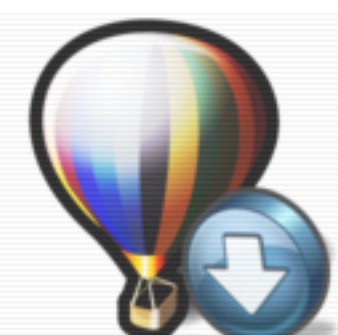
balloon_clock



balloon_close



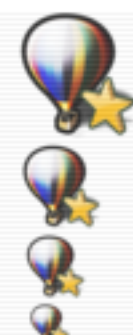
balloon_config



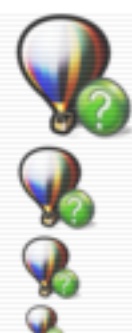
balloon_down



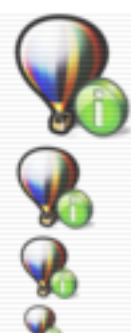
balloon_fav



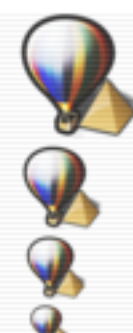
balloon_help



balloon_info



balloon_level

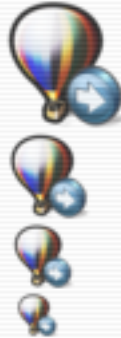




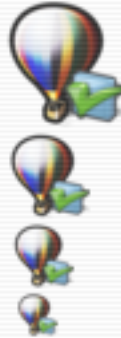
balloon_lock



balloon_next



balloon_ok



balloon_refresh



balloon_reload



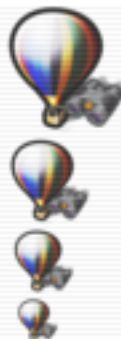
balloon_remove



balloon_save



balloon_search



balloon_unlock



balloon_up



balloon_write



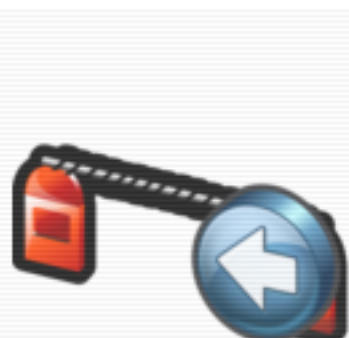
balloon_zoom



barrier

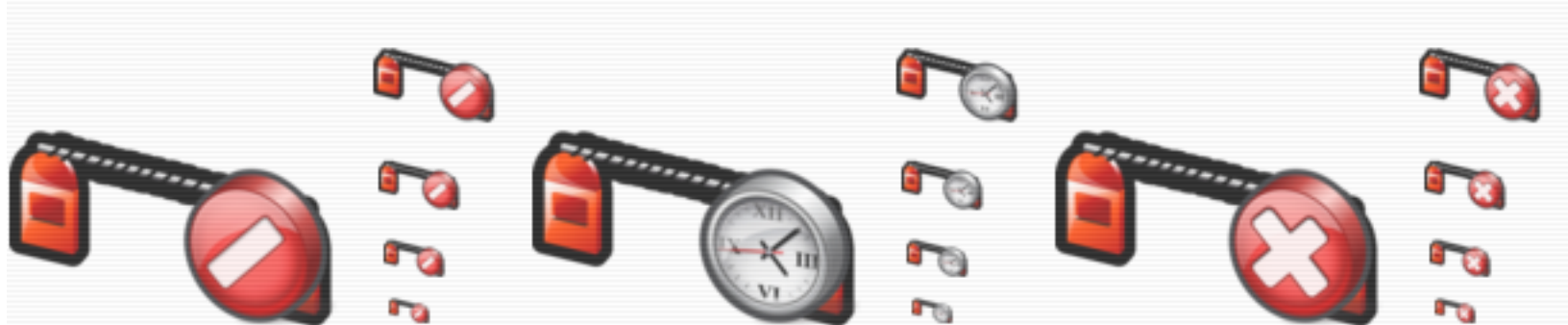


barrier_add



barrier_back

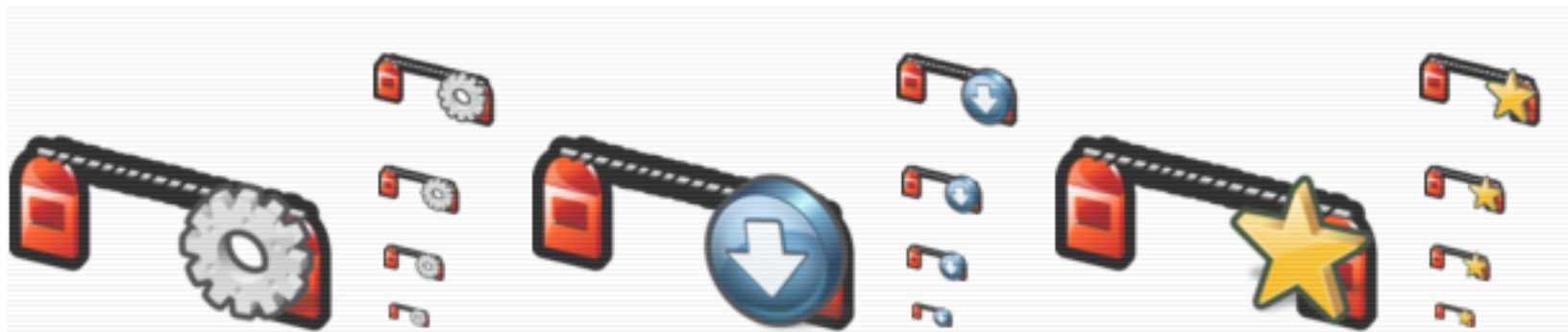




barrier_cancel

barrier_clock

barrier_close



barrier_config

barrier_down

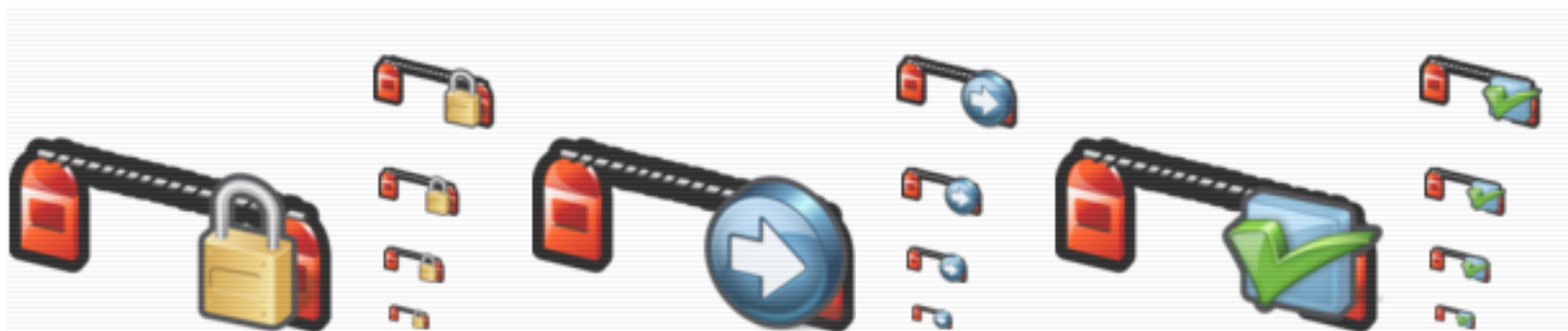
barrier_fav



barrier_help

barrier_info

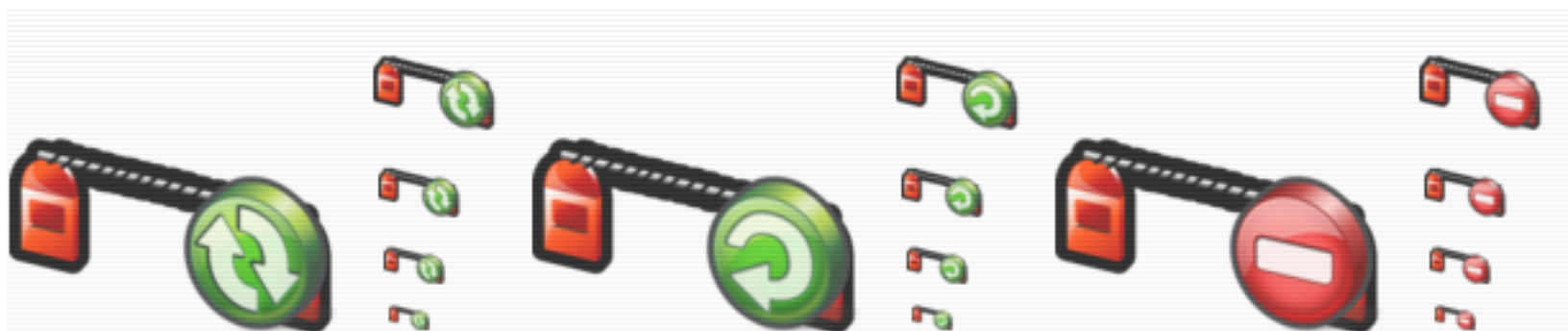
barrier_level



barrier_lock

barrier_next

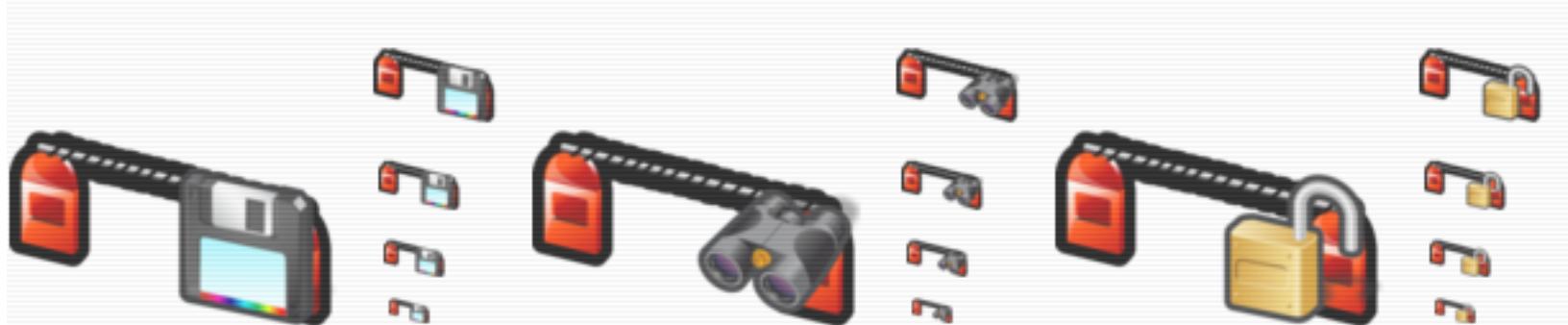
barrier_ok



barrier_refresh

barrier_reload

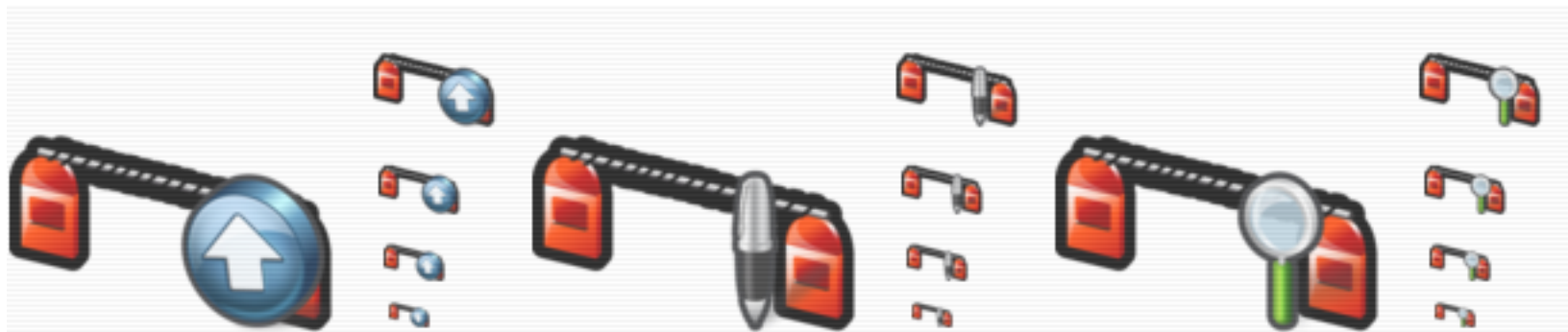
barrier_remove



barrier_save

barrier_search

barrier_unlock



barrier_up

barrier_write

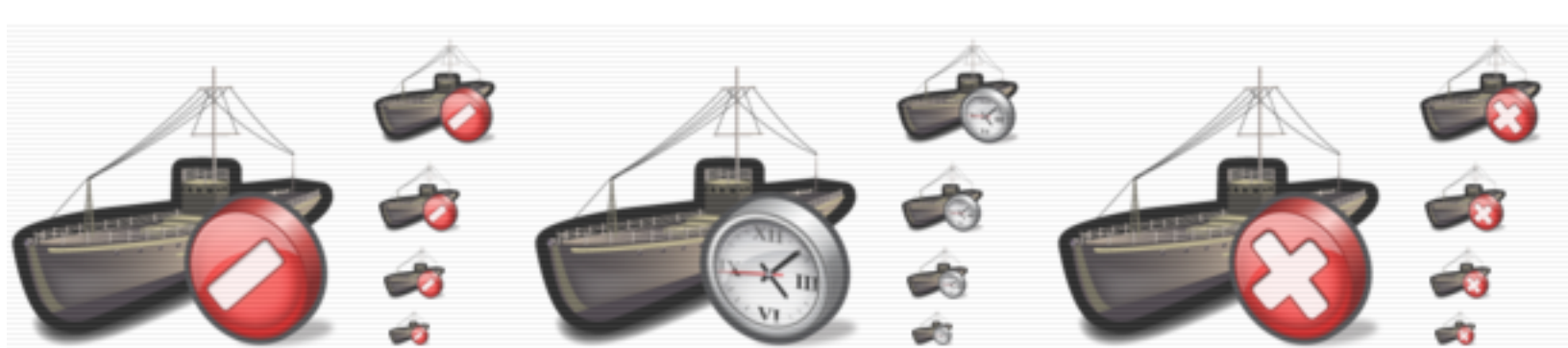
barrier_zoom



battleship

battleship_add

battleship_back



battleship_cancel

battleship_clock

battleship_close



battleship_config

battleship_down

battleship_fav



battleship_help

battleship_info

battleship_level



battleship_lock

battleship_next

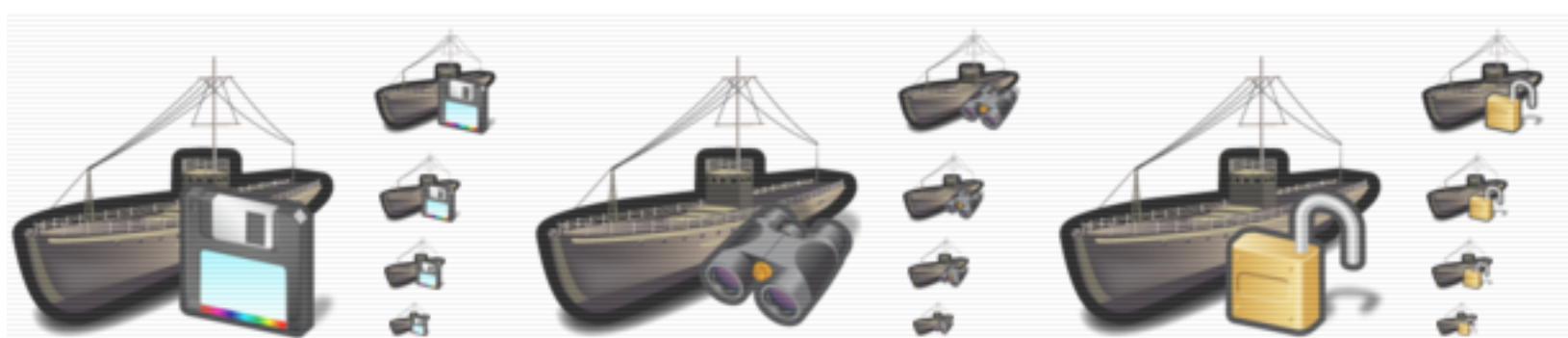
battleship_ok



battleship_refresh

battleship_reload

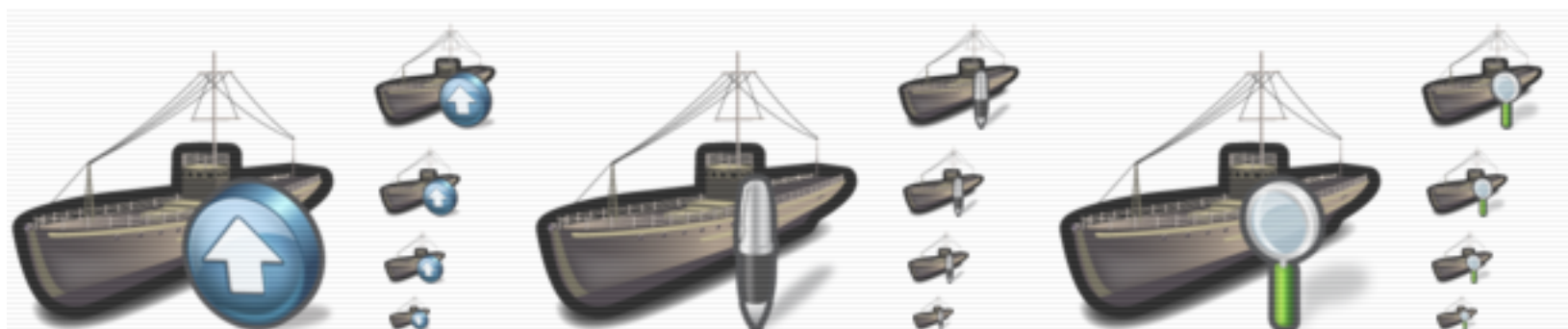
battleship_remove



battleship_save

battleship_search

battleship_unlock



battleship_up

battleship_write

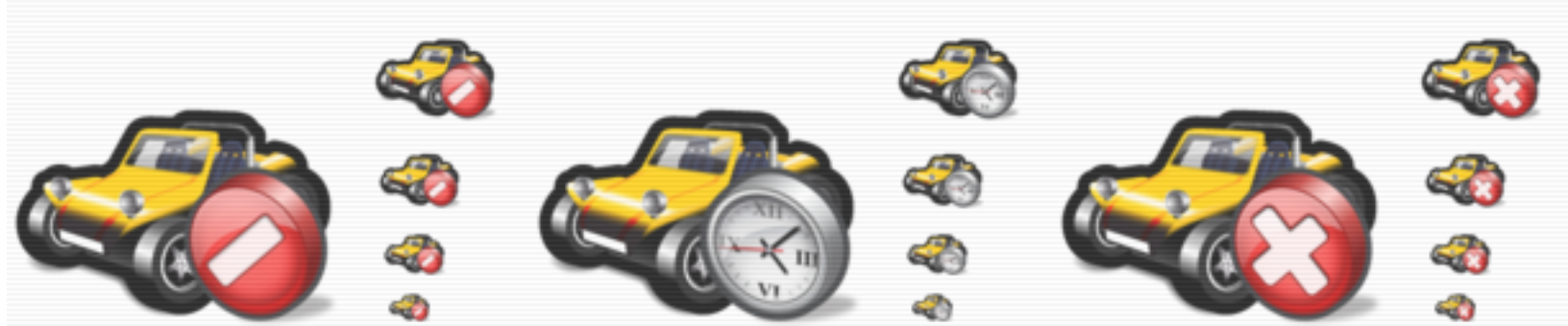
battleship_zoom



beach_buggy

beach_buggy.add

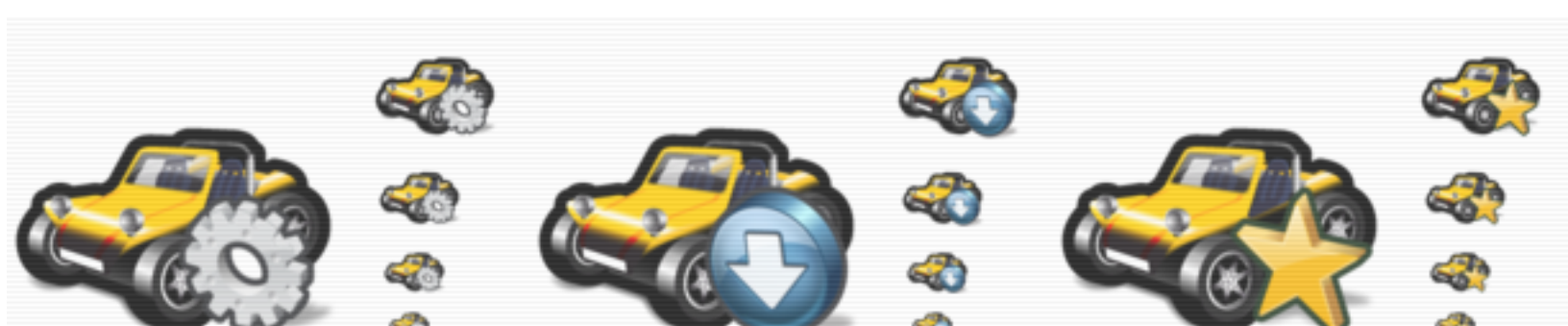
beach_buggy.back



beach_buggy.cancel

beach_buggy.clock

beach_buggy.close



beach_buggy.config

beach_buggy.down

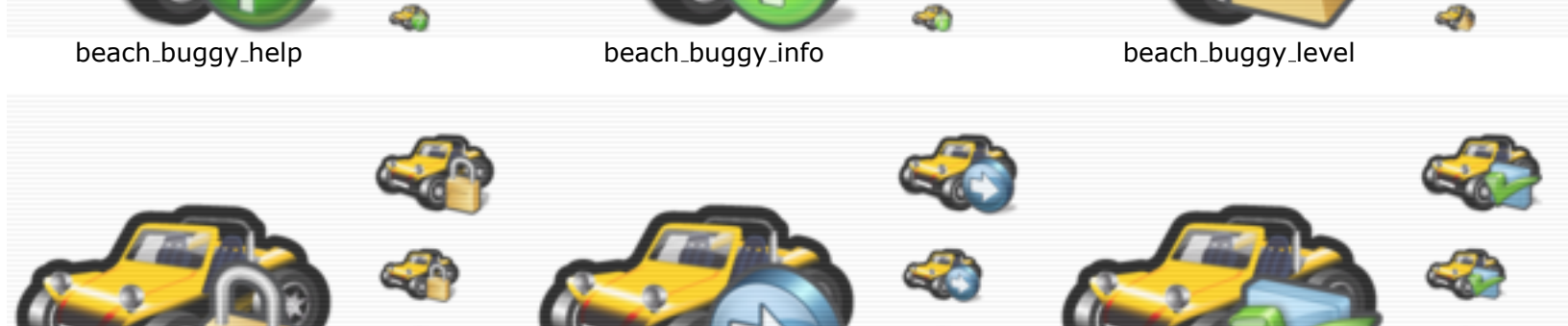
beach_buggy.fav



beach_buggy.help

beach_buggy.info

beach_buggy.level



beach_buggy.lock

beach_buggy.next

beach_buggy.ok



beach_buggy_refresh

beach_buggy_reload

beach_buggy_remove



beach_buggy_save

beach_buggy_search

beach_buggy_unlock



beach_buggy_up

beach_buggy_write

beach_buggy_zoom



bicycle

bicycle_add

bicycle_back



bicycle_cancel

bicycle_clock

bicycle_close



bicycle_config



bicycle_down



bicycle_fav



bicycle_help



bicycle_info



bicycle_level



bicycle_lock



bicycle_next



bicycle_ok



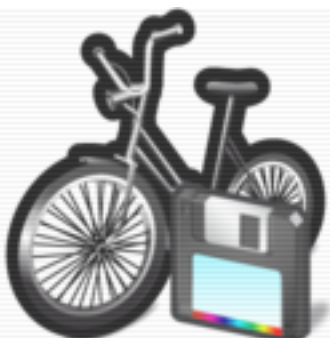
bicycle_refresh



bicycle_reload



bicycle_remove



bicycle_save



bicycle_search



bicycle_unlock



bicycle.up



bicycle.write



bicycle.zoom



bike_wheel



bike_wheel.add



bike_wheel.back



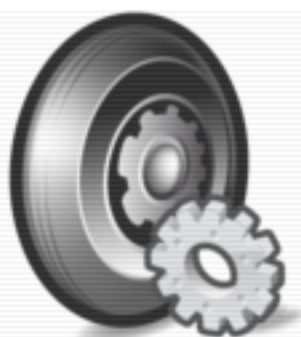
bike_wheel.cancel



bike_wheel.clock



bike_wheel.close



bike_wheel.config



bike_wheel.down



bike_wheel.fav



bike_wheel.help



bike_wheel.info



bike_wheel.level





bike_wheel.lock



bike_wheel.next



bike_wheel.ok



bike_wheel.refresh



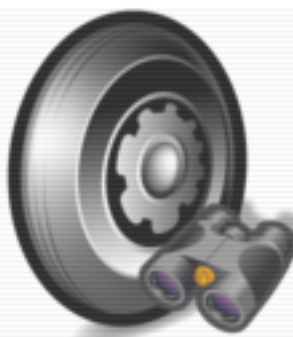
bike_wheel.reload



bike_wheel.remove



bike_wheel.save



bike_wheel.search



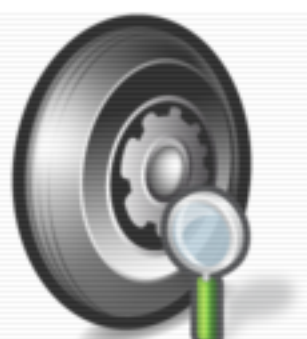
bike_wheel.unlock



bike_wheel.up



bike_wheel.write



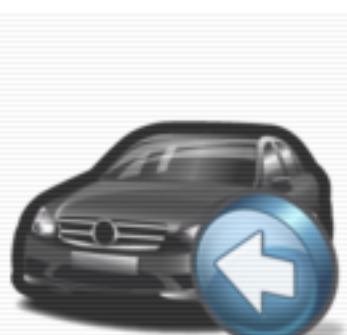
bike_wheel.zoom



black_car

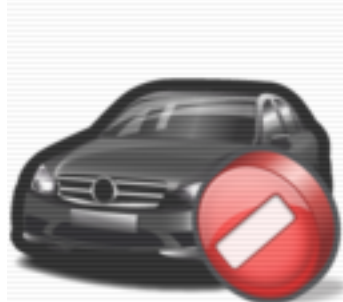


black_car.add



black_car.back





black_car_cancel



black_car_clock



black_car_close



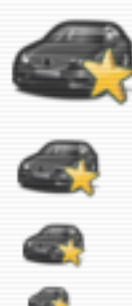
black_car_config



black_car_down



black_car_fav



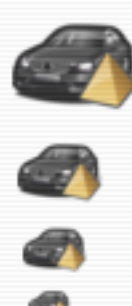
black_car_help



black_car_info



black_car_level



black_car_lock



black_car_next



black_car_ok



black_car_refresh



black_car_reload

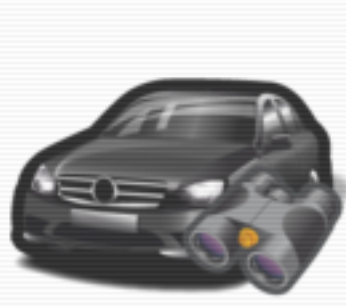


black_car_remove





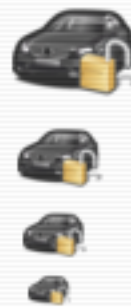
black_car.save



black_car.search



black_car.unlock



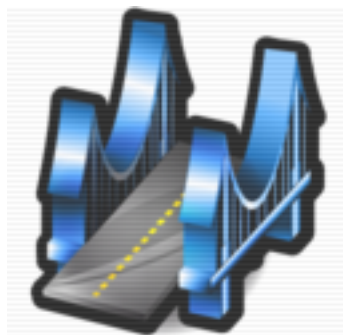
black_car.up



black_car.write



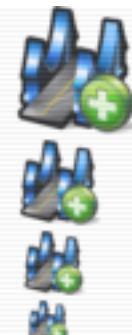
black_car.zoom



bridge



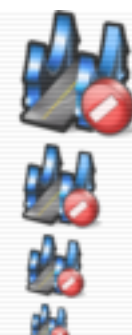
bridge.add



bridge.back



bridge.cancel



bridge.clock



bridge.close



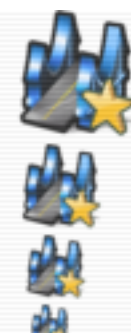
bridge.config



bridge.down

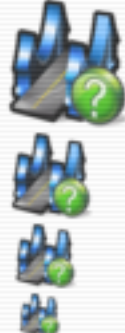


bridge.fav

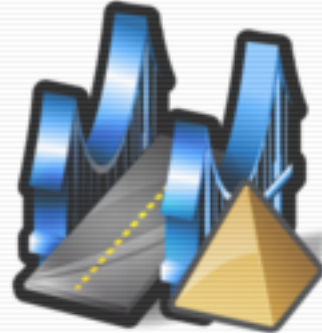
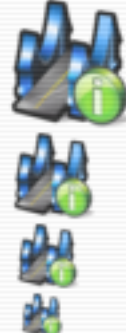




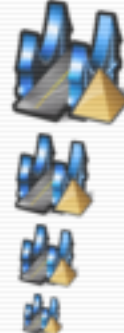
bridge.help



bridge.info



bridge.level



bridge.lock



bridge.next



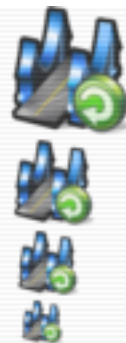
bridge.ok



bridge.refresh



bridge.reload



bridge.remove



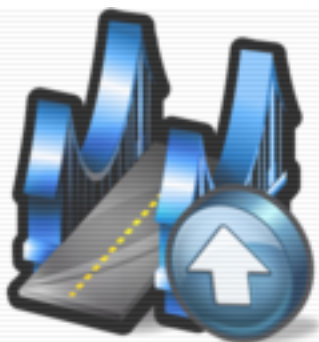
bridge.save



bridge.search



bridge.unlock



bridge.up



bridge.write



bridge.zoom





british_car

british_car.add

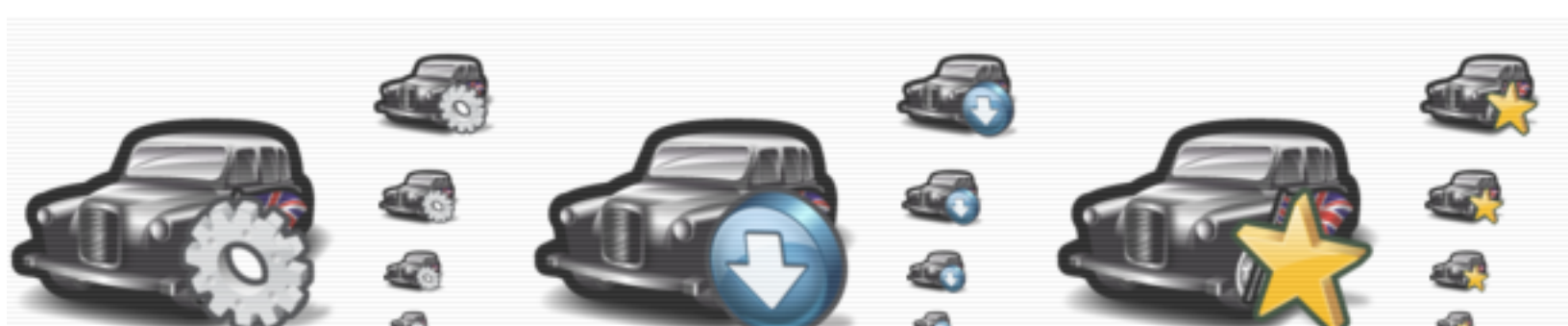
british_car.back



british_car.cancel

british_car.clock

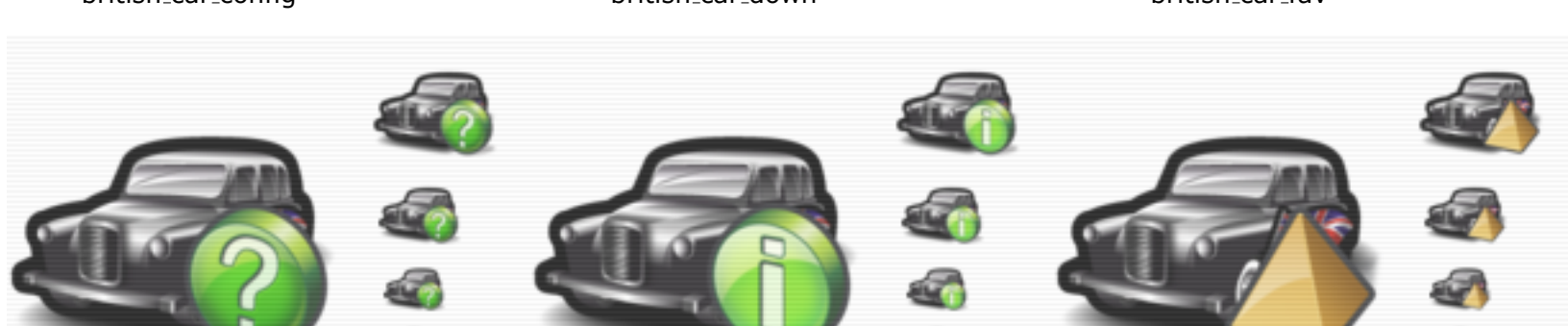
british_car.close



british_car.config

british_car.down

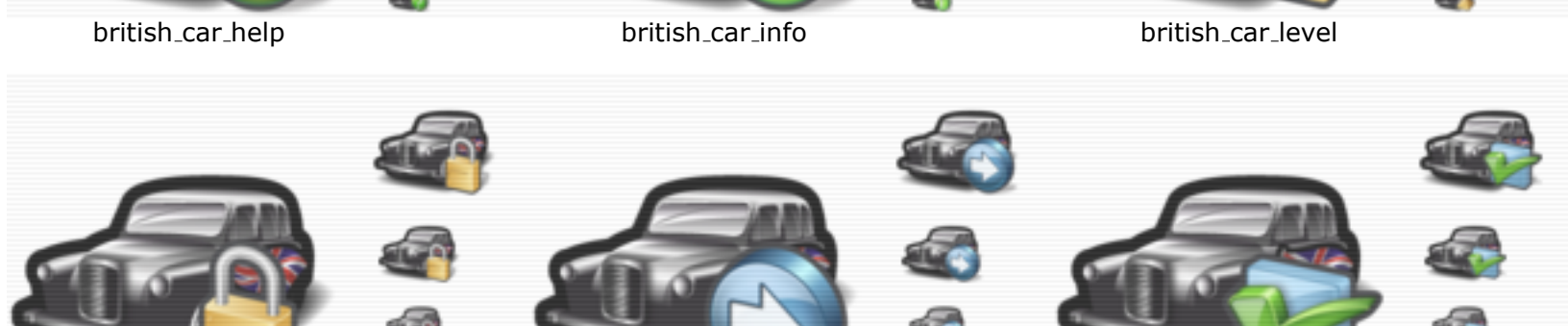
british_car.fav



british_car.help

british_car.info

british_car.level



british_car.lock

british_car.next

british_car.ok



british_car_refresh

british_car_reload

british_car_remove



british_car_save

british_car_search

british_car_unlock



british_car_up

british_car_write

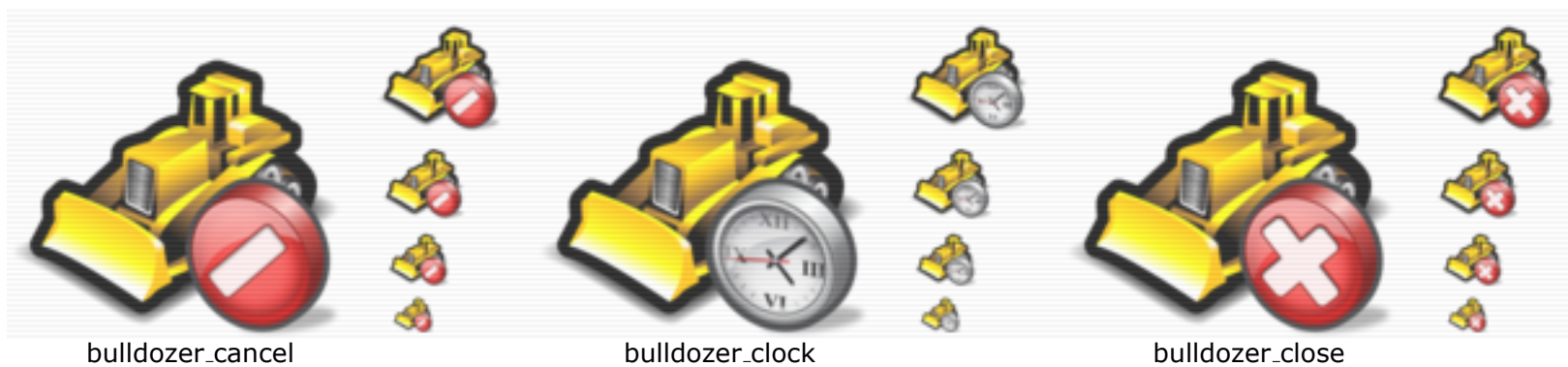
british_car_zoom



bulldozer

bulldozer_add

bulldozer_back



bulldozer_cancel

bulldozer_clock

bulldozer_close



bulldozer_config



bulldozer_down



bulldozer_fav



bulldozer_help



bulldozer_info



bulldozer_level



bulldozer_lock



bulldozer_next



bulldozer_ok



bulldozer_refresh



bulldozer_reload



bulldozer_remove



bulldozer_save



bulldozer_search

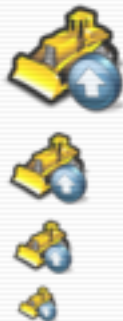


bulldozer_unlock





bulldozer.up



bulldozer.write



bulldozer.zoom



bullet_train



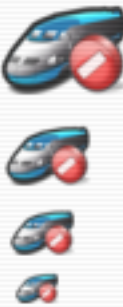
bullet_train.add



bullet_train.back



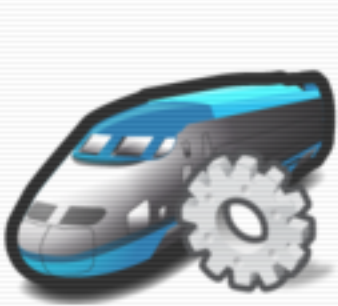
bullet_train.cancel



bullet_train.clock



bullet_train.close



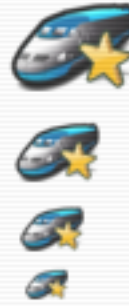
bullet_train.config



bullet_train.down



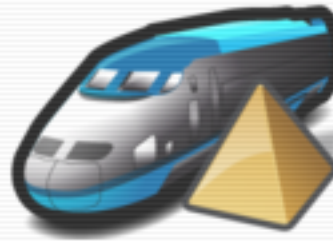
bullet_train.fav



bullet_train.help



bullet_train.info



bullet_train.level





bullet_train.lock

bullet_train.next

bullet_train.ok



bullet_train.refresh

bullet_train.reload

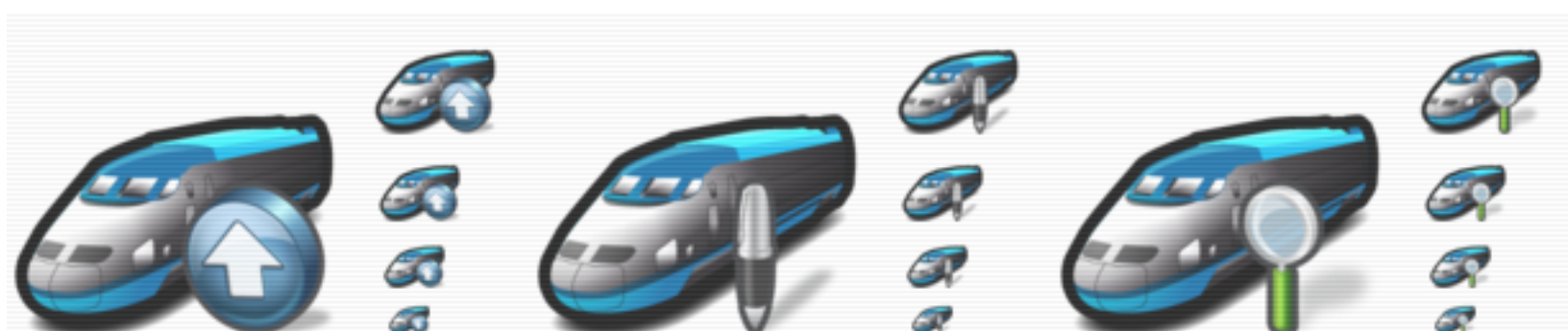
bullet_train.remove



bullet_train.save

bullet_train.search

bullet_train.unlock



bullet_train.up

bullet_train.write

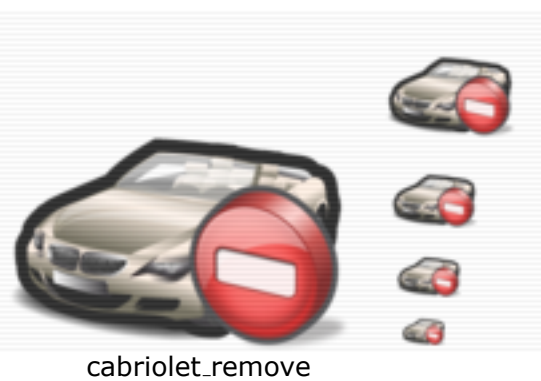
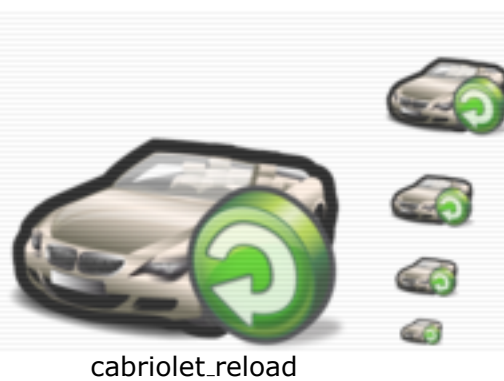
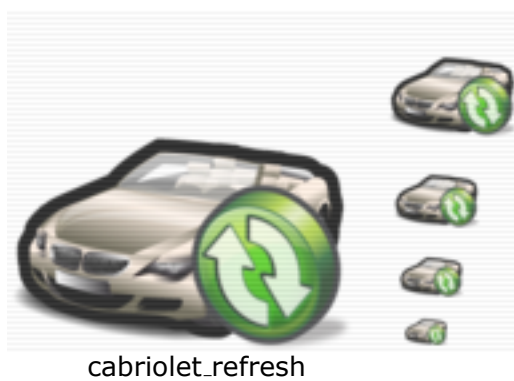
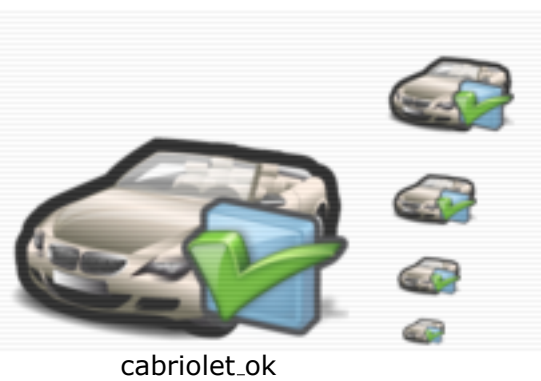
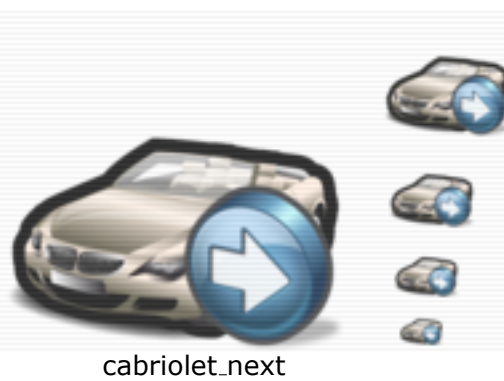
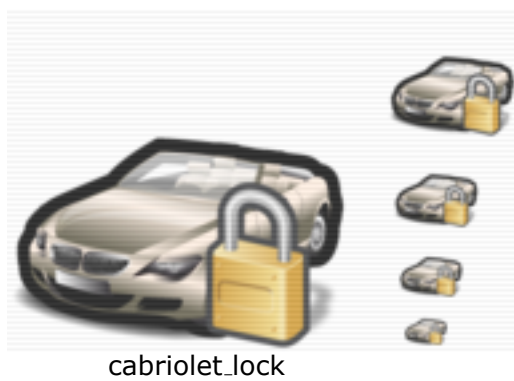
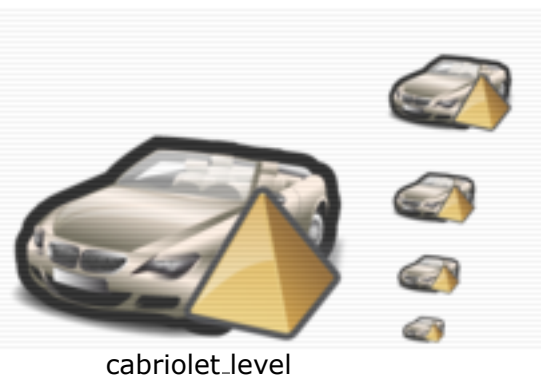
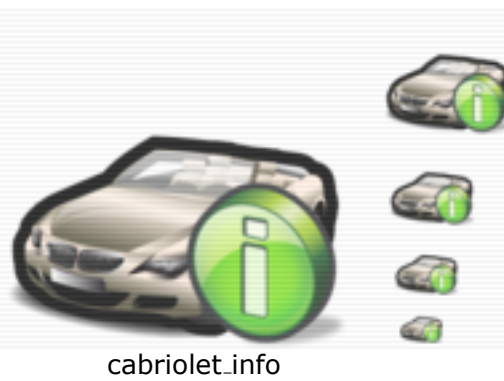
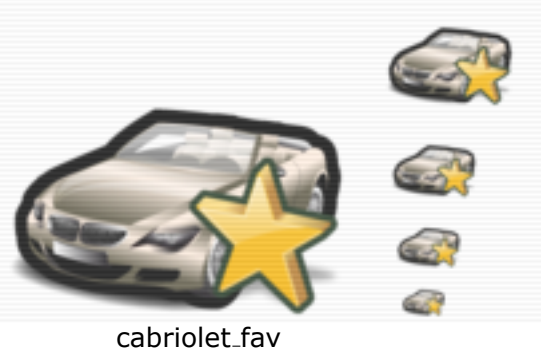
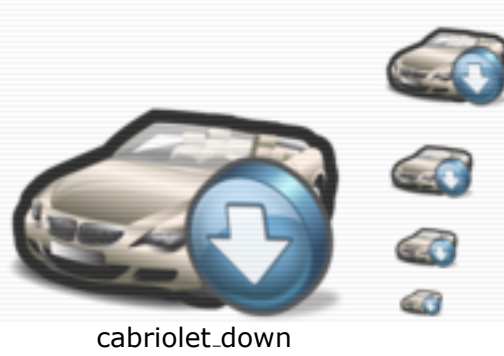
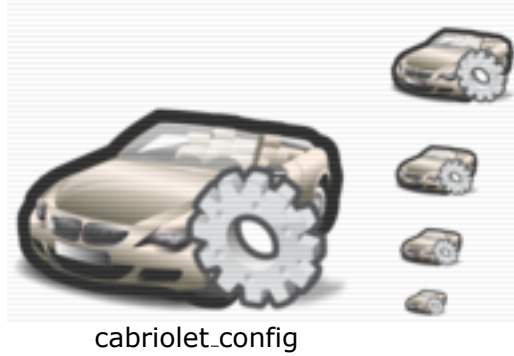
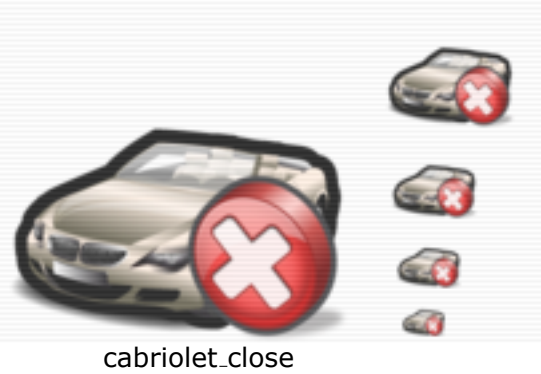
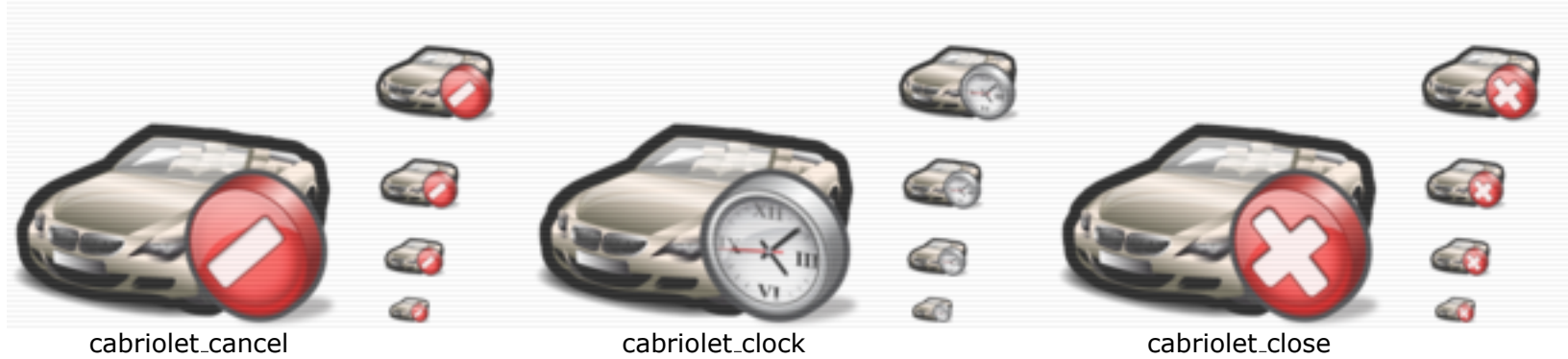
bullet_train.zoom



cabriolet

cabriolet.add

cabriolet.back

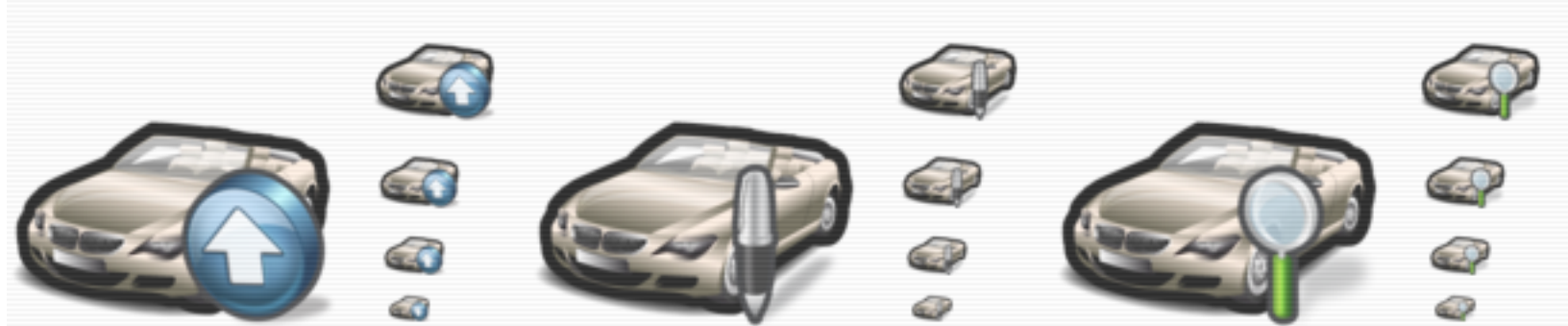




cabriolet.save

cabriolet.search

cabriolet.unlock



cabriolet.up

cabriolet.write

cabriolet.zoom



camel

camel.add

camel.back



camel.cancel

camel.clock

camel.close



camel.config

camel.down

camel.fav



camel_help

camel_info

camel_level



camel_lock

camel_next

camel_ok



camel_refresh

camel_reload

camel_remove



camel_save

camel_search

camel_unlock



camel_up

camel_write

camel_zoom



captain



captain_add



captain_back



captain_cancel



captain_clock



captain_close



captain_config



captain_down



captain_fav



captain_help



captain_info



captain_level



captain_lock



captain_next



captain_ok





captain_refresh



captain_reload



captain_remove



captain_save



captain_search



captain_unlock



captain_up



captain_write



captain_zoom



car



car_add



car_alarm



car_alarm_add



car_alarm_back



car_alarm_cancel





car_alarm_clock



car_alarm_close



car_alarm_config



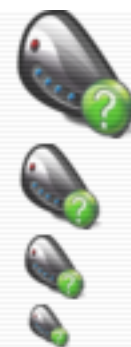
car_alarm_down



car_alarm_fav



car_alarm_help



car_alarm_info



car_alarm_level



car_alarm_lock



car_alarm_next



car_alarm_ok



car_alarm_refresh



car_alarm_reload



car_alarm_remove



car_alarm_save





car_alarm_search



car_alarm_unlock



car_alarm_up



car_alarm_write



car_alarm_zoom



car_back



car_cancel



car_clock



car_close



car_config



car_down



car_fav



car_help



car_info



car_keys



car_keys.add



car_keys.back



car_keys.cancel



car_keys.clock



car_keys.close



car_keys.config



car_keys.down



car_keys.fav



car_keys.help



car_keys.info



car_keys.level



car_keys.lock



car_keys.next



car_keys.ok



car_keys.refresh





car_keys_reload



car_keys_remove



car_keys_save



car_keys_search



car_keys_unlock



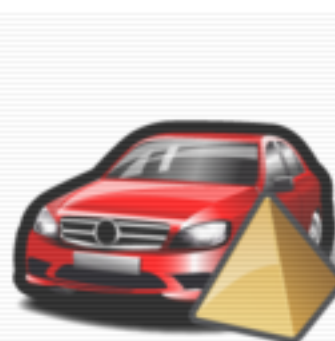
car_keys_up



car_keys_write



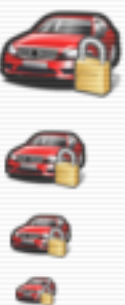
car_keys_zoom



car_level



car_lock



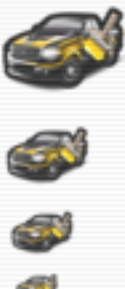
car_next



car_ok



car_painting



car_painting_add

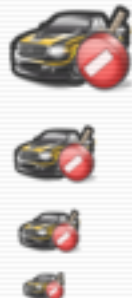


car_painting_back

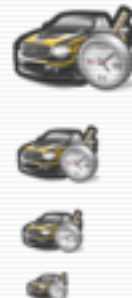




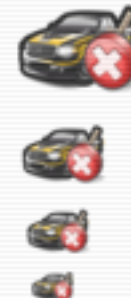
car_painting_cancel



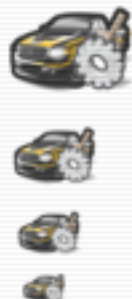
car_painting_clock



car_painting_close



car_painting_config



car_painting_down



car_painting_fav



car_painting_help



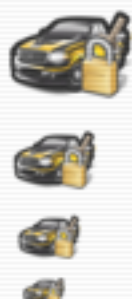
car_painting_info



car_painting_level



car_painting_lock



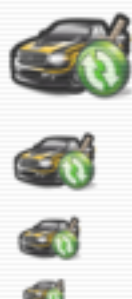
car_painting_next



car_painting_ok



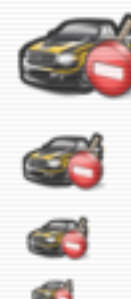
car_painting_refresh

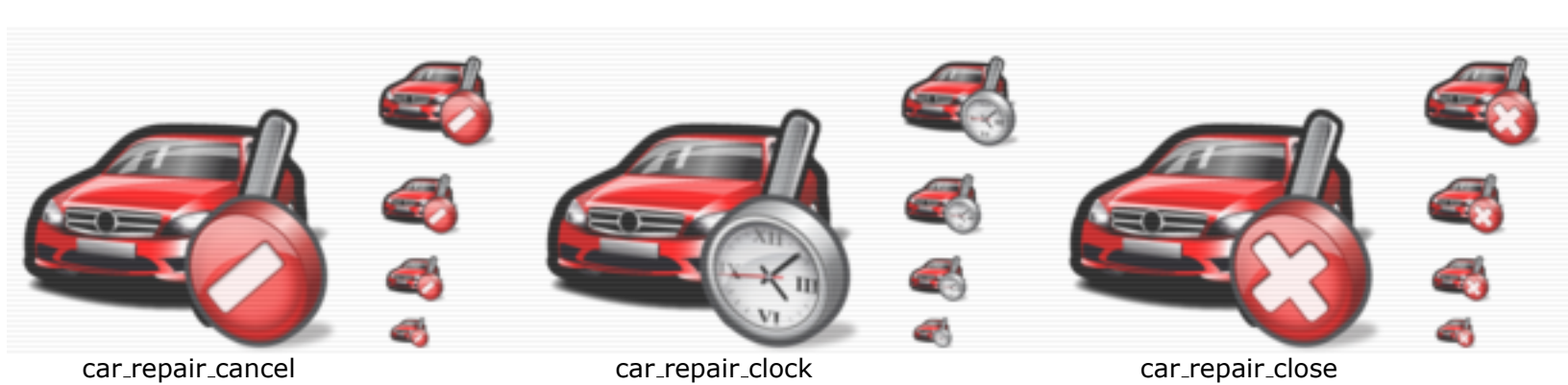
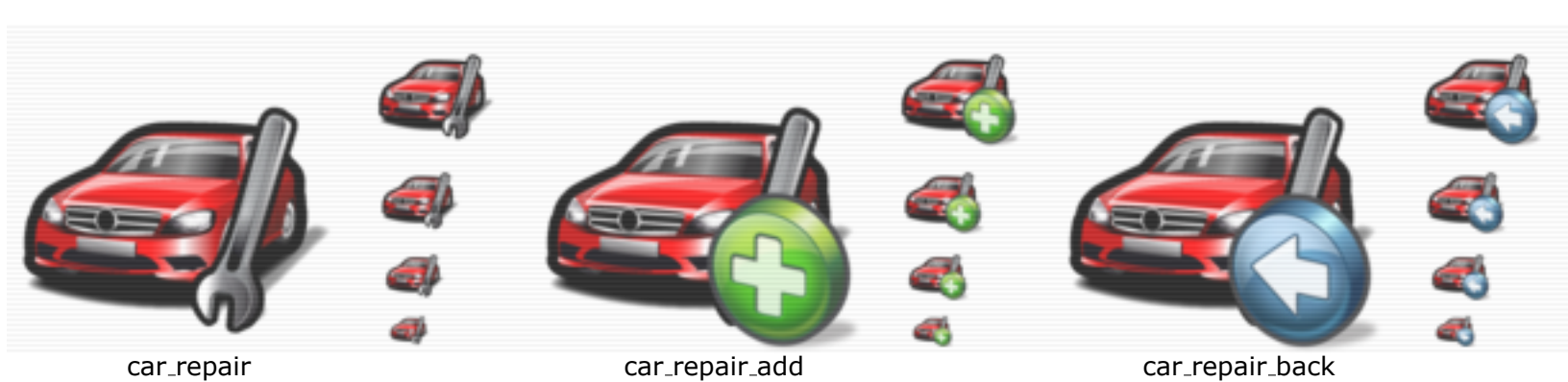
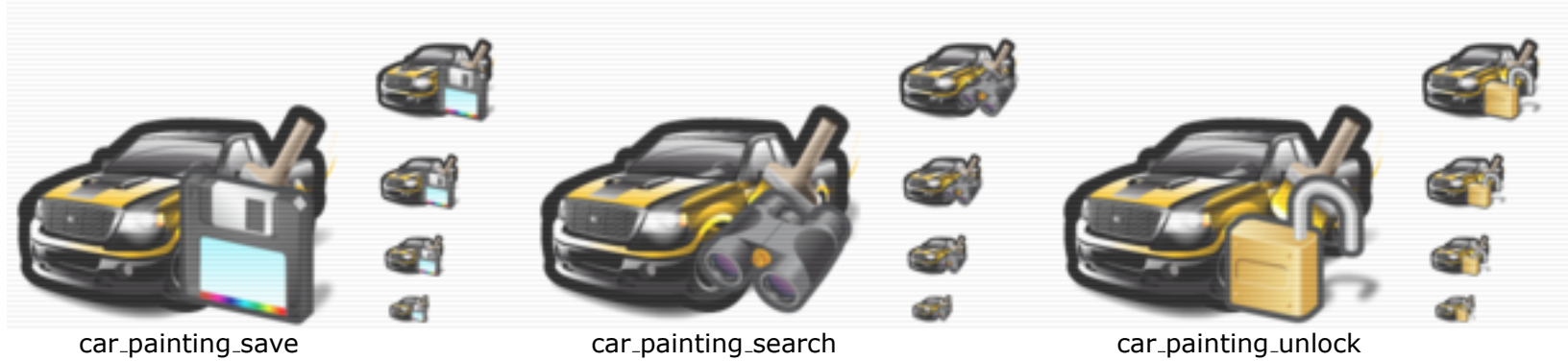


car_painting_reload



car_painting_remove







car_repair_config



car_repair_down



car_repair_fav



car_repair_help



car_repair_info



car_repair_level



car_repair_lock



car_repair_next



car_repair_ok



car_repair_refresh



car_repair_reload



car_repair_remove



car_repair_save

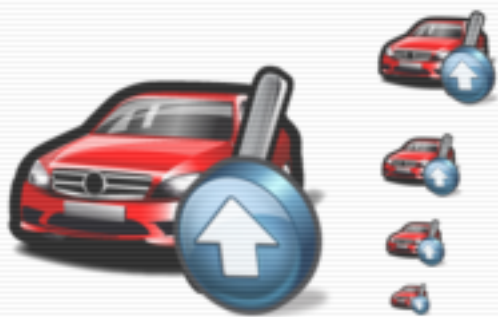


car_repair_search



car_repair_unlock





car_repair_up



car_repair_write



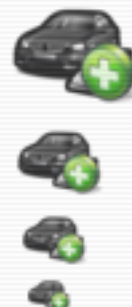
car_repair_zoom



car_sale



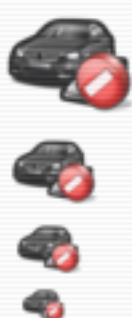
car_sale_add



car_sale_back



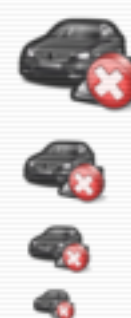
car_sale_cancel



car_sale_clock



car_sale_close



car_sale_config



car_sale_down



car_sale_fav



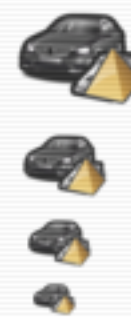
car_sale_help

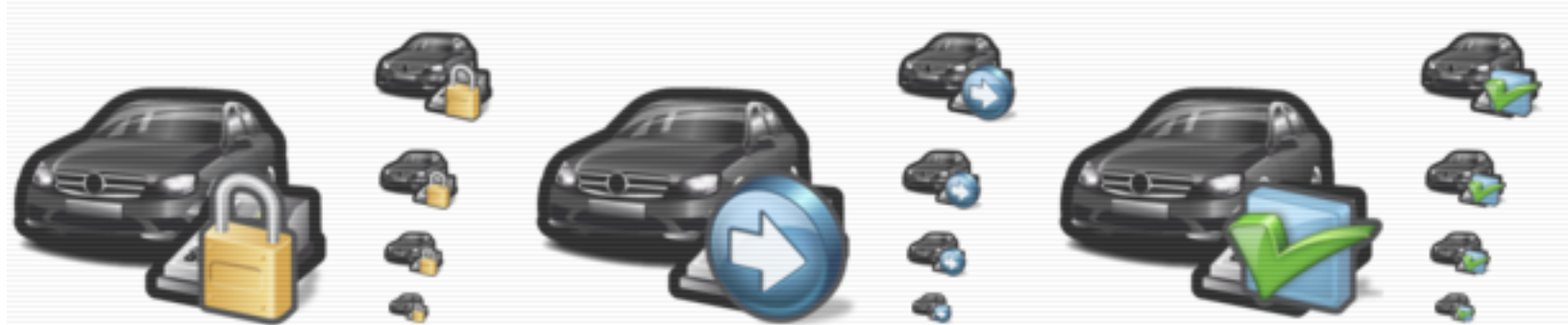


car_sale_info



car_sale_level





car_sale.lock

car_sale.next

car_sale.ok



car_sale.refresh

car_sale.reload

car_sale.remove



car_sale.save

car_sale.search

car_sale.unlock



car_sale.up

car_sale.write

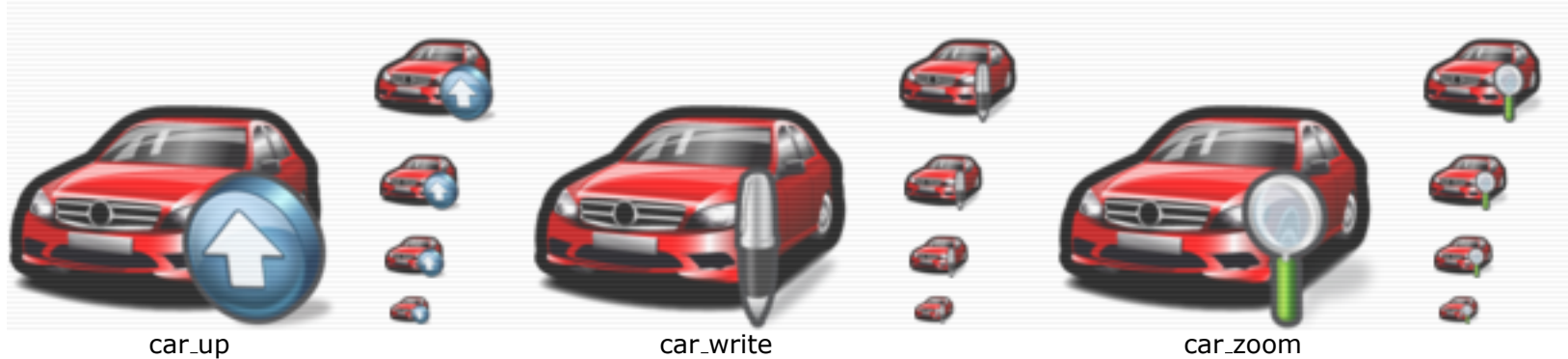
car_sale.zoom



car_save

car_search

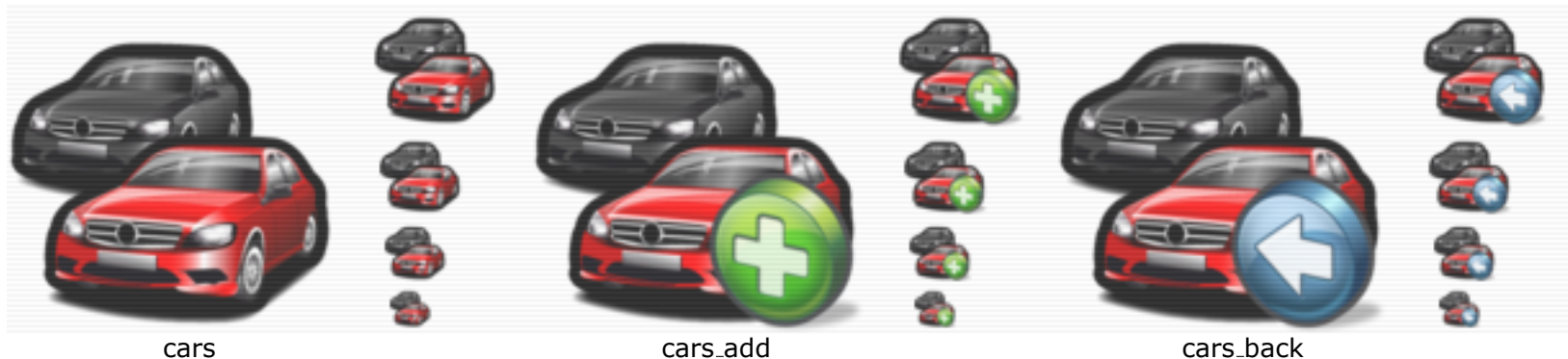
car_unlock



car_up

car_write

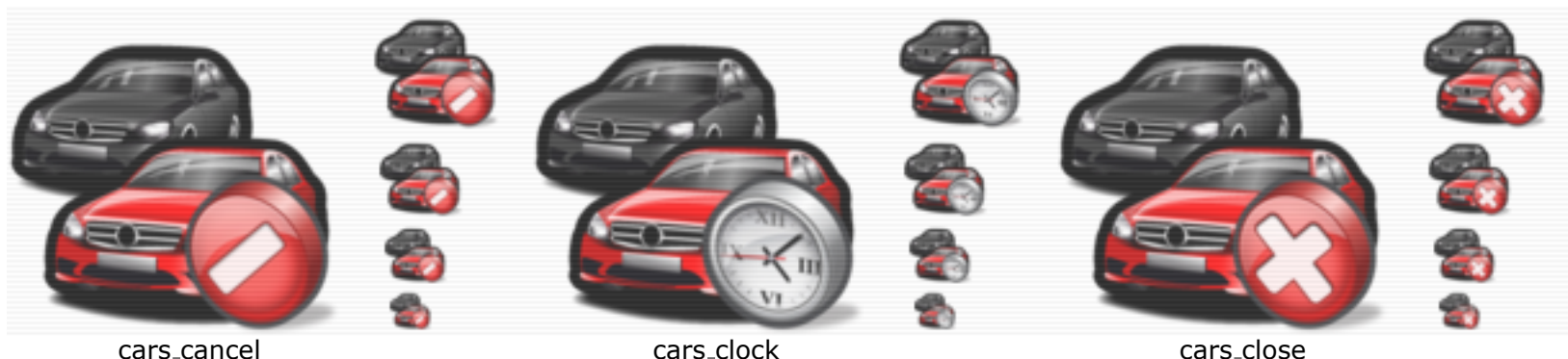
car_zoom



cars

cars_add

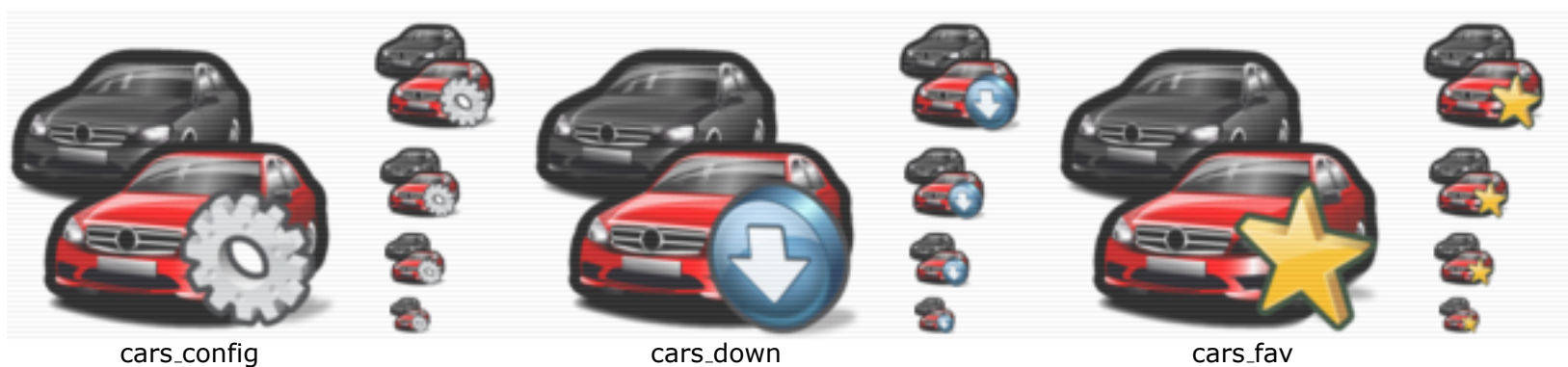
cars_back



cars_cancel

cars_clock

cars_close



cars_config

cars_down

cars_fav



cars_help

cars_info

cars_level



cars.lock



cars.next



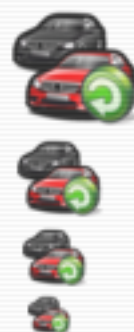
cars.ok



cars.refresh



cars.reload



cars.remove



cars.save



cars.search



cars.unlock



cars.up



cars.write



cars.zoom



casualty_helicopter



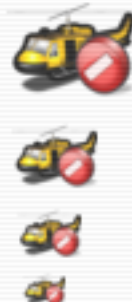
casualty_helicopter_add



casualty_helicopter_back



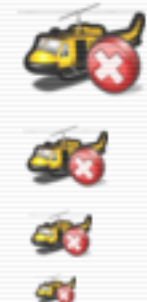
casualty_helicopter_cancel



casualty_helicopter_clock



casualty_helicopter_close



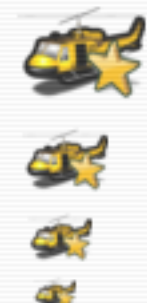
casualty_helicopter_config



casualty_helicopter_down



casualty_helicopter_fav



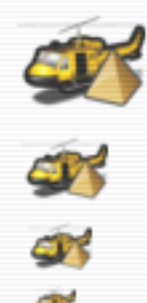
casualty_helicopter_help



casualty_helicopter_info



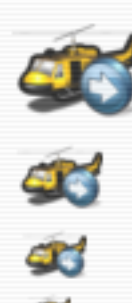
casualty_helicopter_level



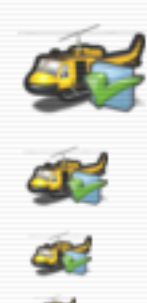
casualty_helicopter_lock



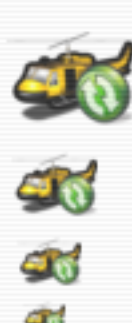
casualty_helicopter_next



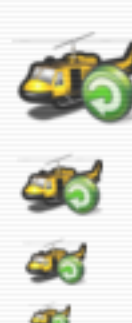
casualty_helicopter_ok



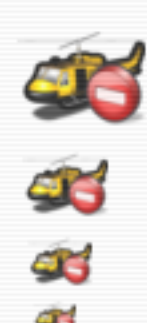
casualty_helicopter_refresh

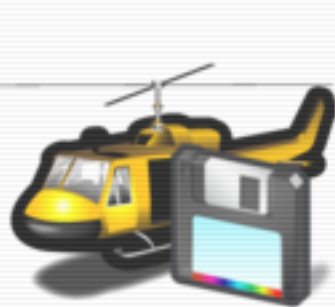


casualty_helicopter_reload

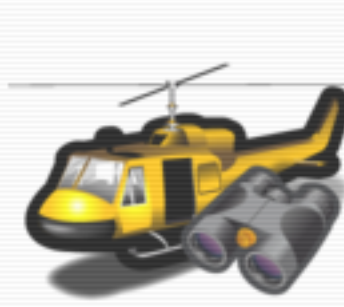
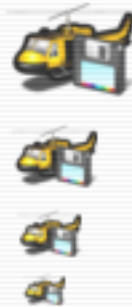


casualty_helicopter_remove

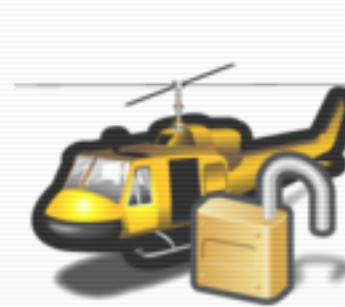




casualty_helicopter_save



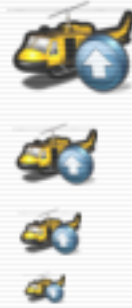
casualty_helicopter_search



casualty_helicopter_unlock



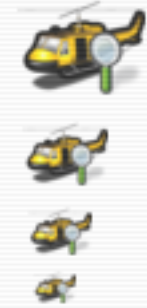
casualty_helicopter_up



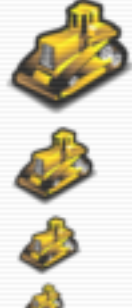
casualty_helicopter_write



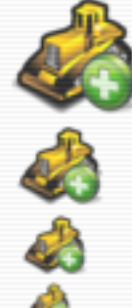
casualty_helicopter_zoom



caterpillar_tractor



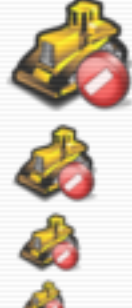
caterpillar_tractor_add



caterpillar_tractor_back



caterpillar_tractor_cancel



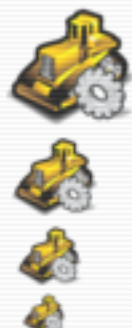
caterpillar_tractor_clock



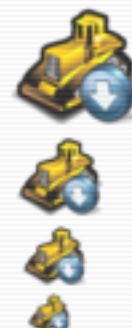
caterpillar_tractor_close



caterpillar_tractor_config



caterpillar_tractor_down



caterpillar_tractor_fav

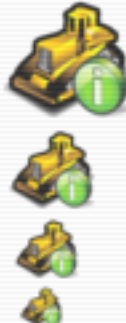




caterpillar_tractor_help



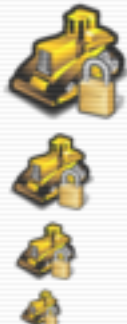
caterpillar_tractor_info



caterpillar_tractor_level



caterpillar_tractor_lock



caterpillar_tractor_next



caterpillar_tractor_ok



caterpillar_tractor_refresh



caterpillar_tractor_reload



caterpillar_tractor_remove



caterpillar_tractor_save



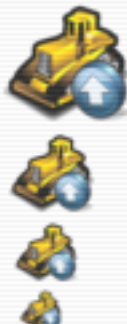
caterpillar_tractor_search



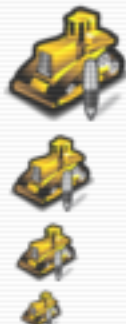
caterpillar_tractor_unlock



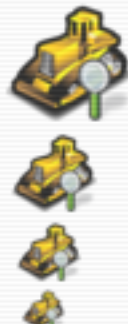
caterpillar_tractor_up



caterpillar_tractor_write



caterpillar_tractor_zoom





check_route



check_route_add



check_route_back



check_route_cancel



check_route_clock



check_route_close



check_route_config



check_route_down



check_route_fav



check_route_help



check_route_info



check_route_level



check_route_lock



check_route_next



check_route_ok





check_route_refresh

check_route_reload

check_route_remove



check_route_save

check_route_search

check_route_unlock



check_route_up

check_route_write

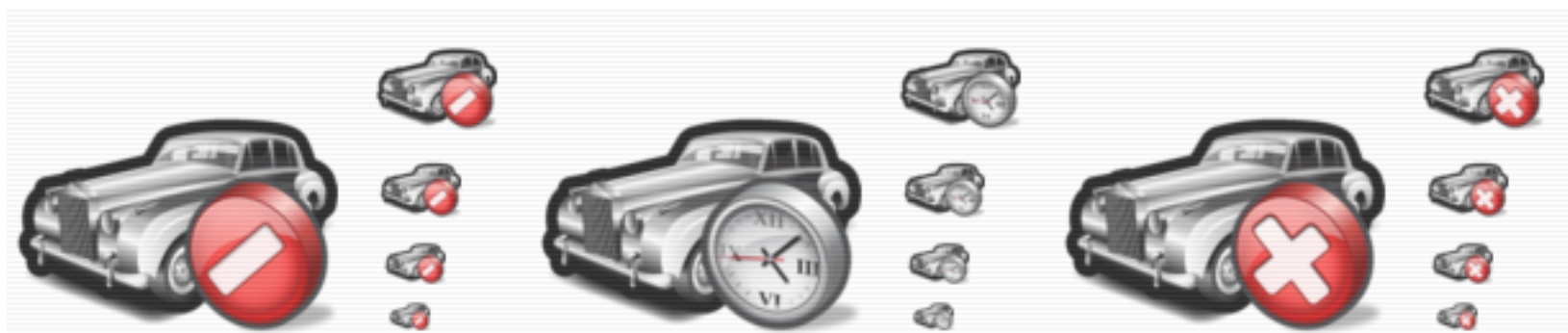
check_route_zoom



classic_car

classic_car_add

classic_car_back



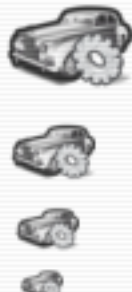
classic_car_cancel

classic_car_clock

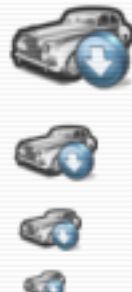
classic_car_close



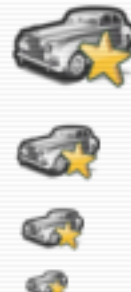
classic_car.config



classic_car.down



classic_car.fav



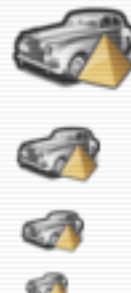
classic_car.help



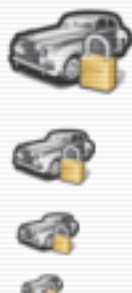
classic_car.info



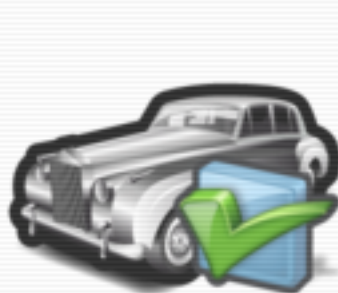
classic_car.level



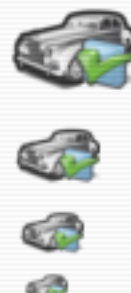
classic_car.lock



classic_car.next



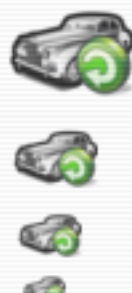
classic_car.ok



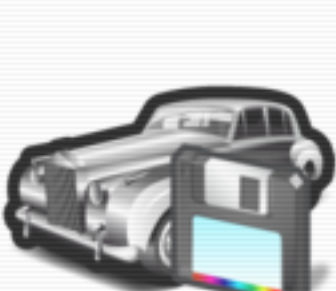
classic_car.refresh



classic_car.reload



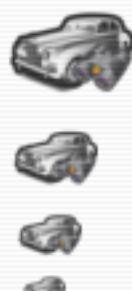
classic_car.remove



classic_car.save



classic_car.search

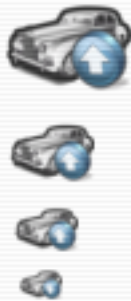


classic_car.unlock





classic_car_up



classic_car_write



classic_car_zoom



compass



compass_add



compass.back



compass.cancel



compass.clock



compass.close



compass.config



compass_down



compass.fav



compass.help



compass_info



compass.level





compass.lock



compass.next



compass.ok



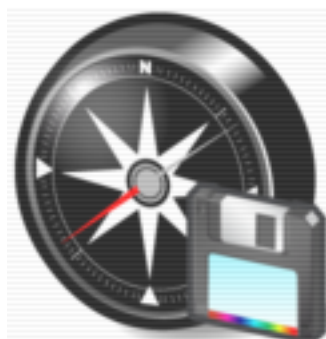
compass.refresh



compass.reload



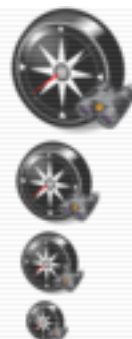
compass.remove



compass.save



compass.search



compass.unlock



compass.up



compass.write



compass.zoom



crane



crane.add



crane.back





crane_cancel



crane_clock



crane_close



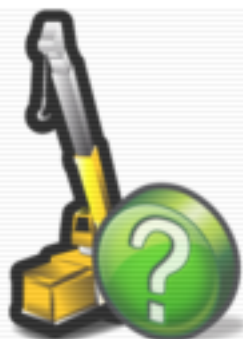
crane_config



crane_down



crane_fav



crane_help



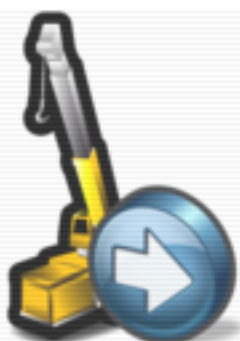
crane_info



crane_level



crane_lock



crane_next



crane_ok



crane_refresh



crane_reload



crane_remove





crane_save



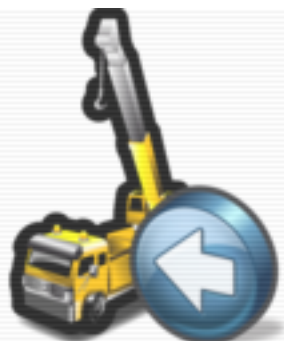
crane_search



crane_truck



crane_truck_add



crane_truck_back



crane_truck_cancel



crane_truck_clock



crane_truck_close



crane_truck_config



crane_truck_down



crane_truck_fav



crane_truck_help



crane_truck_info



crane_truck_level



crane_truck_lock





crane_truck.next



crane_truck.ok



crane_truck.refresh



crane_truck.reload



crane_truck.remove



crane_truck.save



crane_truck.search



crane_truck.unlock



crane_truck.up



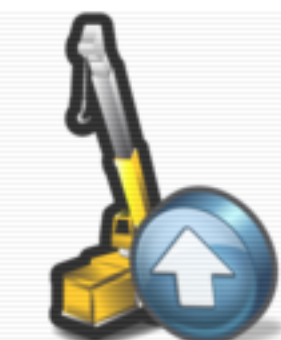
crane_truck.write



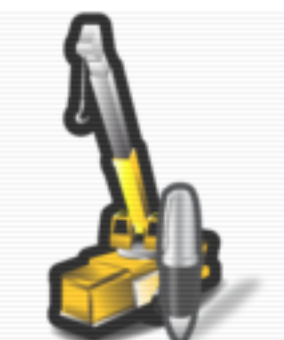
crane_truck.zoom



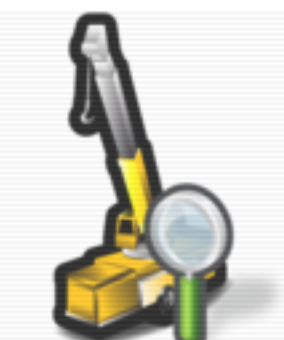
crane_unlock



crane_up



crane_write



crane_zoom





crew



crew_add



crew_back



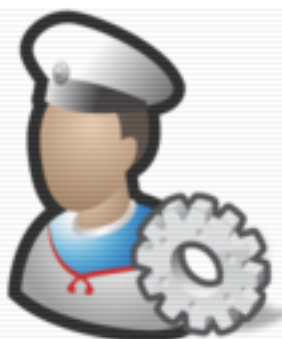
crew_cancel



crew_clock



crew_close



crew_config



crew_down



crew_fav



crew_help



crew_info



crew_level



crew_lock



crew_next



crew_ok



crew_refresh



crew_reload



crew_remove



crew_save



crew_search



crew_unlock



crew_up



crew_write



crew_zoom



cross



cross_add



cross_back



cross_cancel



cross_clock

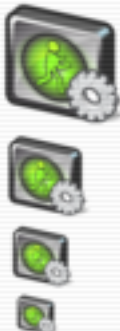


cross_close





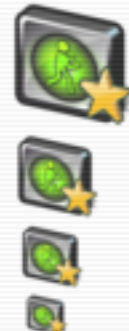
cross.config



cross_down



cross_fav



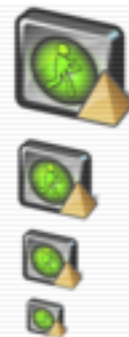
cross_help



cross.info



cross.level



cross.lock



cross.next



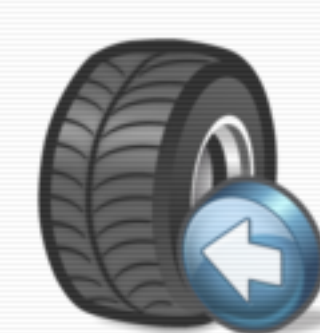
cross.ok



cross.ply_tyres



cross.ply_tyres.add



cross.ply_tyres.back



cross.ply_tyres.cancel



cross.ply_tyres.clock



cross.ply_tyres.close





cross_ply_tyres.config



cross_ply_tyres.down



cross_ply_tyres.fav



cross_ply_tyres.help



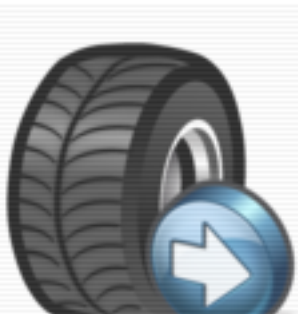
cross_ply_tyres.info



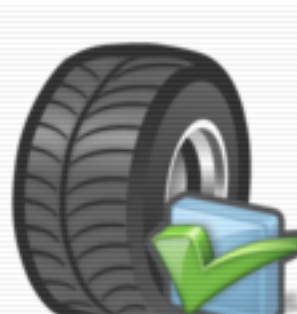
cross_ply_tyres.level



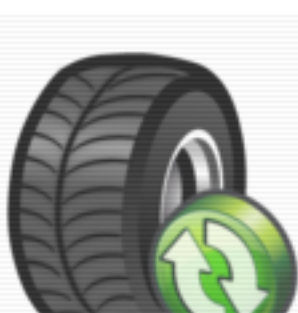
cross_ply_tyres.lock



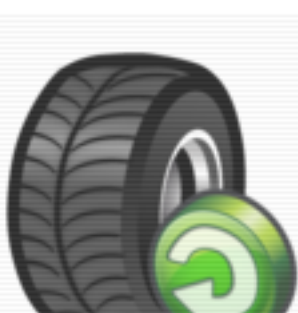
cross_ply_tyres.next



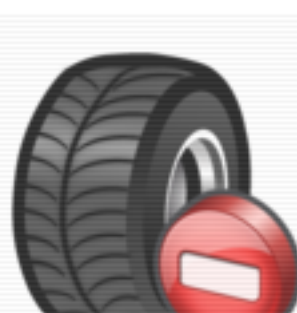
cross_ply_tyres.ok



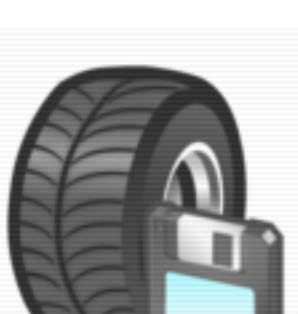
cross_ply_tyres.refresh



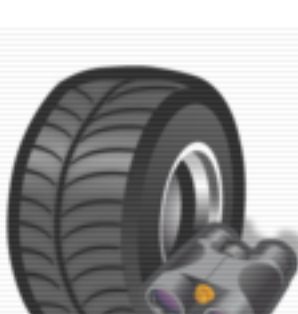
cross_ply_tyres.reload



cross_ply_tyres.remove



cross_ply_tyres.save



cross_ply_tyres.search



cross_ply_tyres.unlock



cross_ply_tyres.up



cross_ply_tyres.write



cross_ply_tyres.zoom



cross_refresh



cross_reload



cross_remove



cross_save



cross_search



cross_unlock



cross_up



cross_write



cross_zoom



cruise_bike



cruise_bike.add



cruise_bike.back





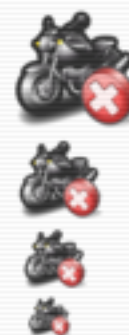
cruise.bike.cancel



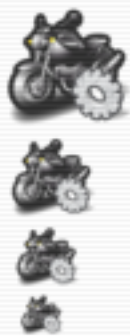
cruise.bike.clock



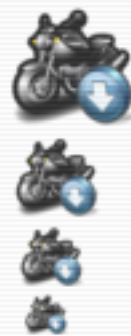
cruise.bike.close



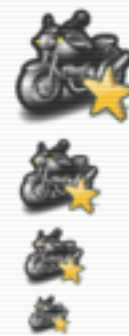
cruise.bike.config



cruise.bike.down



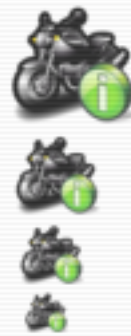
cruise.bike.fav



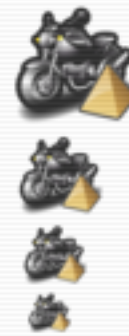
cruise.bike.help



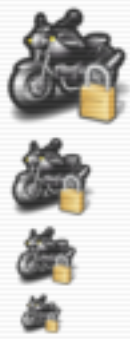
cruise.bike.info



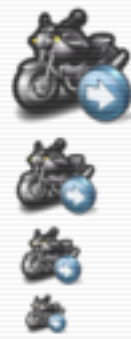
cruise.bike.level



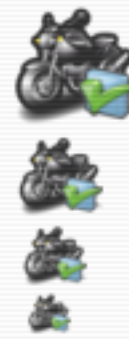
cruise.bike.lock



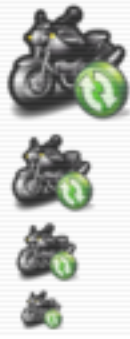
cruise.bike.next



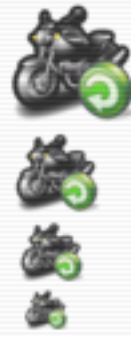
cruise.bike.ok



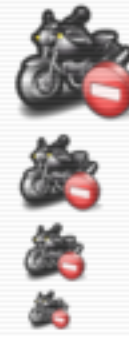
cruise.bike.refresh



cruise.bike.reload

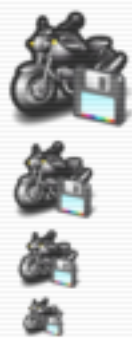


cruise.bike.remove

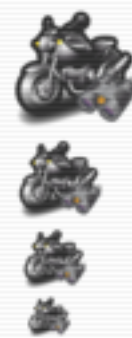




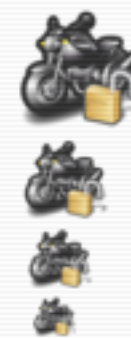
cruise_bike.save



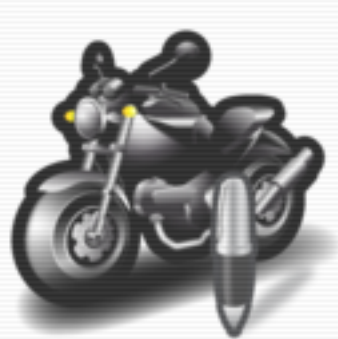
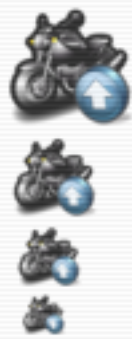
cruise_bike.search



cruise_bike.unlock



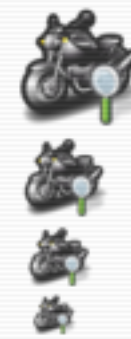
cruise_bike.up



cruise_bike.write



cruise_bike.zoom



destroyer



destroyer_add



destroyer_back



destroyer_cancel



destroyer_clock



destroyer_close



destroyer_config



destroyer_down



destroyer_fav





destroyer_help

destroyer_info

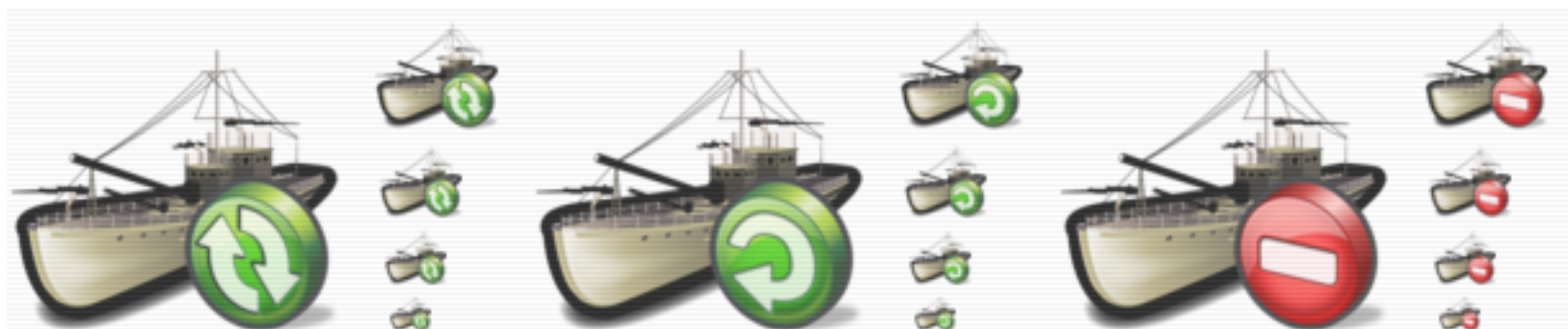
destroyer_level



destroyer_lock

destroyer_next

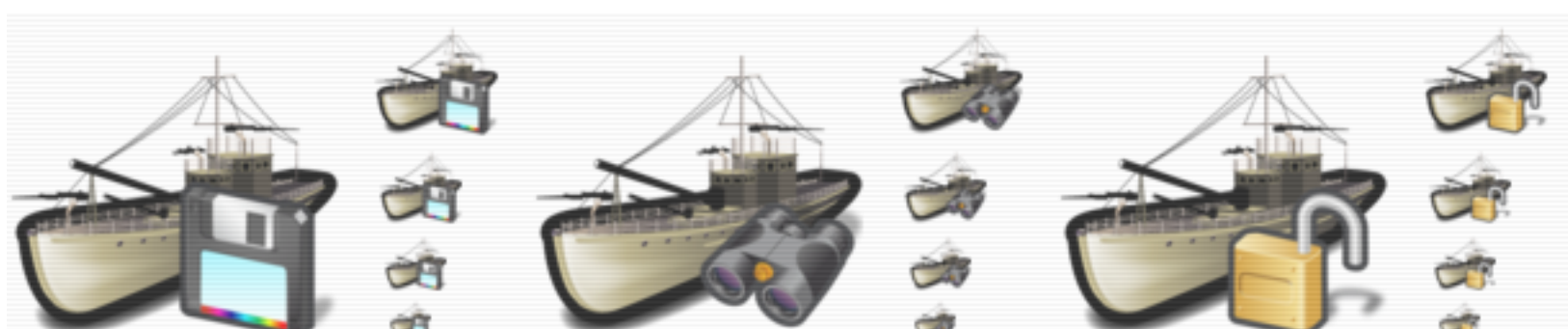
destroyer_ok



destroyer_refresh

destroyer_reload

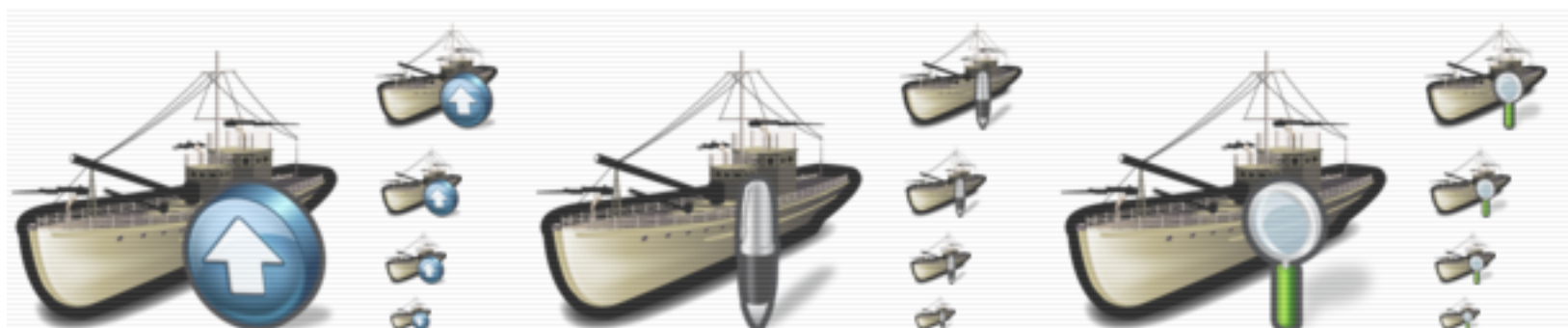
destroyer_remove



destroyer_save

destroyer_search

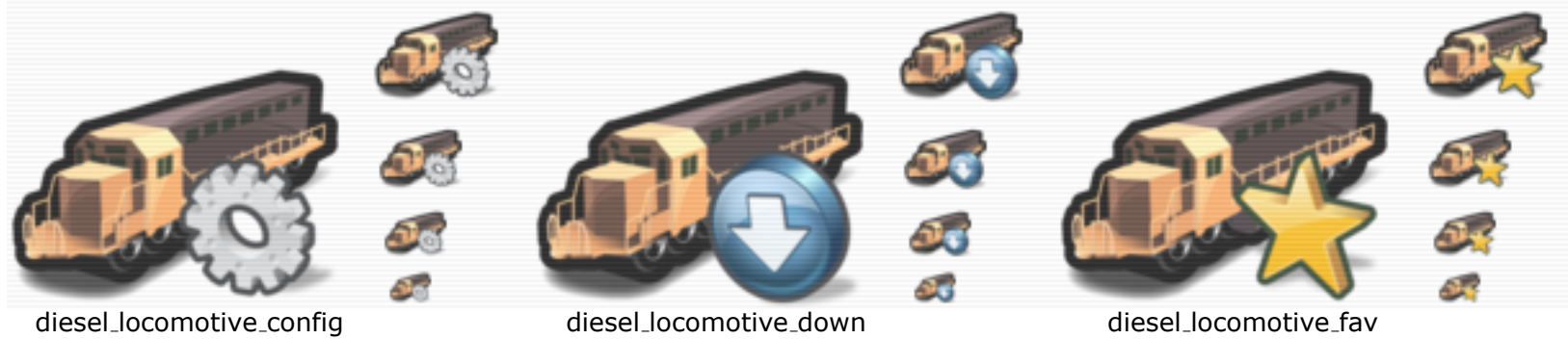
destroyer_unlock



destroyer_up

destroyer_write

destroyer_zoom

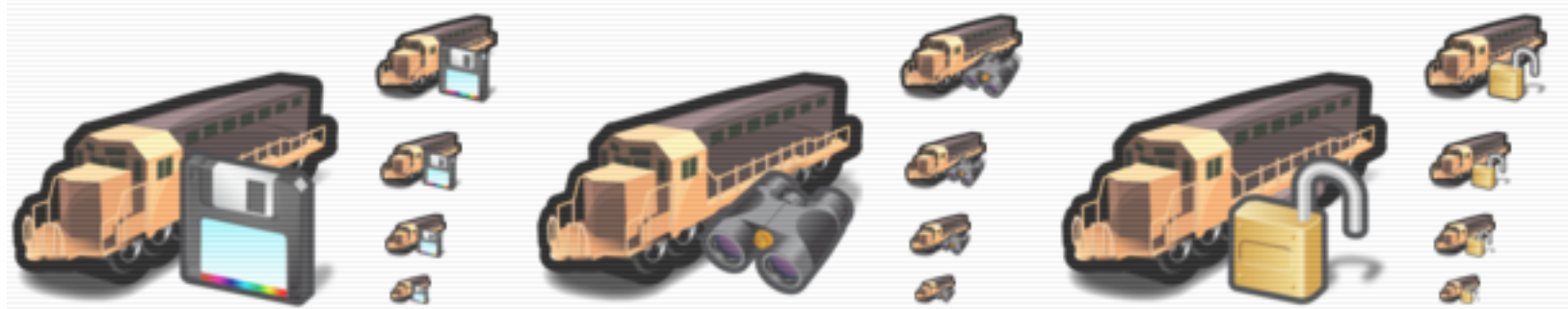




diesel_locomotive_refresh

diesel_locomotive_reload

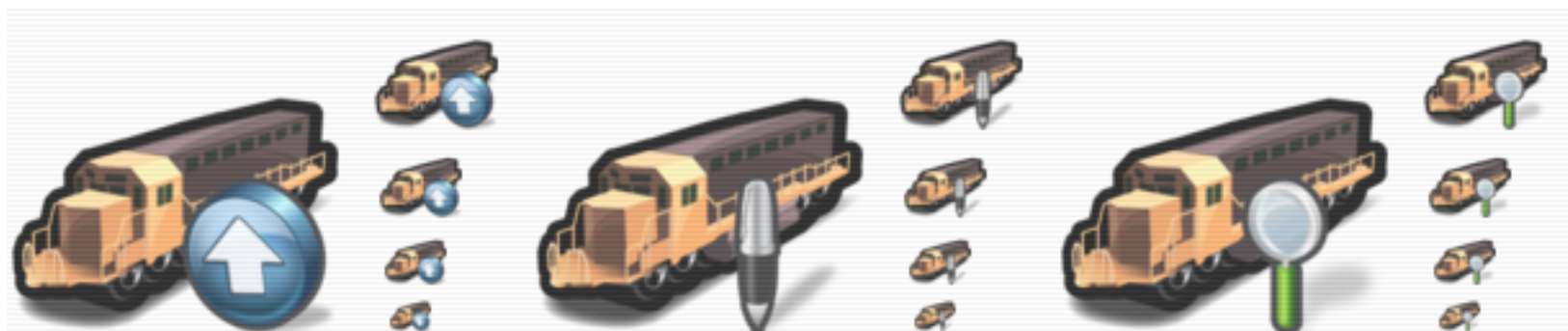
diesel_locomotive_remove



diesel_locomotive_save

diesel_locomotive_search

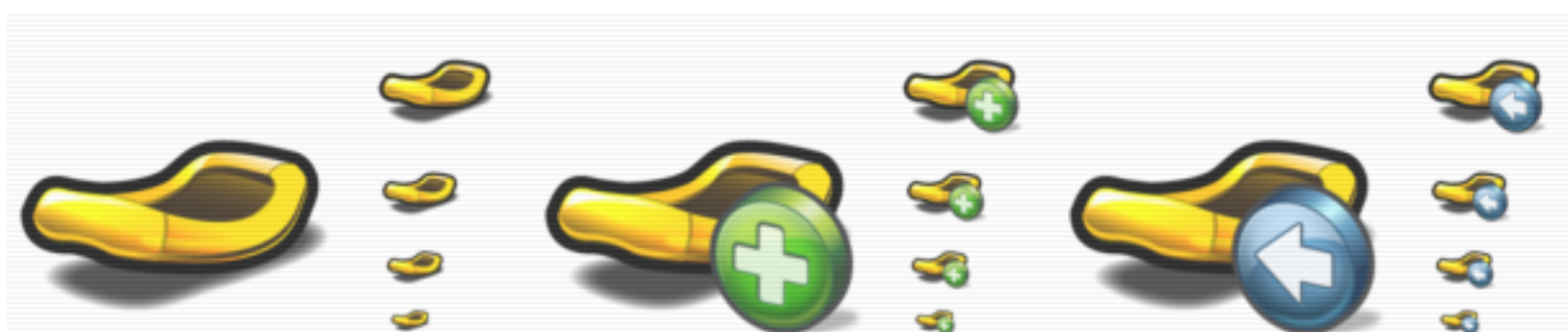
diesel_locomotive_unlock



diesel_locomotive_up

diesel_locomotive_write

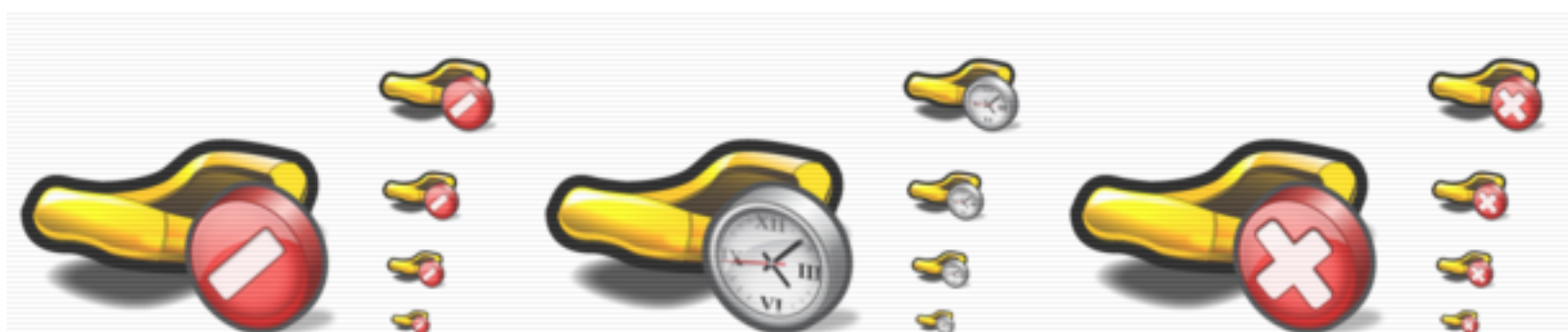
diesel_locomotive_zoom



dingy

dingy_add

dingy_back



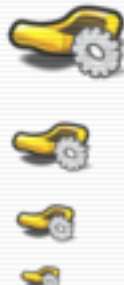
dingy_cancel

dingy_clock

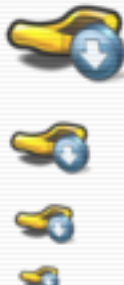
dingy_close



dingy_config



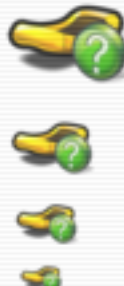
dingy_down



dingy_fav



dingy_help



dingy_info



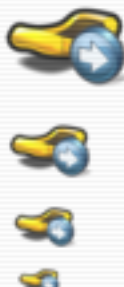
dingy_level



dingy_lock



dingy_next



dingy_ok



dingy_refresh



dingy_reload



dingy_remove



dingy_save



dingy_search

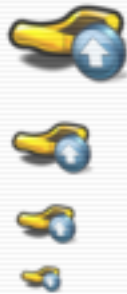


dingy_unlock





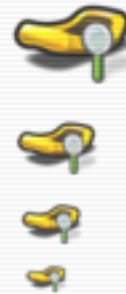
dingy_up



dingy_write



dingy_zoom



do_not_cross



do_not_cross_add



do_not_cross_back



do_not_cross_cancel



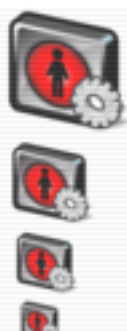
do_not_cross_clock



do_not_cross_close



do_not_cross_config



do_not_cross_down



do_not_cross_fav



do_not_cross_help



do_not_cross_info



do_not_cross_level





do_not_cross_lock



do_not_cross_next



do_not_cross_ok



do_not_cross_refresh



do_not_cross_reload



do_not_cross_remove



do_not_cross_save



do_not_cross_search



do_not_cross_unlock



do_not_cross_up



do_not_cross_write



do_not_cross_zoom



domestic_animal_crossing



domestic_animal_crossing_add



domestic_animal_crossing_back



domestic_animal_crossing_cancel



domestic_animal_crossing_clock



domestic_animal_crossing_close



domestic_animal_crossing_config



domestic_animal_crossing_down



domestic_animal_crossing_fav



domestic_animal_crossing_help



domestic_animal_crossing_info



domestic_animal_crossing_level



domestic_animal_crossing_lock



domestic_animal_crossing_next



domestic_animal_crossing_ok



domestic_animal_crossing_refresh



domestic_animal_crossing_reload



domestic_animal_crossing_remove



domestic_animal_crossing_save



domestic_animal_crossing_search



domestic_animal_crossing_unlock



domestic_animal_crossing_up



domestic_animal_crossing_write



domestic_animal_crossing_zoom



double_curve



double_curve_add



double_curve_back



double_curve_cancel



double_curve_clock



double_curve_close



double_curve_config



double_curve_down



double_curve_fav





double_curve.help



double_curve.info



double_curve.level



double_curve.lock



double_curve.next



double_curve.ok



double_curve.refresh



double_curve.reload



double_curve.remove



double_curve.save



double_curve.search



double_curve.unlock



double_curve.up



double_curve.write



double_curve.zoom





doubledeck_bus



doubledeck_bus.add



doubledeck_bus.back



doubledeck_bus.cancel



doubledeck_bus.clock



doubledeck_bus.close



doubledeck_bus.config



doubledeck_bus.down



doubledeck_bus.fav



doubledeck_bus.help



doubledeck_bus.info



doubledeck_bus.level



doubledeck_bus.lock



doubledeck_bus.next



doubledeck_bus.ok





doubledeck.bus_refresh

doubledeck.bus_reload

doubledeck.bus_remove



doubledeck.bus_save

doubledeck.bus_search

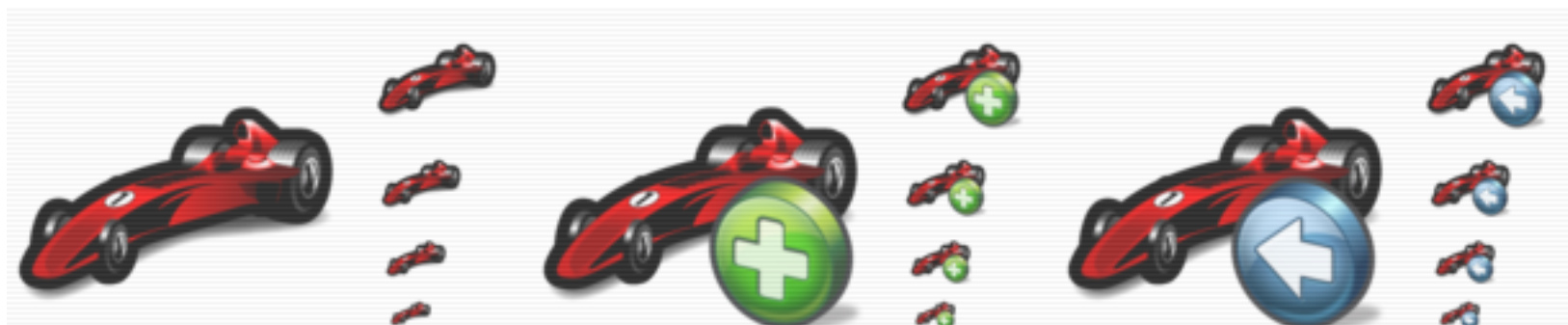
doubledeck.bus_unlock



doubledeck.bus_up

doubledeck.bus_write

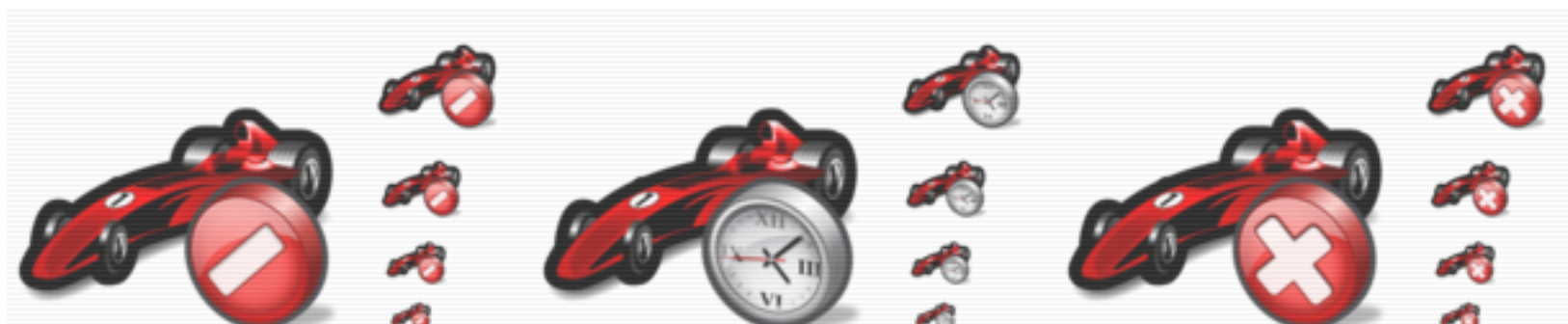
doubledeck.bus_zoom



drag_racer

drag_racer.add

drag_racer.back



drag_racer.cancel

drag_racer_clock

drag_racer.close



drag_racer_config



drag_racer_down



drag_racer_fav



drag_racer_help



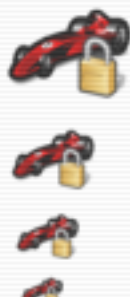
drag_racer_info



drag_racer_level



drag_racer_lock



drag_racer_next



drag_racer_ok



drag_racer_refresh



drag_racer_reload



drag_racer_remove



drag_racer_save



drag_racer_search



drag_racer_unlock





drag_racer_up



drag_racer_write



drag_racer_zoom



dumper



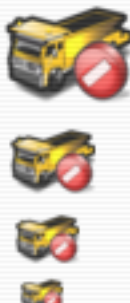
dumper.add



dumper.back



dumper.cancel



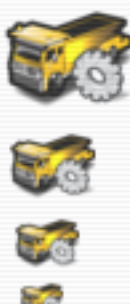
dumper.clock



dumper.close



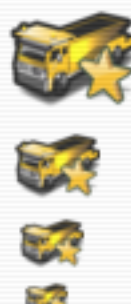
dumper.config



dumper.down



dumper.fav



dumper.help



dumper.info



dumper.level





dumper_lock

dumper_next

dumper_ok



dumper_refresh

dumper_reload

dumper_remove



dumper_save

dumper_search

dumper_unlock



dumper_up

dumper_write

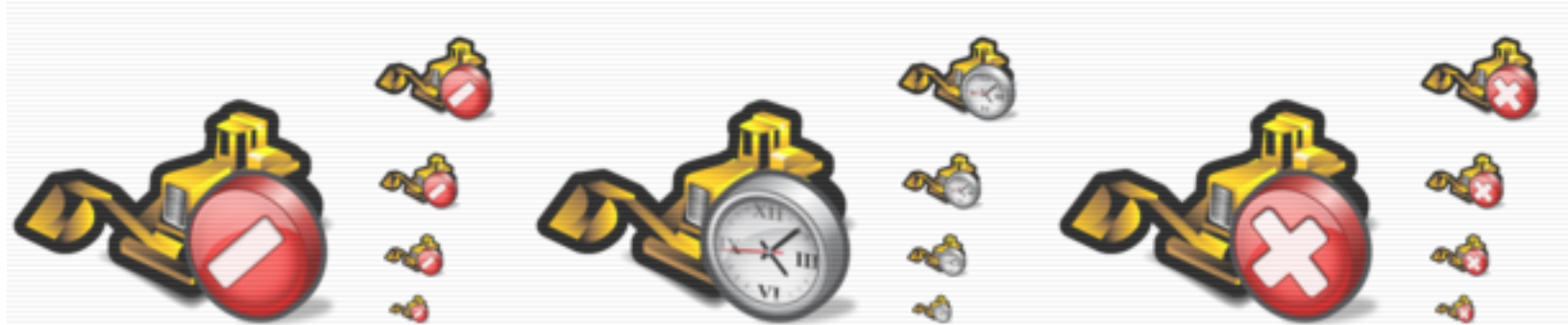
dumper_zoom



earthmover

earthmover_add

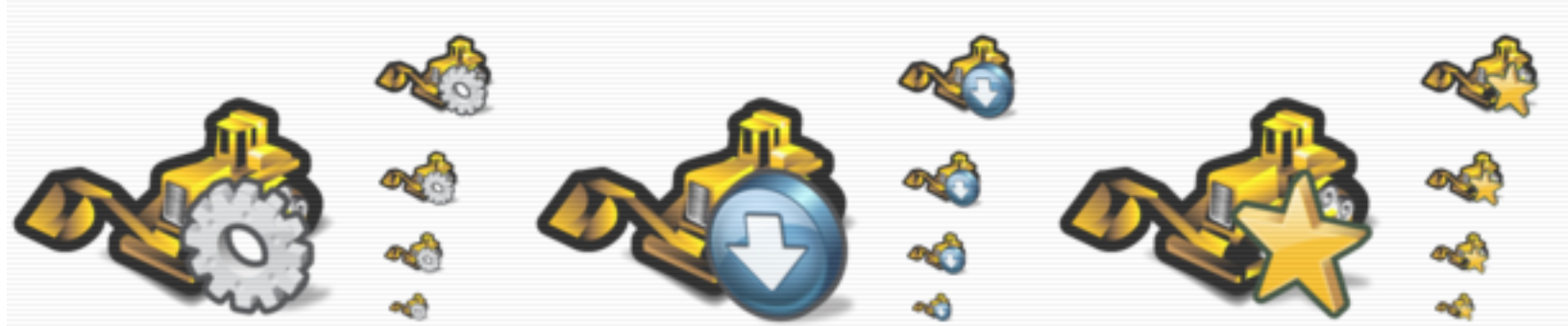
earthmover_back



earthmover_cancel

earthmover_clock

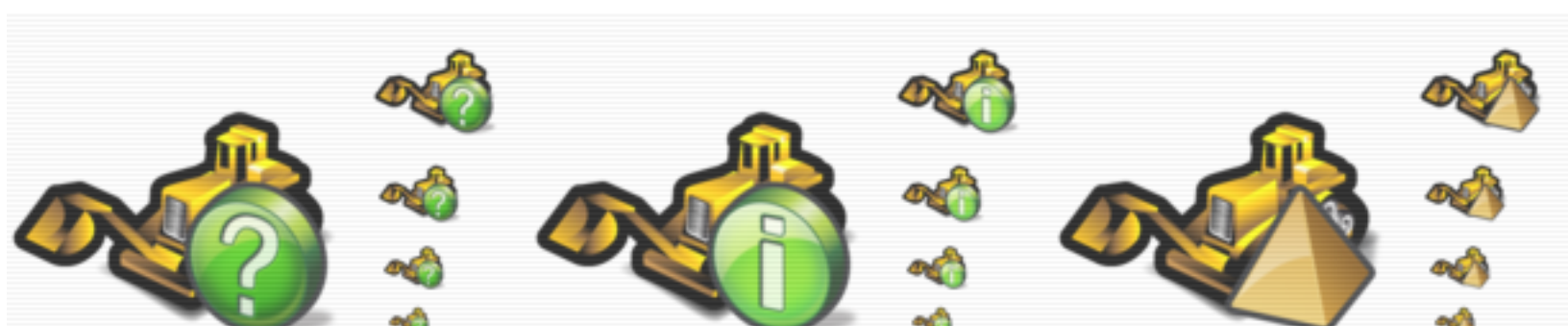
earthmover_close



earthmover_config

earthmover_down

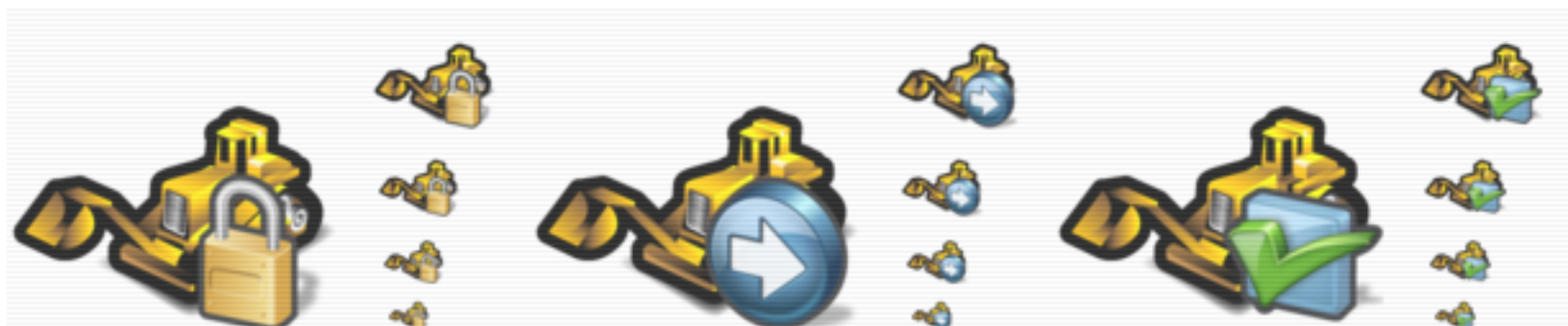
earthmover_fav



earthmover_help

earthmover_info

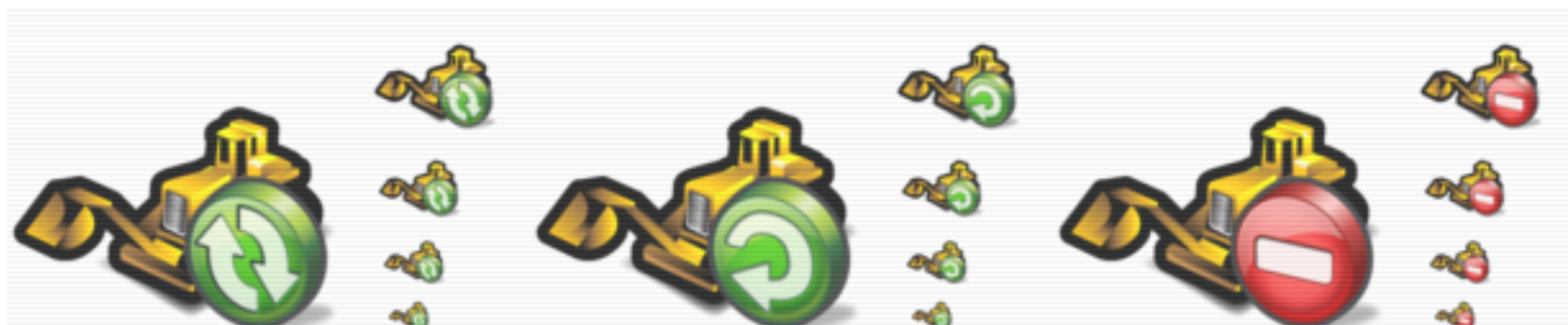
earthmover_level



earthmover_lock

earthmover_next

earthmover_ok



earthmover_refresh

earthmover_reload

earthmover_remove



earthmover_save

earthmover_search

earthmover_unlock



earthmover_up

earthmover_write

earthmover_zoom



electric_locomotive

electric_locomotive_add

electric_locomotive_back



electric_locomotive_cancel

electric_locomotive_clock

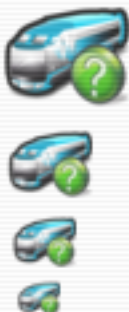
electric_locomotive_close



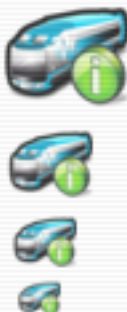
electric_locomotive_config

electric_locomotive_down

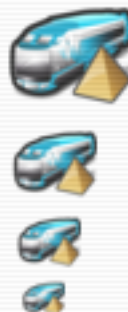
electric_locomotive_fav



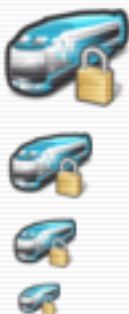
electric_locomotive_help



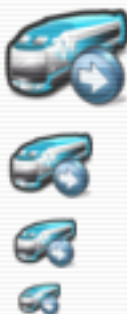
electric_locomotive_info



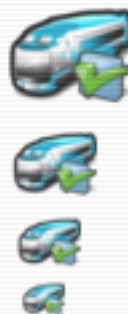
electric_locomotive_level



electric_locomotive_lock



electric_locomotive_next



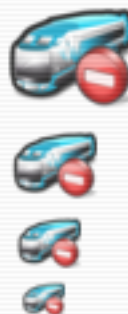
electric_locomotive_ok



electric_locomotive_refresh



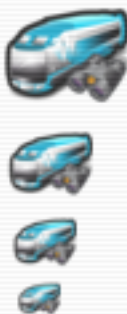
electric_locomotive_reload



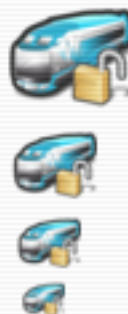
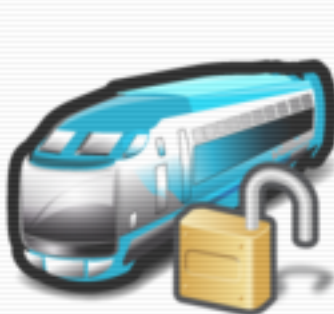
electric_locomotive_remove



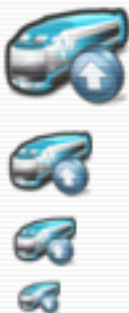
electric_locomotive_save



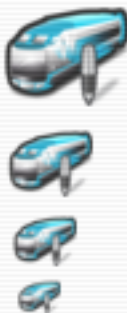
electric_locomotive_search



electric_locomotive_unlock



electric_locomotive_up



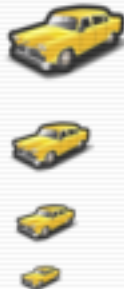
electric_locomotive_write



electric_locomotive_zoom



estate



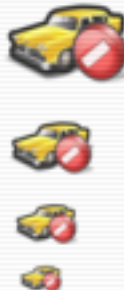
estate.add



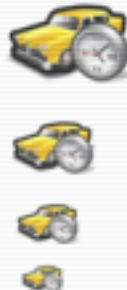
estate.back



estate.cancel



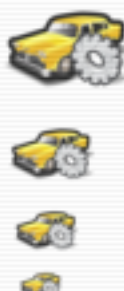
estate.clock



estate.close



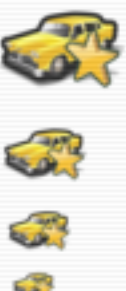
estate.config



estate.down



estate.fav



estate.help



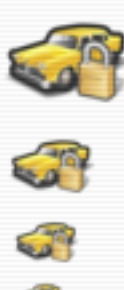
estate.info



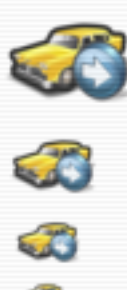
estate.level



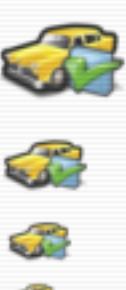
estate.lock



estate.next

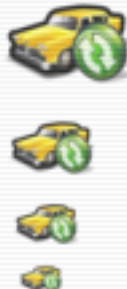


estate.ok

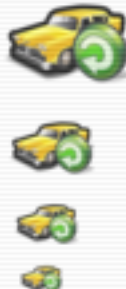




estate_refresh



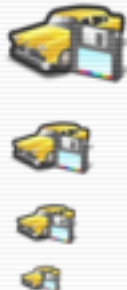
estate_reload



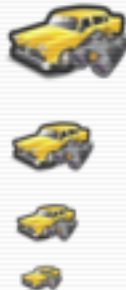
estate_remove



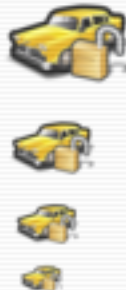
estate_save



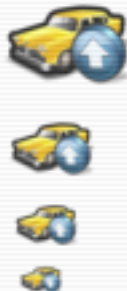
estate_search



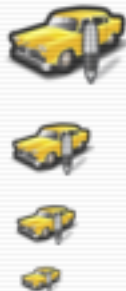
estate_unlock



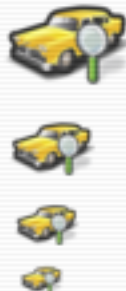
estate_up



estate_write



estate_zoom



excavator



excavator_add



excavator_back



excavator_cancel



excavator_clock



excavator_close





excavator_config

excavator_down

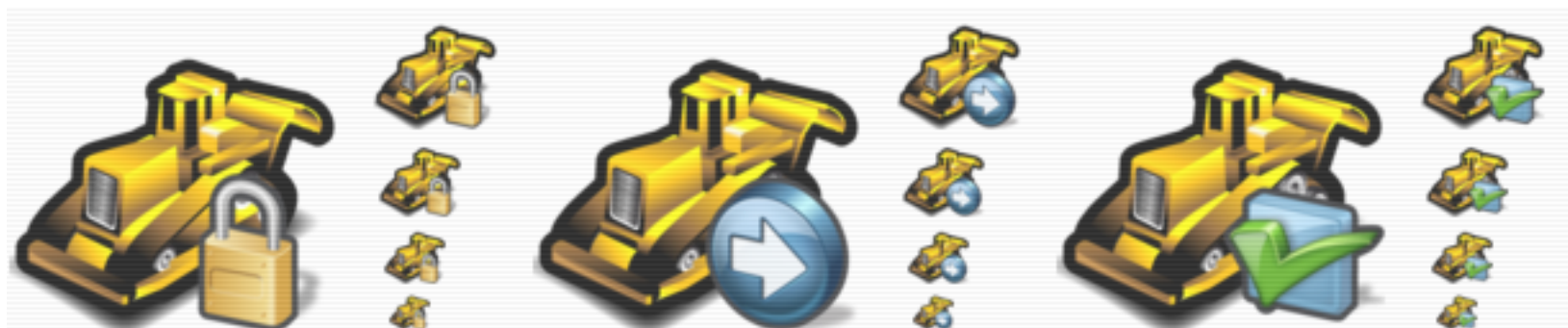
excavator_fav



excavator_help

excavator_info

excavator_level



excavator_lock

excavator_next

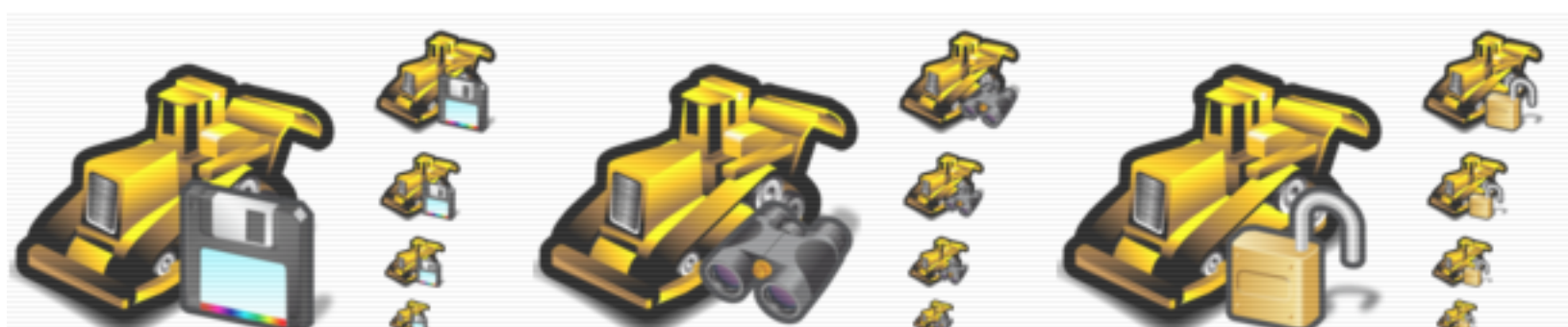
excavator_ok



excavator_refresh

excavator_reload

excavator_remove



excavator_save

excavator_search

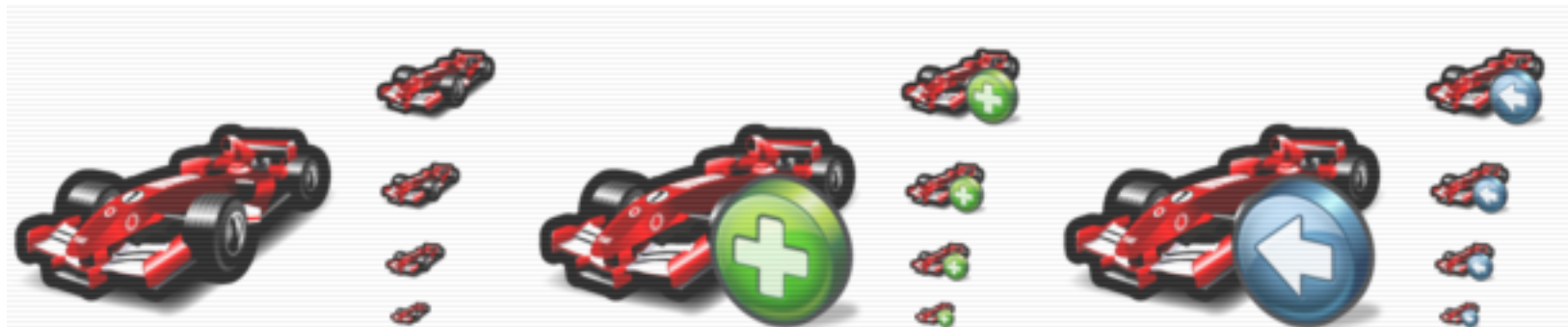
excavator_unlock



excavator_up

excavator_write

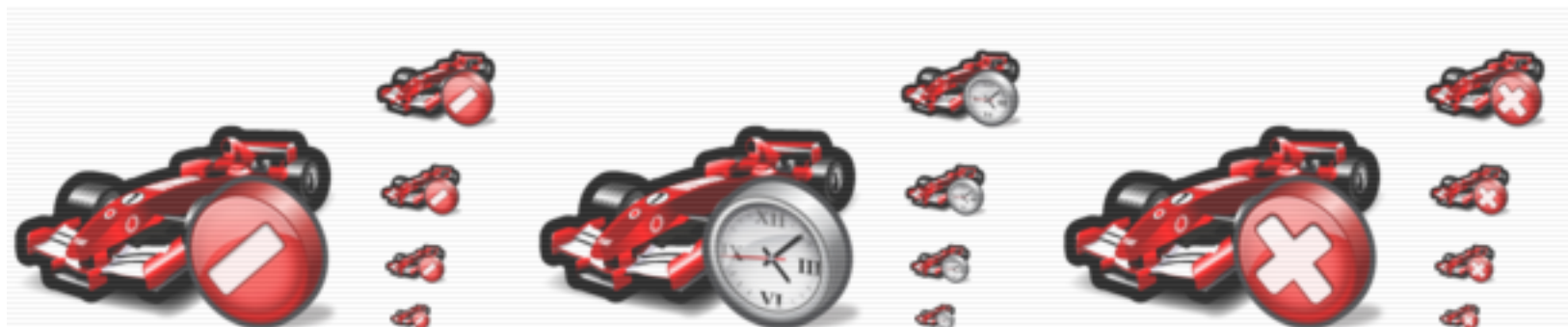
excavator_zoom



f1

f1_add

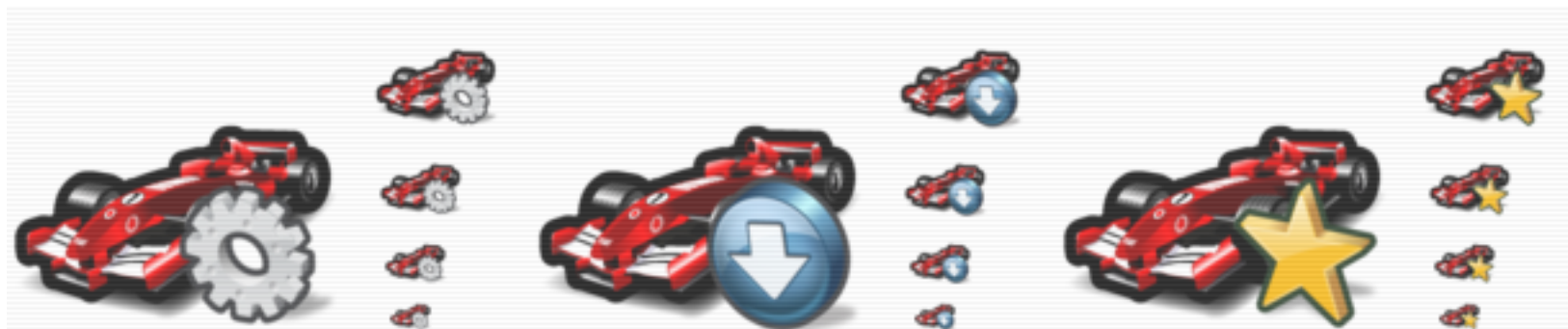
f1_back



f1_cancel

f1_clock

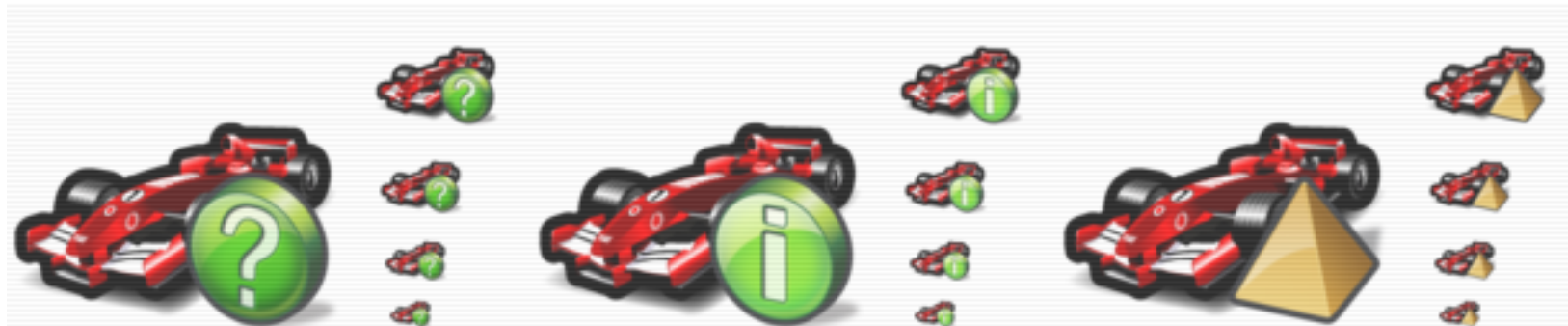
f1_close



f1_config

f1_down

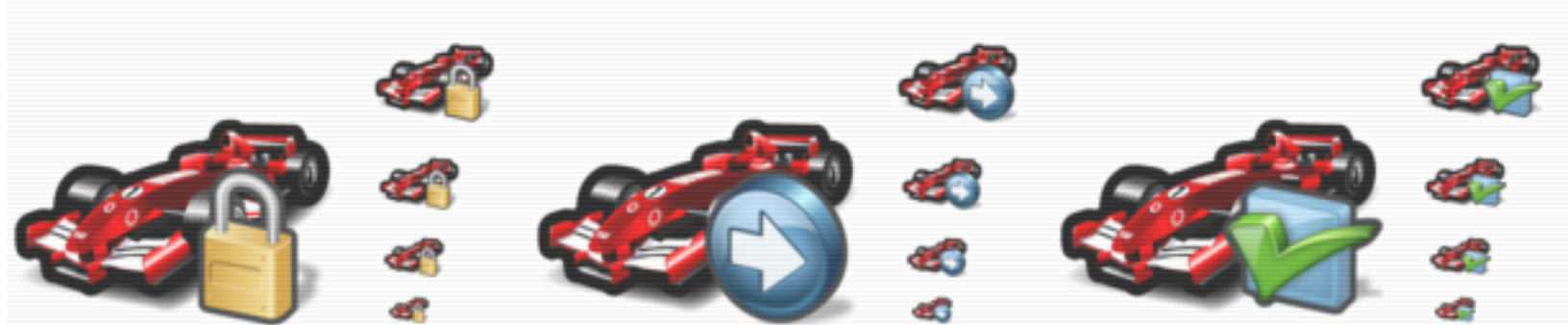
f1_fav



f1_help

f1_info

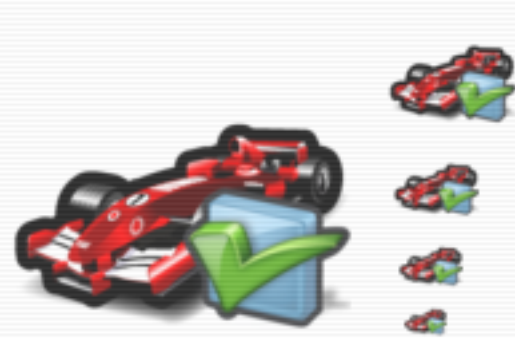
f1_level



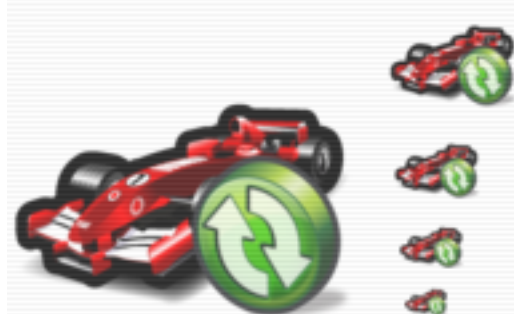
f1_lock



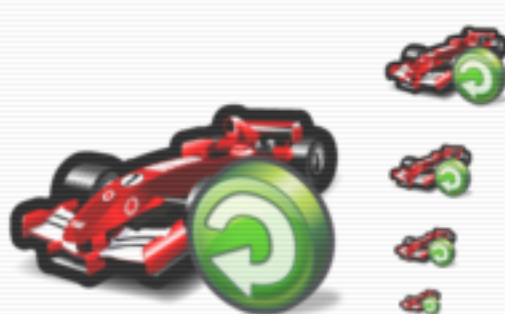
f1_next



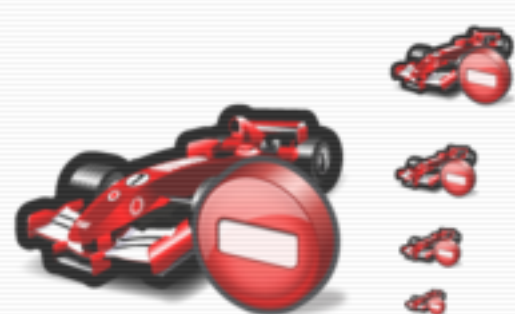
f1_ok



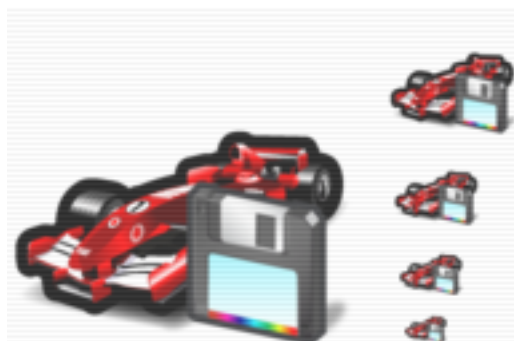
f1_refresh



f1_reload



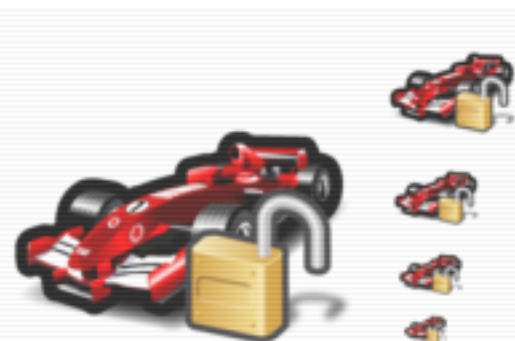
f1_remove



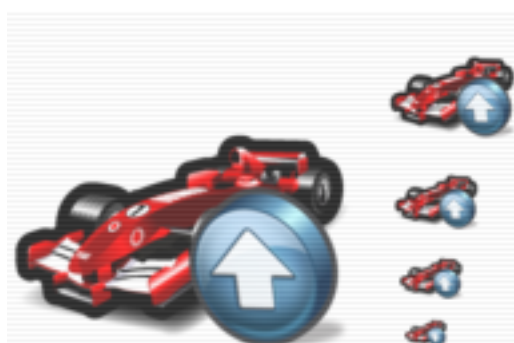
f1_save



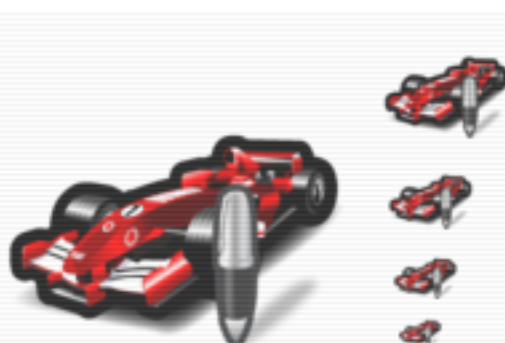
f1_search



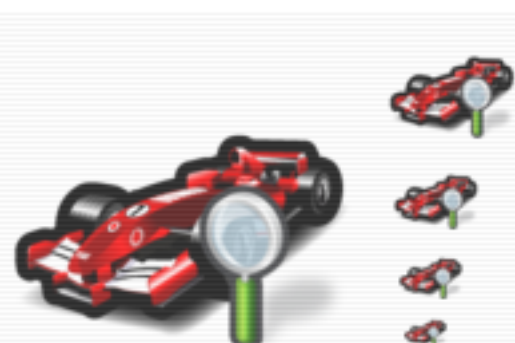
f1_unlock



f1_up



f1_write



f1_zoom



ferryman



ferryman_add



ferryman_back



ferryman_cancel



ferryman_clock



ferryman_close



ferryman_config



ferryman_down



ferryman_fav



ferryman_help



ferryman_info



ferryman_level



ferryman_lock



ferryman_next



ferryman_ok



ferryman_refresh



ferryman_reload



ferryman_remove





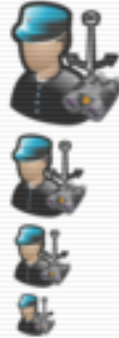
ferryman_save



ferryman_search



ferryman_unlock



ferryman_up



ferryman_write



ferryman_zoom



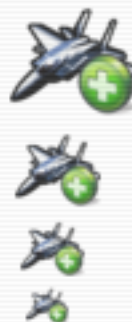
fighter_jet



fighter_jet.add



fighter_jet.back



fighter_jet.cancel



fighter_jet_clock



fighter_jet.close



fighter_jet.config



fighter_jet_down



fighter_jet_fav





fighter_jet_help



fighter_jet_info



fighter_jet_level



fighter_jet_lock



fighter_jet_next



fighter_jet_ok



fighter_jet_refresh



fighter_jet_reload



fighter_jet_remove



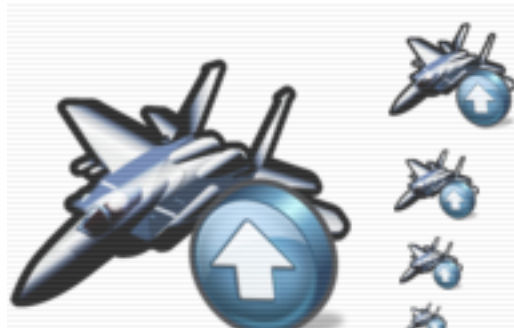
fighter_jet_save



fighter_jet_search



fighter_jet_unlock



fighter_jet_up

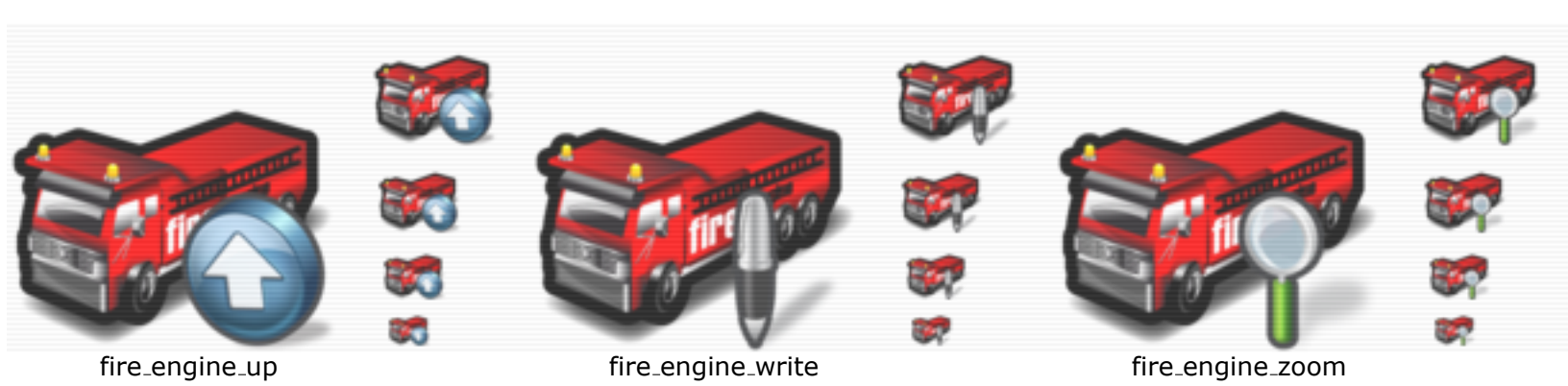
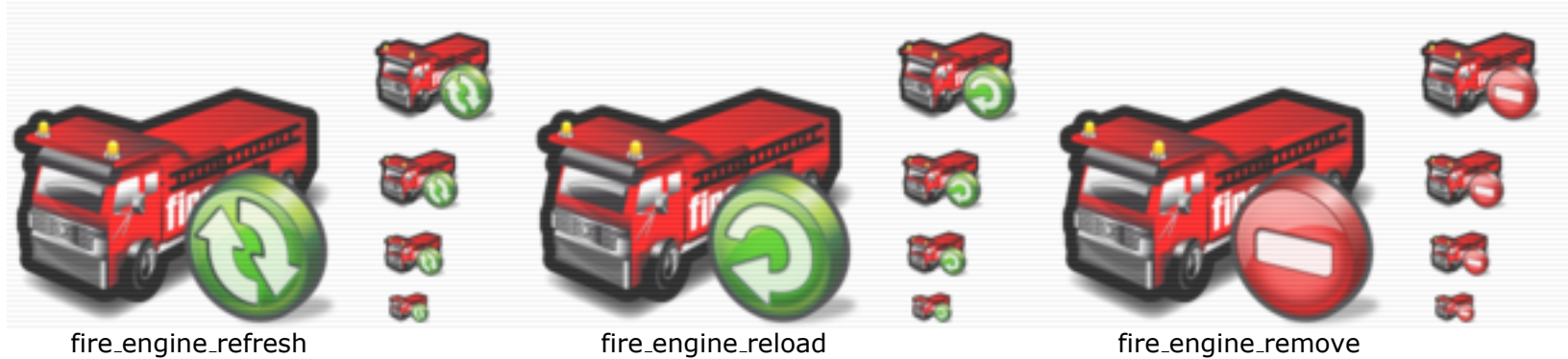


fighter_jet_write



fighter_jet_zoom







fireman_config



fireman_down



fireman_fav



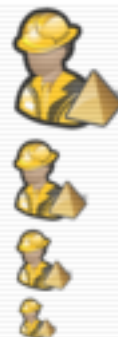
fireman_help



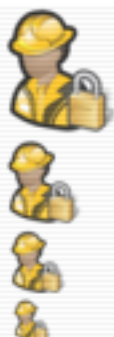
fireman_info



fireman_level



fireman_lock



fireman_next



fireman_ok



fireman_refresh



fireman_reload



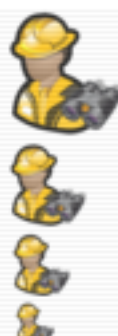
fireman_remove



fireman_save



fireman_search



fireman_unlock





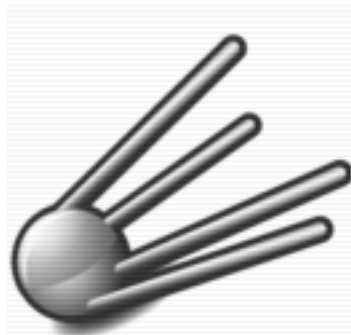
fireman_up



fireman_write



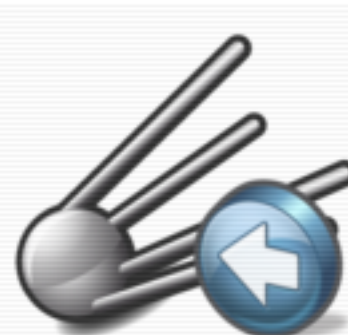
fireman_zoom



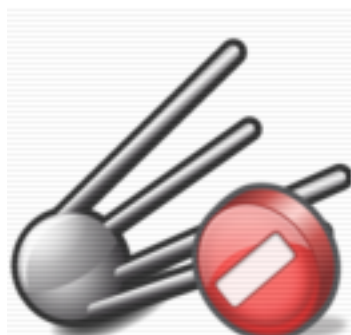
first_satellite



first_satellite_add



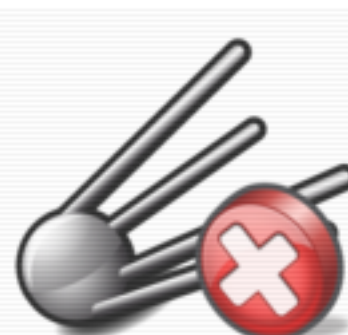
first_satellite_back



first_satellite_cancel



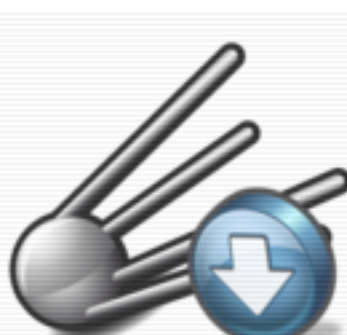
first_satellite_clock



first_satellite_close



first_satellite_config



first_satellite_down



first_satellite_fav



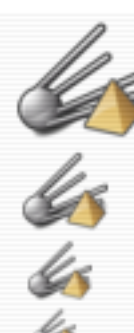
first_satellite_help

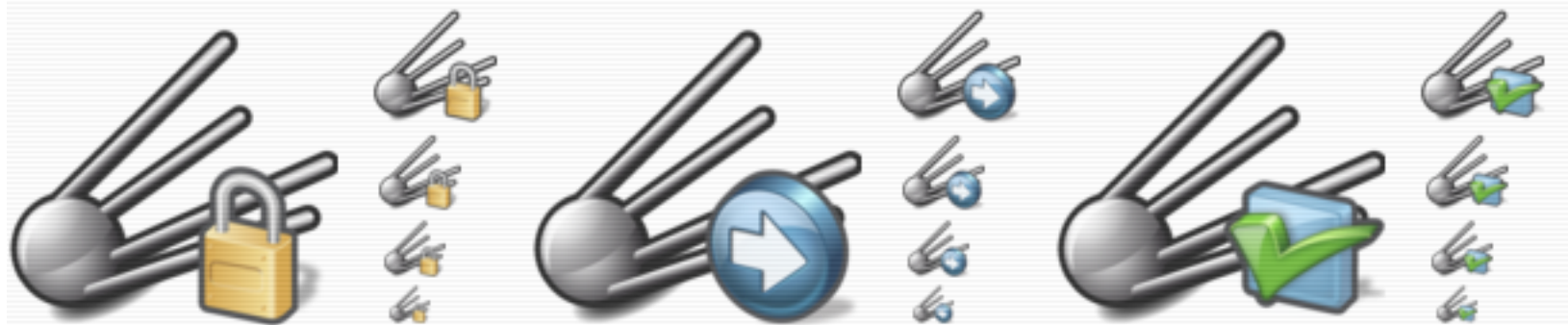


first_satellite_info

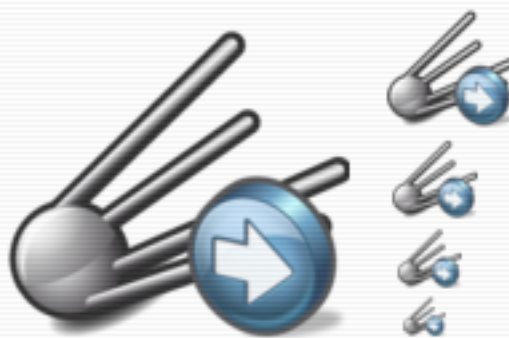


first_satellite_level

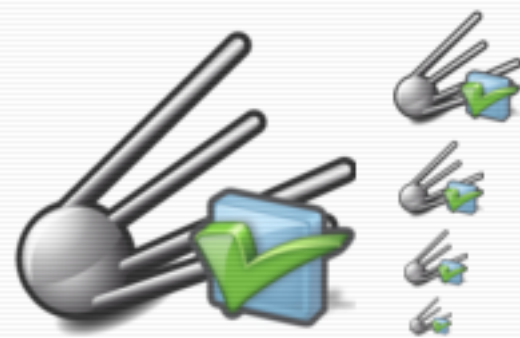




first_satellite_lock



first_satellite_next



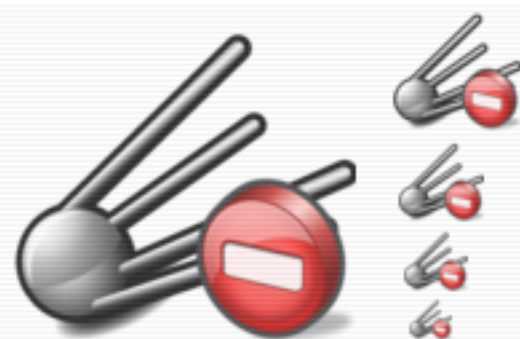
first_satellite_ok



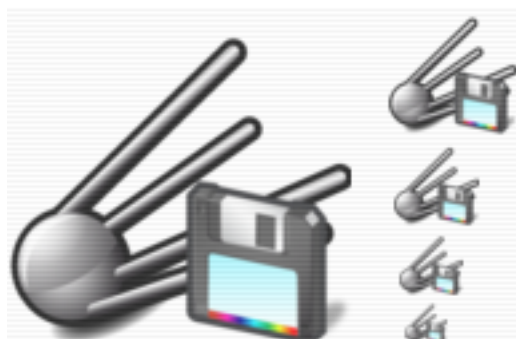
first_satellite_refresh



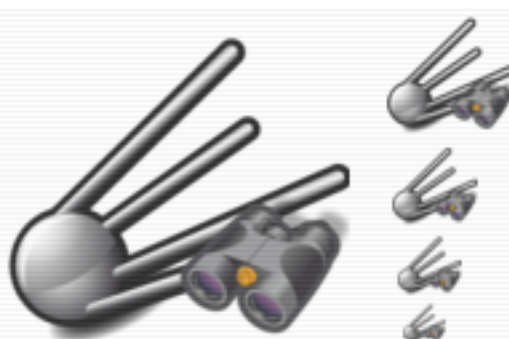
first_satellite_reload



first_satellite_remove



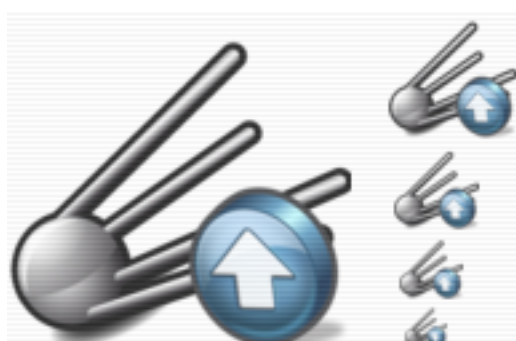
first_satellite_save



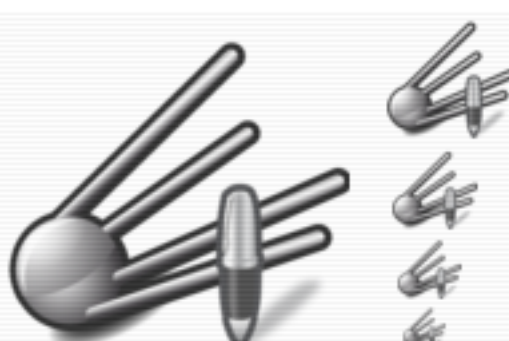
first_satellite_search



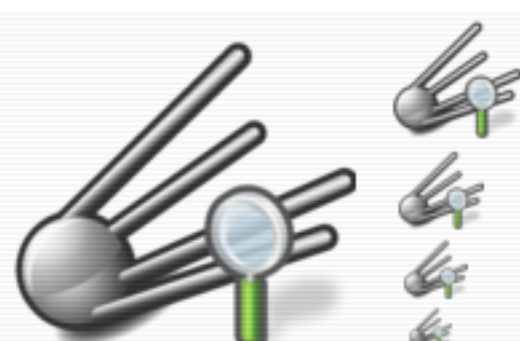
first_satellite_unlock



first_satellite_up



first_satellite_write



first_satellite_zoom



fork_lift_truck



fork_lift_truck_add



fork_lift_truck_back



fork_lift_truck.cancel



fork_lift_truck.clock



fork_lift_truck.close



fork_lift_truck.config



fork_lift_truck.down



fork_lift_truck.fav



fork_lift_truck.help



fork_lift_truck.info



fork_lift_truck.level



fork_lift_truck.lock



fork_lift_truck.next



fork_lift_truck.ok



fork_lift_truck.refresh



fork_lift_truck.reload



fork_lift_truck.remove





fork_lift.truck.save



fork_lift.truck.search



fork_lift.truck.unlock



fork_lift.truck.up



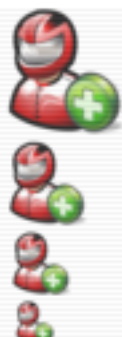
fork_lift.truck.write



fork_lift.truck.zoom



formula_one.racer



formula_one.racer.add



formula_one.racer.back



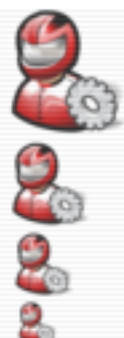
formula_one.racer.cancel



formula_one.racer.clock



formula_one.racer.close



formula_one.racer.config



formula_one.racer.down



formula_one.racer.fav



formula_one_racer_help



formula_one_racer_info



formula_one_racer_level



formula_one_racer_lock



formula_one_racer_next



formula_one_racer_ok



formula_one_racer_refresh



formula_one_racer_reload



formula_one_racer_remove



formula_one_racer_save



formula_one_racer_search



formula_one_racer_unlock



formula_one_racer_up



formula_one_racer_write



formula_one_racer_zoom





freight_car



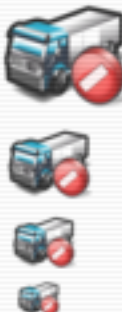
freight_car.add



freight_car.back



freight_car.cancel



freight_car.clock



freight_car.close



freight_car.config



freight_car.down



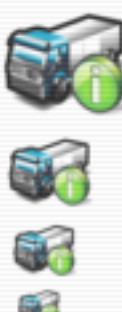
freight_car.fav



freight_car.help



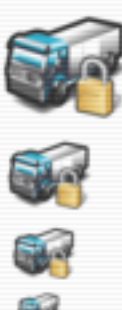
freight_car.info



freight_car.level



freight_car.lock



freight_car.next



freight_car.ok

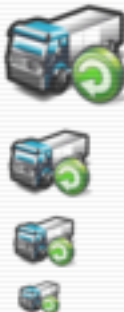




freight_car_refresh



freight_car_reload



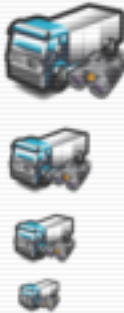
freight_car_remove



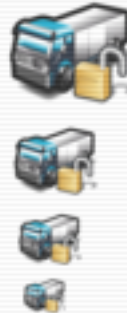
freight_car_save



freight_car_search



freight_car_unlock



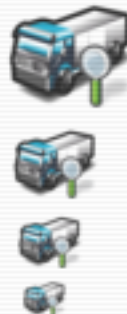
freight_car_up



freight_car_write



freight_car_zoom



freight_container



freight_container_add



freight_container_back



freight_container_cancel



freight_container_clock

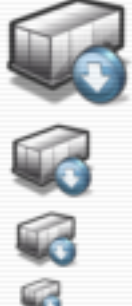


freight_container_close

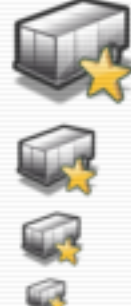




freight_container_config



freight_container_down



freight_container_fav



freight_container_help



freight_container_info



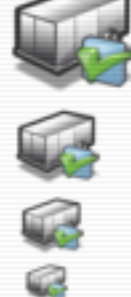
freight_container_level



freight_container_lock



freight_container_next



freight_container_ok



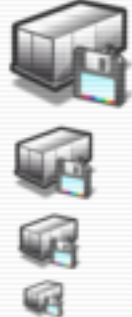
freight_container_refresh



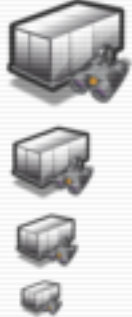
freight_container_reload



freight_container_remove



freight_container_save



freight_container_search



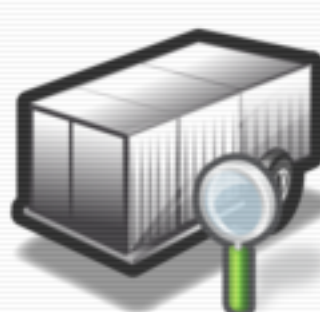
freight_container_unlock



freight_container.up



freight_container.write



freight_container.zoom



fuel_gauge



fuel_gauge.add



fuel_gauge.back



fuel_gauge.cancel



fuel_gauge.clock



fuel_gauge.close



fuel_gauge.config



fuel_gauge.down



fuel_gauge.fav



fuel_gauge.help



fuel_gauge.info



fuel_gauge.level





fuel_gauge.lock



fuel_gauge.next



fuel_gauge.ok



fuel_gauge.refresh



fuel_gauge.reload



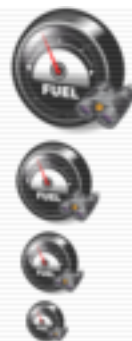
fuel_gauge.remove



fuel_gauge.save



fuel_gauge.search



fuel_gauge.unlock



fuel_gauge.up



fuel_gauge.write



fuel_gauge.zoom



fuel_station



fuel_station.add



fuel_station.back





fuel_station_cancel



fuel_station_clock



fuel_station_close



fuel_station_config



fuel_station_down



fuel_station_fav



fuel_station_help



fuel_station_info



fuel_station_level



fuel_station_lock



fuel_station_next



fuel_station_ok



fuel_station_refresh



fuel_station_reload



fuel_station_remove





fuel_station.save



fuel_station.search



fuel_station.unlock



fuel_station.up



fuel_station.write



fuel_station.zoom



fuel_tanker



fuel_tanker.add



fuel_tanker.back



fuel_tanker.cancel



fuel_tanker.clock



fuel_tanker.close



fuel_tanker.config



fuel_tanker.down

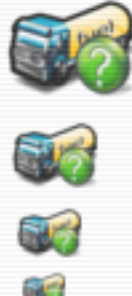


fuel_tanker.fav





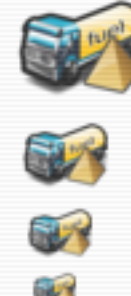
fuel_tanker_help



fuel_tanker_info



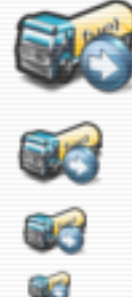
fuel_tanker_level



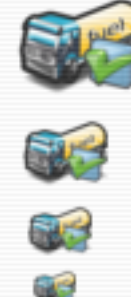
fuel_tanker_lock



fuel_tanker_next



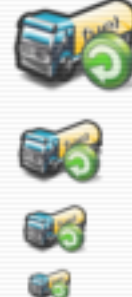
fuel_tanker_ok



fuel_tanker_refresh



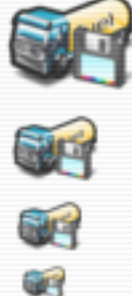
fuel_tanker_reload



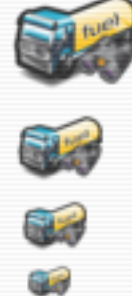
fuel_tanker_remove



fuel_tanker_save



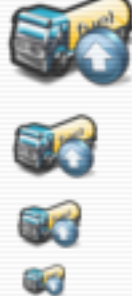
fuel_tanker_search



fuel_tanker_unlock



fuel_tanker_up



fuel_tanker_write



fuel_tanker_zoom





garage



garage_add



garage_back



garage_cancel



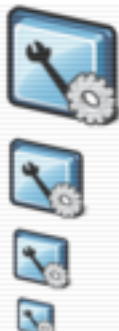
garage_clock



garage_close



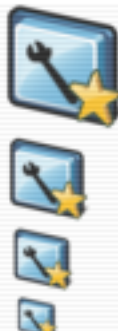
garage_config



garage_down



garage_fav



garage_help



garage_info



garage_level



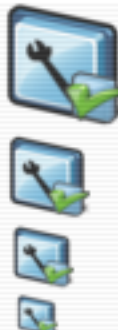
garage_lock



garage_next



garage_ok

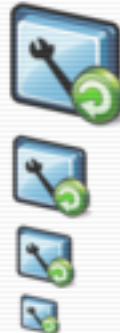




garage_refresh



garage_reload



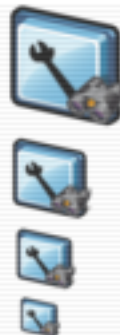
garage_remove



garage_save



garage_search



garage_unlock



garage_up



garage_write



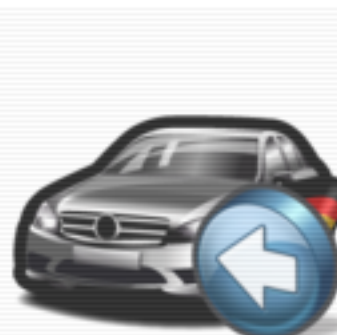
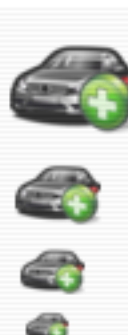
garage_zoom



german_car



german_car_add



german_car_back



german_car_cancel

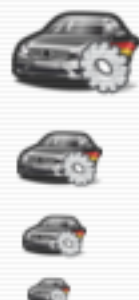


german_car_clock

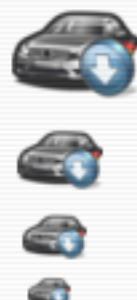


german_car_close

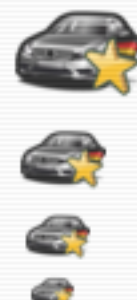




german_car_config



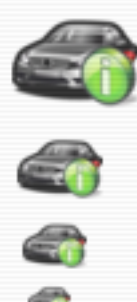
german_car_down



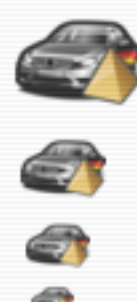
german_car_fav



german_car_help



german_car_info



german_car_level



german_car_lock



german_car_next



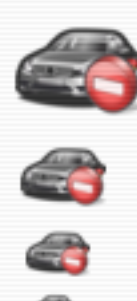
german_car_ok



german_car_refresh



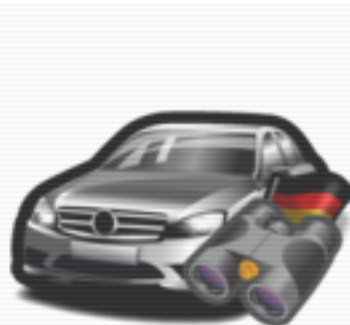
german_car_reload



german_car_remove



german_car_save



german_car_search



german_car_unlock



german_car_up



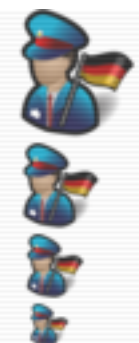
german_car_write



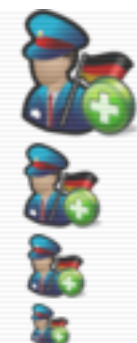
german_car_zoom



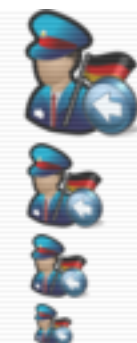
german_police



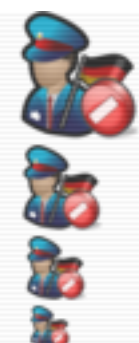
german_police_add



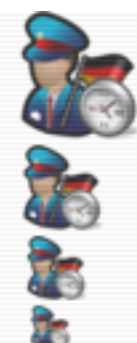
german_police_back



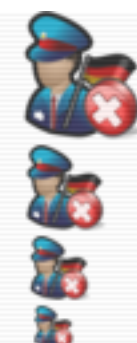
german_police_cancel



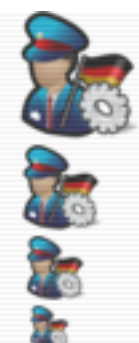
german_police_clock



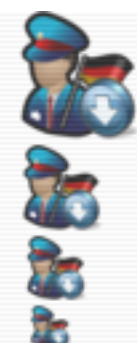
german_police_close



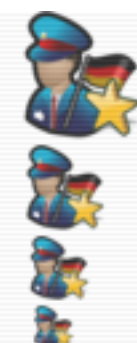
german_police_config



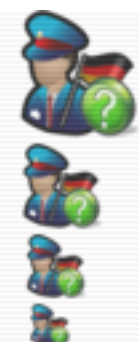
german_police_down



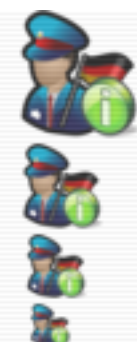
german_police_fav



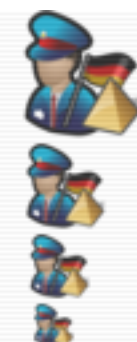
german_police_help



german_police_info

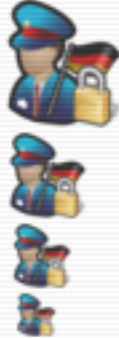


german_police_level





german_police_lock



german_police_next



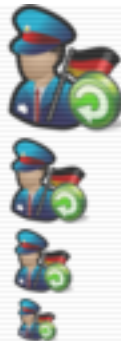
german_police_ok



german_police_refresh



german_police_reload



german_police_remove



german_police_save



german_police_search



german_police_unlock



german_police_up



german_police_write



german_police_zoom



hairpin_bend



hairpin_bend_add



hairpin_bend_back





hairpin_bend_cancel



hairpin_bend_clock



hairpin_bend_close



hairpin_bend_config



hairpin_bend_down



hairpin_bend_fav



hairpin_bend_help



hairpin_bend_info



hairpin_bend_level



hairpin_bend_lock



hairpin_bend_next



hairpin_bend_ok



hairpin_bend_refresh



hairpin_bend_reload



hairpin_bend_remove





hairpin_bend_save



hairpin_bend_search



hairpin_bend_unlock



hairpin_bend_up



hairpin_bend_write



hairpin_bend_zoom



handcart



handcart_add



handcart_back



handcart_cancel



handcart_clock



handcart_close



handcart_config



handcart_down



handcart_fav





handcart.help



handcart.info



handcart.level



handcart.lock



handcart.next



handcart.ok



handcart.refresh



handcart.reload



handcart.remove



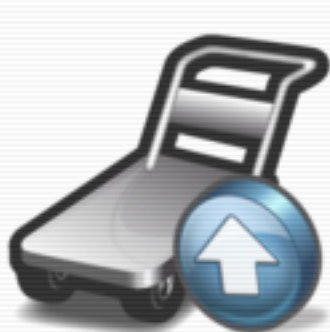
handcart.save



handcart.search



handcart.unlock



handcart.up



handcart.write



handcart.zoom





handicapped



handicapped.add



handicapped.back



handicapped.cancel



handicapped.clock



handicapped.close



handicapped.config



handicapped.down



handicapped.fav



handicapped.help



handicapped.info



handicapped.level



handicapped.lock



handicapped.next



handicapped.ok





handicapped_refresh



handicapped_reload



handicapped_remove



handicapped_save



handicapped_search



handicapped_unlock



handicapped_up



handicapped_write



handicapped_zoom



hatchback



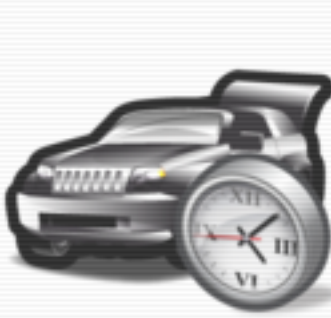
hatchback_add



hatchback_back



hatchback_cancel

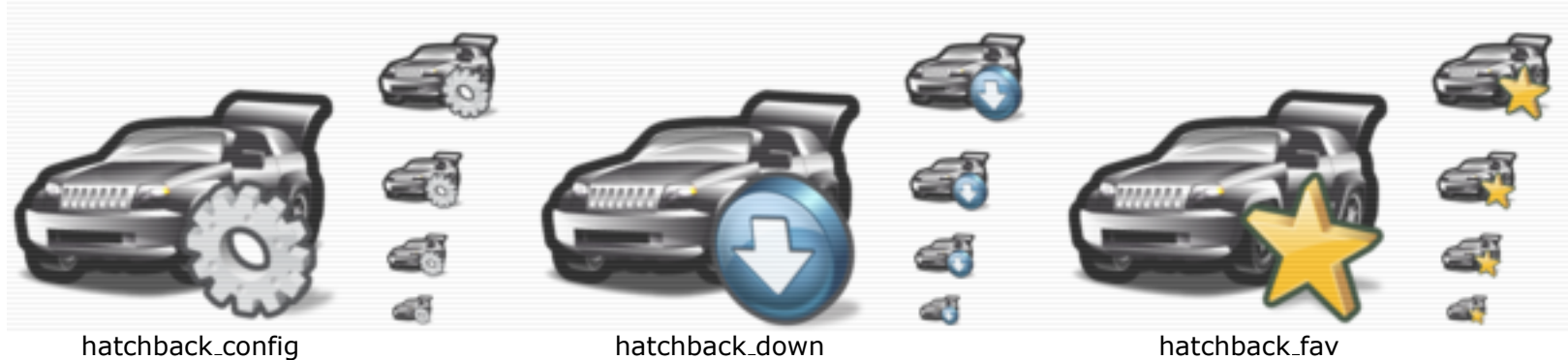


hatchback_clock



hatchback_close

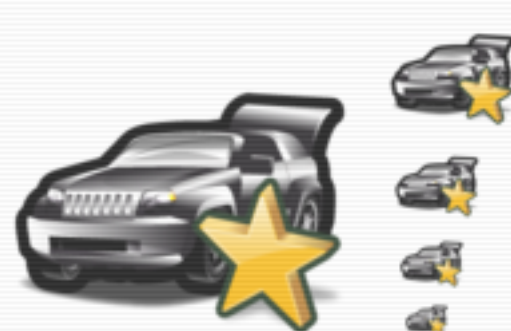




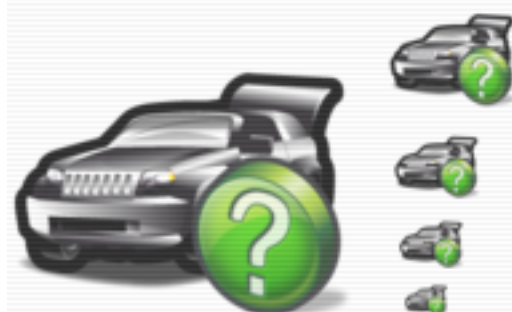
hatchback.config



hatchback.down



hatchback.fav



hatchback.help



hatchback.info



hatchback.level



hatchback.lock



hatchback.next



hatchback.ok



hatchback.refresh



hatchback.reload



hatchback.remove



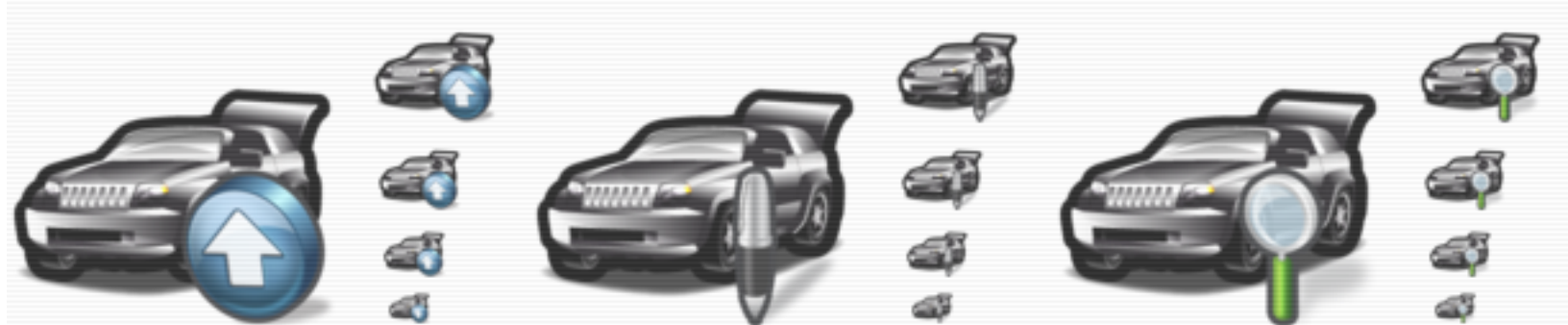
hatchback.save



hatchback.search



hatchback.unlock



hatchback_up

hatchback_write

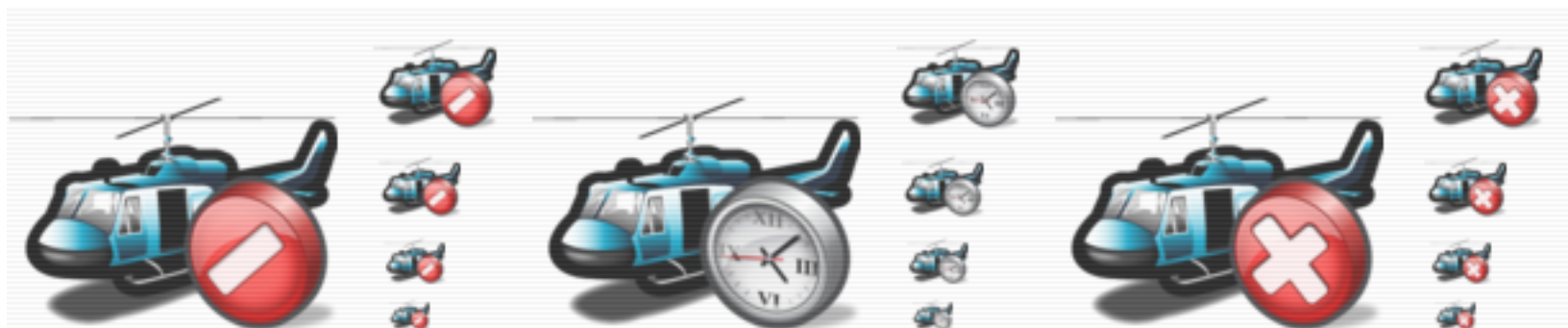
hatchback_zoom



helicopter

helicopter_add

helicopter_back



helicopter_cancel

helicopter_clock

helicopter_close



helicopter_config

helicopter_down

helicopter_fav



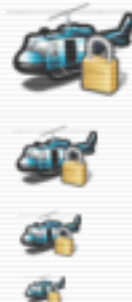
helicopter_help

helicopter_info

helicopter_level



helicopter_lock



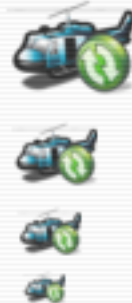
helicopter_next



helicopter_ok



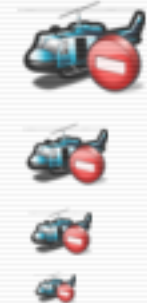
helicopter_refresh



helicopter_reload



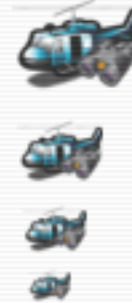
helicopter_remove



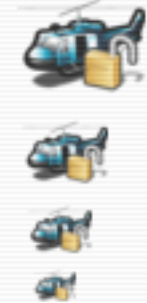
helicopter_save



helicopter_search



helicopter_unlock



helicopter_up



helicopter_write



helicopter_zoom



highway



highway_add



highway_back





highway_cancel



highway_clock



highway_close



highway_config



highway_down



highway_fav



highway_help



highway_info



highway_level



highway_lock



highway_next



highway_ok



highway_refresh

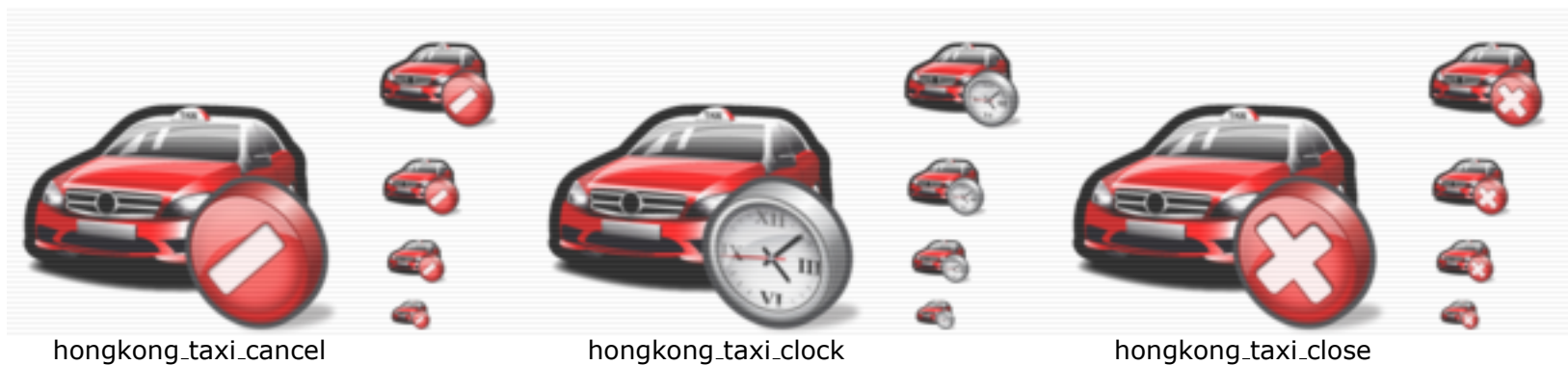
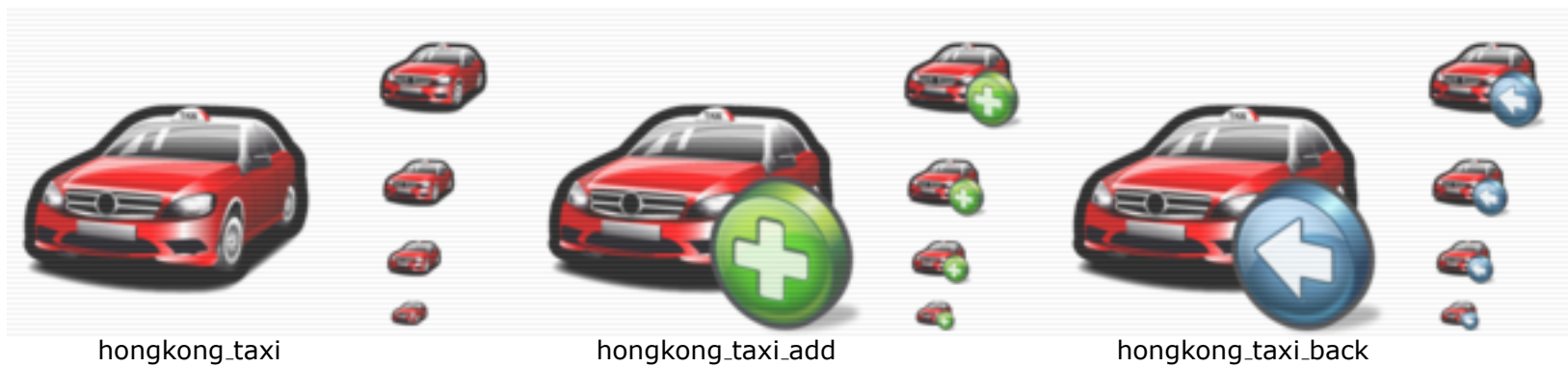
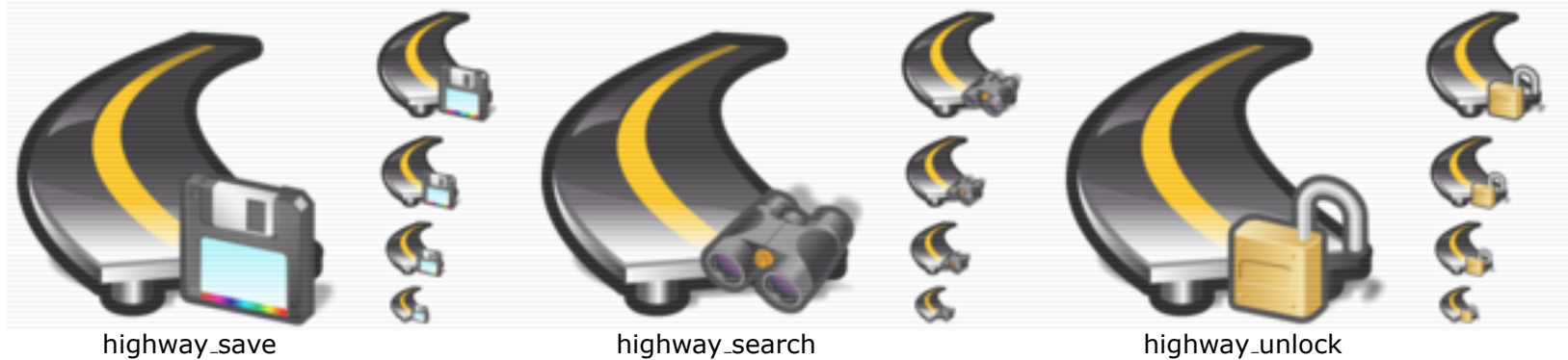


highway_reload



highway_remove



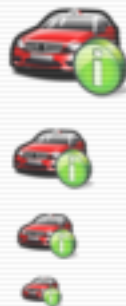




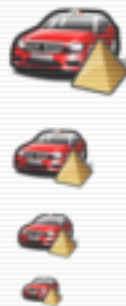
hongkong_taxi_help



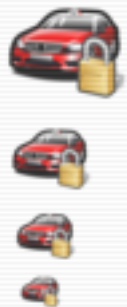
hongkong_taxi_info



hongkong_taxi_level



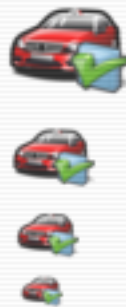
hongkong_taxi_lock



hongkong_taxi_next



hongkong_taxi_ok



hongkong_taxi_refresh



hongkong_taxi_reload



hongkong_taxi_remove



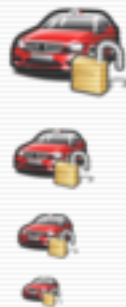
hongkong_taxi_save



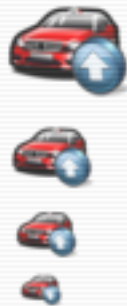
hongkong_taxi_search



hongkong_taxi_unlock



hongkong_taxi_up



hongkong_taxi_write



hongkong_taxi_zoom

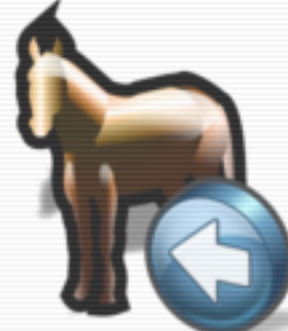




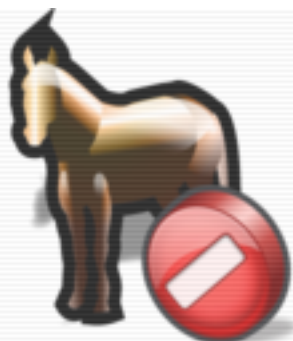
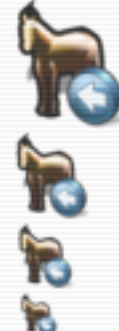
horse



horse.add



horse.back



horse.cancel



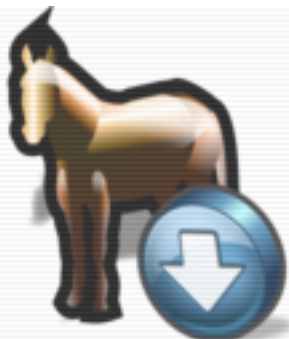
horse.clock



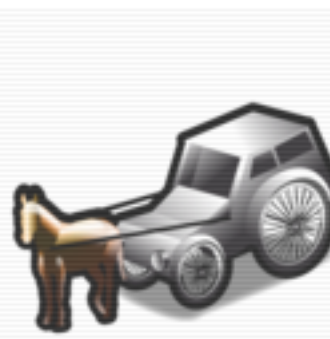
horse.close



horse.config



horse.down



horse.drawn_carriage



horse.drawn_carriage.add



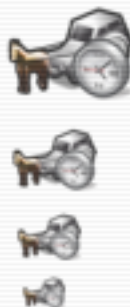
horse.drawn_carriage.back



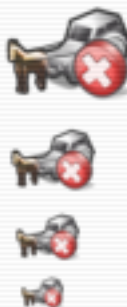
horse.drawn_carriage.cancel



horse.drawn_carriage.clock

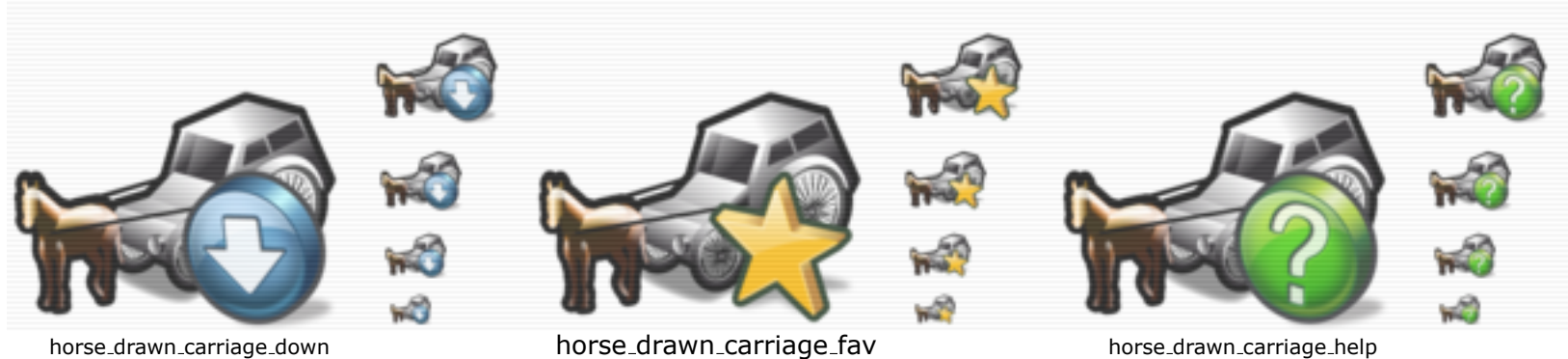


horse.drawn_carriage.close



horse.drawn_carriage.config





horse_drawn_carriage_down



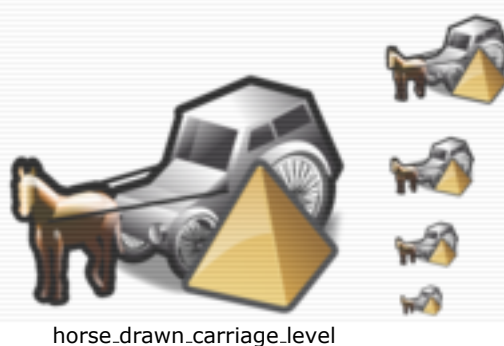
horse_drawn_carriage_fav



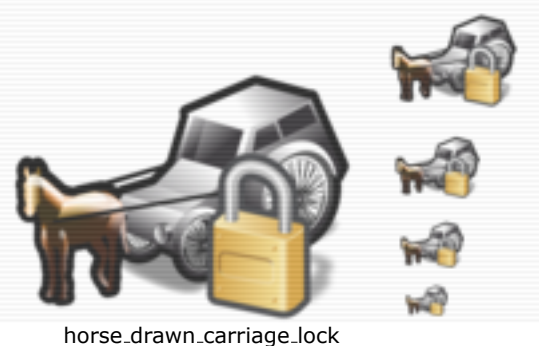
horse_drawn_carriage_help



horse_drawn_carriage_info



horse_drawn_carriage_level



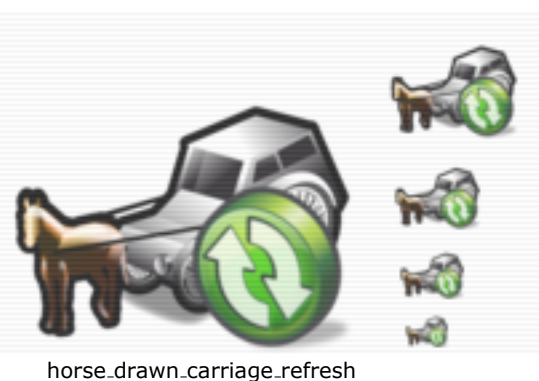
horse_drawn_carriage_lock



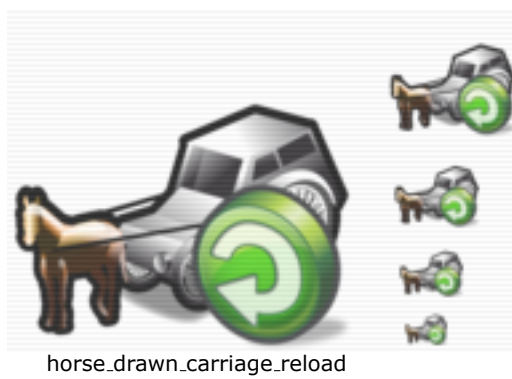
horse_drawn_carriage_next



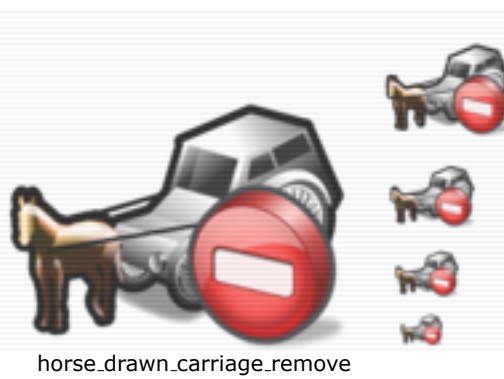
horse_drawn_carriage_ok



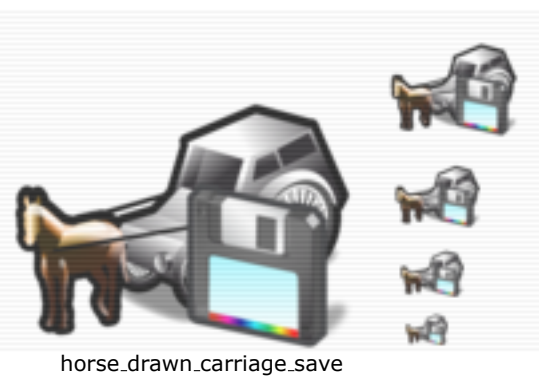
horse_drawn_carriage_refresh



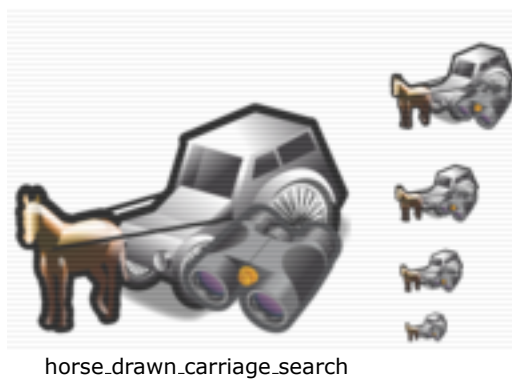
horse_drawn_carriage_reload



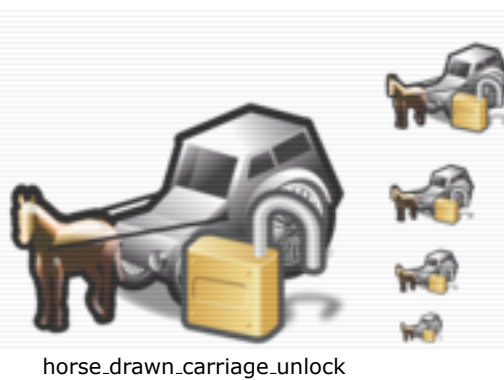
horse_drawn_carriage_remove



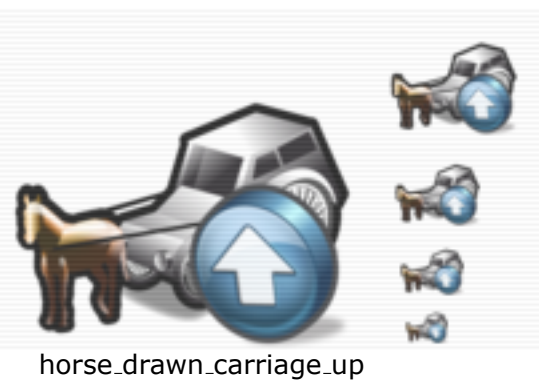
horse_drawn_carriage_save



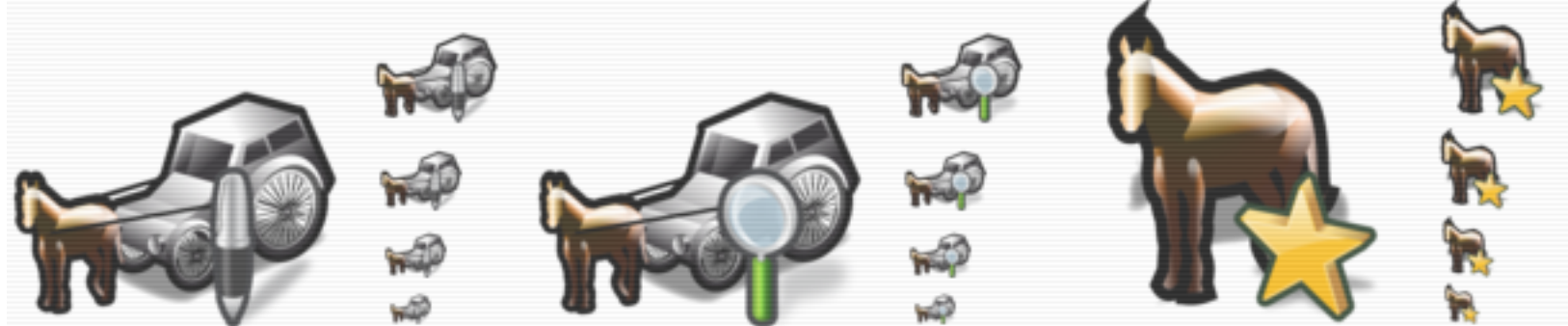
horse_drawn_carriage_search



horse_drawn_carriage_unlock



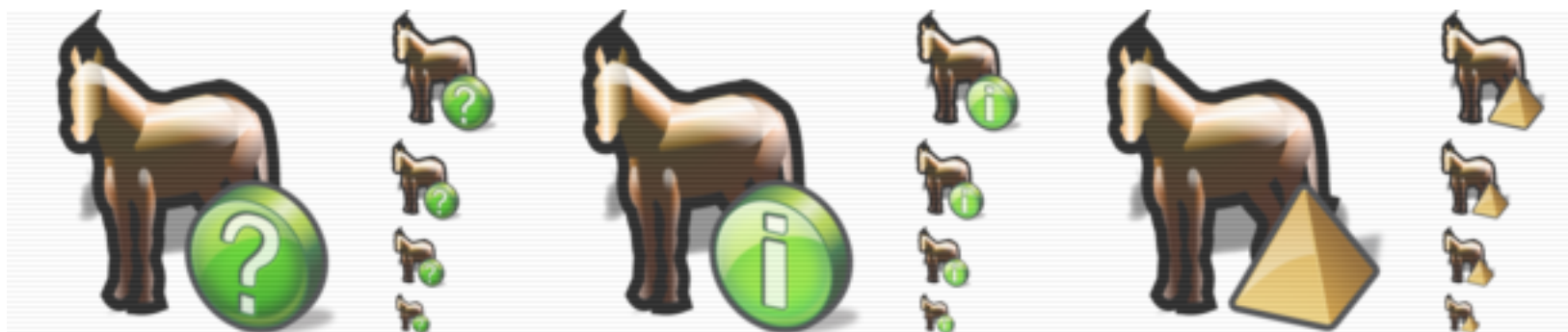
horse_drawn_carriage_up



horse_drawn_carriage_write

horse_drawn_carriage_zoom

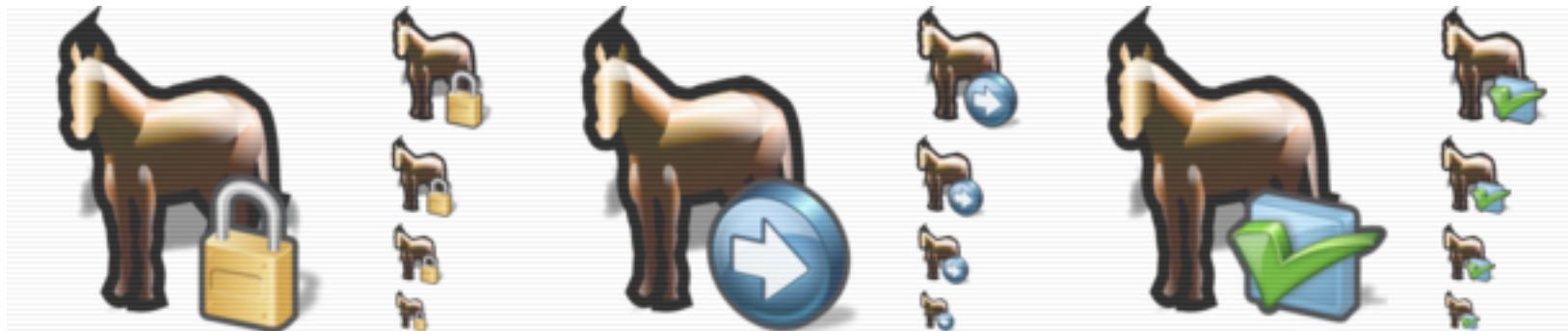
horse_fav



horse_help

horse_info

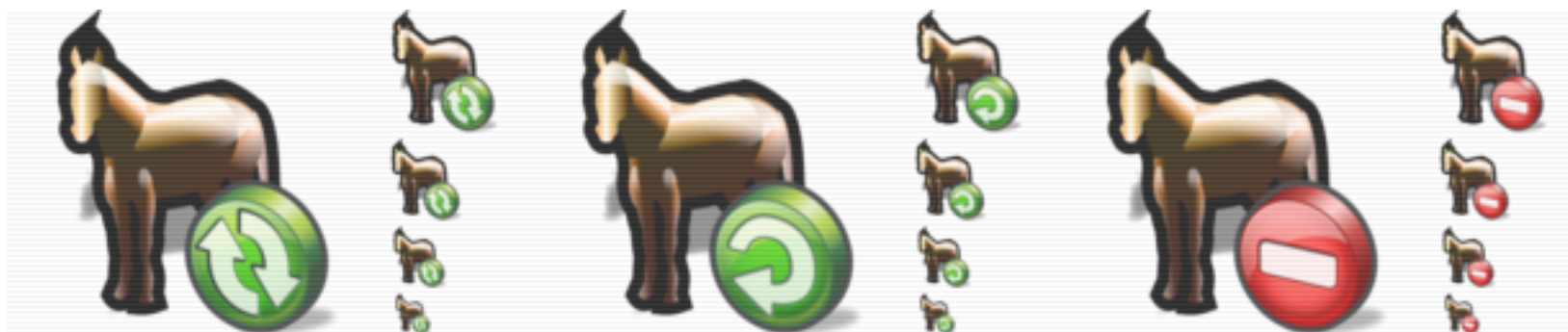
horse_level



horse_lock

horse_next

horse_ok



horse_refresh

horse_reload

horse_remove



horse_save

horse_search

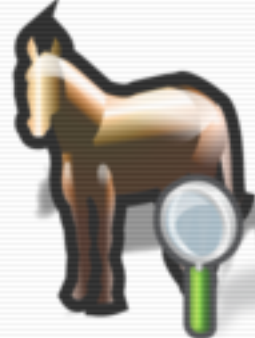
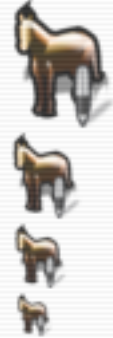
horse_unlock



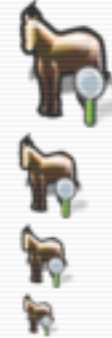
horse_up



horse_write



horse_zoom



hospital_ahead



hospital_ahead.add



hospital_ahead.back



hospital_ahead.cancel



hospital_ahead.clock



hospital_ahead.close



hospital_ahead.config



hospital_ahead.down



hospital_ahead.fav



hospital_ahead.help



hospital_ahead.info



hospital_ahead.level





hospital_ahead_lock



hospital_ahead_next



hospital_ahead_ok



hospital_ahead_refresh



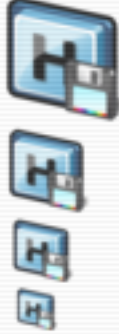
hospital_ahead_reload



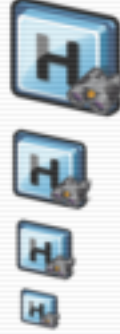
hospital_ahead_remove



hospital_ahead_save



hospital_ahead_search



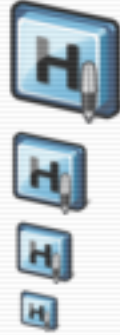
hospital_ahead_unlock



hospital_ahead_up



hospital_ahead_write



hospital_ahead_zoom



hovercraft



hovercraft.add



hovercraft.back





hovercraft_cancel



hovercraft_clock



hovercraft_close



hovercraft_config



hovercraft_down



hovercraft_fav



hovercraft_help



hovercraft_info



hovercraft_level



hovercraft_lock



hovercraft_next



hovercraft_ok



hovercraft_refresh



hovercraft_reload



hovercraft_remove





hovercraft_save



hovercraft_search



hovercraft_unlock



hovercraft_up



hovercraft_write



hovercraft_zoom



hummer



hummer_add



hummer_back



hummer_cancel



hummer_clock



hummer_close



hummer_config



hummer_down



hummer_fav





hummer_help

hummer_info

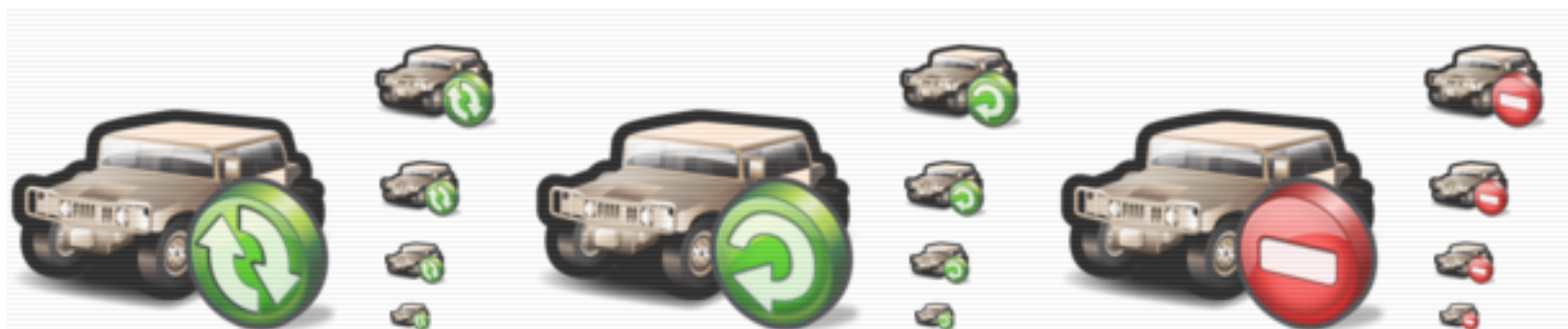
hummer_level



hummer_lock

hummer_next

hummer_ok



hummer_refresh

hummer_reload

hummer_remove



hummer_save

hummer_search

hummer_unlock



hummer_up

hummer_write

hummer_zoom



intersection

intersection_add

intersection_back



intersection_cancel

intersection_clock

intersection_close



intersection_config

intersection_down

intersection_fav



intersection_help

intersection_info

intersection_level



intersection_lock

intersection_next

intersection_ok



intersection_refresh

intersection_reload

intersection_remove



intersection_save

intersection_search

intersection_unlock



intersection_up

intersection_write

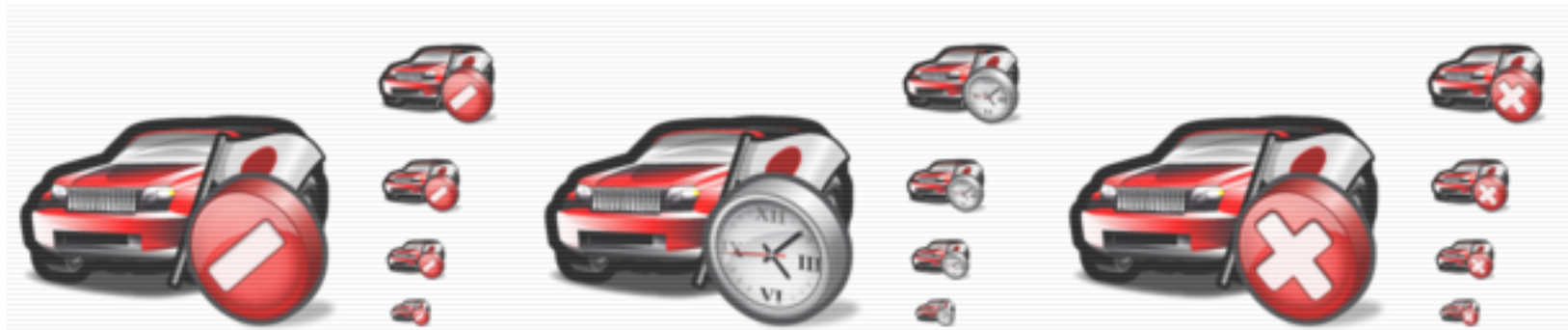
intersection_zoom



japanese_car

japanese_car_add

japanese_car_back



japanese_car_cancel

japanese_car_clock

japanese_car_close



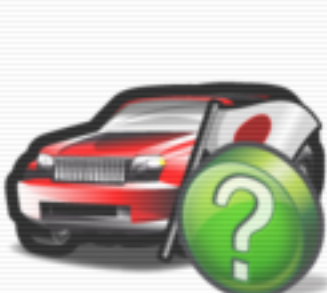
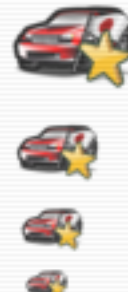
japanese_car_config



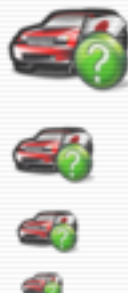
japanese_car_down



japanese_car_fav



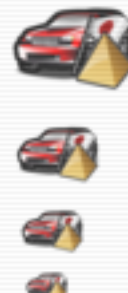
japanese_car_help



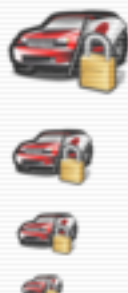
japanese_car_info



japanese_car_level



japanese_car_lock



japanese_car_next



japanese_car_ok



japanese_car_refresh



japanese_car_reload



japanese_car_remove



japanese_car_save



japanese_car_search

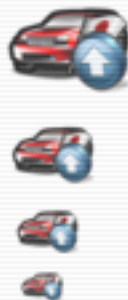


japanese_car_unlock





japanese_car_up



japanese_car_write



japanese_car_zoom



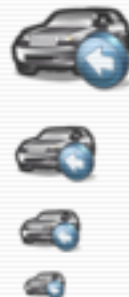
jeep



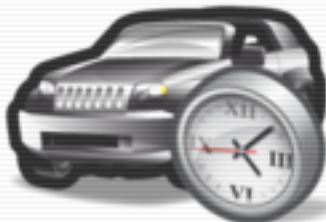
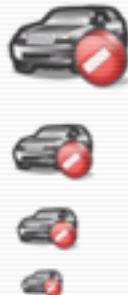
jeep_add



jeep_back



jeep_cancel



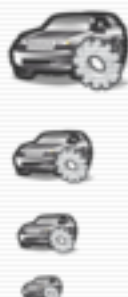
jeep_clock



jeep_close



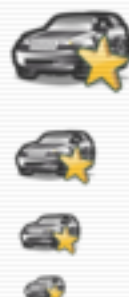
jeep_config



jeep_down



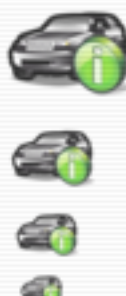
jeep_fav



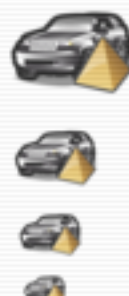
jeep_help



jeep_info

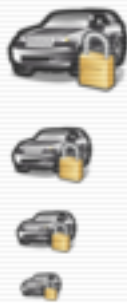


jeep_level

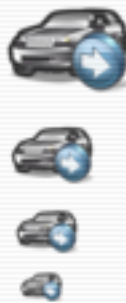




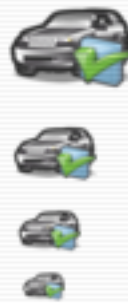
jeep_lock



jeep_next



jeep_ok



jeep_refresh



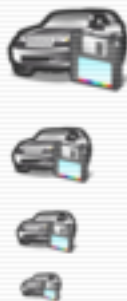
jeep_reload



jeep_remove



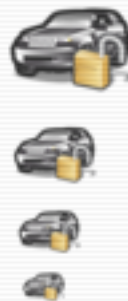
jeep_save



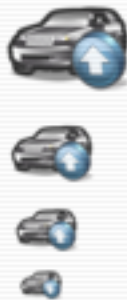
jeep_search



jeep_unlock



jeep_up



jeep_write



jeep_zoom



jerry_can



jerry_can_add



jerry_can_back





jerry_can_cancel



jerry_can_clock



jerry_can_close



jerry_can_config



jerry_can_down



jerry_can_fav



jerry_can_help



jerry_can_info



jerry_can_level



jerry_can_lock



jerry_can_next



jerry_can_ok



jerry_can_refresh



jerry_can_reload



jerry_can_remove





jerry_can.save



jerry_can.search



jerry_can.unlock



jerry_can.up



jerry_can.write



jerry_can.zoom



jet_plane



jet_plane.add



jet_plane.back



jet_plane.cancel



jet_plane.clock



jet_plane.close



jet_plane.config



jet_plane.down



jet_plane.fav





jet_plane_help



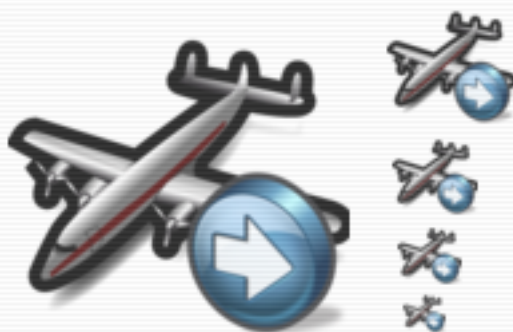
jet_plane_info



jet_plane_level



jet_plane_lock



jet_plane_next



jet_plane_ok



jet_plane_refresh



jet_plane_reload



jet_plane_remove



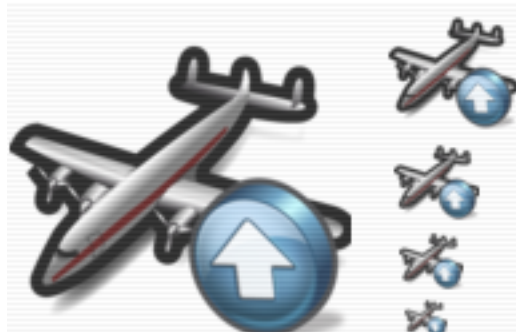
jet_plane_save



jet_plane_search



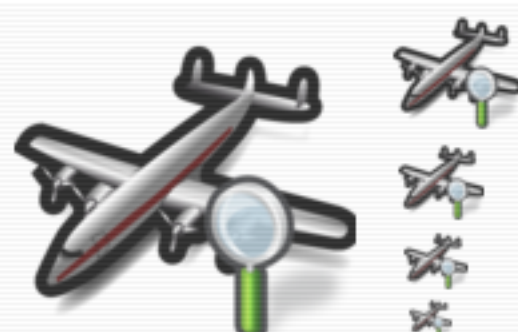
jet_plane_unlock



jet_plane_up



jet_plane_write



jet_plane_zoom



laden_pickup

laden_pickup.add

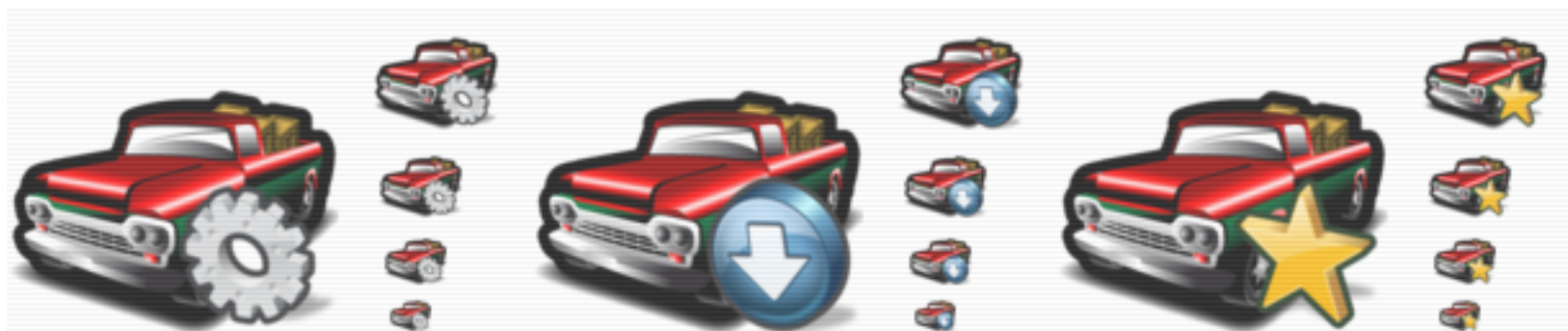
laden_pickup.back



laden_pickup.cancel

laden_pickup.clock

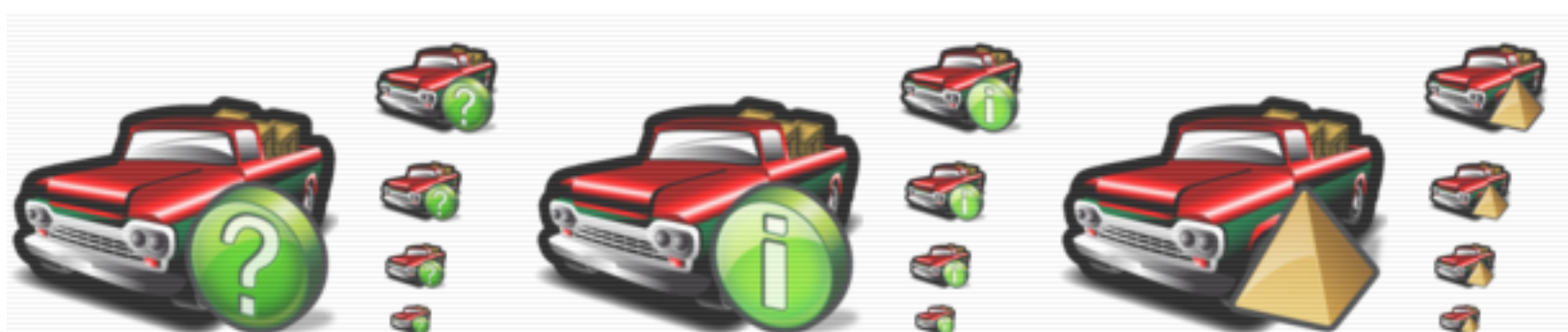
laden_pickup.close



laden_pickup.config

laden_pickup.down

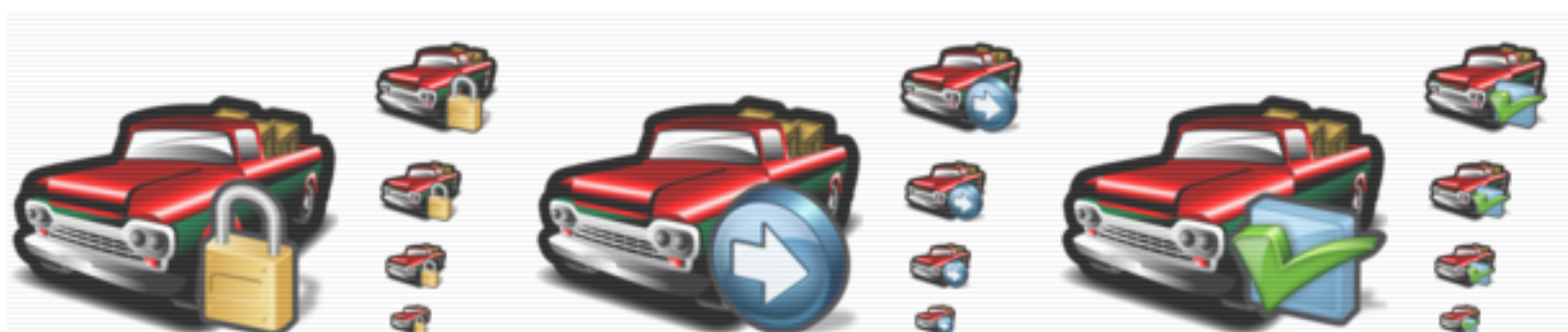
laden_pickup.fav



laden_pickup.help

laden_pickup.info

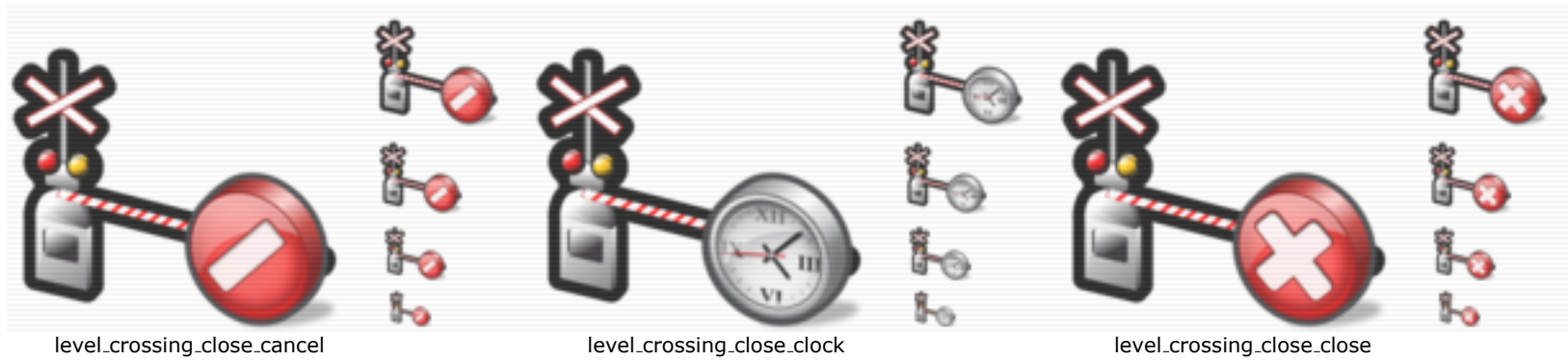
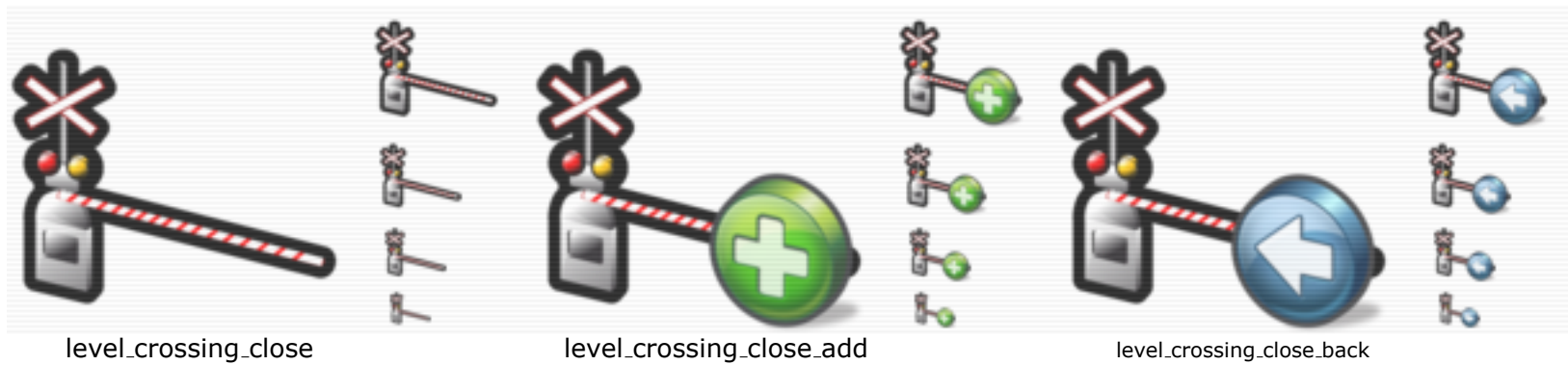
laden_pickup.level

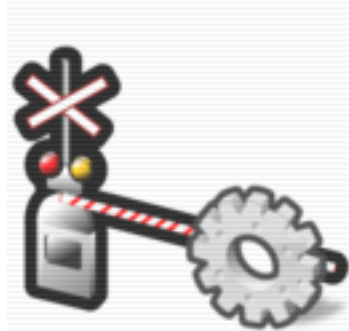


laden_pickup.lock

laden_pickup.next

laden_pickup.ok

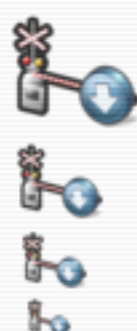




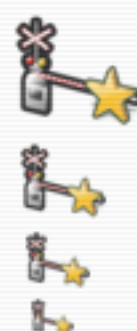
level_crossing_close_config



level_crossing_close_down



level_crossing_close_fav



level_crossing_close_help



level_crossing_close_info



level_crossing_close_level



level_crossing_close_lock



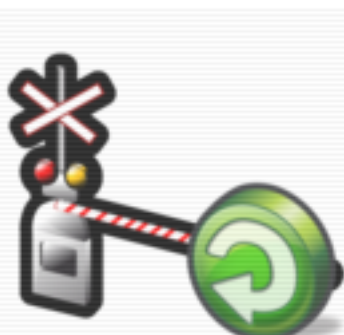
level_crossing_close_next



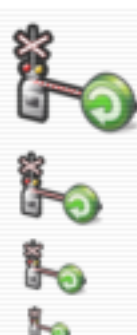
level_crossing_close_ok



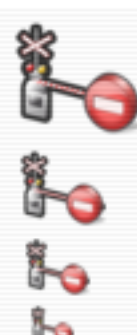
level_crossing_close_refresh



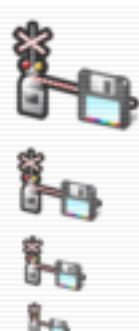
level_crossing_close_reload



level_crossing_close_remove



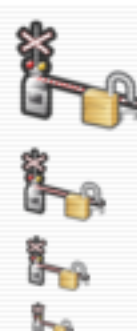
level_crossing_close_save



level_crossing_close_search



level_crossing_close_unlock

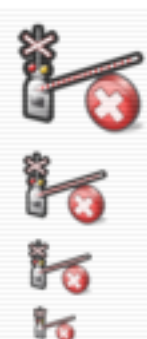




level_crossing_close_zoom



level_crossing_open_back



level_crossing_open_close



level_crossing_open_fav



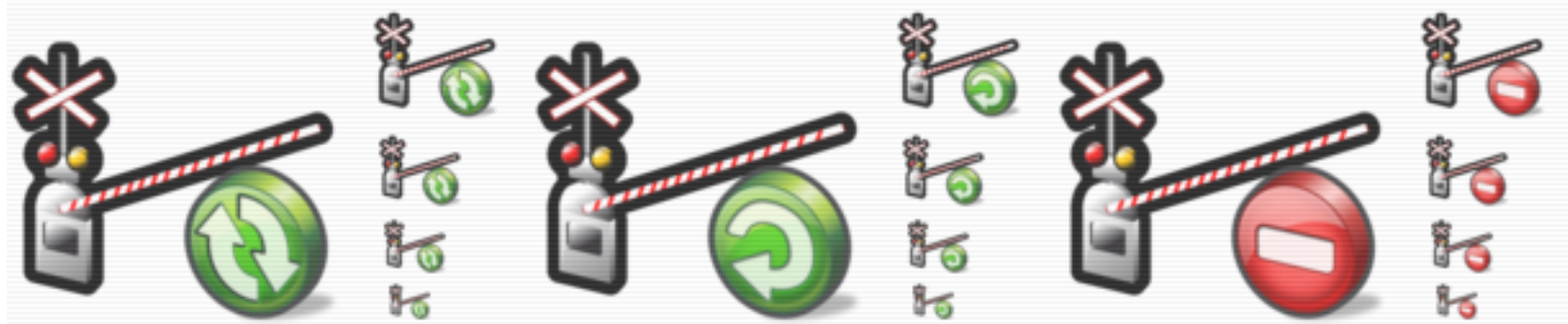
level_crossing_open_level



level_crossing_open_lock

level_crossing_open_next

level_crossing_open_ok



level_crossing_open_refresh

level_crossing_open_reload

level_crossing_open_remove



level_crossing_open_save

level_crossing_open_search

level_crossing_open_unlock



level_crossing_open_up

level_crossing_open_write

level_crossing_open_zoom



life_boat

life_boat.add

life_boat.back



life_boat.cancel

life_boat.clock

life_boat.close



life_boat.config

life_boat.down

life_boat.fav



life_boat.help

life_boat.info

life_boat.level



life_boat.lock

life_boat.next

life_boat.ok



life_boat.refresh

life_boat.reload

life_boat.remove



life_boat_save

life_boat_search

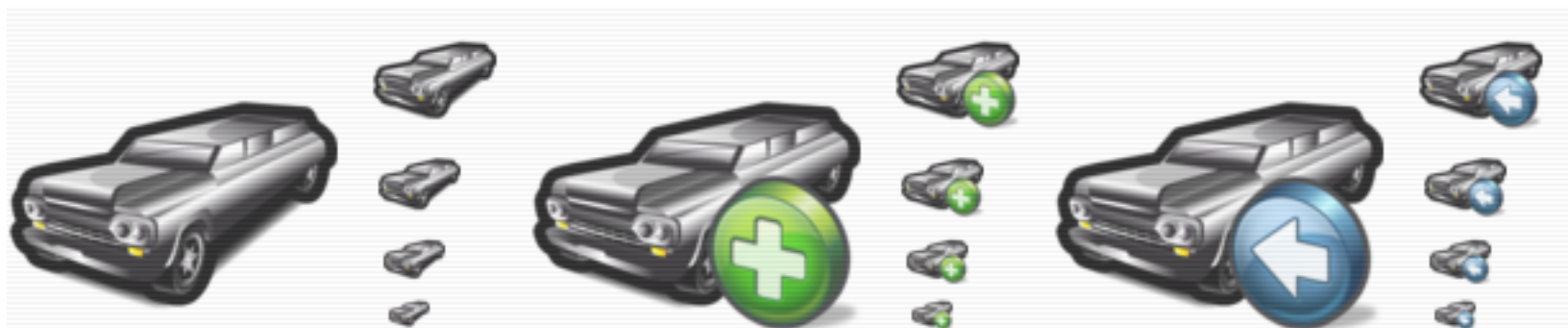
life_boat_unlock



life_boat_up

life_boat_write

life_boat_zoom



limousine

limousine_add

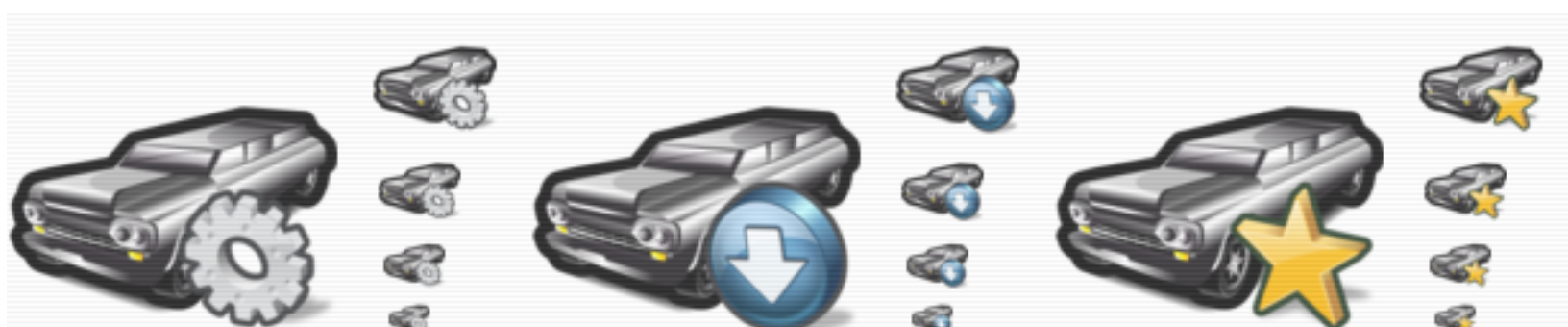
limousine_back



limousine_cancel

limousine_clock

limousine_close



limousine_config

limousine_down

limousine_fav



limousine_help

limousine_info

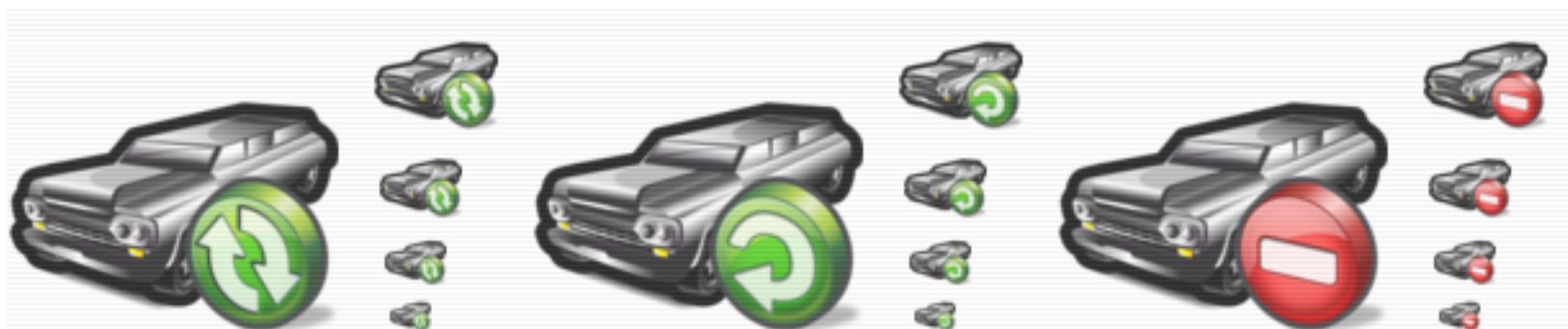
limousine_level



limousine_lock

limousine_next

limousine_ok



limousine_refresh

limousine_reload

limousine_remove



limousine_save

limousine_search

limousine_unlock



limousine_up

limousine_write

limousine_zoom



london_police



london_police_add



london_police.back



london_police.cancel



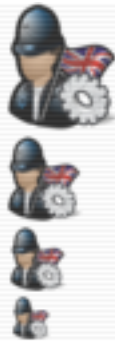
london_police.clock



london_police.close



london_police.config



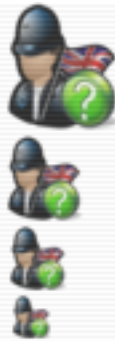
london_police.down



london_police.fav



london_police.help



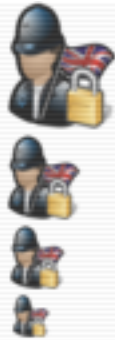
london_police.info



london_police.level



london_police.lock



london_police.next



london_police.ok

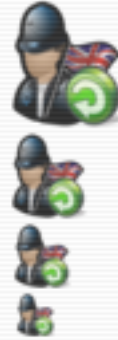




london_police_refresh



london_police_reload



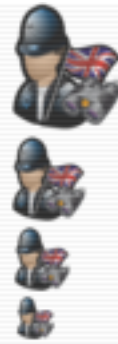
london_police_remove



london_police_save



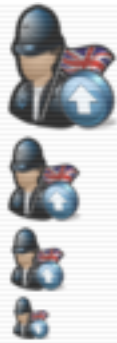
london_police_search



london_police_unlock



london_police_up



london_police_write



london_police_zoom



london_taxi



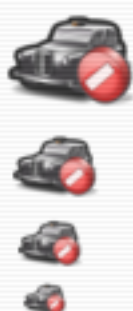
london_taxi_add



london_taxi_back



london_taxi_cancel

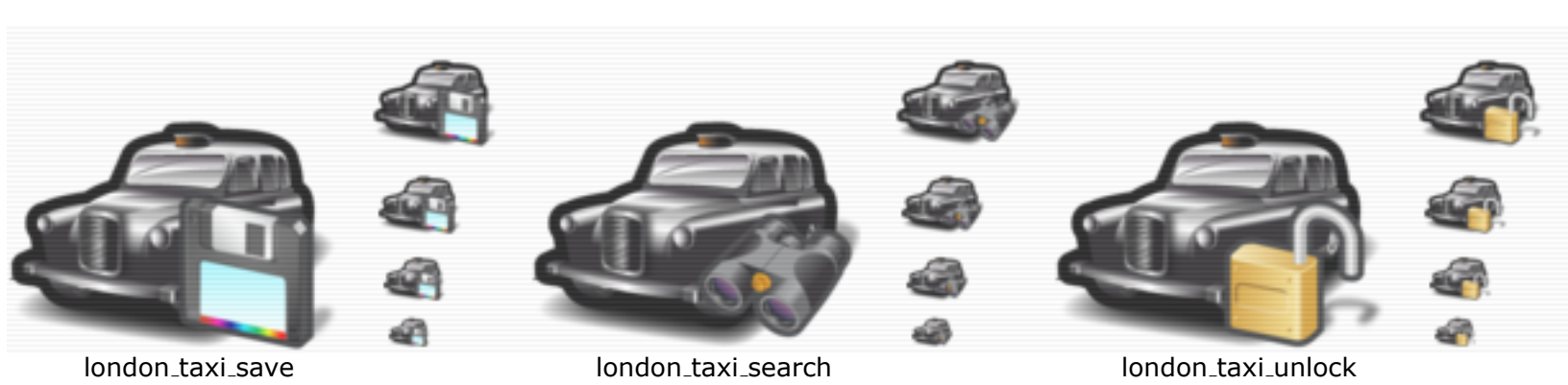
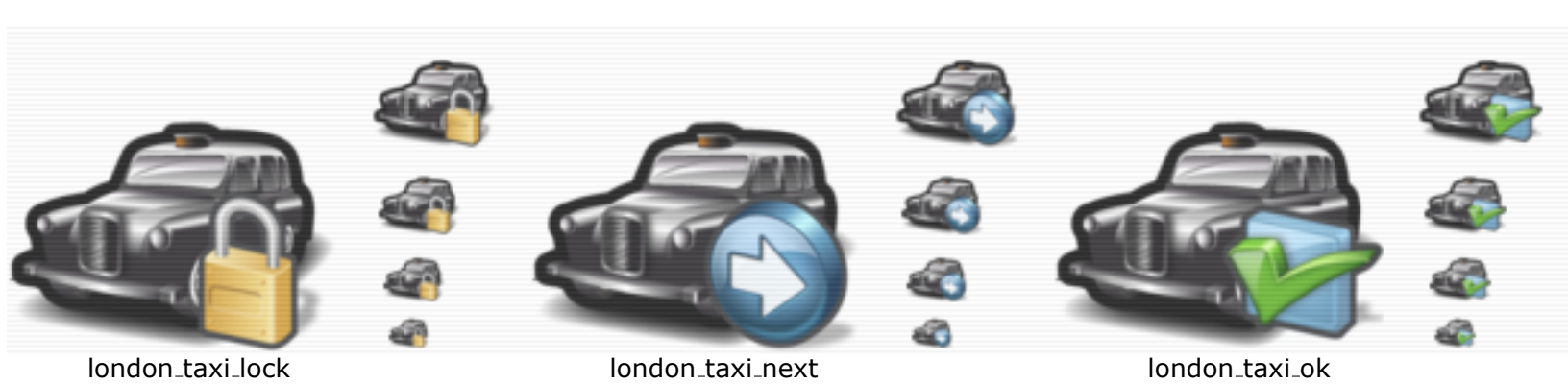
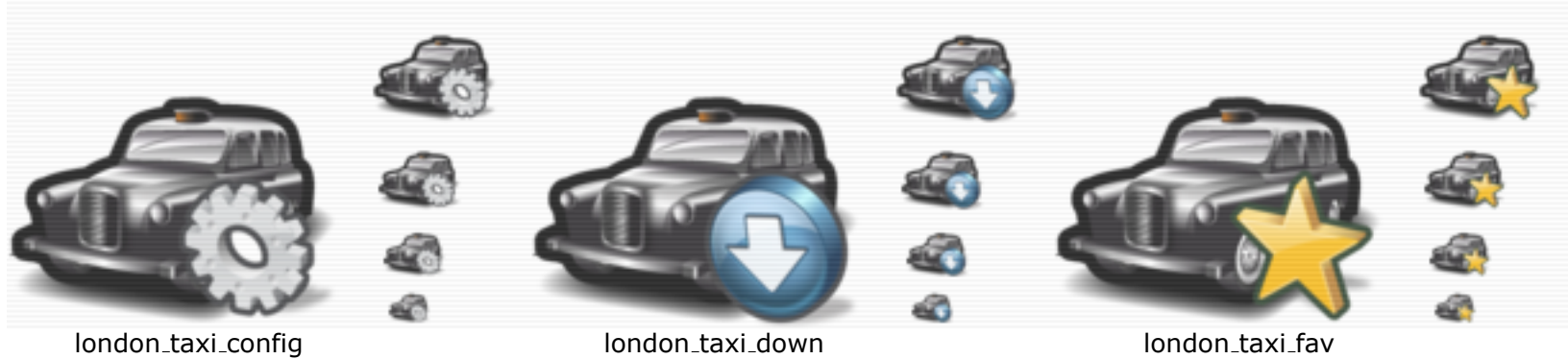


london_taxi_clock



london_taxi_close







london_taxi_up

london_taxi_write

london_taxi_zoom



luggage

luggage_add

luggage.back



luggage.cancel

luggage_clock

luggage.close



luggage_config

luggage_down

luggage_fav



luggage_help

luggage_info

luggage_level



luggage_lock



luggage_next



luggage_ok



luggage_refresh



luggage_reload



luggage_remove



luggage_save



luggage_search



luggage_unlock



luggage_up



luggage_write



luggage_zoom



manual_transmission



manual_transmission_add



manual_transmission_back





manual_transmission_cancel



manual_transmission_clock



manual_transmission_close



manual_transmission_config



manual_transmission_down



manual_transmission_fav



manual_transmission_help



manual_transmission_info



manual_transmission_level



manual_transmission_lock



manual_transmission_next



manual_transmission_ok



manual_transmission_refresh



manual_transmission_reload



manual_transmission_remove





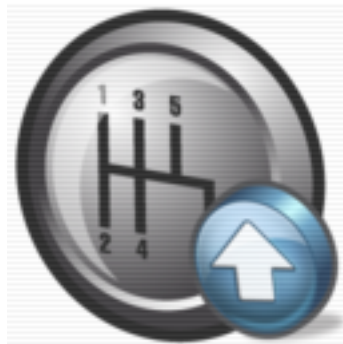
manual.transmission.save



manual.transmission.search



manual.transmission.unlock



manual.transmission.up



manual.transmission.write



manual.transmission.zoom



milkvan



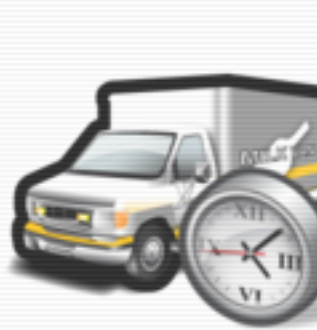
milkvan.add



milkvan.back



milkvan.cancel



milkvan.clock



milkvan.close



milkvan.config



milkvan.down



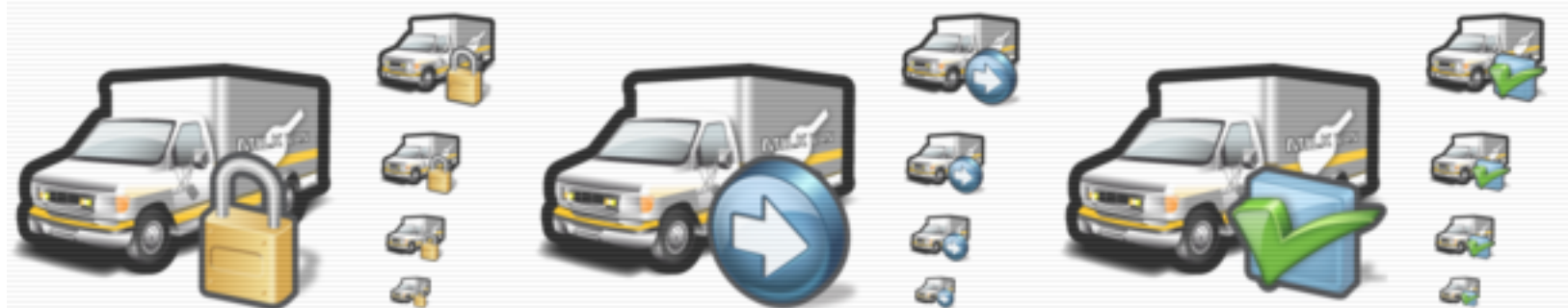
milkvan.fav



milkvan_help

milkvan_info

milkvan_level



milkvan_lock

milkvan_next

milkvan_ok



milkvan_refresh

milkvan_reload

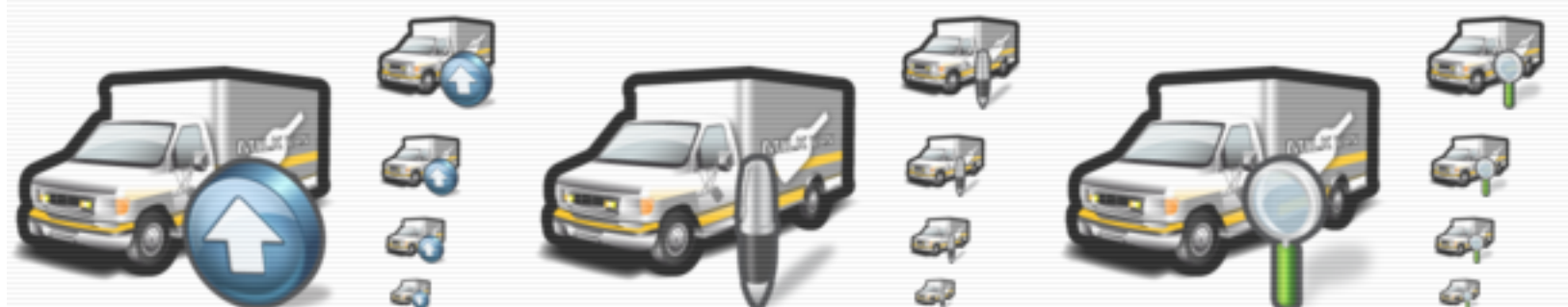
milkvan_remove



milkvan_save

milkvan_search

milkvan_unlock



milkvan_up

milkvan_write

milkvan_zoom



monkey_wrench



monkey_wrench_add



monkey_wrench.back



monkey_wrench.cancel



monkey_wrench.clock



monkey_wrench.close



monkey_wrench.config



monkey_wrench.down



monkey_wrench.fav



monkey_wrench.help



monkey_wrench.info



monkey_wrench.level



monkey_wrench.lock



monkey_wrench.next



monkey_wrench.ok





monkey_wrench_refresh



monkey_wrench_reload



monkey_wrench_remove



monkey_wrench_save



monkey_wrench_search



monkey_wrench_unlock



monkey_wrench_up



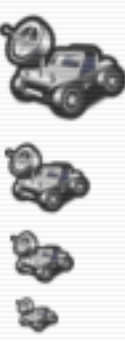
monkey_wrench_write



monkey_wrench_zoom



moon_buggy



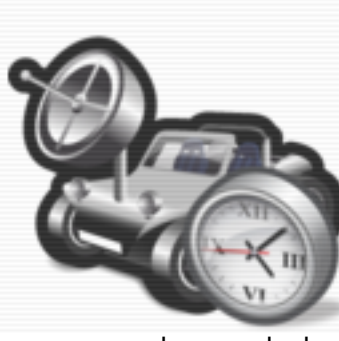
moon_buggy_add



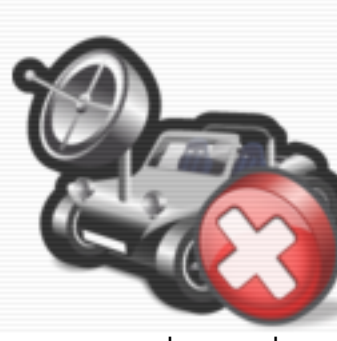
moon_buggy_back



moon_buggy_cancel



moon_buggy_clock



moon_buggy_close





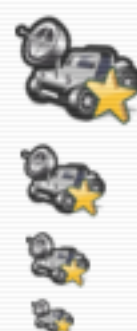
moon_buggy_config



moon_buggy_down



moon_buggy_fav



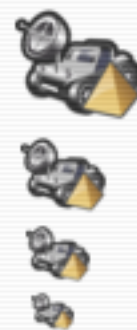
moon_buggy_help



moon_buggy_info



moon_buggy_level



moon_buggy_lock



moon_buggy_next



moon_buggy_ok



moon_buggy_refresh



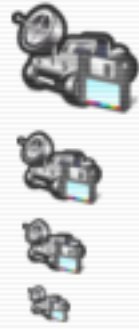
moon_buggy_reload



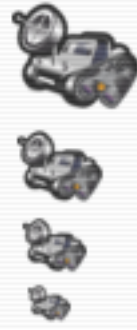
moon_buggy_remove



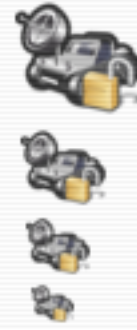
moon_buggy_save

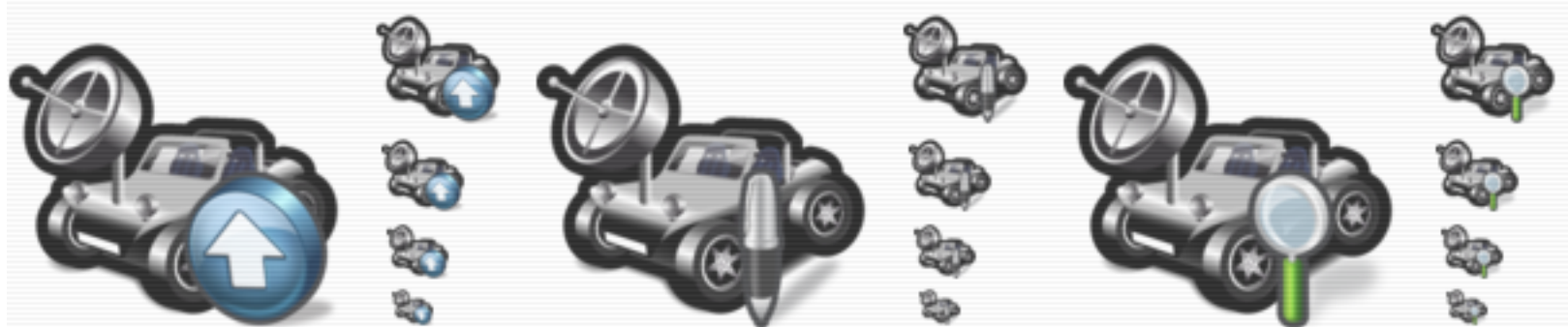


moon_buggy_search



moon_buggy_unlock





moon_buggy_up

moon_buggy_write

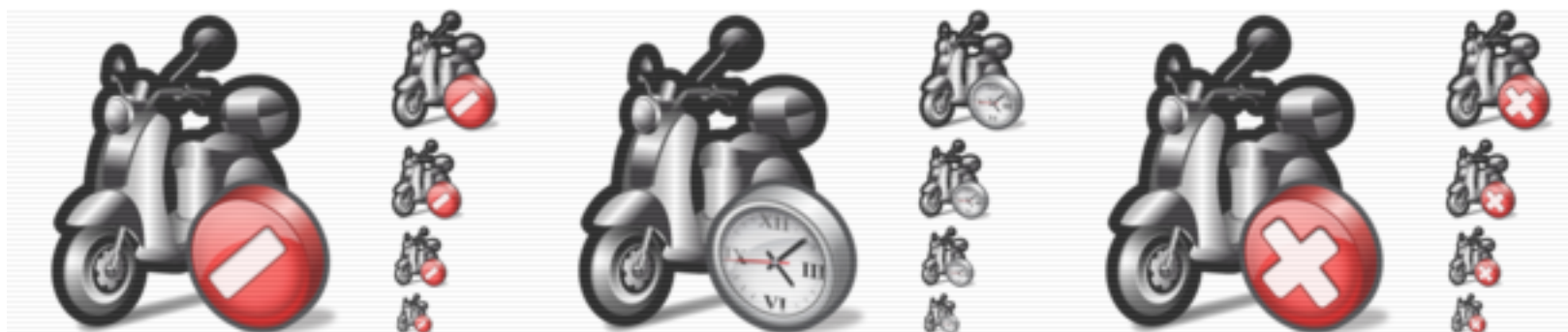
moon_buggy_zoom



moped

moped_add

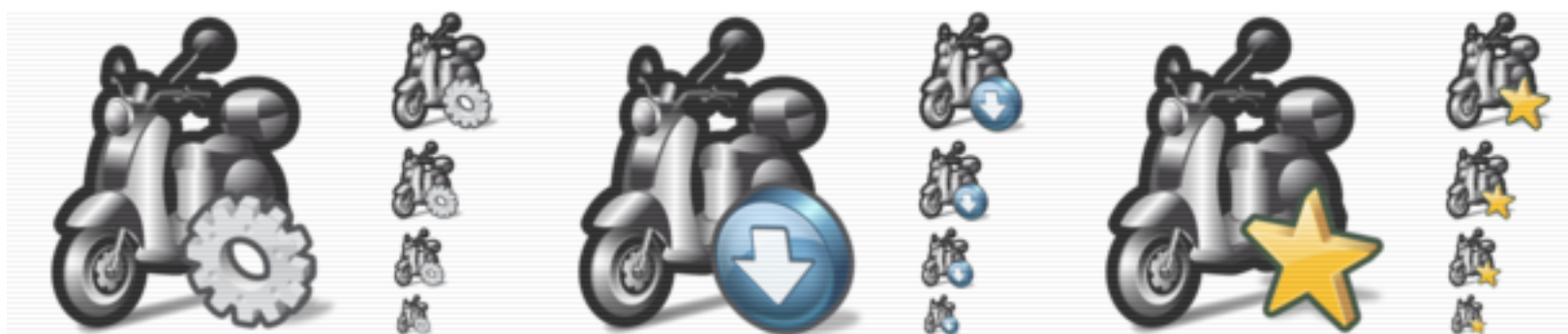
moped_back



moped_cancel

moped_clock

moped_close



moped_config

moped_down

moped_fav



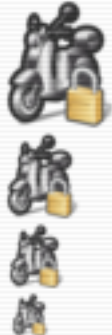
moped_help

moped_info

moped_level



moped_lock



moped_next



moped_ok



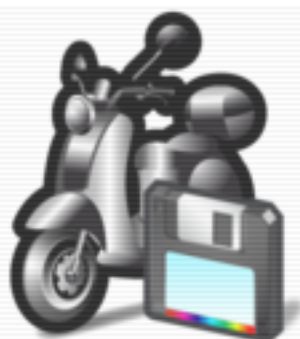
moped_refresh



moped_reload



moped_remove



moped_save



moped_search



moped_unlock



moped_up



moped_write



moped_zoom



moto_gp



moto_gp_add



moto_gp_back





moto_gp_cancel



moto_gp_clock



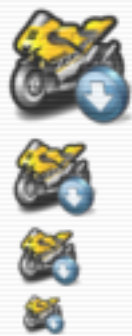
moto_gp_close



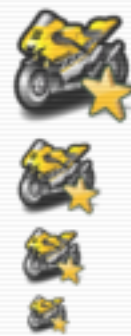
moto_gp_config



moto_gp_down



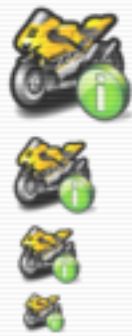
moto_gp_fav



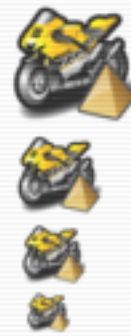
moto_gp_help



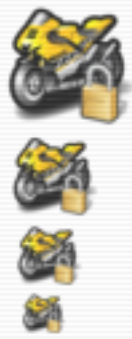
moto_gp_info



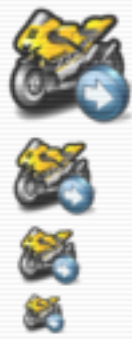
moto_gp_level



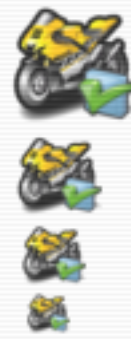
moto_gp_lock



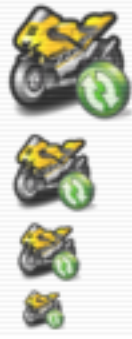
moto_gp_next



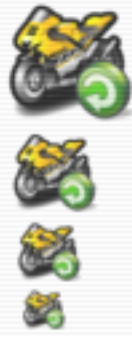
moto_gp_ok



moto_gp_refresh



moto_gp_reload



moto_gp_remove

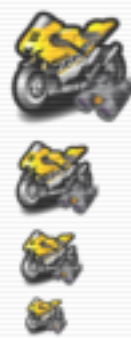




moto_gp_save



moto_gp_search



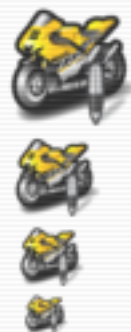
moto_gp_unlock



moto_gp_up



moto_gp_write



moto_gp_zoom



motor_bike



motor_bike_add



motor_bike_back



motor_bike_cancel



motor_bike_clock



motor_bike_close



motor_bike_config



motor_bike_down



motor_bike_fav





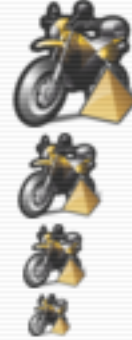
motor_bike.help



motor_bike.info



motor_bike.level



motor_bike.lock



motor_bike.next



motor_bike.ok



motor_bike.refresh



motor_bike.reload



motor_bike.remove



motor_bike.save



motor_bike.search



motor_bike.unlock



motor_bike.up



motor_bike.write

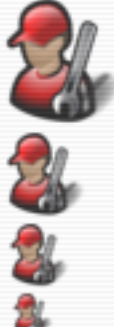


motor_bike.zoom





motor_mechanic



motor_mechanic.add



motor_mechanic.back



motor_mechanic.cancel



motor_mechanic.clock



motor_mechanic.close



motor_mechanic.config



motor_mechanic.down



motor_mechanic.fav



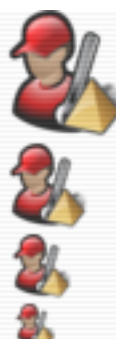
motor_mechanic.help



motor_mechanic.info



motor_mechanic.level



motor_mechanic.lock



motor_mechanic.next

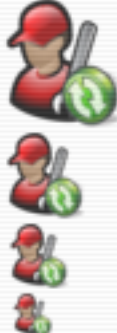


motor_mechanic.ok





motor_mechanic.refresh



motor_mechanic.reload



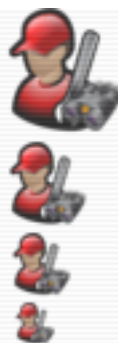
motor_mechanic.remove



motor_mechanic.save



motor_mechanic.search



motor_mechanic.unlock



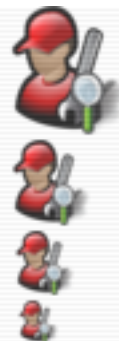
motor_mechanic.up



motor_mechanic.write



motor_mechanic.zoom



motorcross_bike



motorcross_bike_add



motorcross_bike.back



motorcross_bike.cancel



motorcross_bike.clock



motorcross_bike.close





motorcross_bike_config



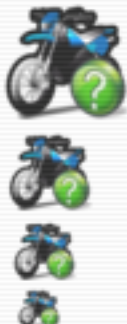
motorcross_bike_down



motorcross_bike_fav



motorcross_bike_help



motorcross_bike_info



motorcross_bike_level



motorcross_bike_lock



motorcross_bike_next



motorcross_bike_ok



motorcross_bike_refresh



motorcross_bike_reload



motorcross_bike_remove



motorcross_bike_save



motorcross_bike_search



motorcross_bike_unlock





motorcross_bike.up



motorcross_bike.write



motorcross_bike.zoom



motorhome



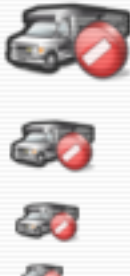
motorhome.add



motorhome.back



motorhome.cancel



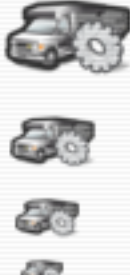
motorhome.clock



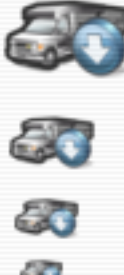
motorhome.close



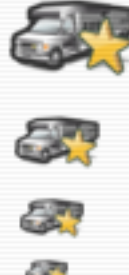
motorhome.config



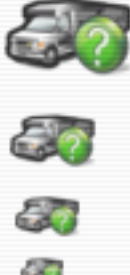
motorhome.down



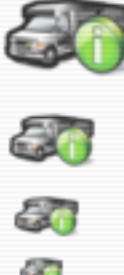
motorhome.fav



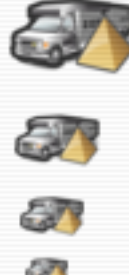
motorhome.help

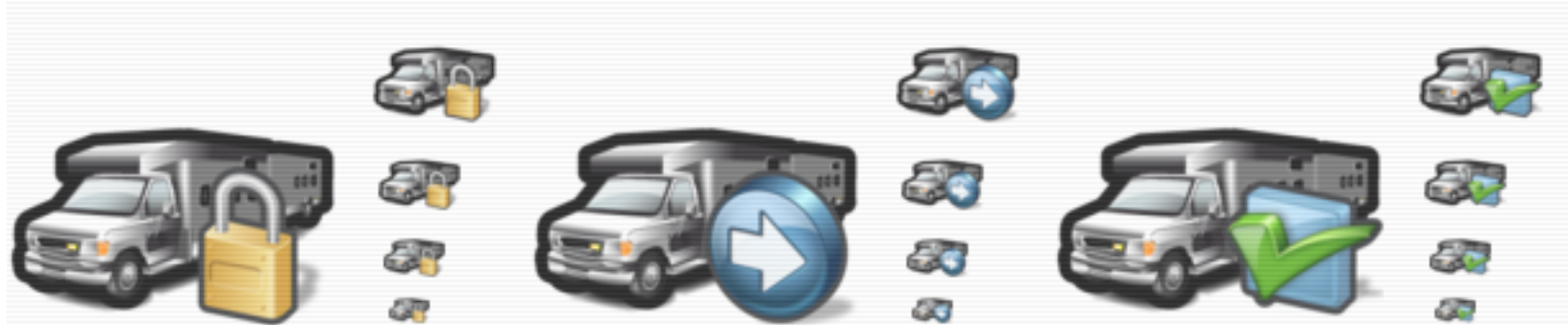


motorhome.info



motorhome.level





motorhome_lock

motorhome_next

motorhome_ok



motorhome_refresh

motorhome_reload

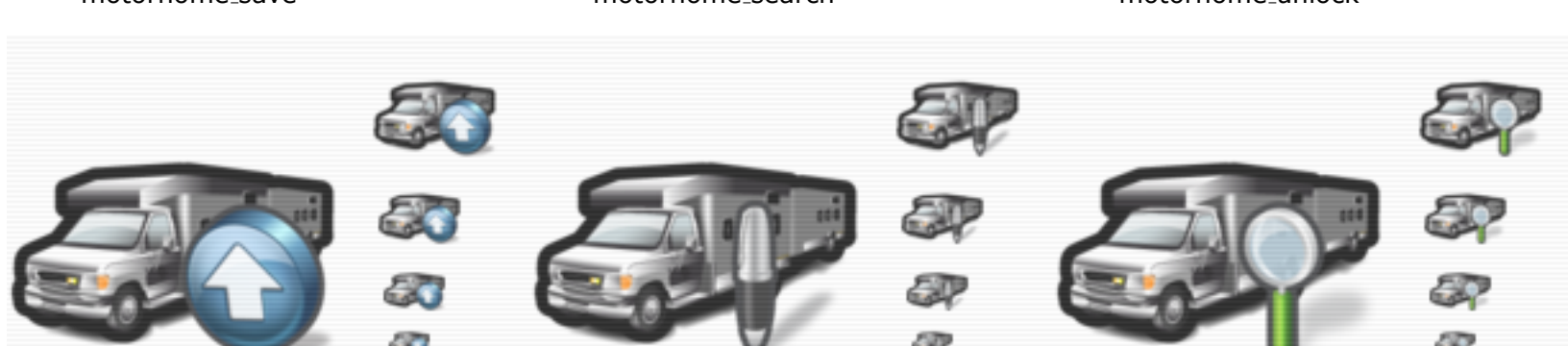
motorhome_remove



motorhome_save

motorhome_search

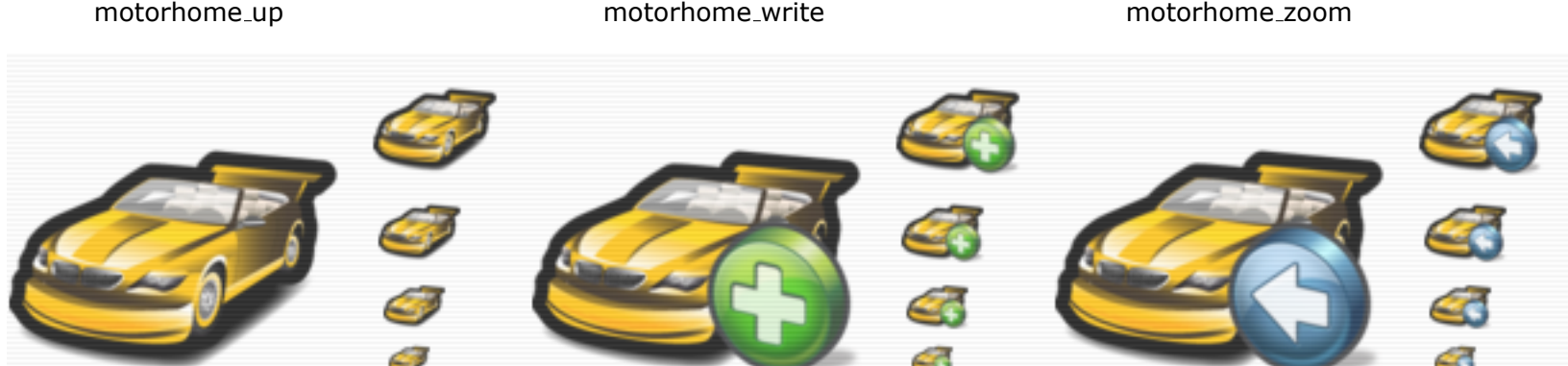
motorhome_unlock



motorhome_up

motorhome_write

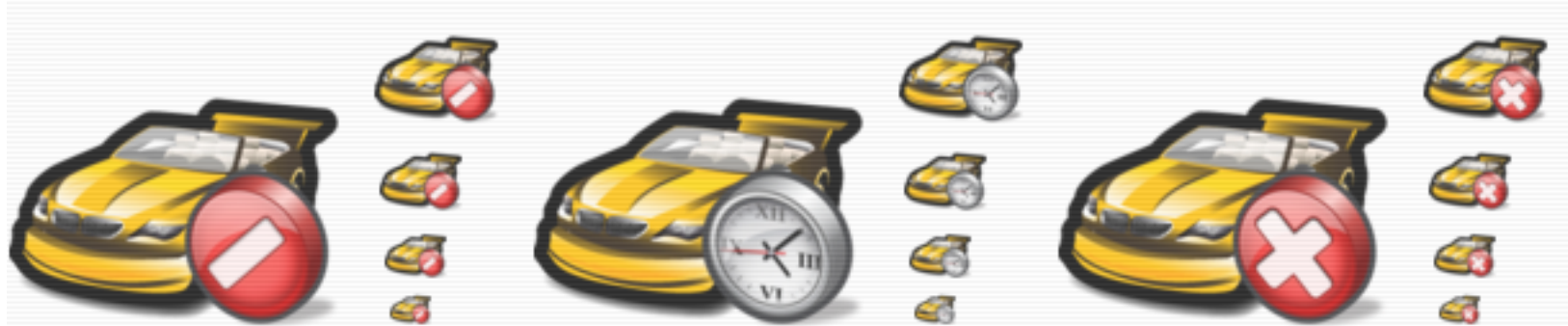
motorhome_zoom



muscle_car

muscle_car_add

muscle_car_back



muscle_car_cancel

muscle_car_clock

muscle_car_close



muscle_car_config

muscle_car_down

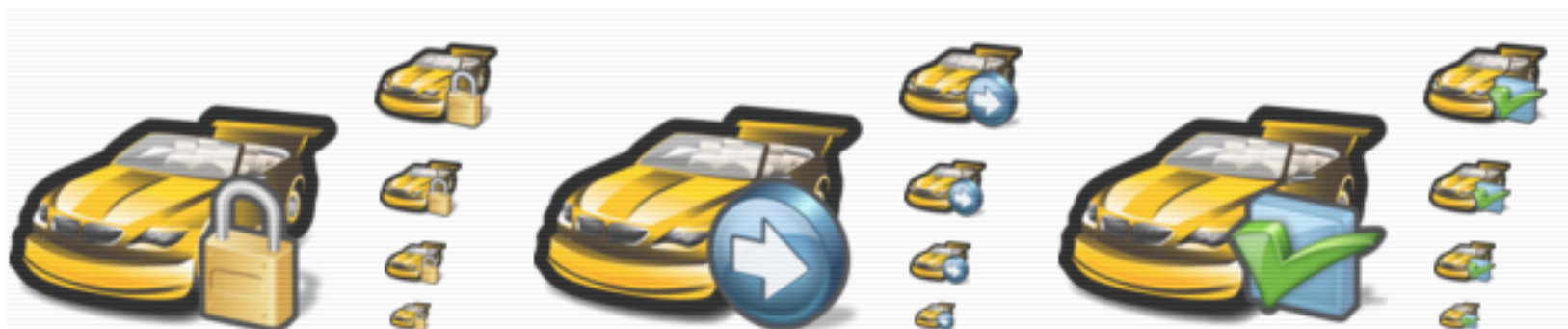
muscle_car_fav



muscle_car_help

muscle_car_info

muscle_car_level



muscle_car_lock

muscle_car_next

muscle_car_ok



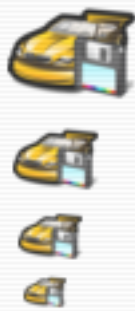
muscle_car_refresh

muscle_car_reload

muscle_car_remove



muscle_car.save



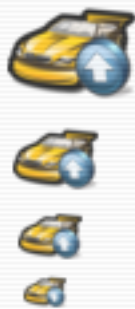
muscle_car.search



muscle_car.unlock



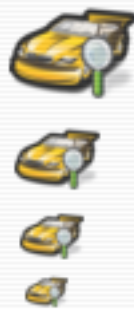
muscle_car.up



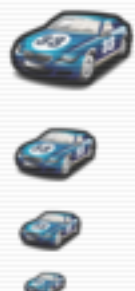
muscle_car.write



muscle_car.zoom



nascar



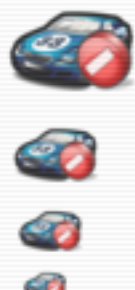
nascar.add



nascar.back



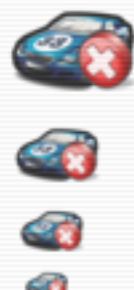
nascar.cancel



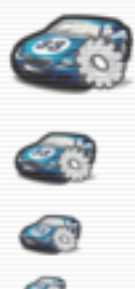
nascar.clock



nascar.close



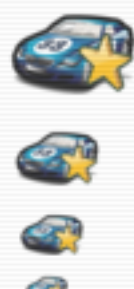
nascar.config

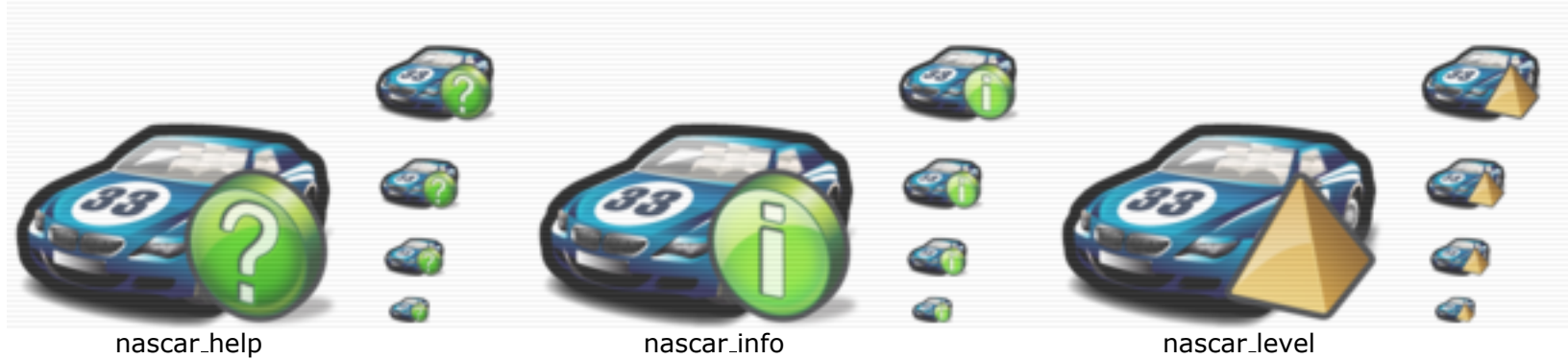


nascar.down



nascar.fav







no_entry



no_entry_add



no_entry_back



no_entry_cancel



no_entry_clock



no_entry_close



no_entry_config



no_entry_down



no_entry_fav



no_entry_help



no_entry_info



no_entry_level



no_entry_lock



no_entry_next



no_entry_ok





no_entry_refresh

no_entry_reload



no_entry_remove



no_entry_save

no_entry_search



no_entry_unlock



no_entry_up

no_entry_write



no_entry_zoom



no_horn

no_horn_add



no_horn_back



no_horn_cancel

no_horn_clock



no_horn_close



no_horn_config



no_horn_down



no_horn_fav



no_horn_help



no_horn_info



no_horn_level



no_horn_lock



no_horn_next



no_horn_ok



no_horn_refresh



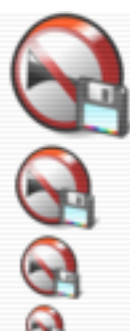
no_horn_reload



no_horn_remove



no_horn_save



no_horn_search



no_horn_unlock





no.horn_up



no.horn_write



no.horn_zoom



no.overtaking



no.overtaking_add



no.overtaking_back



no.overtaking_cancel



no.overtaking_clock



no.overtaking_close



no.overtaking_config



no.overtaking_down



no.overtaking_fav



no.overtaking_help



no.overtaking_info



no.overtaking_level





no_overtaking_lock



no_overtaking_next



no_overtaking_ok



no_overtaking_refresh



no_overtaking_reload



no_overtaking_remove



no_overtaking_save



no_overtaking_search



no_overtaking_unlock



no_overtaking_up



no_overtaking_write



no_overtaking_zoom



no_parking



no_parking_add



no_parking_back





no_parking_cancel



no_parking_clock



no_parking_close



no_parking_config



no_parking_down



no_parking_fav



no_parking_help



no_parking_info



no_parking_level



no_parking_lock



no_parking_next



no_parking_ok



no_parking_refresh



no_parking_reload



no_parking_remove





no_parking_save



no_parking_search



no_parking_unlock



no_parking_up



no_parking_write



no_parking_zoom



no_vehicles



no_vehicles_add



no_vehicles_back



no_vehicles_cancel



no_vehicles_clock



no_vehicles_close



no_vehicles_config



no_vehicles_down



no_vehicles_fav





no_vehicles_help

no_vehicles_info

no_vehicles_level



no_vehicles_lock

no_vehicles_next

no_vehicles_ok



no_vehicles_refresh

no_vehicles_reload

no_vehicles_remove



no_vehicles_save

no_vehicles_search

no_vehicles_unlock



no_vehicles_up

no_vehicles_write

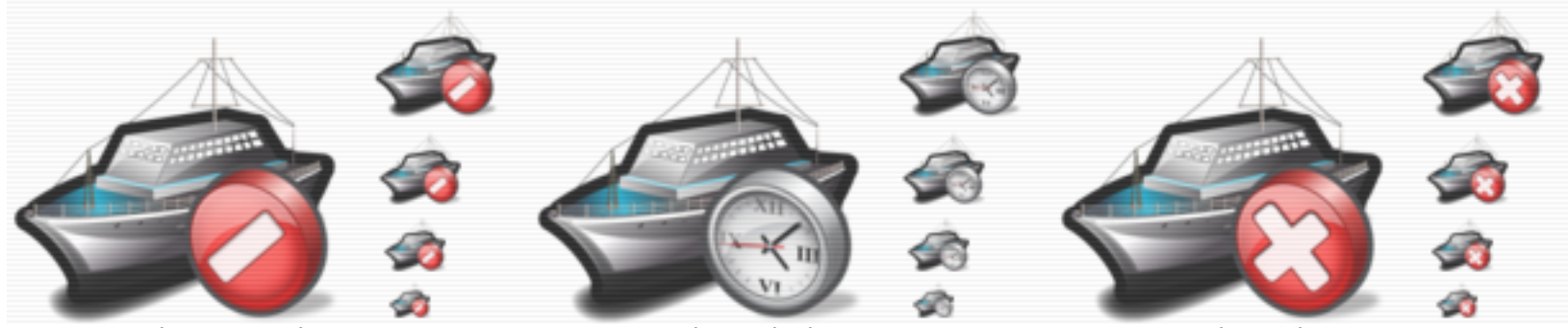
no_vehicles_zoom



ocean_liner

ocean_liner_add

ocean_liner.back



ocean_liner.cancel

ocean_liner.clock

ocean_liner.close



ocean_liner.config

ocean_liner.down

ocean_liner.fav



ocean_liner.help

ocean_liner.info

ocean_liner.level



ocean_liner.lock

ocean_liner.next

ocean_liner.ok



ocean_liner_refresh

ocean_liner_reload

ocean_liner_remove



ocean_liner_save

ocean_liner_search

ocean_liner_unlock



ocean_liner_up

ocean_liner_write

ocean_liner_zoom



oncoming_vehicles_priority

oncoming_vehicles_priority_add

oncoming_vehicles_priority_back



oncoming_vehicles_priority_cancel

oncoming_vehicles_priority_clock

oncoming_vehicles_priority_close



oncoming_vehicles_priority_config



oncoming_vehicles_priority_down



oncoming_vehicles_priority_fav



oncoming_vehicles_priority_help



oncoming_vehicles_priority_info



oncoming_vehicles_priority_level



oncoming_vehicles_priority_lock



oncoming_vehicles_priority_next



oncoming_vehicles_priority_ok



oncoming_vehicles_priority_refresh



oncoming_vehicles_priority_reload



oncoming_vehicles_priority_remove



oncoming_vehicles_priority_save



oncoming_vehicles_priority_search



oncoming_vehicles_priority_unlock





oncoming_vehicles.priority_up



oncoming_vehicles.priority_write



oncoming_vehicles.priority_zoom



oneway_street



oneway_street.add



oneway_street.back



oneway_street.cancel



oneway_street.clock



oneway_street.close



oneway_street.config



oneway_street.down



oneway_street.fav



oneway_street.help



oneway_street.info



oneway_street.level





oneway_street.lock



oneway_street.next



oneway_street.ok



oneway_street.refresh



oneway_street.reload



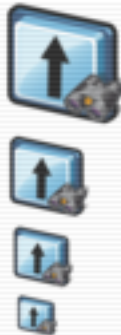
oneway_street.remove



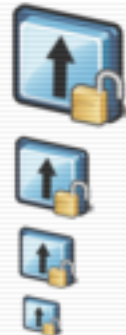
oneway_street.save



oneway_street.search



oneway_street.unlock



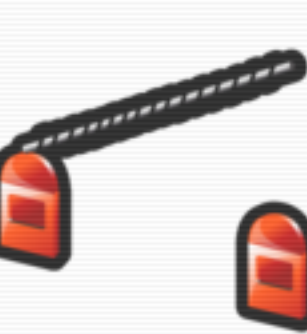
oneway_street.up



oneway_street.write



oneway_street.zoom



open_barrier

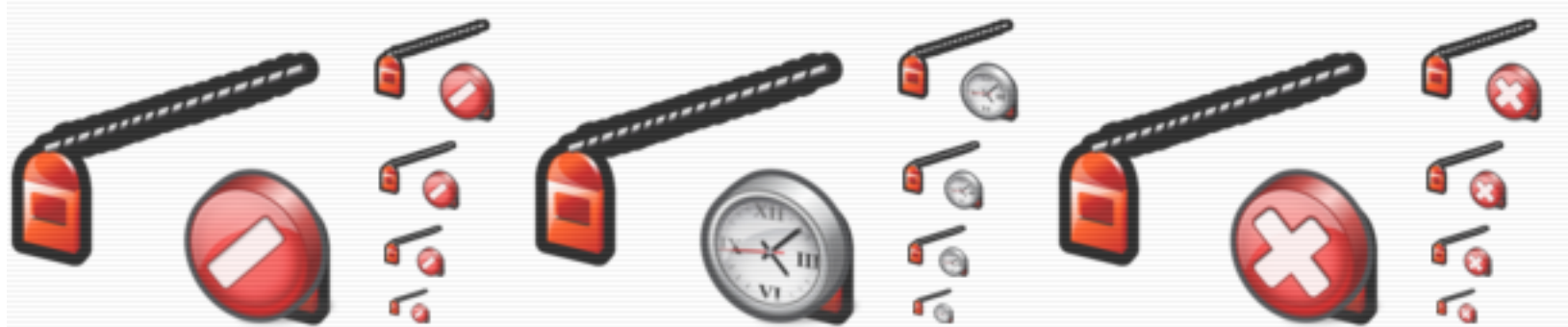


open_barrier.add



open_barrier.back

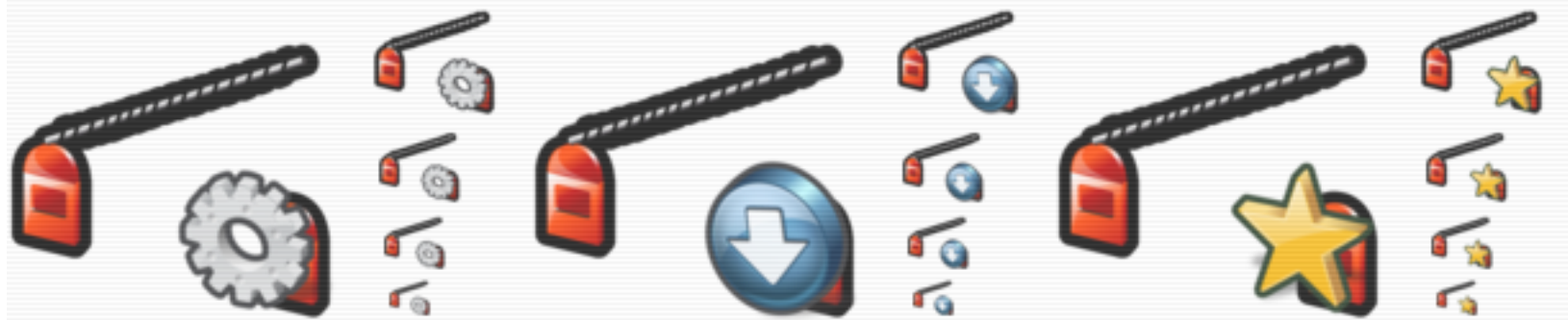




open_barrier_cancel

open_barrier_clock

open_barrier_close



open_barrier_config

open_barrier_down

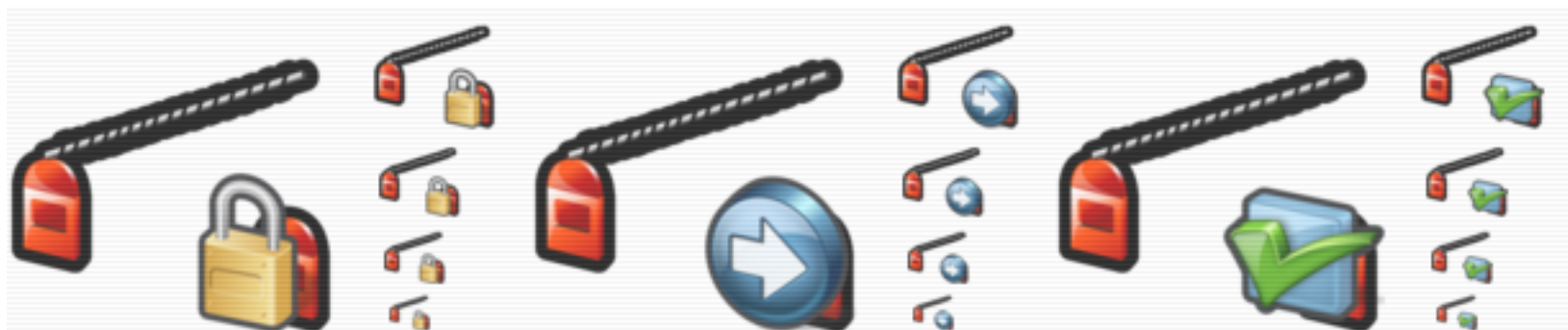
open_barrier_fav



open_barrier_help

open_barrier_info

open_barrier_level



open_barrier_lock

open_barrier_next

open_barrier_ok



open_barrier_refresh

open_barrier_reload

open_barrier_remove



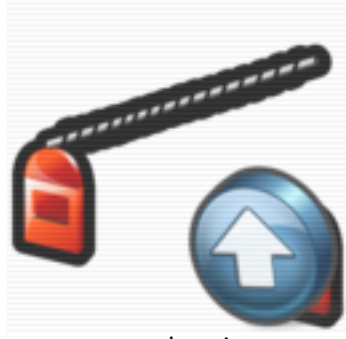
open_barrier_save



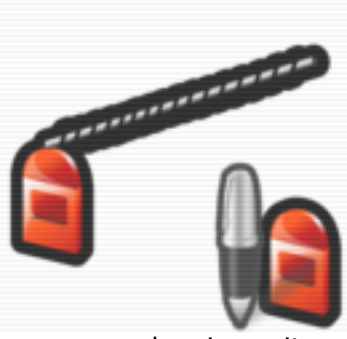
open_barrier_search



open_barrier_unlock



open_barrier_up



open_barrier_write



open_barrier_zoom



panel_truck



panel_truck_add



panel_truck_back



panel_truck_cancel



panel_truck_clock



panel_truck_close



panel_truck_config



panel_truck_down



panel_truck_fav

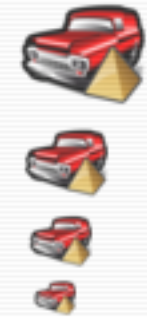




panel_truck_help



panel_truck_info



panel_truck_level



panel_truck_lock



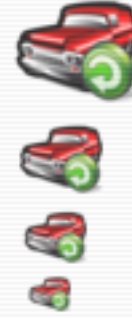
panel_truck_next



panel_truck_ok



panel_truck_refresh



panel_truck_reload



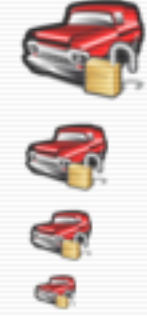
panel_truck_remove



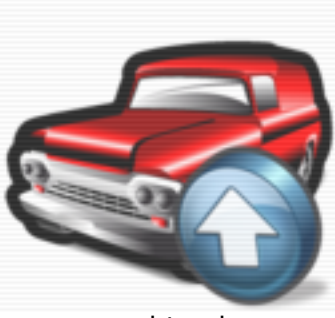
panel_truck_save



panel_truck_search



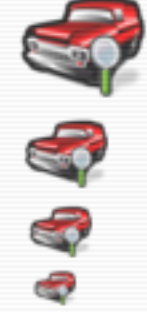
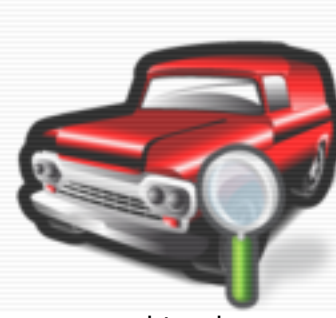
panel_truck_unlock



panel_truck_up



panel_truck_write



panel_truck_zoom



passenger.bus



passenger.bus.add



passenger.bus.back



passenger.bus.cancel



passenger.bus.clock



passenger.bus.close



passenger.bus.config



passenger.bus.down



passenger.bus.fav



passenger.bus.help



passenger.bus.info



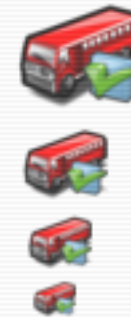
passenger.bus.level



passenger.bus.lock



passenger.bus.next



passenger.bus.ok



passenger_bus_refresh

passenger_bus_reload

passenger_bus_remove



passenger_bus_save

passenger_bus_search

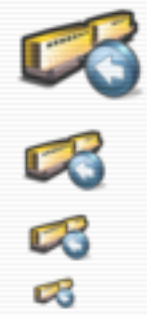
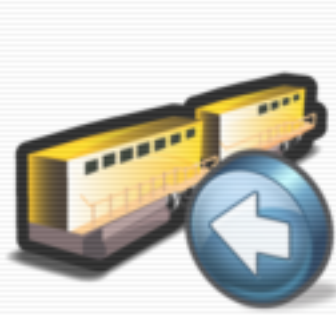
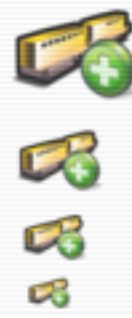
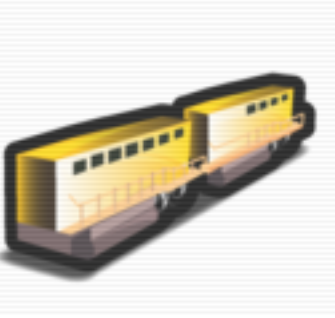
passenger_bus_unlock



passenger_bus_up

passenger_bus_write

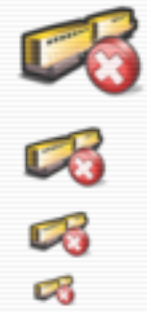
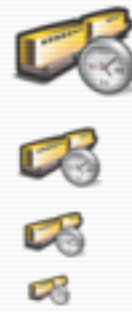
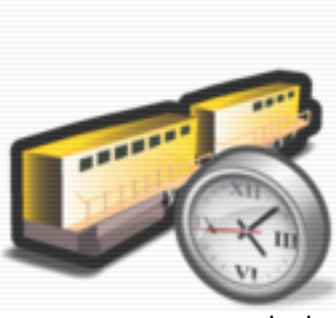
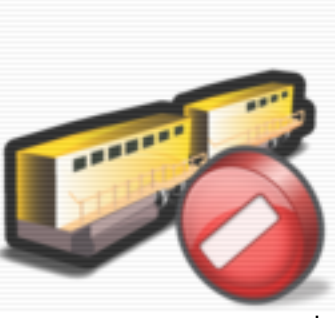
passenger_bus_zoom



passenger_car

passenger_car_add

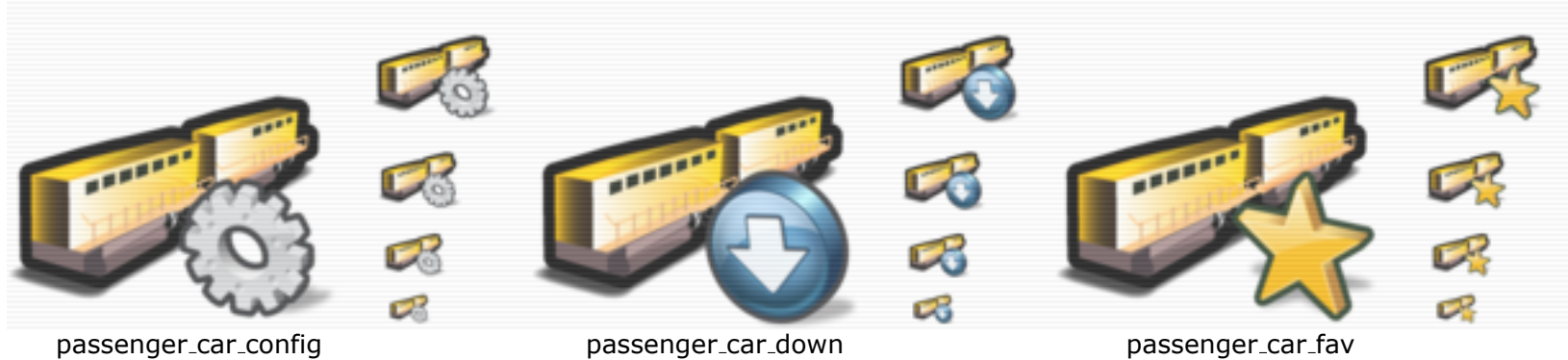
passenger_car_back



passenger_car_cancel

passenger_car_clock

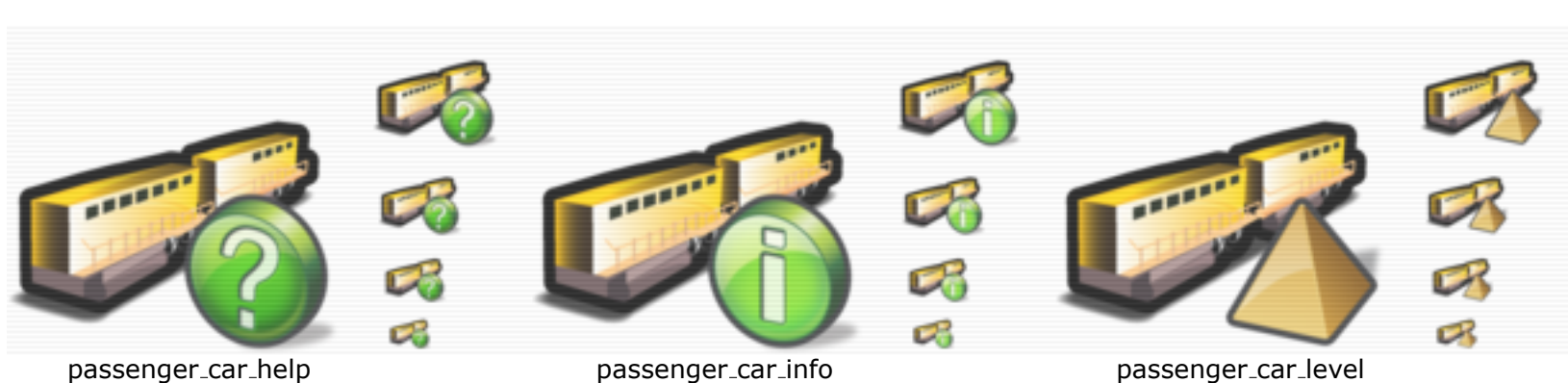
passenger_car_close



passenger_car_config

passenger_car.down

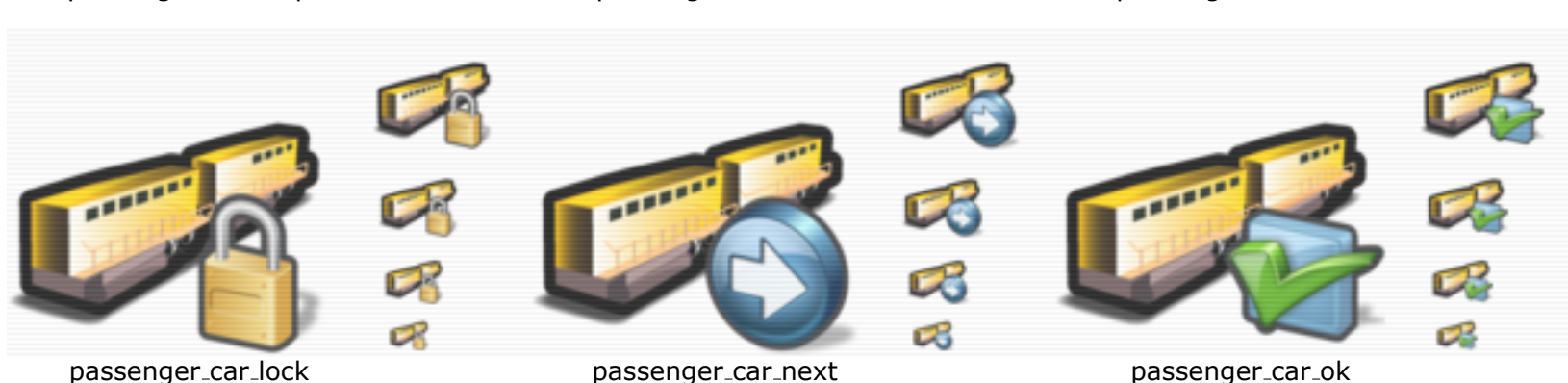
passenger_car.fav



passenger_car_help

passenger_car.info

passenger_car.level



passenger_car.lock

passenger_car.next

passenger_car.ok



passenger_car.refresh

passenger_car.reload

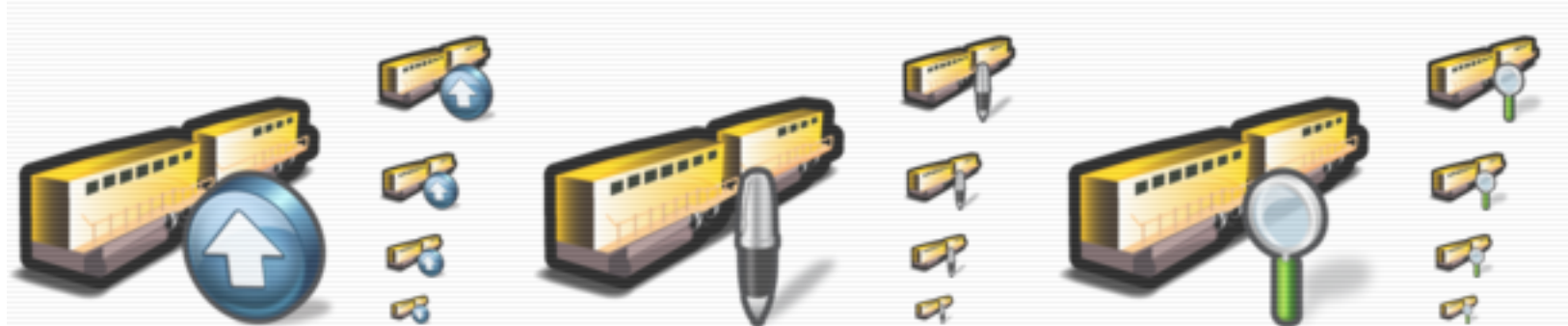
passenger_car.remove



passenger_car.save

passenger_car.search

passenger_car.unlock



passenger_car_up

passenger_car_write

passenger_car_zoom



pedestrian_crossing

pedestrian_crossing_add

pedestrian_crossing_back



pedestrian_crossing_cancel

pedestrian_crossing_clock

pedestrian_crossing_close



pedestrian_crossing_config

pedestrian_crossing_down

pedestrian_crossing_fav



pedestrian_crossing_help

pedestrian_crossing_info

pedestrian_crossing_level



pedestrian_crossing_lock



pedestrian_crossing_next



pedestrian_crossing_ok



pedestrian_crossing_refresh



pedestrian_crossing_reload



pedestrian_crossing_remove



pedestrian_crossing_save



pedestrian_crossing_search



pedestrian_crossing_unlock



pedestrian_crossing_up



pedestrian_crossing_write



pedestrian_crossing_zoom



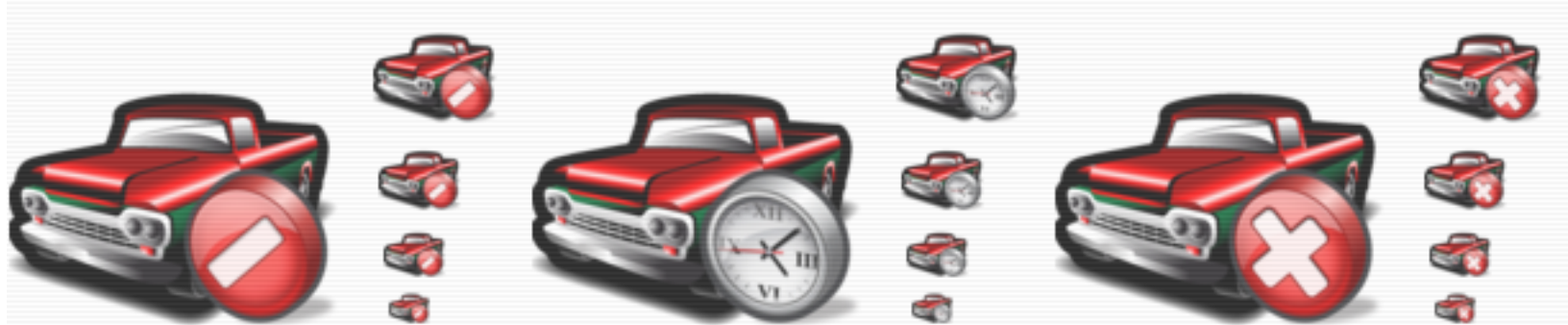
pickup



pickup_add



pickup_back



pickup_cancel

pickup_clock

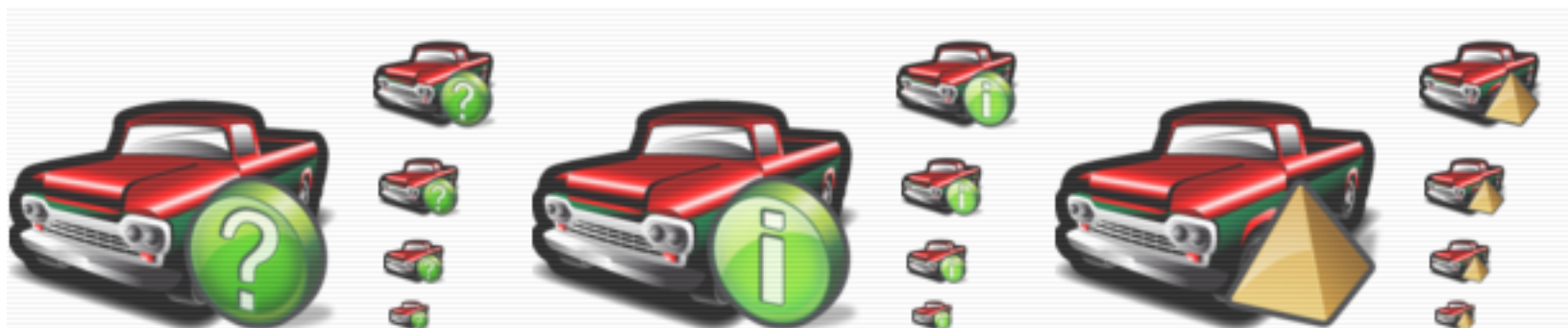
pickup_close



pickup_config

pickup_down

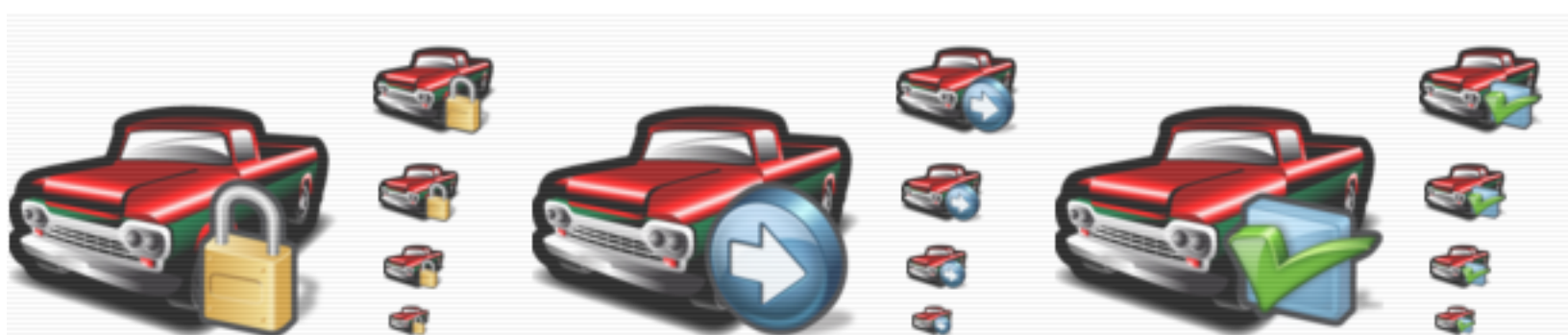
pickup_fav



pickup_help

pickup_info

pickup_level



pickup_lock

pickup_next

pickup_ok



pickup_refresh

pickup_reload

pickup_remove



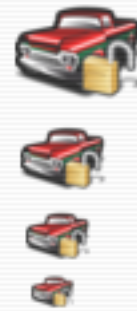
pickup_save



pickup_search



pickup_unlock



pickup_up



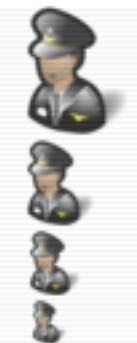
pickup_write



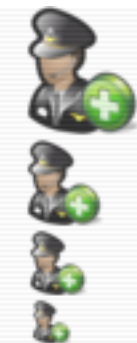
pickup_zoom



pilot



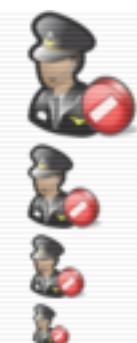
pilot_add



pilot_back



pilot_cancel



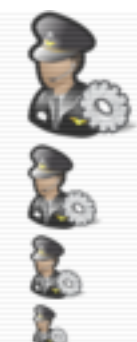
pilot_clock



pilot_close



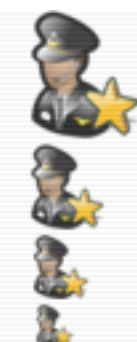
pilot_config



pilot_down



pilot_fav

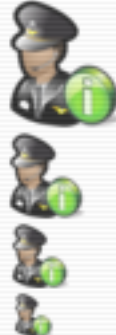




pilot_help



pilot_info



pilot_level



pilot_lock



pilot_next



pilot_ok



pilot_refresh



pilot_reload



pilot_remove



pilot_save



pilot_search



pilot_unlock



pilot_up



pilot_write



pilot_zoom





pinion_gears



pinion_gears.add



pinion_gears.back



pinion_gears.cancel



pinion_gears.clock



pinion_gears.close



pinion_gears.config



pinion_gears.down



pinion_gears.fav



pinion_gears.help



pinion_gears.info



pinion_gears.level



pinion_gears.lock



pinion_gears.next



pinion_gears.ok





pinion_gears_refresh



pinion_gears_reload



pinion_gears_remove



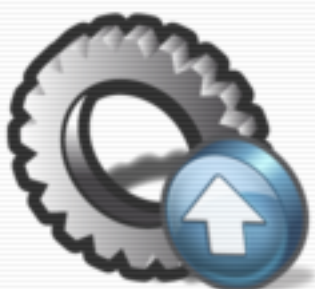
pinion_gears_save



pinion_gears_search



pinion_gears_unlock



pinion_gears_up



pinion_gears_write



pinion_gears_zoom



police_bike



police_bike_add



police_bike_back



police_bike_cancel



police_bike_clock



police_bike_close

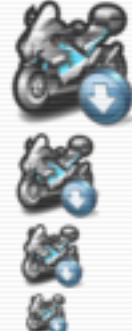




police_bike_config



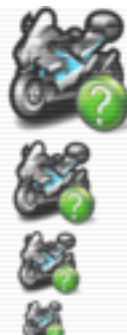
police_bike_down



police_bike_fav



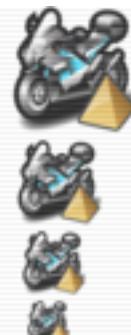
police_bike_help



police_bike_info



police_bike_level



police_bike_lock



police_bike_next



police_bike_ok



police_bike_refresh



police_bike_reload



police_bike_remove



police_bike_save



police_bike_search



police_bike_unlock





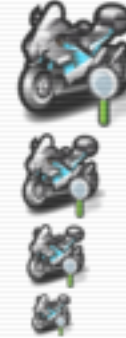
police_bike_up



police_bike_write



police_bike_zoom



postage_van



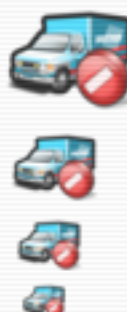
postage_van_add



postage_van_back



postage_van_cancel



postage_van_clock



postage_van_close



postage_van_config



postage_van_down



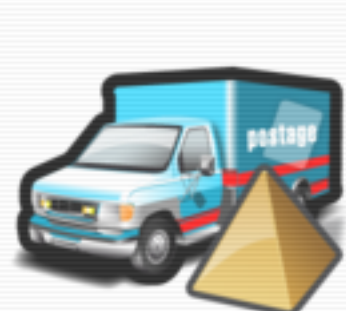
postage_van_fav



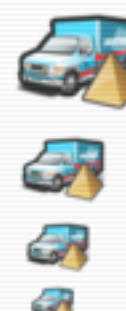
postage_van_help



postage_van_info



postage_van_level





postage_van_lock

postage_van_next

postage_van_ok



postage_van_refresh

postage_van_reload

postage_van_remove



postage_van_save

postage_van_search

postage_van_unlock



postage_van_up

postage_van_write

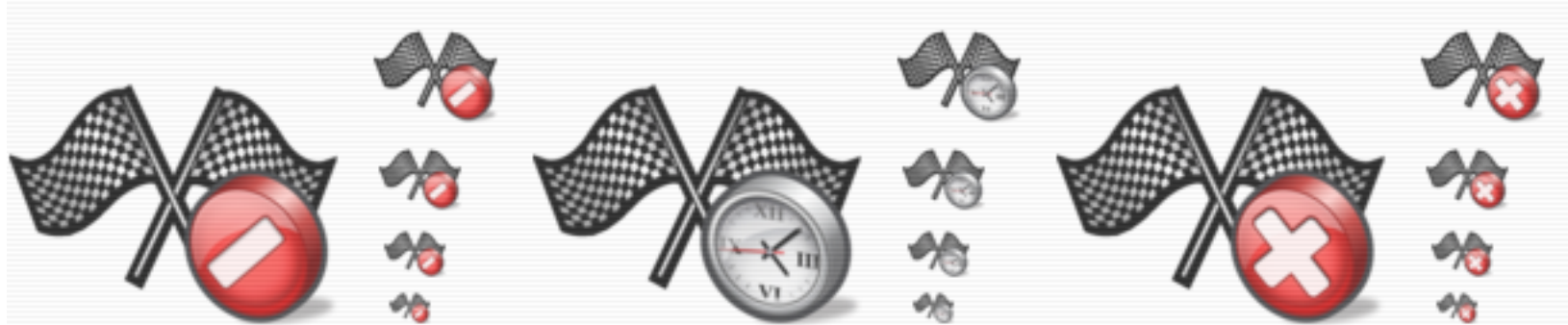
postage_van_zoom



race

race_add

race_back



race_cancel

race_clock

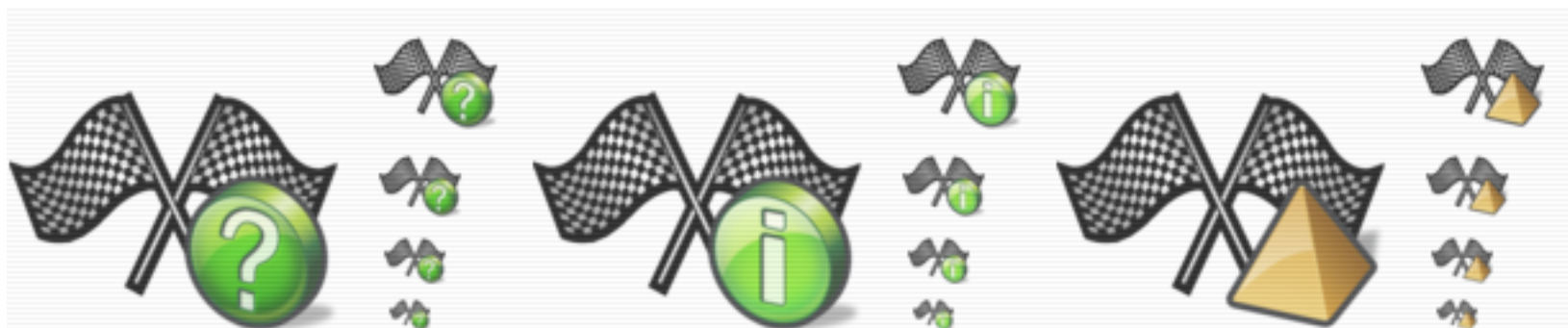
race_close



race_config

race_down

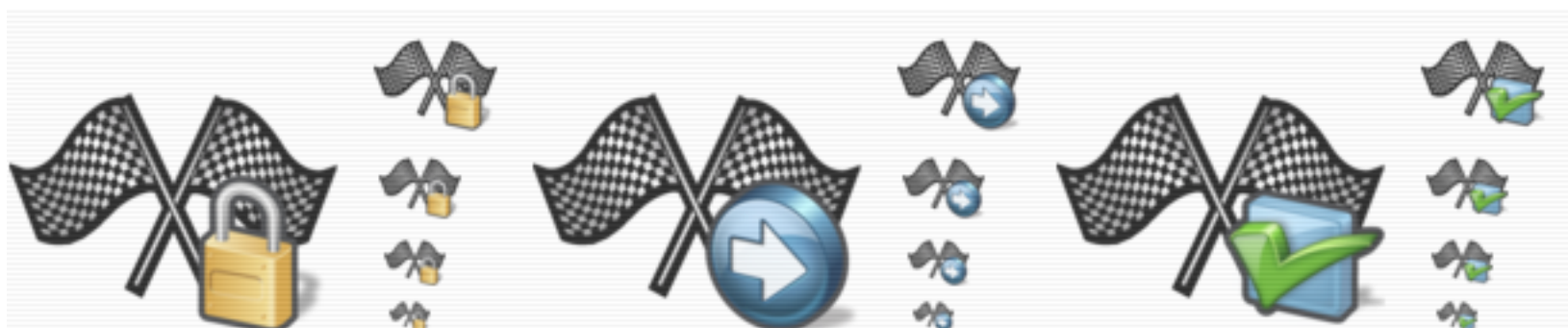
race_fav



race_help

race_info

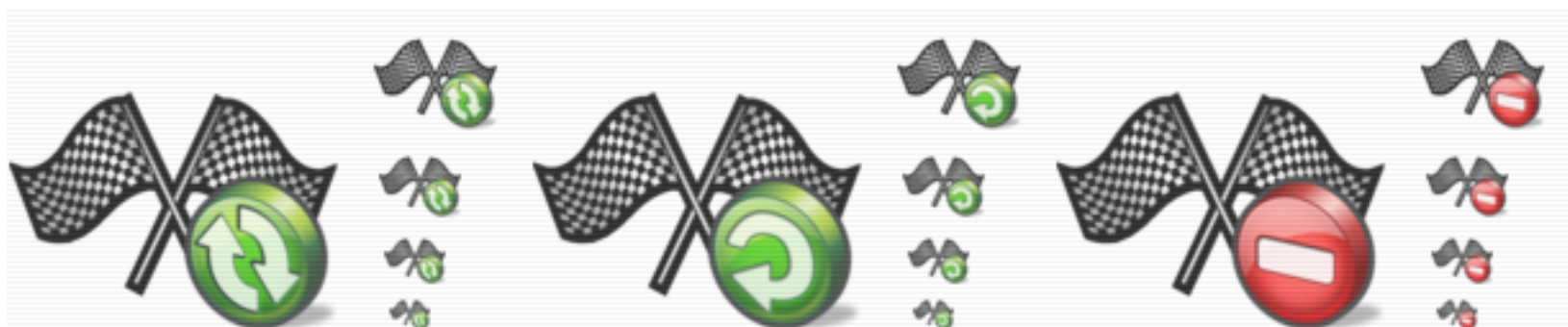
race_level



race_lock

race_next

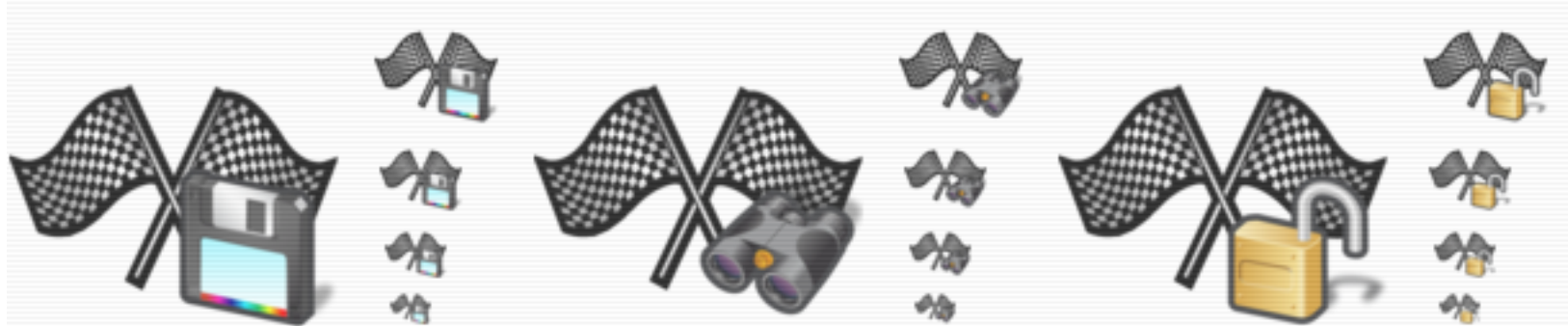
race_ok



race_refresh

race_reload

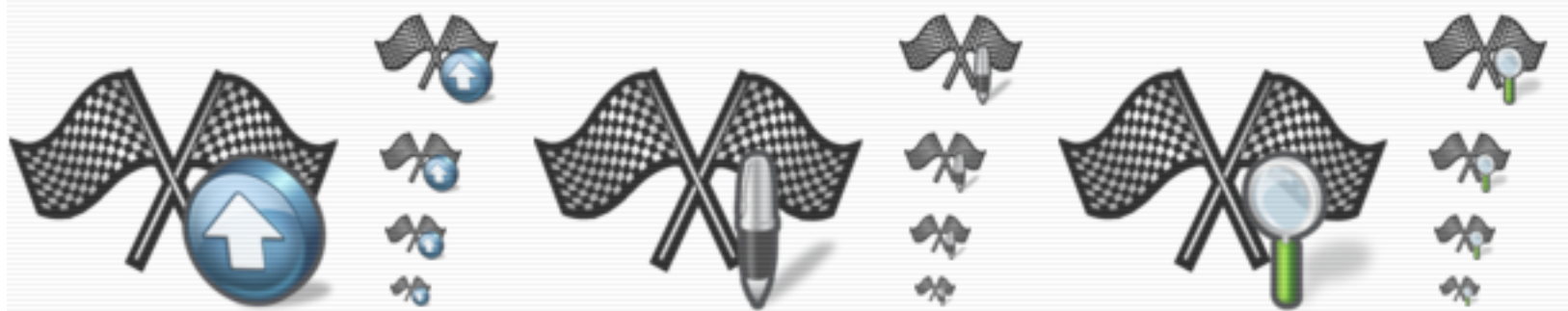
race_remove



race_save

race_search

race_unlock



race_up

race_write

race_zoom



racing_bike

racing_bike_add

racing_bike.back



racing_bike.cancel

racing_bike.clock

racing_bike.close



racing_bike.config

racing_bike.down

racing_bike.fav



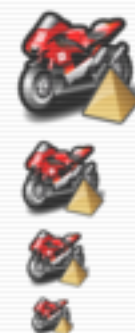
racing_bike_help



racing_bike_info



racing_bike_level



racing_bike_lock



racing_bike_next



racing_bike_ok



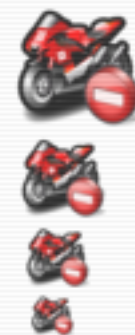
racing_bike_refresh



racing_bike_reload



racing_bike_remove



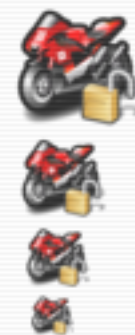
racing_bike_save



racing_bike_search



racing_bike_unlock



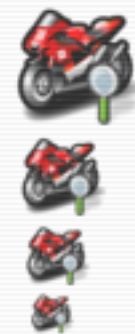
racing_bike_up



racing_bike_write



racing_bike_zoom





radial_tyre



radial_tyre.add



radial_tyre.back



radial_tyre.cancel



radial_tyre_clock



radial_tyre_close



radial_tyre.config



radial_tyre_down



radial_tyre_fav



radial_tyre_help



radial_tyre_info



radial_tyre_level



radial_tyre.lock



radial_tyre.next



radial_tyre.ok





radial_tyre_refresh



radial_tyre_reload



radial_tyre_remove



radial_tyre_save



radial_tyre_search



radial_tyre_unlock



radial_tyre_up



radial_tyre_write



radial_tyre_zoom



railroad_crossing_without_gates



railroad_crossing_without_gates.add



railroad_crossing_without_gates.back



railroad_crossing_without_gates.cancel



railroad_crossing_without_gates.clock



railroad_crossing_without_gates.close





railroad_crossing_without_gates.config



railroad_crossing_without_gates.down



railroad_crossing_without_gates.fav



railroad_crossing_without_gates.help



railroad_crossing_without_gates.info



railroad_crossing_without_gates.level



railroad_crossing_without_gates.lock



railroad_crossing_without_gates.next



railroad_crossing_without_gates.ok



railroad_crossing_without_gates.refresh



railroad_crossing_without_gates.reload



railroad_crossing_without_gates.remove



railroad_crossing_without_gates.save



railroad_crossing_without_gates.search



railroad_crossing_without_gates.unlock





railroad_crossing_without_gates_up



railroad_crossing_without_gates_write



railroad_crossing_without_gates_zoom



railway_signal



railway_signal_add



railway_signal_back



railway_signal_cancel



railway_signal_clock



railway_signal_close



railway_signal_config



railway_signal_down



railway_signal_fav



railway_signal_help



railway_signal_info



railway_signal_level





railway_signal.lock



railway_signal.next



railway_signal.ok



railway_signal.refresh



railway_signal.reload



railway_signal.remove



railway_signal.save



railway_signal.search



railway_signal.unlock



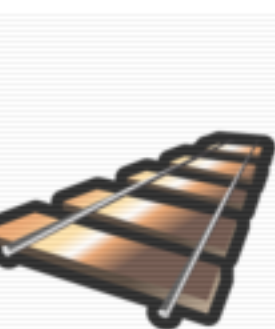
railway_signal.up



railway_signal.write



railway_signal.zoom



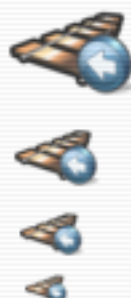
railway_tracks

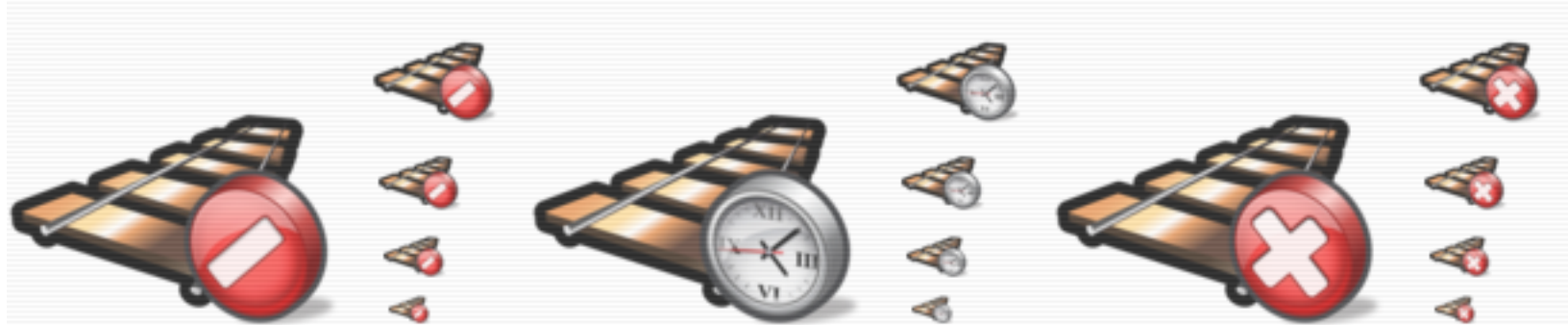


railway_tracks.add



railway_tracks.back





railway_tracks_cancel

railway_tracks_clock



railway_tracks_close

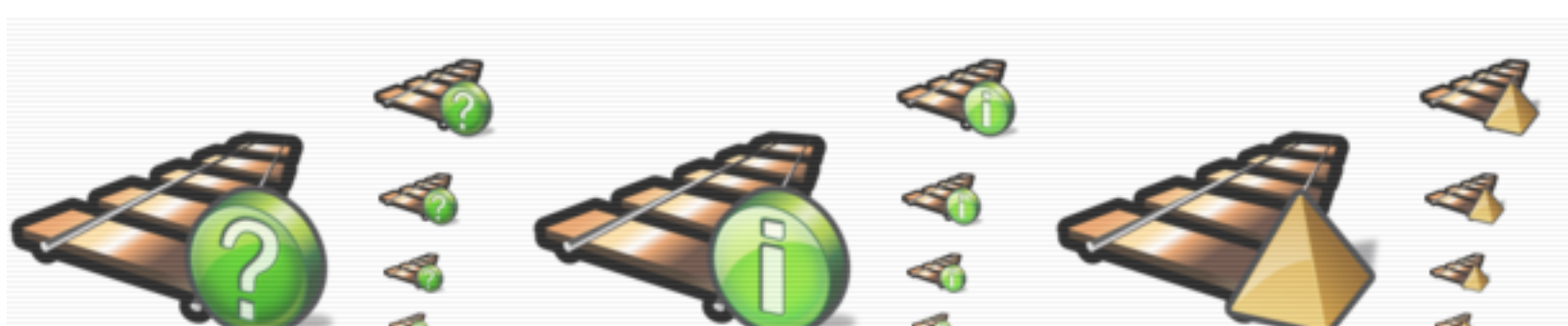


railway_tracks_config

railway_tracks_down

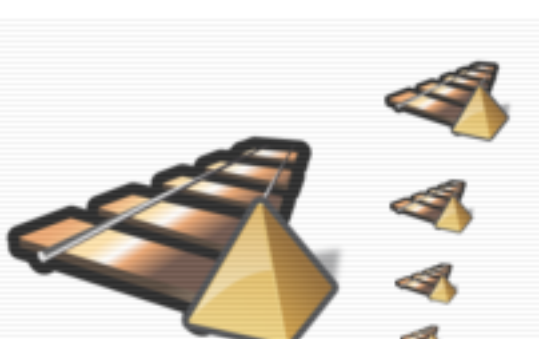


railway_tracks_fav

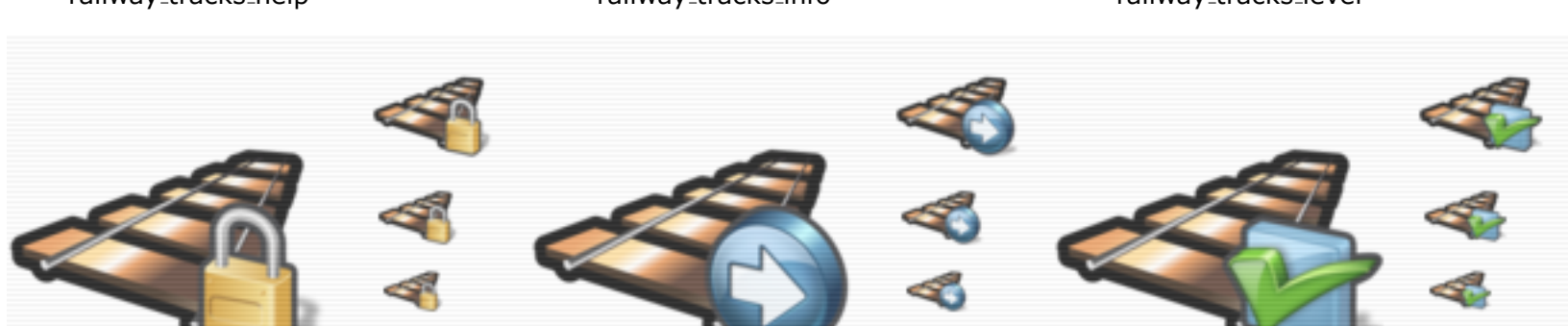


railway_tracks_help

railway_tracks_info

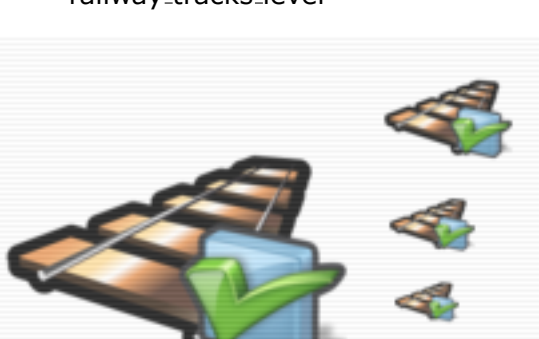


railway_tracks_level

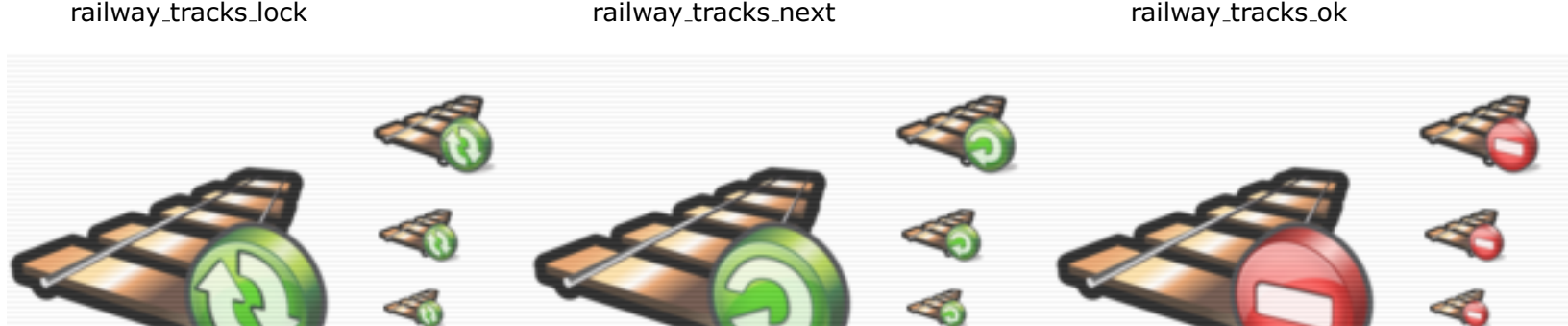


railway_tracks_lock

railway_tracks_next

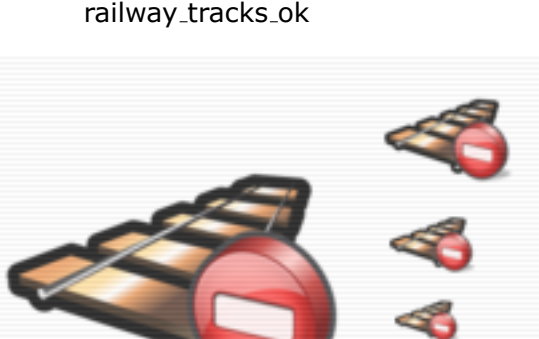


railway_tracks_ok

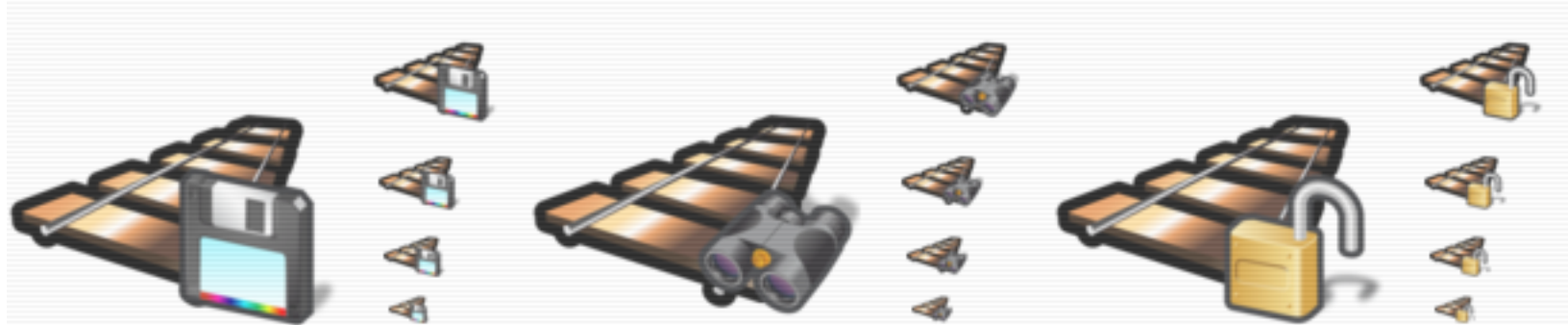


railway_tracks_refresh

railway_tracks_reload



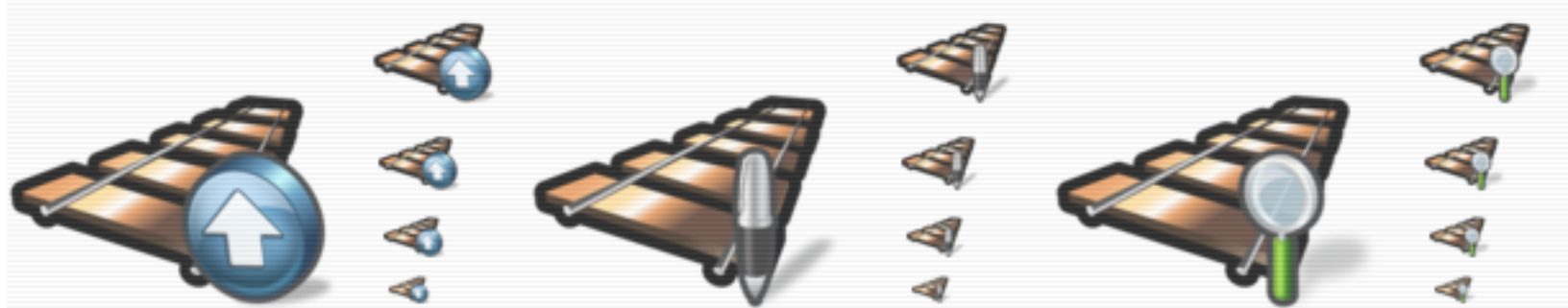
railway_tracks_remove



railway_tracks.save

railway_tracks.search

railway_tracks.unlock



railway_tracks.up

railway_tracks.write

railway_tracks.zoom



ring.buy

ring.buy.add

ring.buy.back



ring.buy.cancel

ring.buy.clock

ring.buy.close



ring.buy.config

ring.buy.down

ring.buy.fav



ring_buy_help



ring_buy_info



ring_buy_level



ring_buy_lock



ring_buy_next



ring_buy_ok



ring_buy_refresh



ring_buy_reload



ring_buy_remove



ring_buy_save



ring_buy_search



ring_buy_unlock



ring_buy_up



ring_buy_write



ring_buy_zoom





road

road_add

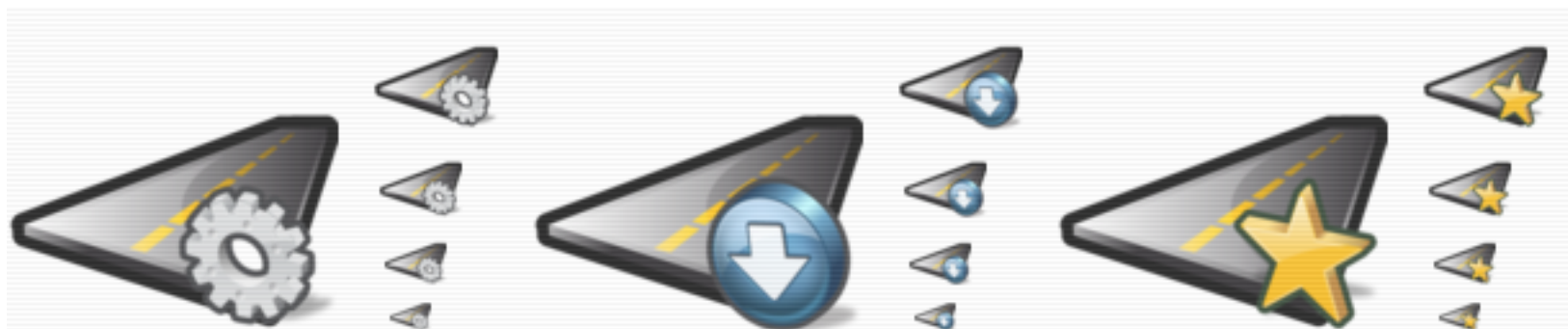
road_back



road_cancel

road_clock

road_close



road_config

road_down

road_fav



road_help

road_info

road_level



road_lock

road_narrows

road_narrows_add



road_narrows.back



road_narrows.cancel



road_narrows.clock



road_narrows.close



road_narrows.config



road_narrows.down



road_narrows.fav



road_narrows.help



road_narrows.info



road_narrows.level



road_narrows.lock



road_narrows.next



road_narrows.ok



road_narrows.refresh



road_narrows.reload





road_narrows_remove



road_narrows_save



road_narrows_search



road_narrows_unlock



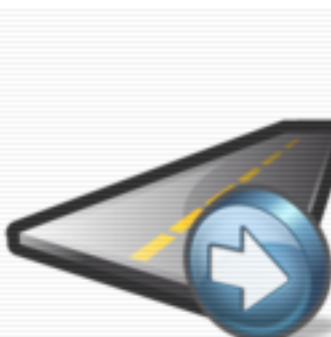
road_narrows_up



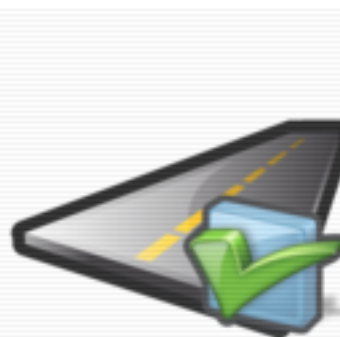
road_narrows_write



road_narrows_zoom



road_next



road_ok



road_refresh



road_reload



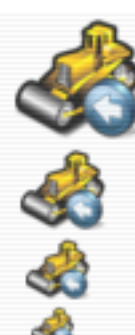
road_remove



road_roller



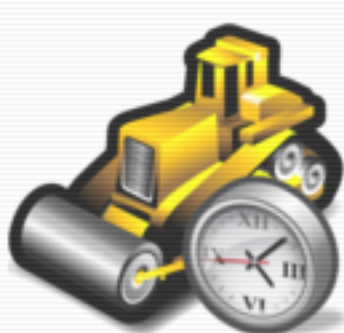
road_roller_add



road_roller_back



road_roller.cancel



road_roller.clock



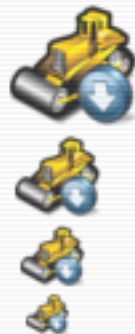
road_roller.close



road_roller.config



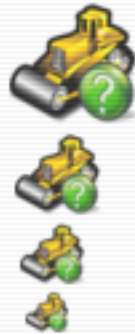
road_roller.down



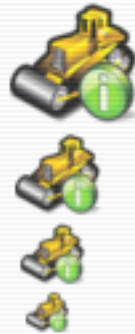
road_roller.fav



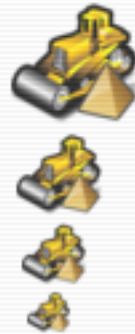
road_roller.help



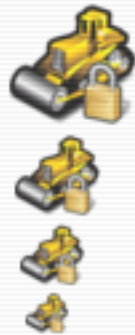
road_roller.info



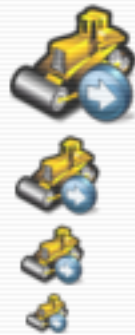
road_roller.level



road_roller.lock



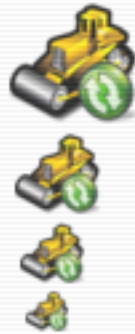
road_roller.next



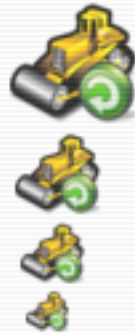
road_roller.ok



road_roller.refresh



road_roller.reload



road_roller.remove





road_roller_save



road_roller_search



road_roller_unlock



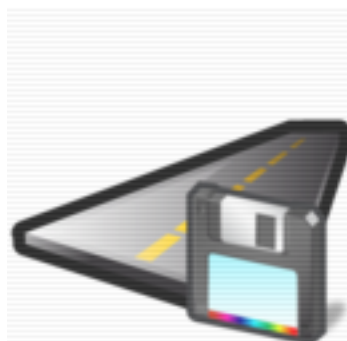
road_roller_up



road_roller_write



road_roller_zoom



road_save



road_search



road_train



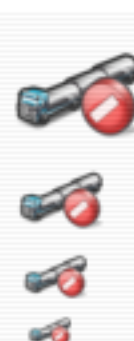
road_train_add



road_train_back



road_train_cancel



road_train_clock



road_train_close



road_train_config





road_train_down



road_train_fav



road_train_help



road_train_info



road_train_level



road_train_lock



road_train_next



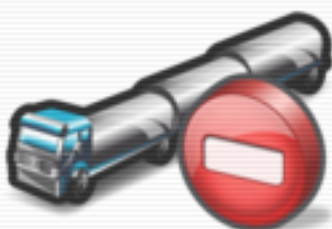
road_train_ok



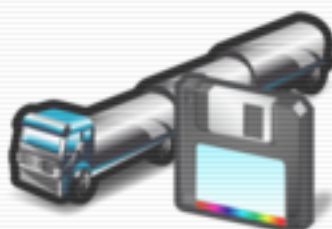
road_train_refresh



road_train_reload



road_train_remove



road_train_save



road_train_search



road_train_unlock



road_train_up





road_train.write



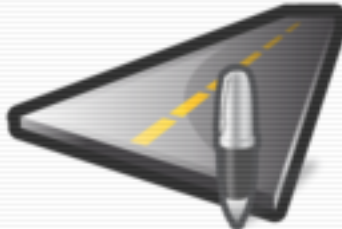
road_train.zoom



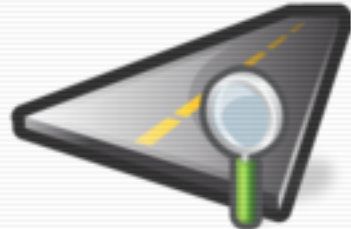
road_unlock



road.up



road.write



road.zoom



ropeway



ropeway.add



ropeway.back



ropeway.cancel



ropeway.clock



ropeway.close



ropeway.config



ropeway.down



ropeway.fav





ropeway_help



ropeway_info



ropeway_level



ropeway_lock



ropeway_next



ropeway_ok



ropeway_refresh



ropeway_reload



ropeway_remove



ropeway_save



ropeway_search



ropeway_unlock



ropeway_up



ropeway_write



ropeway_zoom

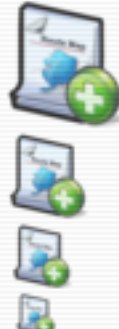




route_map



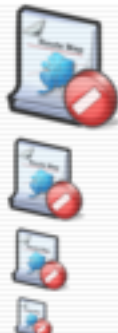
route_map.add



route_map.back



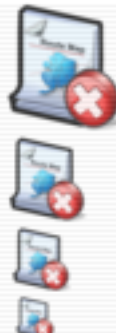
route_map.cancel



route_map.clock



route_map.close



route_map.config



route_map.down



route_map.fav



route_map.help



route_map.info



route_map.level



route_map.lock



route_map.next

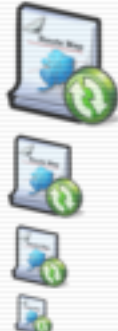


route_map.ok





route_map_refresh



route_map_reload



route_map_remove



route_map_save



route_map_search



route_map_unlock



route_map_up



route_map_write



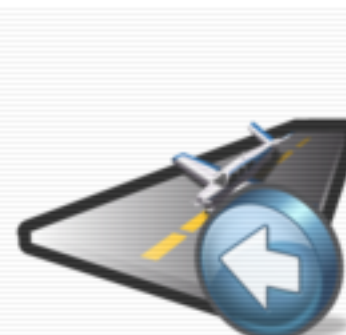
route_map_zoom



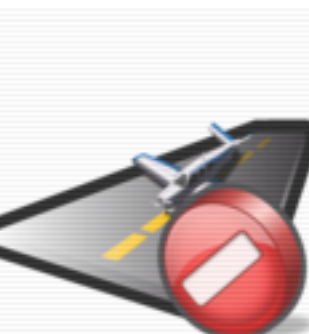
runway



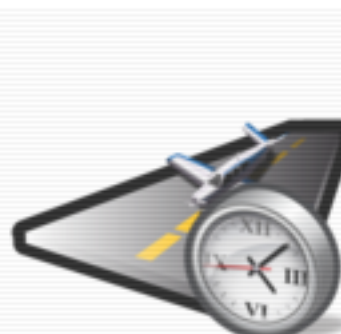
runway_add



runway_back



runway_cancel

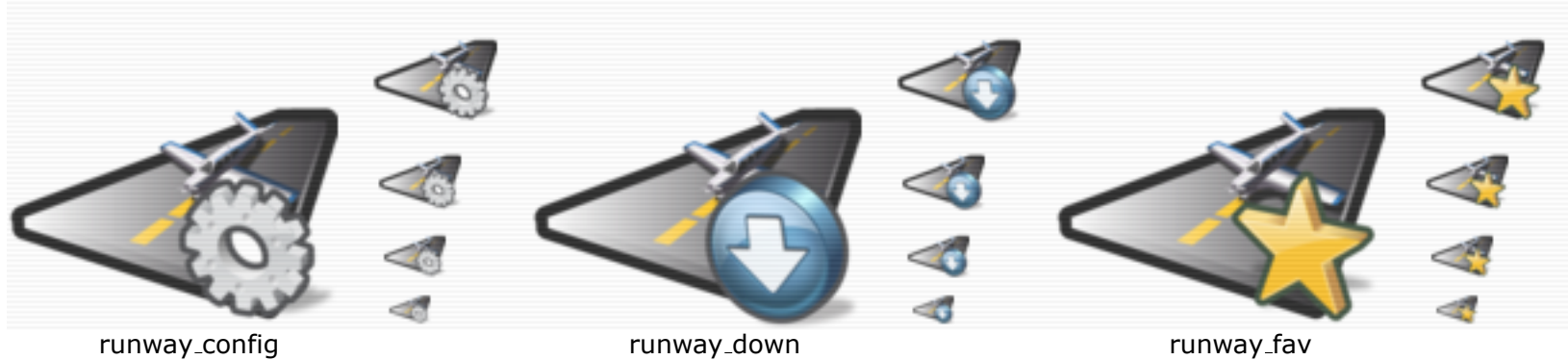


runway_clock



runway_close

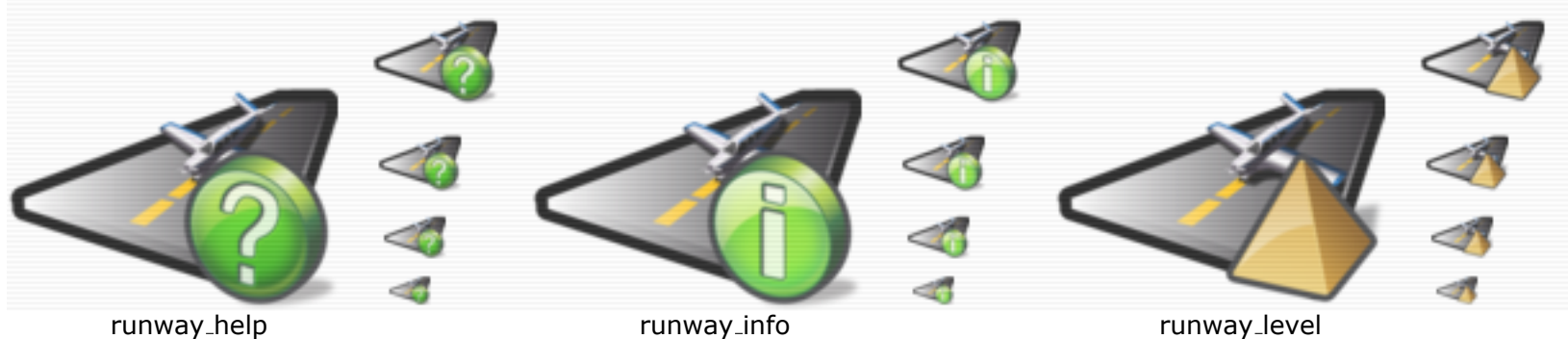




runway_config

runway_down

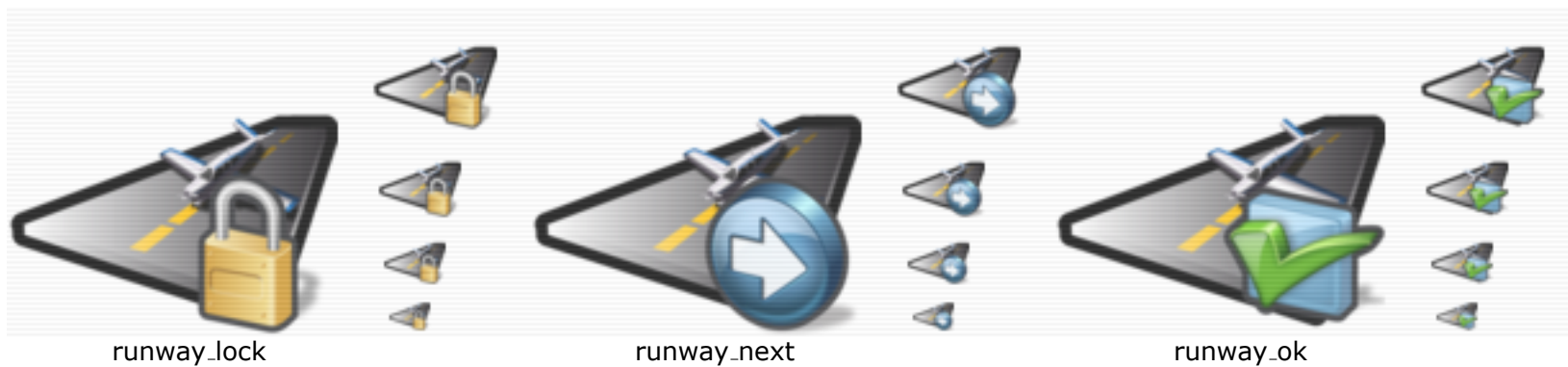
runway_fav



runway_help

runway_info

runway_level



runway_lock

runway_next

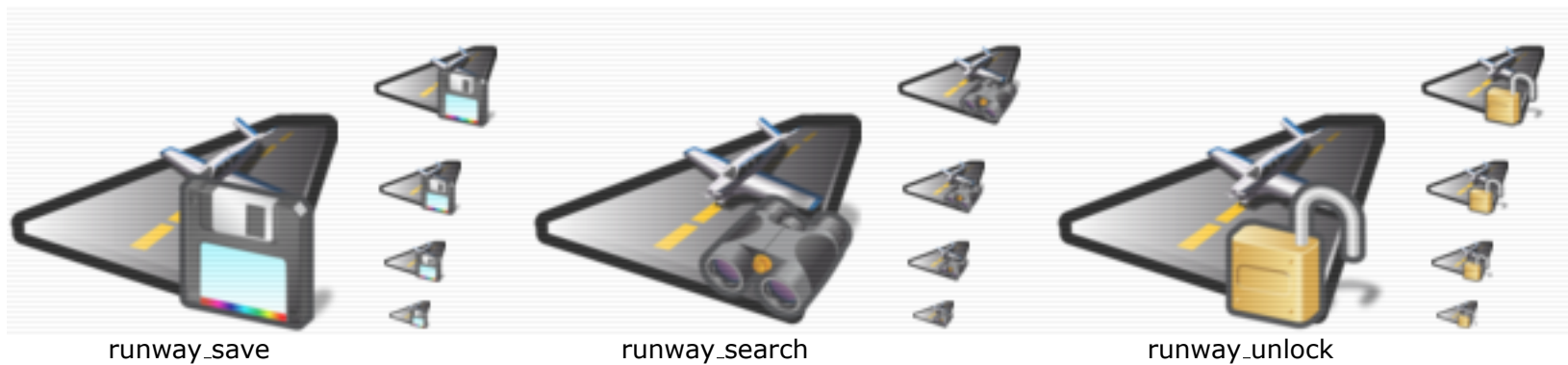
runway_ok



runway_refresh

runway_reload

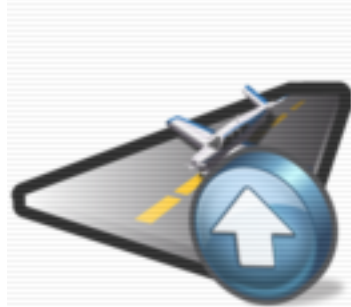
runway_remove



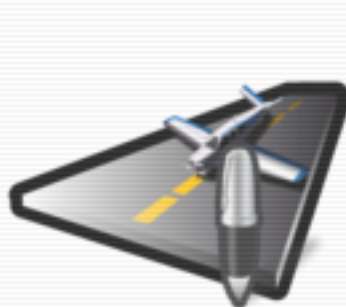
runway_save

runway_search

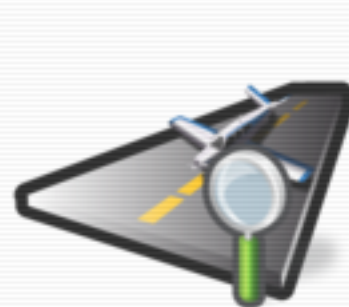
runway_unlock



runway_up



runway_write



runway_zoom



sailing_ship



sailing_ship_add



sailing_ship_back



sailing_ship_cancel



sailing_ship_clock



sailing_ship_close



sailing_ship_config



sailing_ship_down



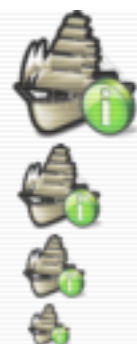
sailing_ship_fav



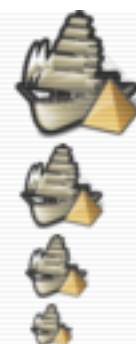
sailing_ship_help



sailing_ship_info



sailing_ship_level





sailing_ship.lock



sailing_ship.next



sailing_ship.ok



sailing_ship.refresh



sailing_ship.reload



sailing_ship.remove



sailing_ship.save



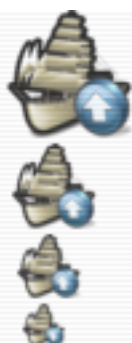
sailing_ship.search



sailing_ship.unlock



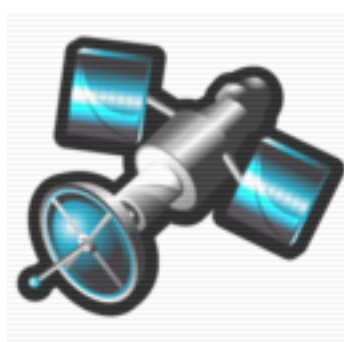
sailing_ship.up



sailing_ship.write



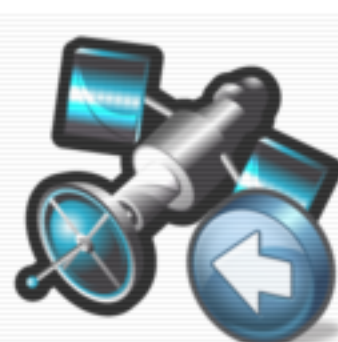
sailing_ship.zoom



satellite



satellite.add

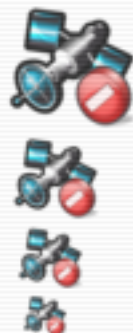


satellite.back





satellite_cancel



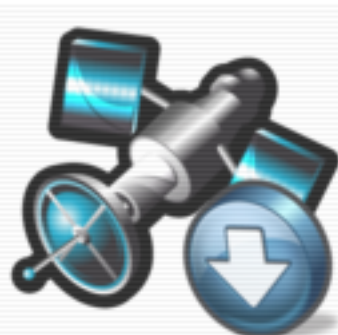
satellite_clock



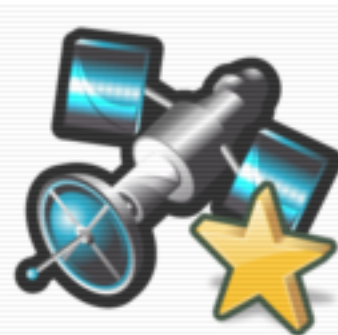
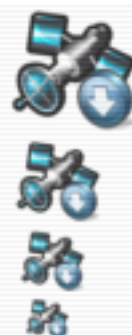
satellite_close



satellite_config



satellite_down



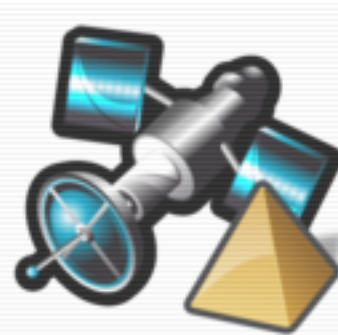
satellite_fav



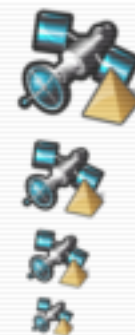
satellite_help



satellite_info



satellite_level



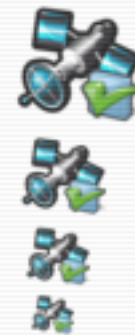
satellite_lock



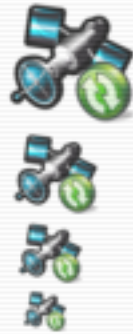
satellite_next



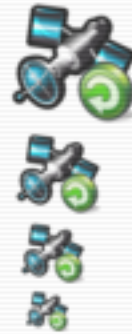
satellite_ok



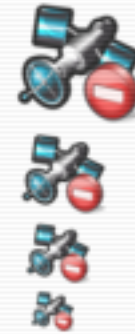
satellite_refresh



satellite_reload

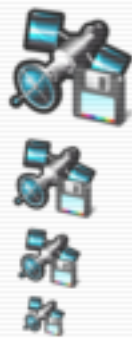


satellite_remove

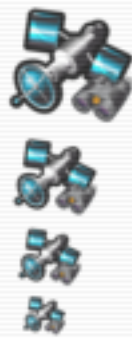




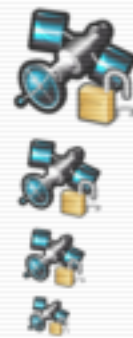
satellite_save



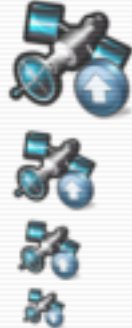
satellite_search



satellite_unlock



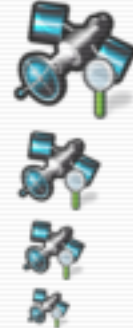
satellite_up



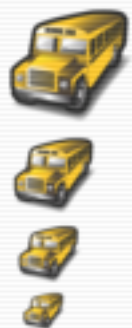
satellite_write



satellite_zoom



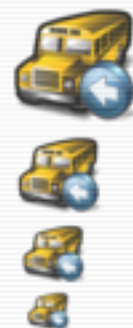
school_bus



school_bus_add



school_bus_back



school_bus_cancel



school_bus_clock



school_bus_close



school_bus_config



school_bus_down



school_bus_fav





school_bus_help



school_bus_info



school_bus_level



school_bus_lock



school_bus_next



school_bus_ok



school_bus_refresh



school_bus_reload



school_bus_remove



school_bus_save



school_bus_search



school_bus_unlock



school_bus_up



school_bus_write



school_bus_zoom





school_crossing



school_crossing_add



school_crossing_back



school_crossing_cancel



school_crossing_clock



school_crossing_close



school_crossing_config



school_crossing_down



school_crossing_fav



school_crossing_help



school_crossing_info



school_crossing_level



school_crossing_lock



school_crossing_next



school_crossing_ok





school_crossing_refresh



school_crossing_reload



school_crossing_remove



school_crossing_save



school_crossing_search



school_crossing_unlock



school_crossing_up



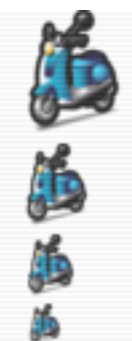
school_crossing_write



school_crossing_zoom



scooter



scooter_add



scooter_back



scooter_cancel



scooter_clock



scooter_close





scooter_config



scooter_down



scooter_fav



scooter_help



scooter_info



scooter_level



scooter_lock



scooter_next



scooter_ok



scooter_refresh



scooter_reload



scooter_remove



scooter_save



scooter_search



scooter_unlock





scooter_up



scooter_write



scooter_zoom



screw_driver



screw_driver_add



screw_driver_back



screw_driver_cancel



screw_driver_clock



screw_driver_close



screw_driver_config



screw_driver_down



screw_driver_fav



screw_driver_help



screw_driver_info



screw_driver_level





screw_driver_lock



screw_driver_next



screw_driver_ok



screw_driver_refresh



screw_driver_reload



screw_driver_remove



screw_driver_save



screw_driver_search



screw_driver_unlock



screw_driver_up



screw_driver_write



screw_driver_zoom



sedan



sedan_add

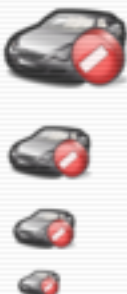


sedan_back





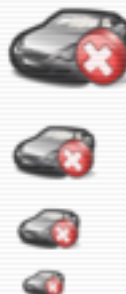
sedan_cancel



sedan_clock



sedan_close



sedan_config



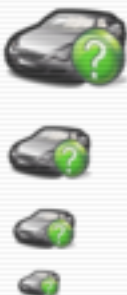
sedan_down



sedan_fav



sedan_help



sedan_info



sedan_level



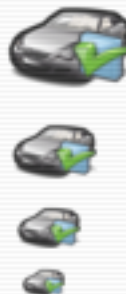
sedan_lock



sedan_next



sedan_ok



sedan_refresh



sedan_reload



sedan_remove





sedan_save

sedan_search

sedan_unlock



sedan_up

sedan_write

sedan_zoom



ship

ship_add

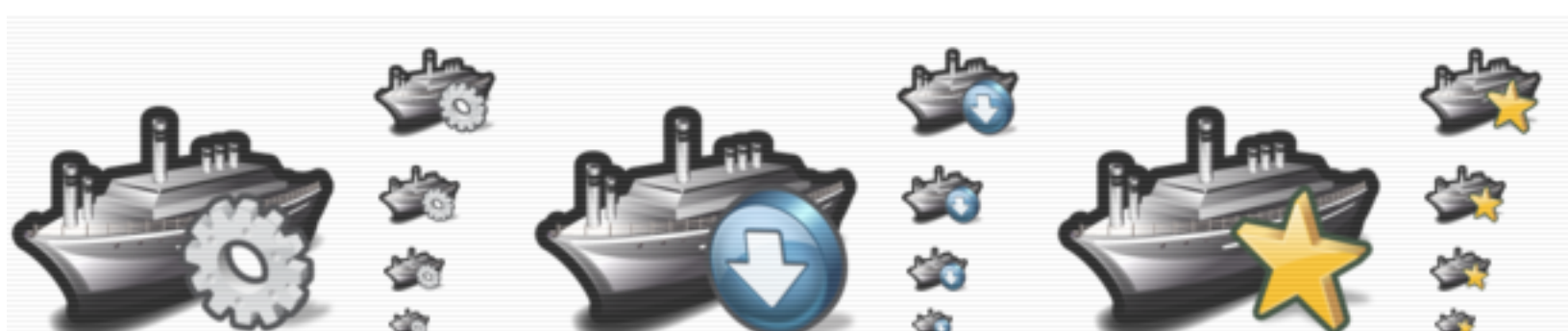
ship_back



ship_cancel

ship_clock

ship_close



ship_config

ship_down

ship_fav



ship_help

ship_info

ship_level



ship_lock

ship_next

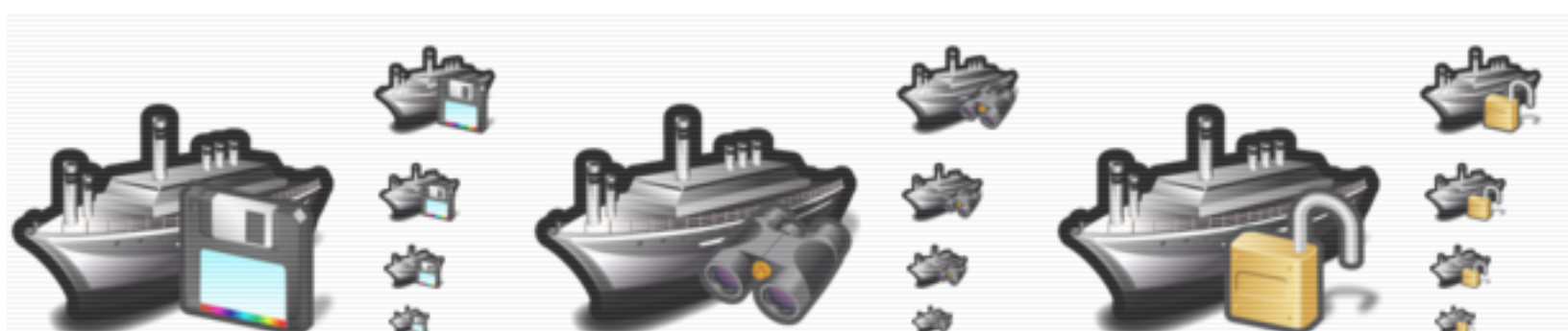
ship_ok



ship_refresh

ship_reload

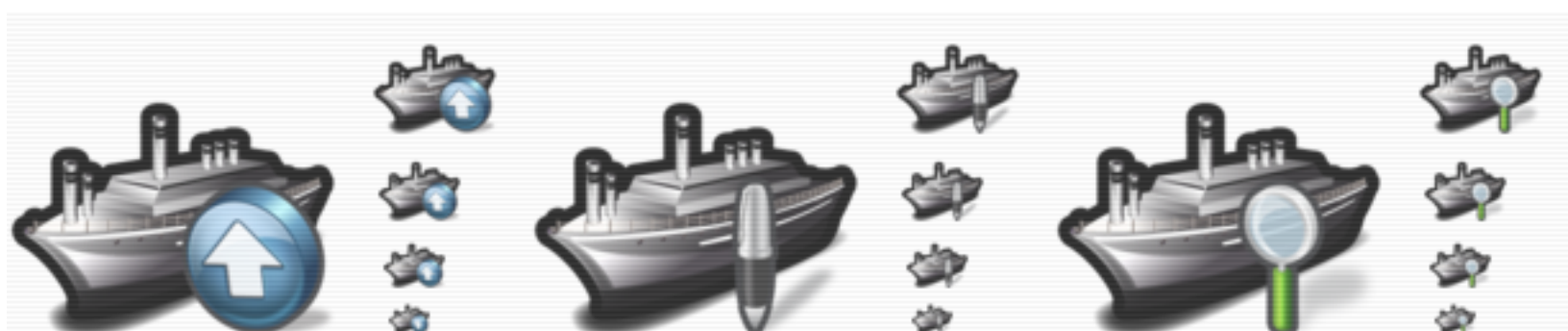
ship_remove



ship_save

ship_search

ship_unlock



ship_up

ship_write

ship_zoom



slippery_road



slippery_road.add



slippery_road.back



slippery_road.cancel



slippery_road.clock



slippery_road.close



slippery_road.config



slippery_road.down



slippery_road.fav



slippery_road.help



slippery_road.info



slippery_road.level



slippery_road.lock



slippery_road.next



slippery_road.ok





slippery_road_refresh



slippery_road_reload



slippery_road_remove



slippery_road_save



slippery_road_search



slippery_road_unlock



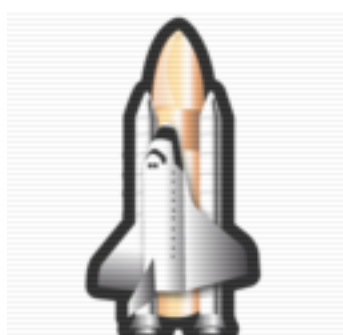
slippery_road_up



slippery_road_write



slippery_road_zoom



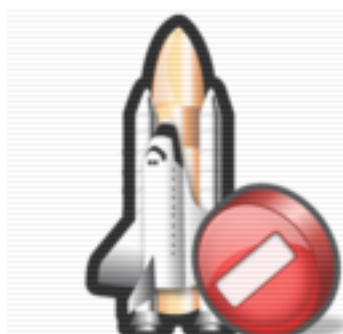
space_shuttle



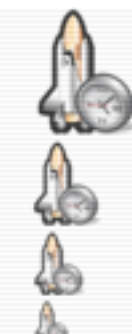
space_shuttle_add



space_shuttle_back



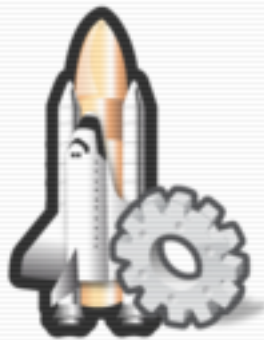
space_shuttle_cancel



space_shuttle_clock



space_shuttle_close



space_shuttle.config



space_shuttle.down



space_shuttle.fav



space_shuttle.help



space_shuttle.info



space_shuttle.level



space_shuttle.lock



space_shuttle.next



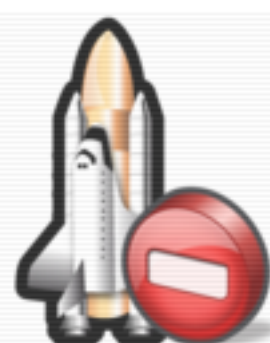
space_shuttle.ok



space_shuttle.refresh



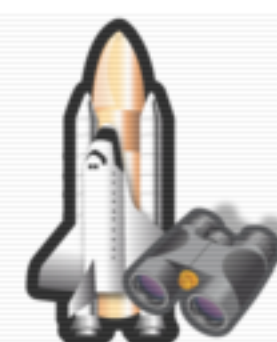
space_shuttle.reload



space_shuttle.remove



space_shuttle.save

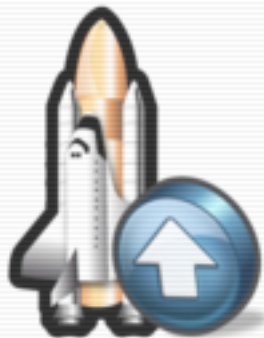


space_shuttle.search

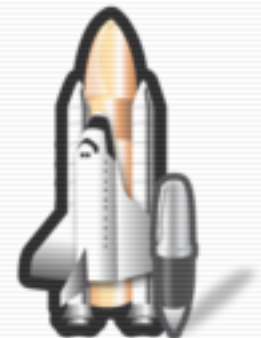


space_shuttle.unlock

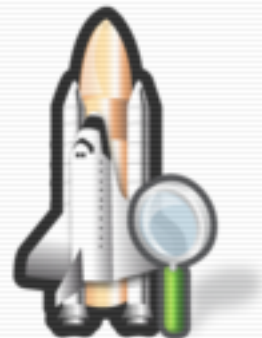




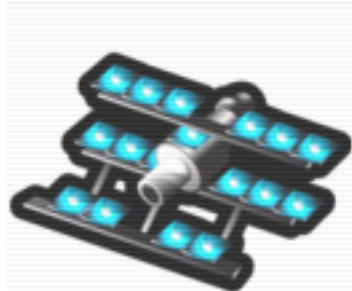
space_shuttle_up



space_shuttle_write



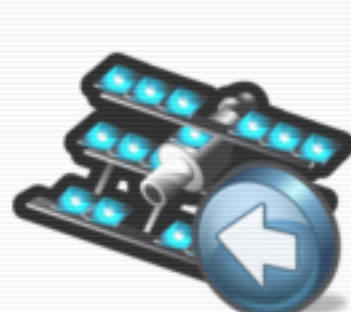
space_shuttle_zoom



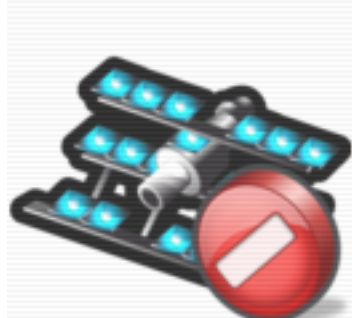
space_station



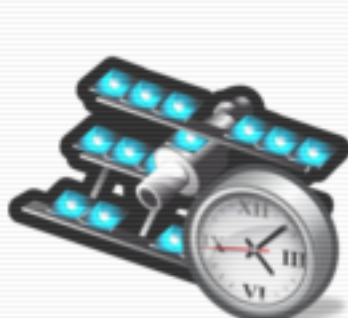
space_station.add



space_station.back



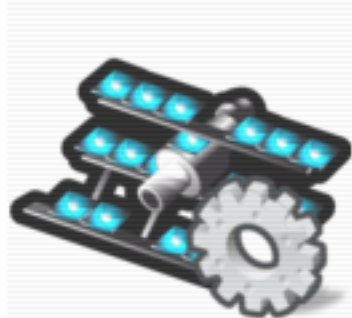
space_station.cancel



space_station.clock



space_station.close



space_station.config



space_station.down



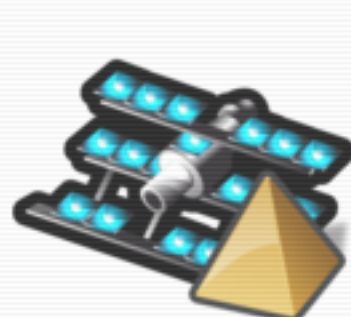
space_station.fav



space_station.help

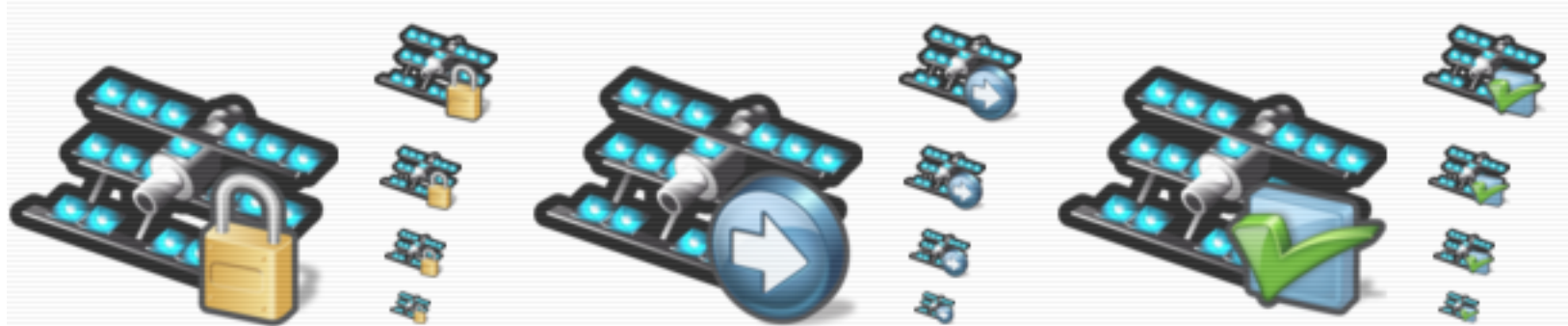


space_station.info



space_station.level





space_station.lock

space_station.next

space_station.ok



space_station.refresh

space_station.reload

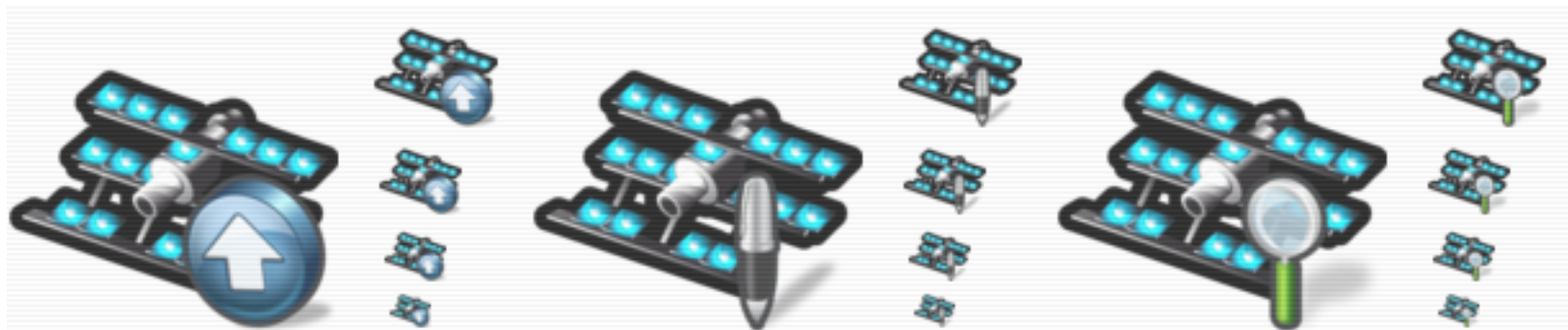
space_station.remove



space_station.save

space_station.search

space_station.unlock



space_station.up

space_station.write

space_station.zoom



speed.boat

speed.boat.add

speed.boat.back



speed_boat.cancel

speed_boat.clock

speed_boat.close



speed_boat.config

speed_boat.down

speed_boat.fav



speed_boat.help

speed_boat.info

speed_boat.level



speed_boat.lock

speed_boat.next

speed_boat.ok



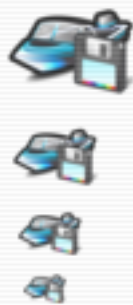
speed_boat.refresh

speed_boat.reload

speed_boat.remove



speed_boat.save



speed_boat.search



speed_boat.unlock



speed_boat.up



speed_boat.write



speed_boat.zoom



speedometer



speedometer.add



speedometer.back



speedometer.cancel



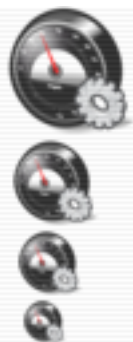
speedometer.clock



speedometer.close



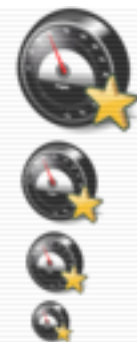
speedometer.config



speedometer.down



speedometer.fav





speedometer_help



speedometer_info



speedometer_level



speedometer_lock



speedometer_next



speedometer_ok



speedometer_refresh



speedometer_reload



speedometer_remove



speedometer_save



speedometer_search



speedometer_unlock



speedometer_up



speedometer_write



speedometer_zoom





sports_utility_car



sports_utility_car_add



sports_utility_car_back



sports_utility_car_cancel



sports_utility_car_clock



sports_utility_car_close



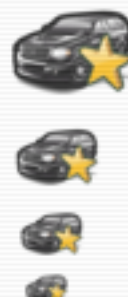
sports_utility_car_config



sports_utility_car_down



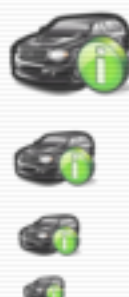
sports_utility_car_fav



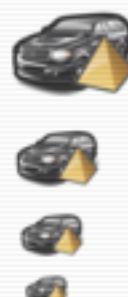
sports_utility_car_help



sports_utility_car_info



sports_utility_car_level



sports_utility_car_lock



sports_utility_car_next



sports_utility_car_ok





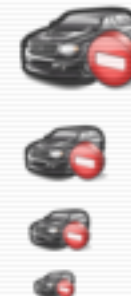
sports_utility_car_refresh



sports_utility_car_reload



sports_utility_car_remove



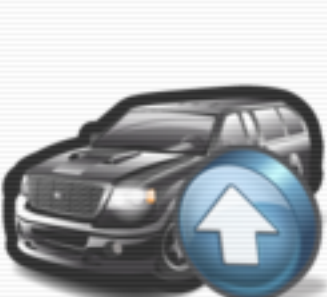
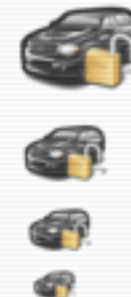
sports_utility_car_save



sports_utility_car_search



sports_utility_car_unlock



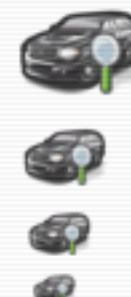
sports_utility_car_up



sports_utility_car_write



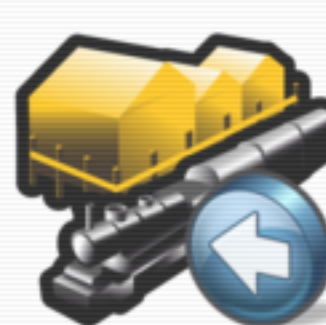
sports_utility_car_zoom



station



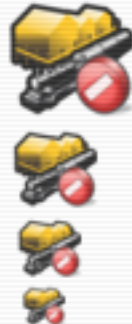
station_add



station_back



station_cancel



station_clock



station_close





station_config



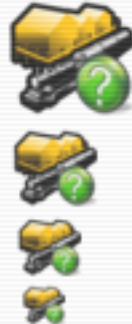
station_down



station_fav



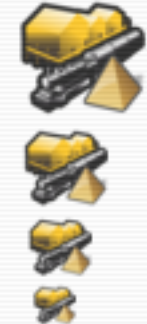
station_help



station_info



station_level



station_lock



station_master



station_master_add



station_master_back



station_master_cancel



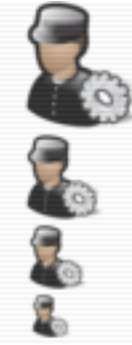
station_master_clock



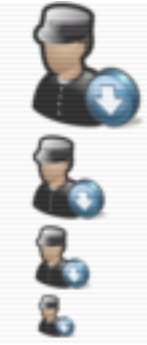
station_master_close



station_master_config



station_master_down





station_master_fav



station_master_help



station_master_info



station_master_level



station_master_lock



station_master_next



station_master_ok



station_master_refresh



station_master_reload



station_master_remove



station_master_save



station_master_search



station_master_unlock



station_master_up



station_master_write





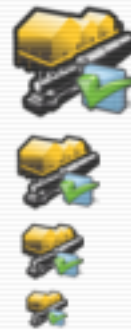
station_master.zoom



station_next



station_ok



station_refresh



station_reload



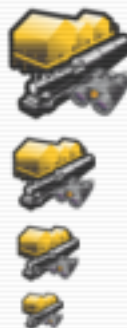
station_remove



station_save



station_search



station_unlock



station_up



station_write



station_zoom



stationwagon

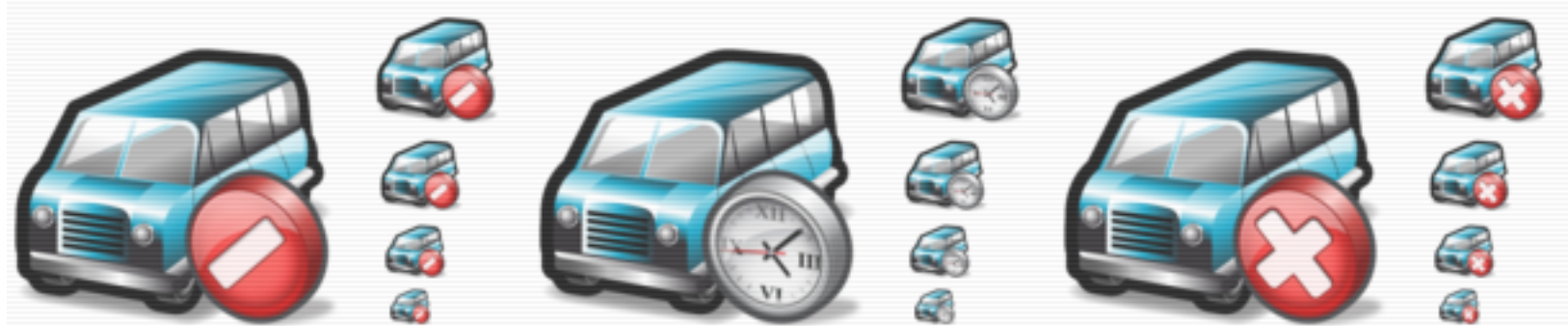


stationwagon.add

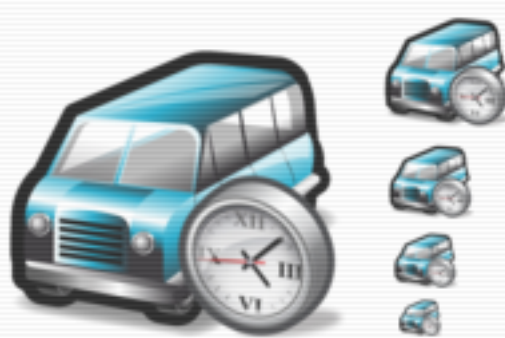


stationwagon.back





stationwagon_cancel



stationwagon_clock



stationwagon_close



stationwagon_config



stationwagon_down



stationwagon_fav



stationwagon_help



stationwagon_info



stationwagon_level



stationwagon_lock



stationwagon_next



stationwagon_ok



stationwagon_refresh



stationwagon_reload

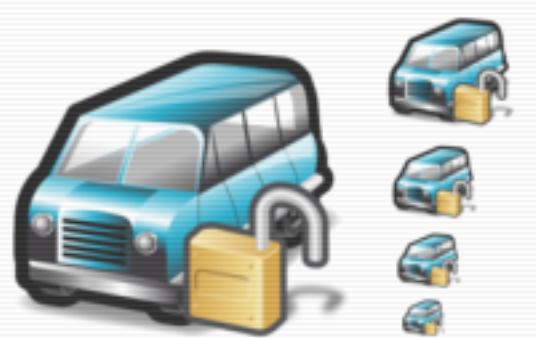


stationwagon_remove



stationwagon.save

stationwagon.search



stationwagon.unlock



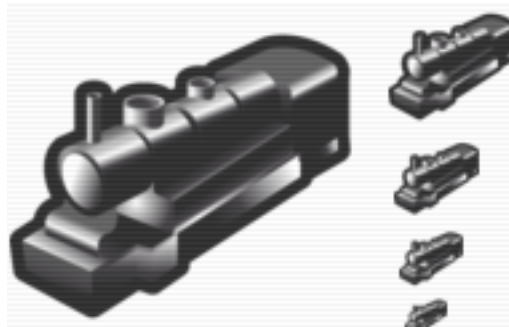
stationwagon.up



stationwagon.write



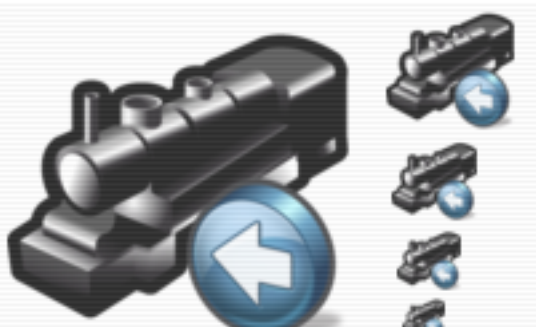
stationwagon.zoom



steam.locomotive



steam.locomotive.add



steam.locomotive.back



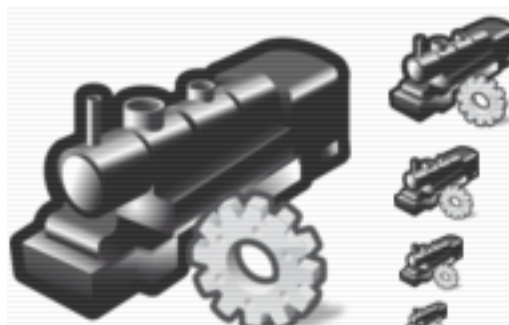
steam.locomotive.cancel



steam.locomotive.clock



steam.locomotive.close



steam.locomotive.config



steam.locomotive.down



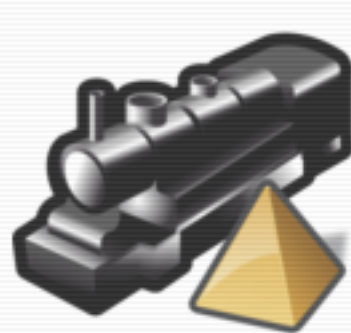
steam.locomotive.fav



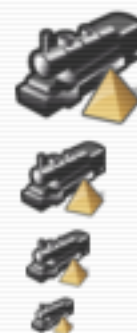
steam_locomotive_help



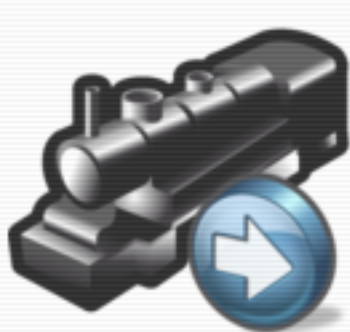
steam_locomotive_info



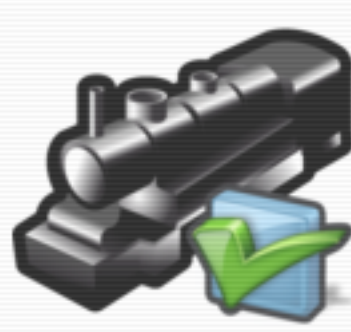
steam_locomotive_level



steam_locomotive_lock



steam_locomotive_next



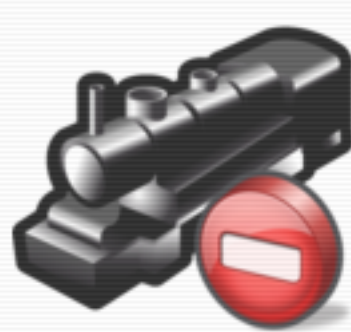
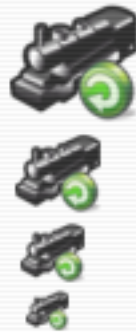
steam_locomotive_ok



steam_locomotive_refresh



steam_locomotive_reload



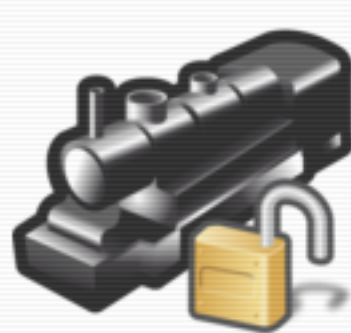
steam_locomotive_remove



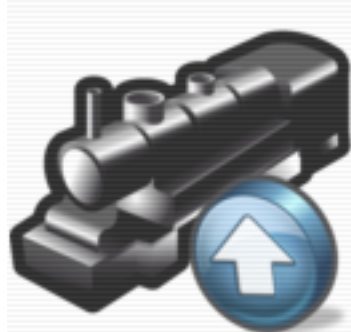
steam_locomotive_save



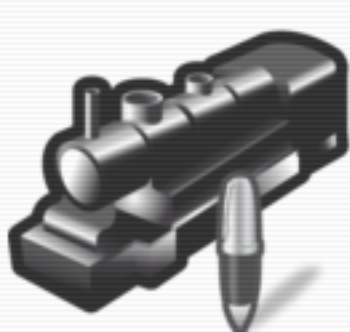
steam_locomotive_search



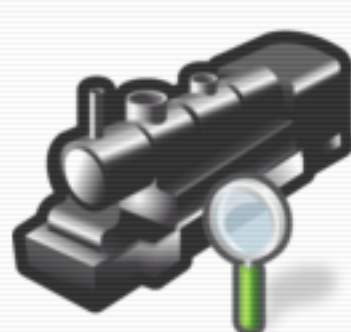
steam_locomotive_unlock



steam_locomotive_up



steam_locomotive_write



steam_locomotive_zoom





steamer

steamer.add

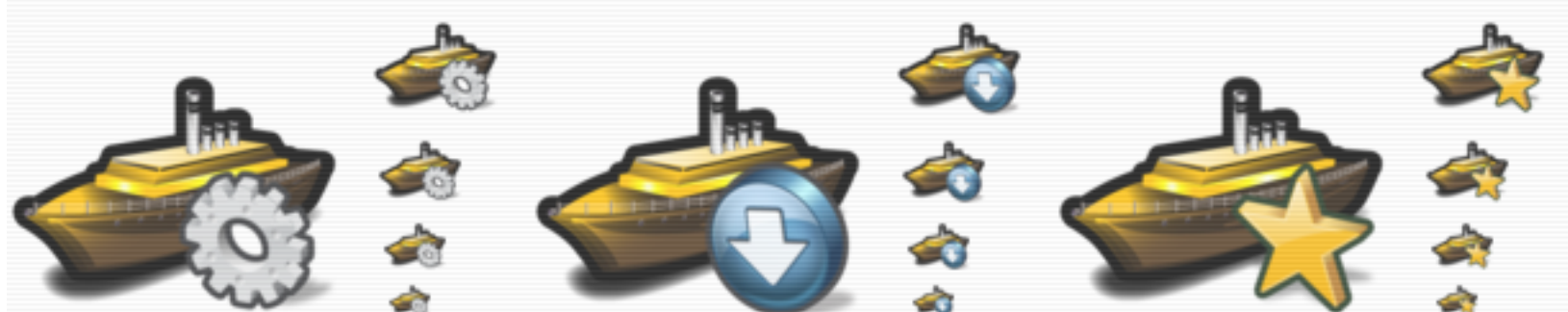
steamer.back



steamer.cancel

steamer.clock

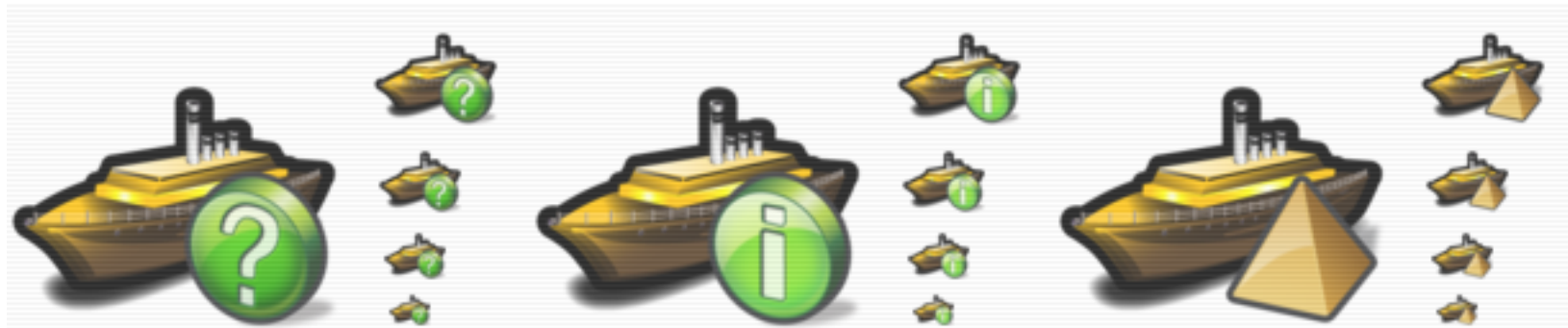
steamer.close



steamer.config

steamer.down

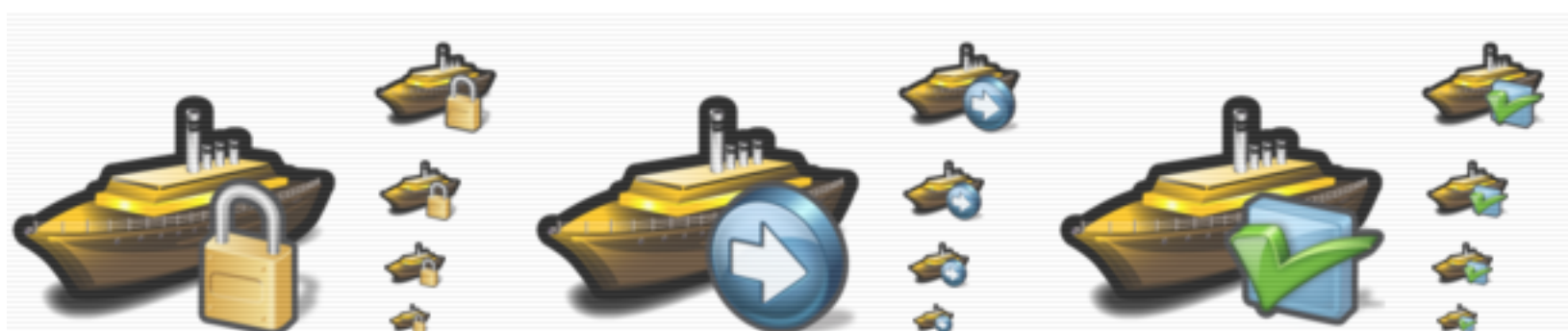
steamer.fav



steamer.help

steamer.info

steamer.level



steamer.lock

steamer.next

steamer.ok



steamer_refresh

steamer_reload

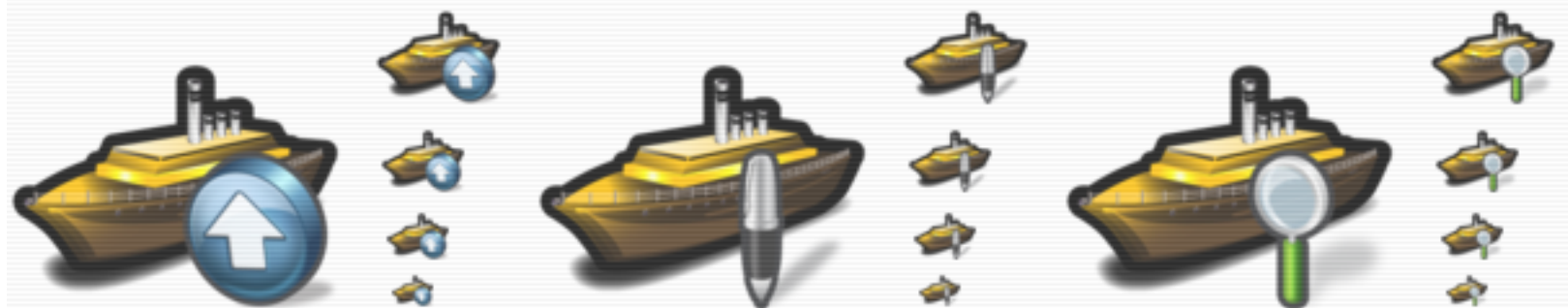
steamer_remove



steamer_save

steamer_search

steamer_unlock



steamer_up

steamer_write

steamer_zoom



stop

stop_add

stop_back



stop_cancel

stop_clock

stop_close



stop_config



stop_down



stop_fav



stop_help



stop_info



stop_level



stop_lock



stop_next



stop_ok



stop_refresh



stop_reload



stop_remove



stop_save



stop_search



stop_unlock





stop_up



stop_write



stop_zoom



streeing_wheel



streeing_wheel_add



streeing_wheel_back



streeing_wheel_cancel



streeing_wheel_clock



streeing_wheel_close



streeing_wheel_config



streeing_wheel_down



streeing_wheel_fav



streeing_wheel_help



streeing_wheel_info



streeing_wheel_level





streeing_wheel_lock



streeing_wheel_next



streeing_wheel_ok



streeing_wheel_refresh



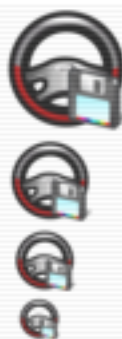
streeing_wheel_reload



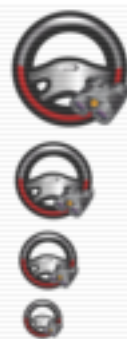
streeing_wheel_remove



streeing_wheel_save



streeing_wheel_search



streeing_wheel_unlock



streeing_wheel_up



streeing_wheel_write



streeing_wheel_zoom



subway



subway_add



subway_back





subway_cancel



subway_clock



subway_close



subway_config



subway_down



subway_fav



subway_help



subway_info



subway_level



subway_lock



subway_next



subway_ok



subway_refresh



subway_reload



subway_remove

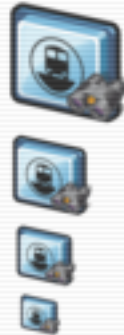




subway_save



subway_search



subway_unlock



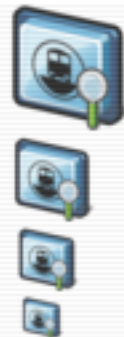
subway_up



subway_write



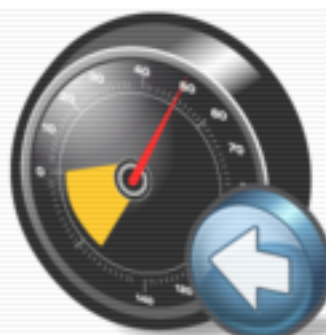
subway_zoom



tachometer



tachometer_add



tachometer_back



tachometer_cancel



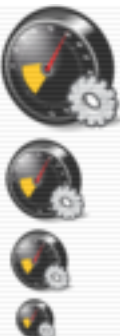
tachometer_clock



tachometer_close



tachometer_config



tachometer_down



tachometer_fav





tachometer_help



tachometer_info



tachometer_level



tachometer_lock



tachometer_next



tachometer_ok



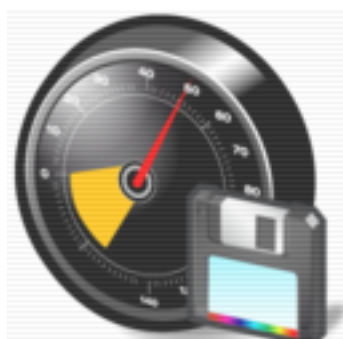
tachometer_refresh



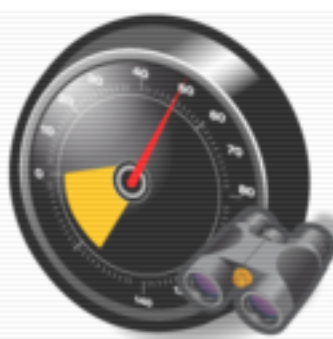
tachometer_reload



tachometer_remove



tachometer_save



tachometer_search



tachometer_unlock



tachometer_up



tachometer_write



tachometer_zoom





tank

tank_add

tank_back



tank_cancel

tank_clock

tank_close



tank_config

tank_down

tank_fav



tank_help

tank_info

tank_level



tank_lock

tank_next

tank_ok



tank_refresh

tank_reload

tank_remove



tank_save

tank_search

tank_truck



tank_truck_add

tank_truck_back

tank_truck_cancel



tank_truck_clock

tank_truck_close

tank_truck_config



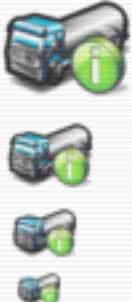
tank_truck_down

tank_truck_fav

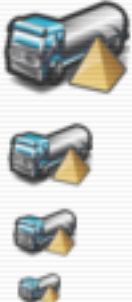
tank_truck_help



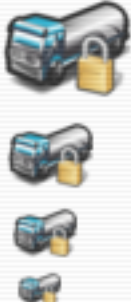
tank_truck.info



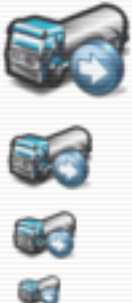
tank_truck.level



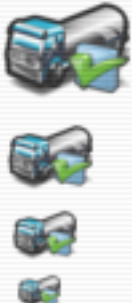
tank_truck.lock



tank_truck.next



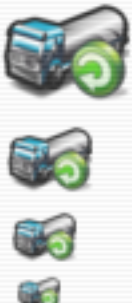
tank_truck.ok



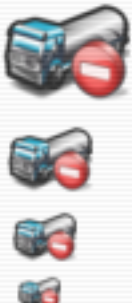
tank_truck.refresh



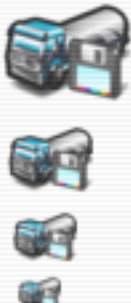
tank_truck.reload



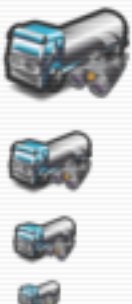
tank_truck.remove



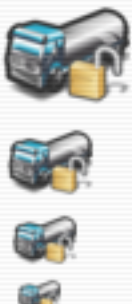
tank_truck.save



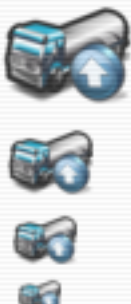
tank_truck.search



tank_truck.unlock



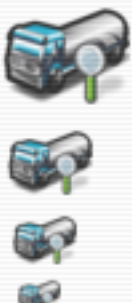
tank_truck.up



tank_truck.write

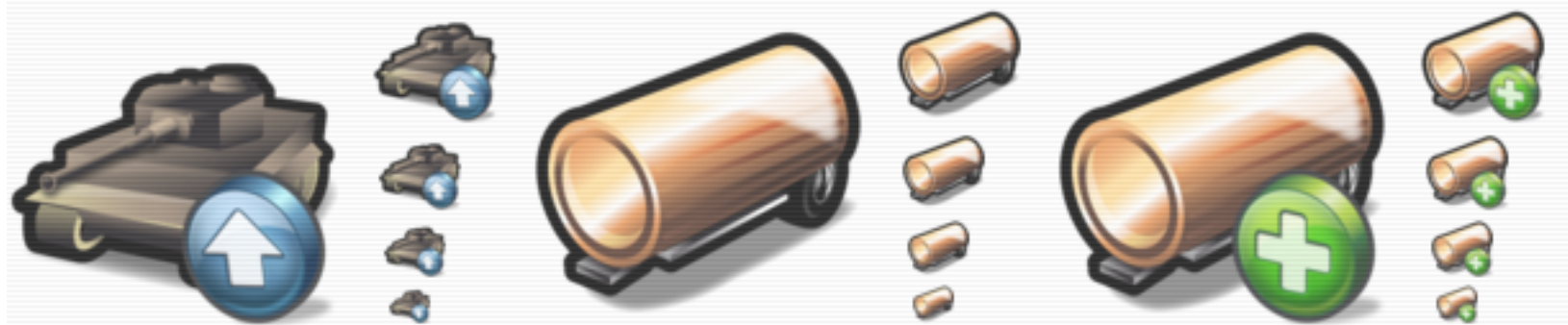


tank_truck.zoom



tank_unlock





tank_up

tank_wagon

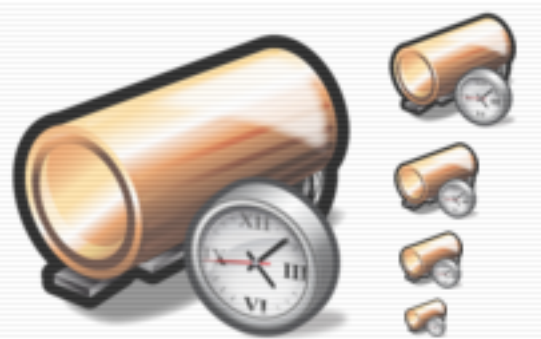


tank_wagon_add

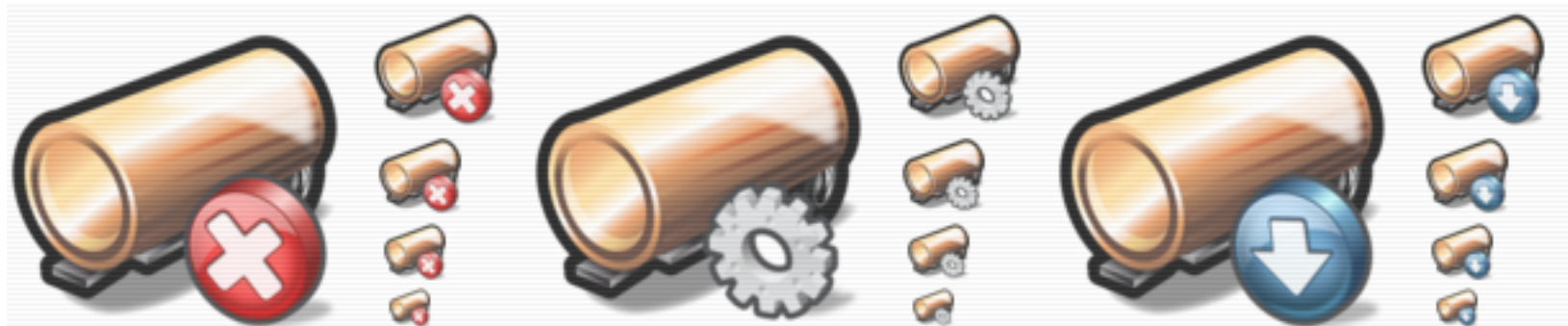


tank_wagon_back

tank_wagon_cancel



tank_wagon_clock



tank_wagon_close

tank_wagon_config



tank_wagon_down



tank_wagon_fav

tank_wagon_help



tank_wagon_info



tank_wagon_level

tank_wagon_lock



tank_wagon_next



tank_wagon_ok

tank_wagon_refresh

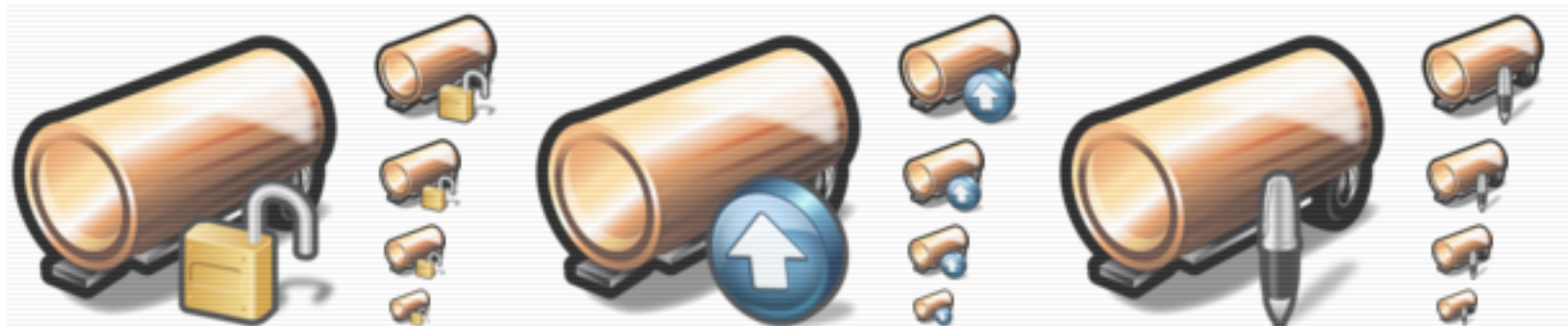
tank_wagon_reload



tank_wagon_remove

tank_wagon_save

tank_wagon_search



tank_wagon_unlock

tank_wagon_up

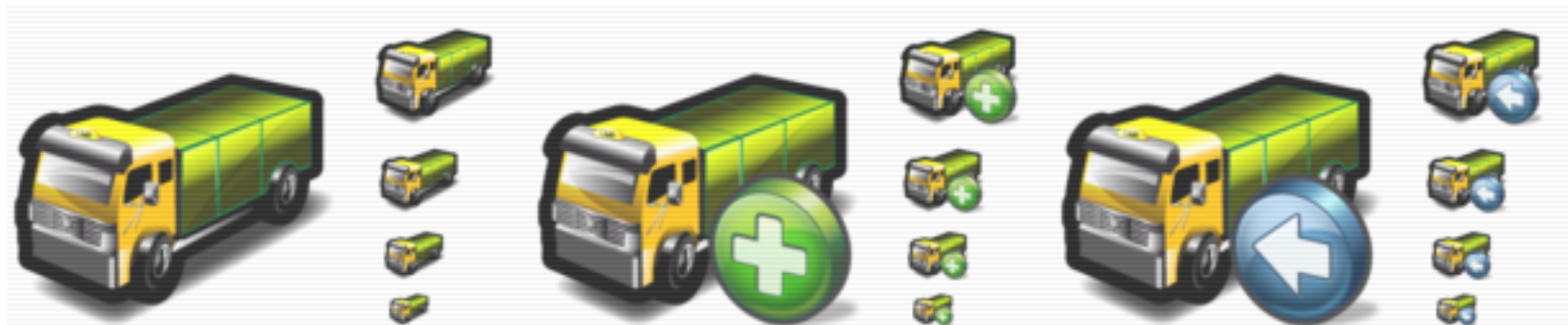
tank_wagon_write



tank_wagon_zoom

tank_write

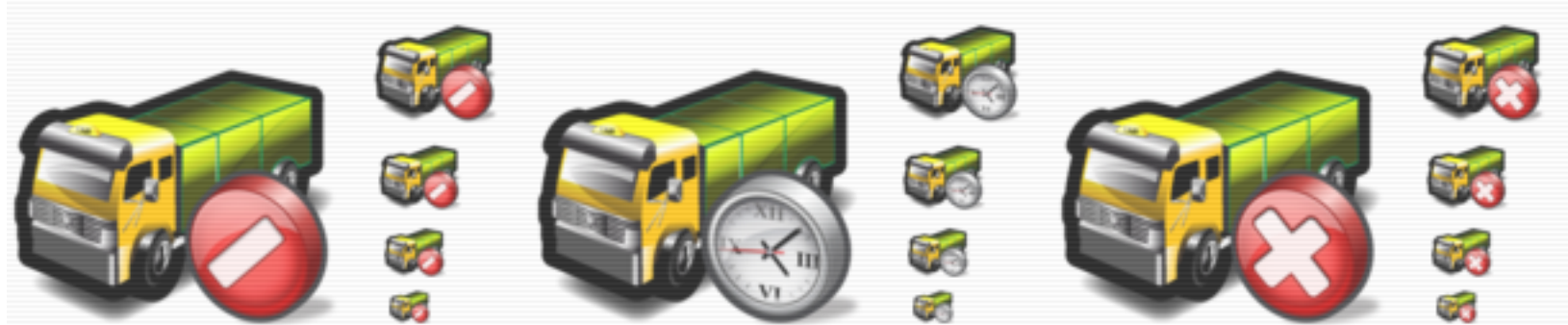
tank_zoom



taxi.lorry

taxi.lorry_add

taxi.lorry_back



taxi_lorry_cancel

taxi_lorry_clock

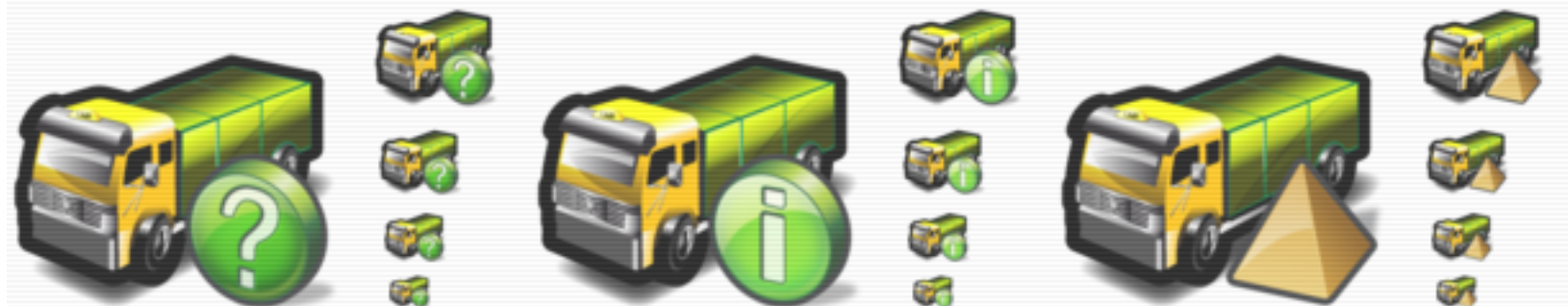
taxi_lorry_close



taxi_lorry_config

taxi_lorry_down

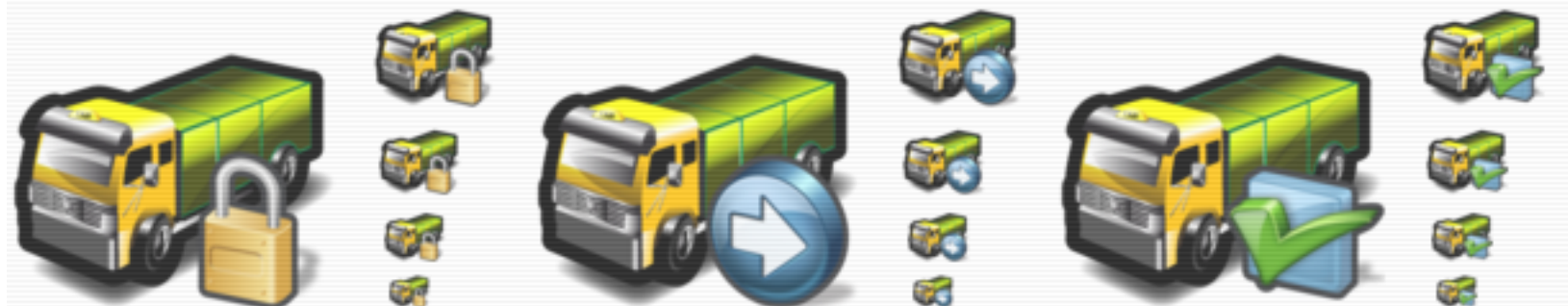
taxi_lorry_fav



taxi_lorry_help

taxi_lorry_info

taxi_lorry_level



taxi_lorry_lock

taxi_lorry_next

taxi_lorry_ok



taxi_lorry_refresh

taxi_lorry_reload

taxi_lorry_remove



taxi_lorry_save

taxi_lorry_search

taxi_lorry_unlock



taxi_lorry_up

taxi_lorry_write

taxi_lorry_zoom



torpedo

torpedo_add

torpedo_back



torpedo_cancel

torpedo_clock

torpedo_close



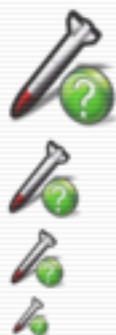
torpedo_config

torpedo_down

torpedo_fav



torpedo_help



torpedo_info



torpedo_level



torpedo_lock



torpedo_next



torpedo_ok



torpedo_refresh



torpedo_reload



torpedo_remove



torpedo_save



torpedo_search



torpedo_unlock



torpedo_up



torpedo_write



torpedo_zoom





tow_truck



tow_truck_add



tow_truck_back



tow_truck_cancel



tow_truck_clock



tow_truck_close



tow_truck_config



tow_truck_down



tow_truck_fav



tow_truck_help



tow_truck_info



tow_truck_level



tow_truck_lock



tow_truck_next



tow_truck_ok





tow_truck_refresh

tow_truck_reload

tow_truck_remove



tow_truck_save

tow_truck_search

tow_truck_unlock



tow_truck_up

tow_truck_write

tow_truck_zoom



tractor

tractor_add

tractor_back



tractor_cancel

tractor_clock

tractor_close



tractor_config



tractor_down



tractor_fav



tractor_help



tractor_info



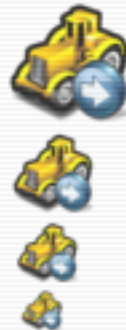
tractor_level



tractor_lock



tractor_next



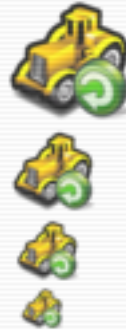
tractor_ok



tractor_refresh



tractor_reload



tractor_remove



tractor_save



tractor_search

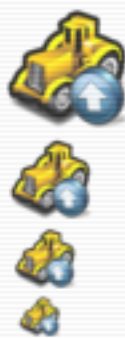


tractor_unlock





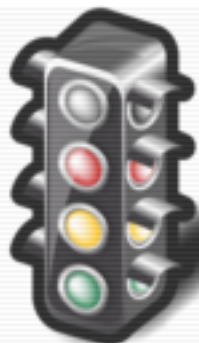
tractor_up



tractor_write



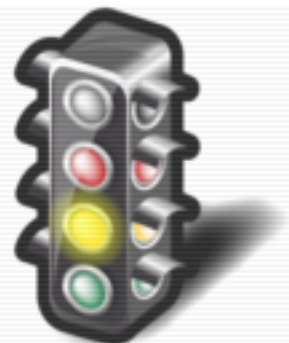
tractor_zoom



traffic.light



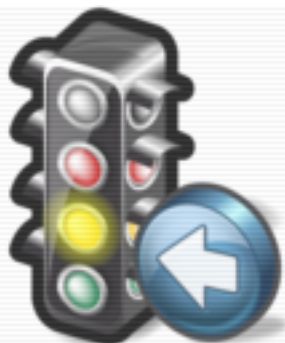
traffic.light_add



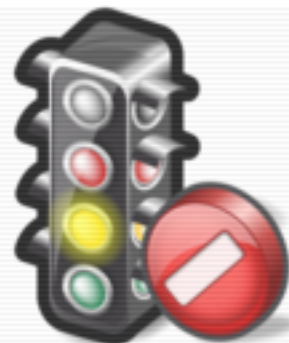
traffic.light_attention



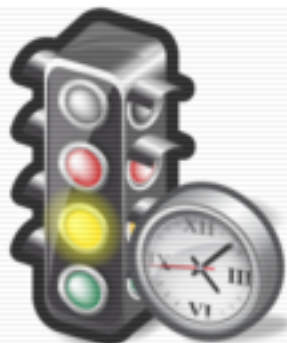
traffic.light_attention_add



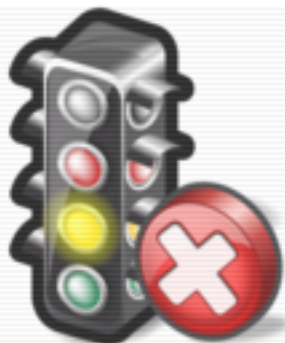
traffic.light_attention_back



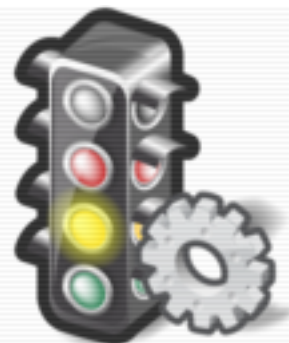
traffic.light_attention_cancel



traffic.light_attention_clock



traffic.light_attention_close



traffic.light_attention_config



traffic.light_attention_down



traffic.light_attention_fav

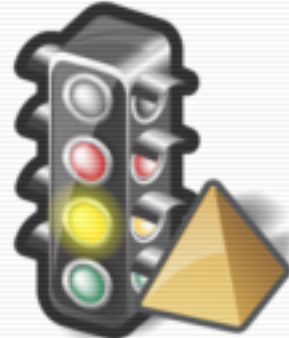


traffic.light_attention_help





traffic.light_attention.info



traffic.light_attention.level



traffic.light_attention.lock



traffic.light_attention.next



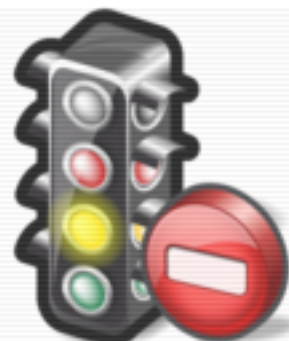
traffic.light_attention.ok



traffic.light_attention.refresh



traffic.light_attention.reload



traffic.light_attention.remove



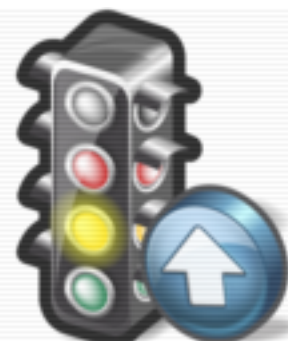
traffic.light_attention.save



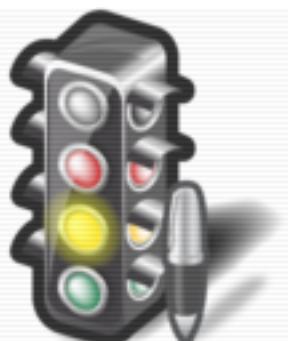
traffic.light_attention.search



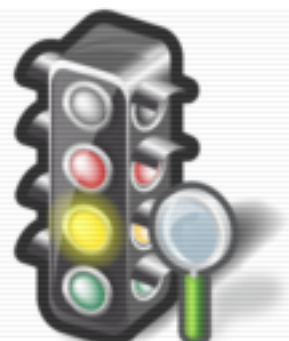
traffic.light_attention.unlock



traffic.light_attention.up



traffic.light_attention.write



traffic.light_attention.zoom



traffic.light_back





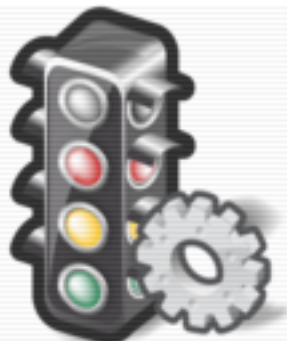
traffic_light_cancel



traffic_light_clock



traffic_light_close



traffic_light_config



traffic_light_down



traffic_light_fav



traffic_light_go



traffic_light_go_add



traffic_light_go_back



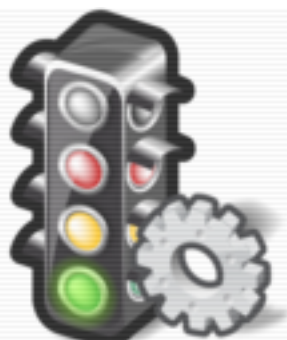
traffic_light_go_cancel



traffic_light_go_clock



traffic_light_go_close



traffic_light_go_config



traffic_light_go_down



traffic_light_go_fav

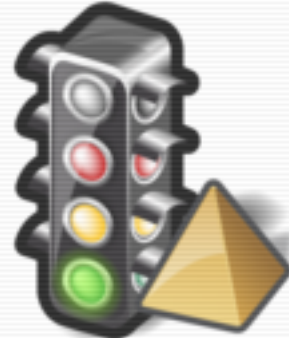




traffic.light_go_help



traffic.light_go_info



traffic.light_go_level



traffic.light_go_lock



traffic.light_go_next



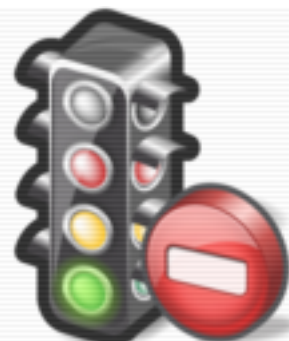
traffic.light_go_ok



traffic.light_go_refresh



traffic.light_go_reload



traffic.light_go_remove



traffic.light_go_save



traffic.light_go_search



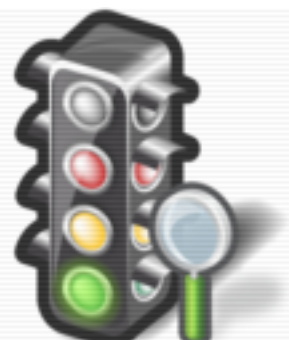
traffic.light_go_unlock



traffic.light_go_up



traffic.light_go_write



traffic.light_go_zoom

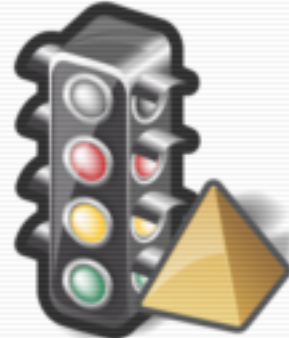




traffic_light_help



traffic_light_info



traffic_light_level



traffic_light_lock



traffic_light_next



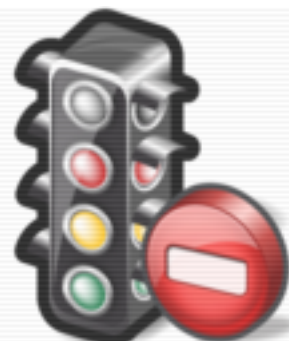
traffic_light_ok



traffic_light_refresh



traffic_light_reload



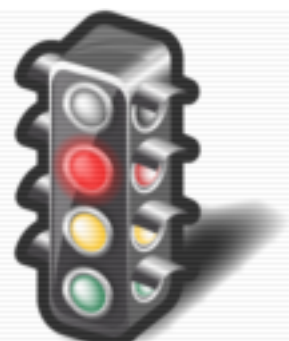
traffic_light_remove



traffic_light_save



traffic_light_search



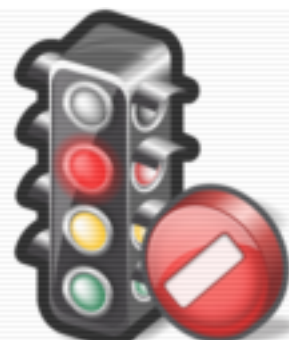
traffic_light_stop



traffic_light_stop_add



traffic_light_stop_back

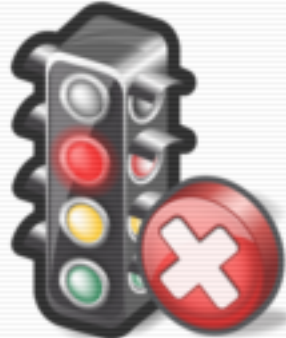


traffic_light_stop_cancel

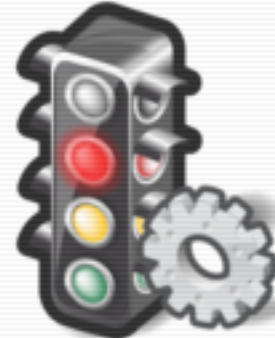




traffic.light_stop_clock



traffic.light_stop_close



traffic.light_stop_config



traffic.light_stop_down



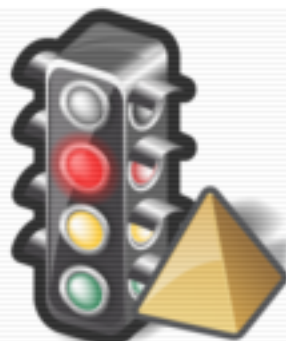
traffic.light_stop_fav



traffic.light_stop_help



traffic.light_stop_info



traffic.light_stop_level



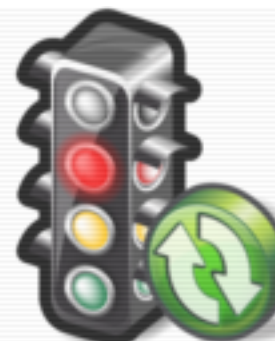
traffic.light_stop_lock



traffic.light_stop_next



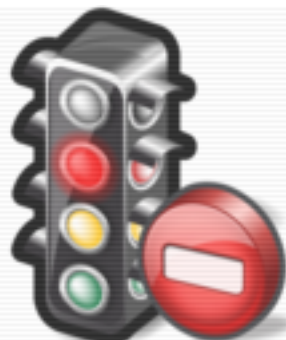
traffic.light_stop_ok



traffic.light_stop_refresh



traffic.light_stop_reload



traffic.light_stop_remove



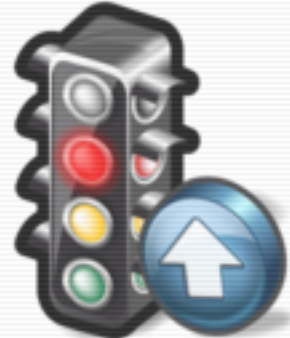
traffic.light_stop_save



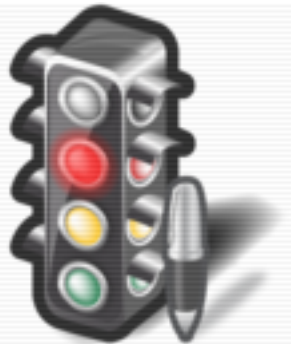
traffic_light_stop_search



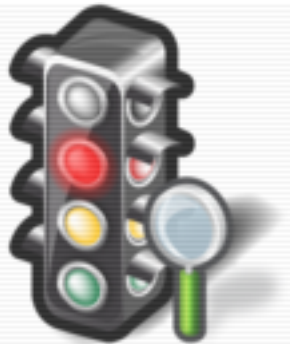
traffic_light_stop_unlock



traffic_light_stop_up



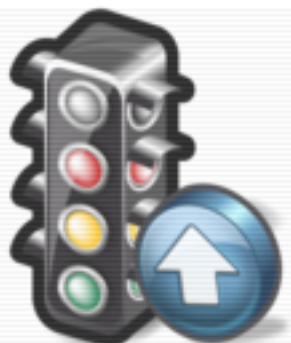
traffic_light_stop_write



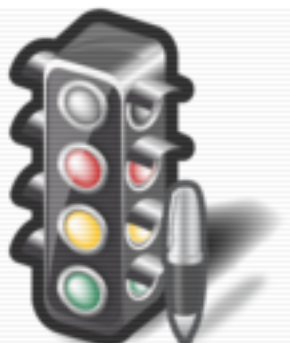
traffic_light_stop_zoom



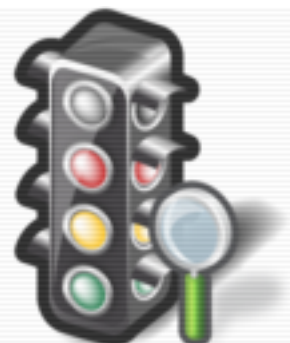
traffic_light_unlock



traffic_light_up



traffic_light_write



traffic_light_zoom



traffic_lights_ahead



traffic_lights_ahead_add



traffic_lights_ahead_back



traffic_lights_ahead_cancel



traffic_lights_ahead_clock



traffic_lights_ahead_close





traffic.lights_ahead.config



traffic.lights_ahead.down



traffic.lights_ahead.fav



traffic.lights_ahead.help



traffic.lights_ahead.info



traffic.lights_ahead.level



traffic.lights_ahead.lock



traffic.lights_ahead.next



traffic.lights_ahead.ok



traffic.lights_ahead.refresh



traffic.lights_ahead.reload



traffic.lights_ahead.remove



traffic.lights_ahead.save



traffic.lights_ahead.search



traffic.lights_ahead.unlock





traffic.lights_ahead_up



traffic.lights_ahead_write



traffic.lights_ahead_zoom



traffic.police



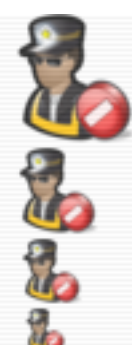
traffic.police_add



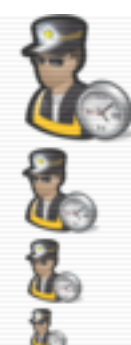
traffic.police_back



traffic.police_cancel



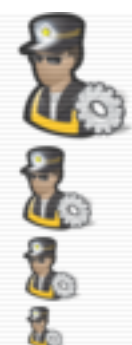
traffic.police_clock



traffic.police_close



traffic.police_config



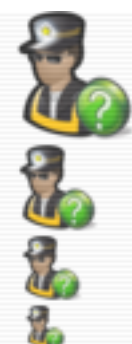
traffic.police_down



traffic.police_fav



traffic.police_help



traffic.police_info



traffic.police_level





traffic_police_lock



traffic_police_next



traffic_police_ok



traffic_police_refresh



traffic_police_reload



traffic_police_remove



traffic_police_save



traffic_police_search



traffic_police_unlock



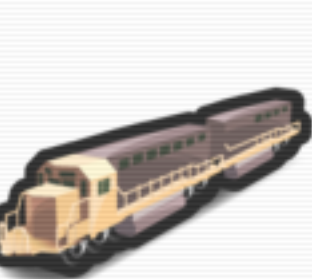
traffic_police_up



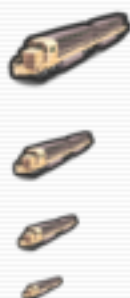
traffic_police_write



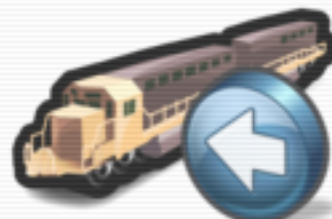
traffic_police_zoom



train

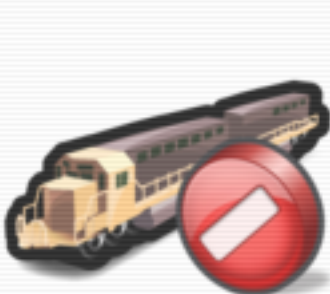


train_add



train_back





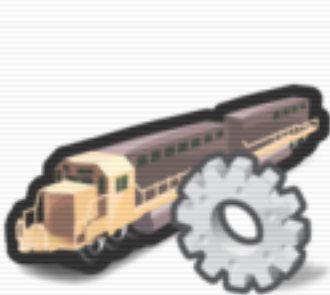
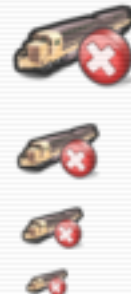
train_cancel



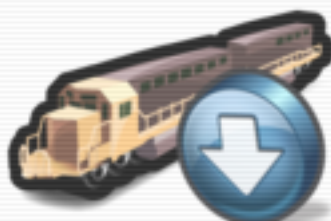
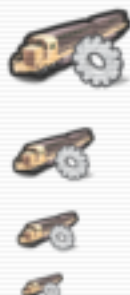
train_clock



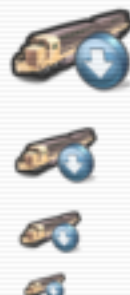
train_close



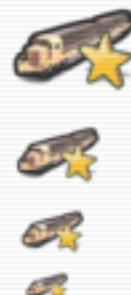
train_config



train_down



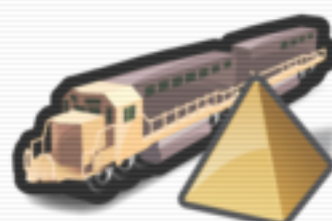
train_fav



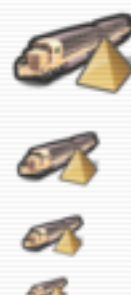
train_help



train_info



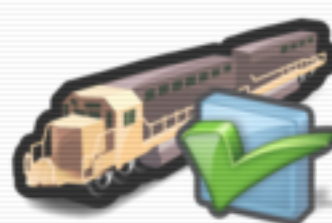
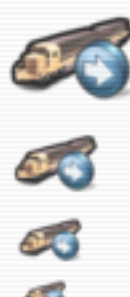
train_level



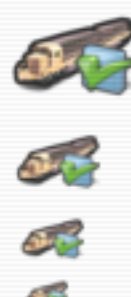
train_lock



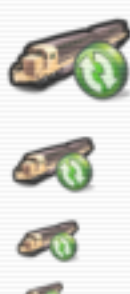
train_next



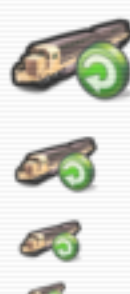
train_ok



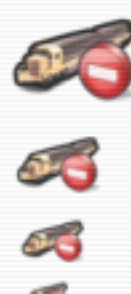
train_refresh

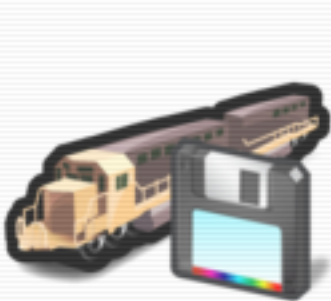


train_reload

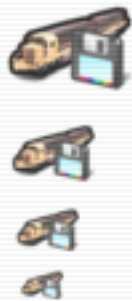


train_remove

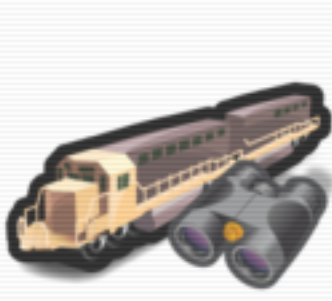




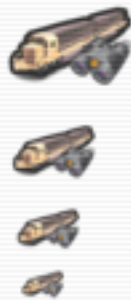
train_save



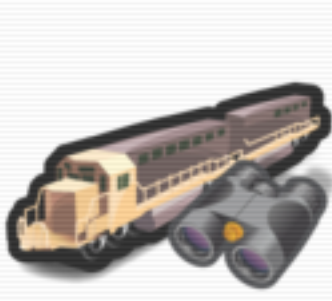
train_search



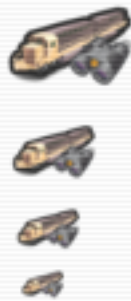
train_unlock



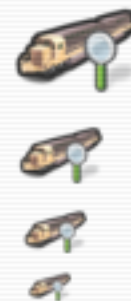
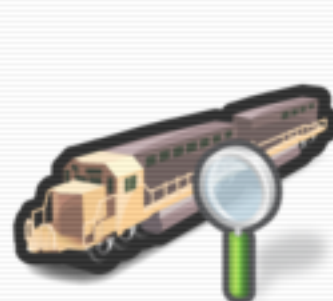
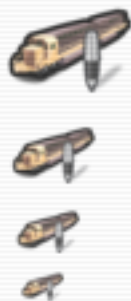
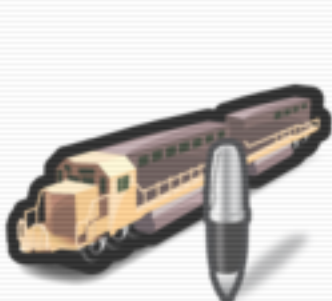
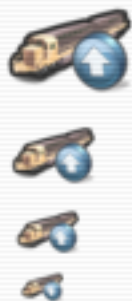
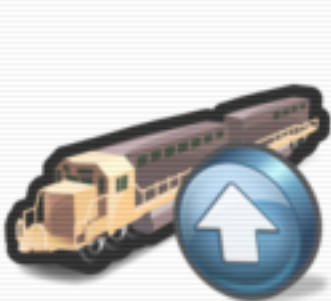
train_up



train_write



train_zoom



tramcar



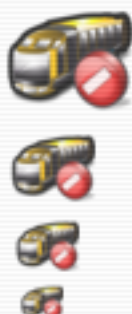
tramcar_add



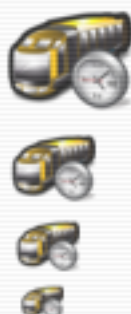
tramcar_back



tramcar_cancel



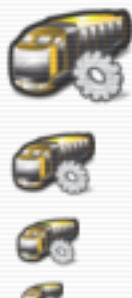
tramcar_clock



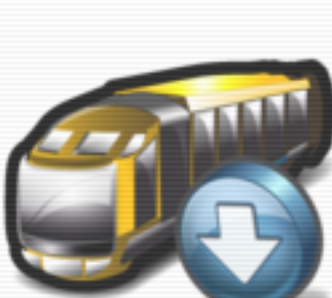
tramcar_close



tramcar_config



tramcar_down

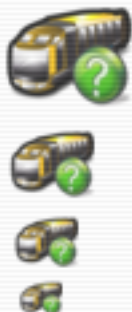


tramcar_fav





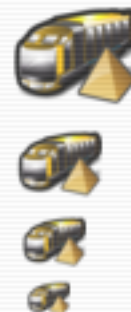
tramcar_help



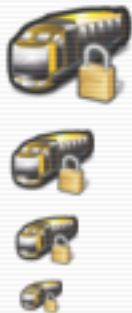
tramcar_info



tramcar_level



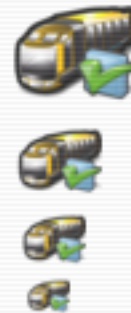
tramcar_lock



tramcar_next



tramcar_ok



tramcar_refresh



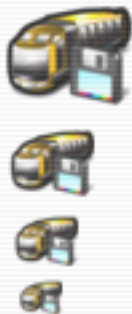
tramcar_reload



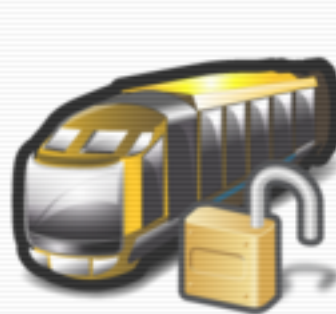
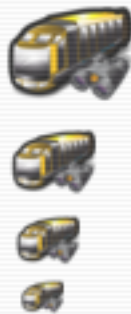
tramcar_remove



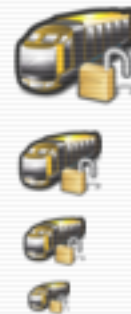
tramcar_save



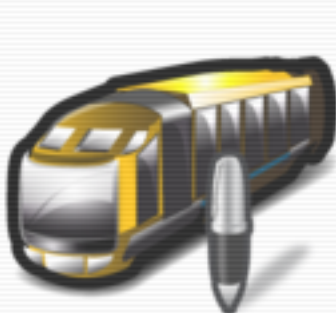
tramcar_search



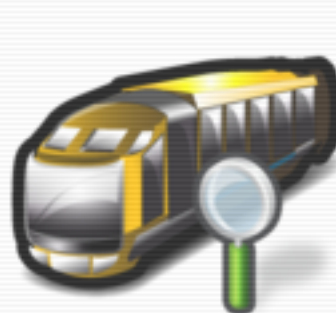
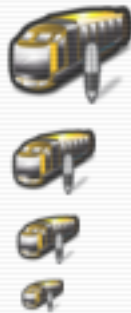
tramcar_unlock



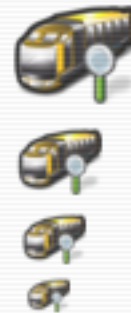
tramcar_up



tramcar_write

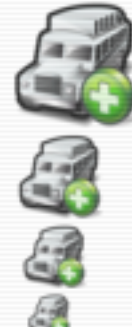


tramcar_zoom





trolley_bus



trolley_bus.add



trolley_bus.back



trolley_bus.cancel



trolley_bus.clock



trolley_bus.close



trolley_bus.config



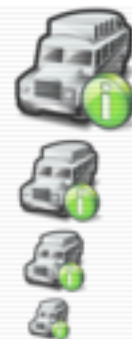
trolley_bus.down



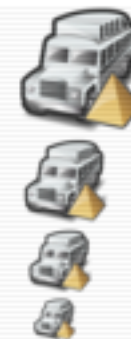
trolley_bus.fav



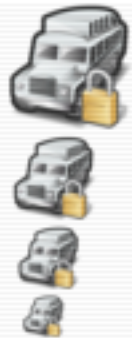
trolley_bus.help



trolley_bus.info



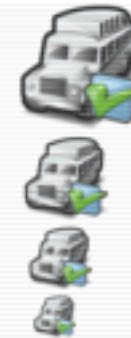
trolley_bus.level



trolley_bus.lock



trolley_bus.next



trolley_bus.ok



trolley_bus.refresh

trolley_bus.reload

trolley_bus.remove



trolley_bus.save

trolley_bus.search

trolley_bus.unlock



trolley_bus.up

trolley_bus.write

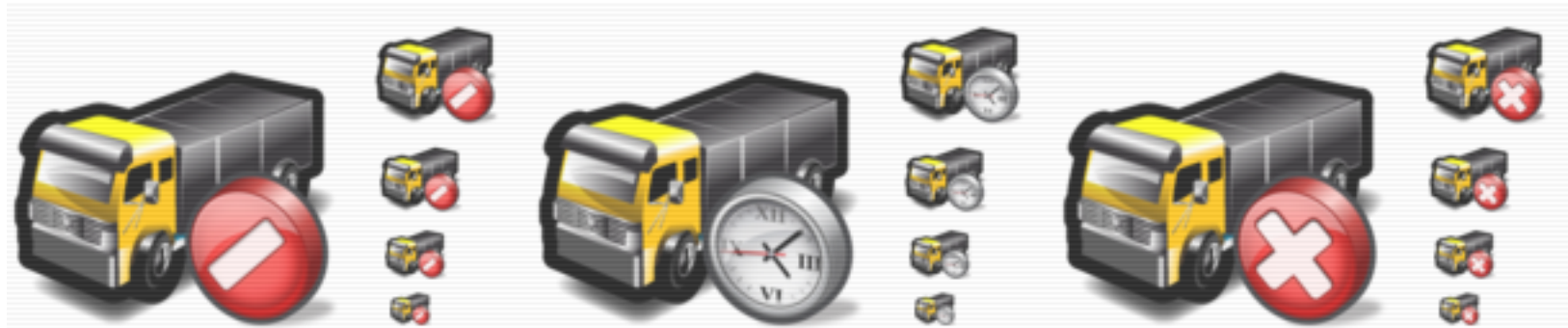
trolley_bus.zoom



truck

truck.add

truck.back



truck.cancel

truck.clock

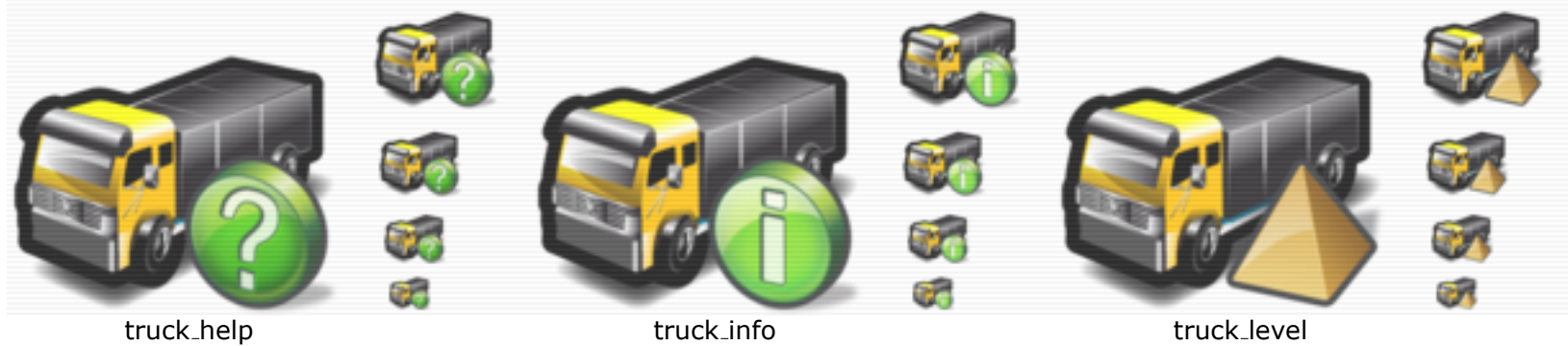
truck.close



truck_config

truck_down

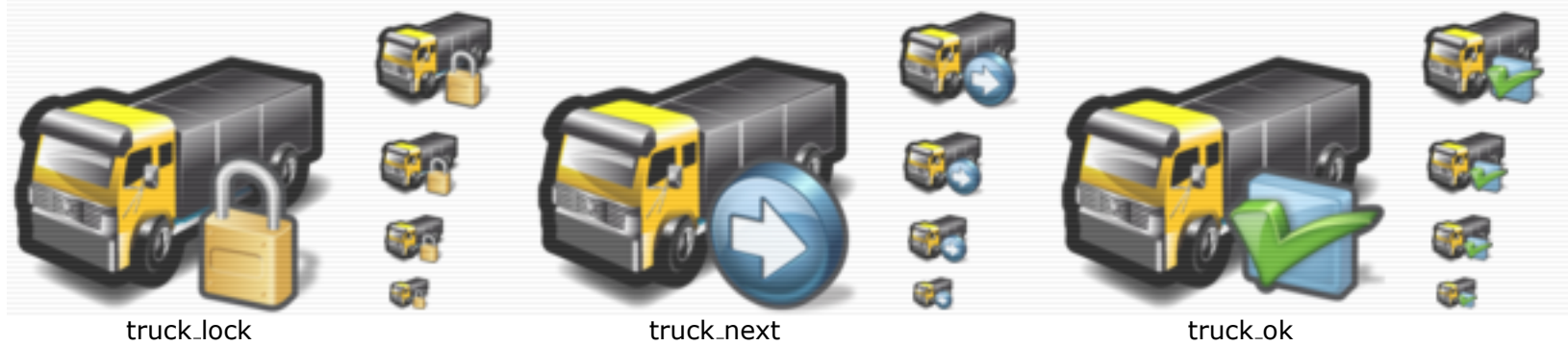
truck_fav



truck_help

truck.info

truck.level



truck_lock

truck_next

truck_ok



truck_refresh

truck.reload

truck_remove



truck_save

truck_search

truck_unlock



truck_up

truck_write

truck_zoom



tunnel

tunnel_add

tunnel_back



tunnel_cancel

tunnel_clock

tunnel_close



tunnel_config

tunnel_down

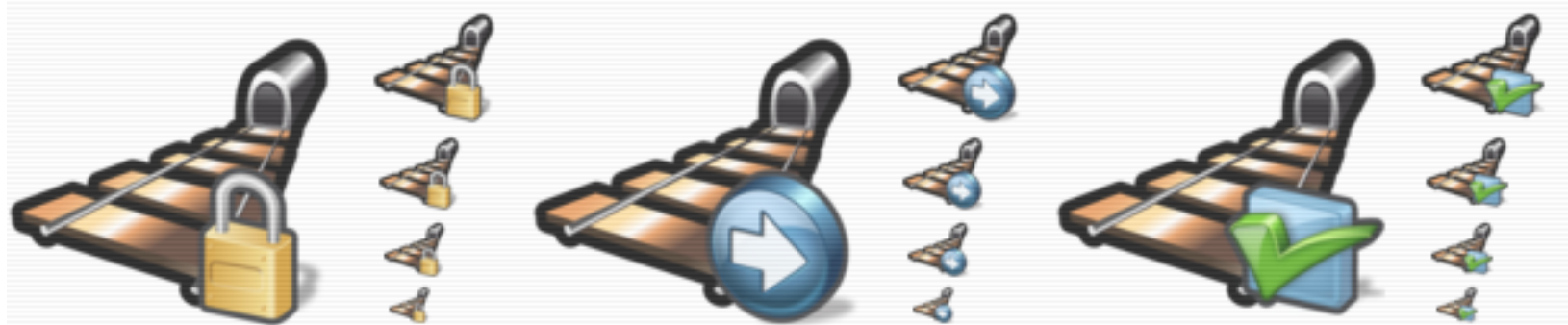
tunnel_fav



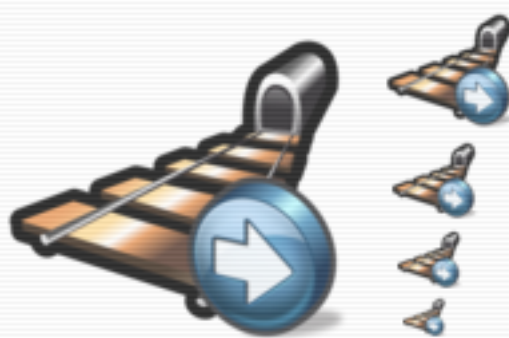
tunnel_help

tunnel_info

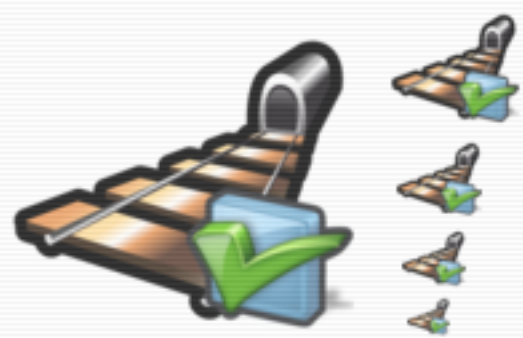
tunnel_level



tunnel.lock



tunnel.next



tunnel.ok



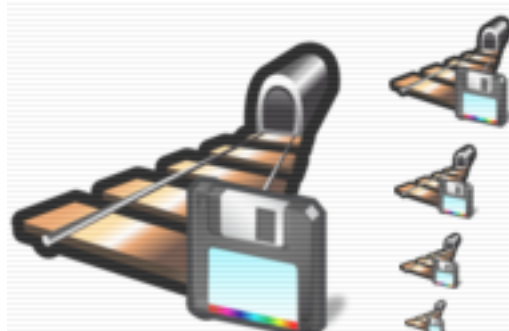
tunnel.refresh



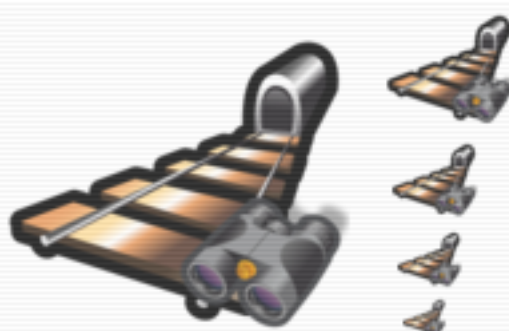
tunnel.reload



tunnel.remove



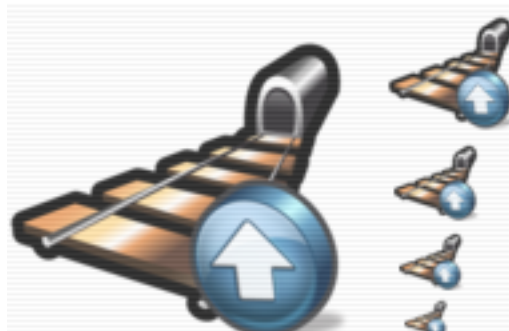
tunnel.save



tunnel.search



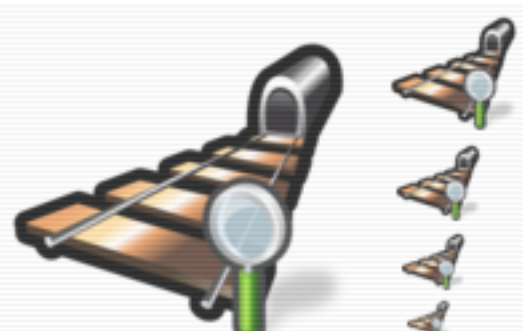
tunnel.unlock



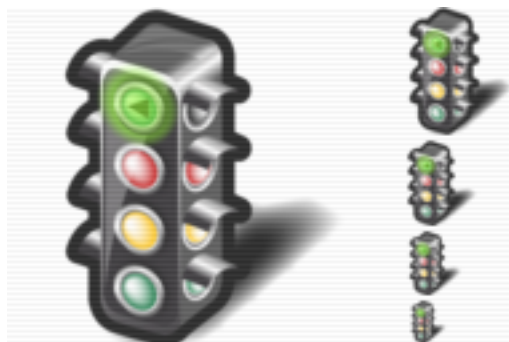
tunnel.up



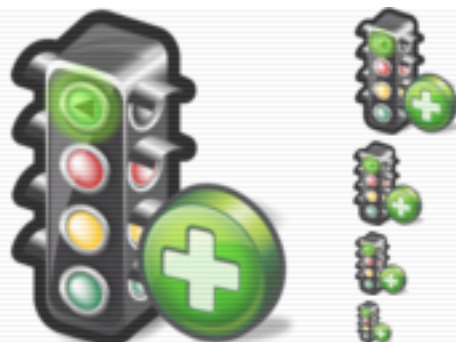
tunnel.write



tunnel.zoom



turn_left



turn_left.add



turn_left.back



turn_left.cancel



turn_left.clock



turn_left.close



turn_left.config



turn_left.down



turn_left.fav



turn_left.help



turn_left.info



turn_left.level



turn_left.lock



turn_left.next



turn_left.ok



turn_left.refresh



turn_left.reload



turn_left.remove





turn_left.save



turn_left.search



turn_left.unlock



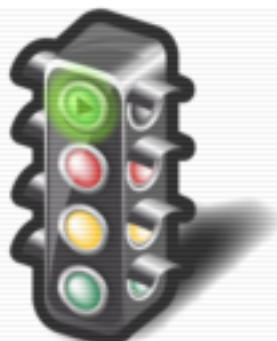
turn_left.up



turn_left.write



turn_left.zoom



turn_right



turn_right.add



turn_right.back



turn_right.cancel



turn_right.clock



turn_right.close



turn_right.config



turn_right.down



turn_right.fav





turn_right_help



turn_right_info



turn_right_level



turn_right_lock



turn_right_next



turn_right_ok



turn_right_refresh



turn_right_reload



turn_right_remove



turn_right_save



turn_right_search



turn_right_unlock



turn_right_up



turn_right_write



turn_right_zoom





ufo

ufo.add

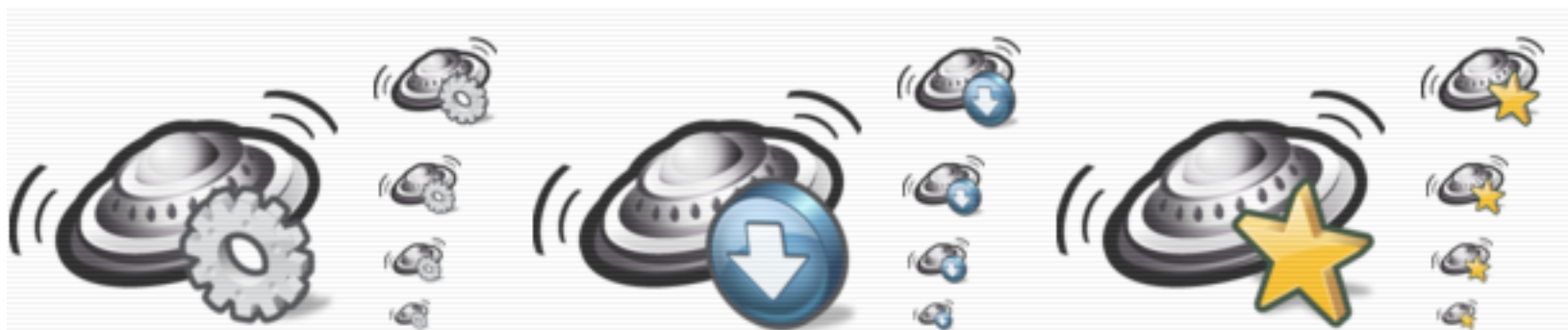
ufo.back



ufo.cancel

ufo.clock

ufo.close



ufo.config

ufo.down

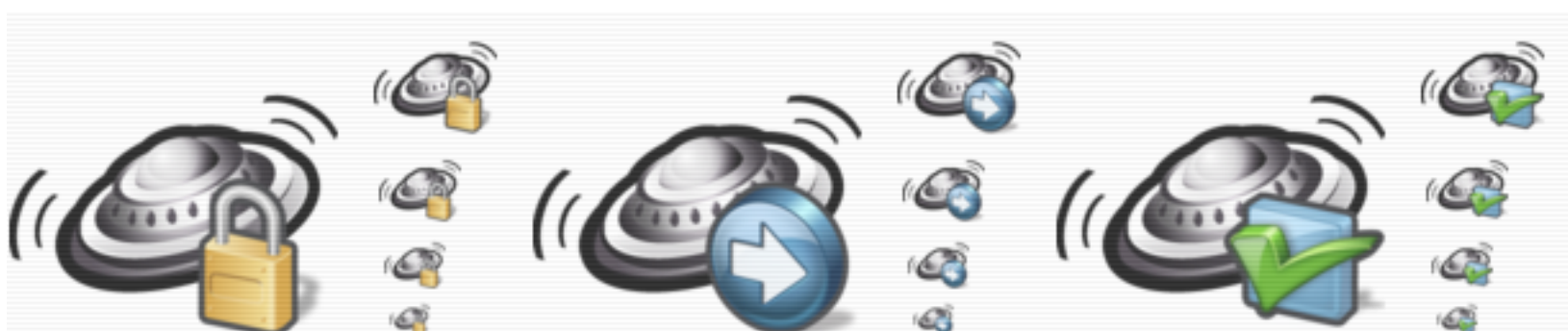
ufo.fav



ufo.help

ufo.info

ufo.level



ufo.lock

ufo.next

ufo.ok



ufo_refresh

ufo_reload

ufo_remove



ufo_save

ufo_search

ufo_unlock



ufo_up

ufo_write

ufo_zoom



uneven_road

uneven_road_add

uneven_road_back



uneven_road_cancel

uneven_road_clock

uneven_road_close



uneven_road.config



uneven_road.down



uneven_road.fav



uneven_road.help



uneven_road.info



uneven_road.level



uneven_road.lock



uneven_road.next



uneven_road.ok



uneven_road.refresh



uneven_road.reload



uneven_road.remove



uneven_road.save



uneven_road.search



uneven_road.unlock





uneven_road_up



uneven_road_write



uneven_road_zoom



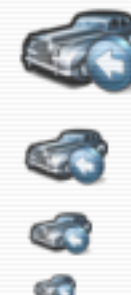
vintage_car



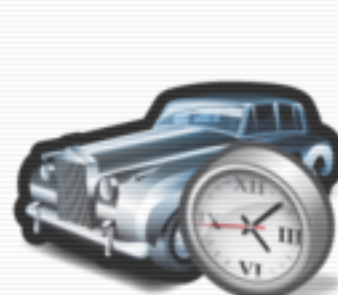
vintage_car_add



vintage_car_back



vintage_car_cancel



vintage_car_clock



vintage_car_close



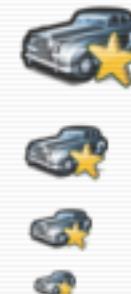
vintage_car_config



vintage_car_down



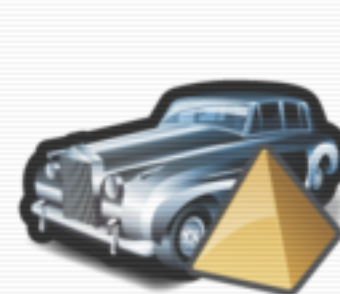
vintage_car_fav



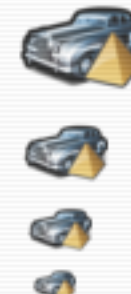
vintage_car_help



vintage_car_info



vintage_car_level





vintage_car.lock



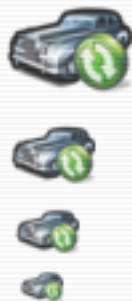
vintage_car.next



vintage_car.ok



vintage_car.refresh



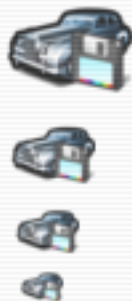
vintage_car.reload



vintage_car.remove



vintage_car.save



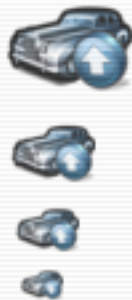
vintage_car.search



vintage_car.unlock



vintage_car.up



vintage_car.write



vintage_car.zoom



wheel



wheel.add



wheel.back





wheel_cancel



wheel_clock



wheel_close



wheel_config



wheel_down



wheel_fav



wheel_help



wheel_info



wheel_level



wheel_lock



wheel_next



wheel_ok



wheel_refresh



wheel_reload



wheel_remove





wheel_save



wheel_search



wheel_unlock



wheel_up



wheel_write



wheel_zoom



wheelchair



wheelchair_add



wheelchair_back



wheelchair_cancel



wheelchair_clock



wheelchair_close



wheelchair_config



wheelchair_down



wheelchair_fav





wheelchair_help



wheelchair_info



wheelchair_level



wheelchair_lock



wheelchair_next



wheelchair_ok



wheelchair_refresh



wheelchair_reload



wheelchair_remove



wheelchair_save



wheelchair_search



wheelchair_unlock



wheelchair_up



wheelchair_write



wheelchair_zoom





wild_animal_crossing



wild_animal_crossing_add



wild_animal_crossing_back



wild_animal_crossing_cancel



wild_animal_crossing_clock



wild_animal_crossing_close



wild_animal_crossing_config



wild_animal_crossing_down



wild_animal_crossing_fav



wild_animal_crossing_help



wild_animal_crossing_info



wild_animal_crossing_level



wild_animal_crossing_lock



wild_animal_crossing_next



wild_animal_crossing_ok





wild_animal_crossing_refresh



wild_animal_crossing_reload



wild_animal_crossing_remove



wild_animal_crossing_save



wild_animal_crossing_search



wild_animal_crossing_unlock



wild_animal_crossing_up



wild_animal_crossing_write



wild_animal_crossing_zoom



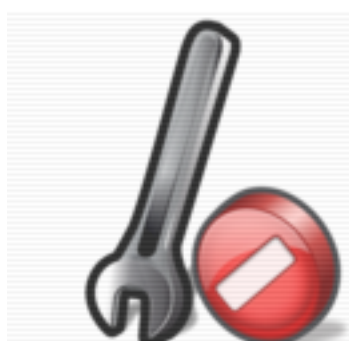
wrench



wrench_add



wrench_back



wrench_cancel



wrench_clock



wrench_close





wrench_config



wrench_down



wrench_fav



wrench_help



wrench_info



wrench_level



wrench_lock



wrench_next



wrench_ok



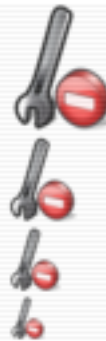
wrench_refresh



wrench_reload



wrench_remove



wrench_save



wrench_search



wrench_unlock





wrench_up



wrench_write



wrench_zoom



yatch



yatch_add



yatch_back



yatch_cancel



yatch_clock



yatch_close



yatch_config



yatch_down



yatch_fav



yatch_help



yatch_info



yatch_level





yatch_lock



yatch_next



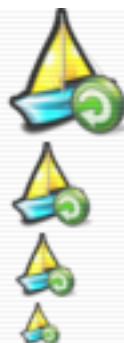
yatch_ok



yatch_refresh



yatch_reload



yatch_remove



yatch_save



yatch_search



yatch_unlock



yatch_up



yatch_write



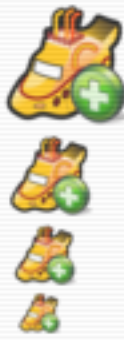
yatch_zoom



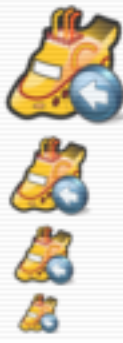
yellow_submarine



yellow_submarine.add



yellow_submarine.back





yellow_submarine.cancel



yellow_submarine.clock



yellow_submarine.close



yellow_submarine.config



yellow_submarine.down



yellow_submarine.fav



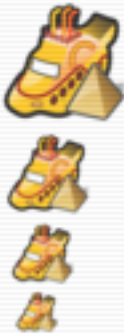
yellow_submarine.help



yellow_submarine.info



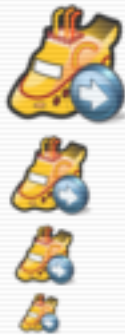
yellow_submarine.level



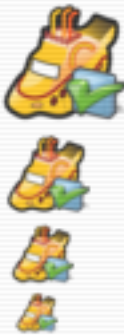
yellow_submarine.lock



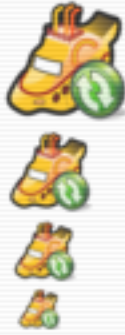
yellow_submarine.next



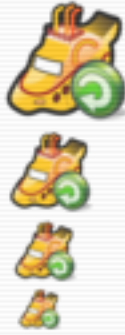
yellow_submarine.ok



yellow_submarine.refresh



yellow_submarine.reload



yellow_submarine.remove

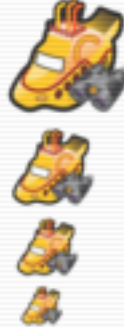




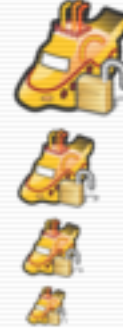
yellow_submarine.save



yellow_submarine.search



yellow_submarine.unlock



yellow_submarine.up



yellow_submarine.write



yellow_submarine.zoom



yield



yield.add



yield.back



yield.cancel



yield.clock



yield.close



yield.config



yield.down



yield.fav





yield_help



yield_info



yield_level



yield_lock



yield_next



yield_ok



yield_refresh



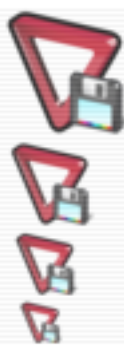
yield_reload



yield_remove



yield_save



yield_search



yield_unlock



yield_up



yield_write



yield_zoom





zebra_crossing



zebra_crossing_add



zebra_crossing_back



zebra_crossing_cancel



zebra_crossing_clock



zebra_crossing_close



zebra_crossing_config



zebra_crossing_down



zebra_crossing_fav



zebra_crossing_help



zebra_crossing_info



zebra_crossing_level



zebra_crossing_lock



zebra_crossing_next



zebra_crossing_ok



zebra_crossing_refresh



zebra_crossing_reload



zebra_crossing_remove



zebra_crossing_save



zebra_crossing_search



zebra_crossing_unlock



zebra_crossing_up



zebra_crossing_write



zebra_crossing_zoom



zigzag_road



zigzag_road_add



zigzag_road_back



zigzag_road_cancel



zigzag_road_clock



zigzag_road_close



zigzag_road_config



zigzag_road_down



zigzag_road_fav



zigzag_road_help



zigzag_road_info



zigzag_road_level



zigzag_road_lock



zigzag_road_next



zigzag_road_ok



zigzag_road_refresh



zigzag_road_reload



zigzag_road_remove



zigzag_road_save



zigzag_road_search



zigzag_road_unlock





zigzag_road.up



zigzag_road.write



zigzag_road.zoom

