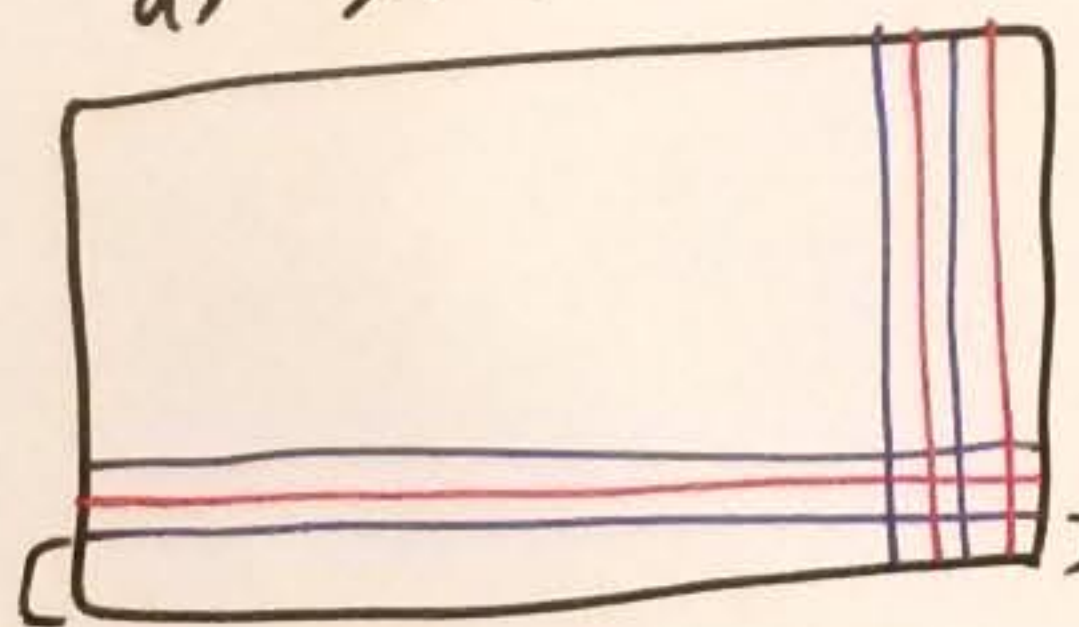


64 DX
Upper half

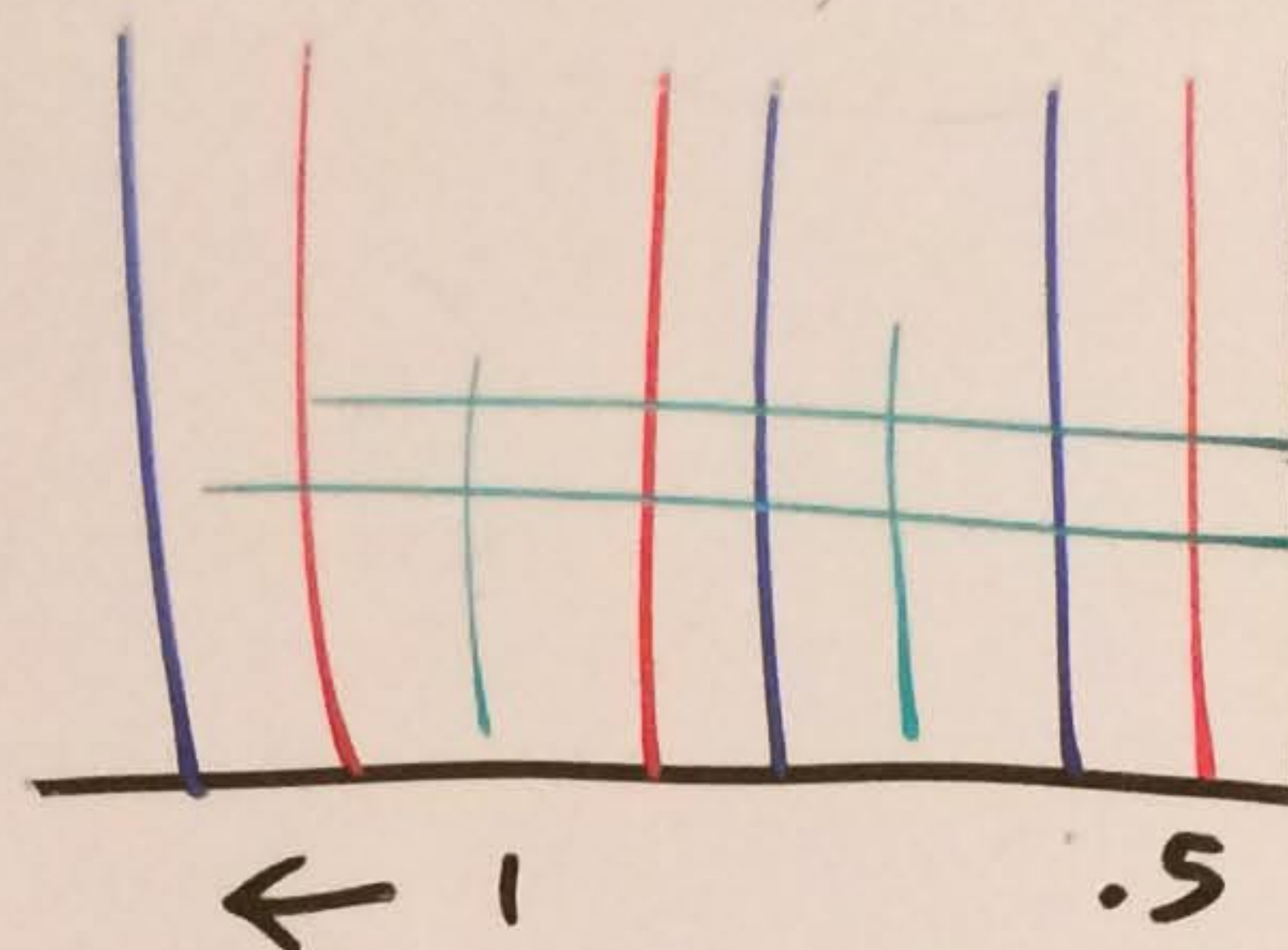
MVC

1x2 rectangle
32x64 grid
Leave lowest 64th
as 32nd



(c)

MVC

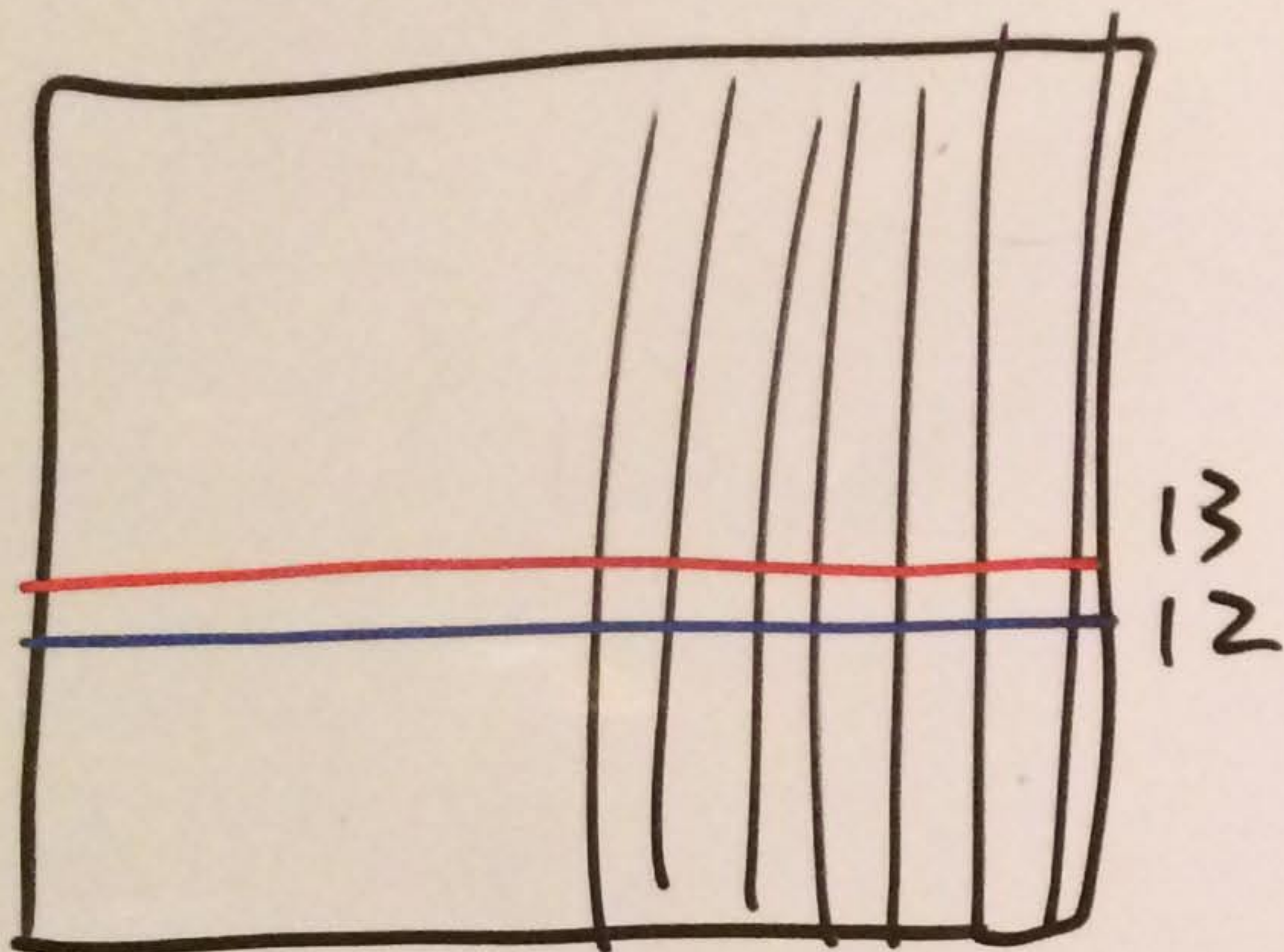


6.5 blocks

(C)

Quartet

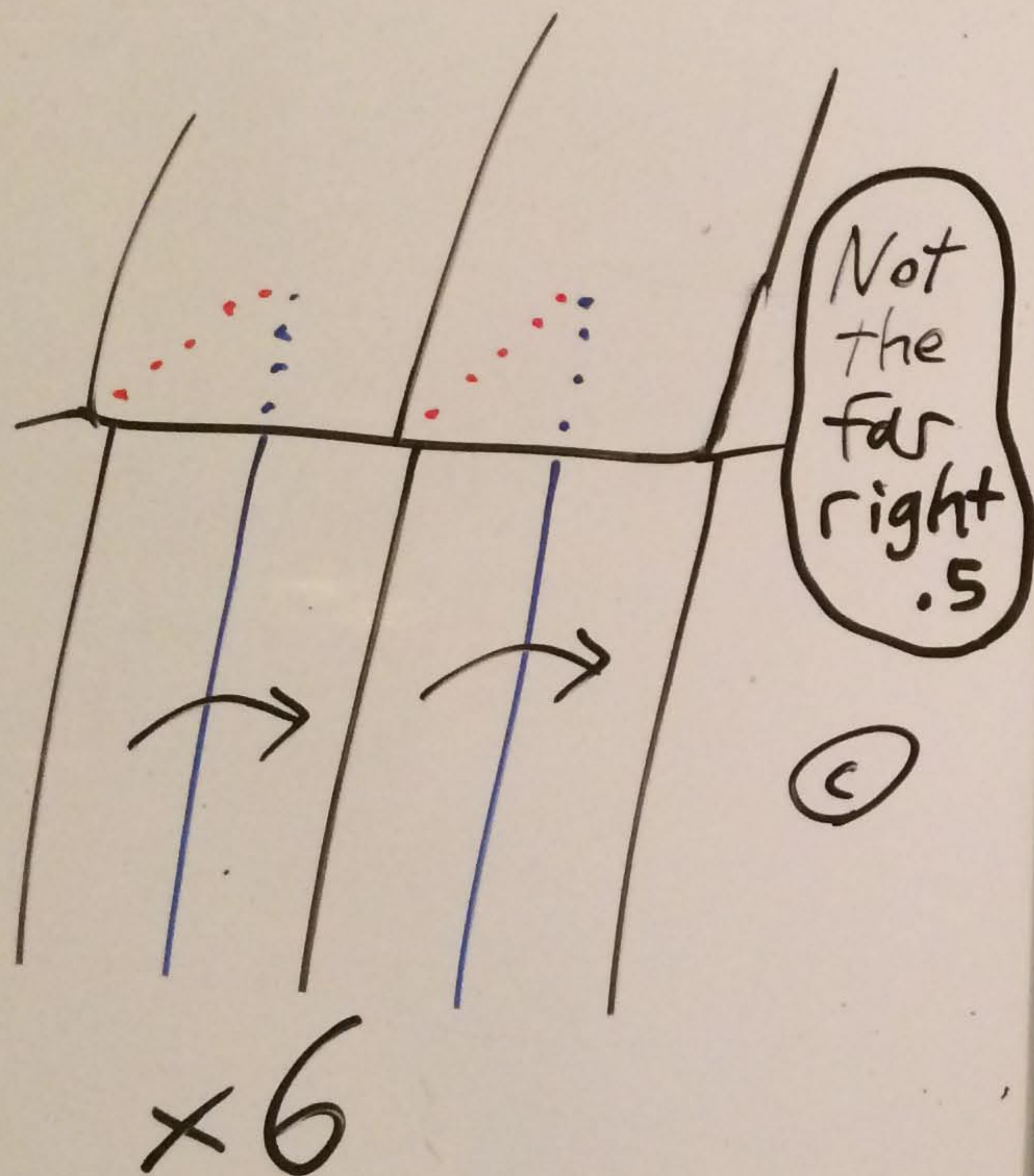
MVC



©

Quartet

MVC



Not
the
far
right
.5

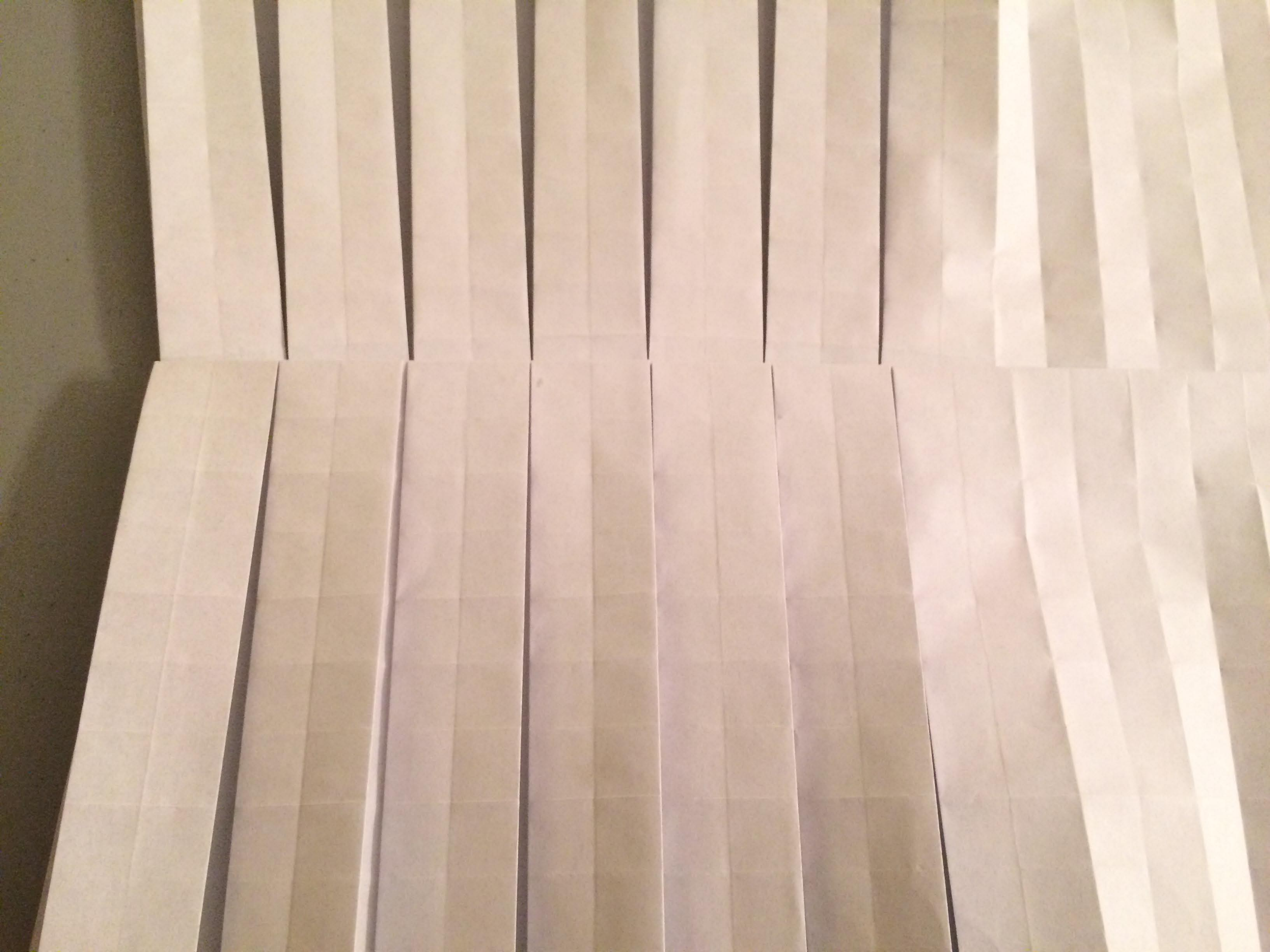
©

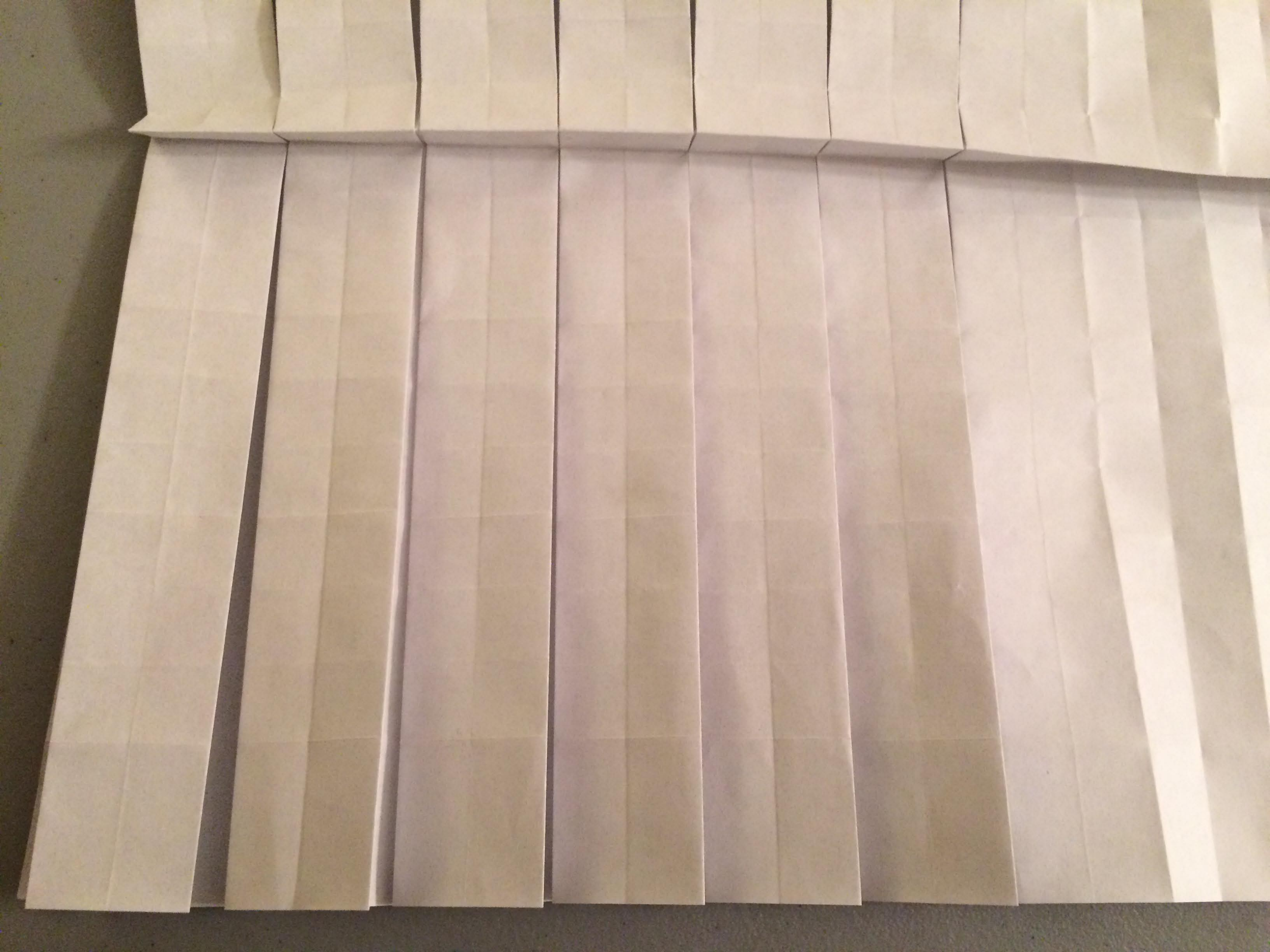
x6

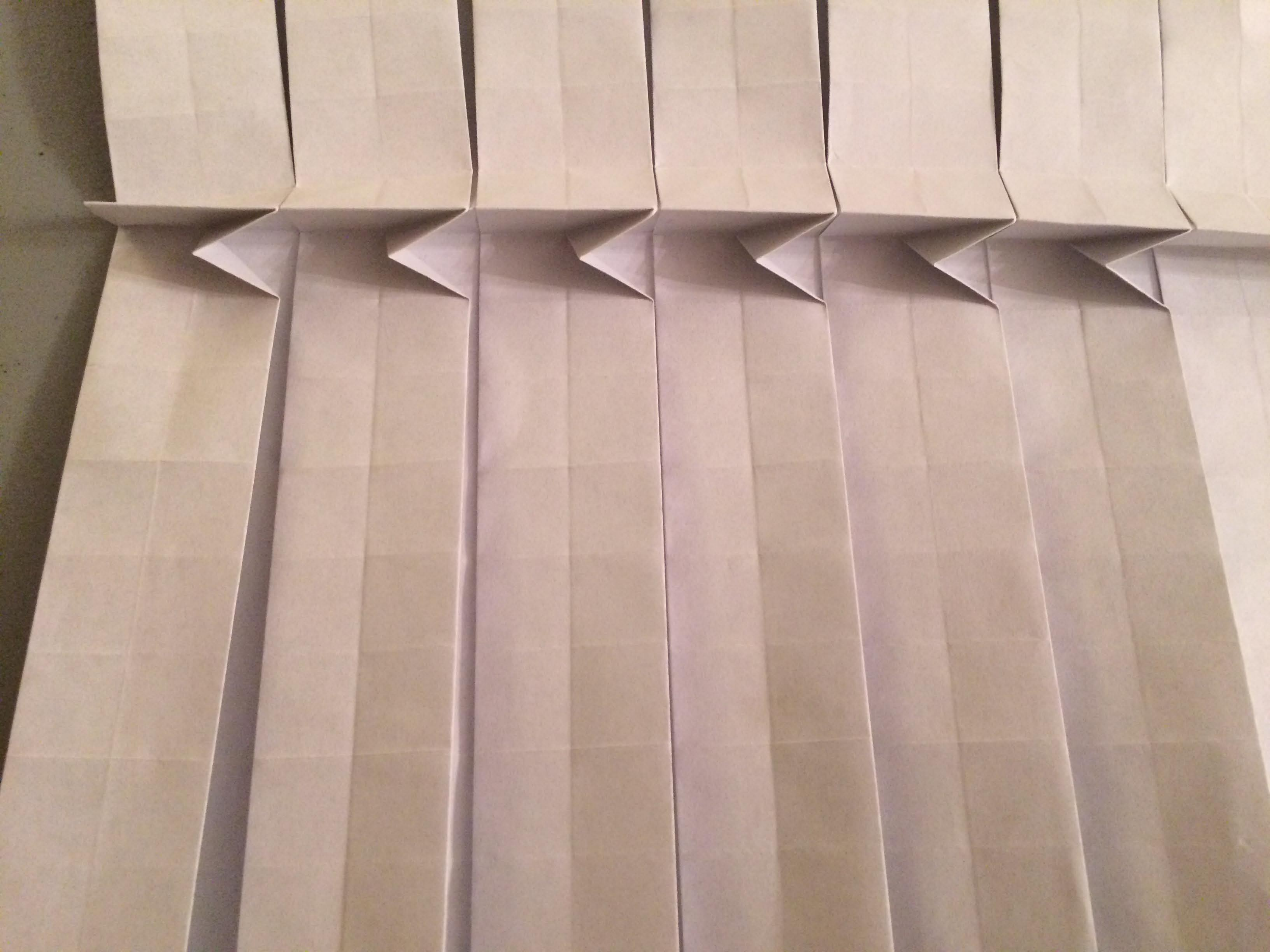
Quartet



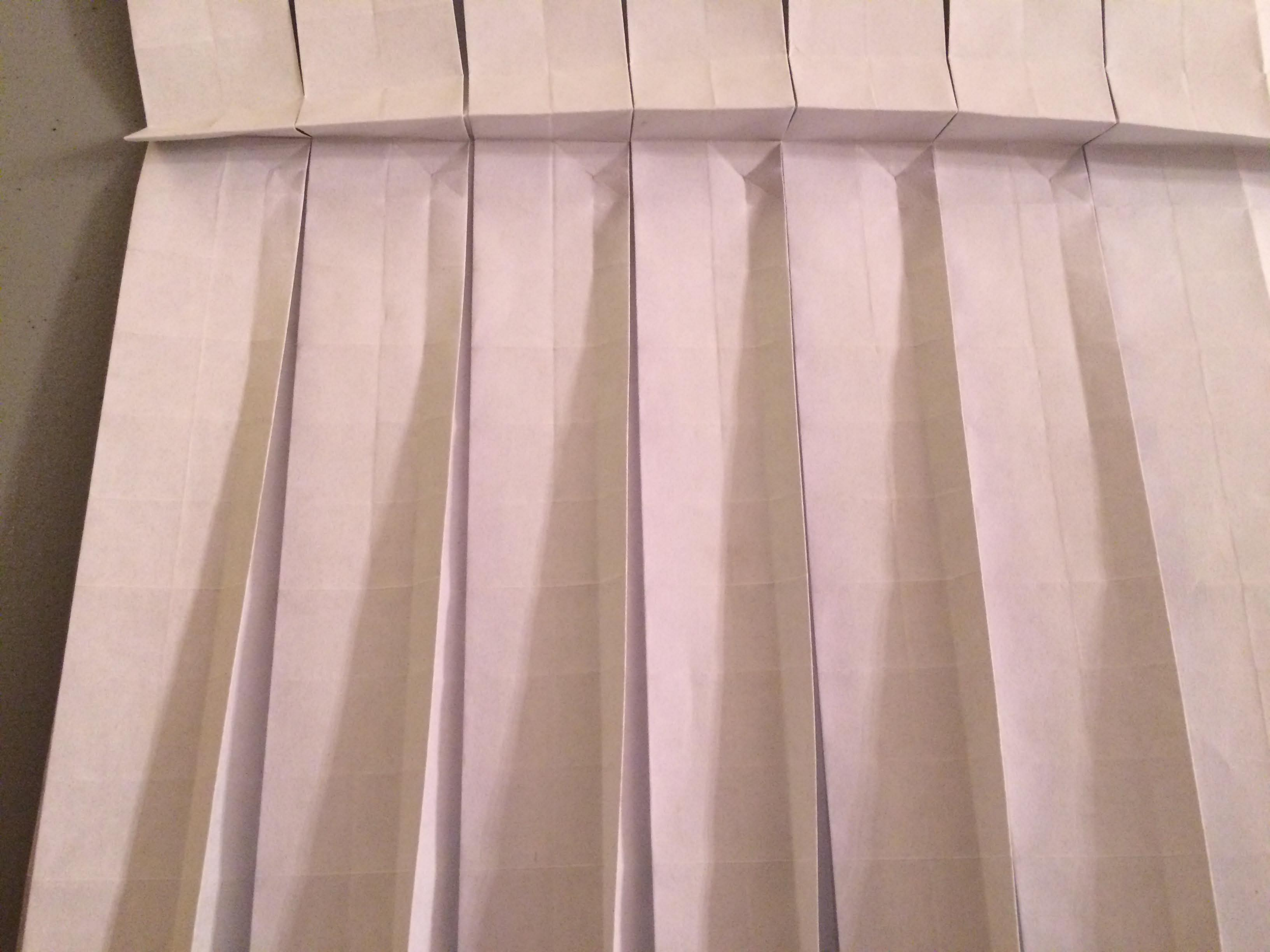












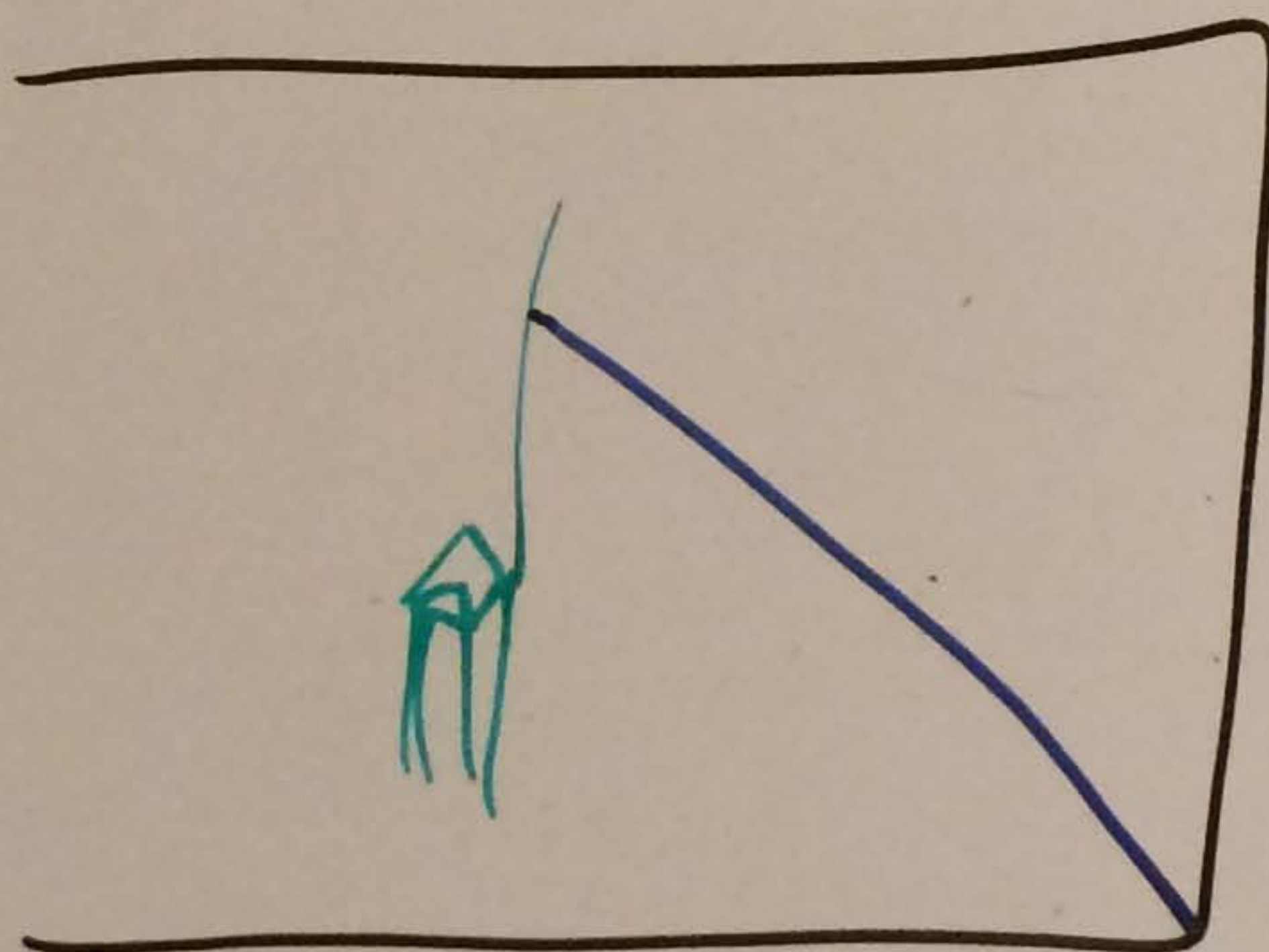








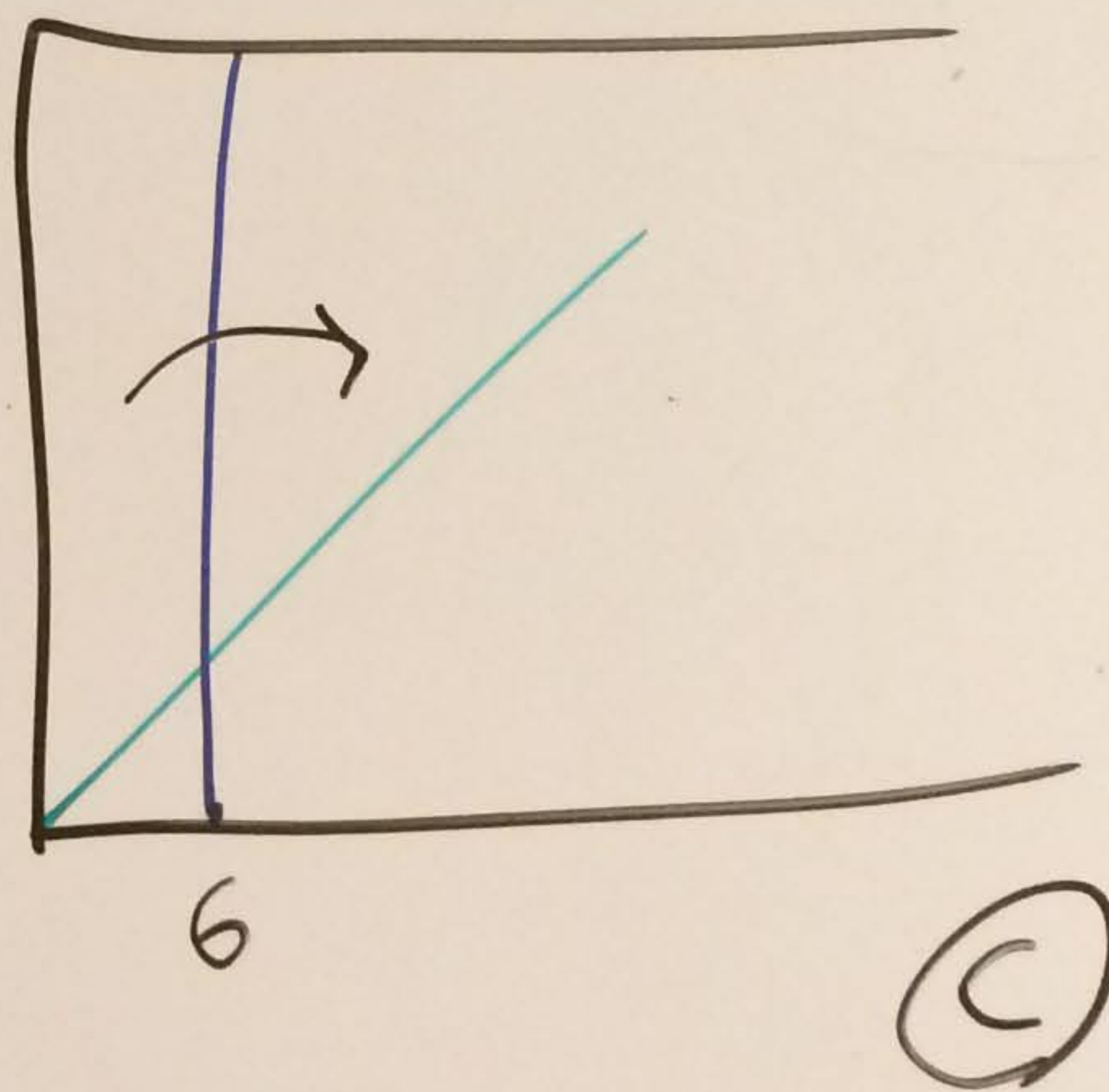
MVC



W

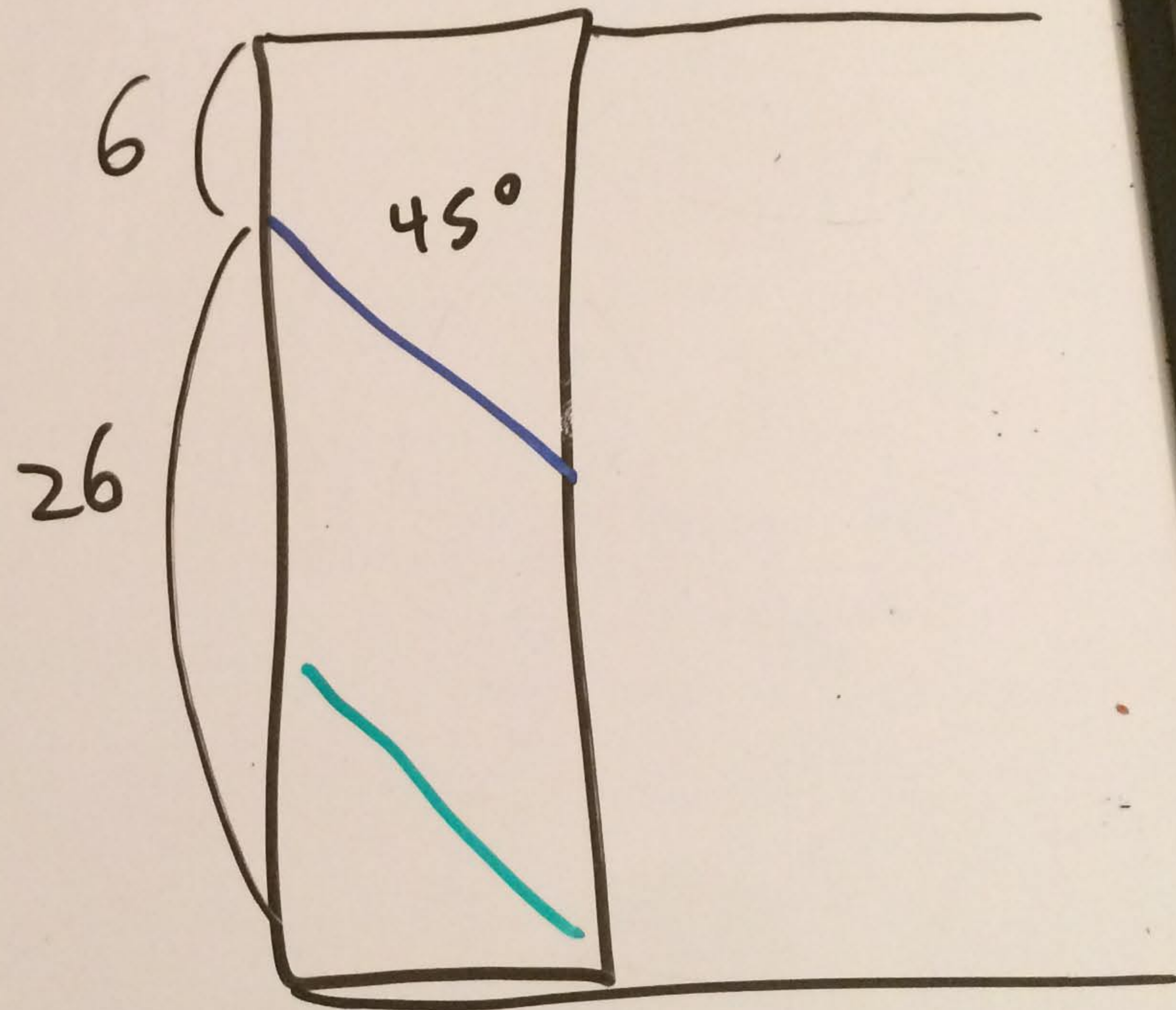
Quartet

MVC

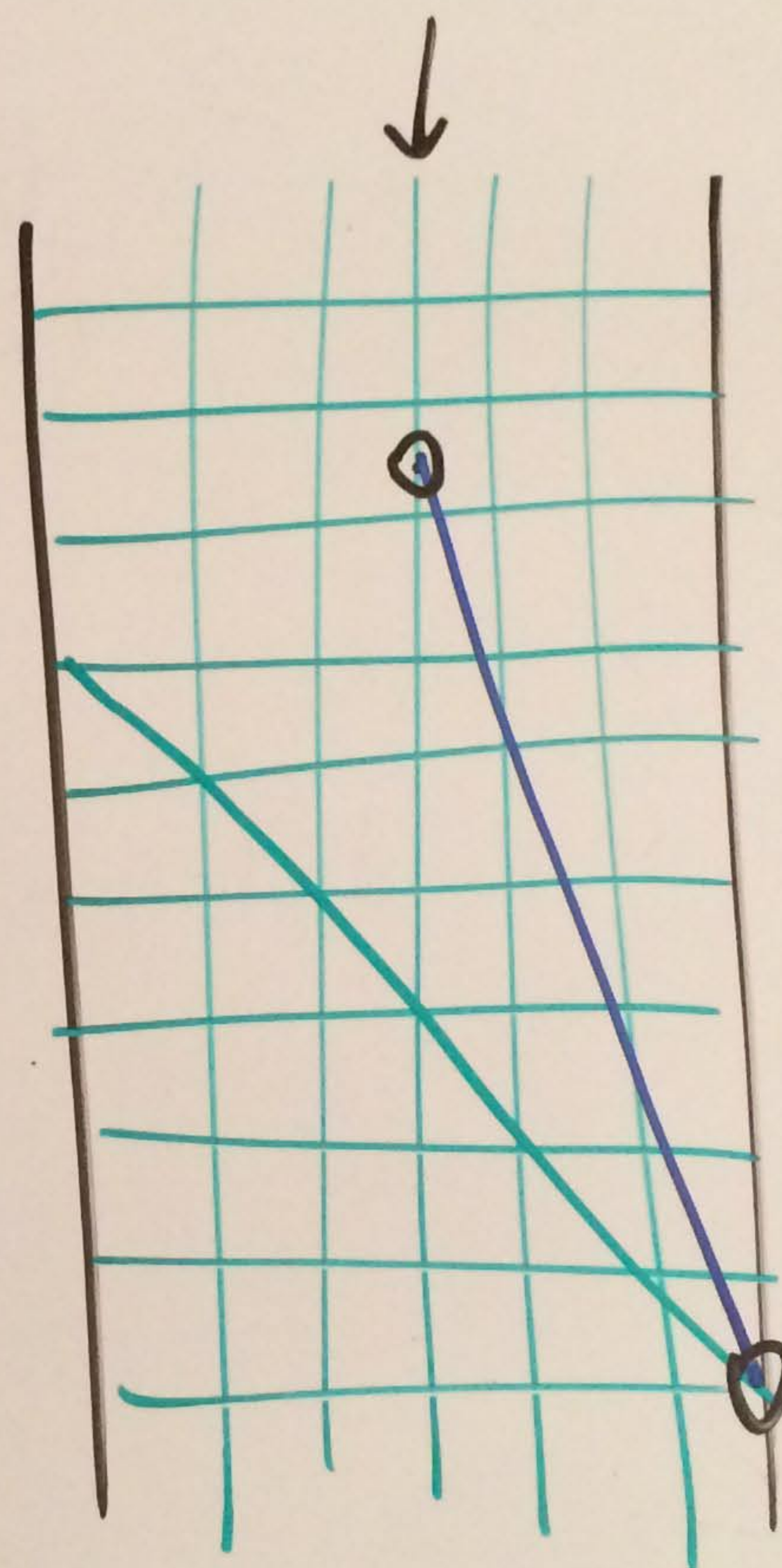


Quarter

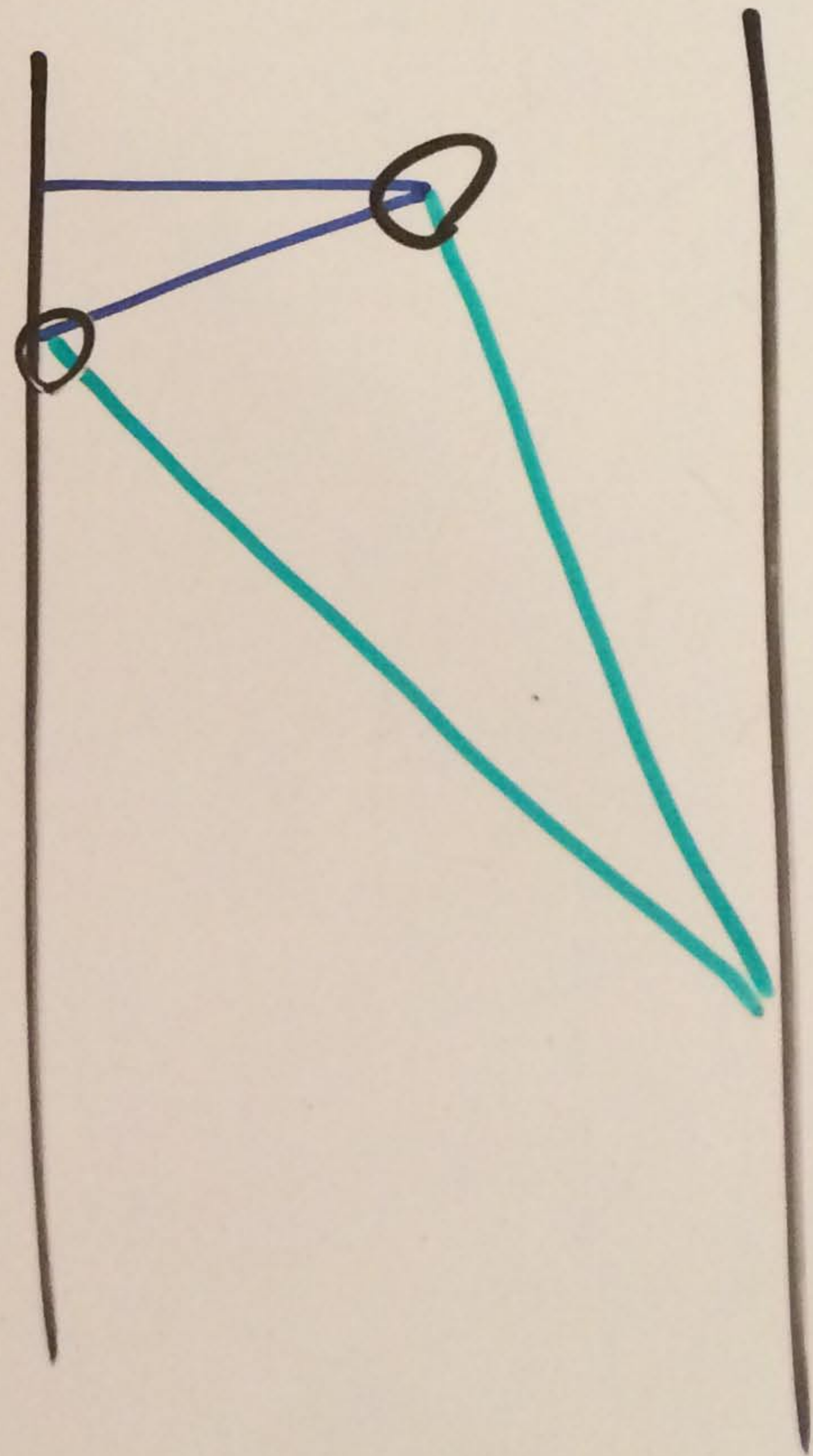
MVC



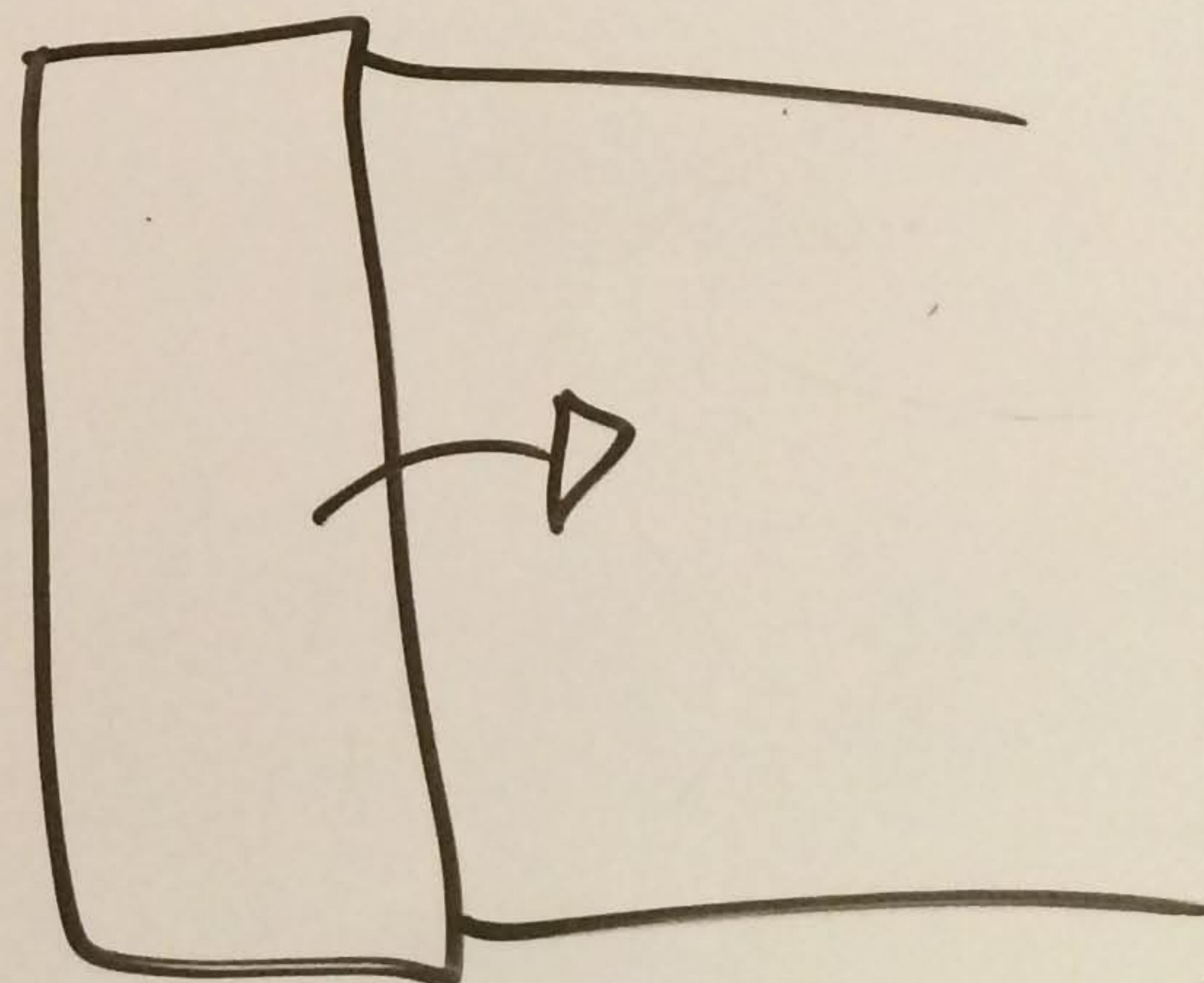
MVC



MVC

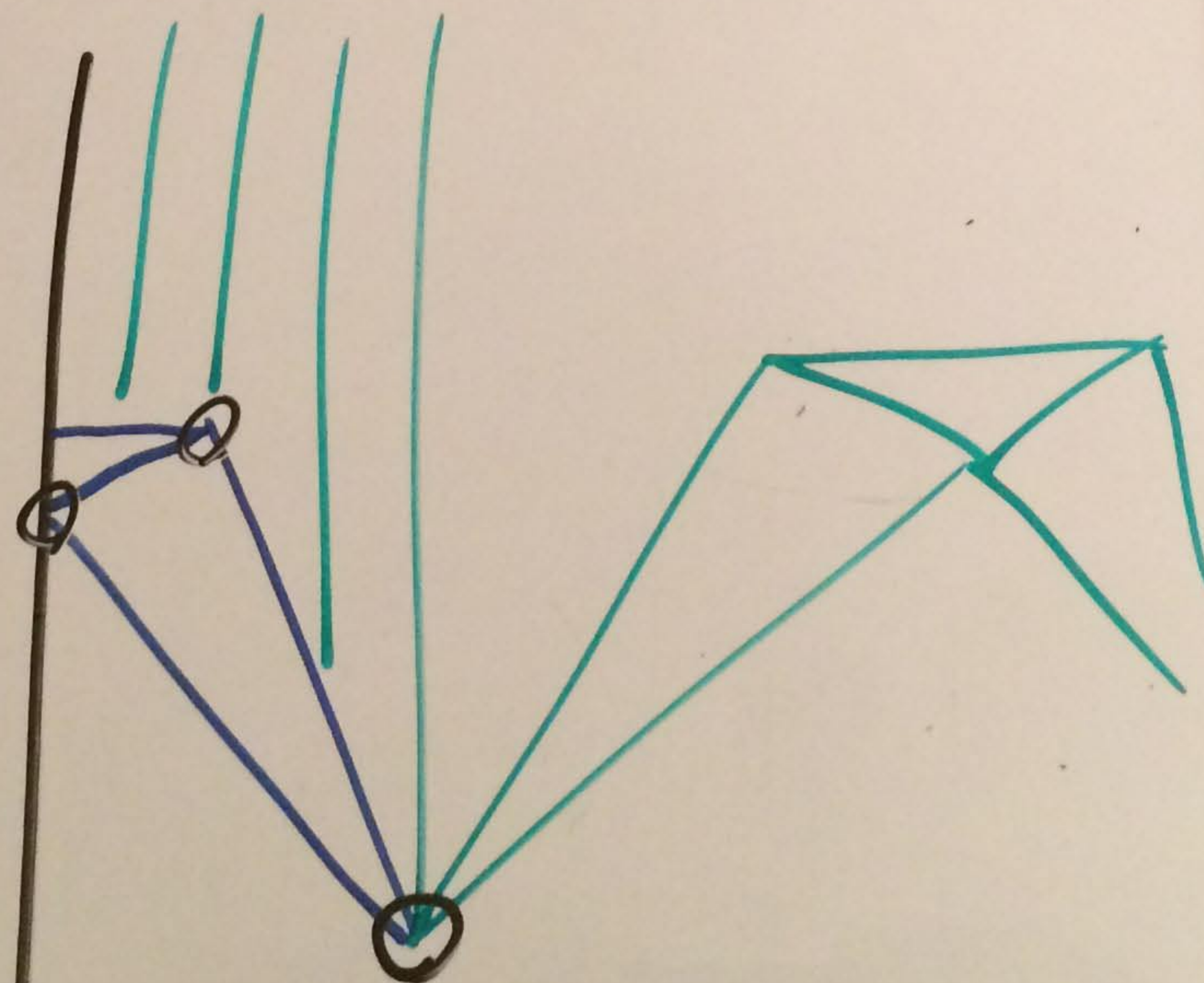


MVC



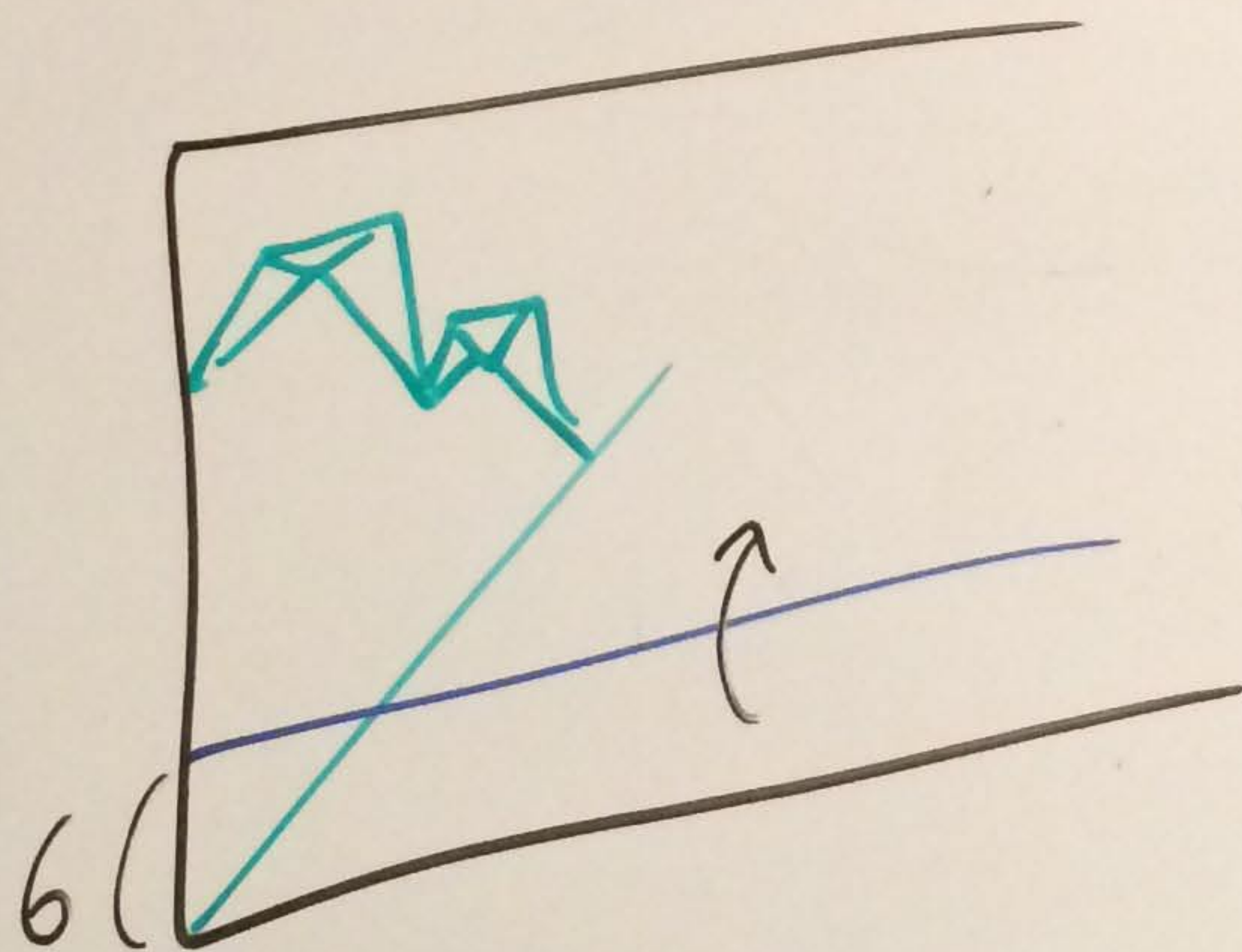
10 more over/
Creases + 4

MVC

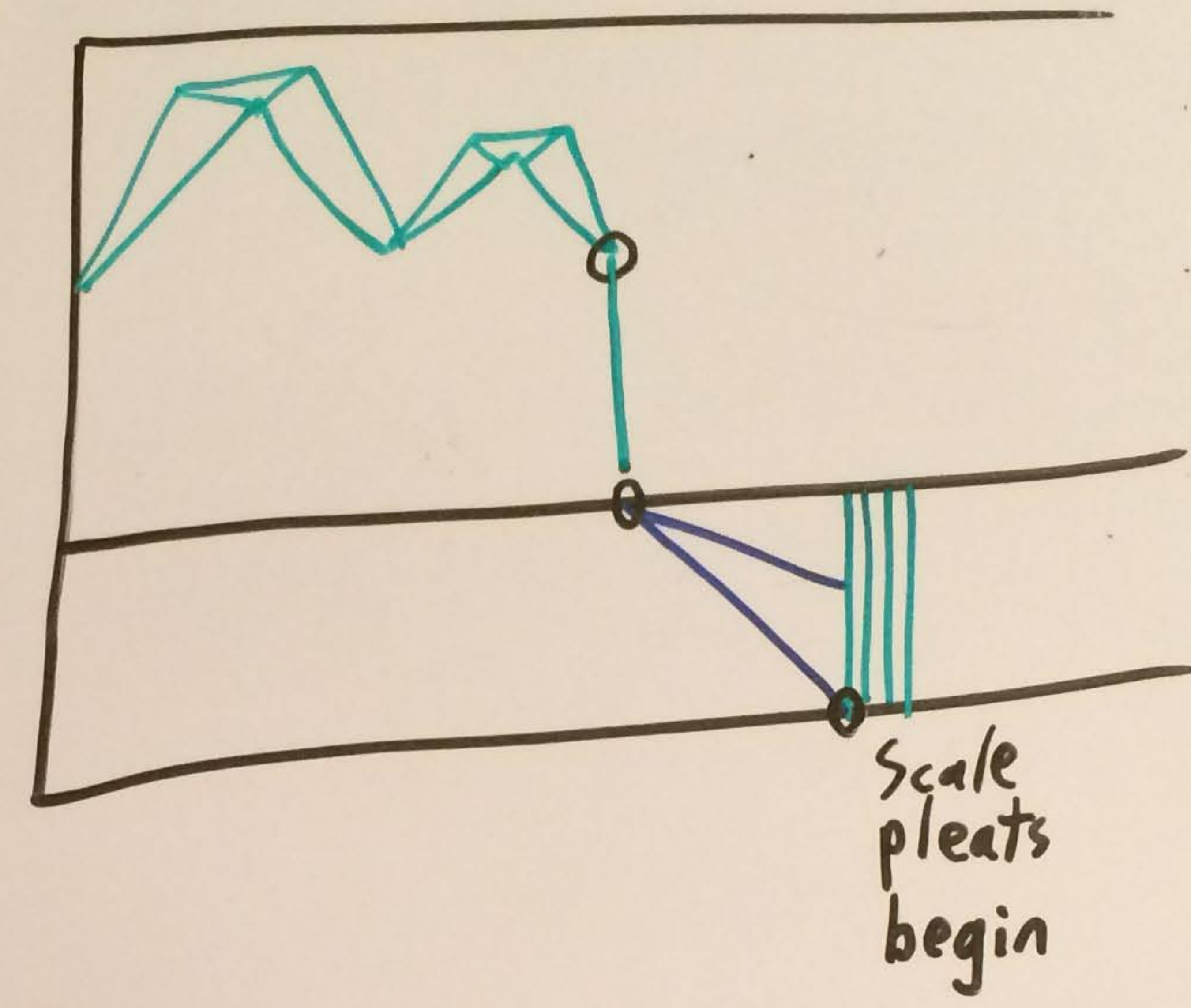




MVC

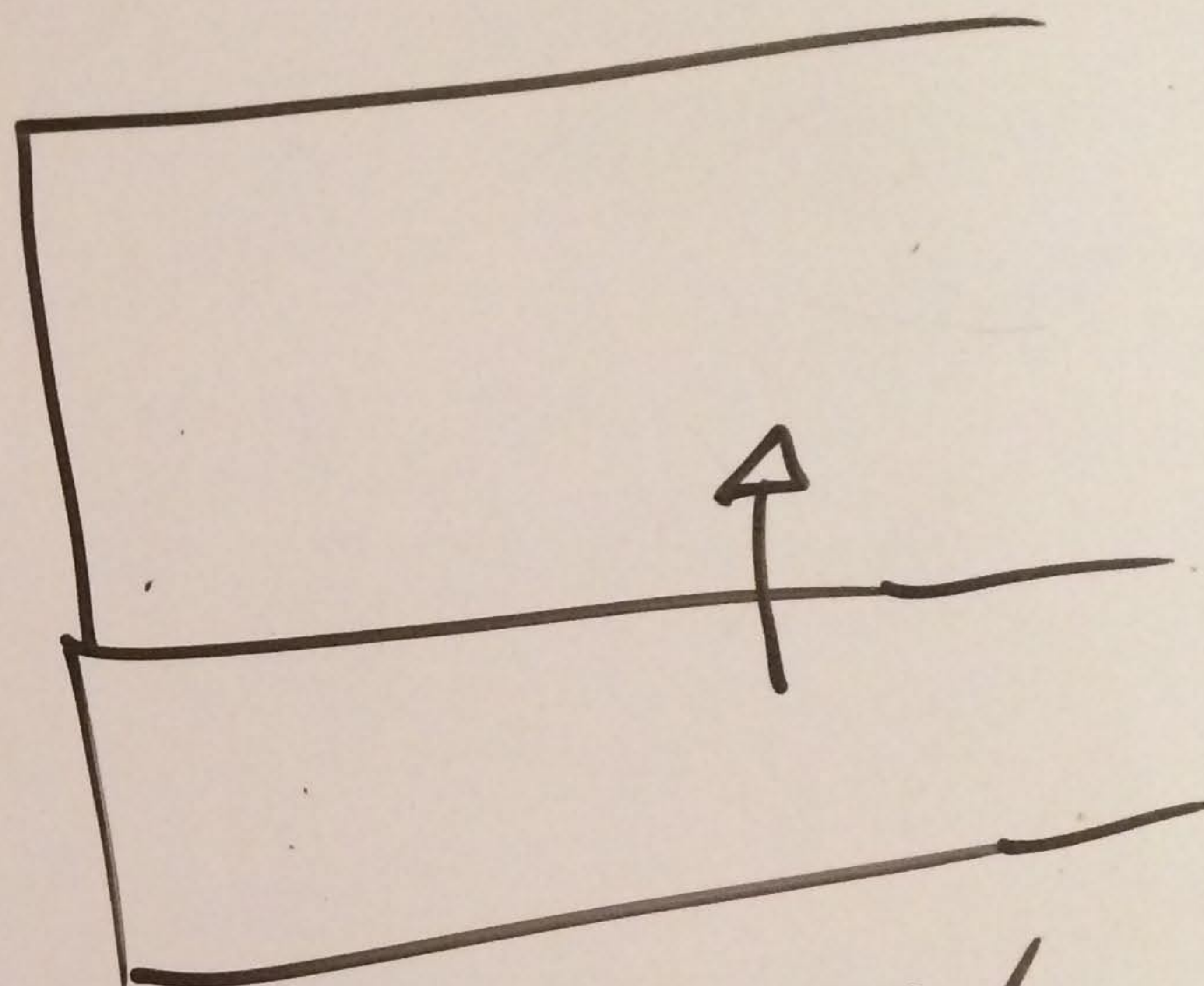


MVC



Quartet

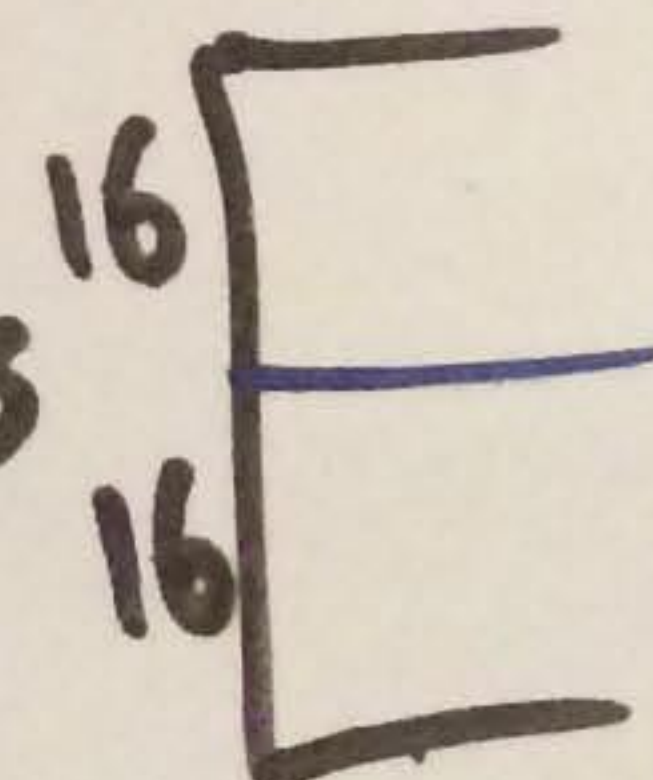
MVC



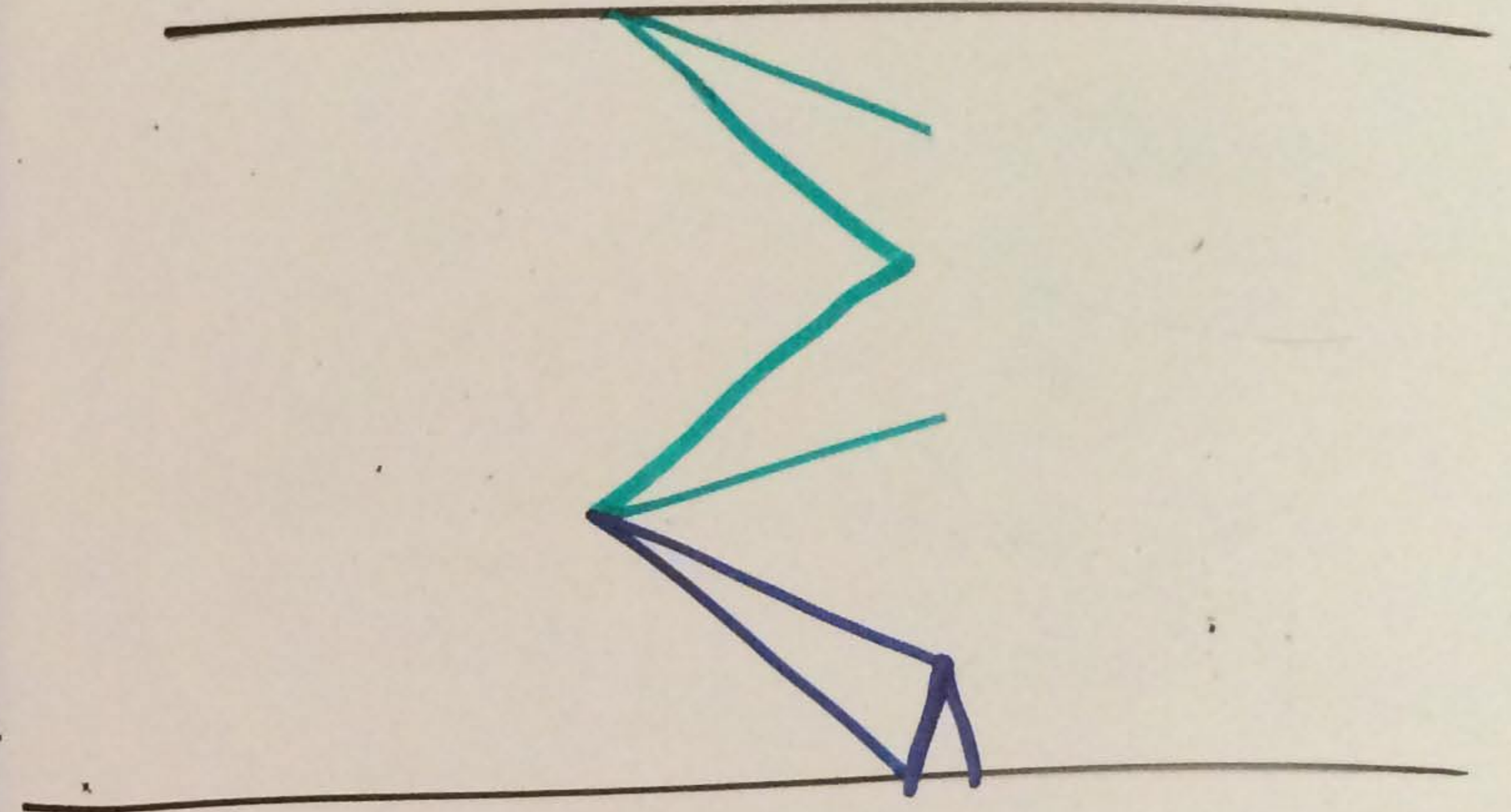
10 more/

Creases + 4

* On 32 grid this means

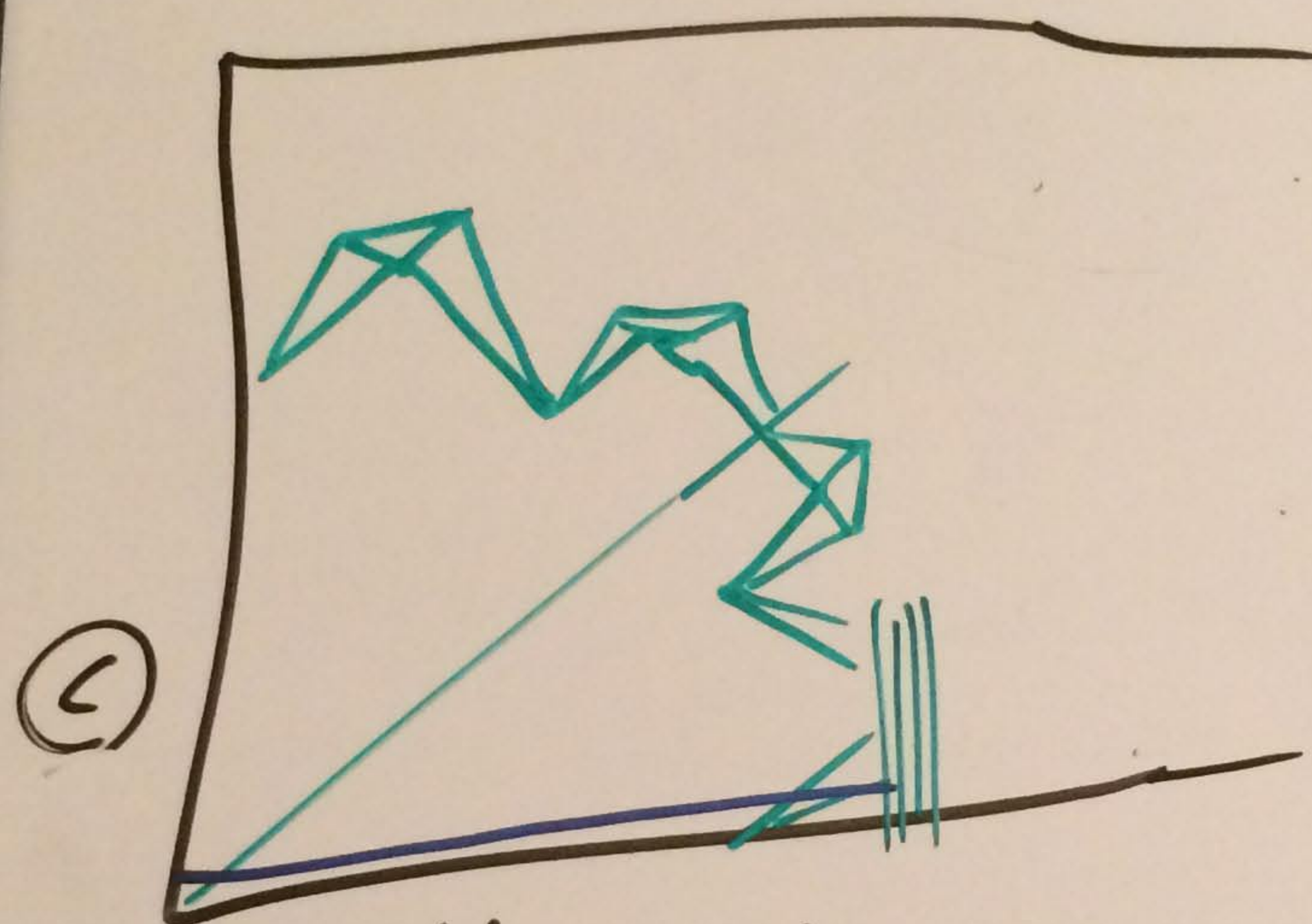


MVC





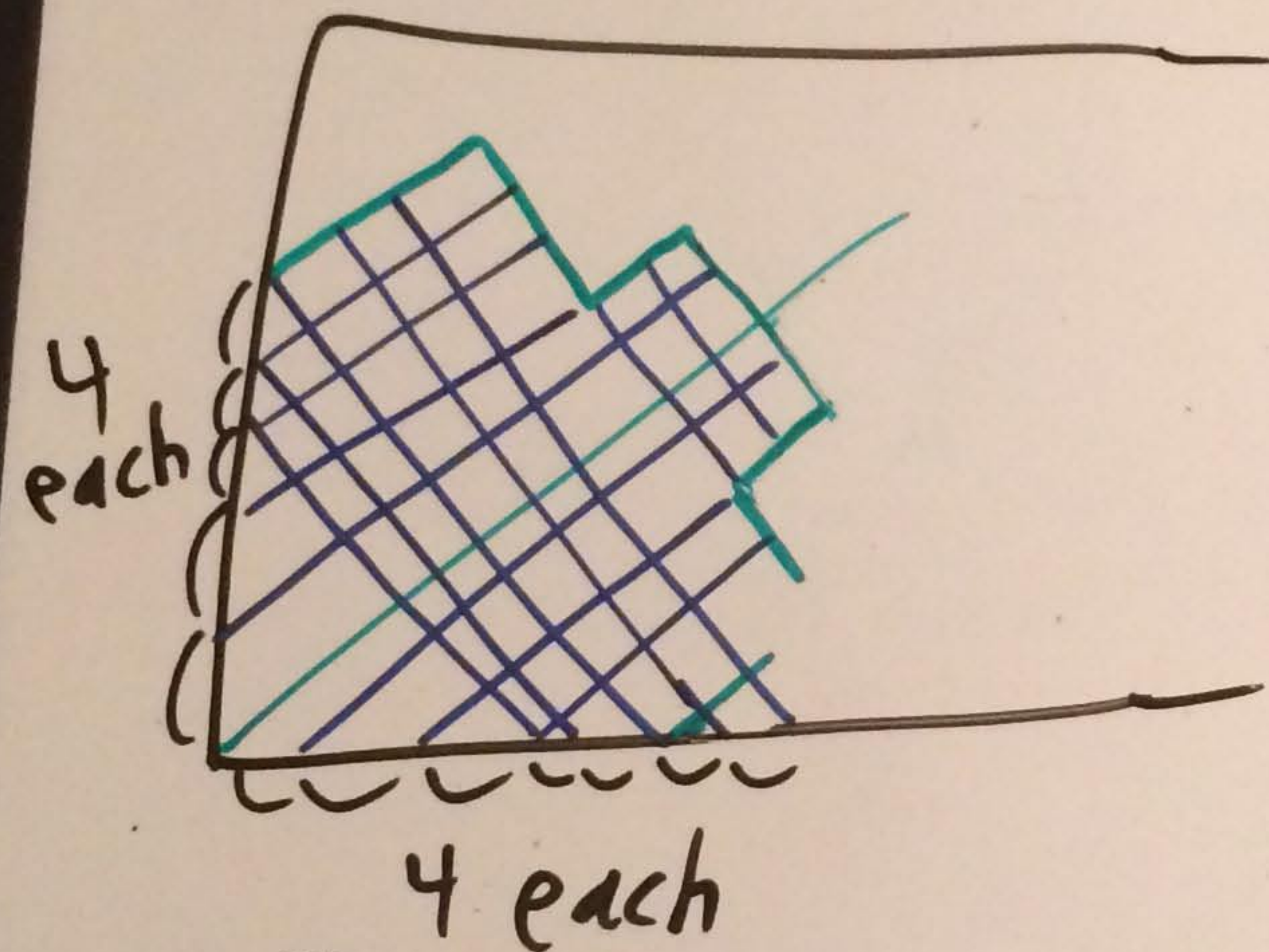
MVC



Add the lowest 32nd/
64th

Quartet

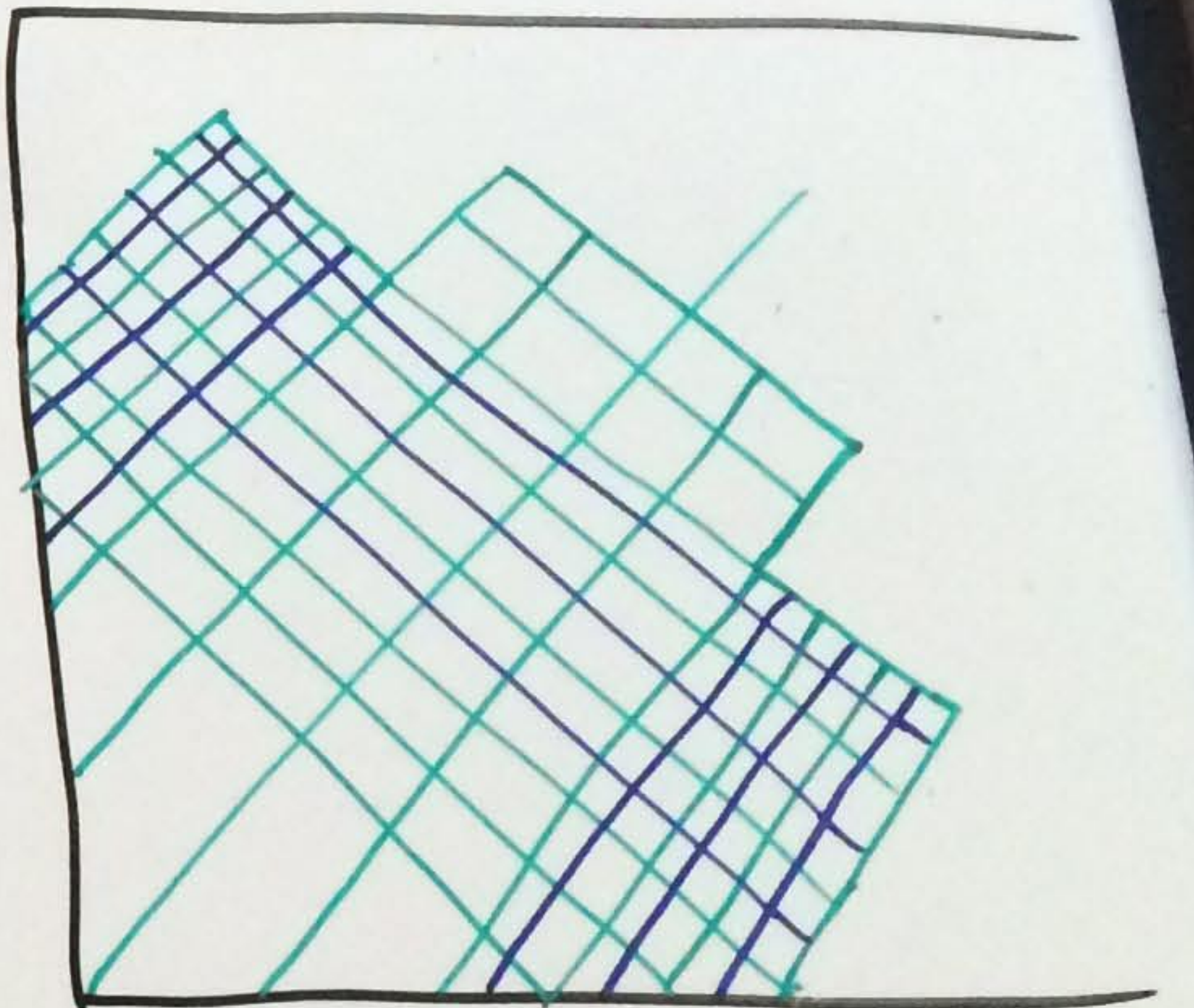
MVC



(C)

Quartet

MVC



©

Quartet

