

RUN



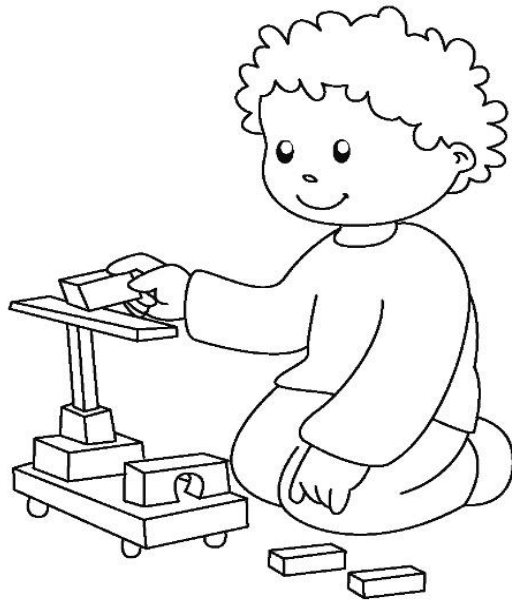
JUMP





WALK

PLAY



READ



DRAW

