

Movement & Action





sin

g

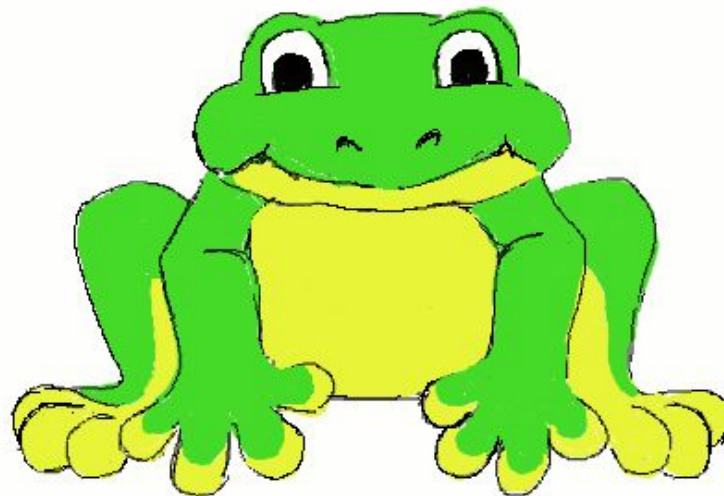
run





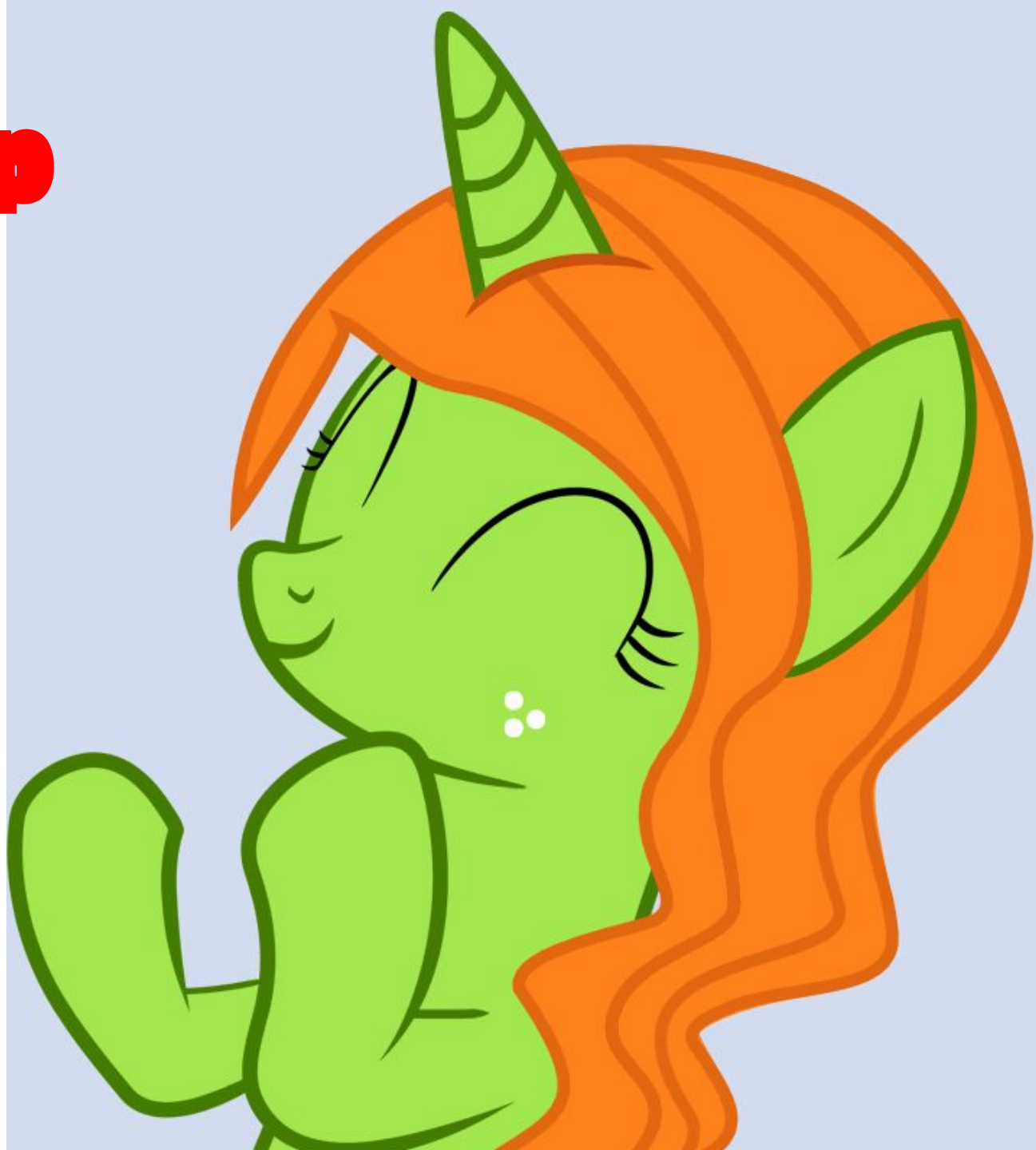
dane

e



jump

elap



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