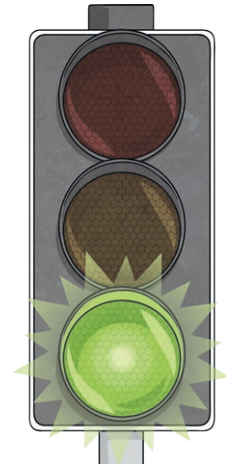




win



open



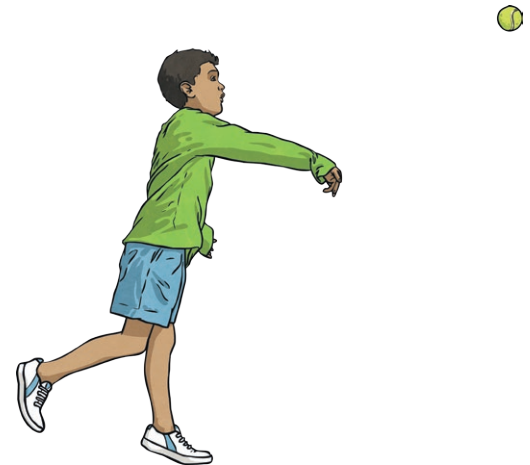
start



sleep



float



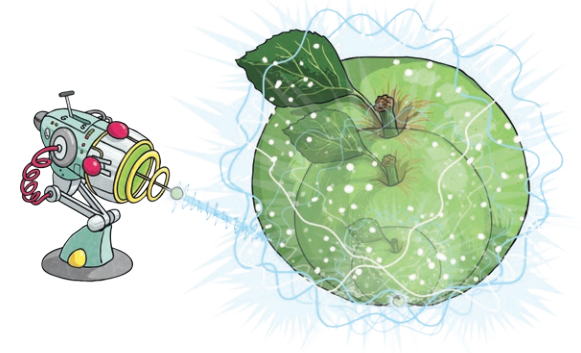
throw



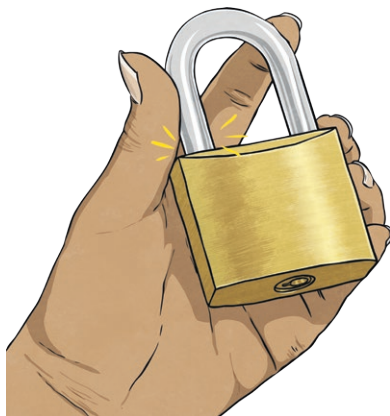
sit



break



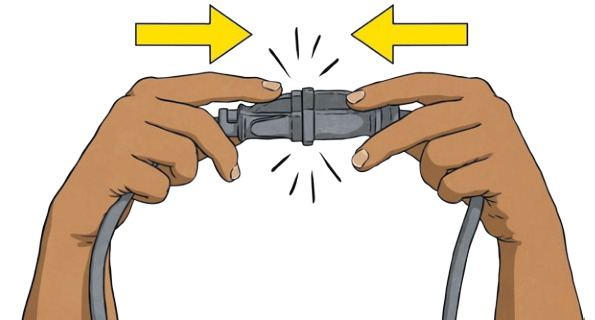
grow



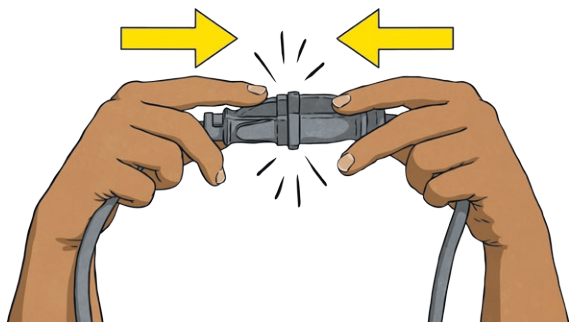
lock



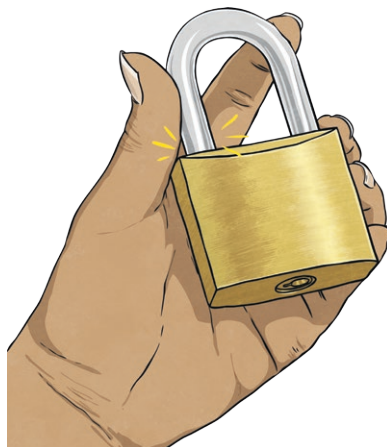
teach



connect



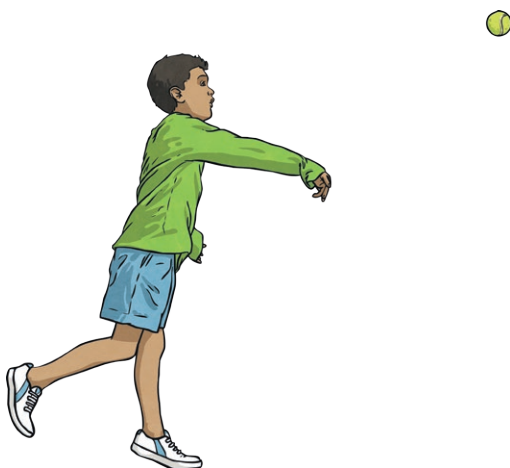
connect



lock



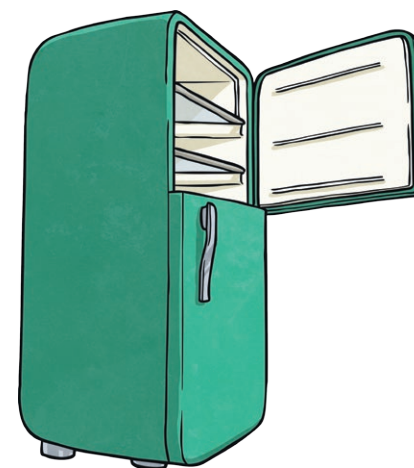
break



throw



sleep



open



win



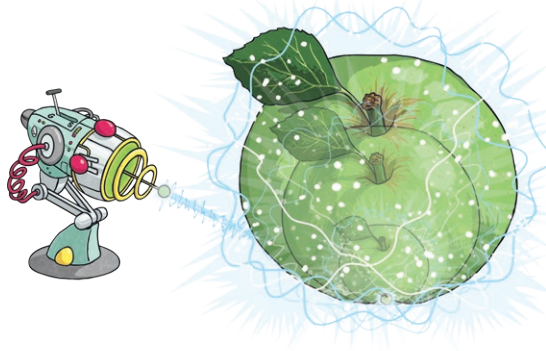
start



float



sit



grow



teach



sleep



win



sit



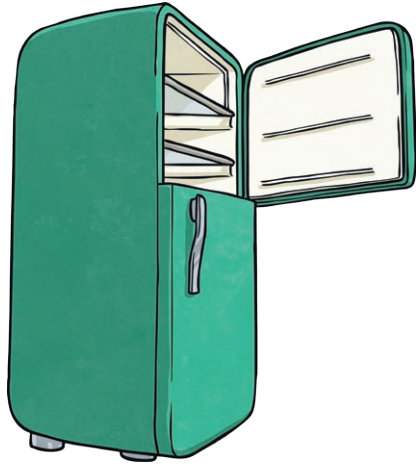
lock



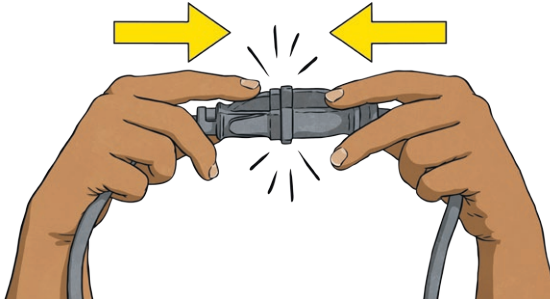
teach



break



open



connect



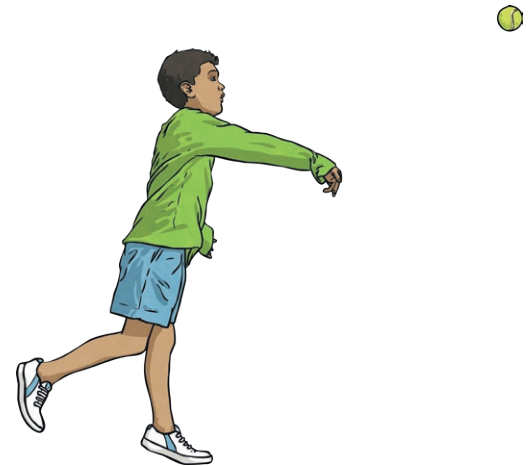
float



win



sleep



throw