

# Movement & Action





**sin**

**g**

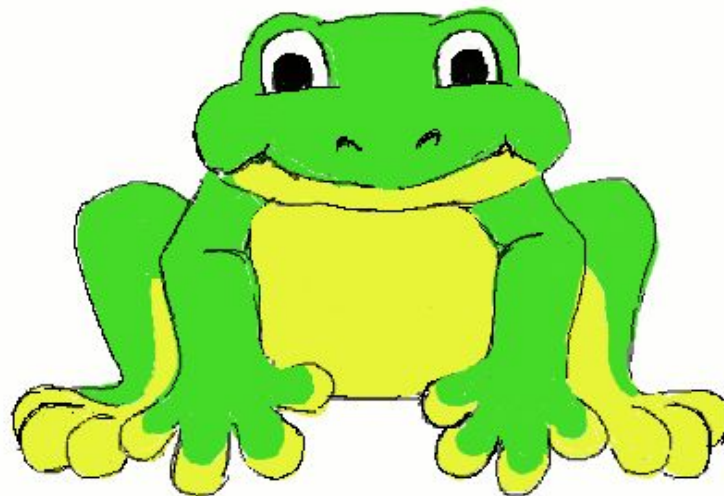
**run**





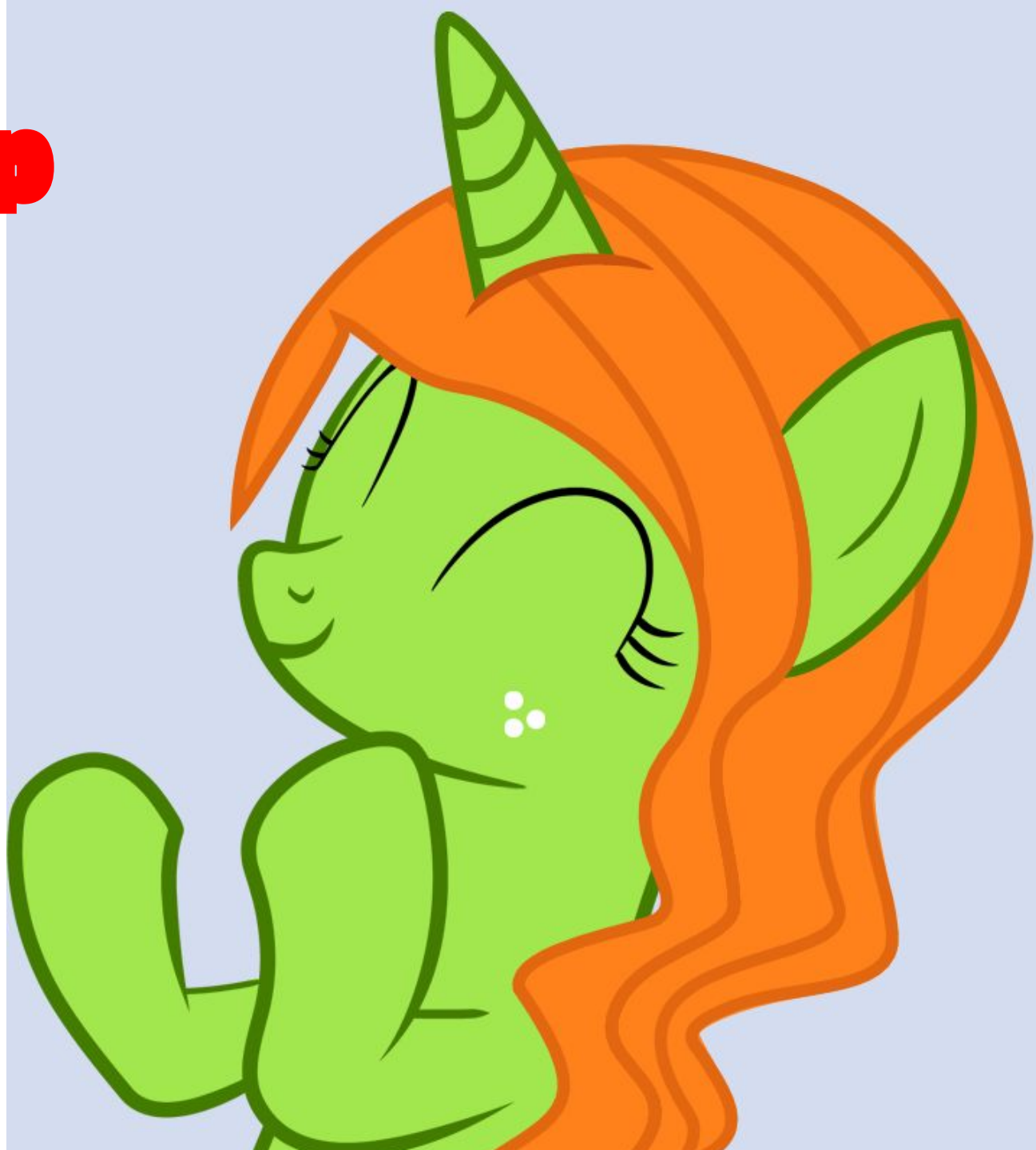
dane

e



**jump**

**elap**



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