



climb



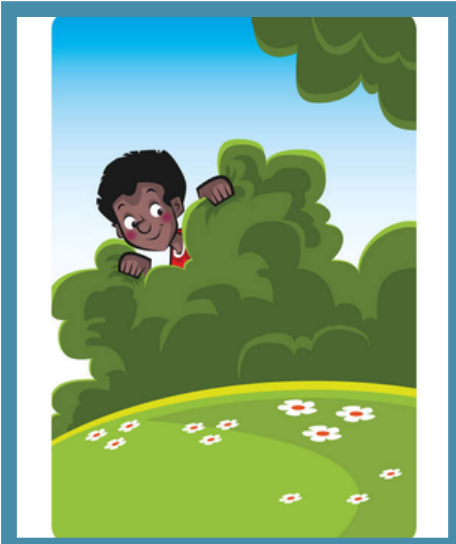
fall



move



fly



hide



run



jump



lose



walk



climb



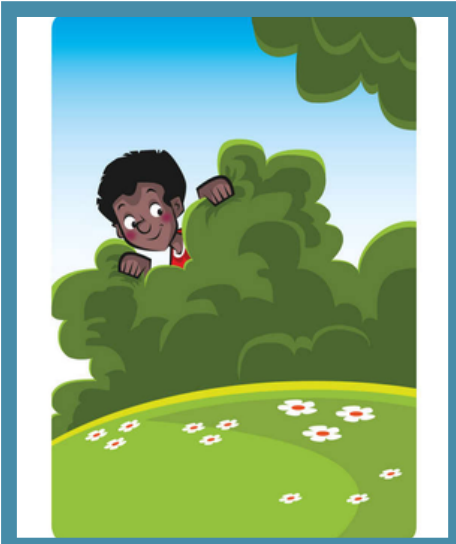
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