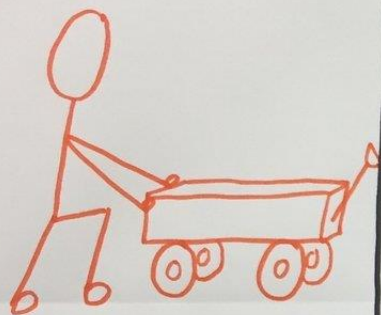
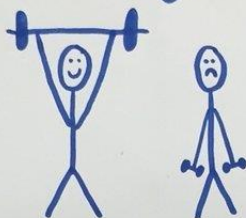


Push

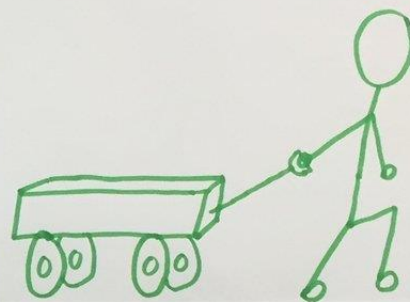


Move It!

Strength



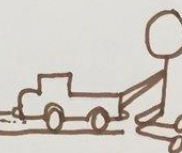
Pull



Engineering



Motion



Speed

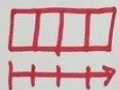


slow

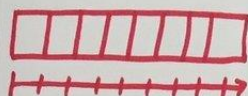


fast

Distance



short



long

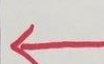
Direction



up



down



left

right

