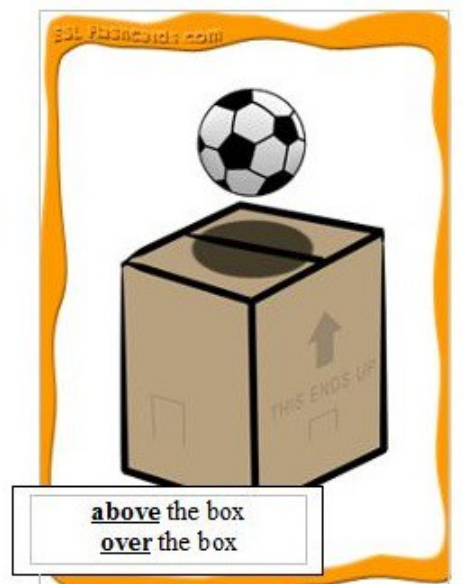
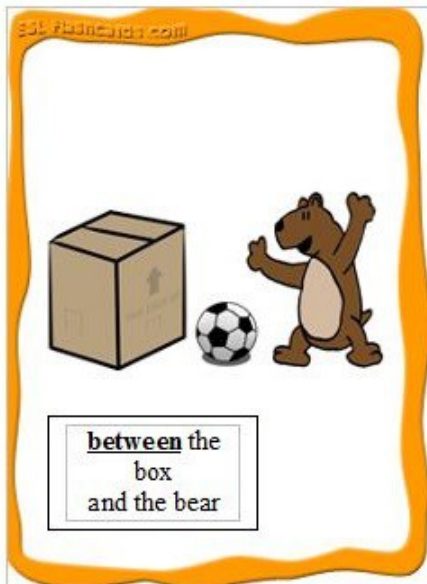
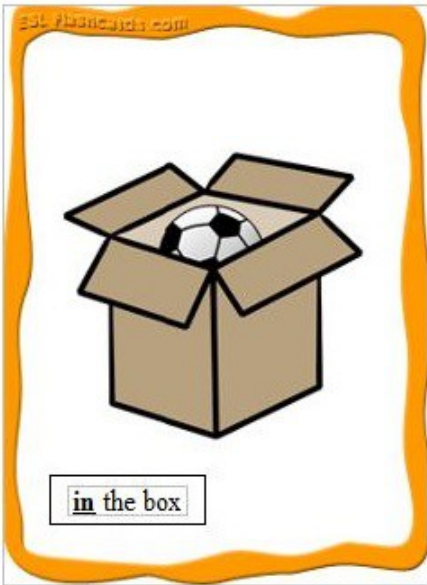


# Where's the Ball?



## Where's the Ball? (motion)

