

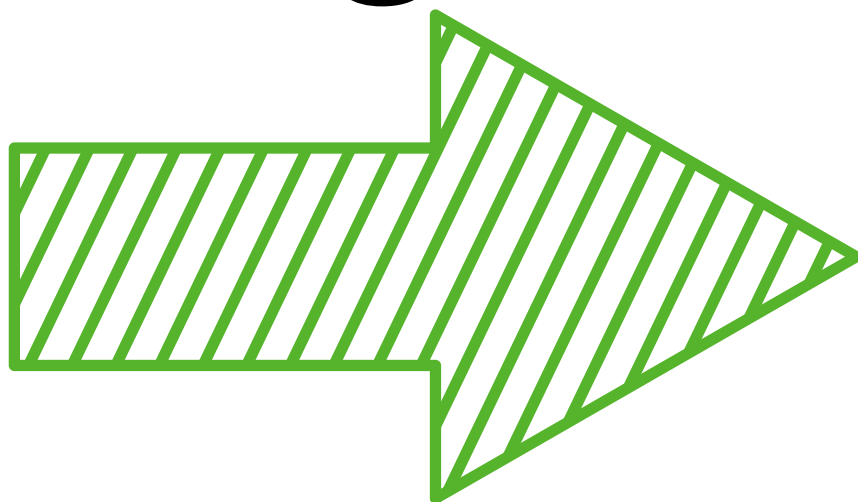


**Turn**

**Right**

**90**

**degrees**



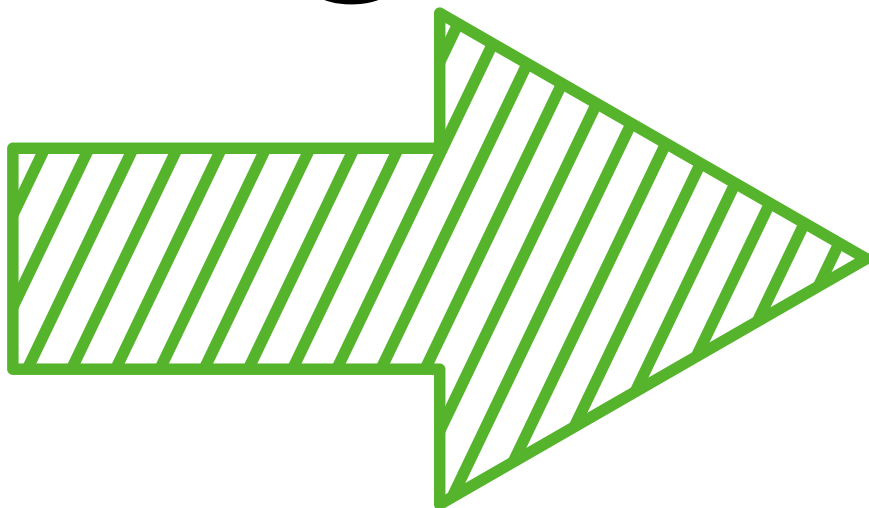


**Turn**

**Right**

**90**

**degrees**



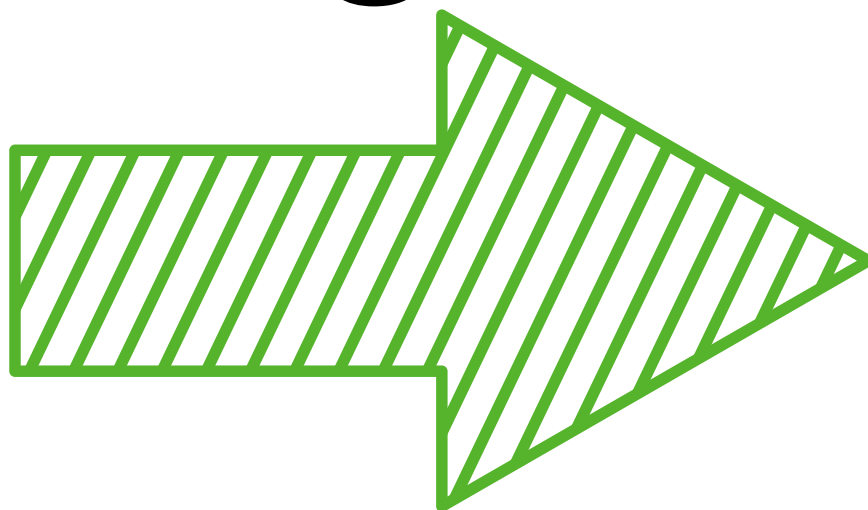


**Turn**

**Right**

**90**

**degrees**



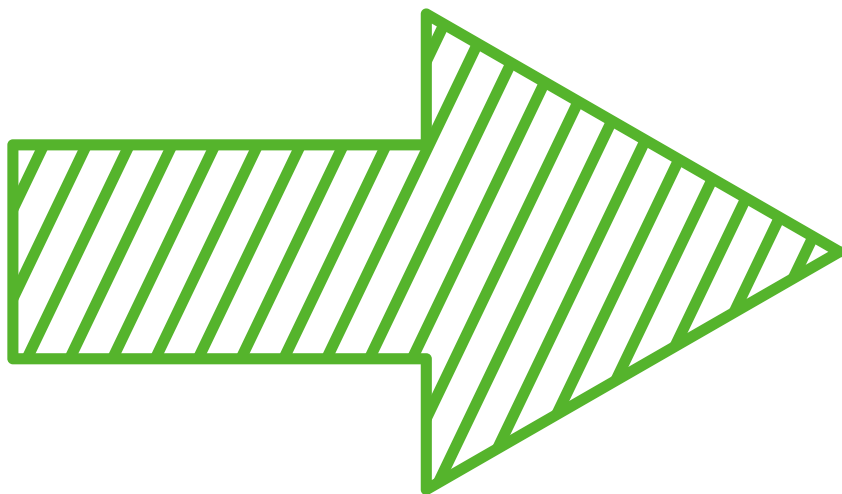


**Turn**

**Right**

**90**

**degrees**



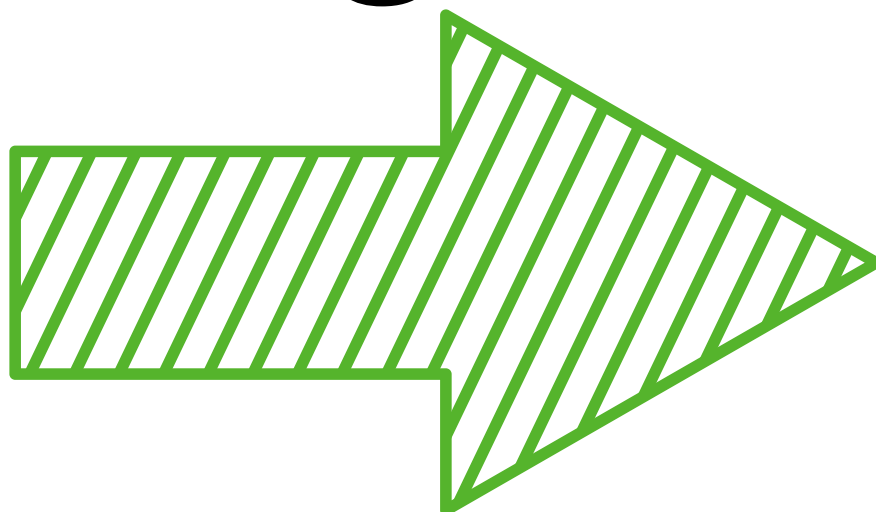


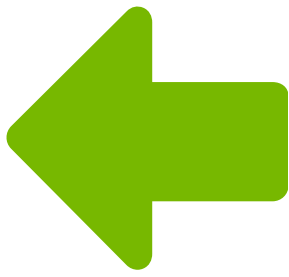
**Turn**

**Right**

**90**

**degrees**





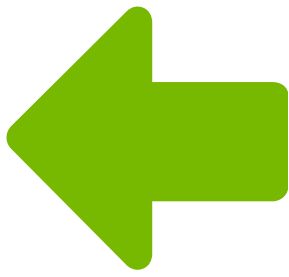
**Turn**

**Left**

**90**

**degrees**



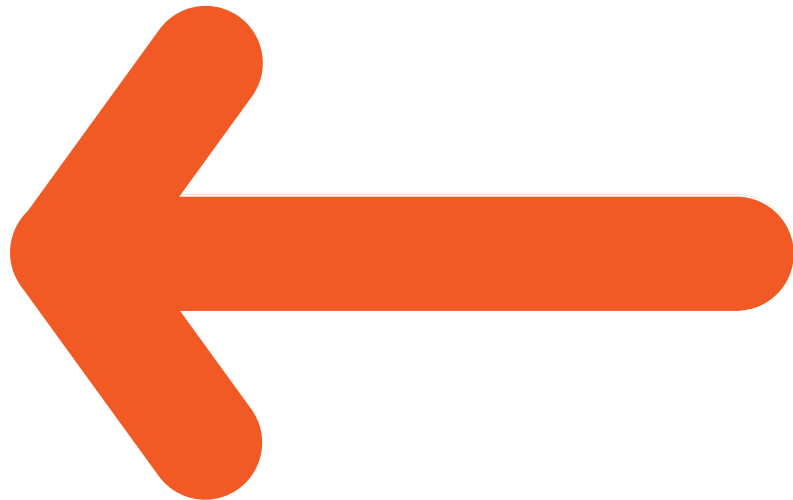


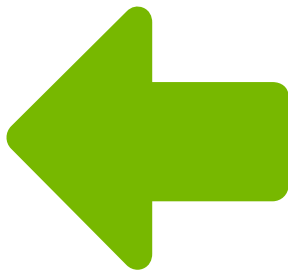
**Turn**

**Left**

**90**

**degrees**





**Turn**

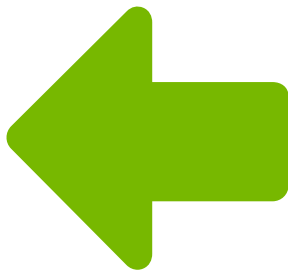
**Left**

**90**

**degrees**







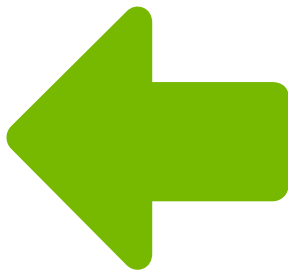
**Turn**

**Left**

**90**

**degrees**





**Turn**

**Left**

**90**

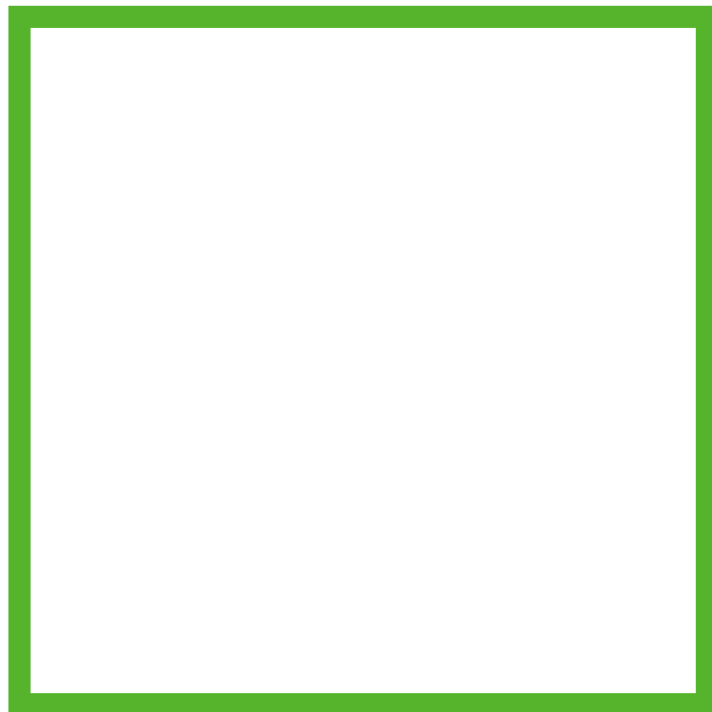
**degrees**





**Go**

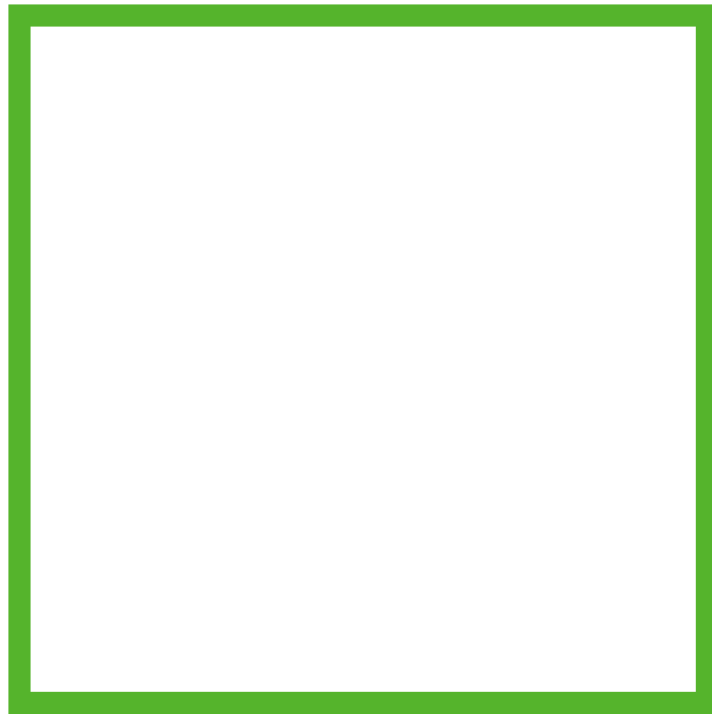
**Straight**





**Go**

**Straight**





**Go**

**Straight**





**Go**

**Straight**





**Go**

**Straight**





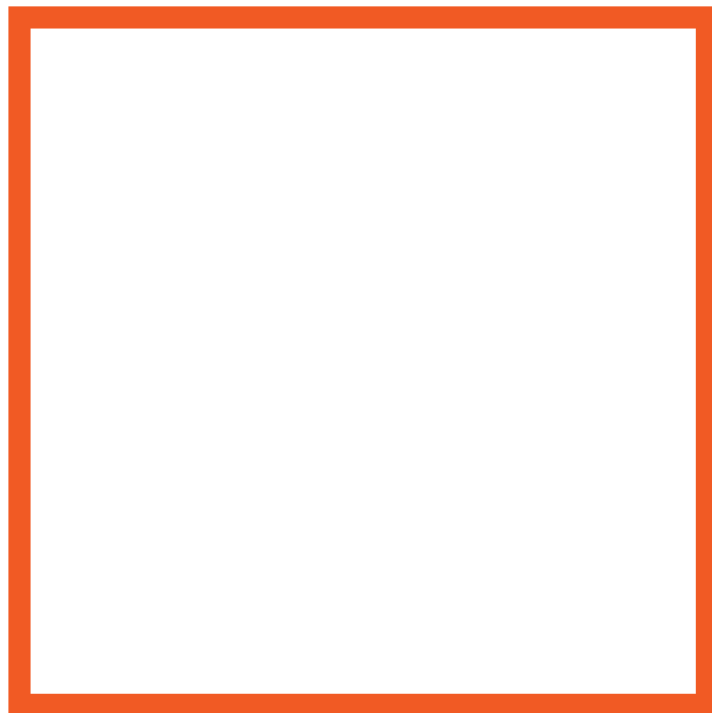
# Jump in place







# Jump in place





# Jump in place





# Jump in place





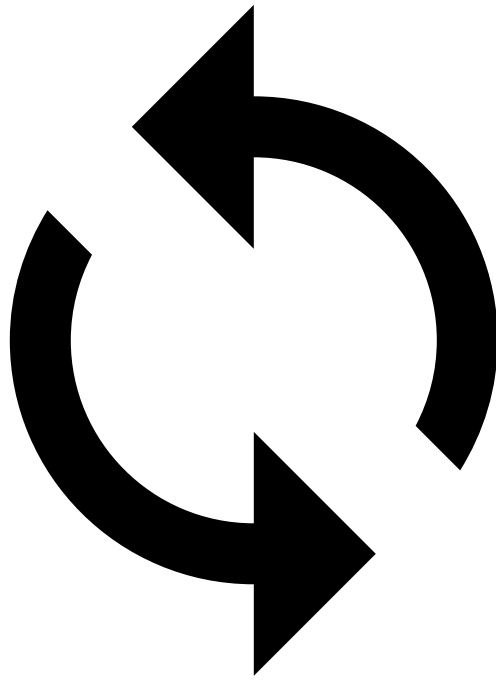
# Jump in place



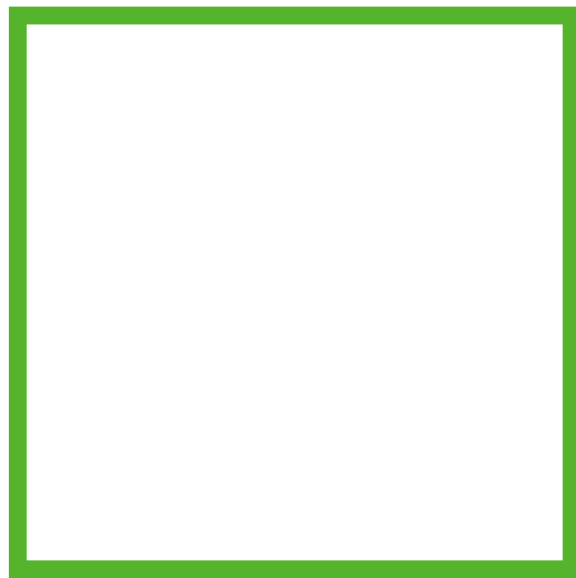


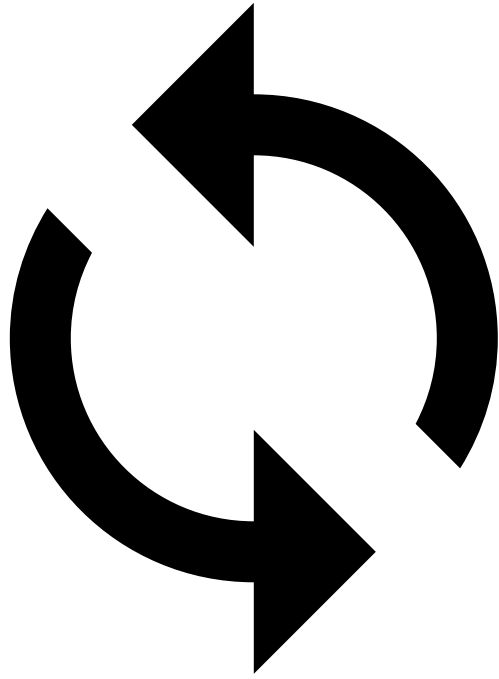
# Jump in place



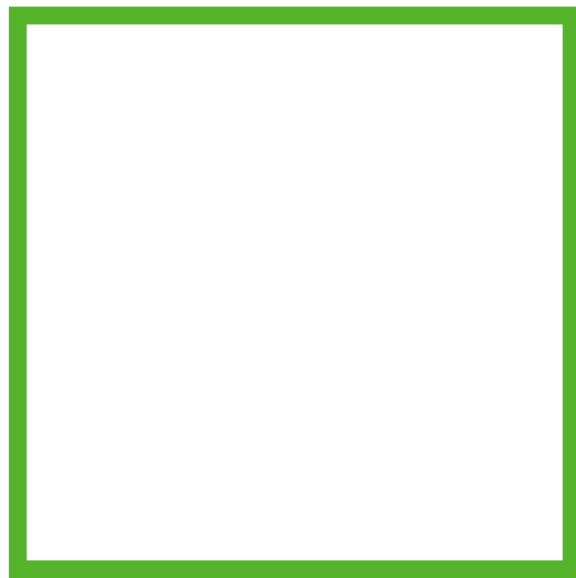


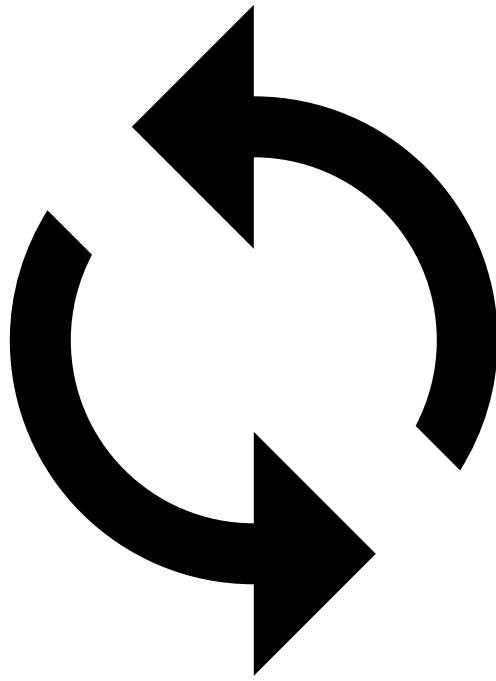
# Spin Around



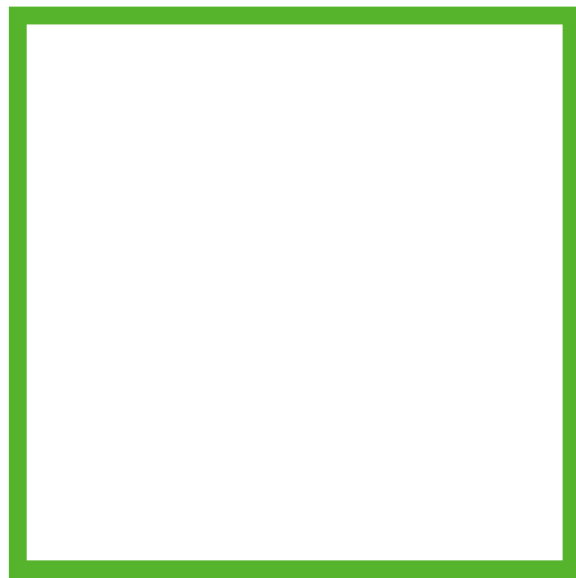


# Spin Around

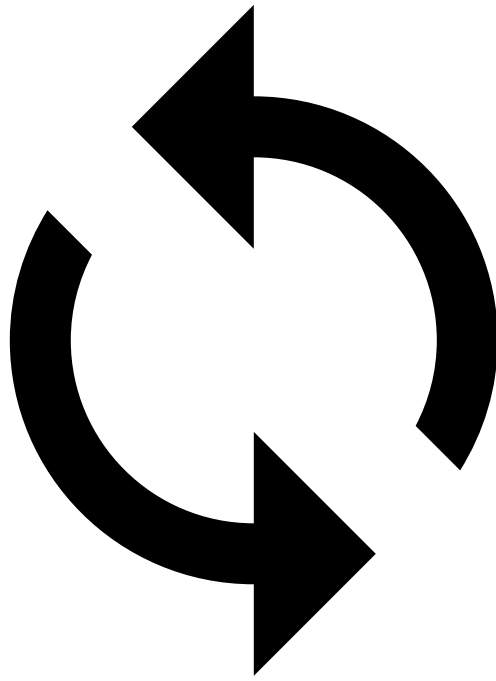




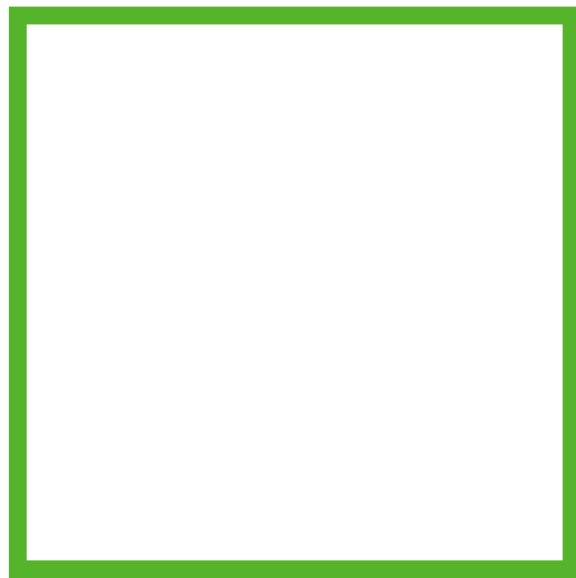
# Spin Around

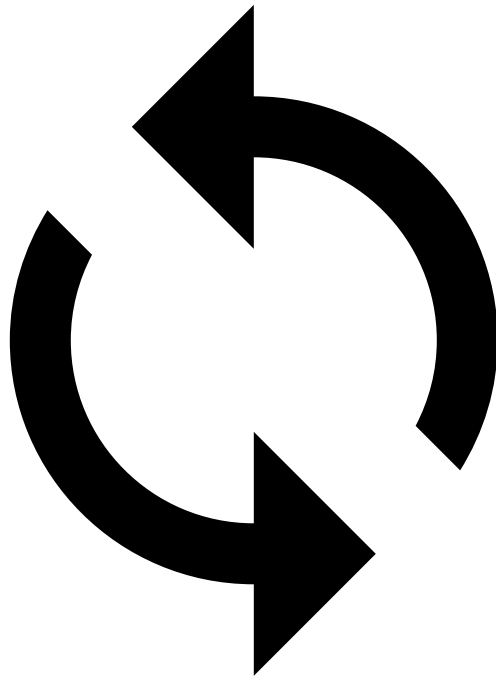




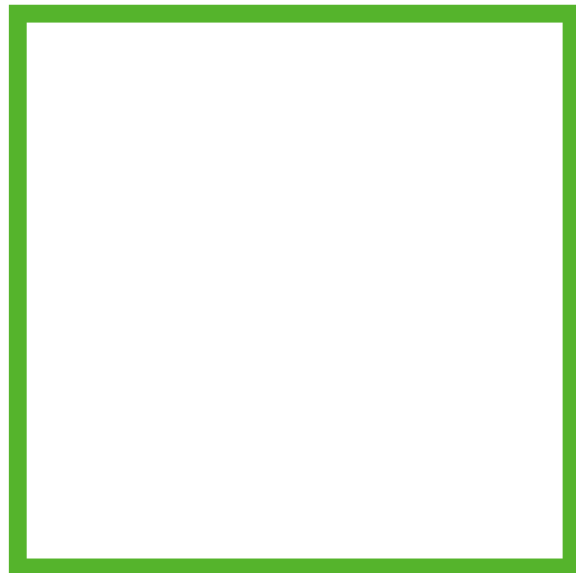


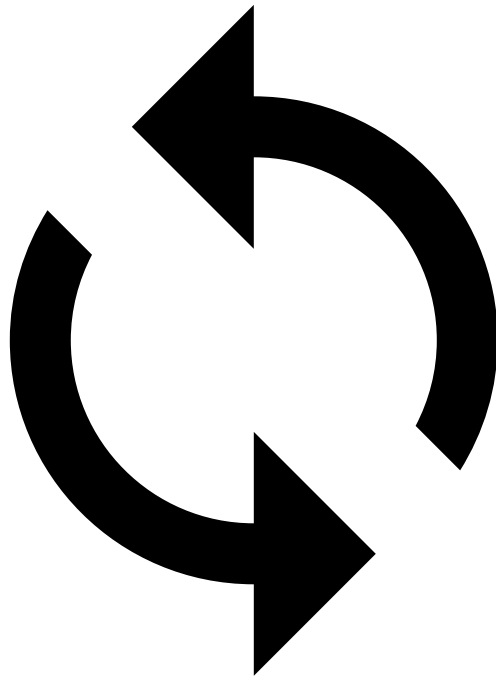
# Spin Around



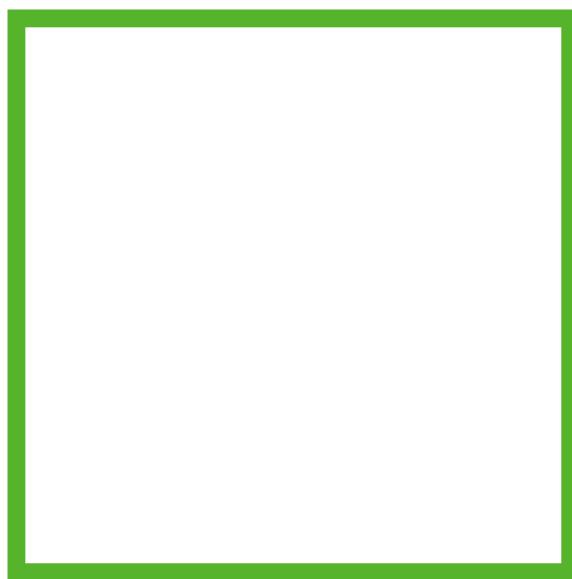


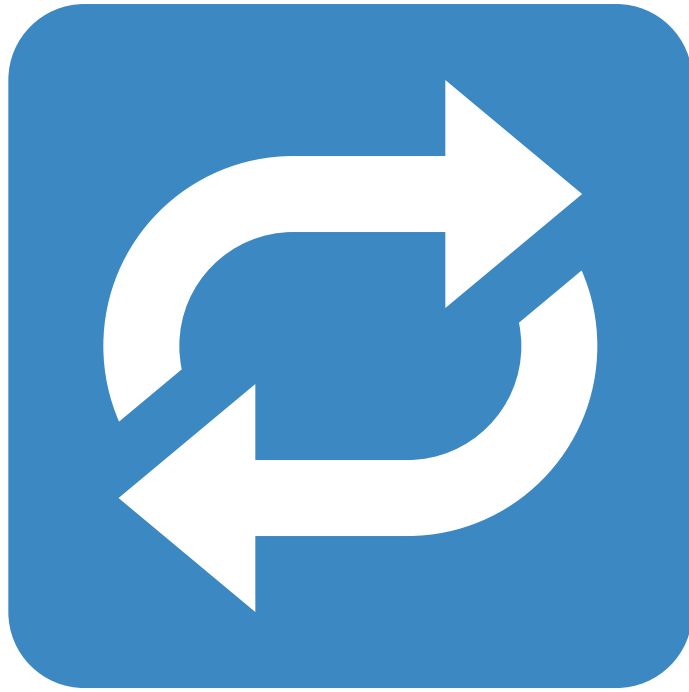
# Spin Around



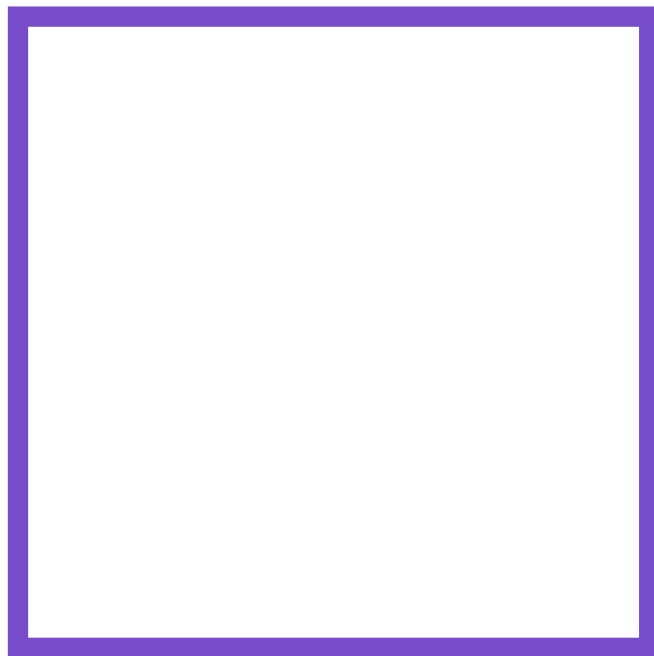


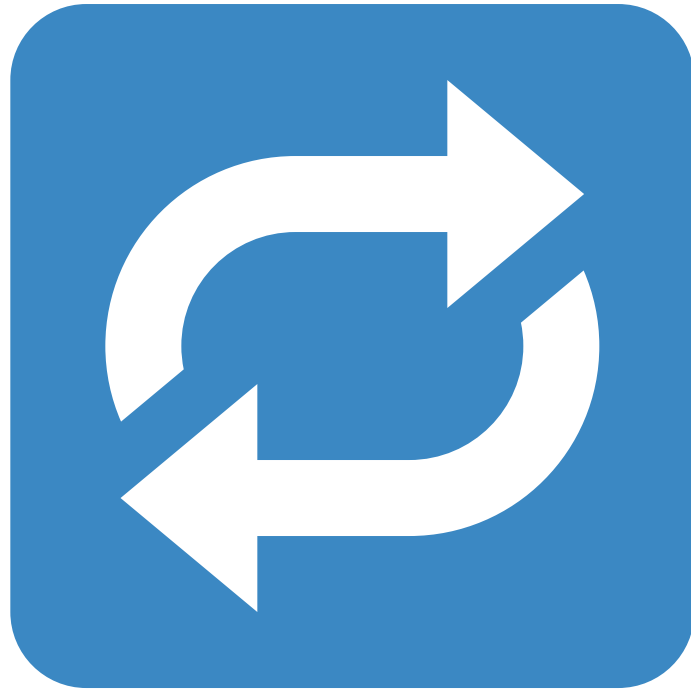
# Spin Around





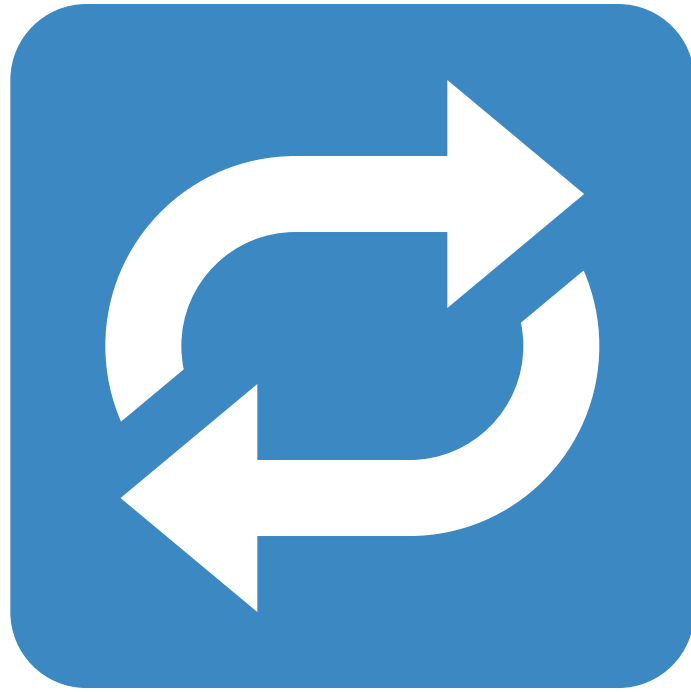
# Repeat



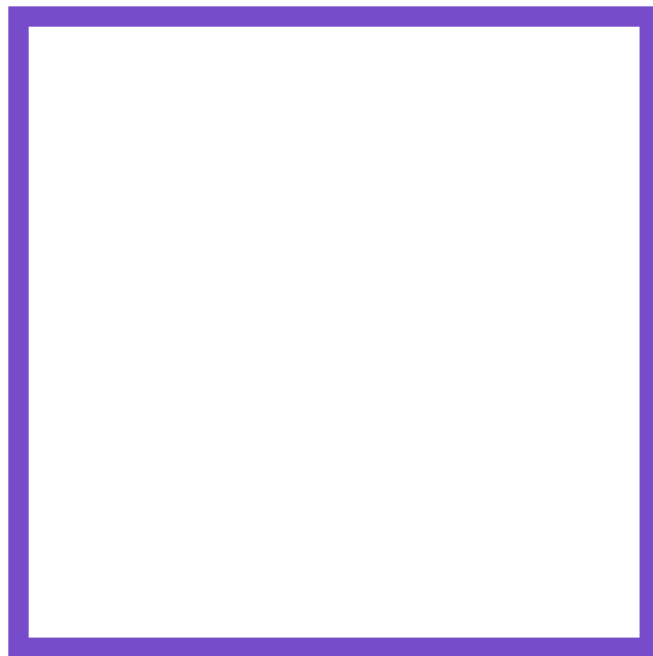


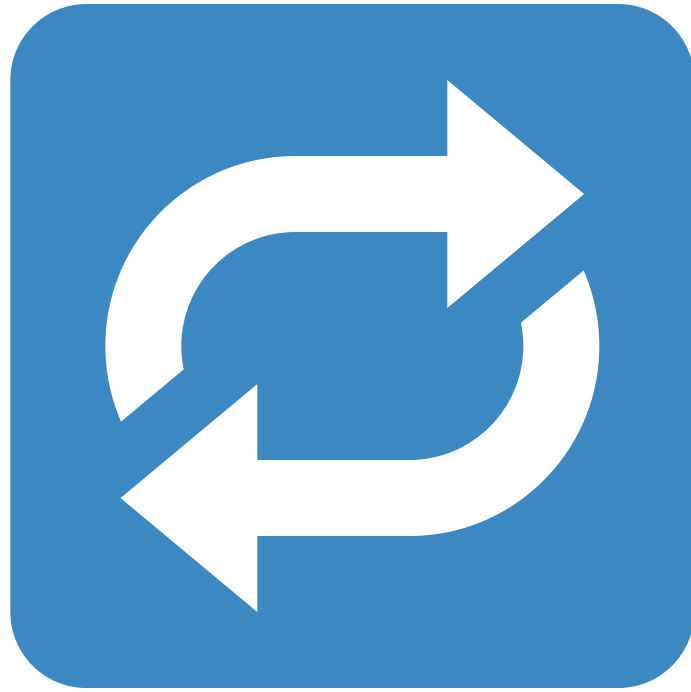
# Repeat





# Repeat





# Repeat

