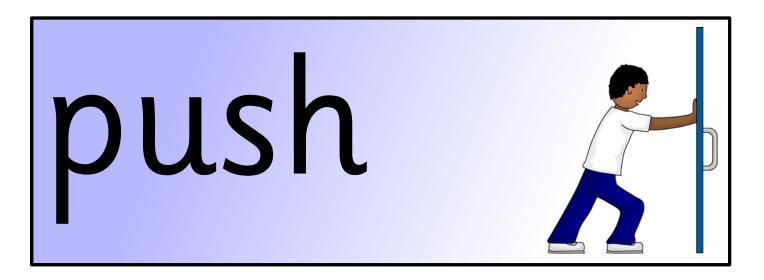
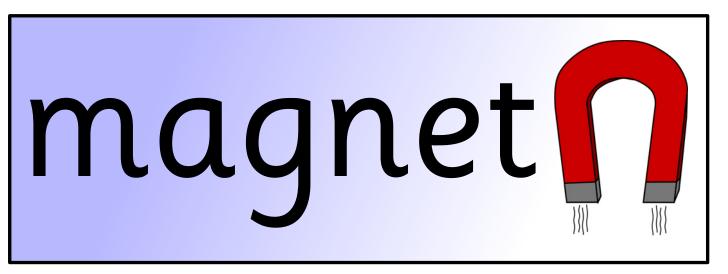
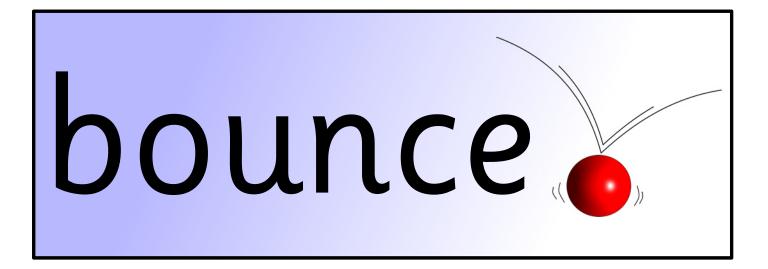
# force

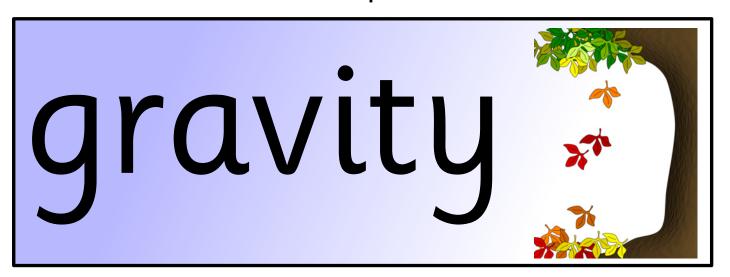


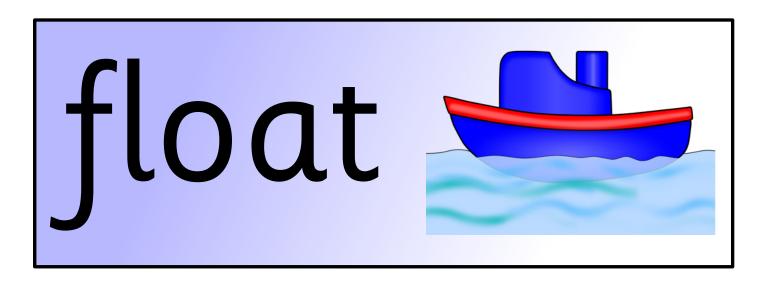


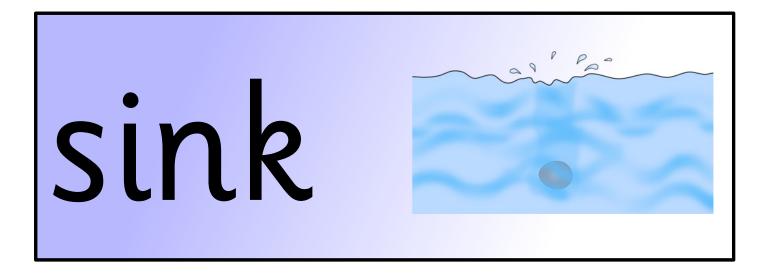


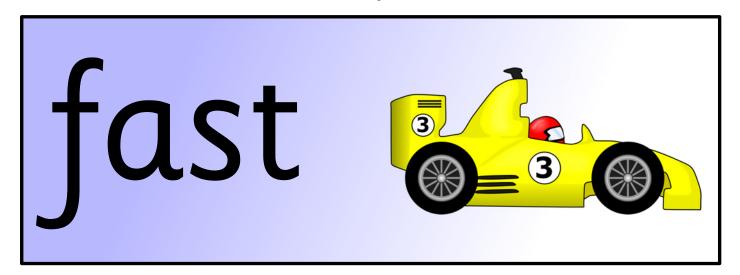


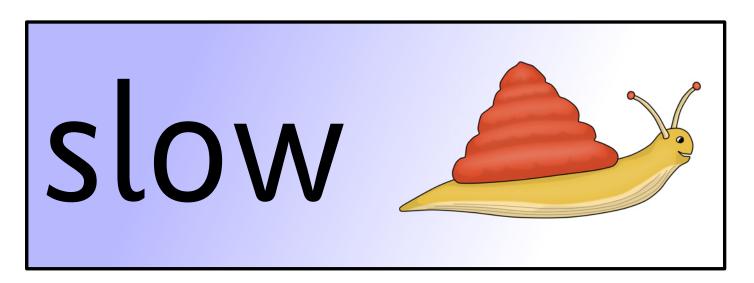




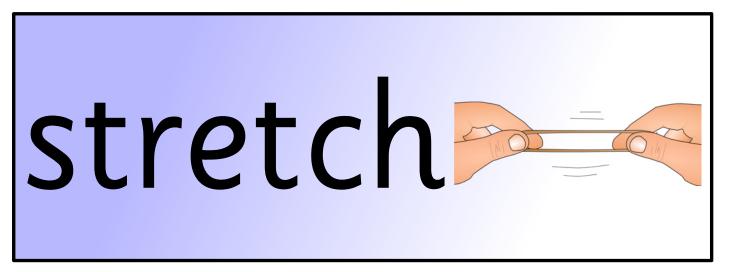








move





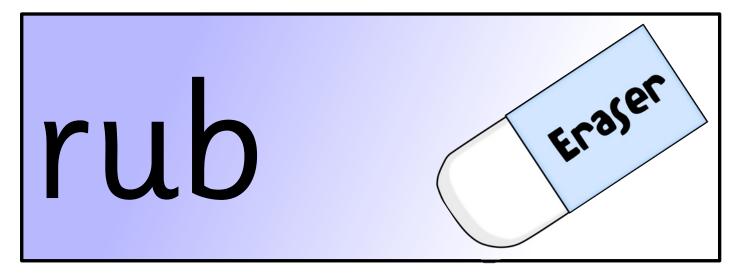


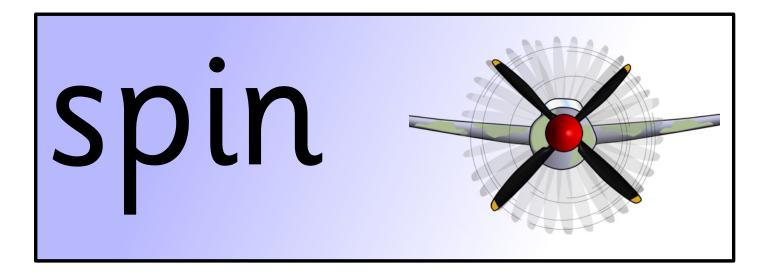


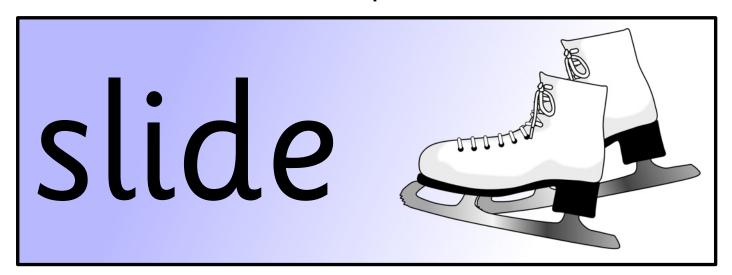




# friction







# movement

fall