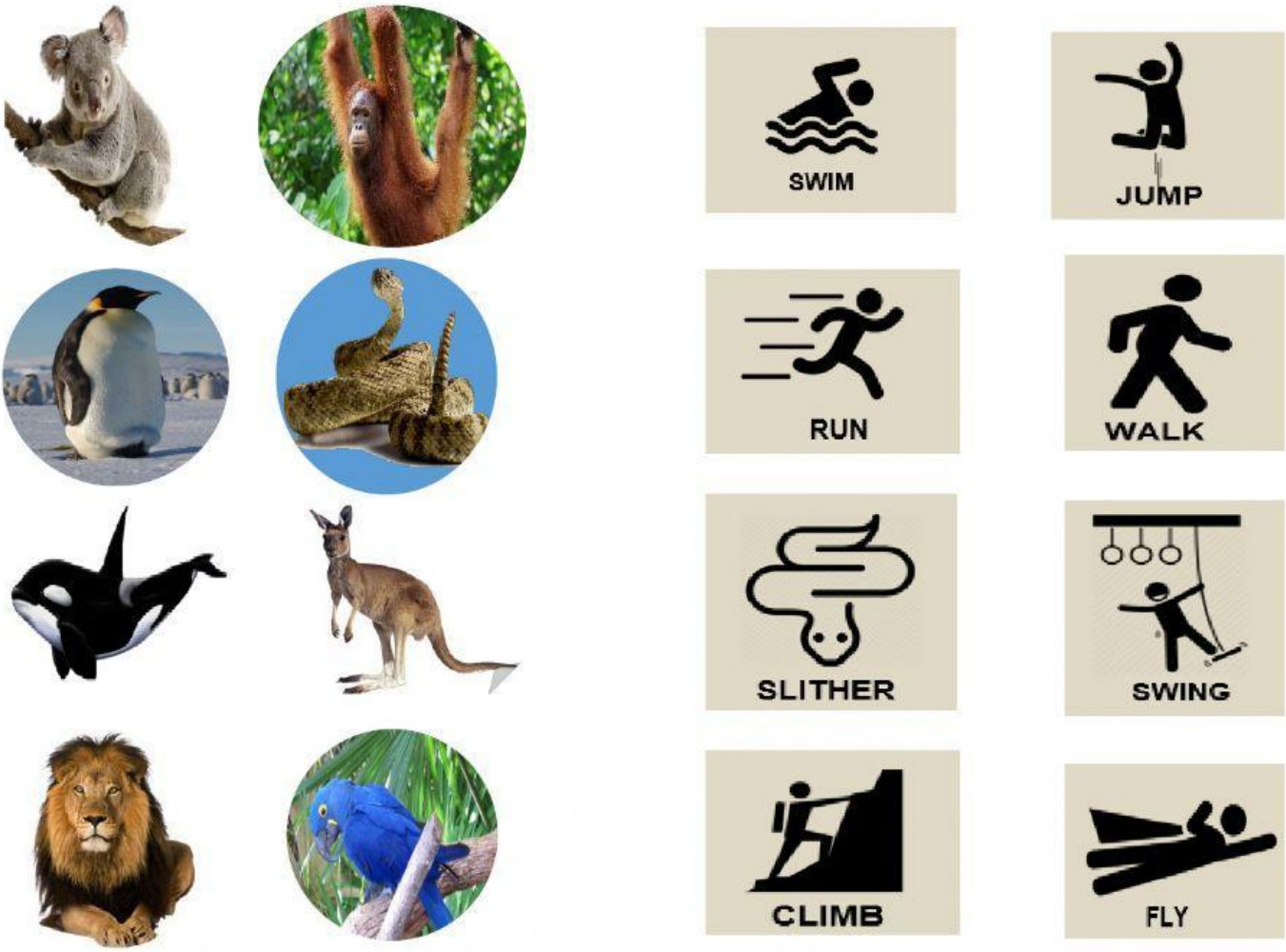1. DRAG THE ANIMAL TO HIS MOVEMENT.