





catch



throw



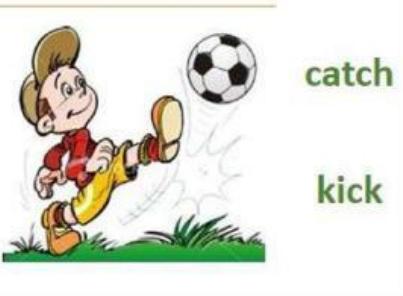
drop

bounce

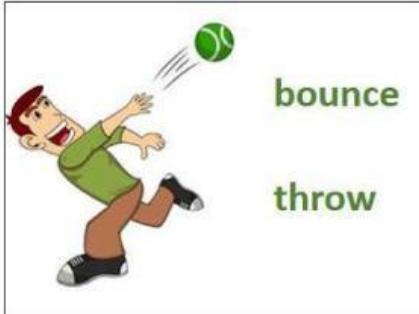
kick

hit





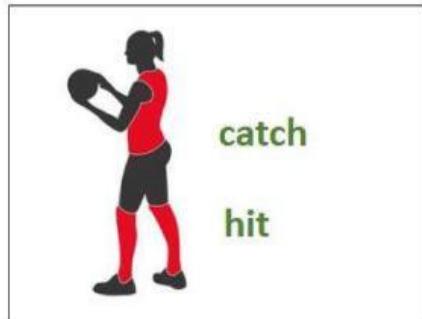
catch
kick



bounce
throw



drop
catch



catch
hit



throw
bounce



hit
drop