



catch



throw



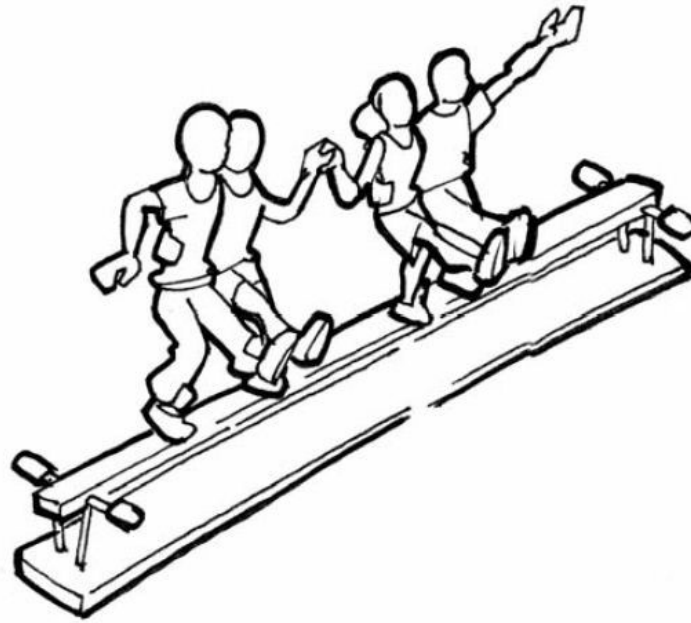
freeze



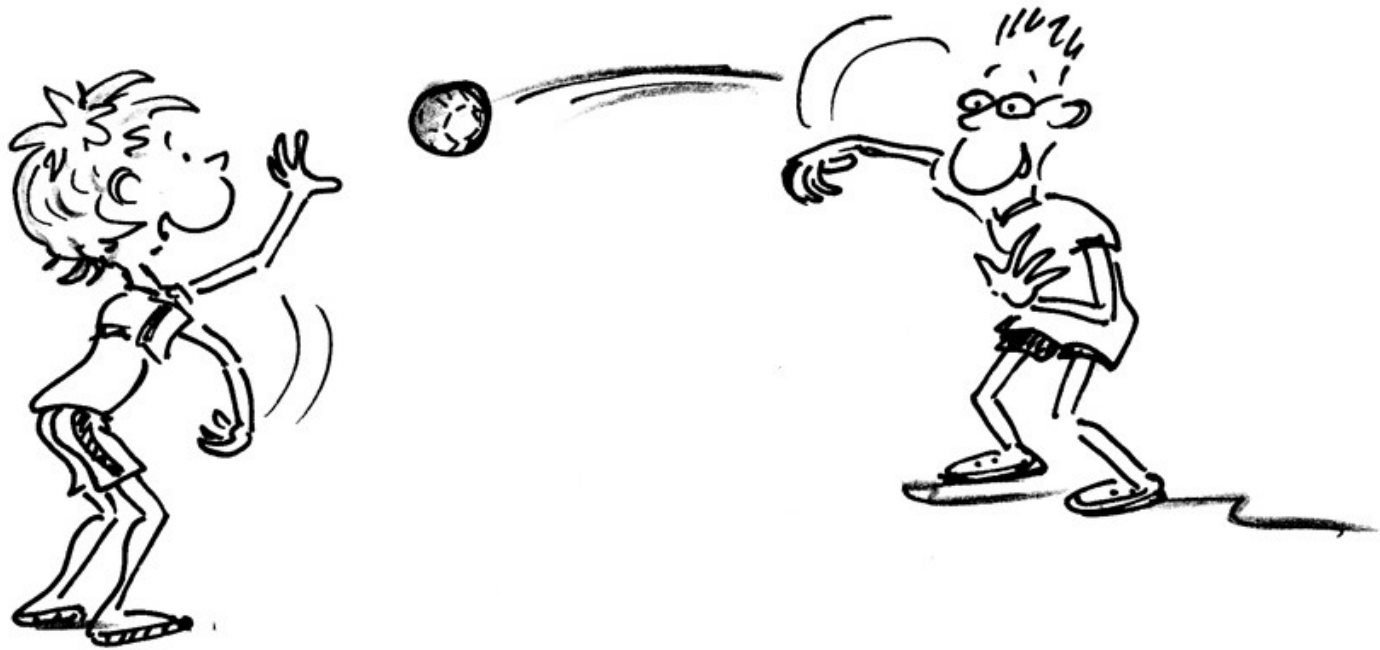
# listen



whistle



watch out

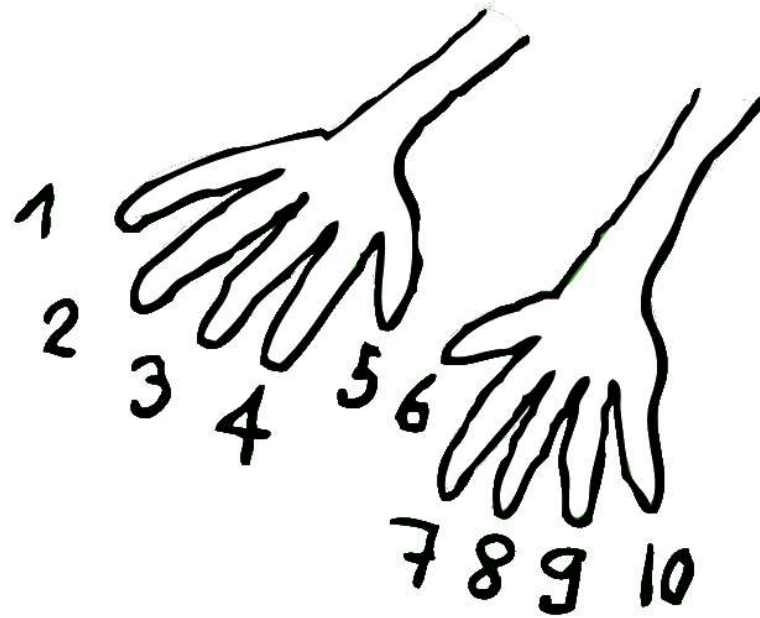


pass



# catchball





count