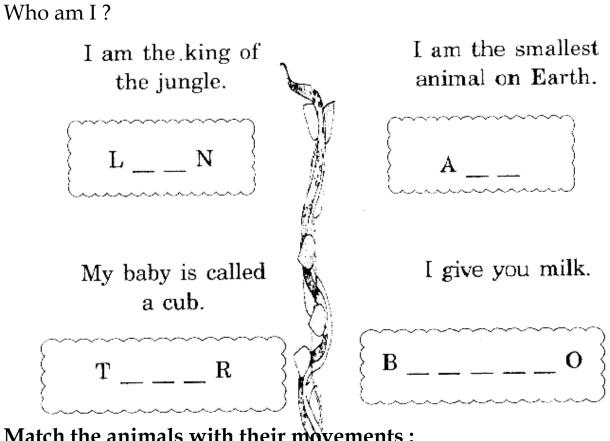
RIDDLE TIME



Match the animals with their movements :

