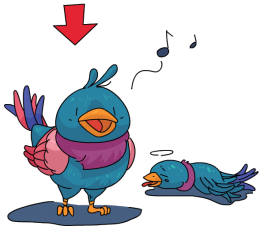
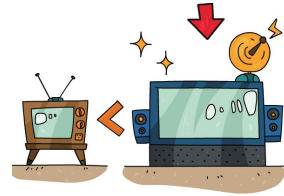


S1



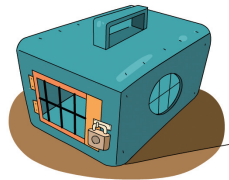
S1



S1



S1



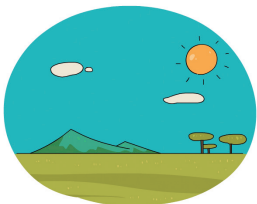
S1



S1



S1



S1



better

alive

cage

bring

clothes

change

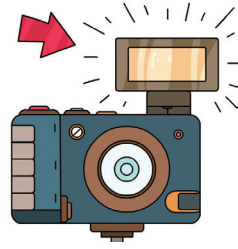
escape

daytime

S1



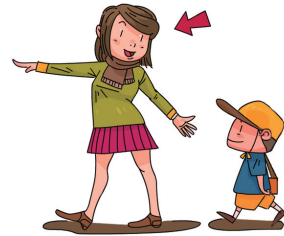
S1



S1



S1



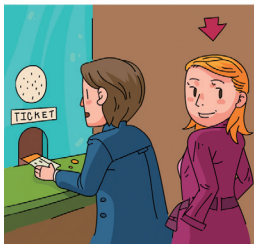
S1



S1



S1



S1



flash

first

lead

jungle

medicine

lying

nighttime

next

S1



S1



S1



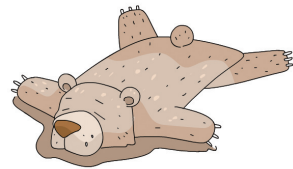
S1



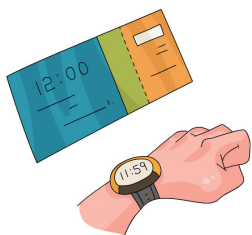
S1



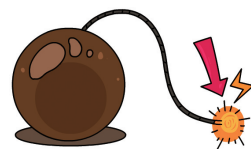
S1



S1



S1



pet

park ranger

prison

poacher

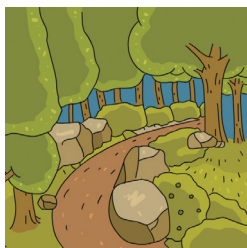
skins

secret

spark

soon

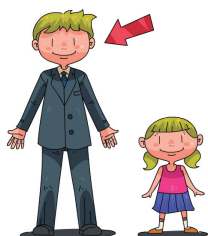
S1



S1



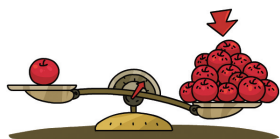
S1



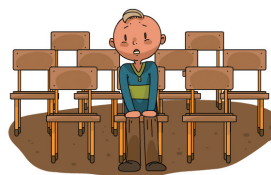
S1



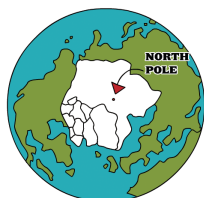
S2



S2



S2



S2



trouble

trail

village

uncle

alone

a lot

awake

Arctic

S2



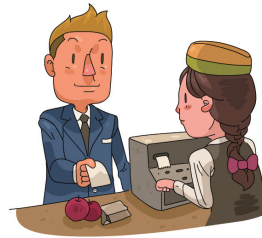
S2



S2



S2



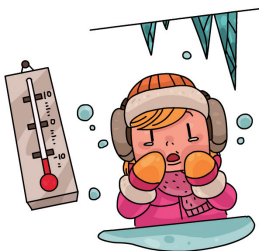
S2



S2



S2



S2



blow up

breaking apart

buy

busy

children

chasing

dynamite

cold

S2



S2



S2



S2



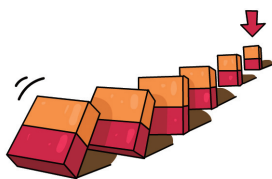
S2



S2



S2



S2



fall

evil

freezing

fault

ice

hot

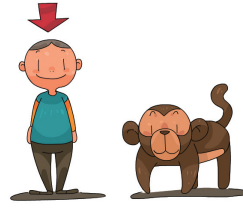
melt

last

S2



S2



S2



S2



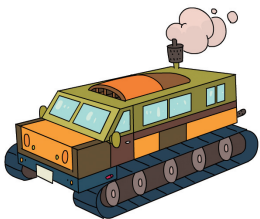
S2



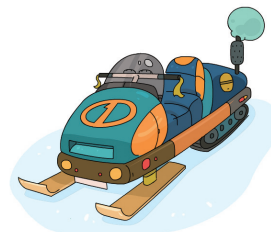
S2



S2



S2



person

ocean

run/ran away

polar bear

seal

scientist

snowmobile

snowcat

S2



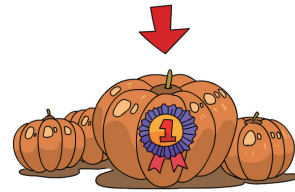
S2



S3



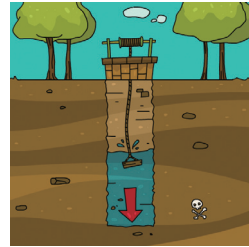
S3



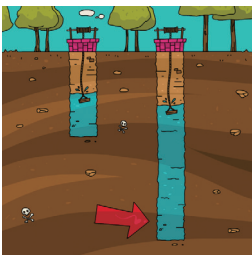
S3



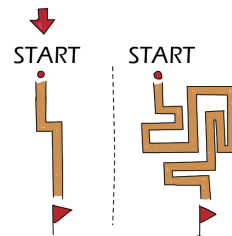
S3



S3



S3



warm

terrible

best

amazing

deep

catch/caught

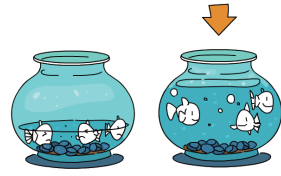
easy

deeper

S3



S3



S3



S3



S3



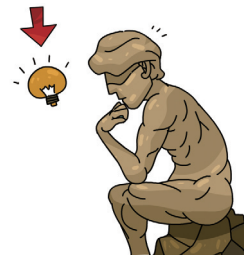
S3



S3



S3



enough

empty

give up

get out

huge

glad

idea

hurt

S3



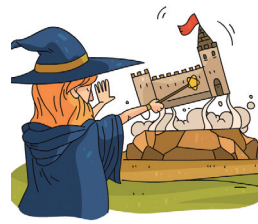
S3



S3



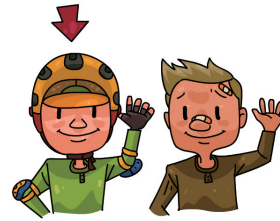
S3



S3



S3



S3



S3



learn

jail

powerful

noise

safe

quick

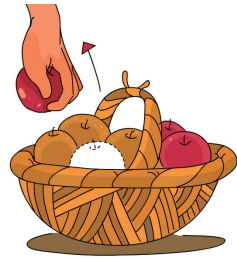
spell

sleep

S3



S3



S3



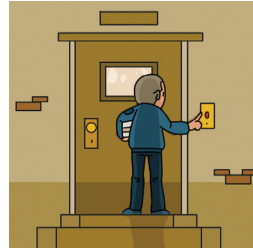
S3



S3



S3



S3



S3



take/took

start

think/thought

tell

visit

trouble

wizard

win/won