

Trace.

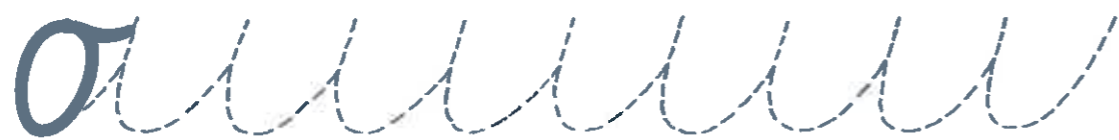


One stroke

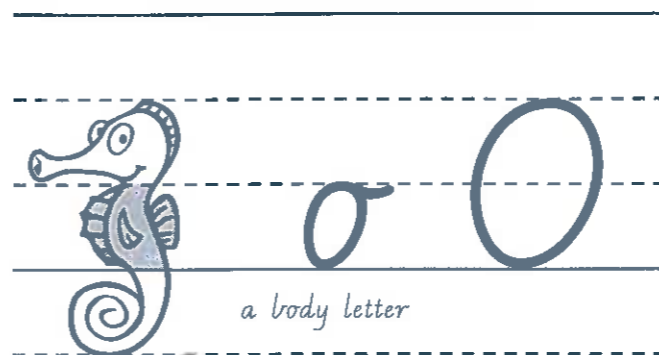
Trace. Now turn the waves into your own mice.



Trace. Find the o's.



Try your own.



ostrich

