

**run**



**stay**



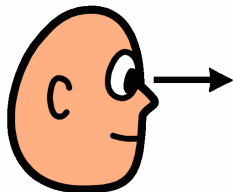
Assateague Island  
Item(s) 1

Assateague Island  
Item(s) 1

**smile**



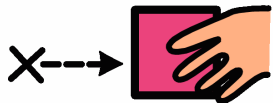
**see**



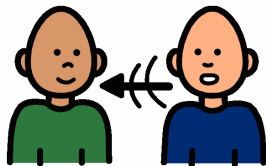
Assateague Island  
Item(s) 2

Assateague Island  
Item(s) 2

**move**



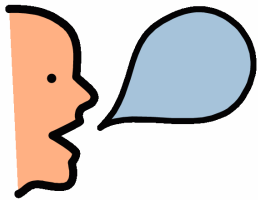
**told**



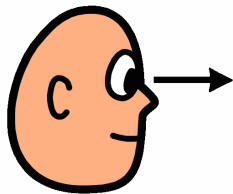
Assateague Island  
Item(s) 3

Assateague Island  
Item(s) 3

**say**



**see**

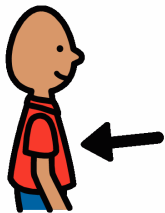


Assateague Island  
Item(s) 4

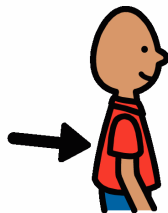
Assateague Island  
Item(s) 4



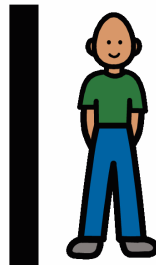
**front**



**back**



**side**



Assateague Island  
Item(s) 5

Assateague Island  
Item(s) 5

Assateague Island  
Item(s) 5