

speckled



scatter



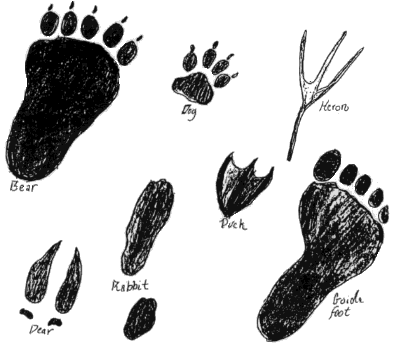
peck



bloom



store



tracks