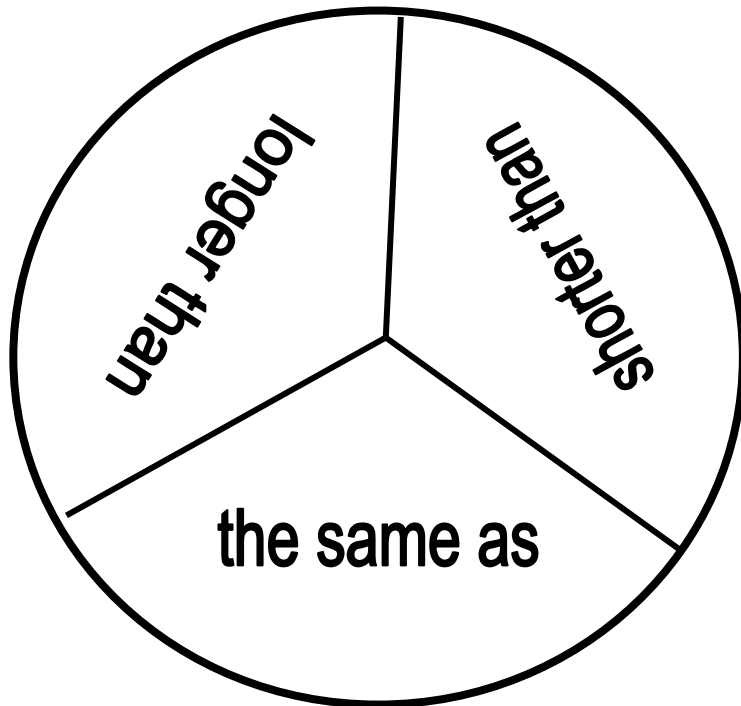
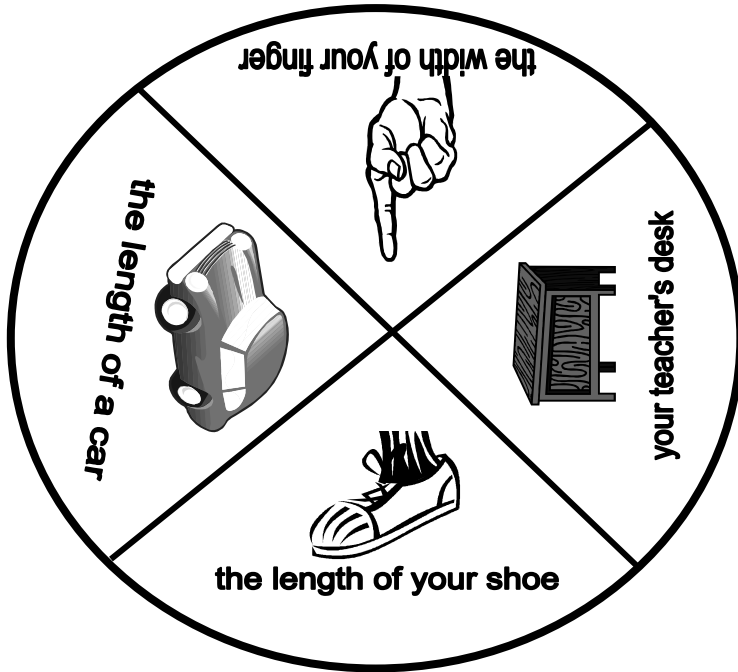


# Spin and Win!

Comparing length



# Spin and Win!

Comparing weight

