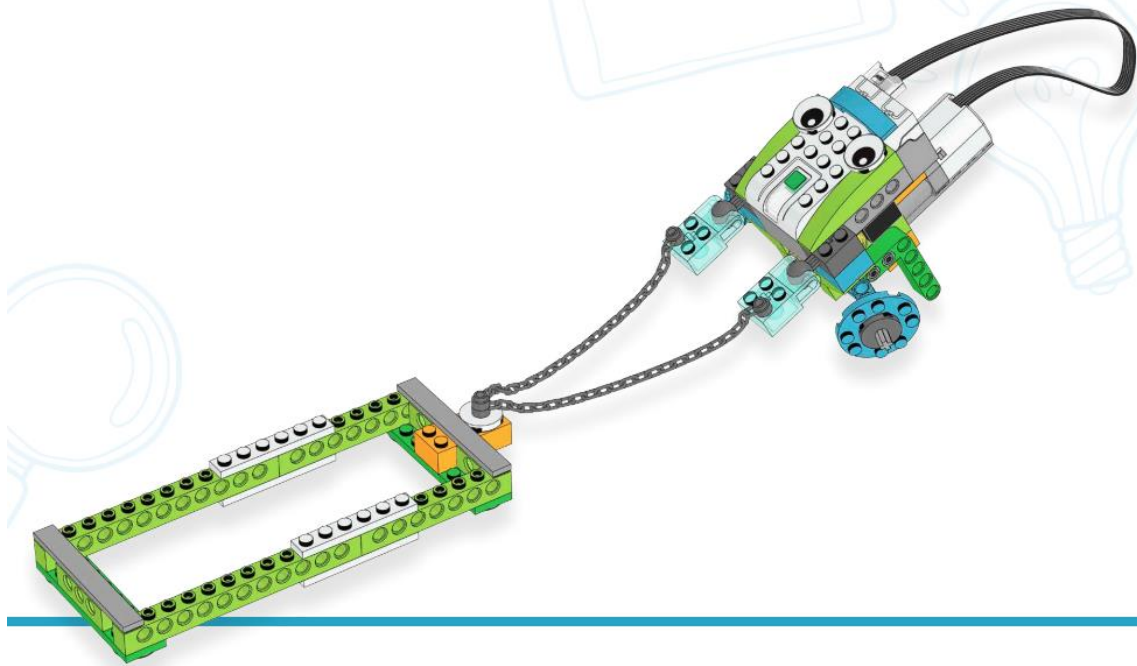
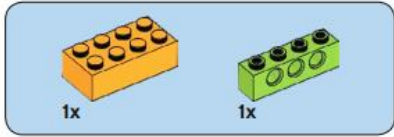


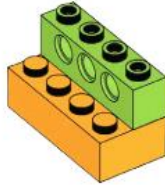
Capítulo 26 (Pull) Hablar



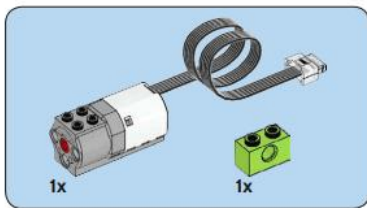
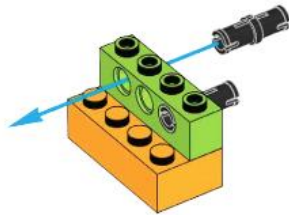
Para este capítulo solamente se necesita un Kit.



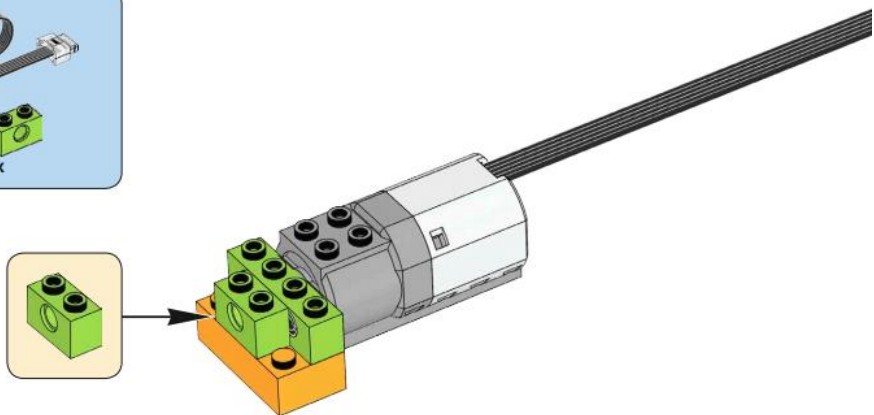
1

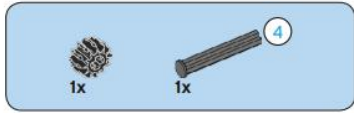


2

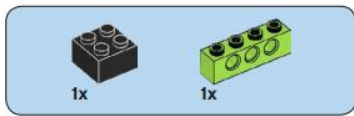
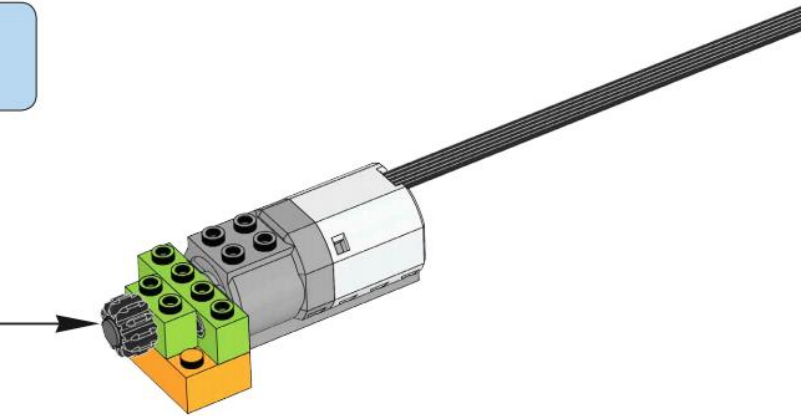
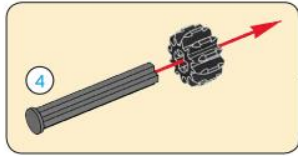


3

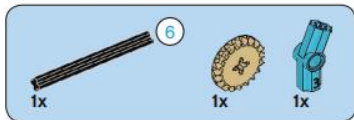
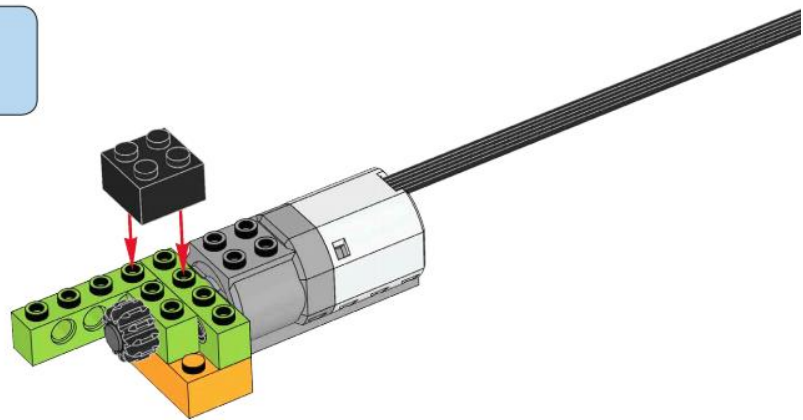




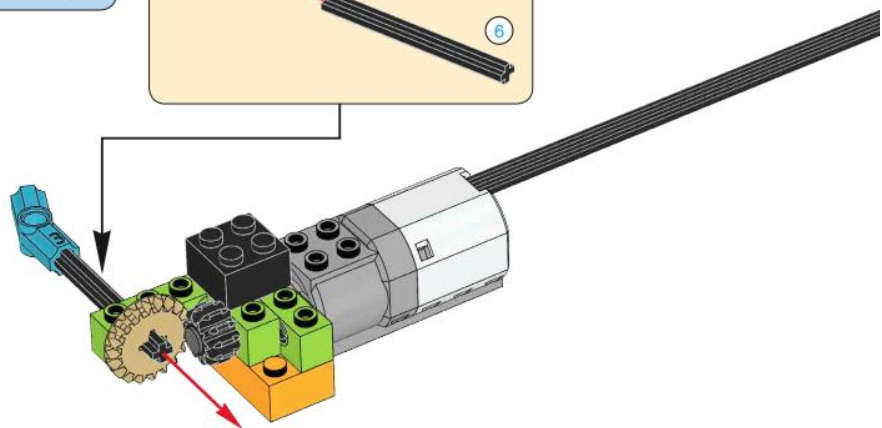
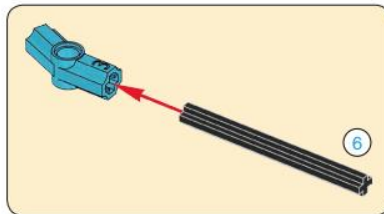
4



5

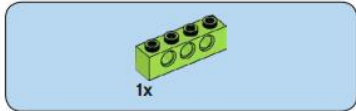
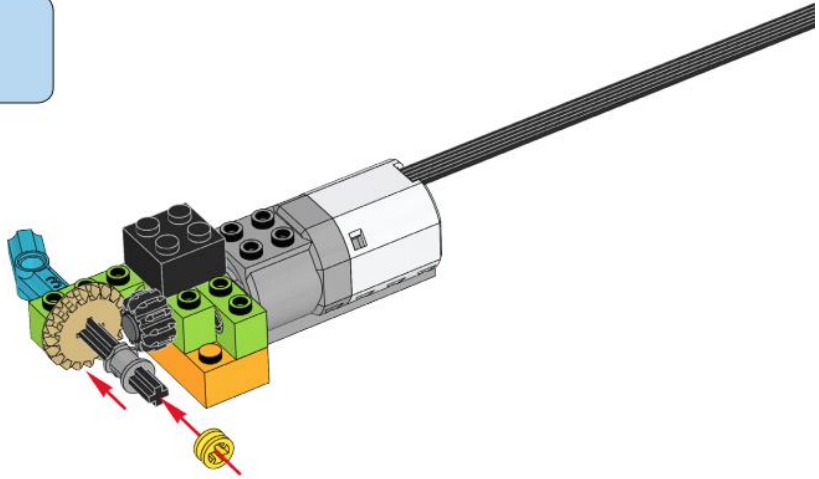


6

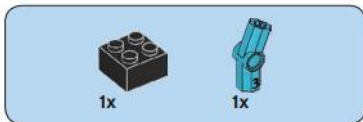
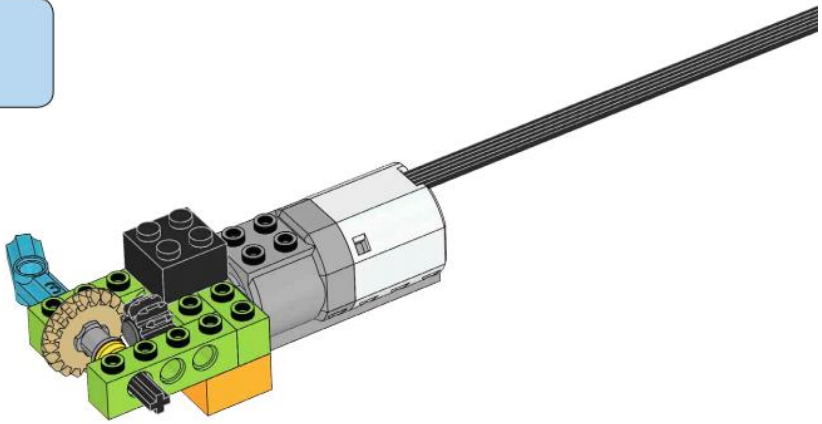




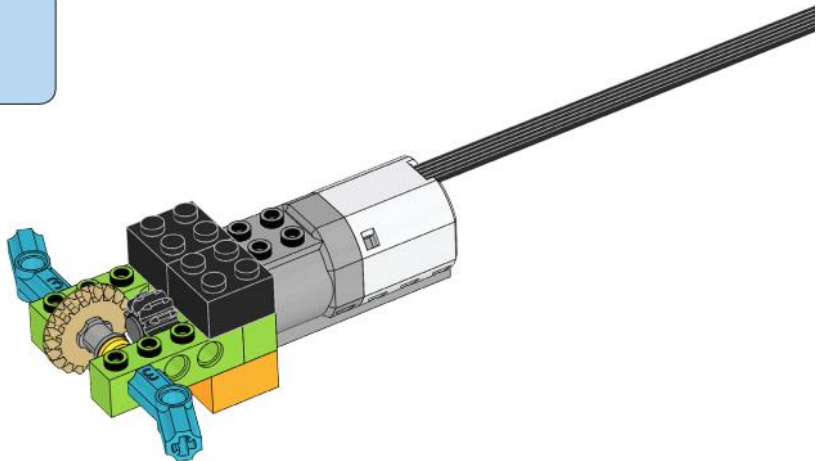
7

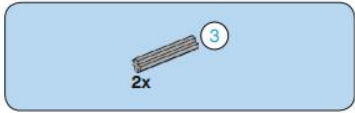


8

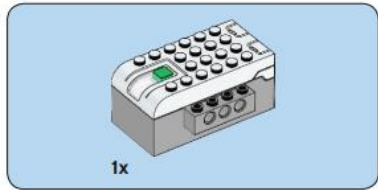
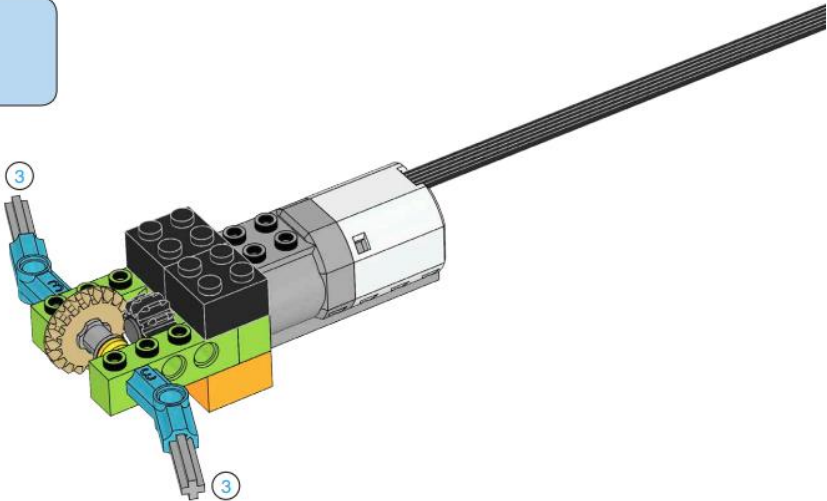


9

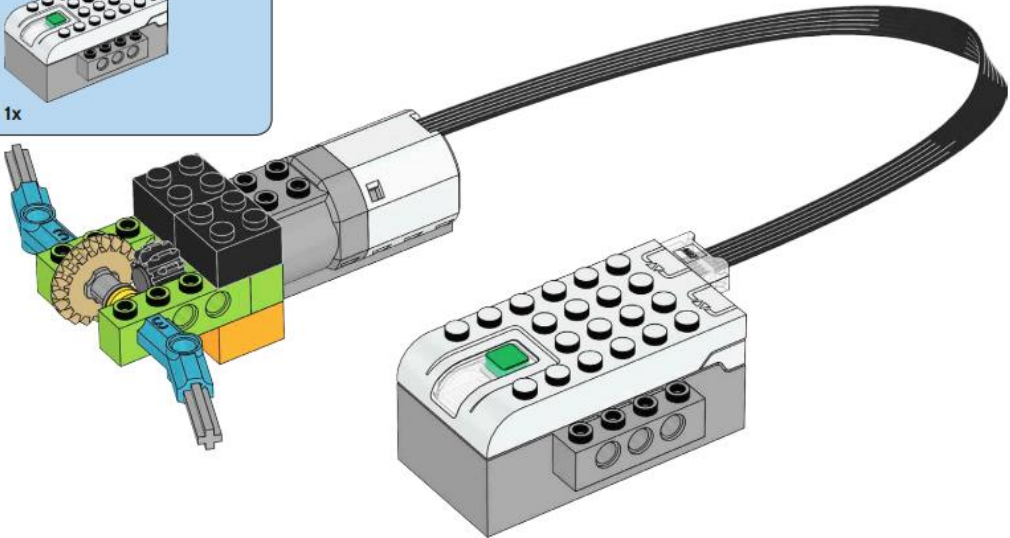




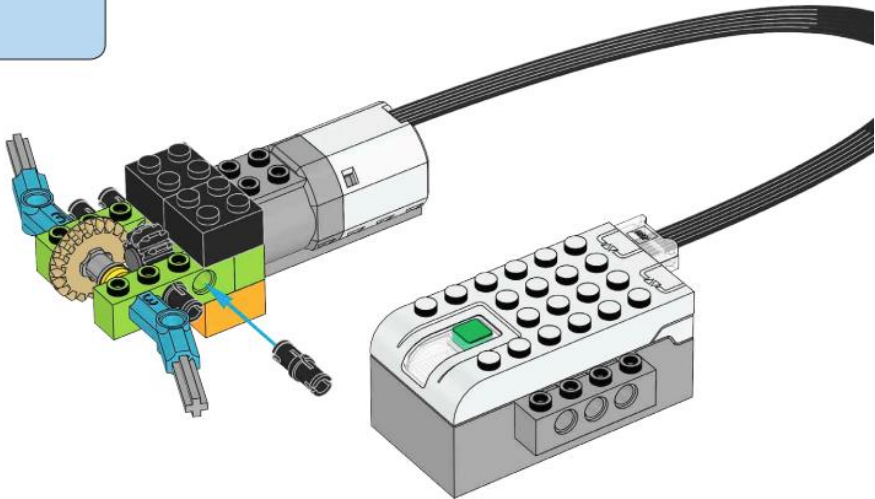
10

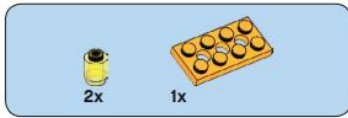


11

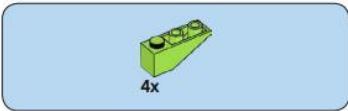
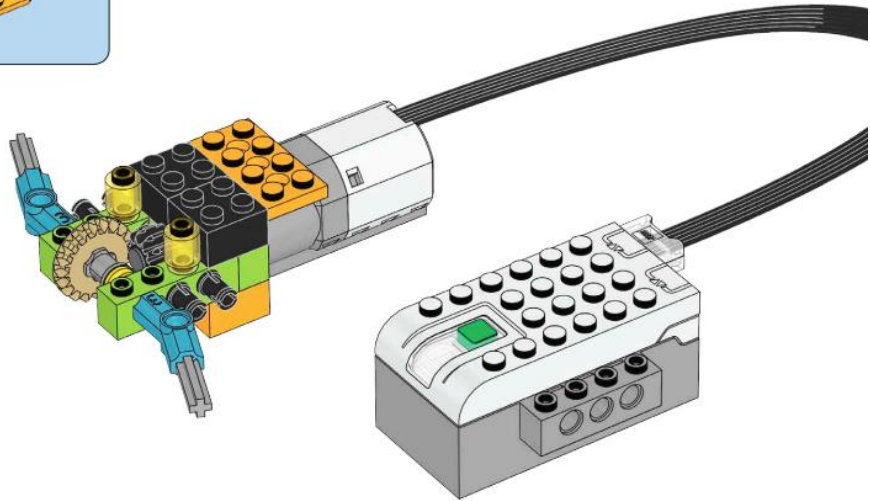


12

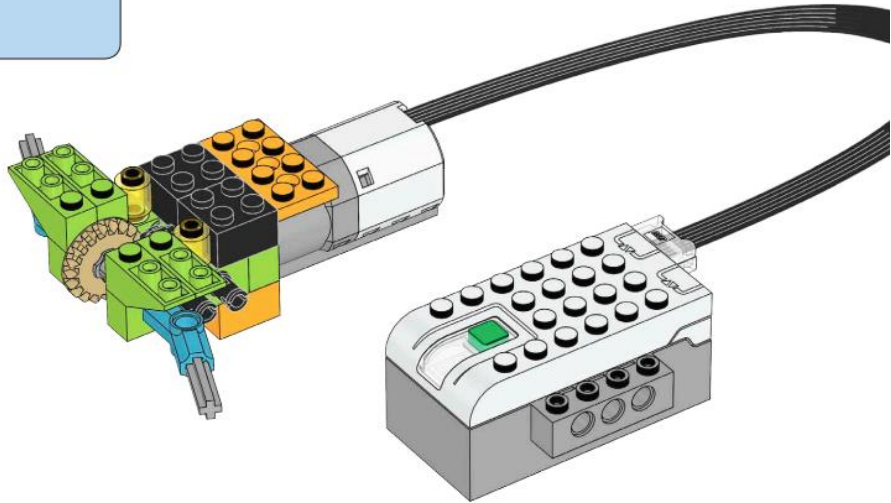




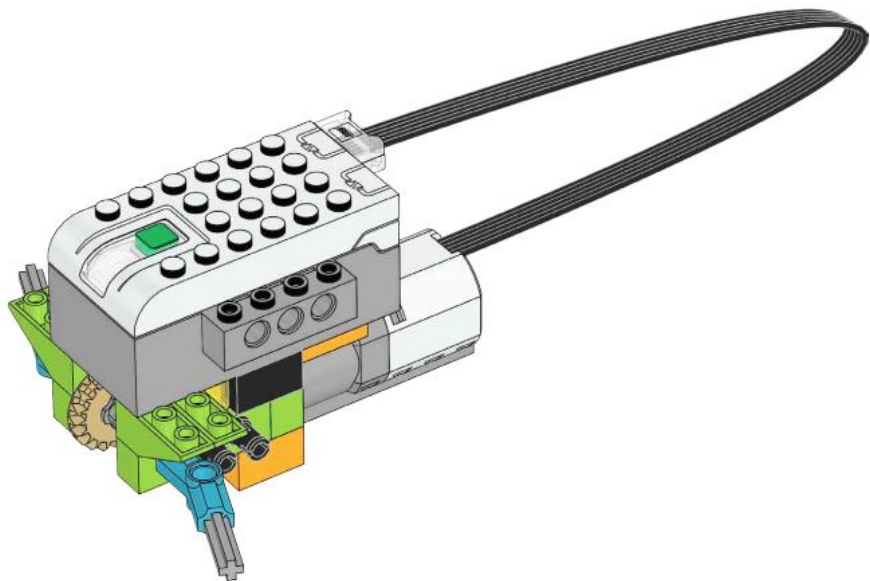
13

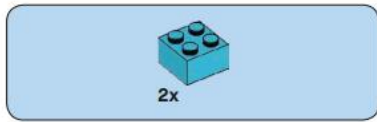


14

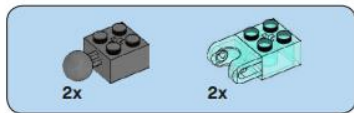
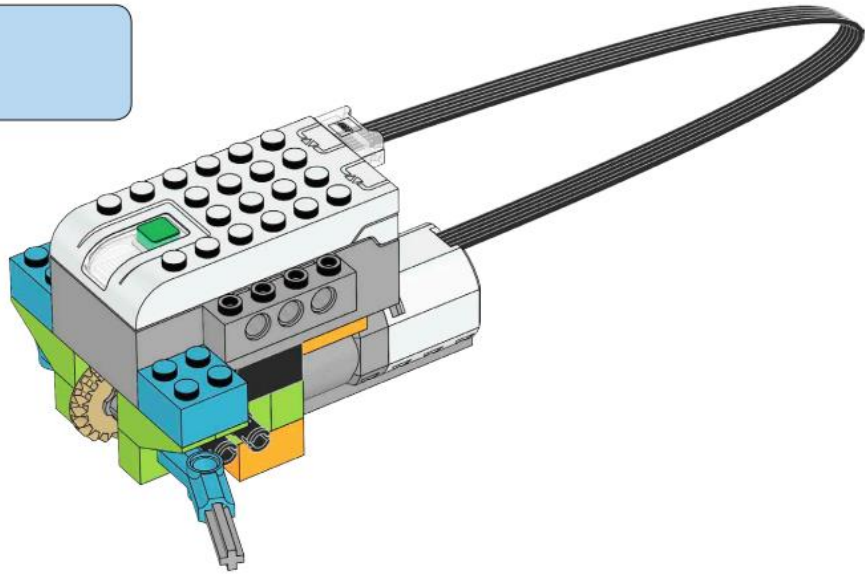


15

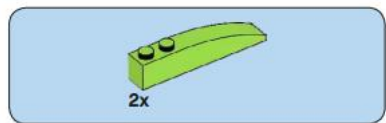
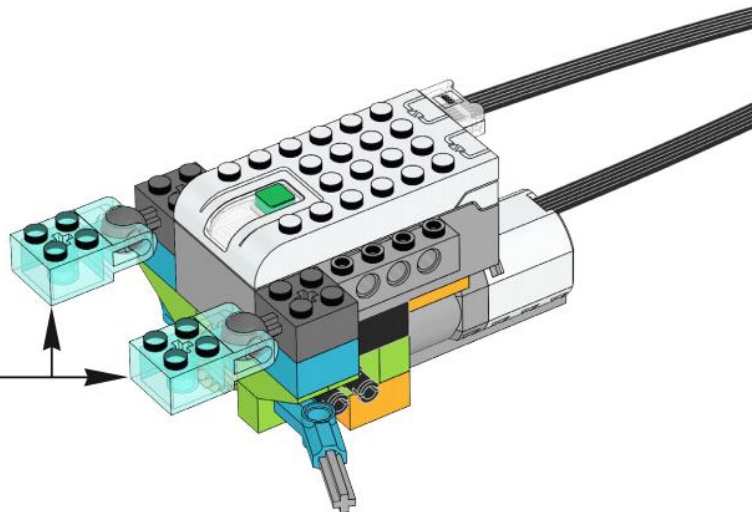
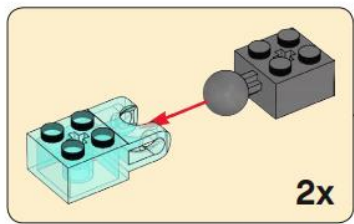




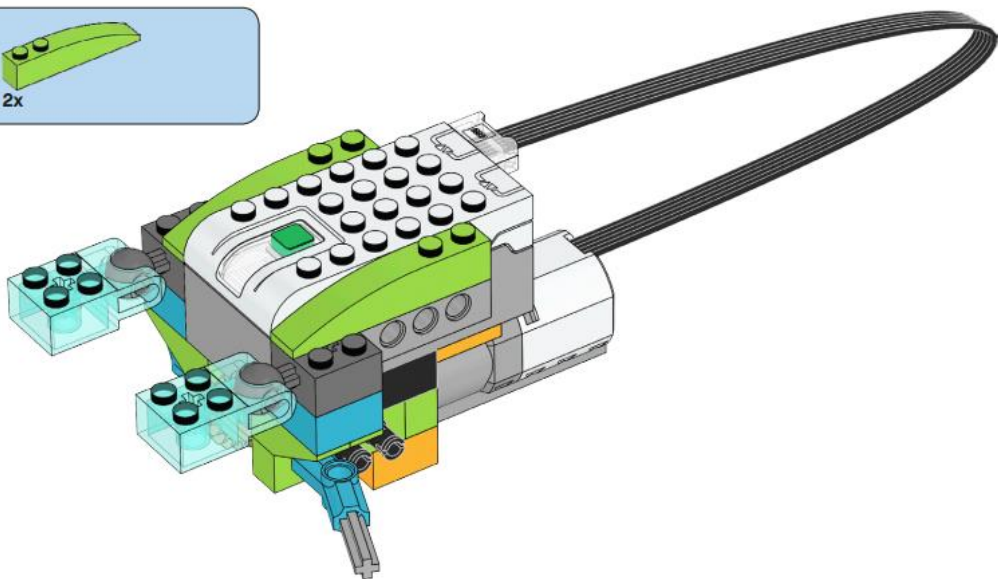
16

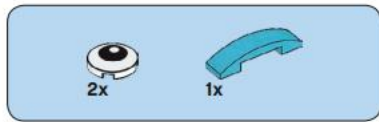


17

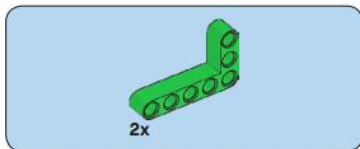
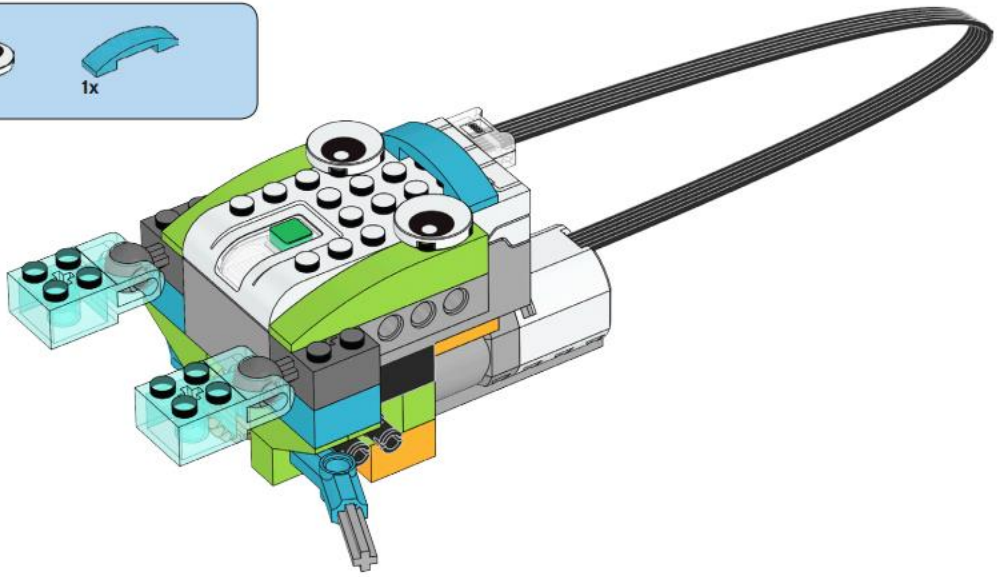


18

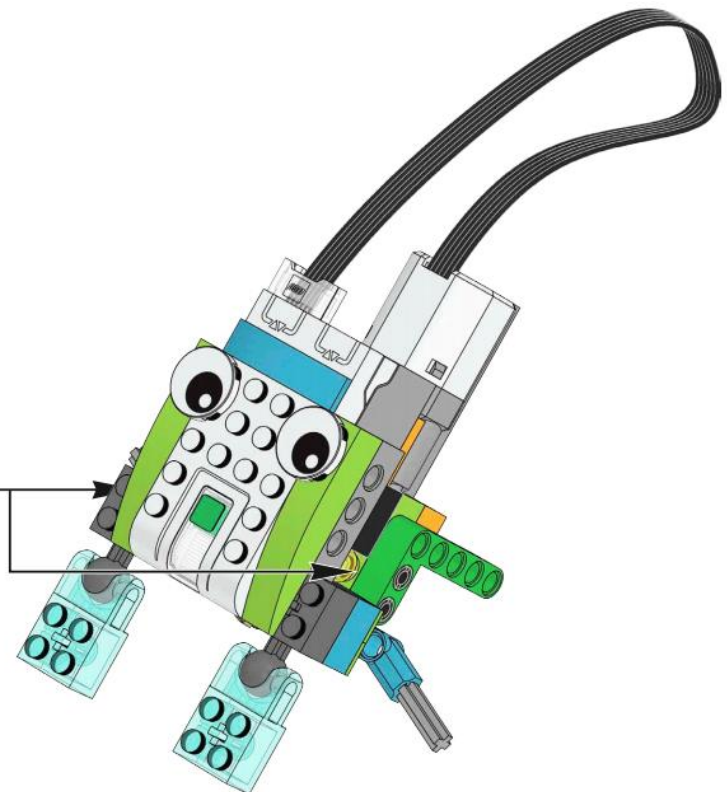
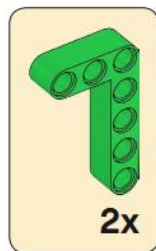


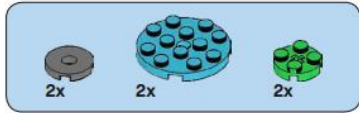


19

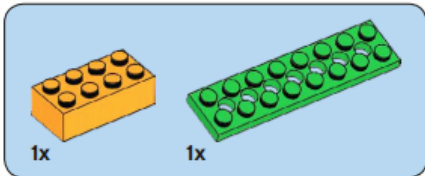
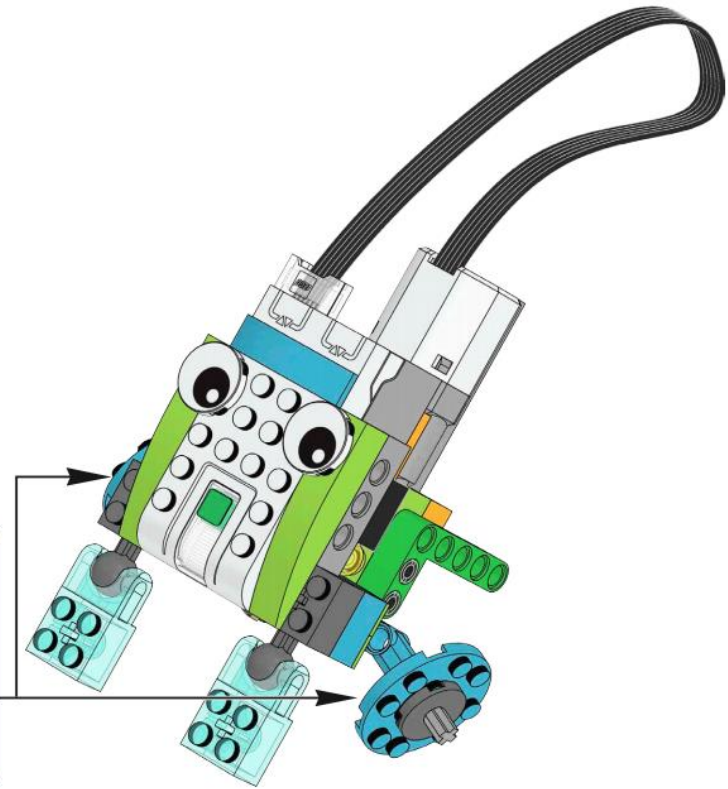
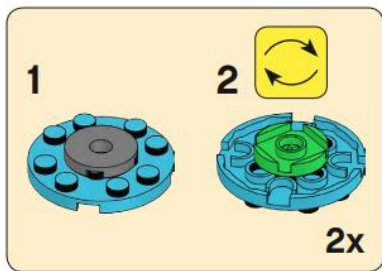


20

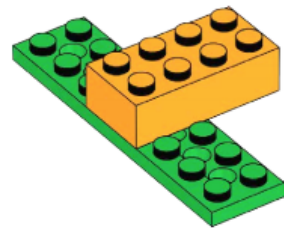


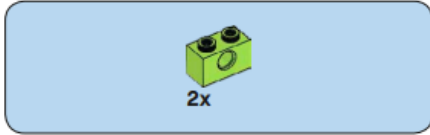


21

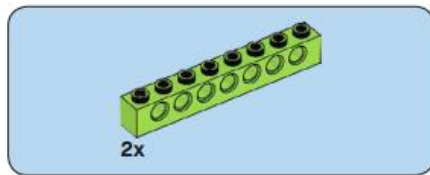
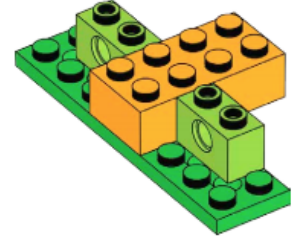


22

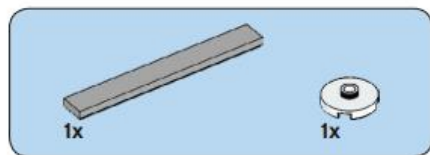
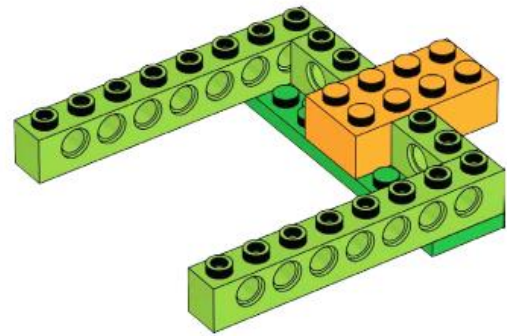




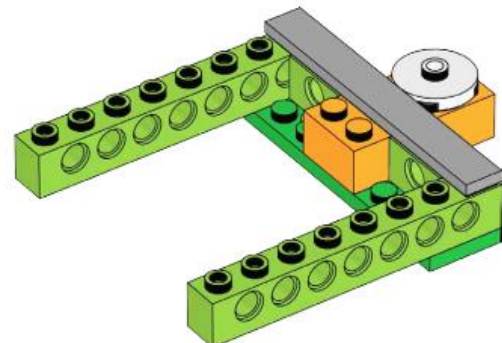
23

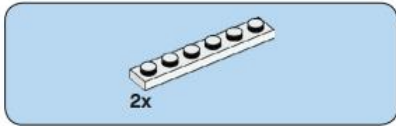


24

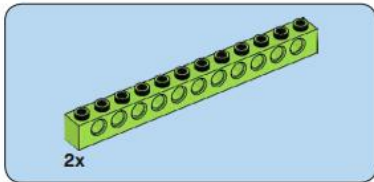
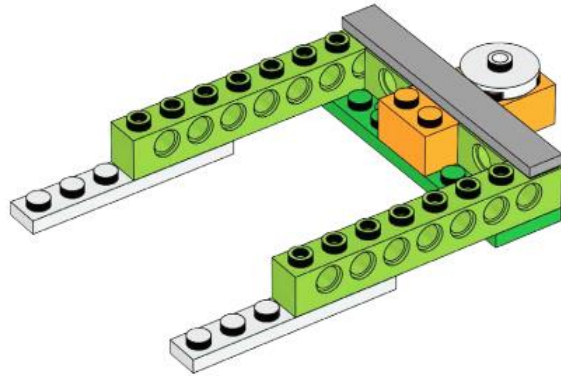


25

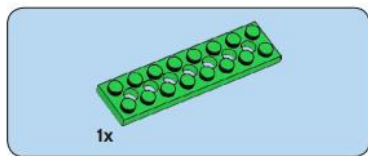
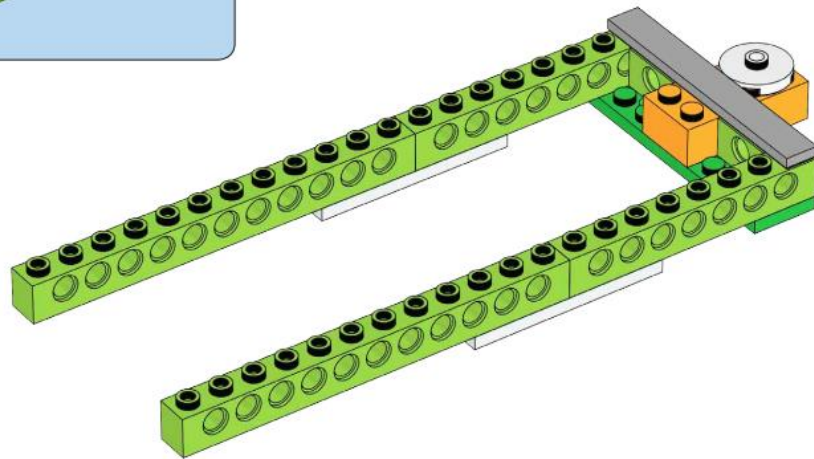




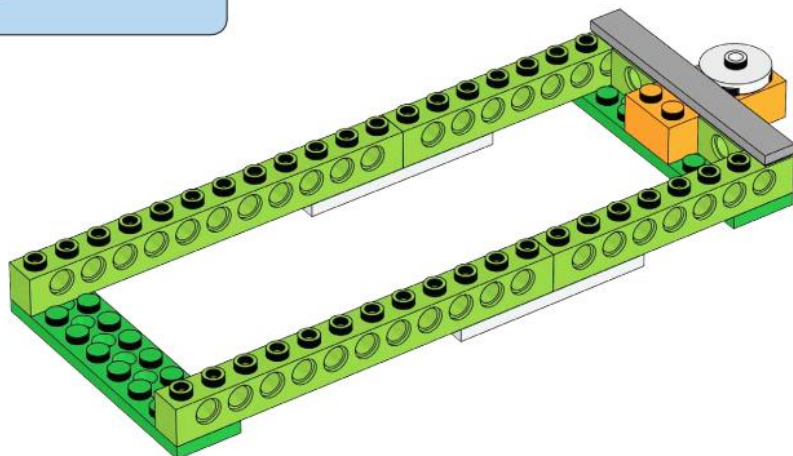
26

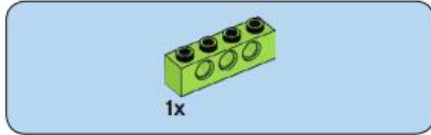


27

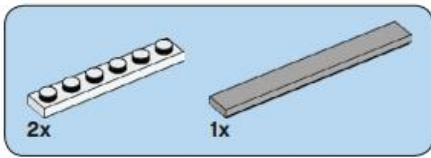
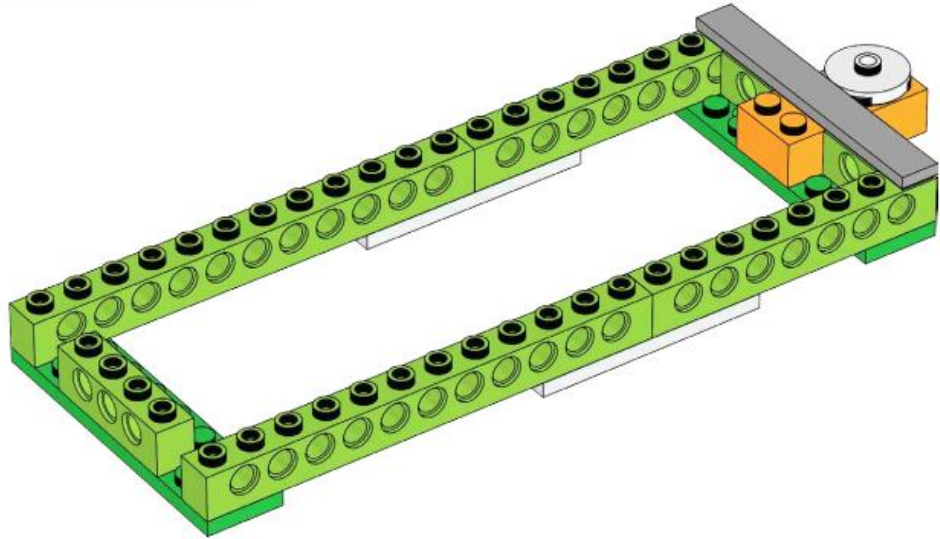


28

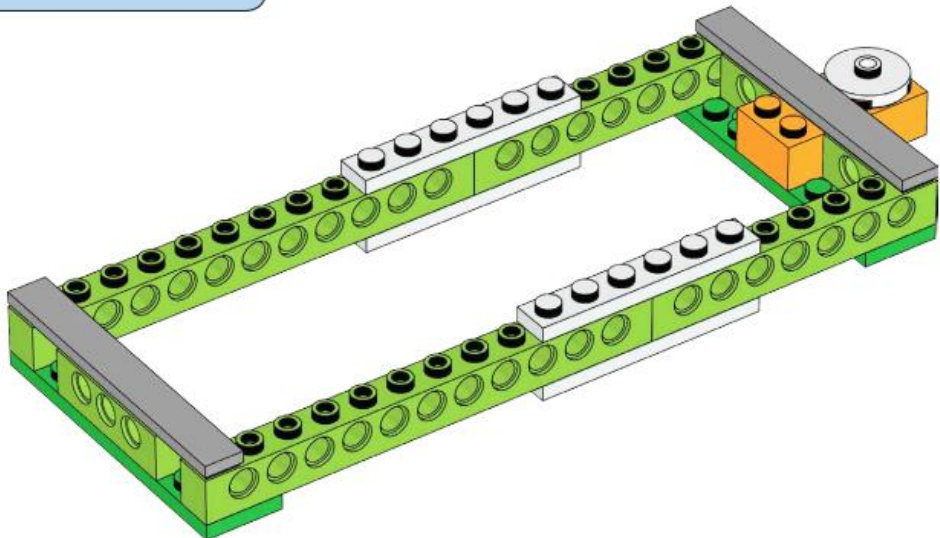




29

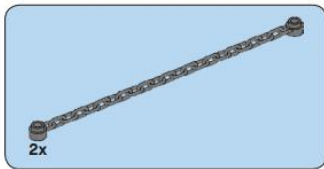


30

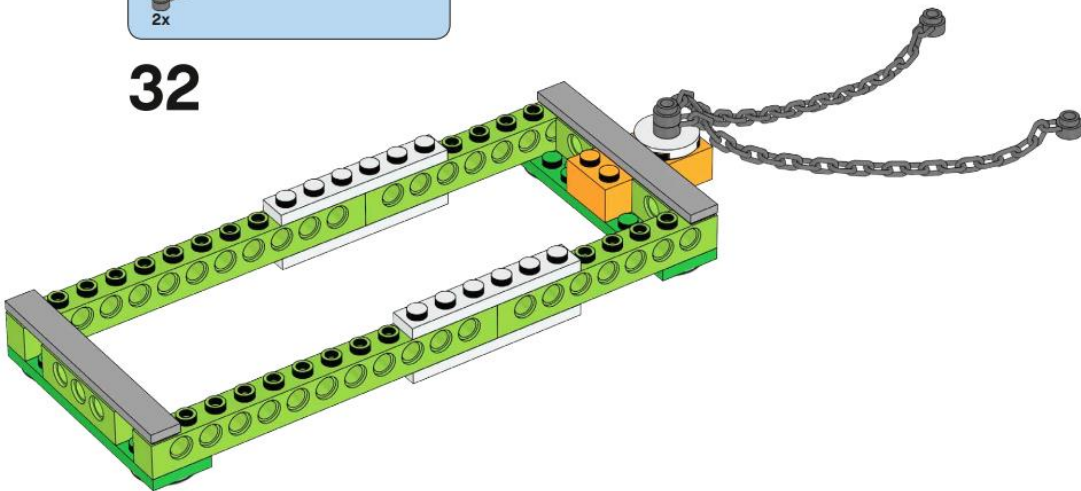




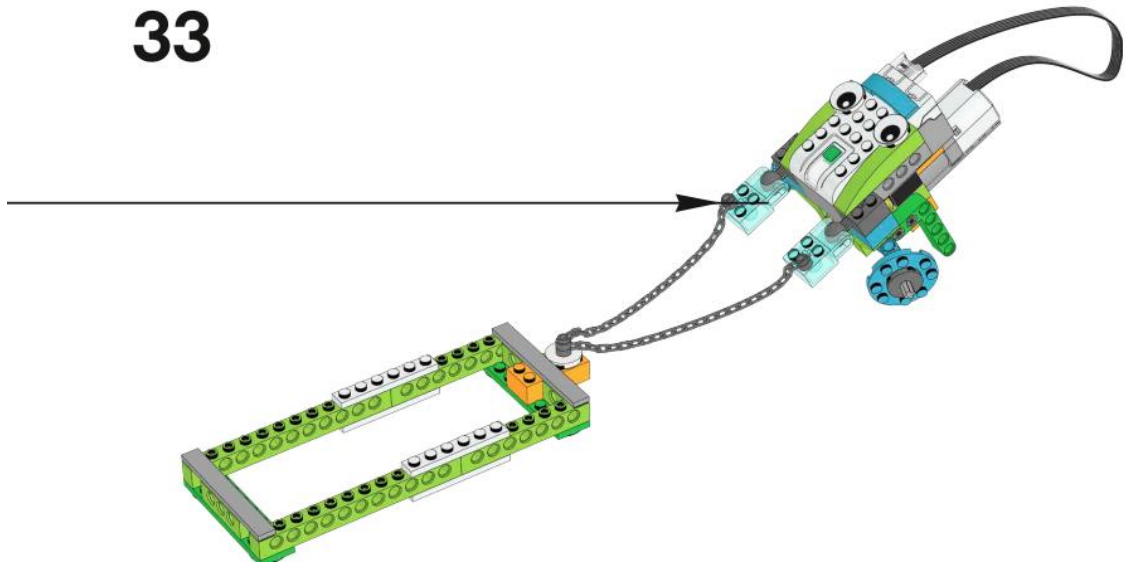
31



32



33



Para mover el objeto que es muy pesado, irá retrocediendo un poquito y avanzando un poco más con el fin de ir cogiendo pulso y poder arrastrar el objeto.

Codificación

