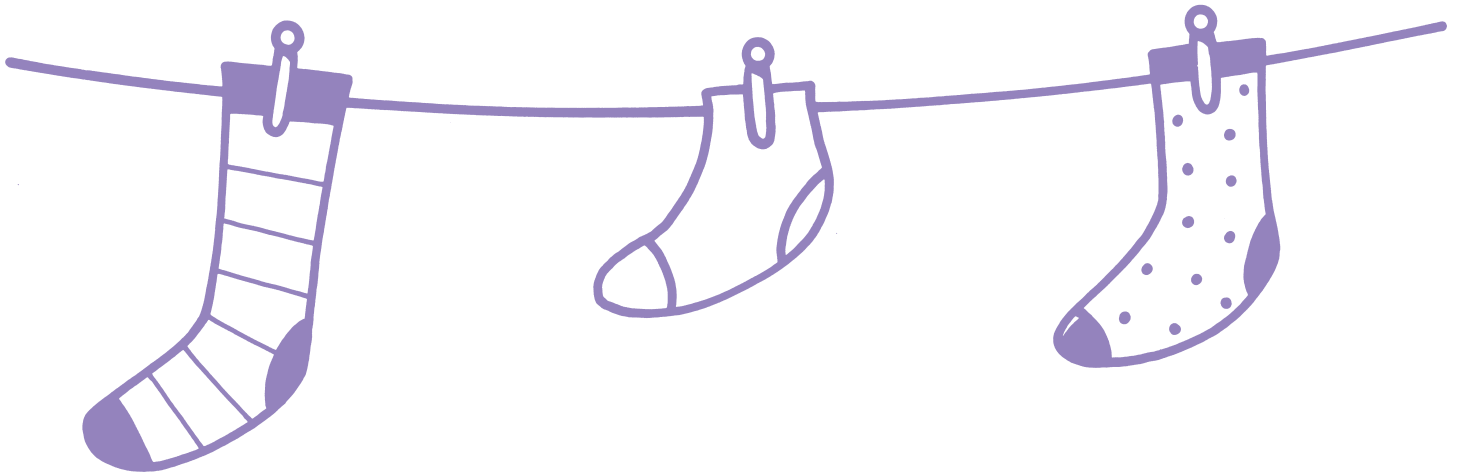
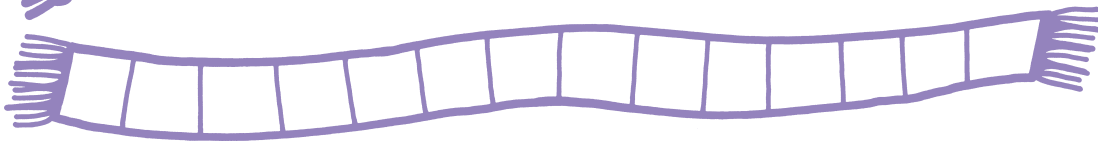
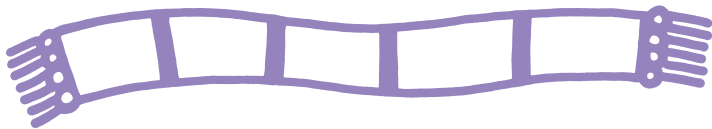
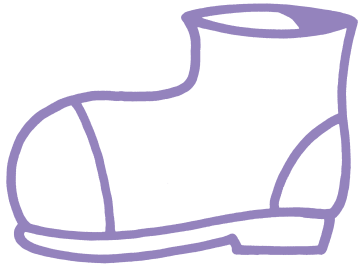


Longest

Colour the longest one.



Draw a longer stick for Scamp to fetch.

