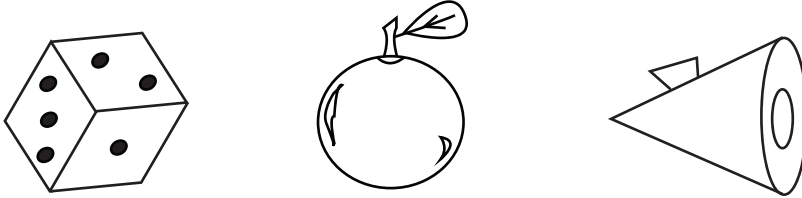
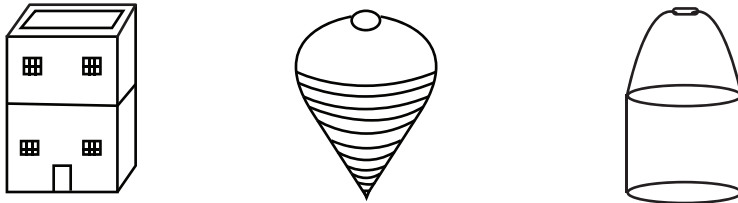


**Roll, Slide, and Stack**

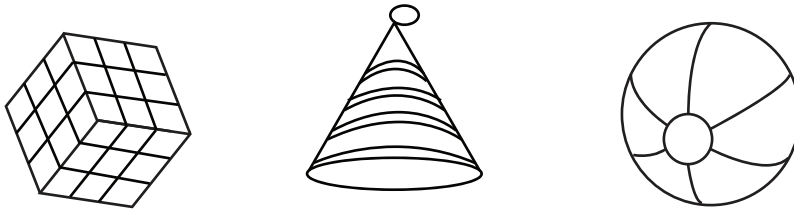
1) Check the object(s) that can be stacked.



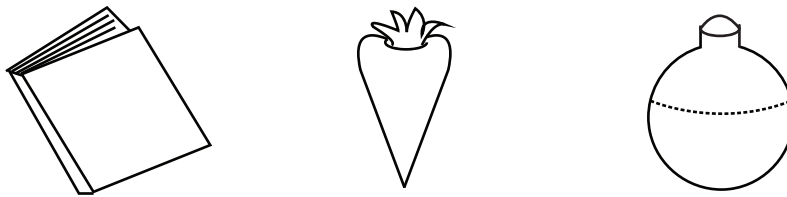
2) Check the object(s) that can be rolled.



3) Check the object(s) that can be slid.



4) Check the object(s) that can be slid and stacked.



5) Check the object(s) that can be rolled and stacked.

