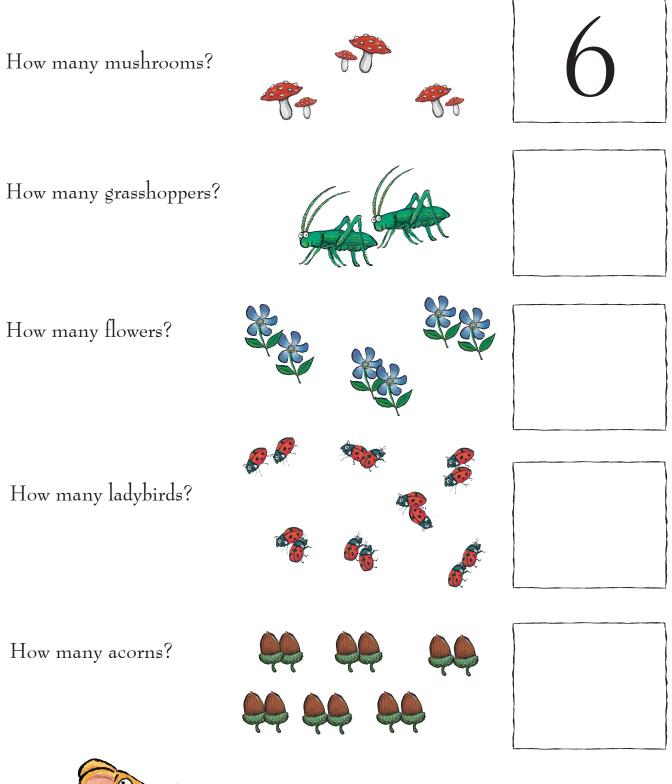
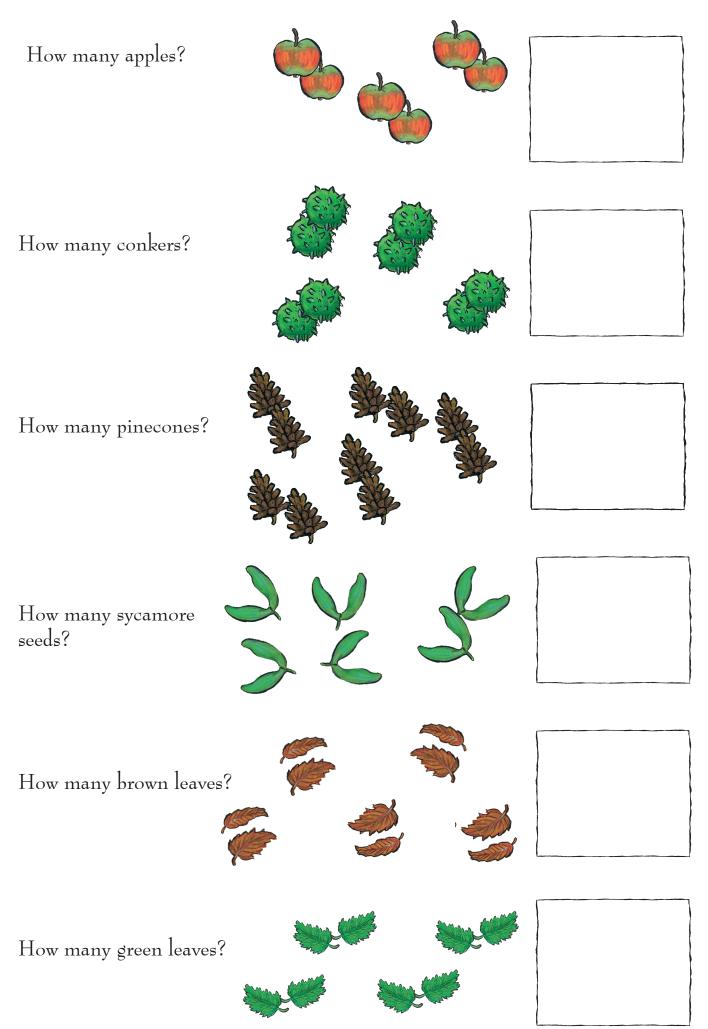
## Count with Mouse!

All of Mouse's objects are stored in pairs, can you count them two by two to find how many there are?





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