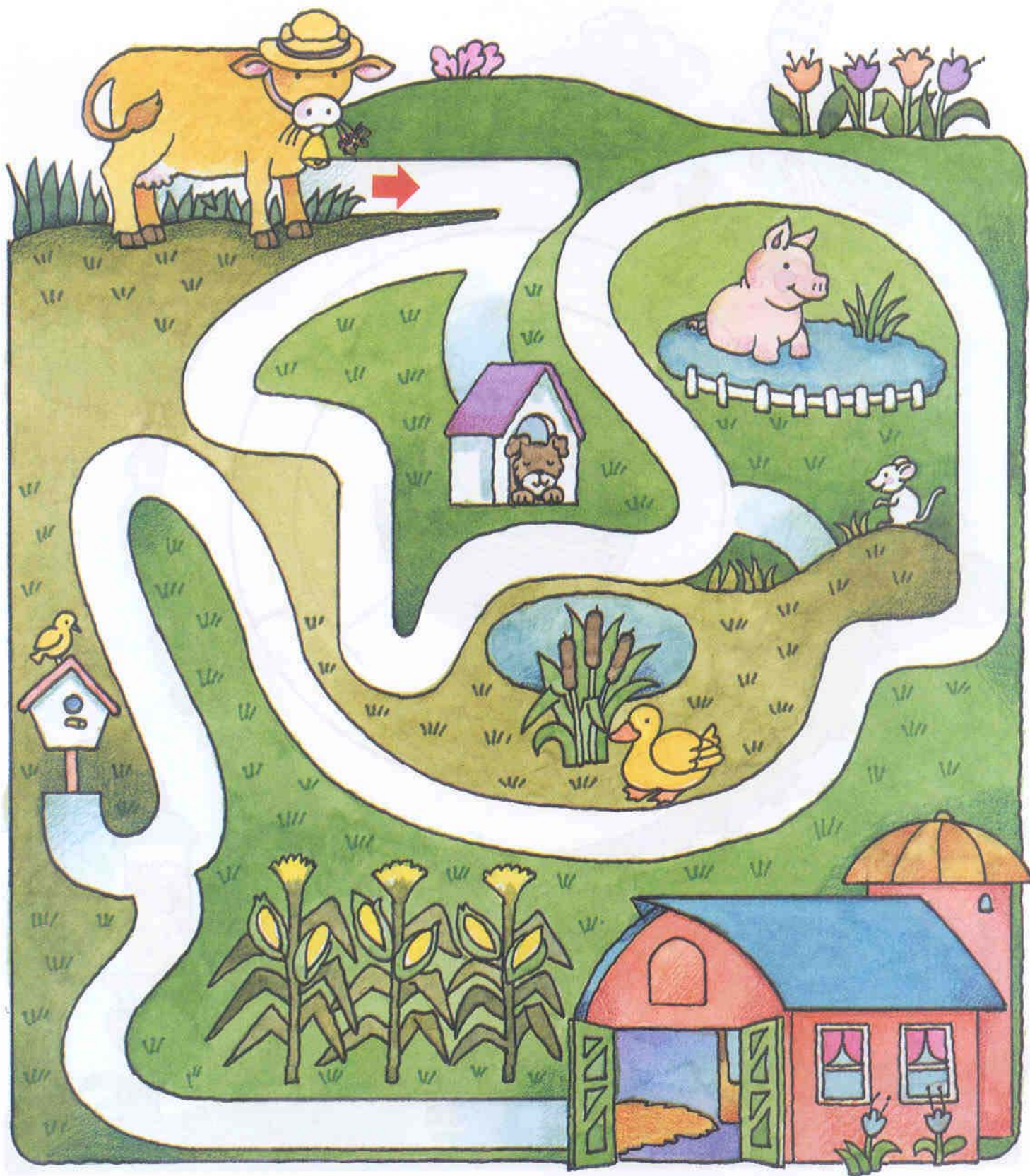# Help Bessie get home.

Draw a line that shows how she must go.