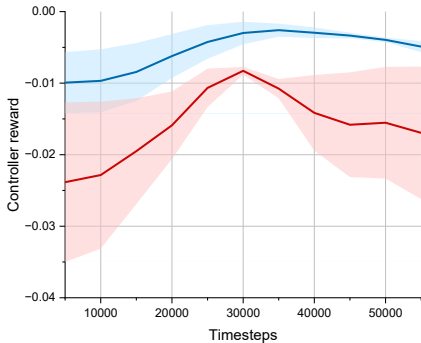


(a) AntMaze



(b) FetchPickAndPlace