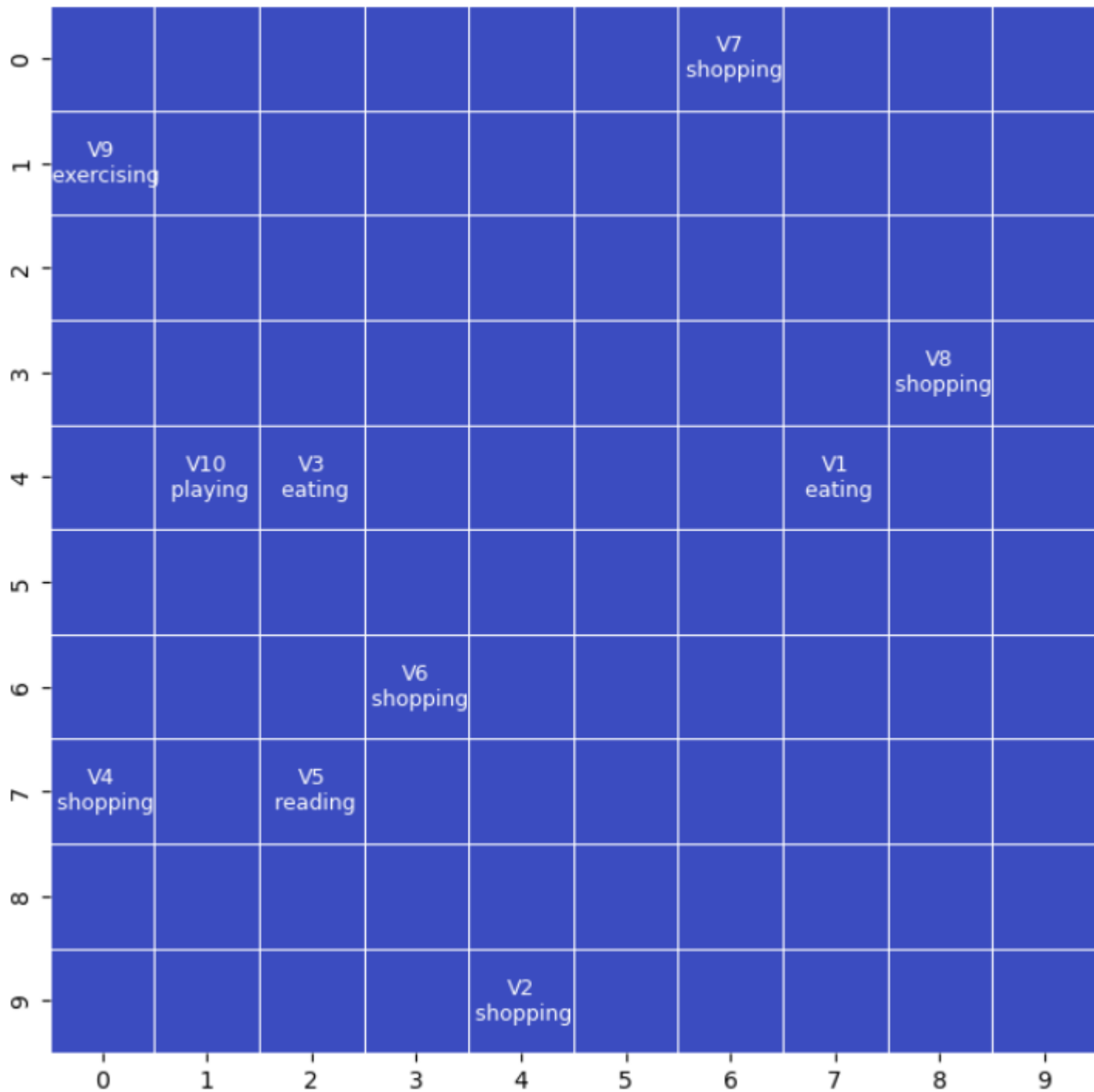
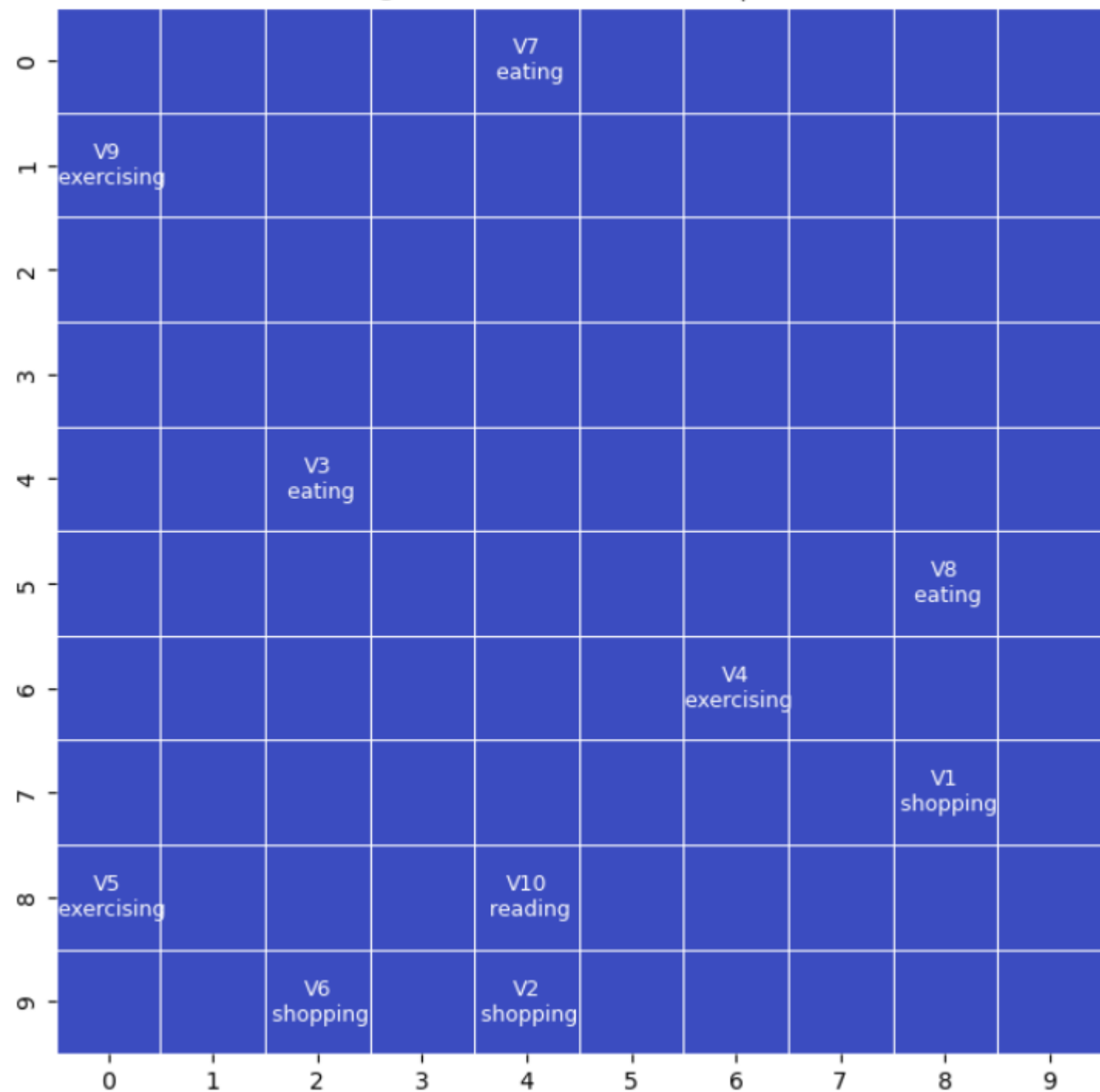


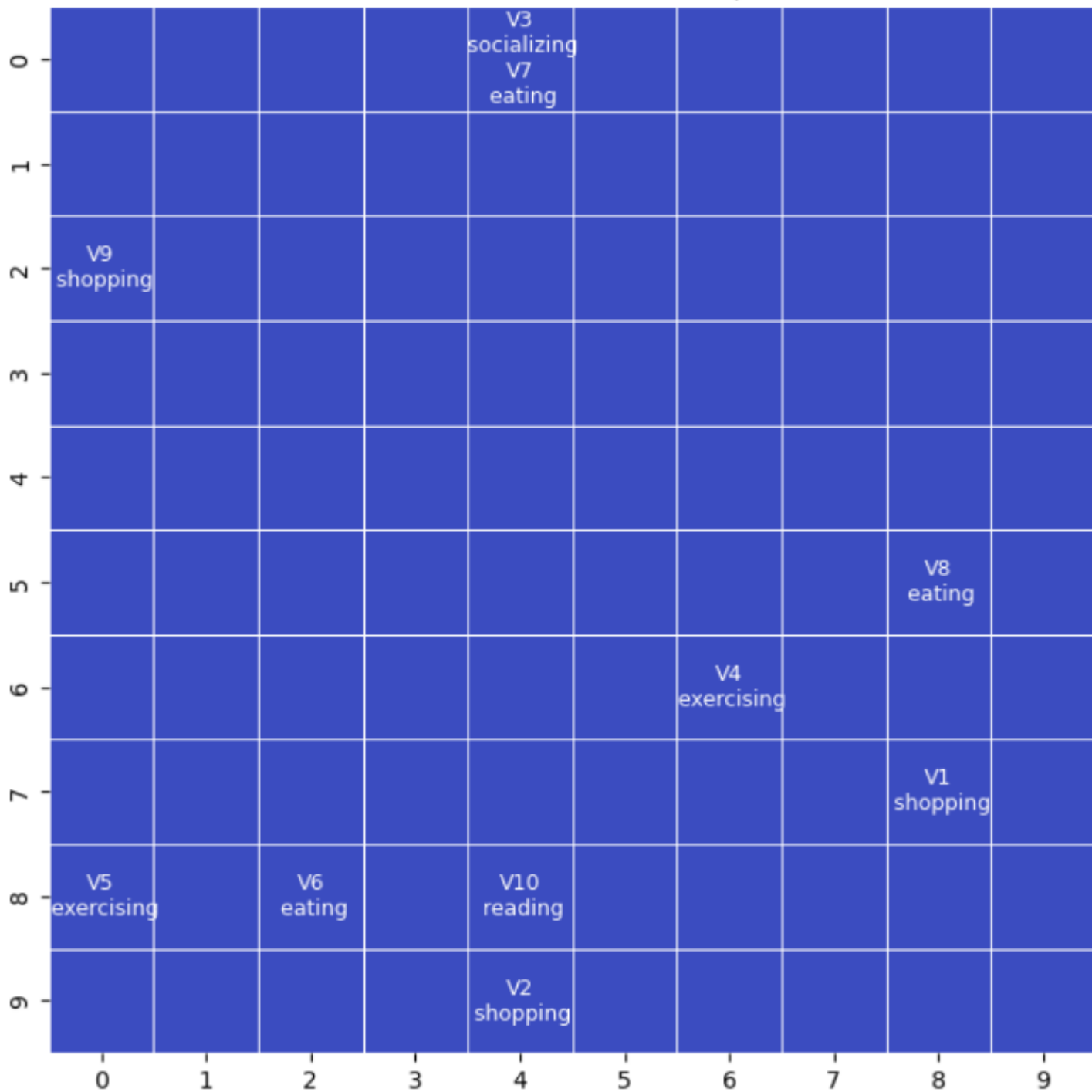
Villager Locations and States | 19:00



Villager Locations and States | 20:00



Villager Locations and States | 21:00

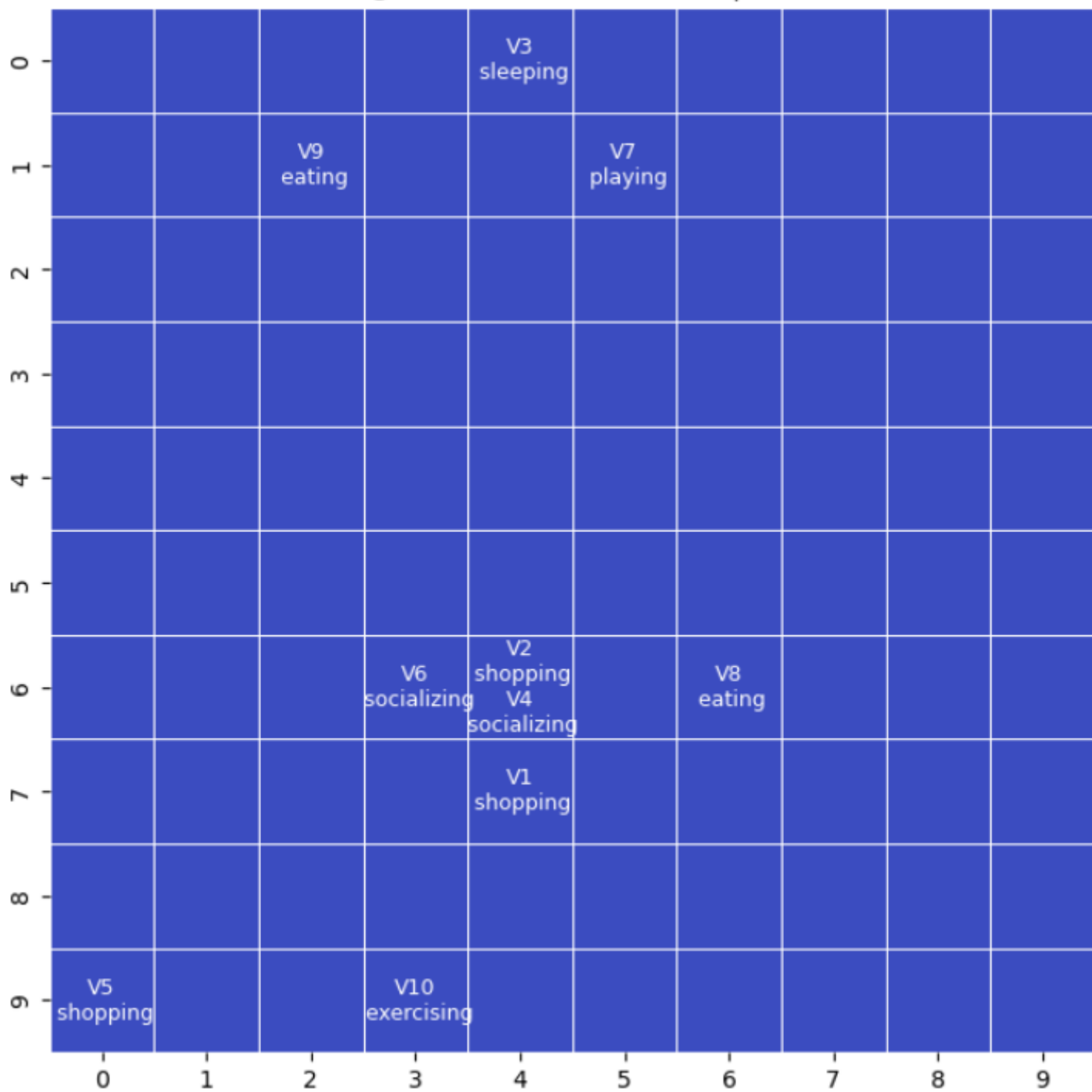


A 10x10 grid representing a 2D space with axes from 0 to 9. Various activities are plotted as points with labels:

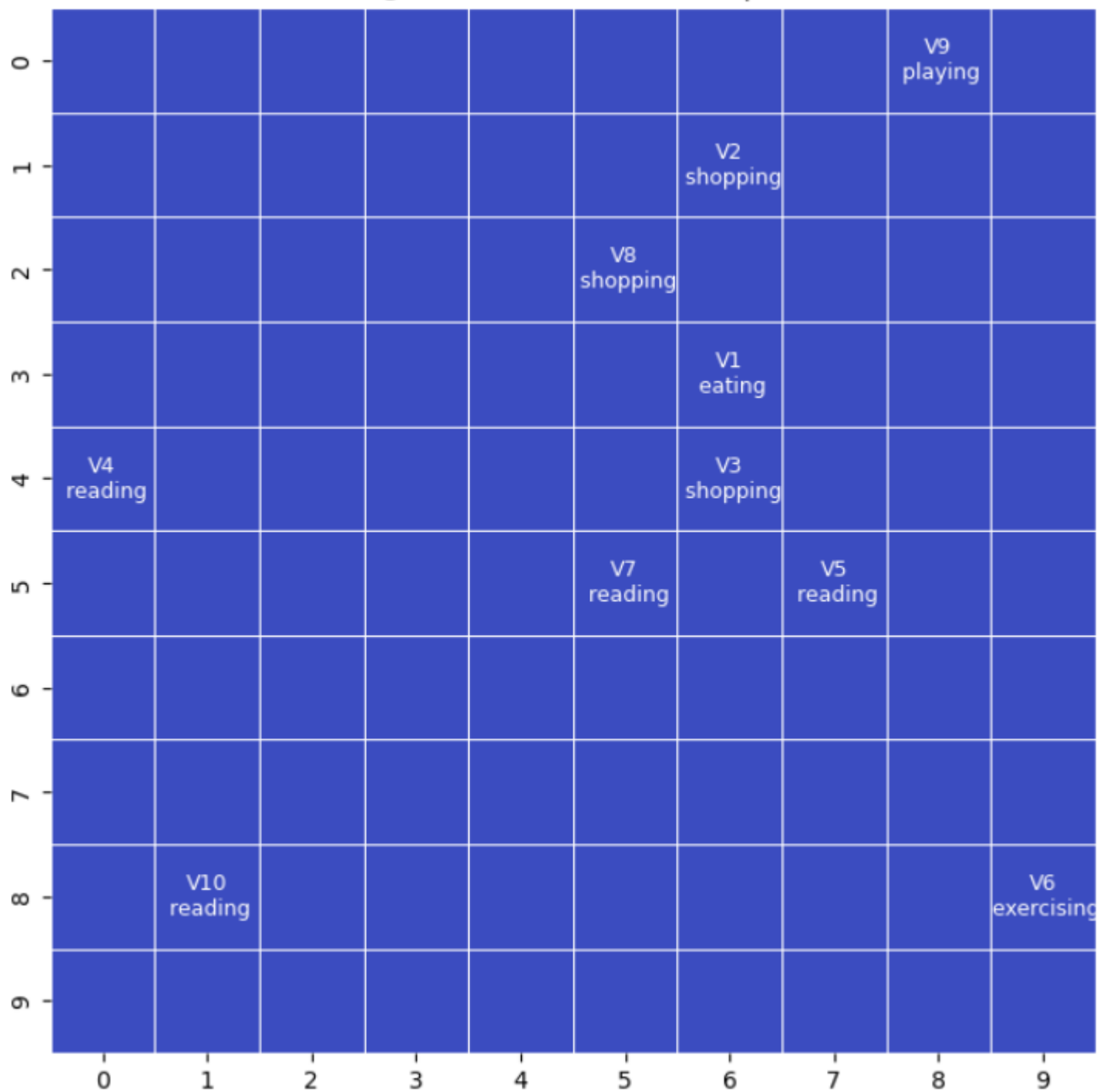
- V3 socializing at (4, 9)
- V7 playing at (5, 8)
- V9 shopping at (0, 7)
- V1 shopping at (3, 3)
- V2 shopping at (4, 3)
- V8 eating at (6, 3)
- V6 socializing at (3, 2)
- V4 socializing at (4, 2)
- V5 exercising at (0, 1)
- V10 reading at (4, 1)

V10
reading

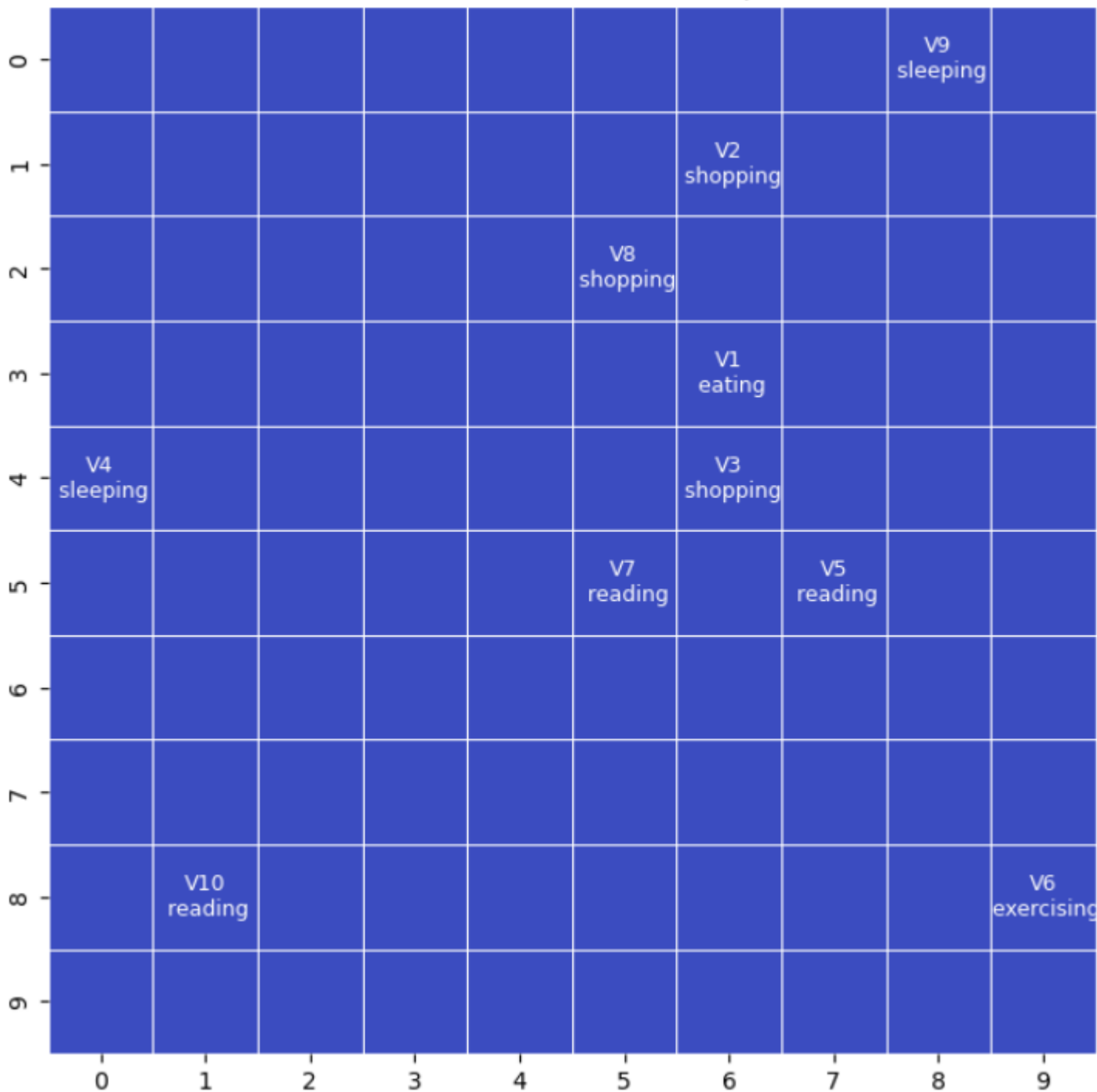
Villager Locations and States | 23:00



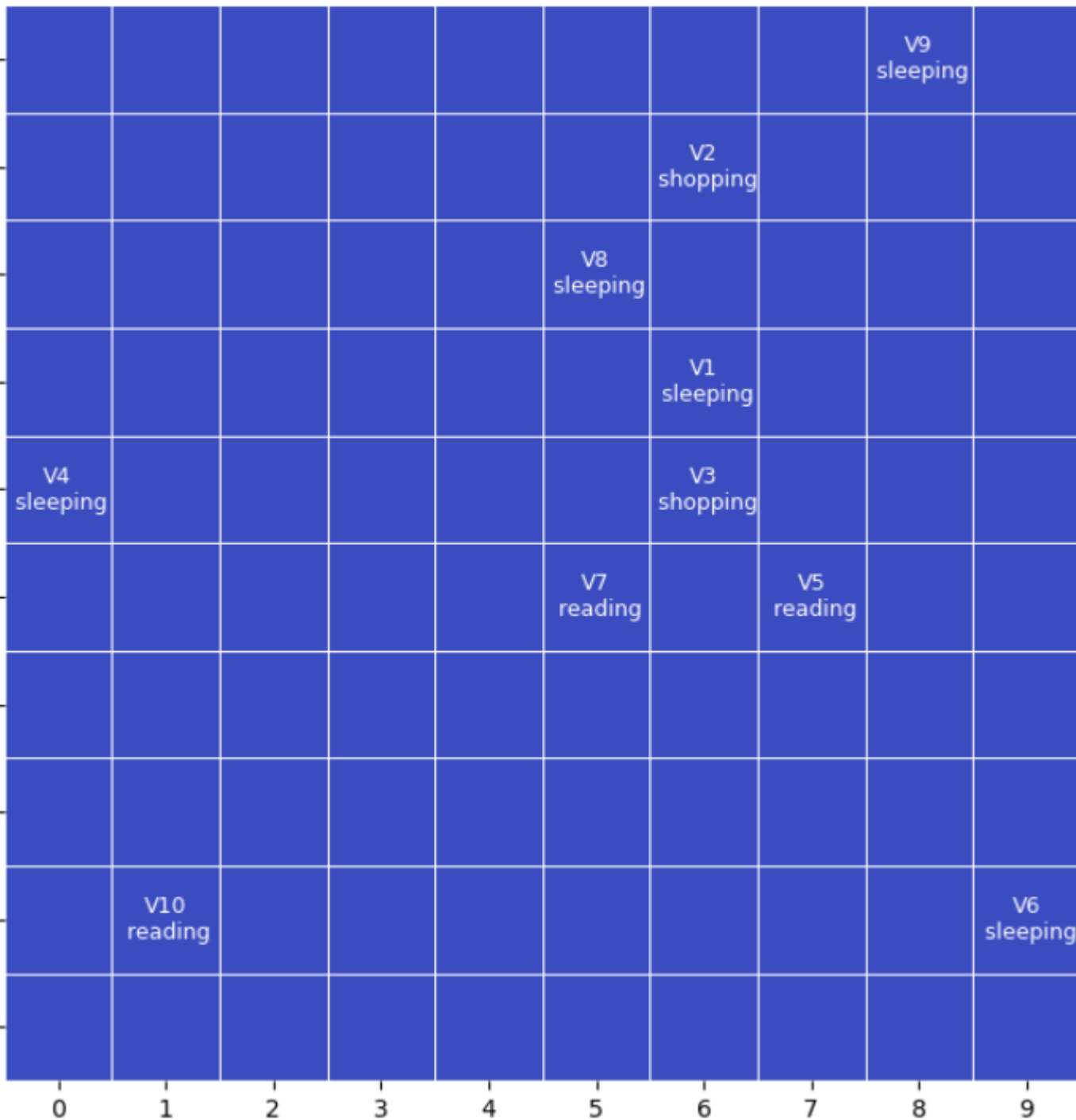
Villager Locations and States | 0:00



Villager Locations and States | 1:00



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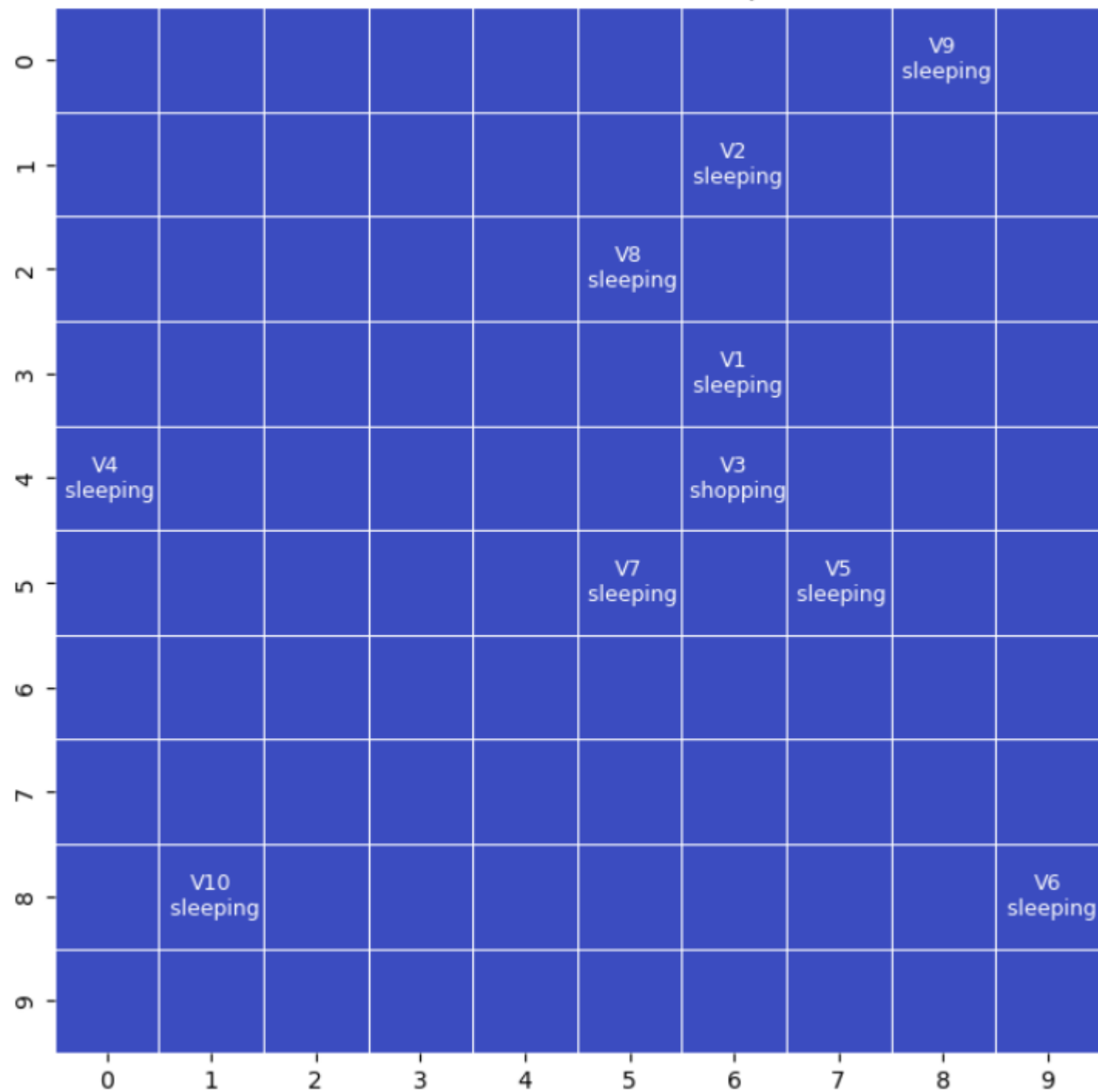


A 10x10 grid representing a 2D plane with axes labeled 0 to 9. The grid is blue with white text labels for specific points:

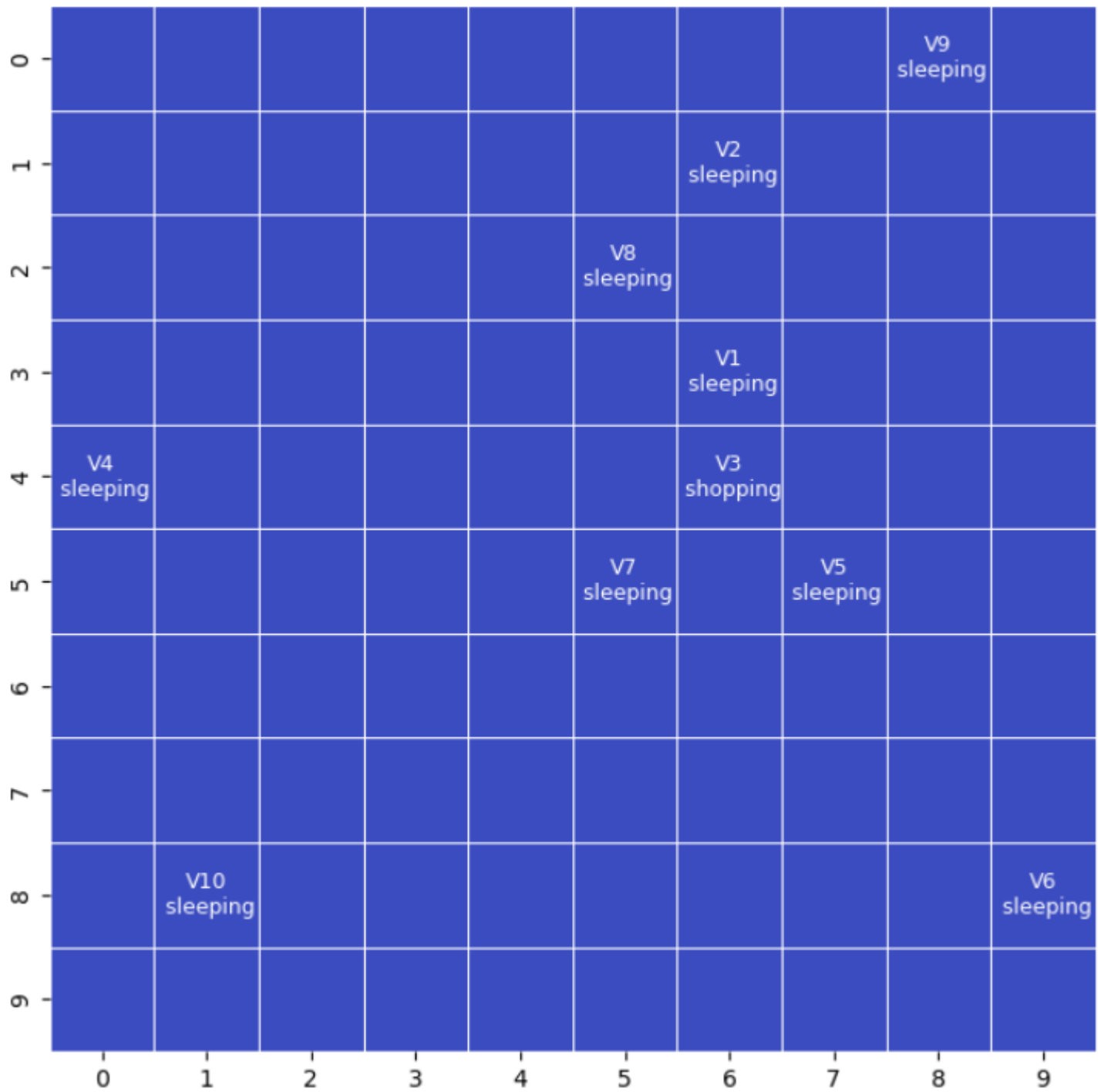
- V4 sleeping at (0, 4)
- V10 reading at (1, 8)
- V7 sleeping at (5, 5)
- V8 sleeping at (5, 2)
- V1 sleeping at (6, 3)
- V3 shopping at (6, 4)
- V2 sleeping at (6, 1)
- V5 reading at (7, 5)
- V9 sleeping at (8, 0)
- V6 sleeping at (9, 8)

V6
sleeping

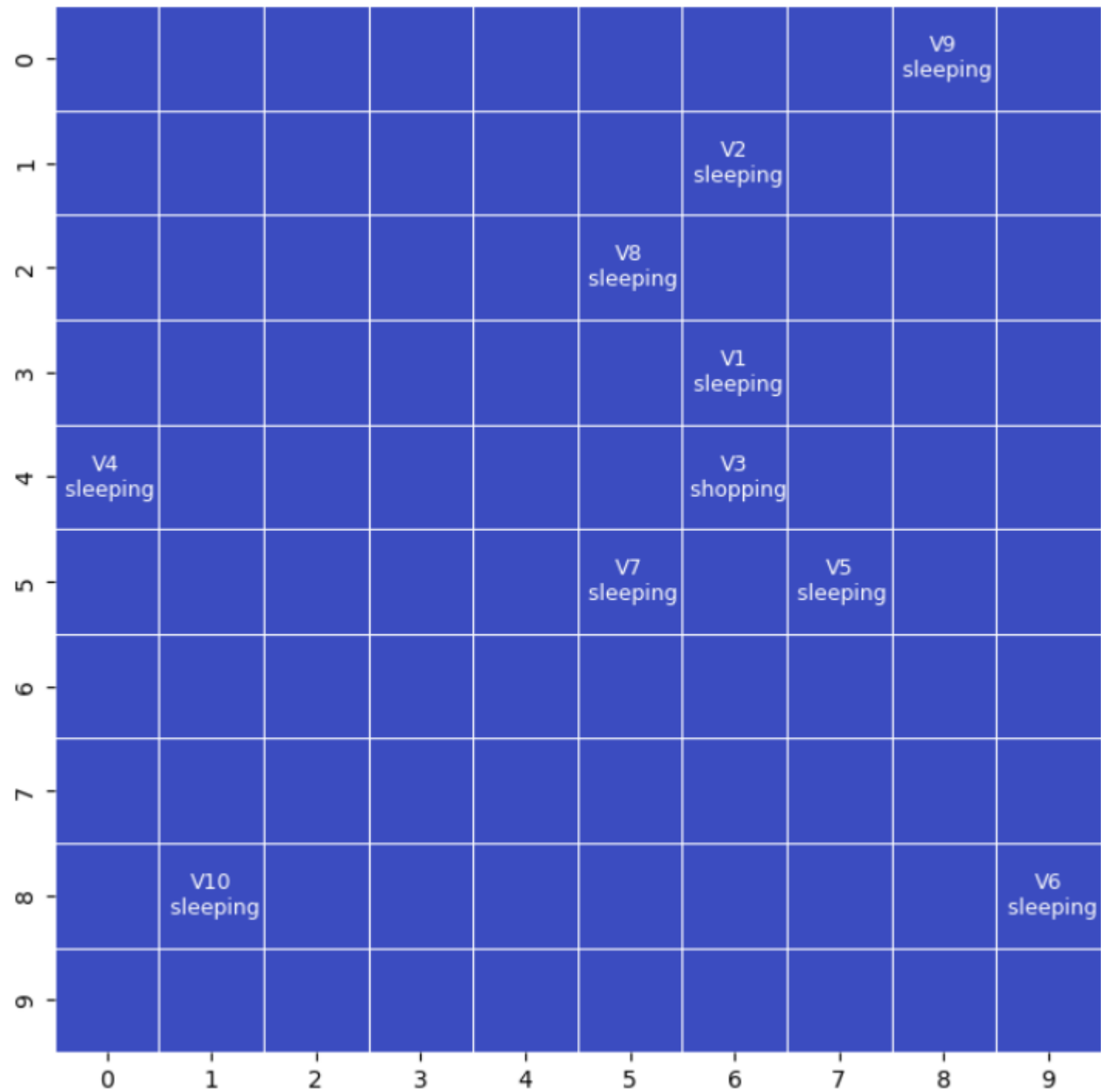
Villager Locations and States | 4:00



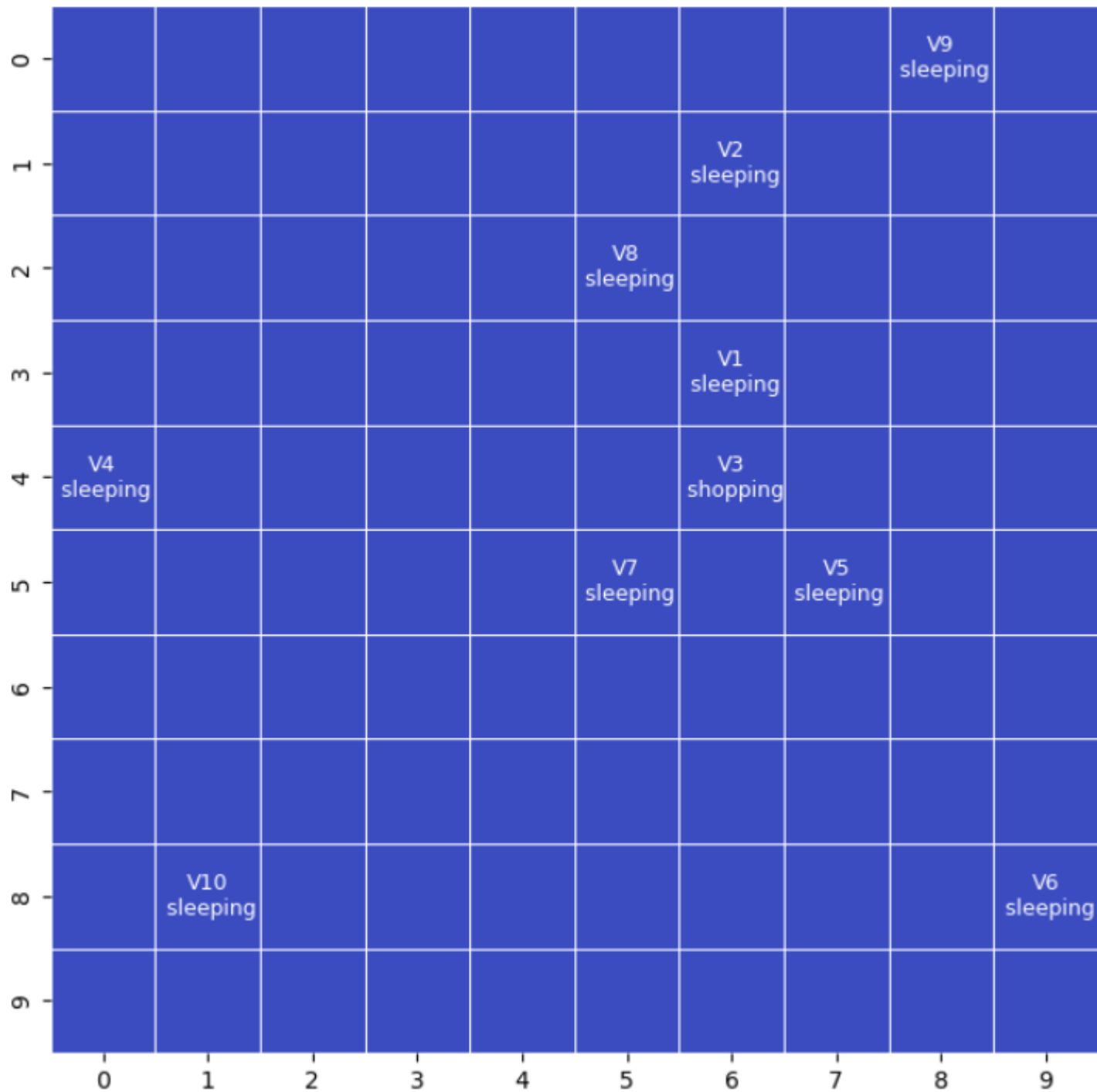
Villager Locations and States | 5:00



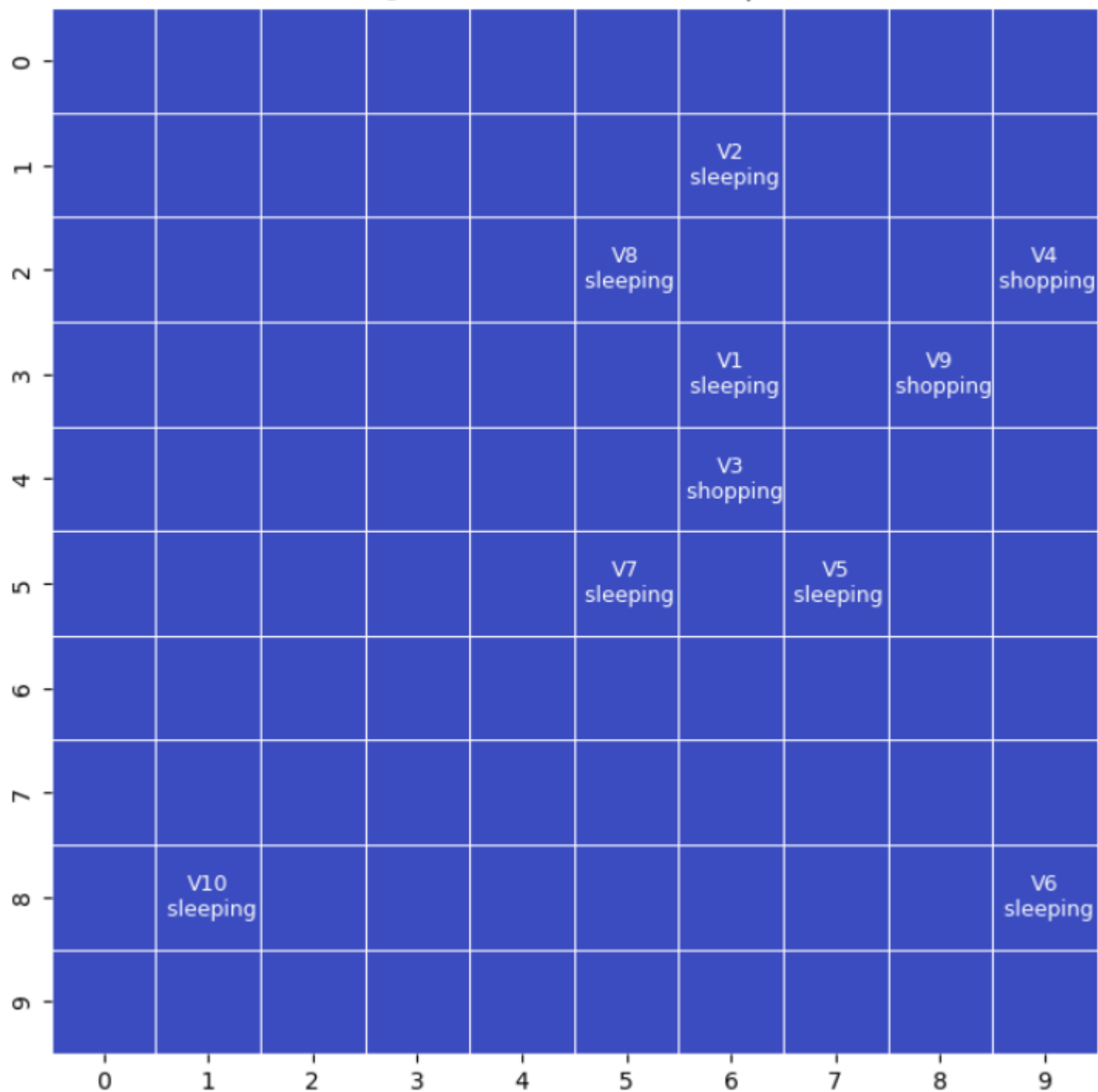
Villager Locations and States | 6:00



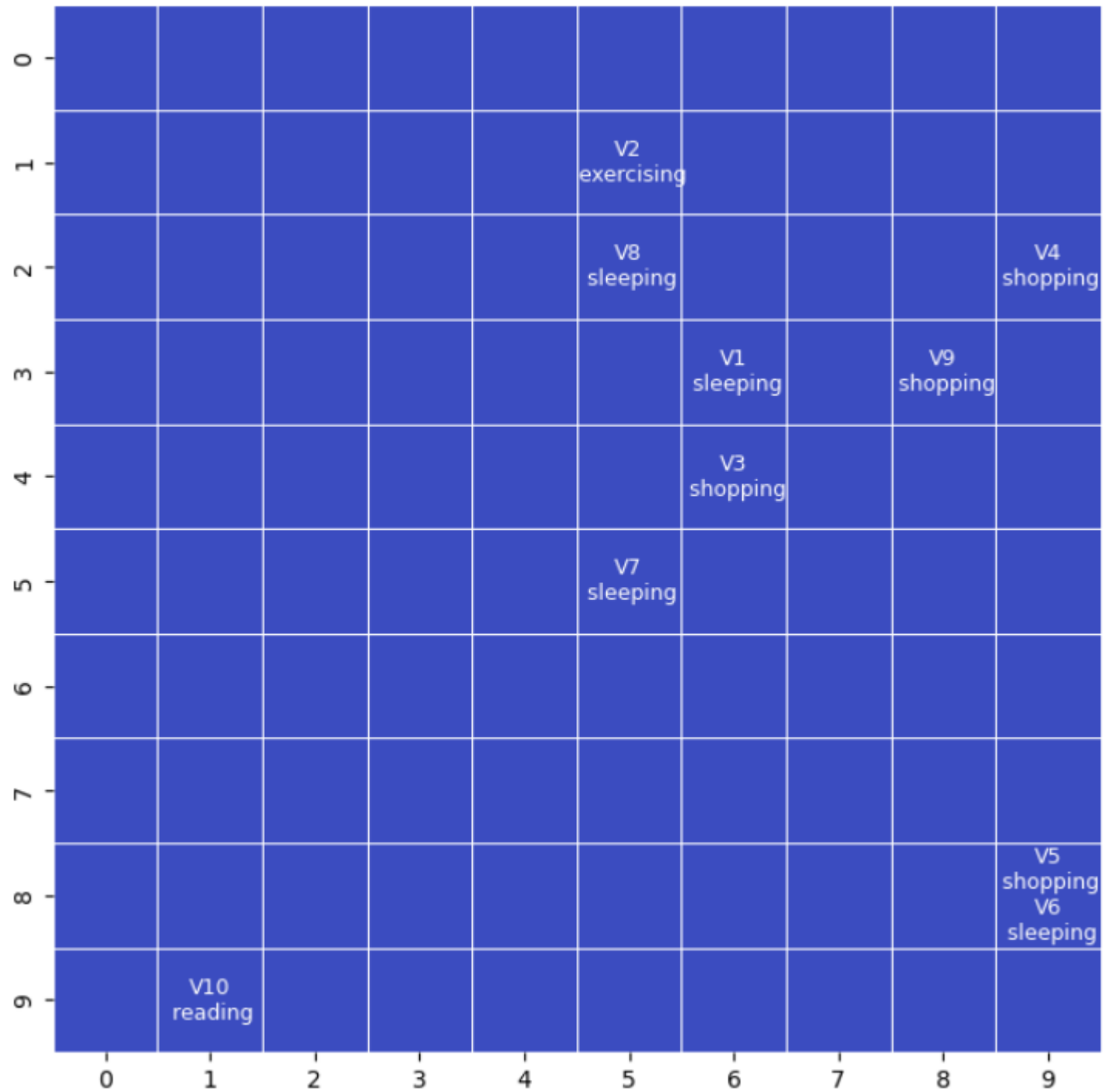
Villager Locations and States | 7:00



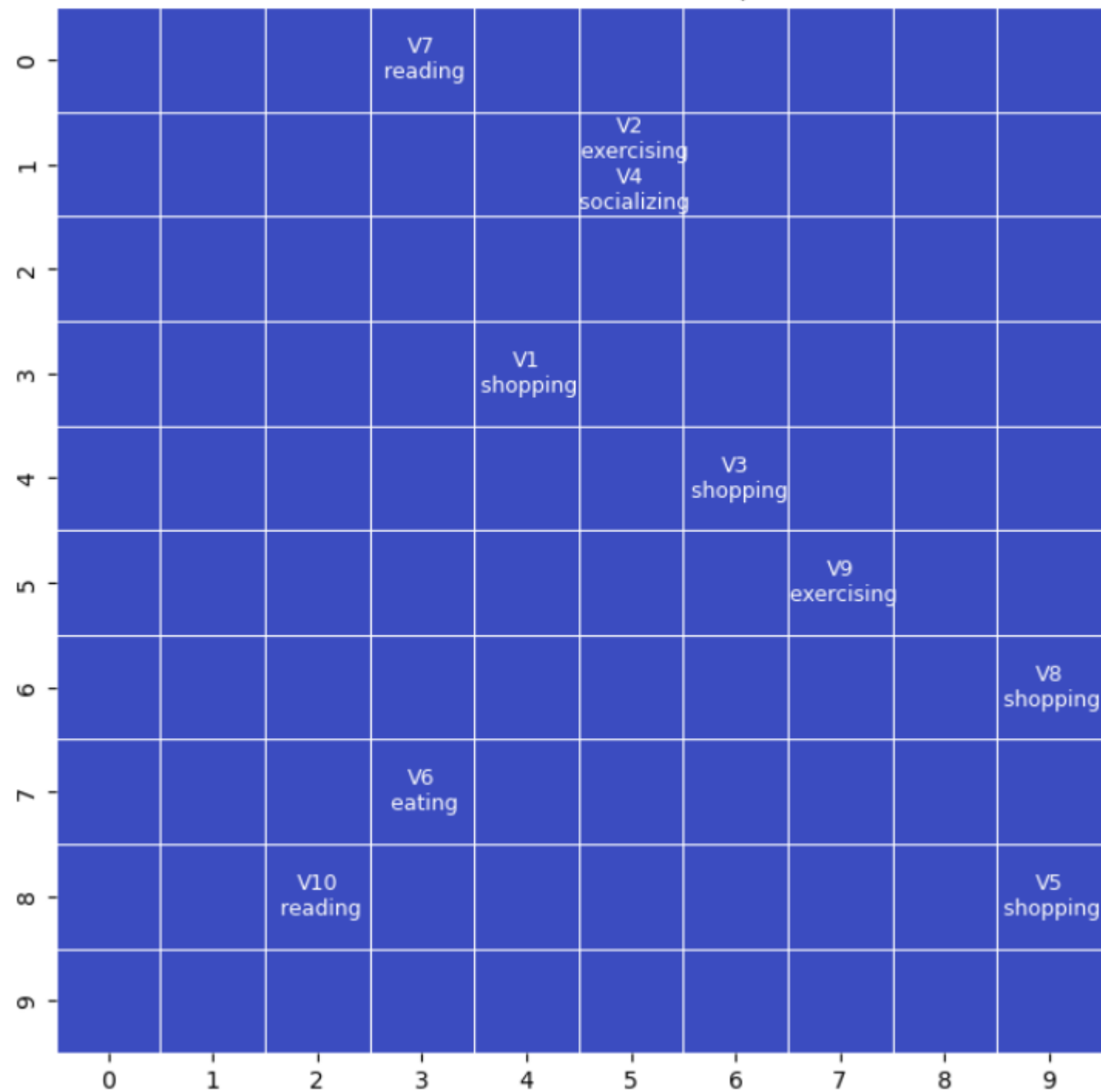
Villager Locations and States | 8:00



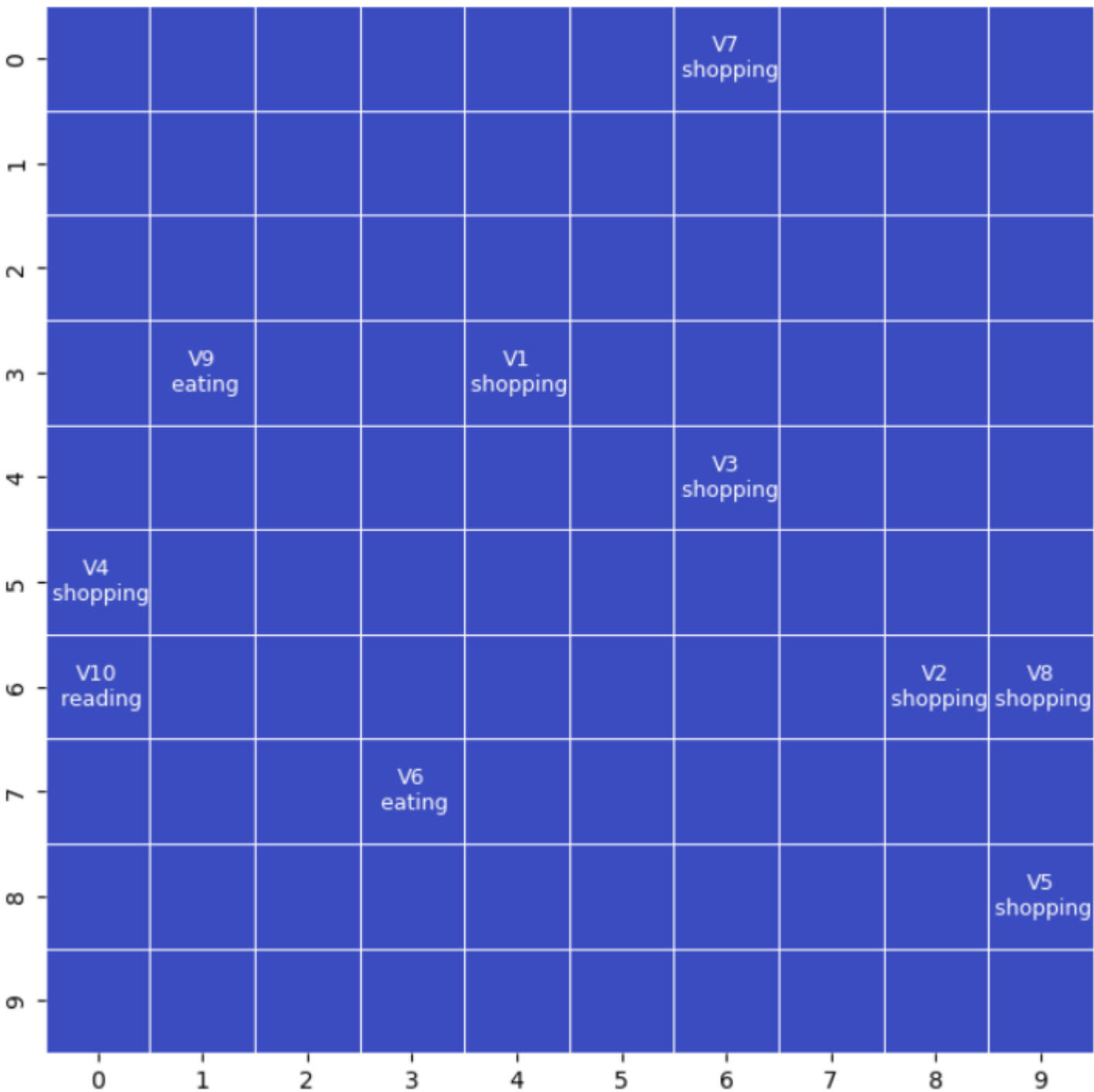
Villager Locations and States | 9:00



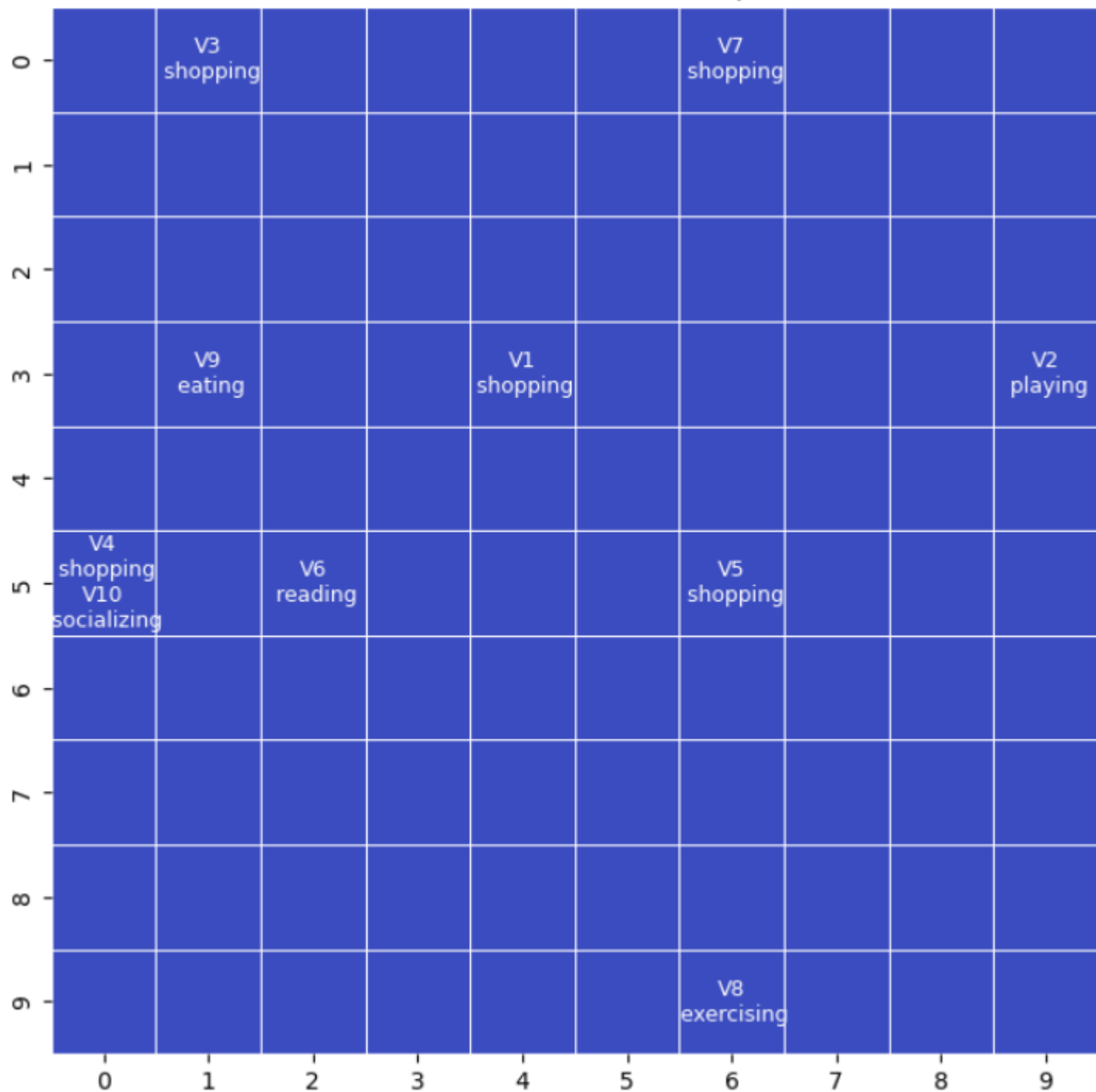
Villager Locations and States | 10:00



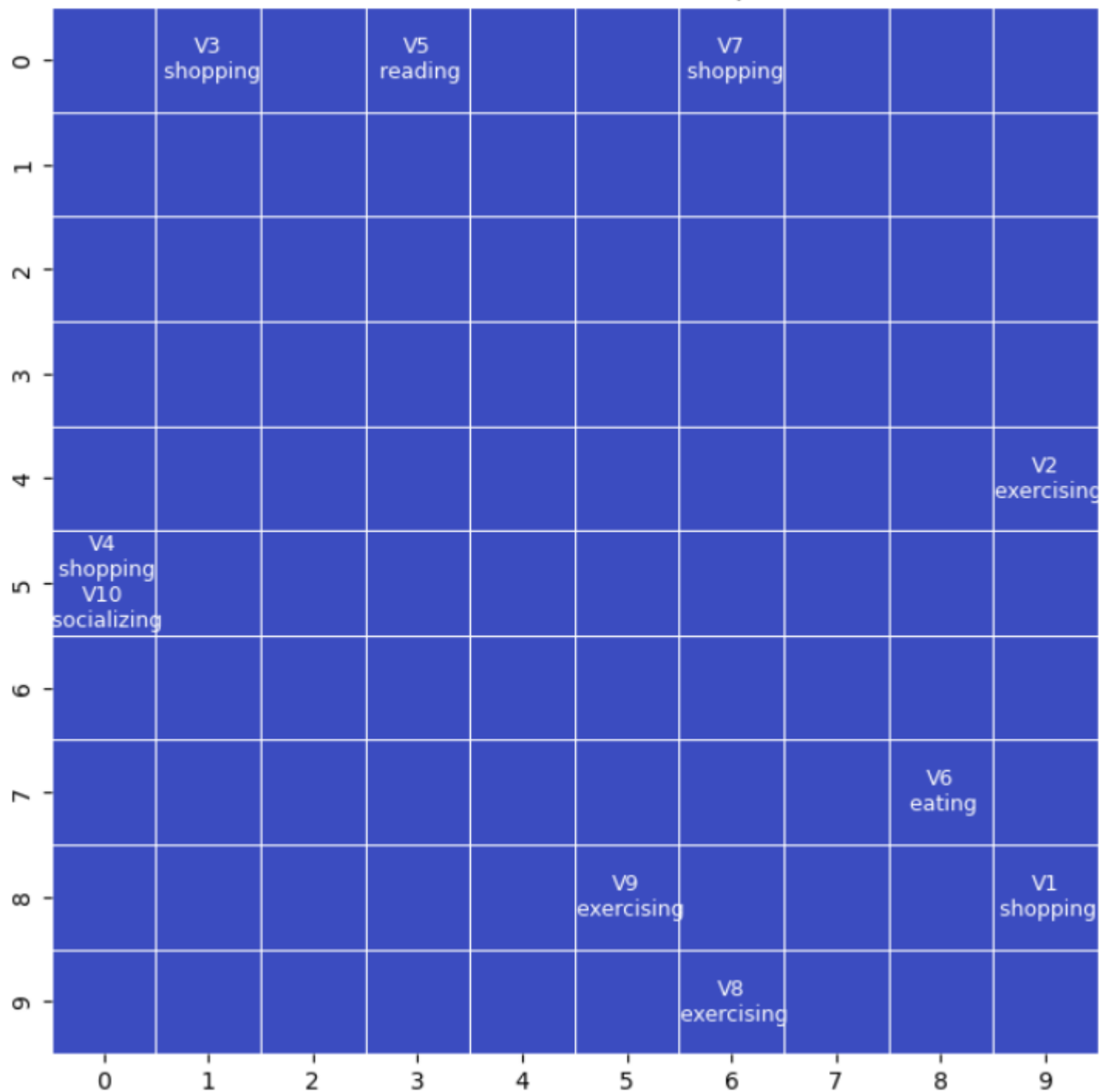
Villager Locations and States | 11:00



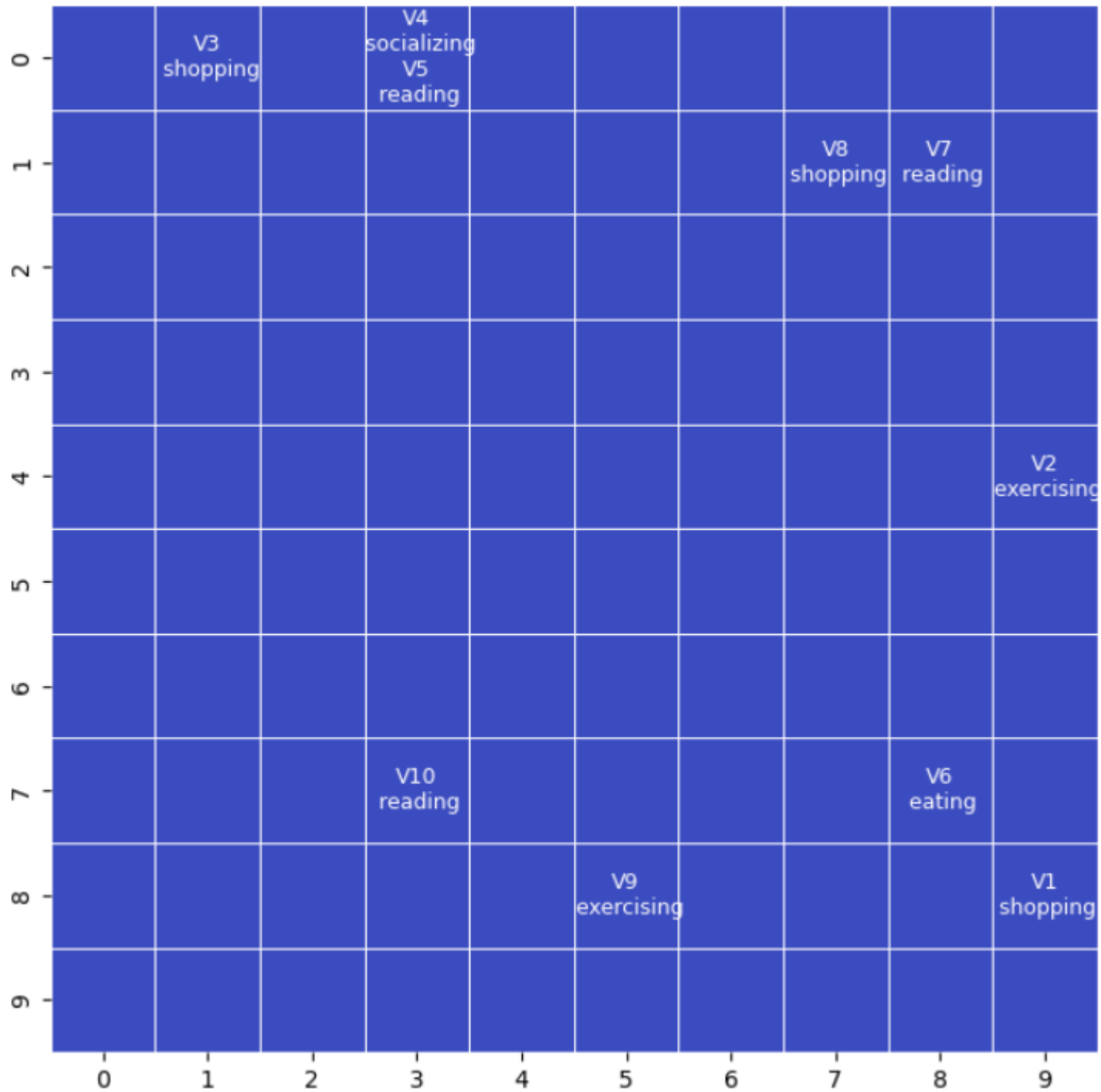
Villager Locations and States | 12:00



Villager Locations and States | 13:00



Villager Locations and States | 14:00



Villager Locations and States | 15:00

