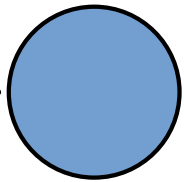
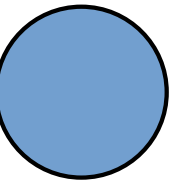
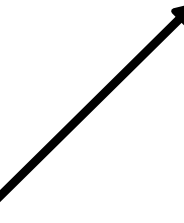
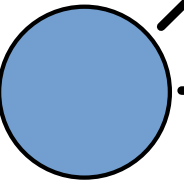
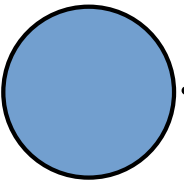
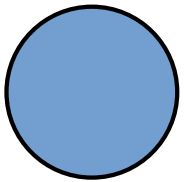
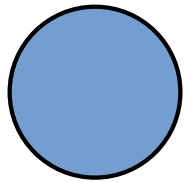
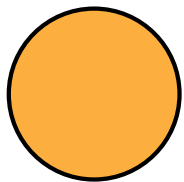
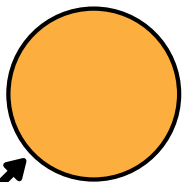
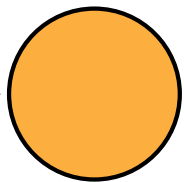
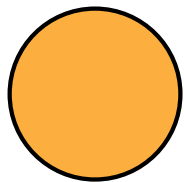


TAKE (HUMAN1,
GREY_TAPE, TABLE)

THROW (HUMAN1,
GREY_TAPE, Trash1)

TAKE (HUMAN1,
WALLE_TAPE, TABLE)

THROW (HUMAN1,
WALLE_TAPE, Trash1)



TAKE (ROBOT,
BLACK_TAPE, TABLE)

THROW (ROBOT,
BLACK_TAPE, Trash2)

TAKE (ROBOT,
WALLE_TAPE, TABLE)

PUTRV (ROBOT,
WALLE_TAPE, TABLE)

TAKE (ROBOT,
LOTR_TAPE, TABLE)

THROW (ROBOT,
LOTR_TAPE, Trash2)