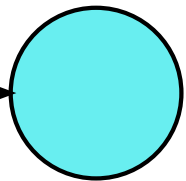
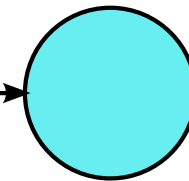
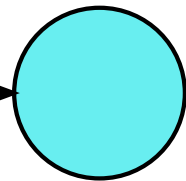
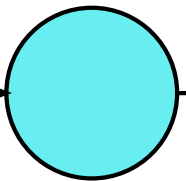
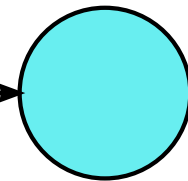
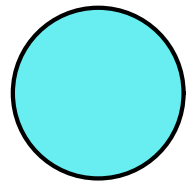
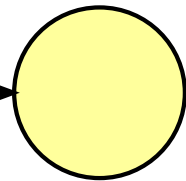
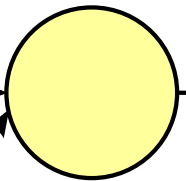
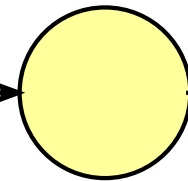
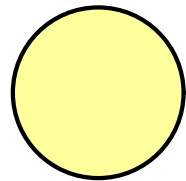


**TAKE** (HUMAN1,  
GREY\_TAPE, TABLE)

**THROW** (HUMAN1,  
GREY\_TAPE, Trash1)

**TAKE** (HUMAN1,  
WALLE\_TAPE, TABLE)

**THROW** (HUMAN1,  
WALLE\_TAPE, Trash1)



**TAKE** (ROBOT,  
WALLE\_TAPE, TABLE)

**PUTRV** (ROBOT,  
WALLE\_TAPE, TABLE)

**TAKE** (ROBOT,  
BLACK\_TAPE, TABLE)

**THROW** (ROBOT,  
BLACK\_TAPE, Trash2)

**TAKE** (ROBOT,  
LOTR\_TAPE, TABLE)

**THROW** (ROBOT,  
LOTR\_TAPE, Trash2)

