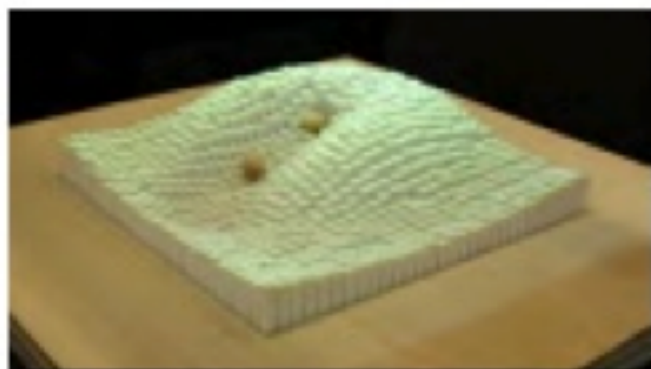


(a) Idle state



(b) New message marble arriving



(c) New messages in well



(d) Moving marble to *play well*