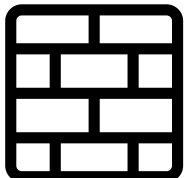




agent



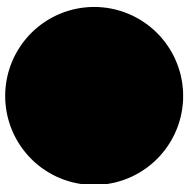
spring



wall



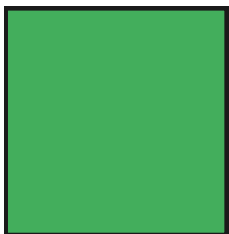
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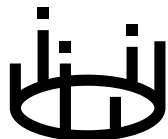
hole



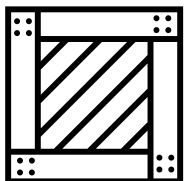
lever



goal



teleport



box



door