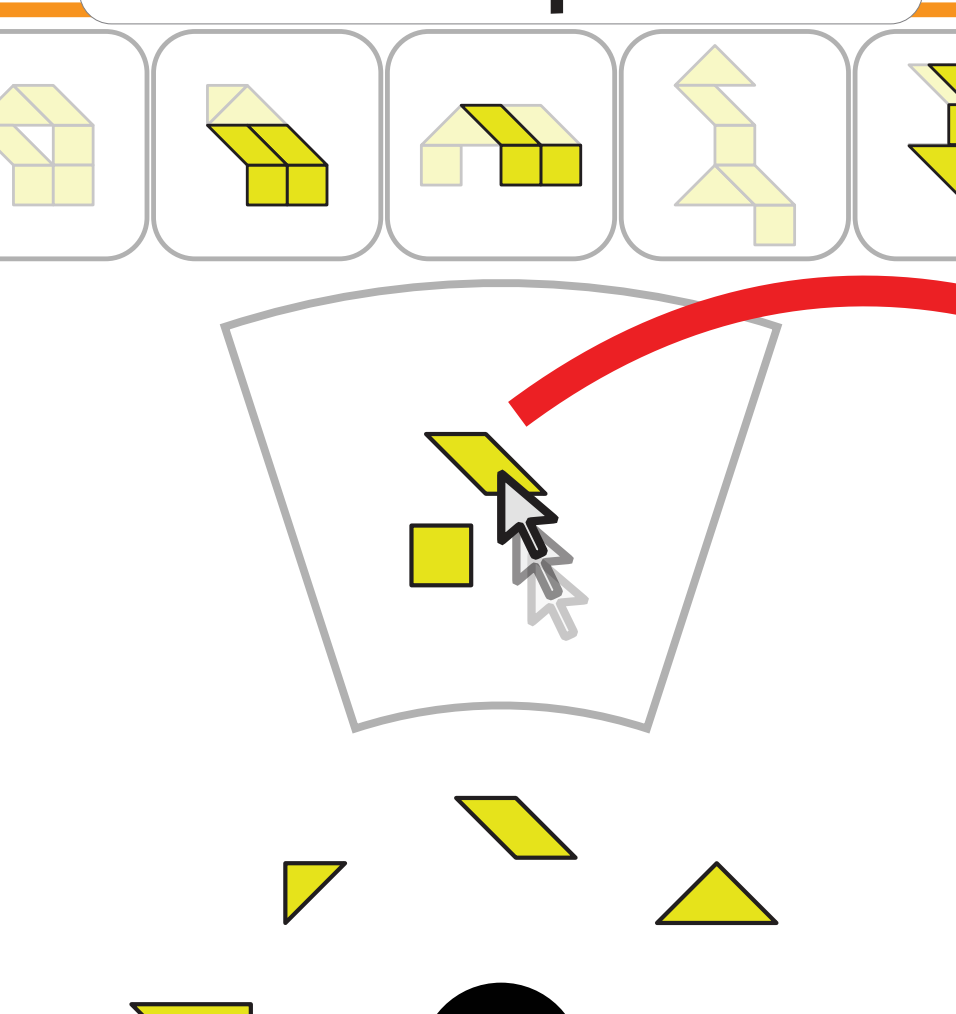


1. Assemble

4 : 59

The image shows a semi-circular workspace with a gray border. The workspace is divided into six sectors by radial lines. Various yellow geometric shapes are scattered across the workspace. A mouse cursor is pointing at a small yellow square. A black padlock icon is located at the bottom center of the workspace.

2. Prepare



The image shows a 3D puzzle game interface. At the top, a white box contains the text "2. Prepare". Below this, there are five rounded rectangular buttons, each displaying a different 3D structure made of yellow cubes. The main area of the interface is a gray trapezoidal frame. Inside this frame, there is a yellow cube, a yellow rectangular prism, and a yellow triangular prism. A red curved arrow points from the top right towards the frame. Below the frame, there are several yellow geometric shapes: a square, a rectangle, a triangle, and a parallelogram. At the bottom center, there is a black circle with the word "Submit" in white text.

3. Repeat

The diagram shows a 3D scene within a yellow border. At the top, a white box contains the text "3. Repeat". Below this, a gray wireframe dome represents a camera's field of view. Inside the dome, there is a yellow structure made of blocks. A large red arrow points from the left towards a yellow L-shaped block on the ground. At the bottom center, there is a black circle containing a white padlock icon, indicating a locked state.