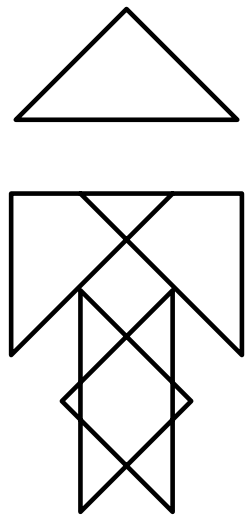

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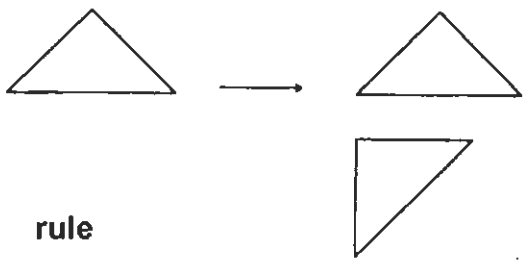

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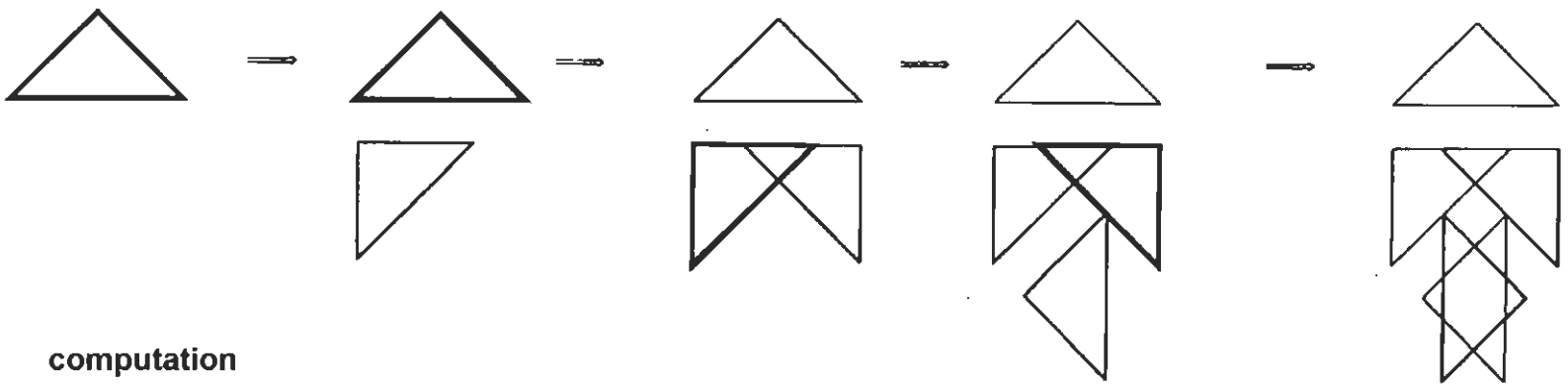
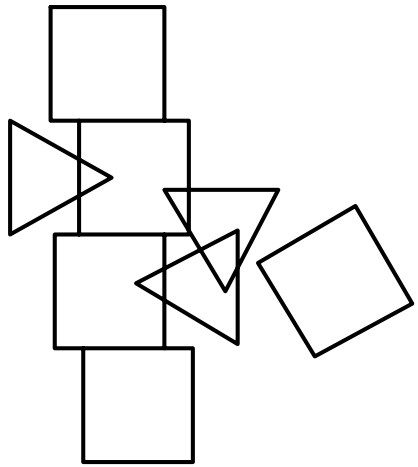
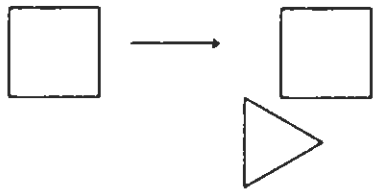


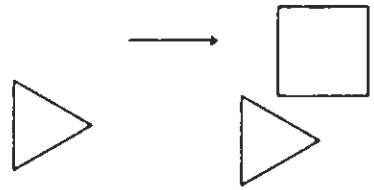
computation



tumbling shapes



rule 1



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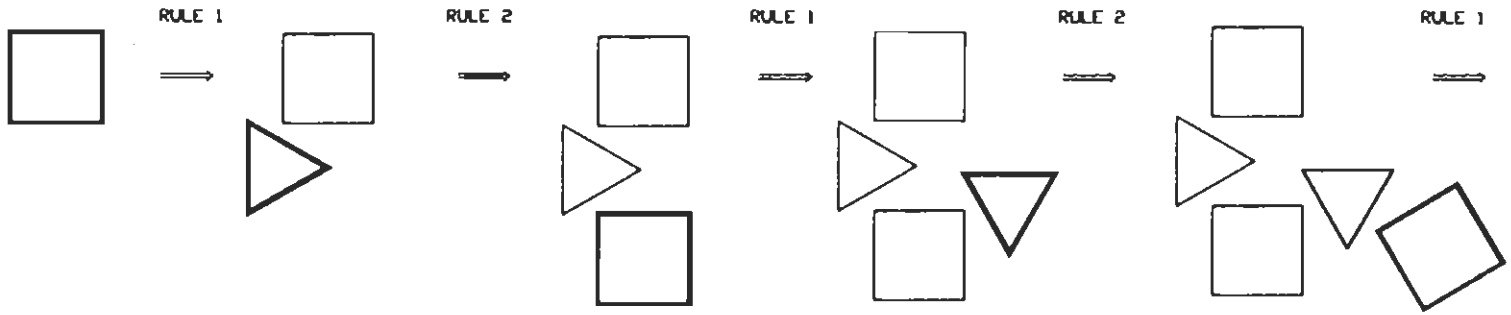

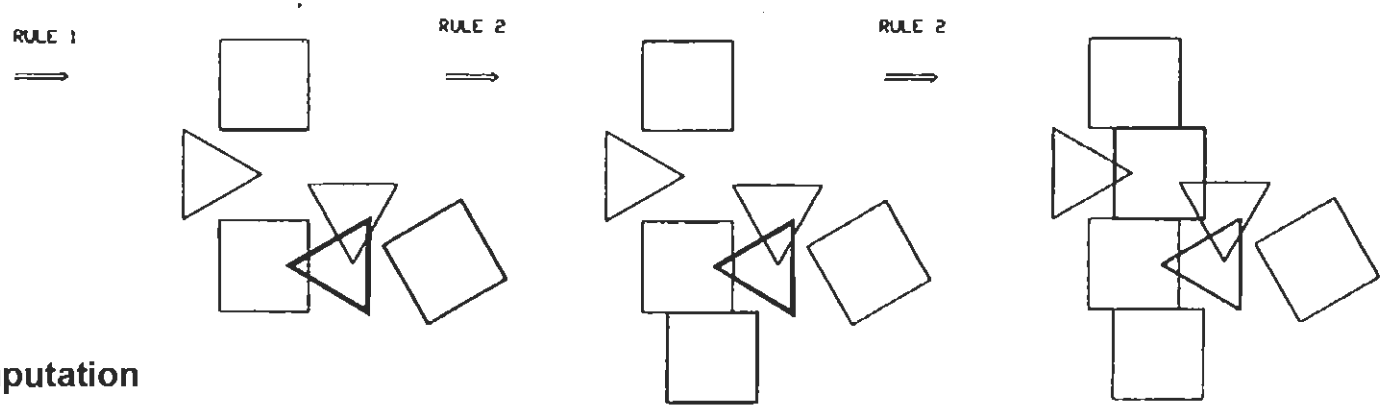

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