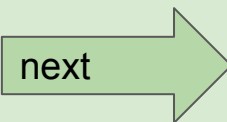
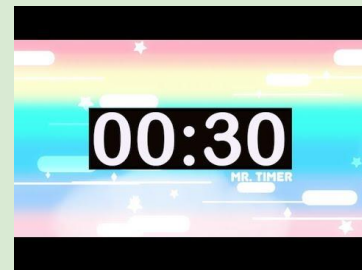
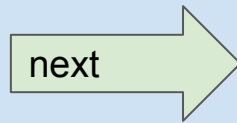
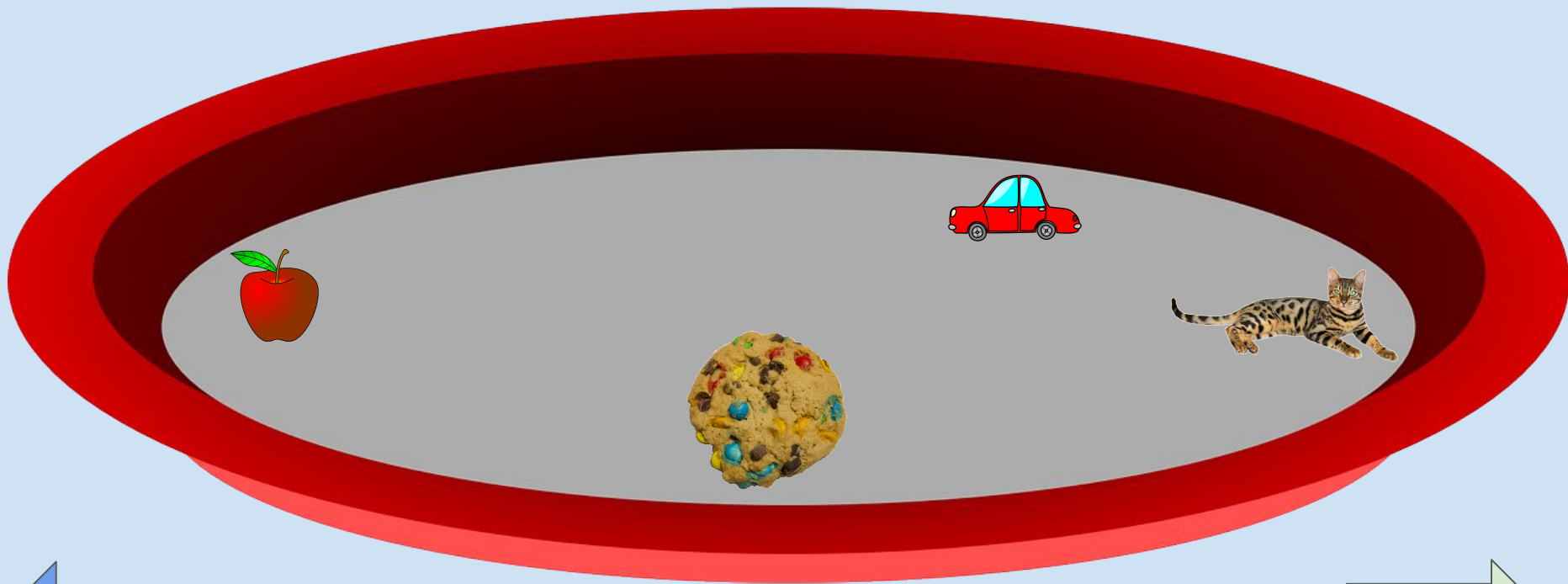


Look at the tray. In 30 seconds 1 item will be removed,
try to remember what it is...



What is missing?

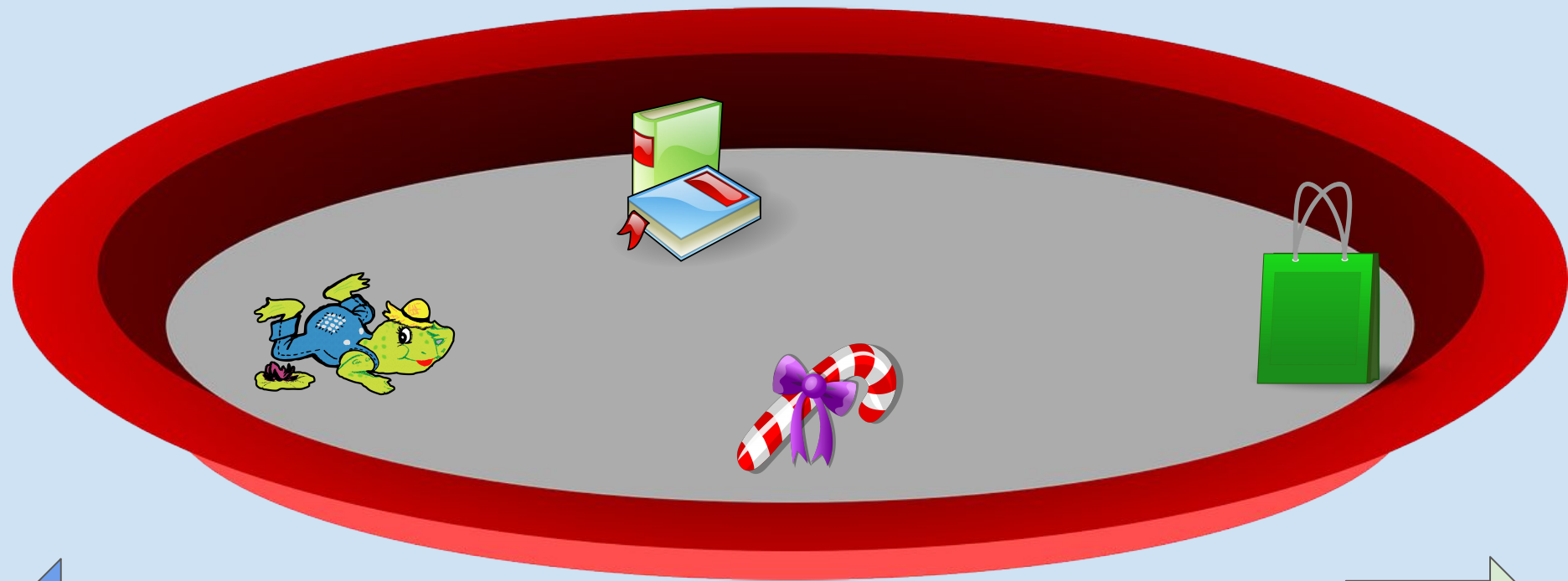


Look at the tray. In 30 seconds 1 item will be removed,
try to remember what it is...



next

What is missing?



Go back

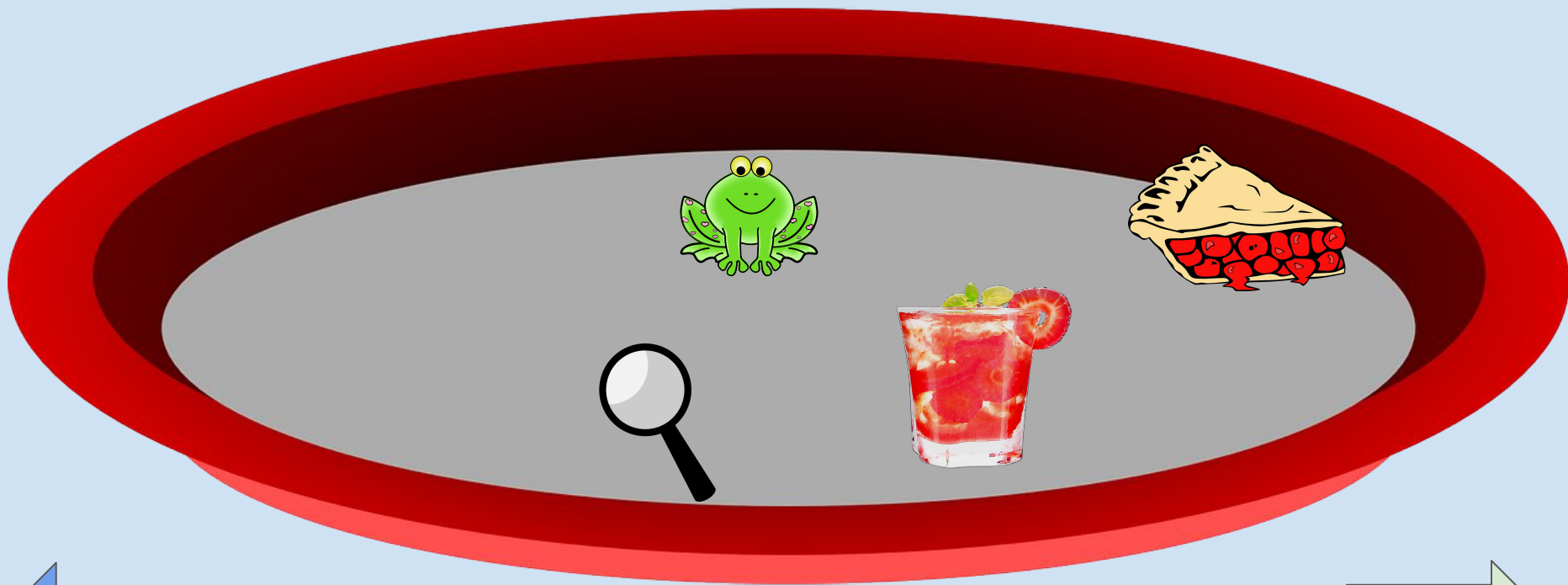
next

Look at the tray. In 30 seconds 1 item will be removed,
try to remember what it is...



next

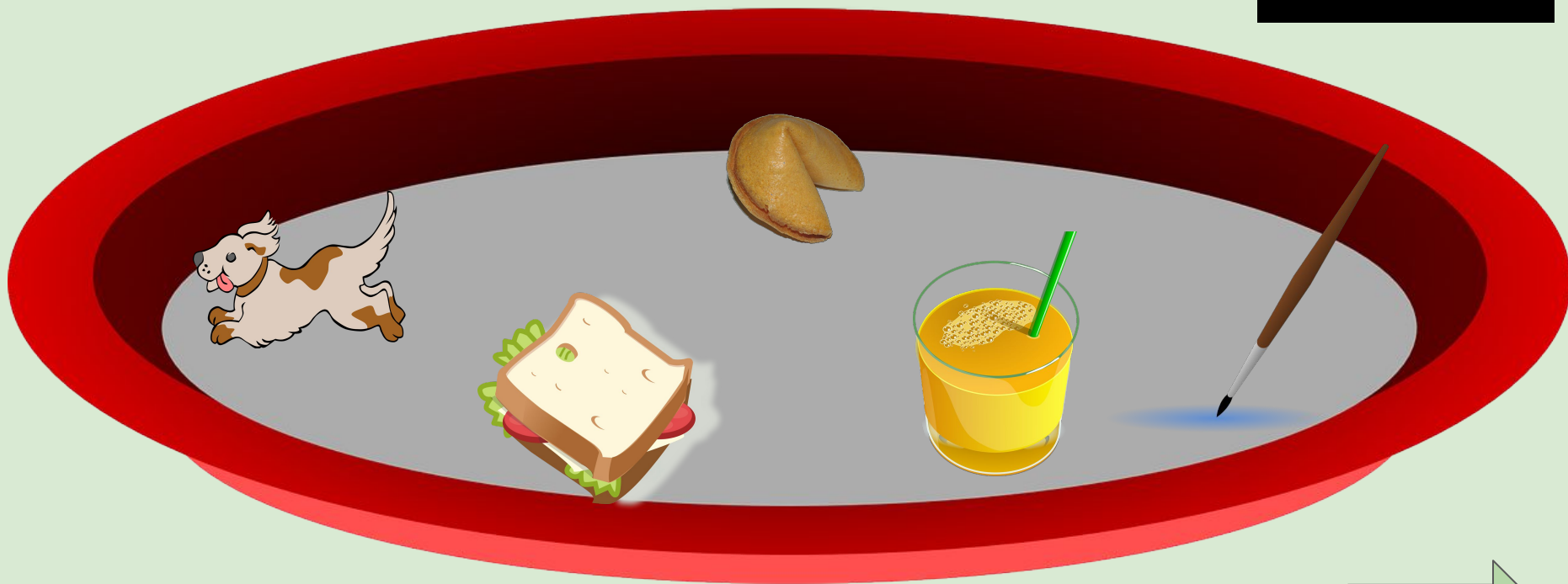
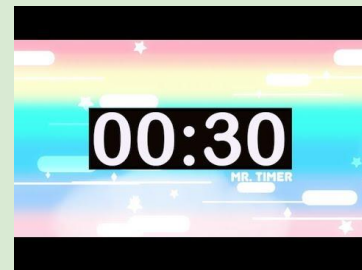
What is missing?



Go back

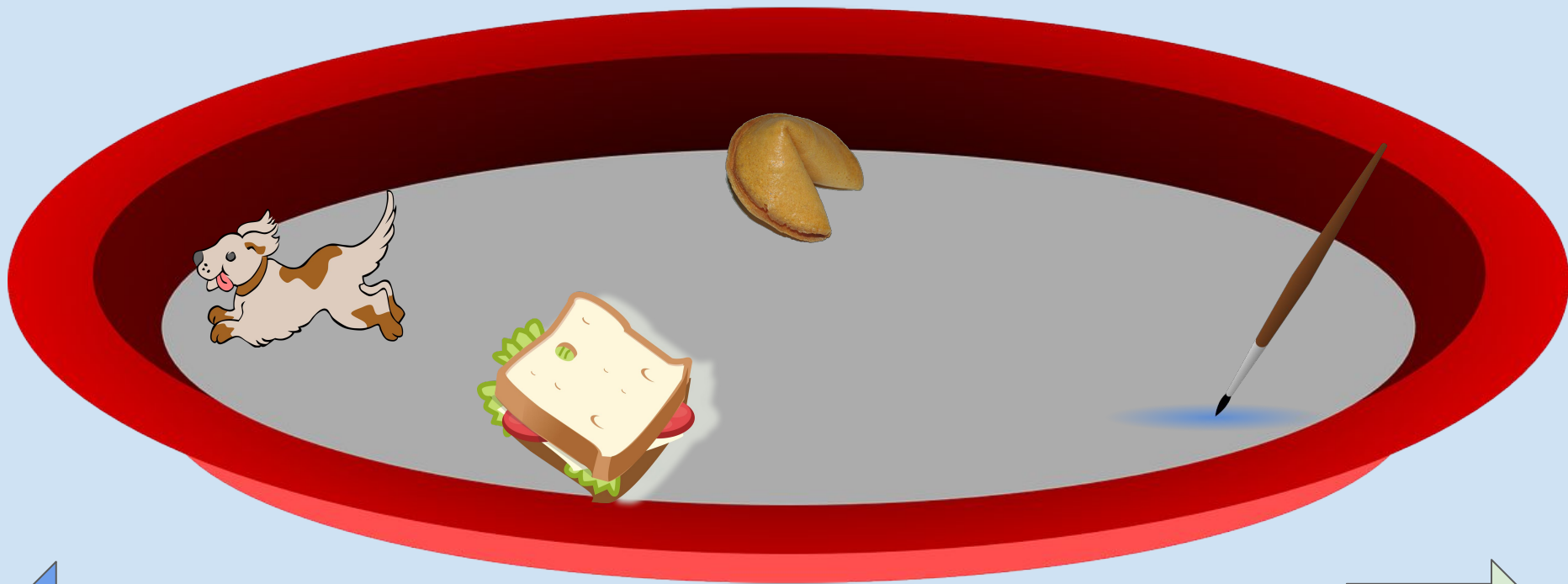
next

Look at the tray. In 30 seconds 1 item will be removed,
try to remember what it is...



next

What is missing?



Go back

next

Look at the tray. In 30 seconds 1 item will be removed,
try to remember what it is...



next

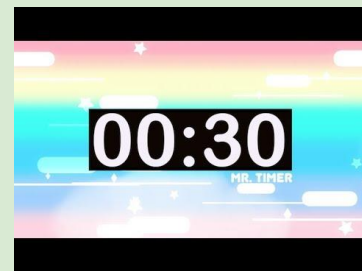
What is missing?



Go back

next

Look at the tray. In 30 seconds 1 item will be removed,
try to remember what it is...



next

What is missing?



Go back

next

Look at the tray. In 30 seconds 1 item will be removed,
try to remember what it is...



next

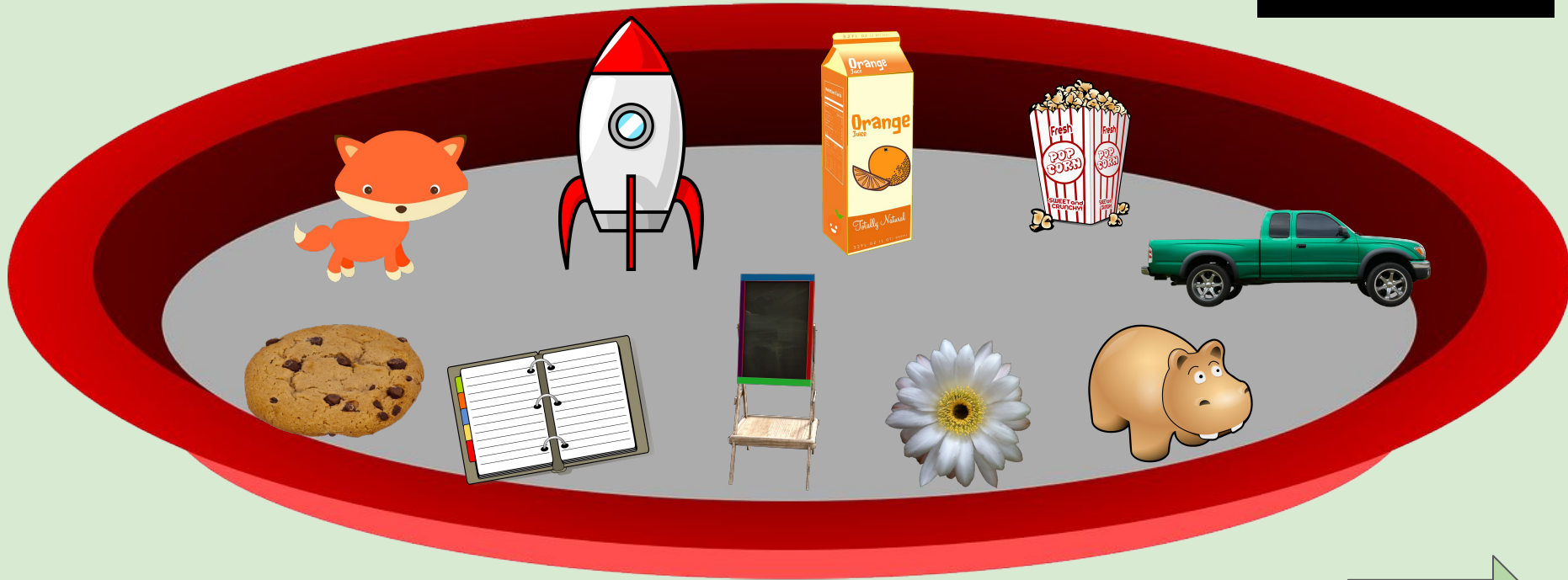
What is missing?



Go back

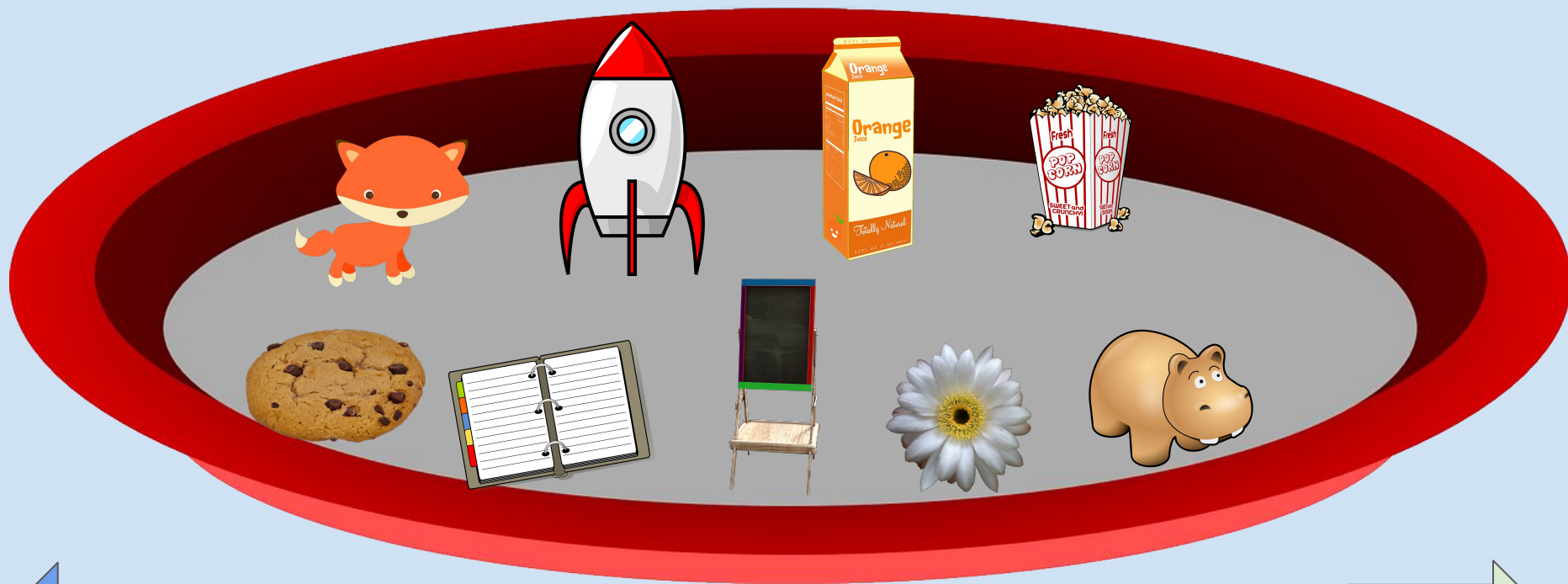
next

Look at the tray. In 30 seconds 1 item will be removed,
try to remember what it is...



next

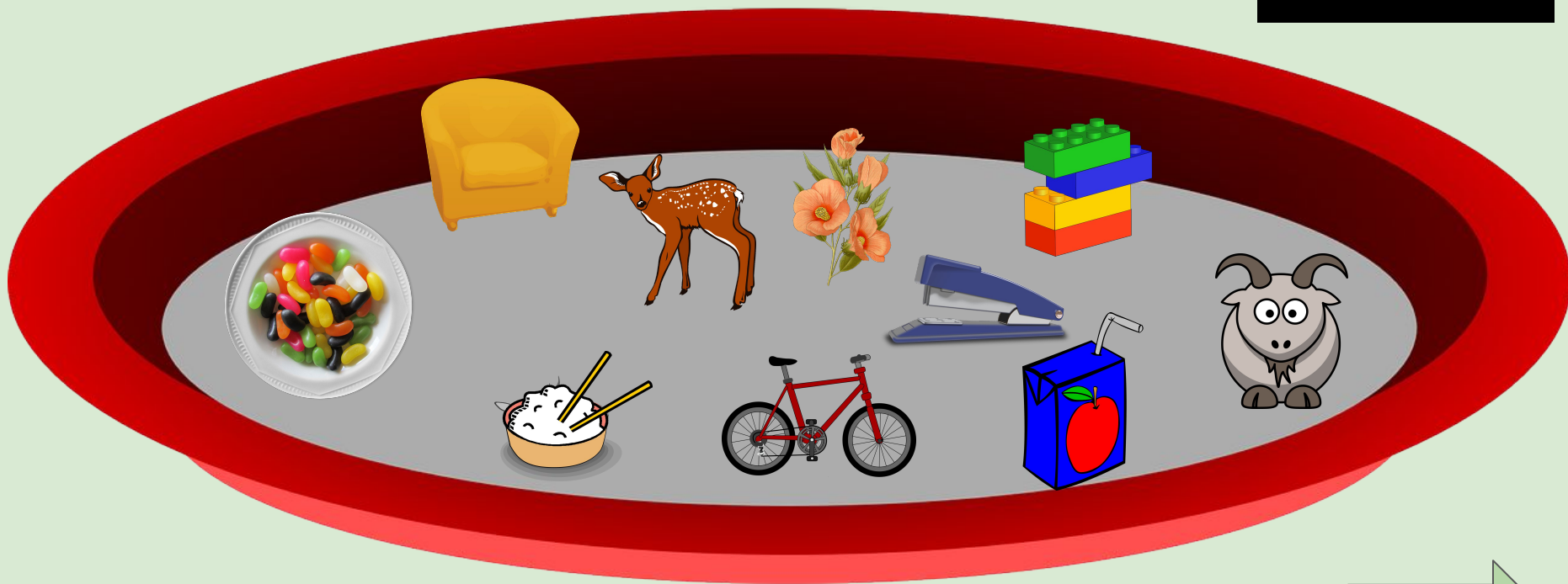
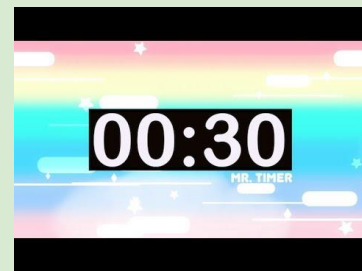
What is missing?



Go back

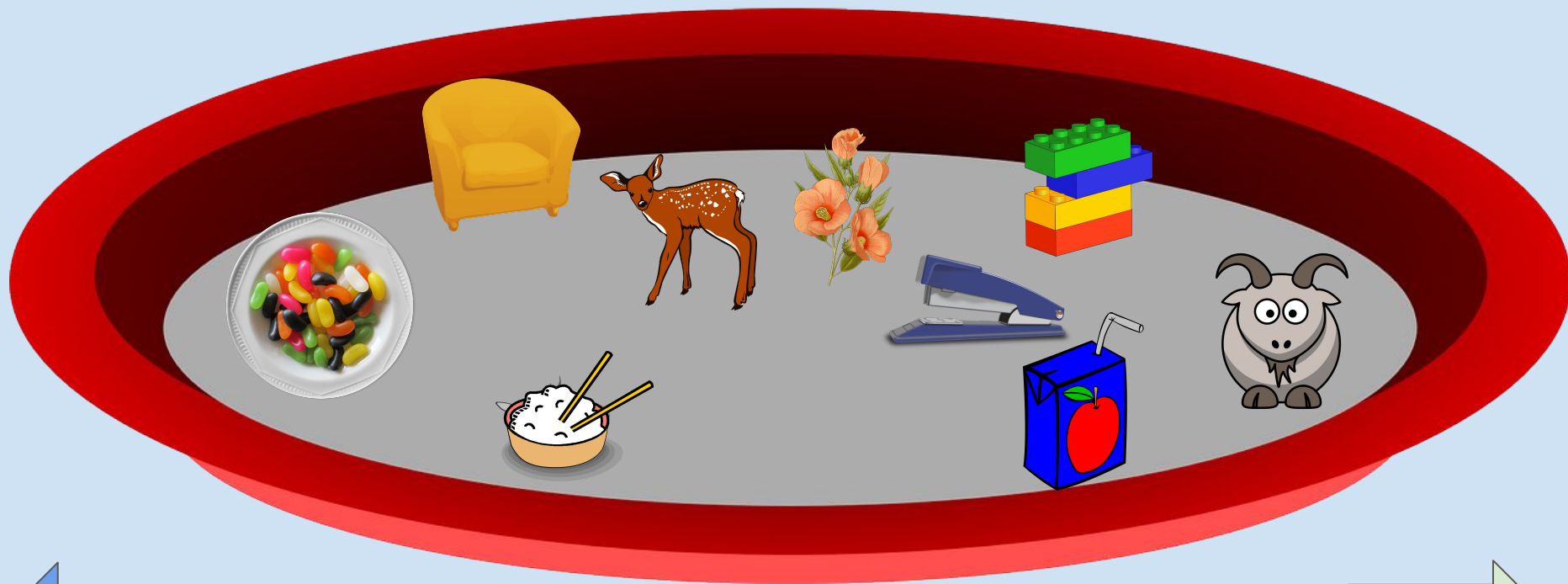
next

Look at the tray. In 30 seconds 1 item will be removed,
try to remember what it is...



next

What is missing?



Go back

next

Look at the tray. In 30 seconds 1 item will be removed,
try to remember what it is...



next

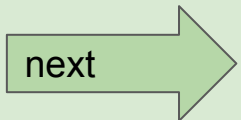
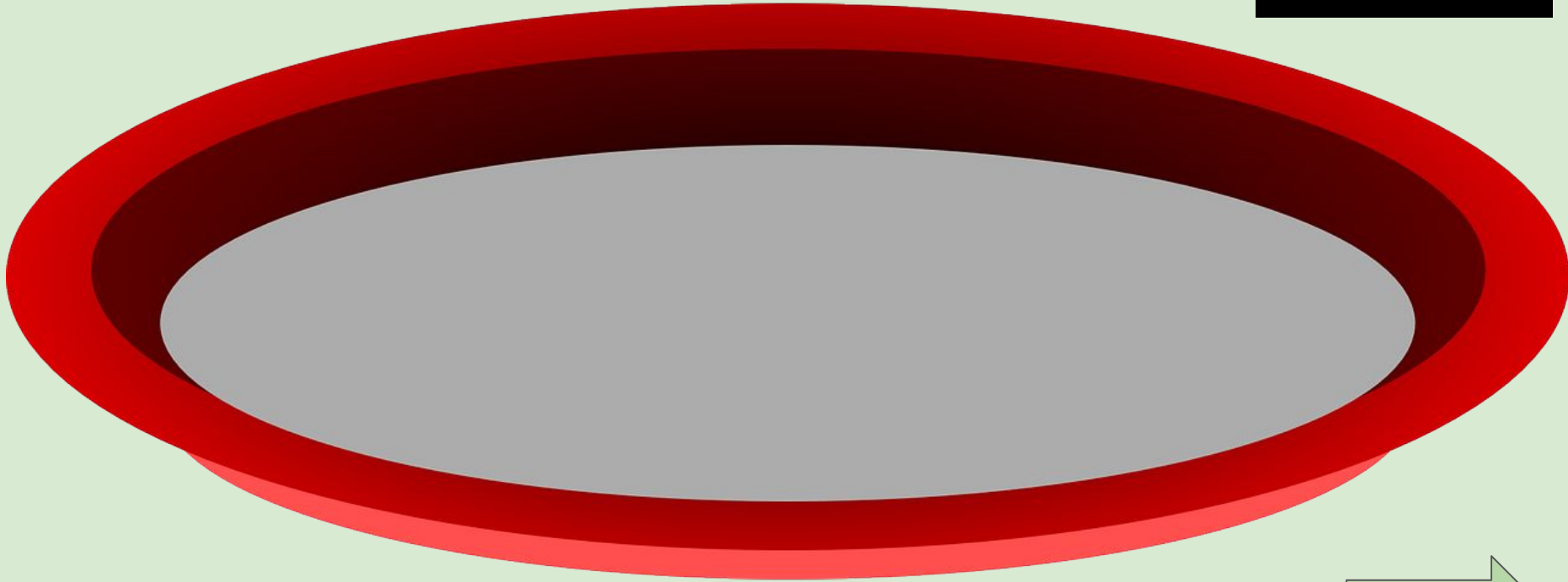
What is missing?



Go back

next

Look at the tray. In 30 seconds 1 item will be removed,
try to remember what it is...



What is missing?

