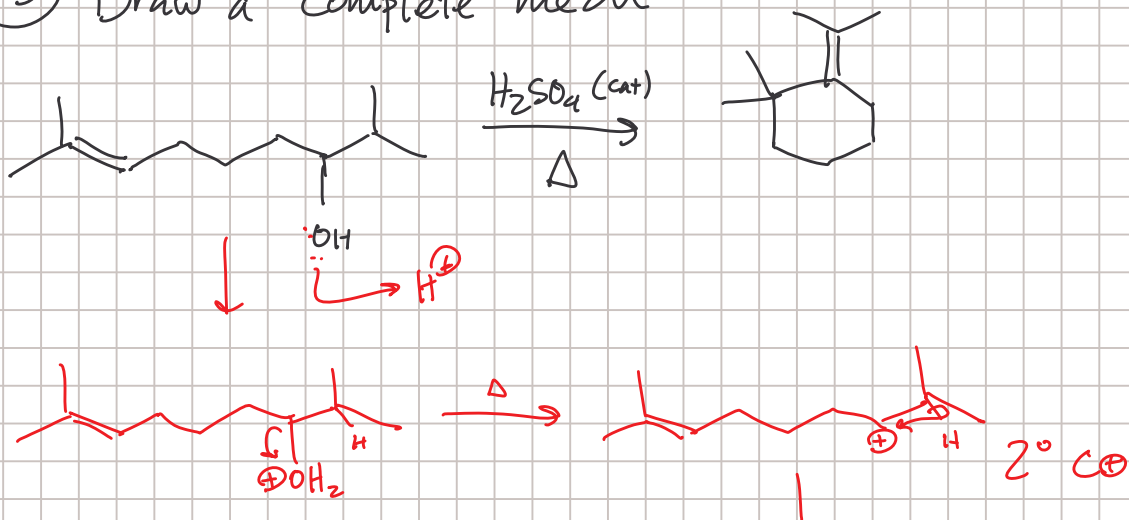
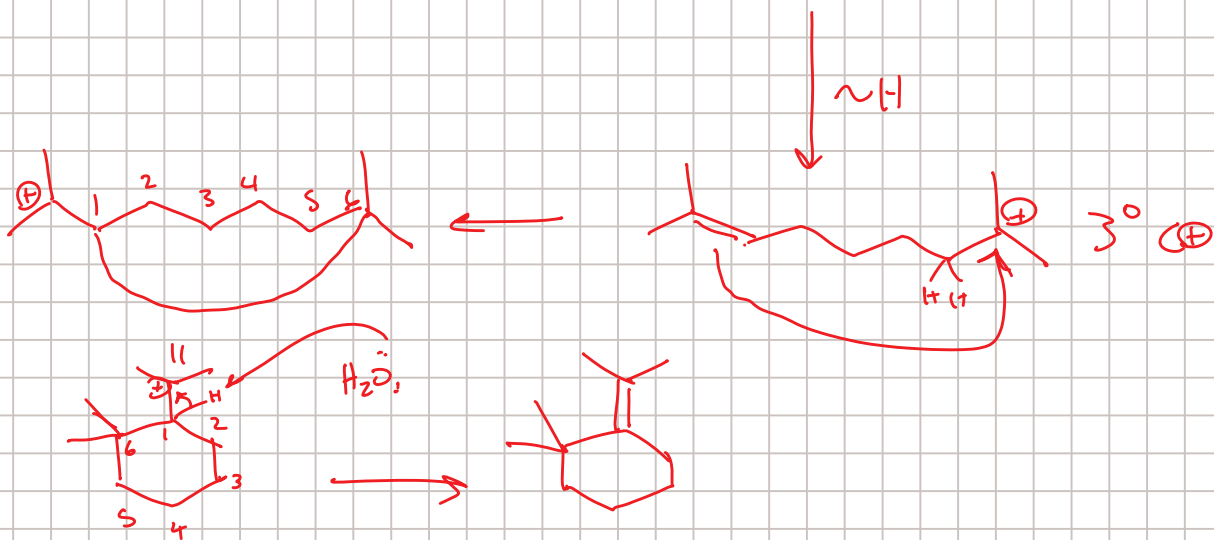


③ Draw a complete mech





4) Determine the best single starting material

