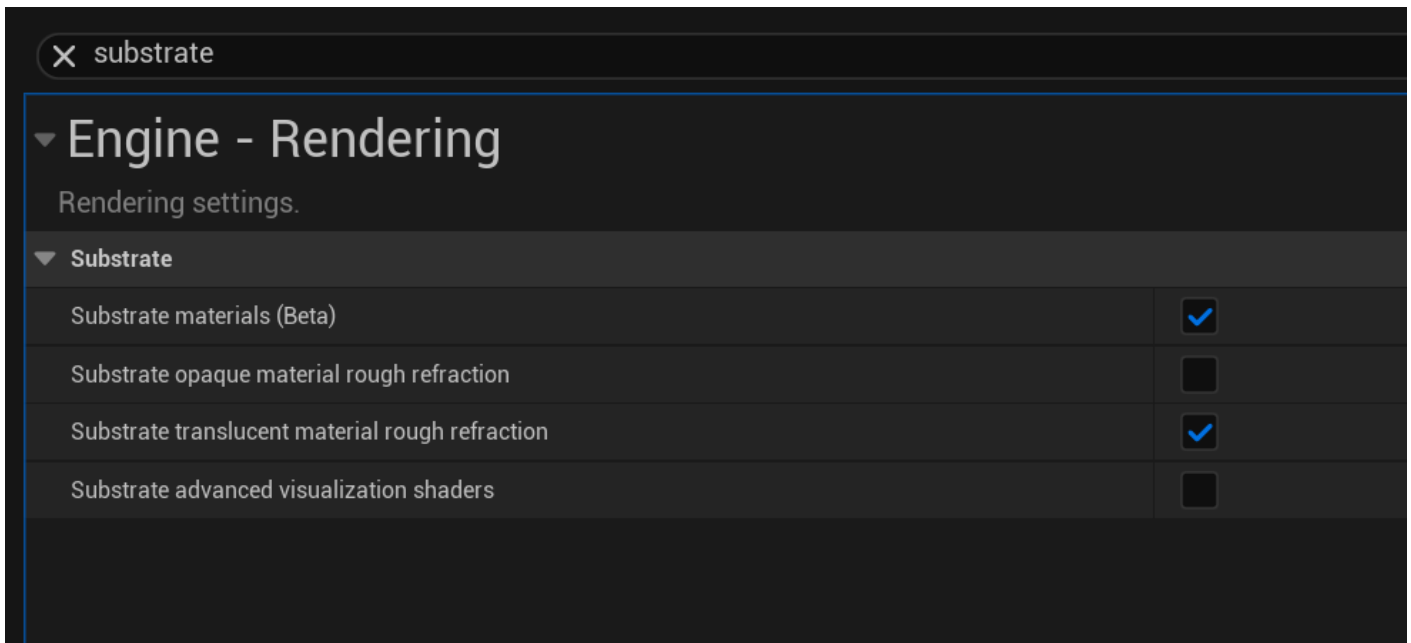# Setup/Prerequisites

- In order for the minigame to work, you need to activate Substrate Materials from Project Settings

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