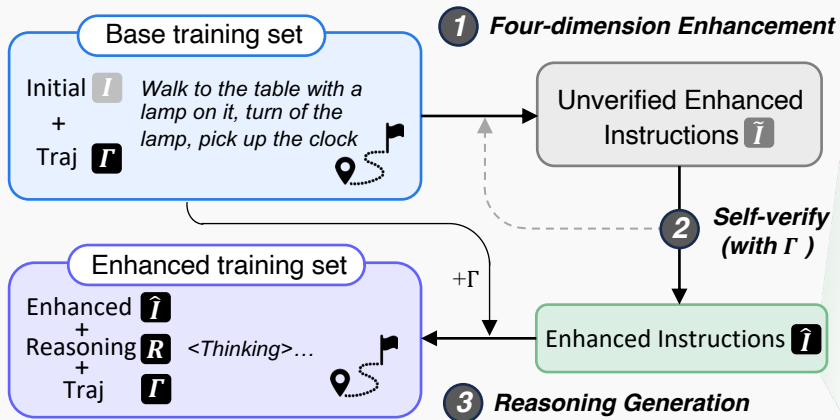




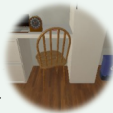
Visual

Walk to the table with the **cone-shaped** lamp on it, turn off the lamp, and pick up the **small square clock** next to it.



Spatial

Walk to the table where the lamp with a striped shade sits **beside the wooden chair**. Turn off the lamp, pick up the clock resting **below the lamp base on the table**.



Functional

Walk to the table where **the light source** rests, extinguish the glow, then retrieve **the timekeeper**.

Syntactic

As you approach the dining area, ... The lamp, ..., casts a cozy light over the scene. ..., **turn off its switch**, letting the room settle into a softer ambiance. The clock, ..., **lit it up**, ... (87 words)

—————▶ Model input / output - - - - -▶ Inconsistent samples (Instruction $\hat{I}$ Trajectory T Reasoning R)