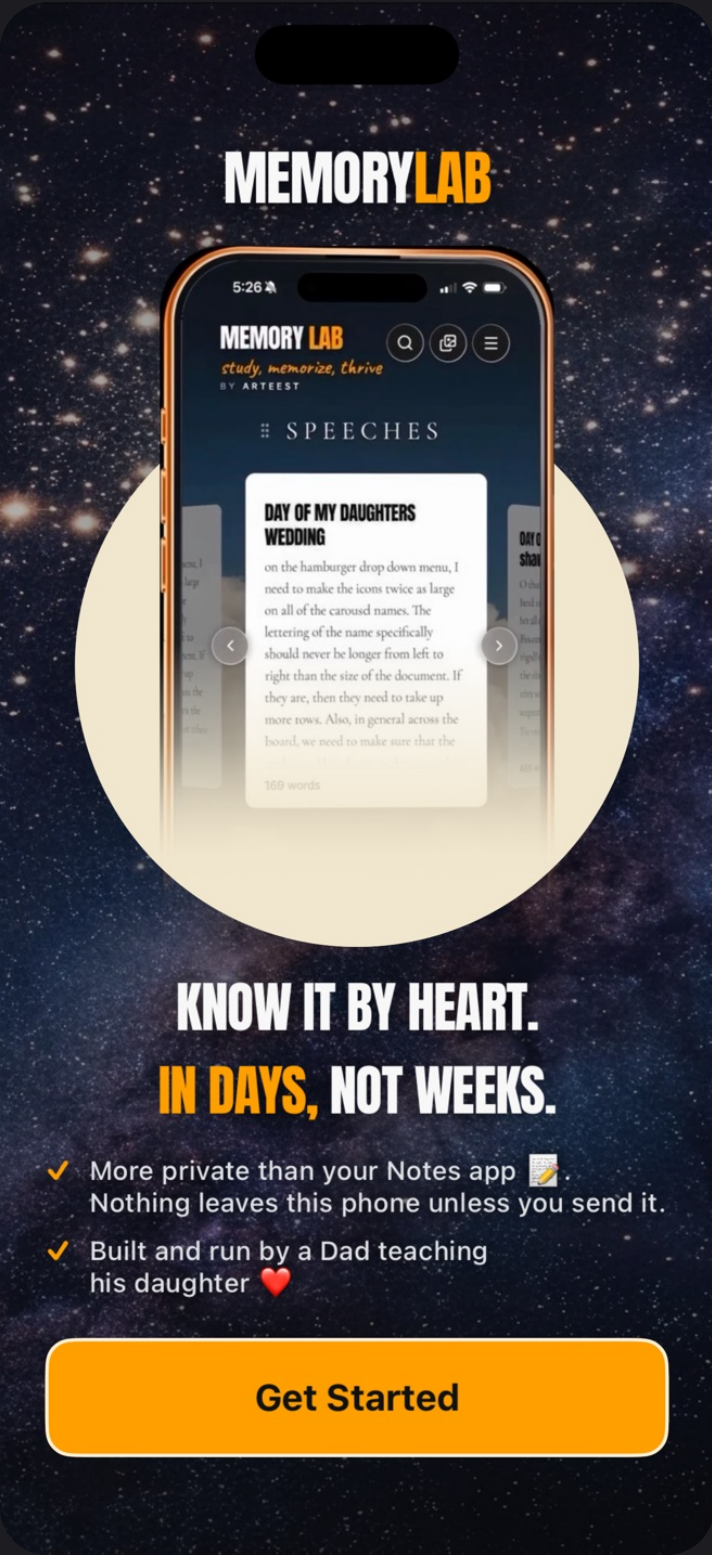
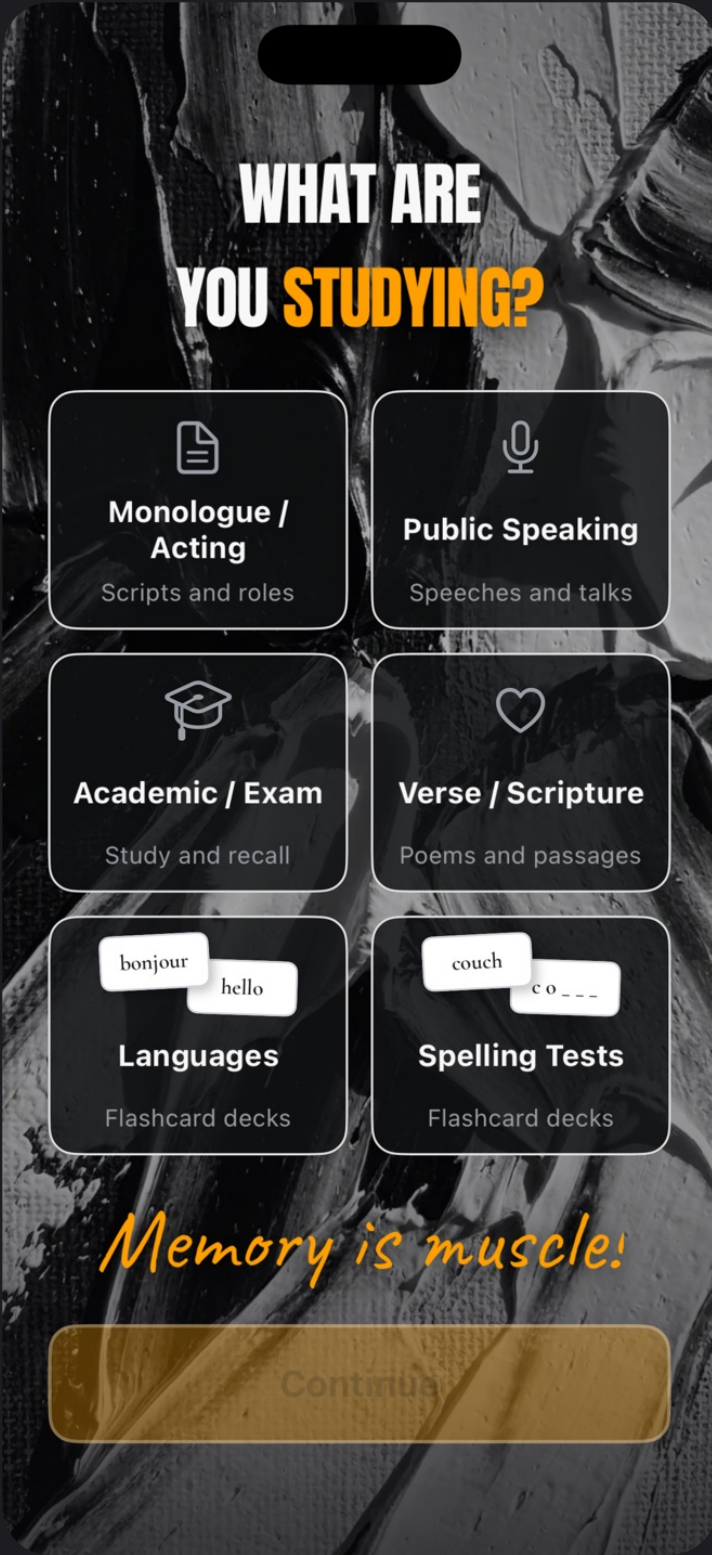
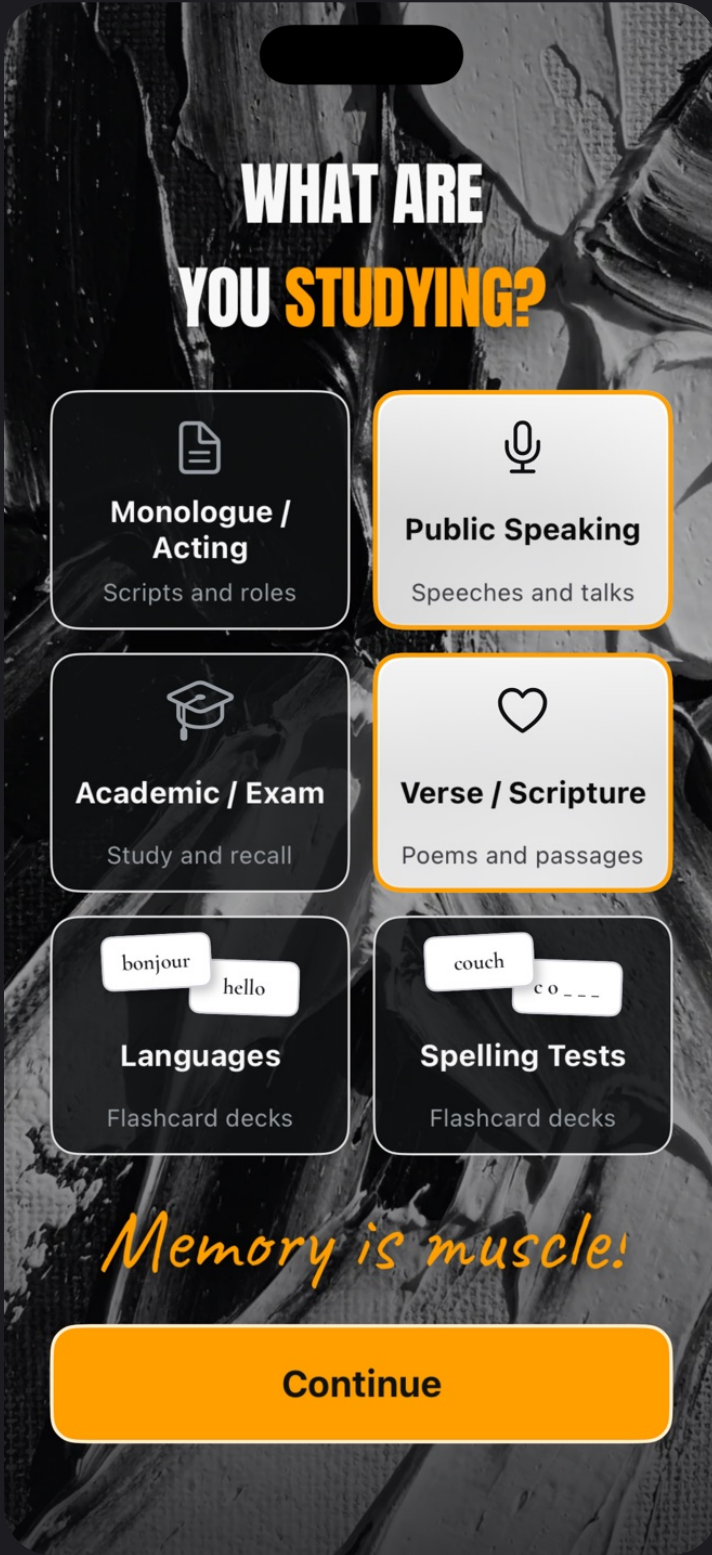




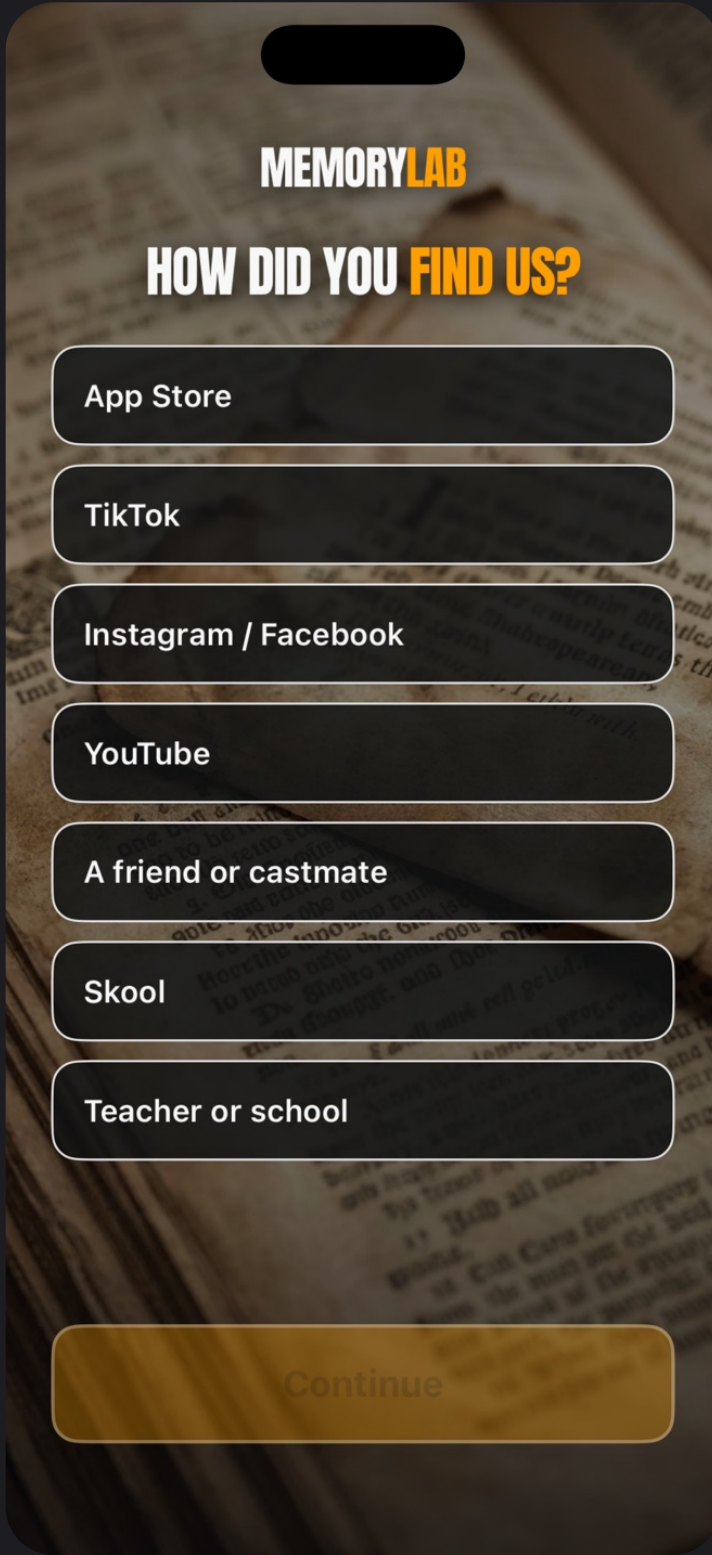
1. SPLASH. Get Started.



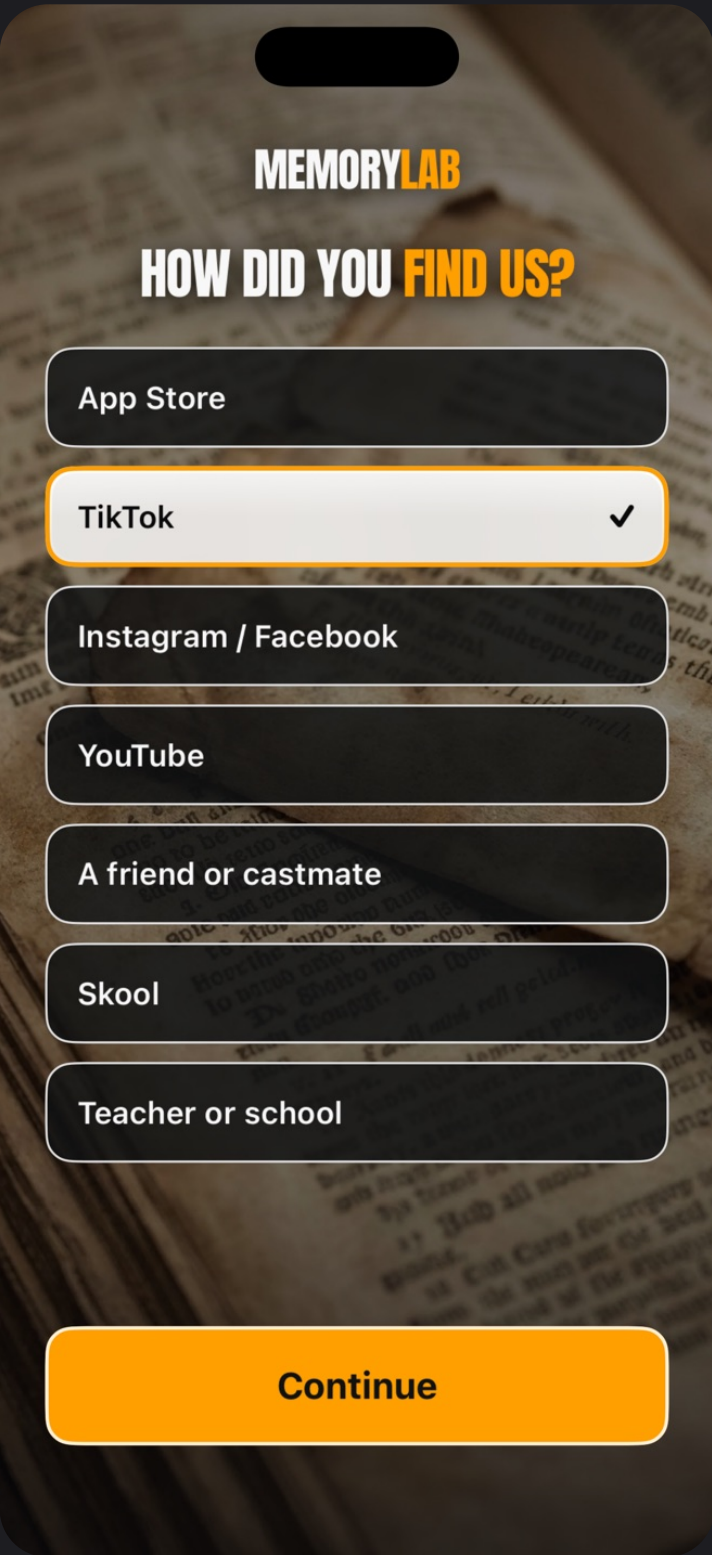
2. WHAT ARE YOU STUDYING. Nothing picked: Continue is dimmed.



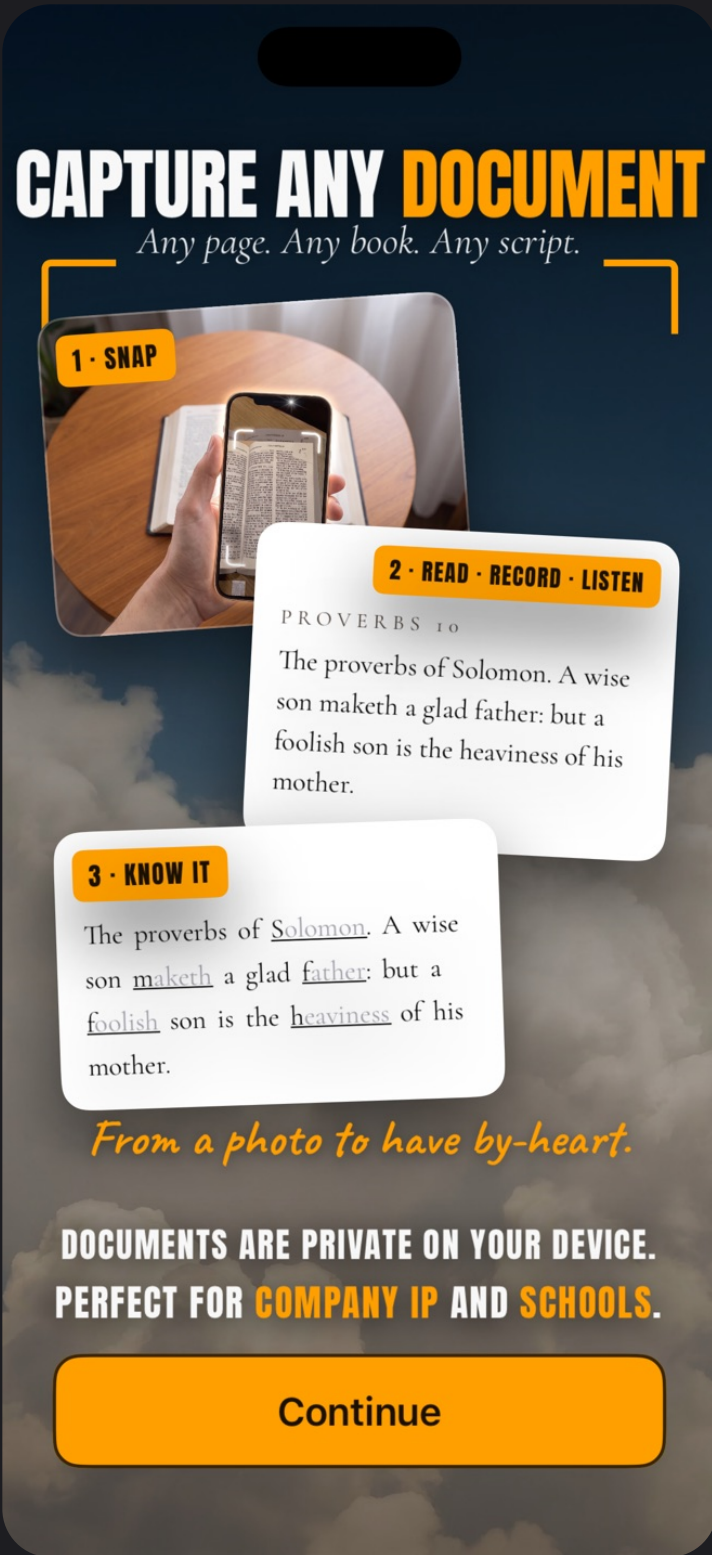
3. WHAT ARE YOU STUDYING. Two tiles picked (any number allowed): Continue lights up.



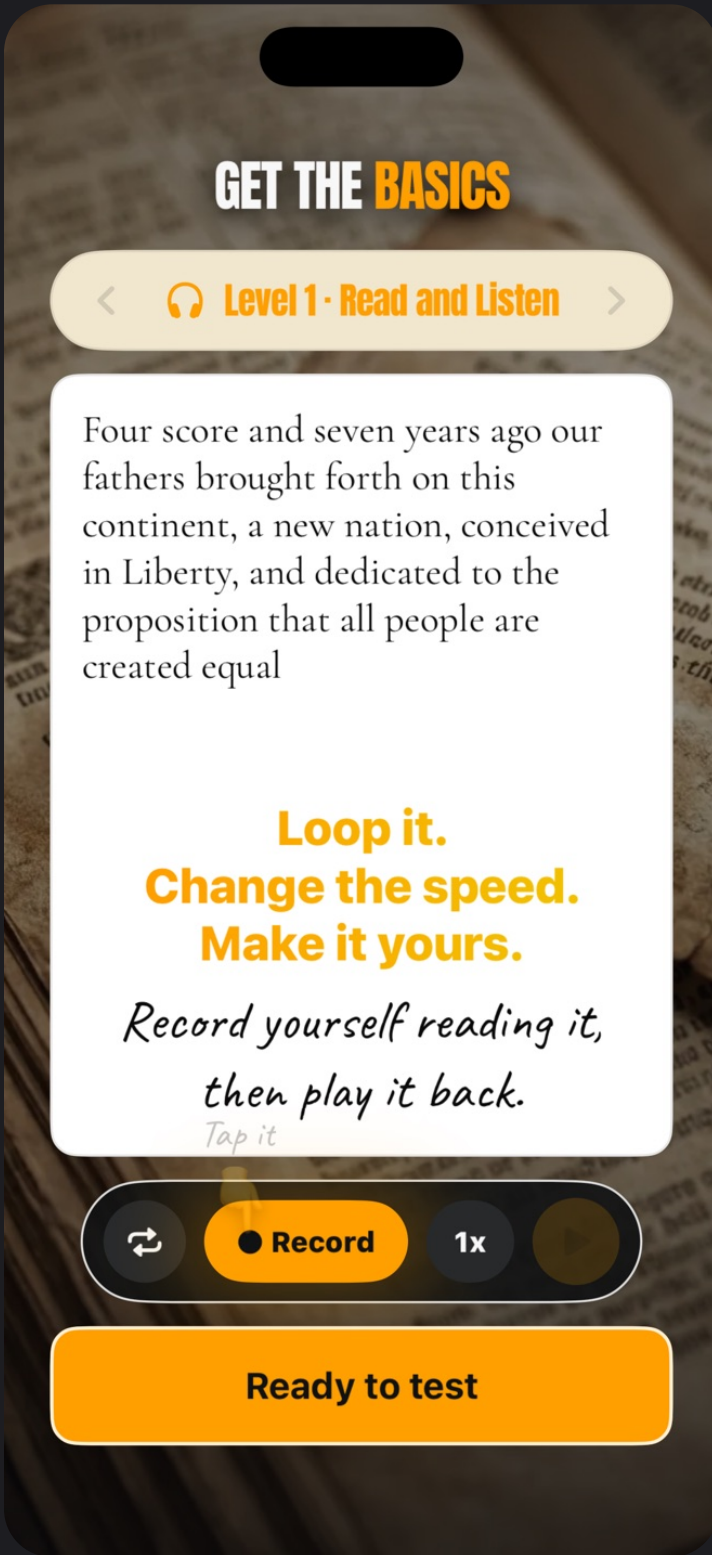
4. HOW DID YOU FIND US. Nothing picked.



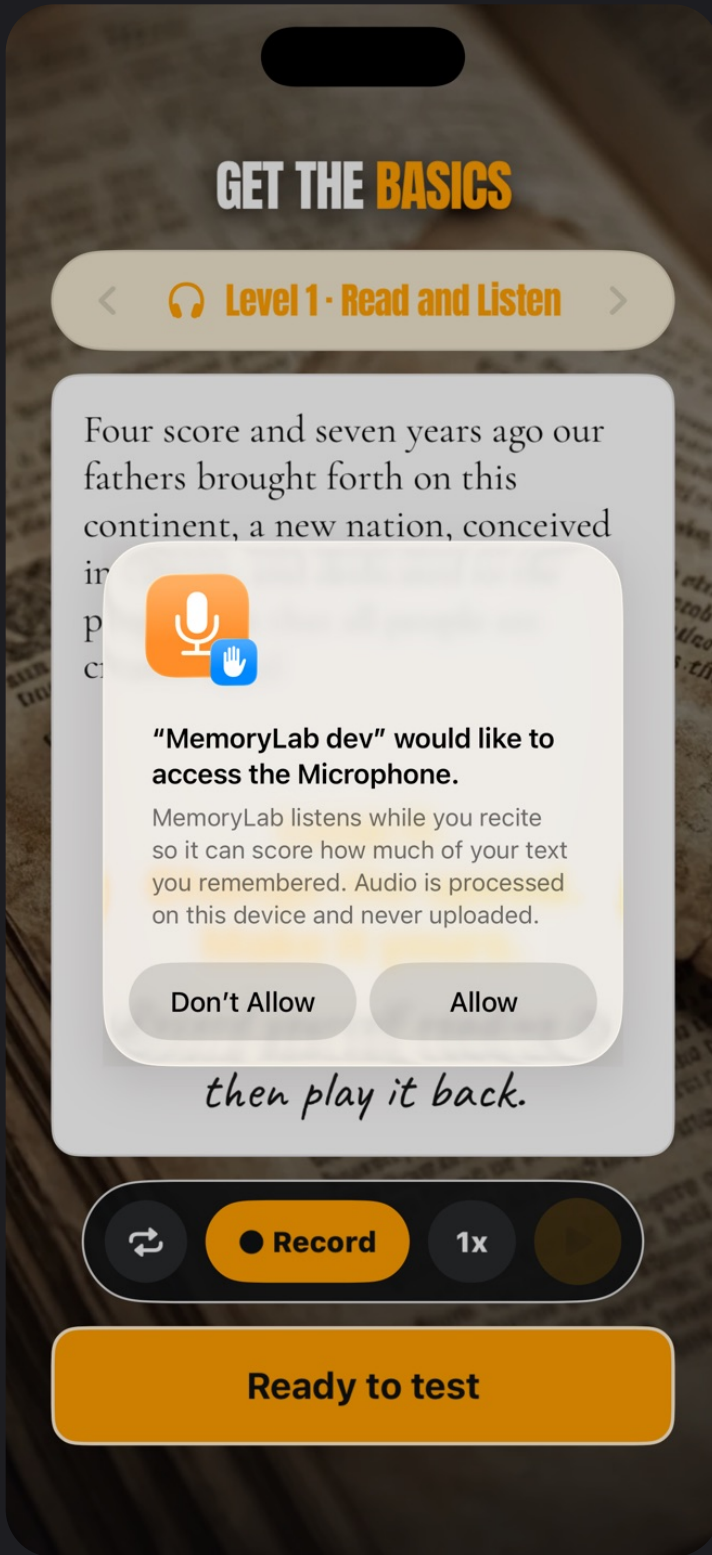
5. HOW DID YOU FIND US. One pick (single choice), Continue lights up.



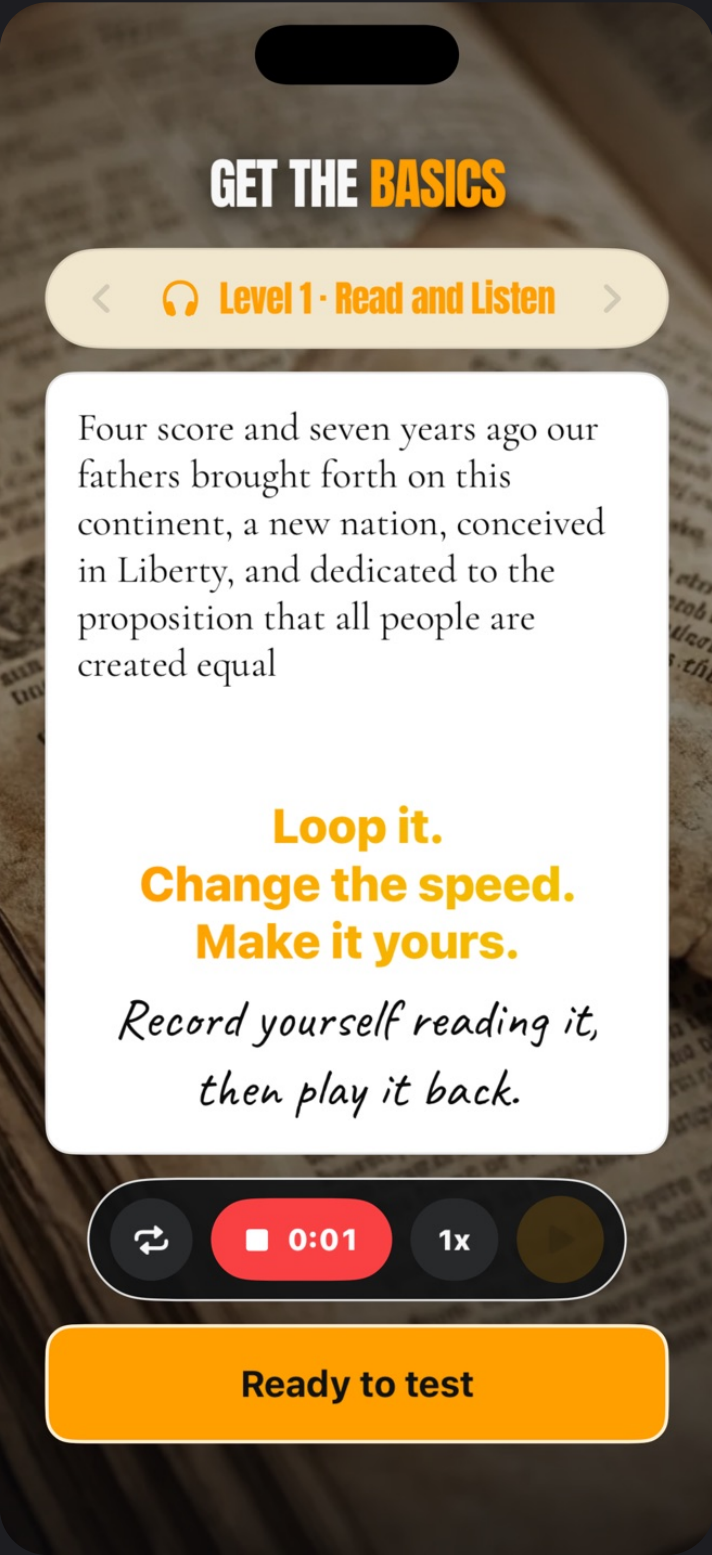
6. CAPTURE ANY DOCUMENT. The three tiles cascade in; then the privacy line and Continue arrive.



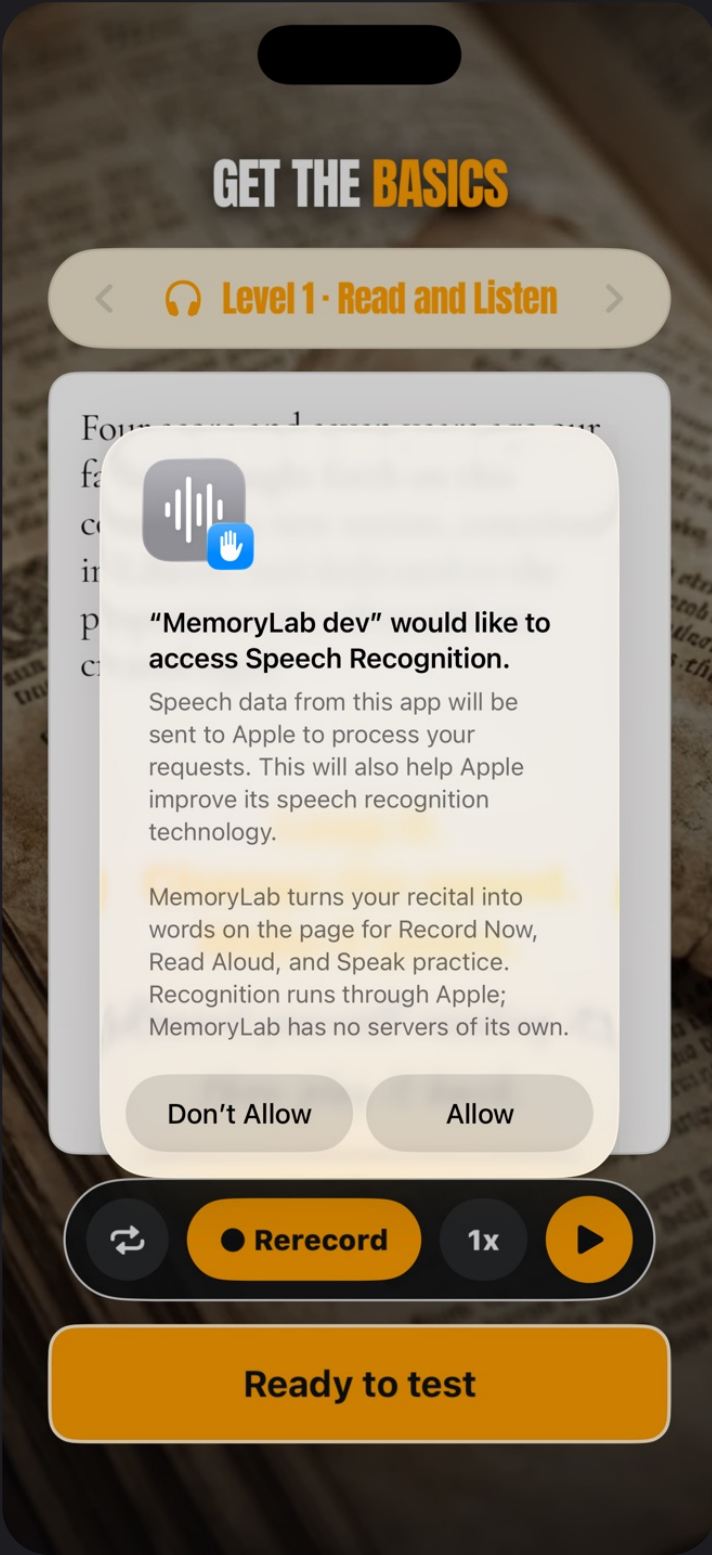
7. GET THE BASICS (Level 1). Fresh: Record pulses, "Tap it" coach, Play dimmed.



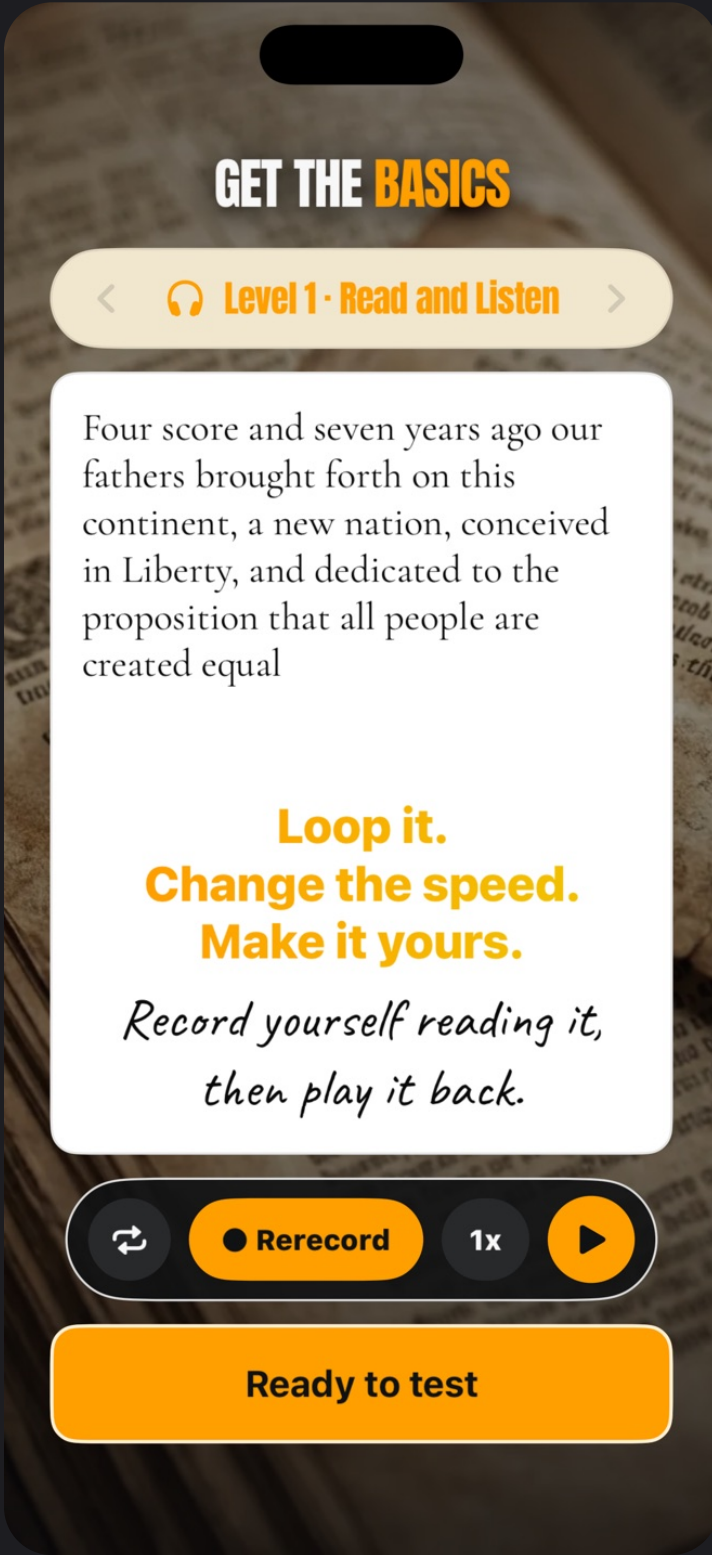
8. GET THE BASICS. First Record tap: the iOS microphone permission ask (your own wording).



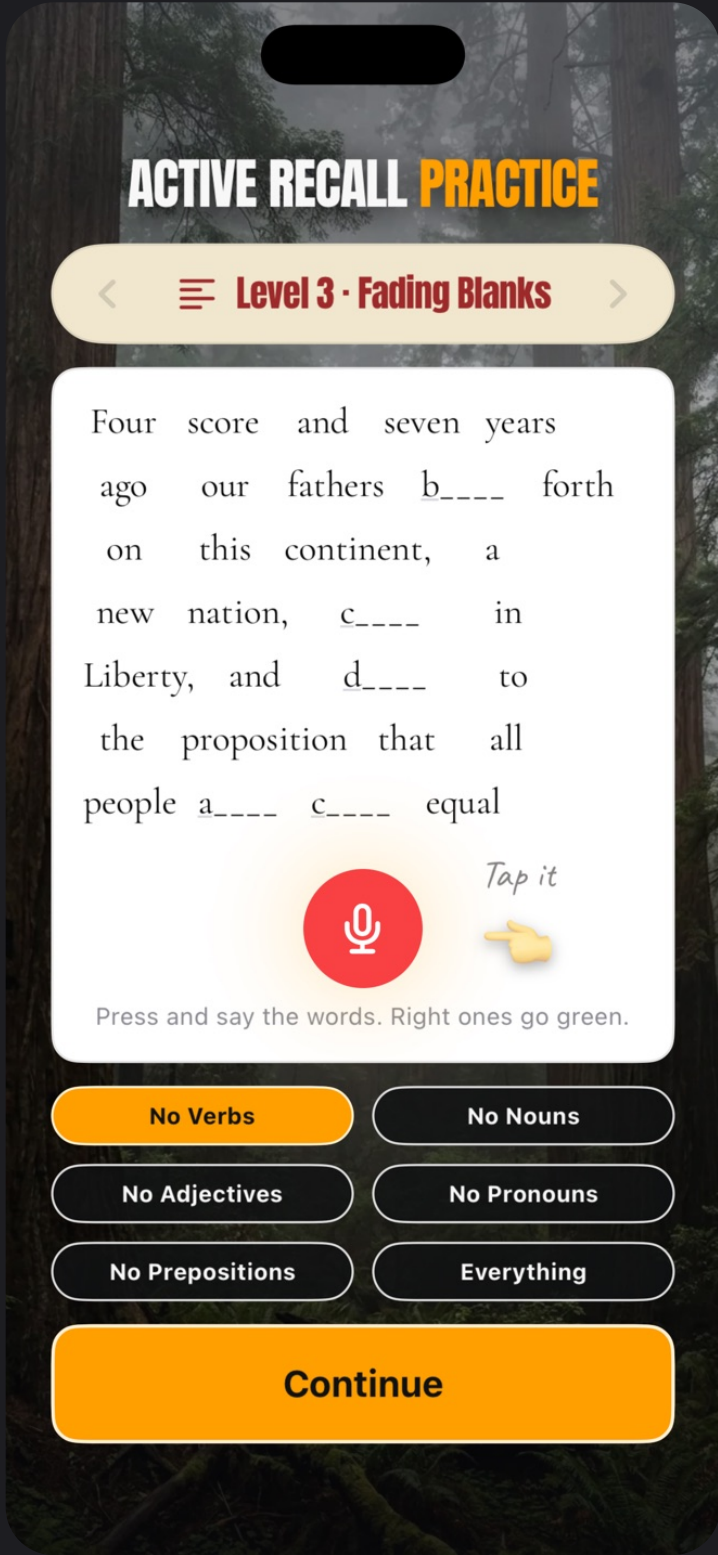
9. GET THE BASICS. Recording: red stop pill with the clock.



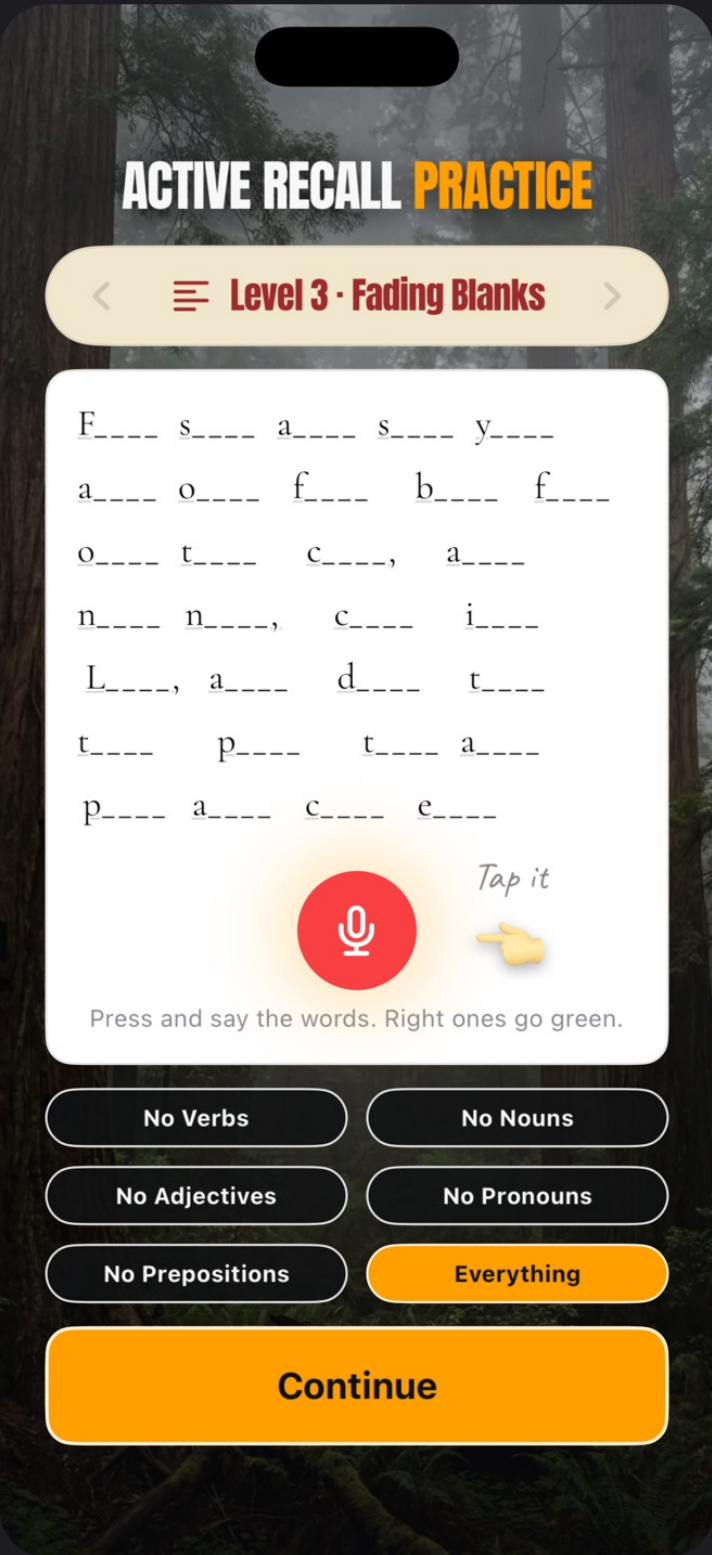
10. GET THE BASICS. After the take: the iOS speech recognition ask (for the follow-along timing).



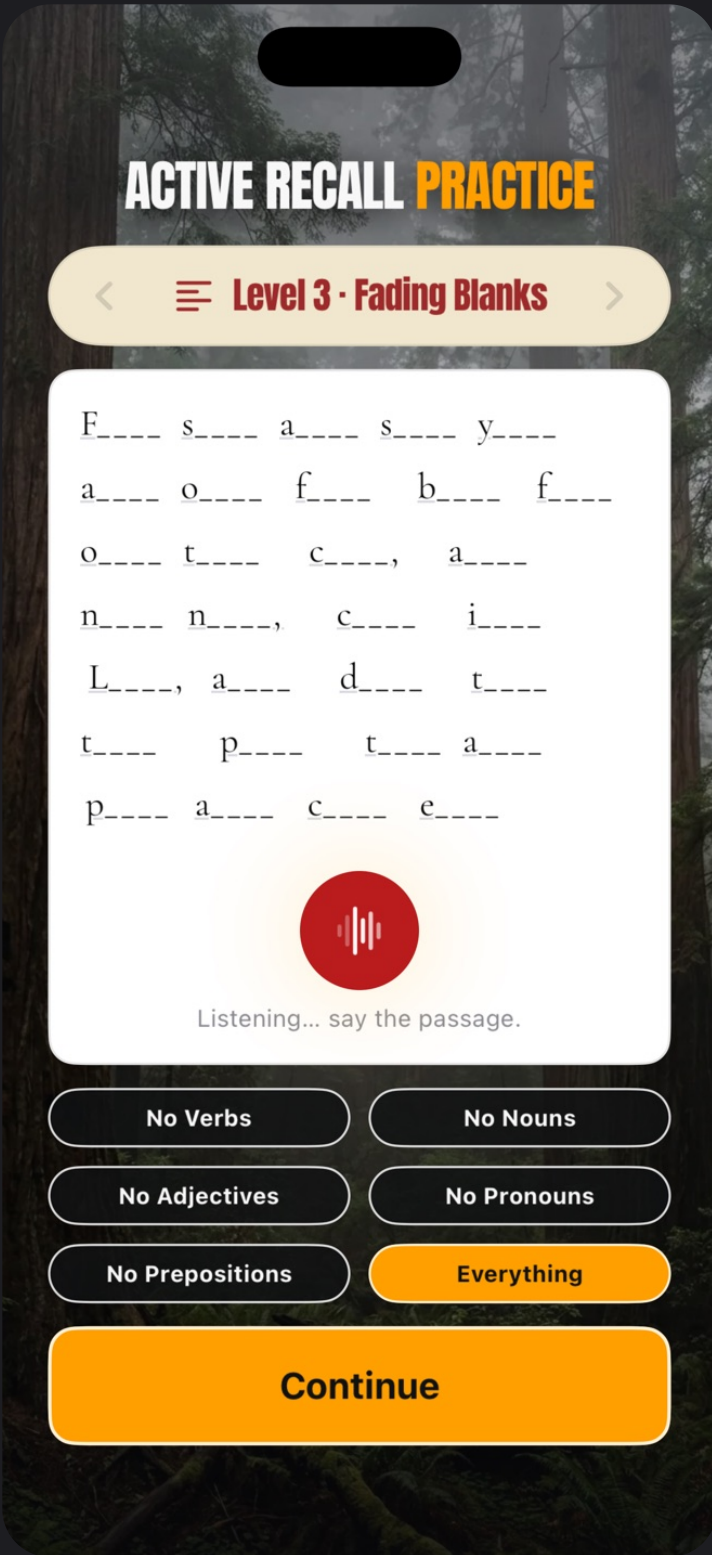
11. GET THE BASICS. Take saved: Rerecord, Play lit, loop and speed live. Ready to test.



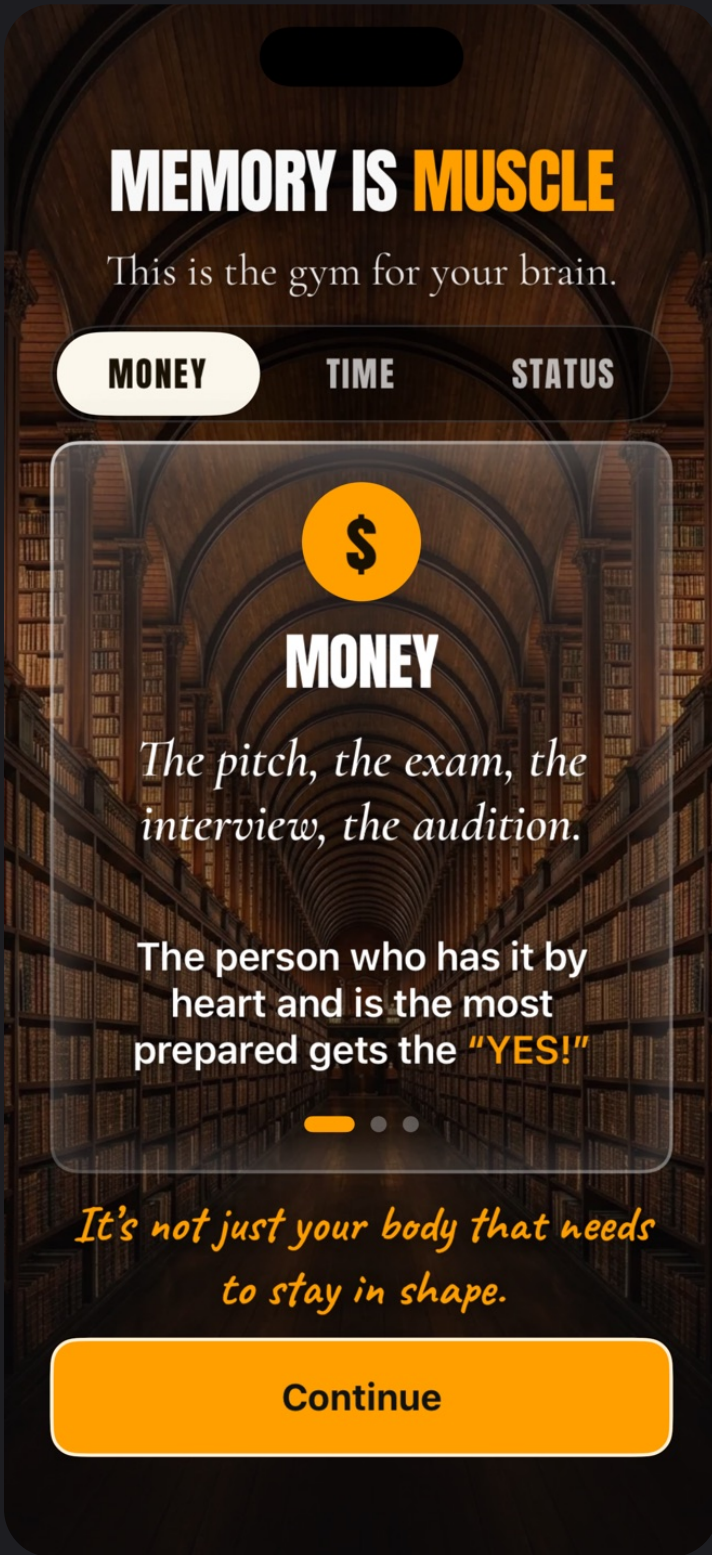
12. ACTIVE RECALL PRACTICE (Level 3). Fresh: No Verbs, mic pulses, "Tap it" coach.



13. ACTIVE RECALL PRACTICE. Everything hidden (the word-class chips are live).



14. ACTIVE RECALL PRACTICE. Mic pressed after the 3-2-1: listening.



15. MEMORY IS MUSCLE. Money tab (default).



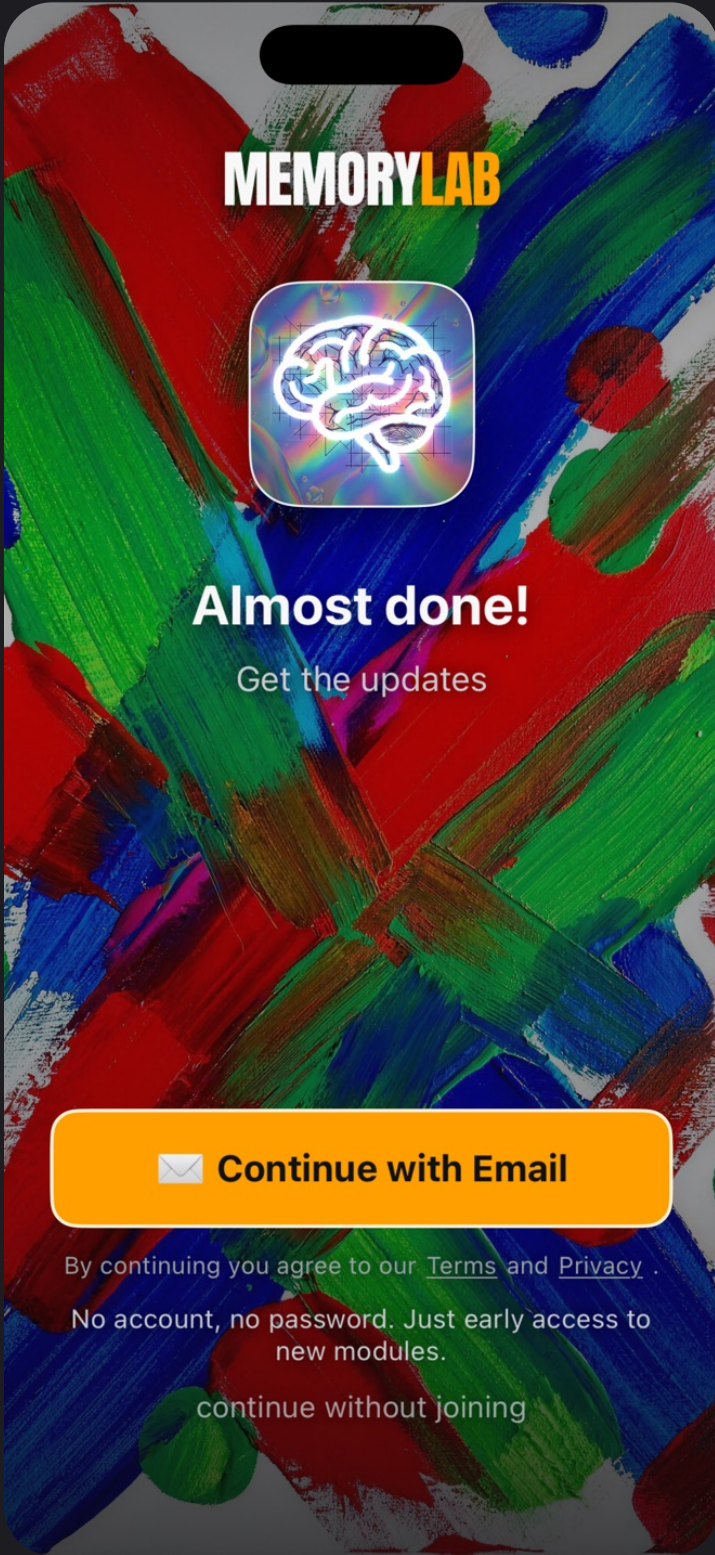
16. MEMORY IS MUSCLE. Time tab.



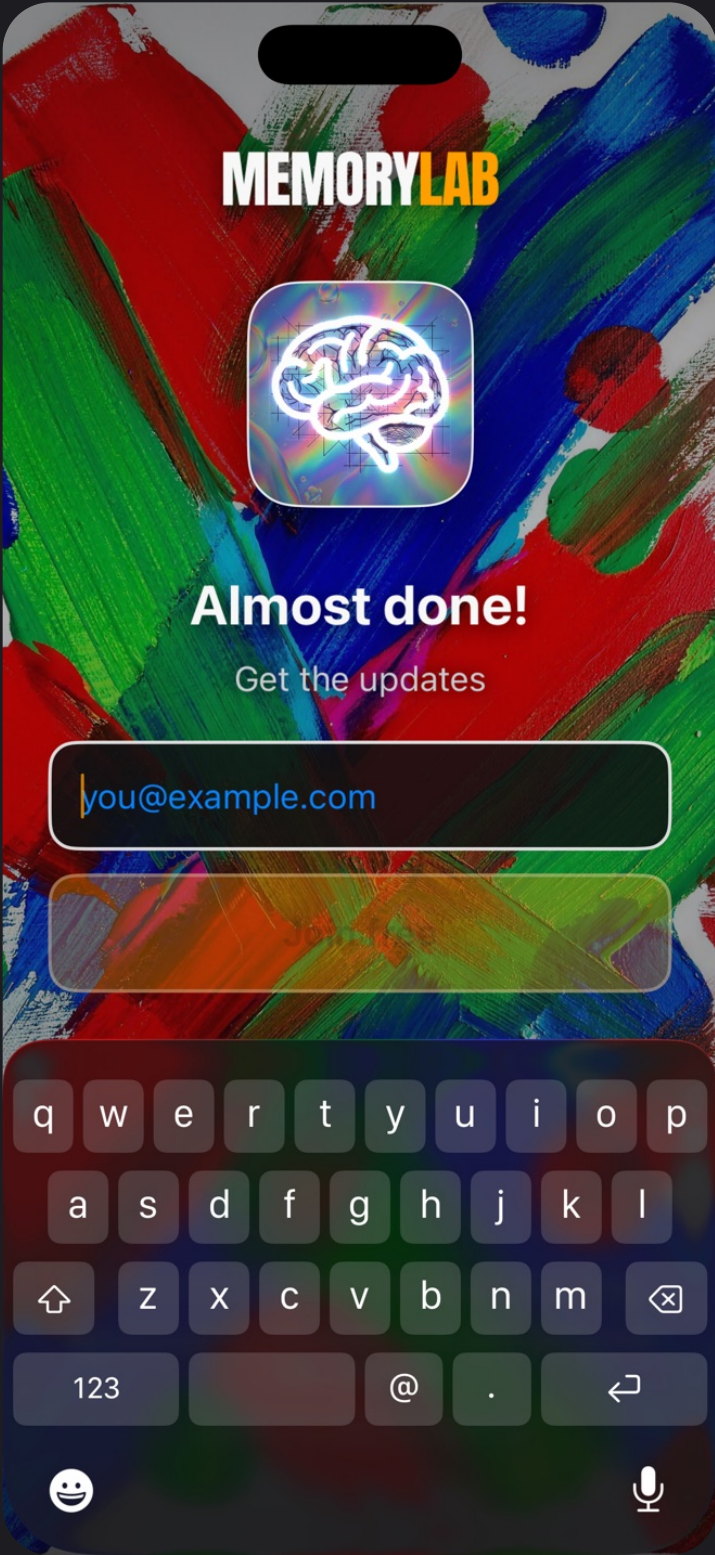
17. MEMORY IS MUSCLE. Status tab.



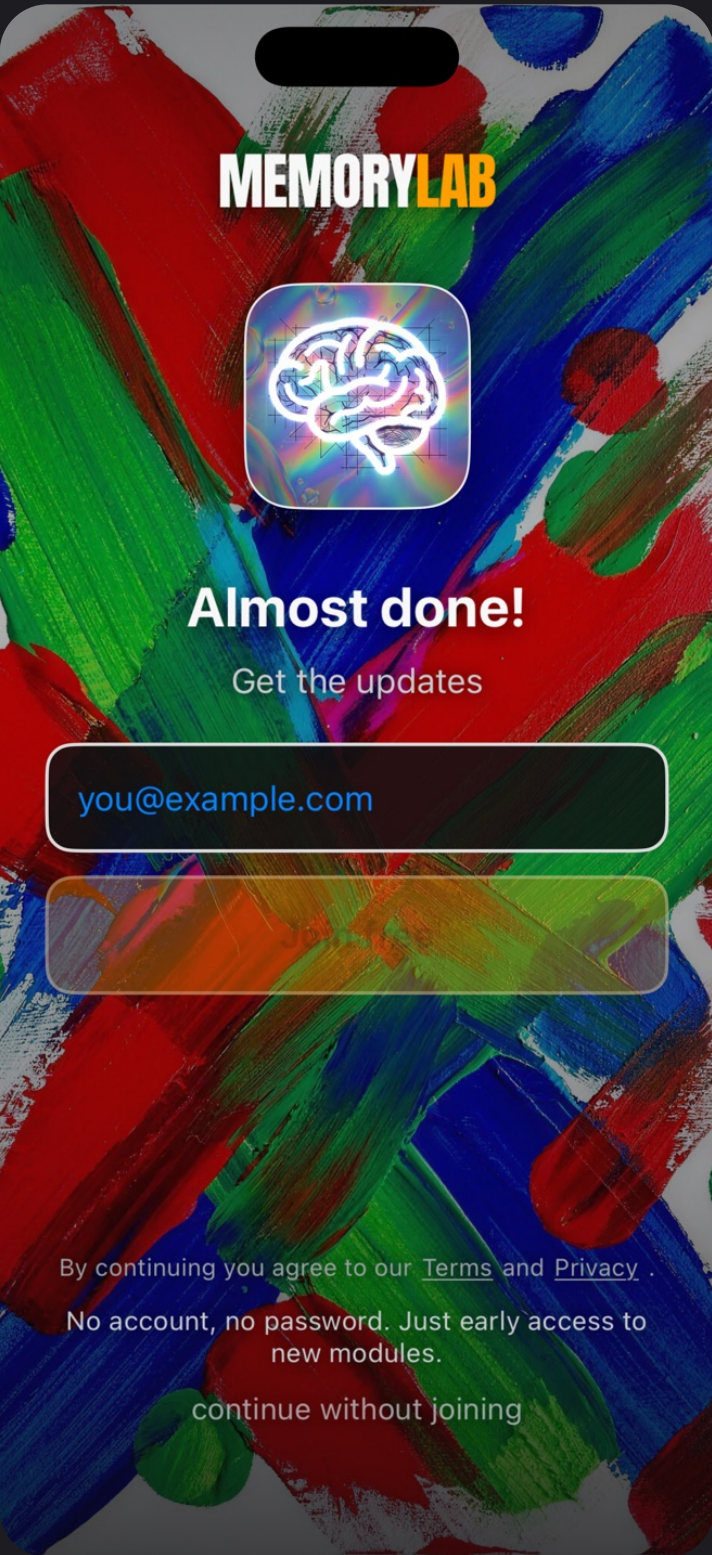
18. GET YOUR TIME BACK. The hours math follows the study picks; signature; Continue.



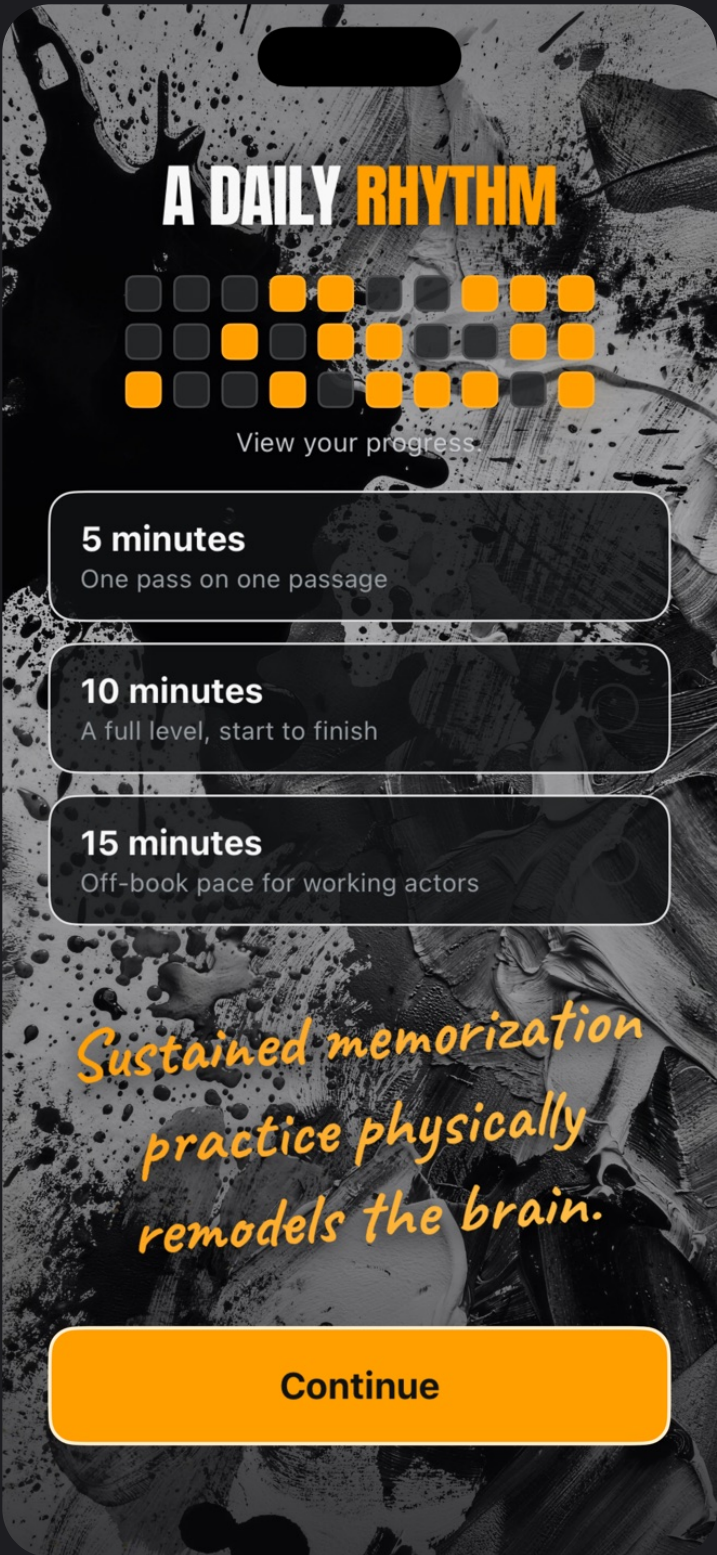
19. ALMOST DONE (email). Continue with Email, Terms and Privacy, "continue without joining" underneath.



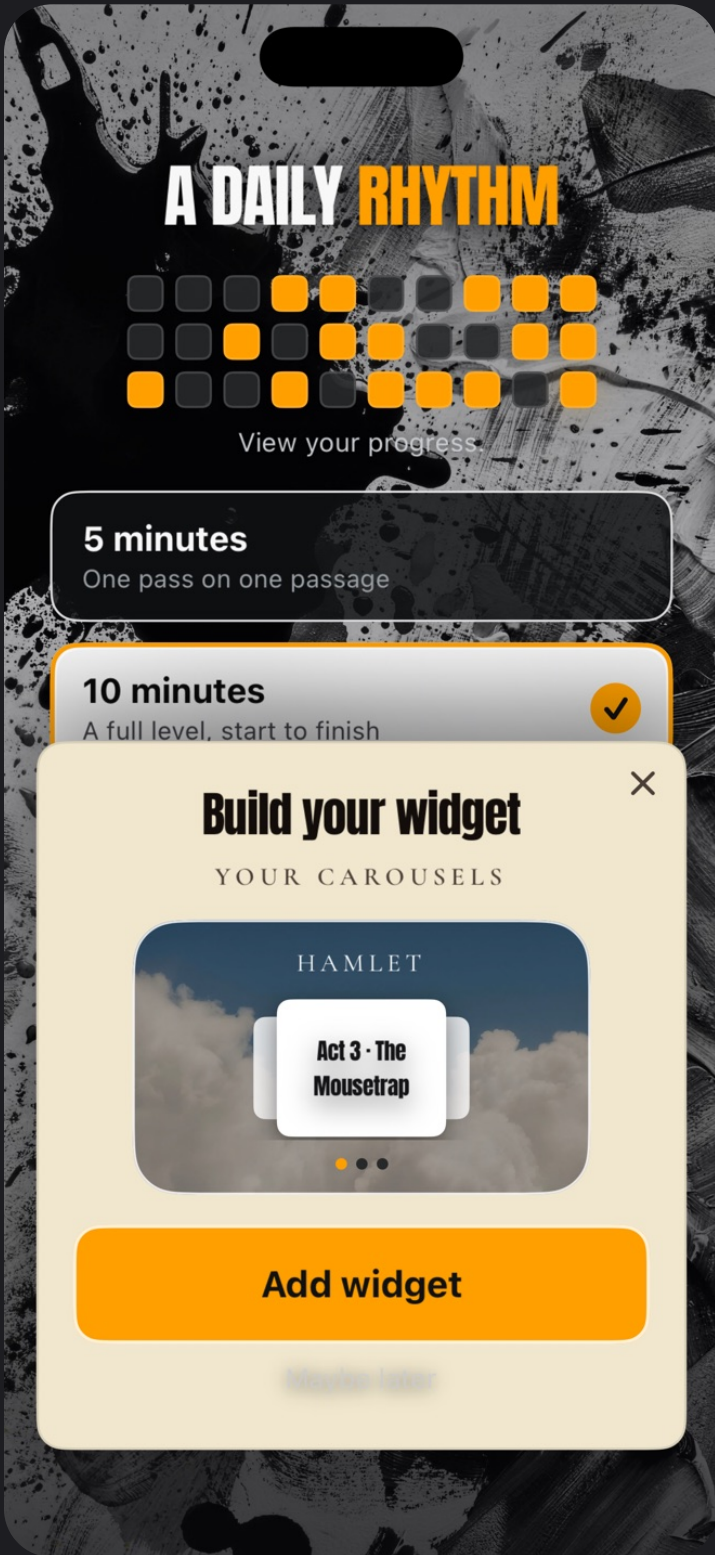
20. ALMOST DONE. After Continue with Email: the field and keyboard rise; Send stays dimmed until a valid email.



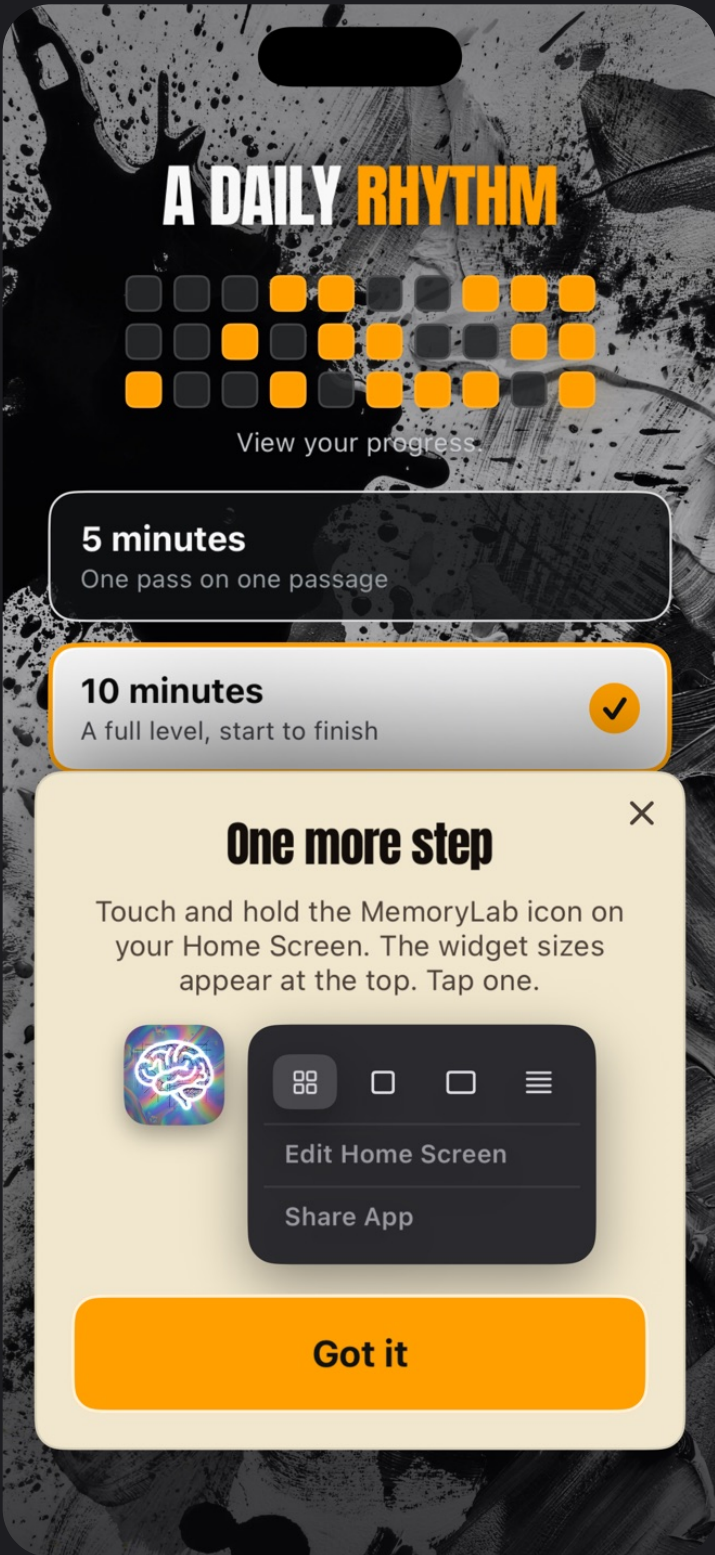
21. ALMOST DONE. Keyboard down (Return): the quiet escape "continue without joining" is back in reach.



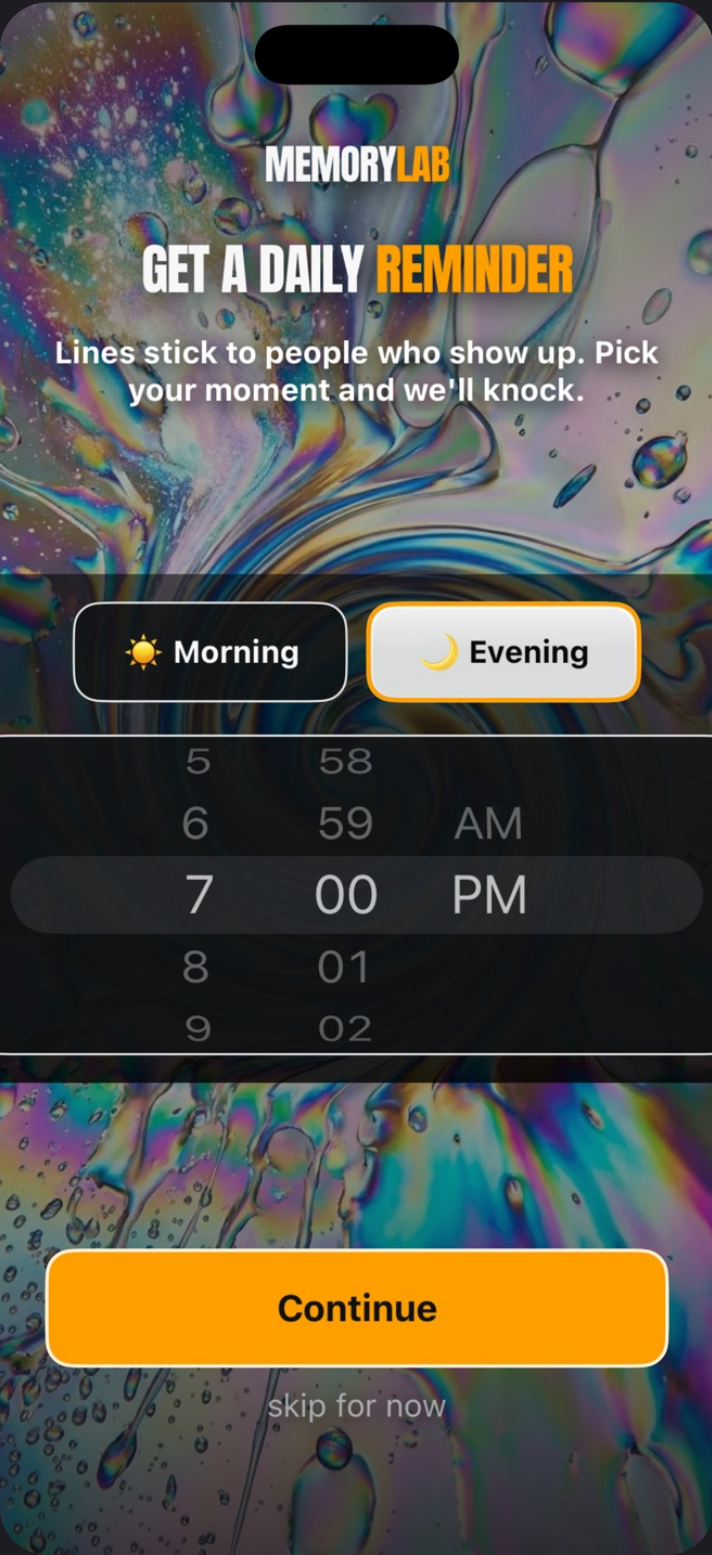
22. A DAILY RHYTHM. The streak grid and three goals; nothing picked.



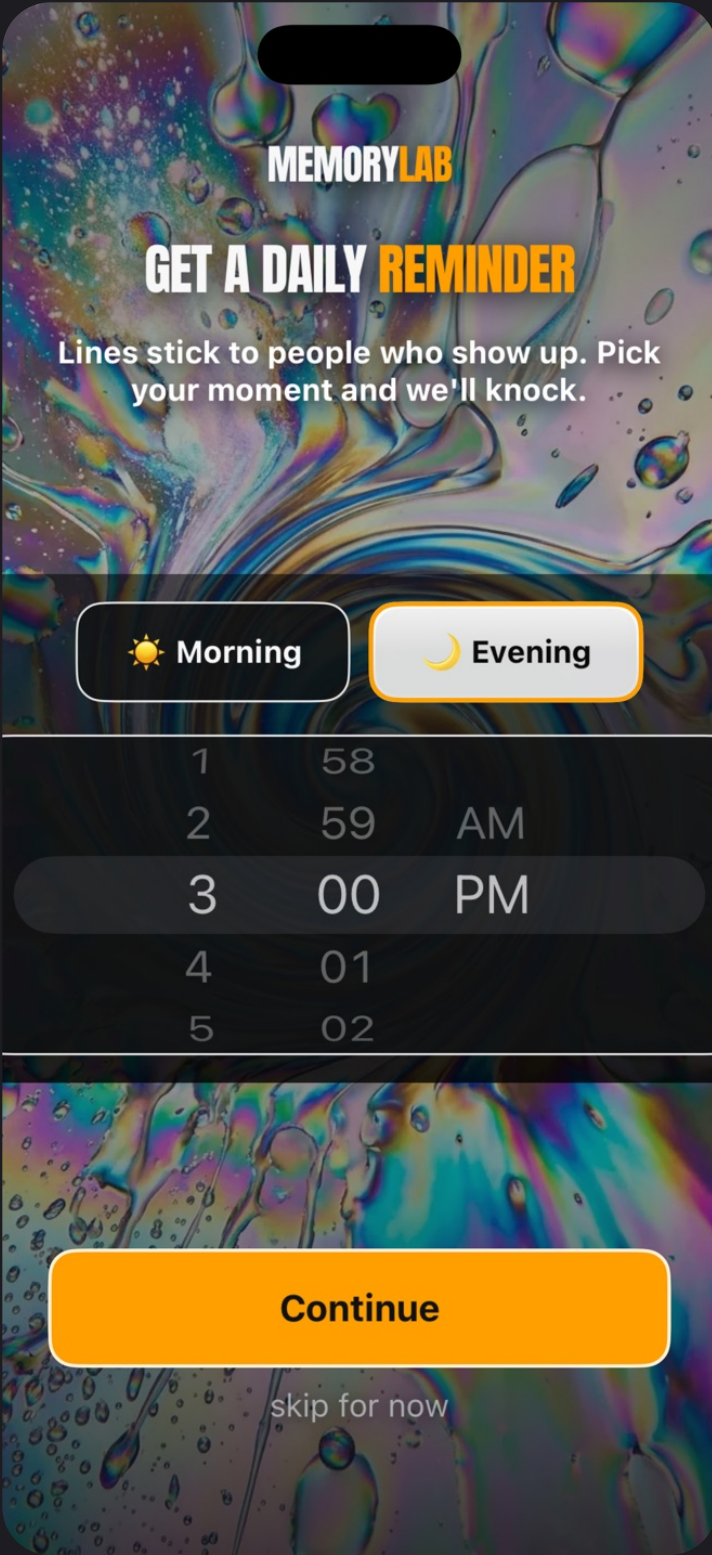
23. A DAILY RHYTHM. Picking a goal (10 minutes) raises the widget sheet, page 1: Build your widget, your carousels preview, Add



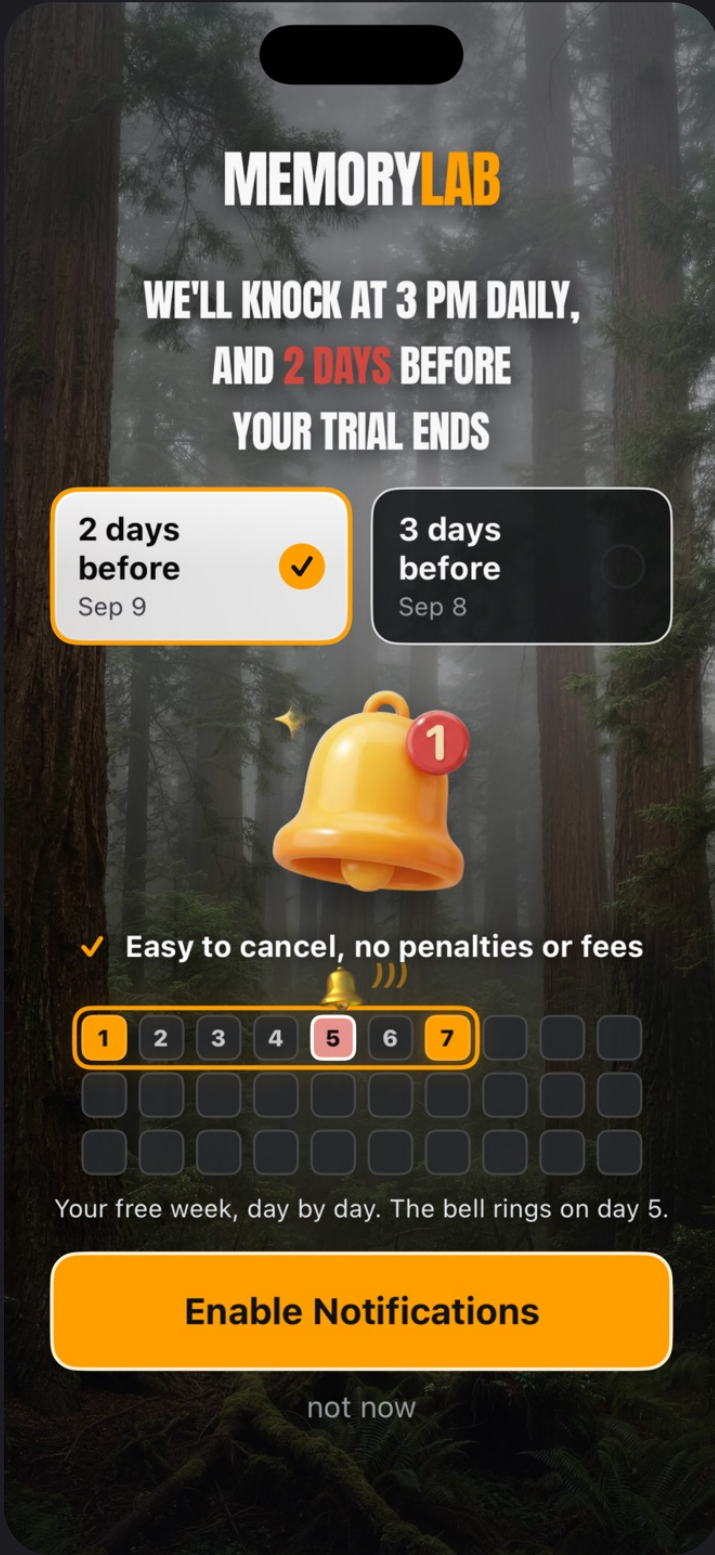
24. Widget sheet, page 2: One more step (touch and hold the icon), Got it.



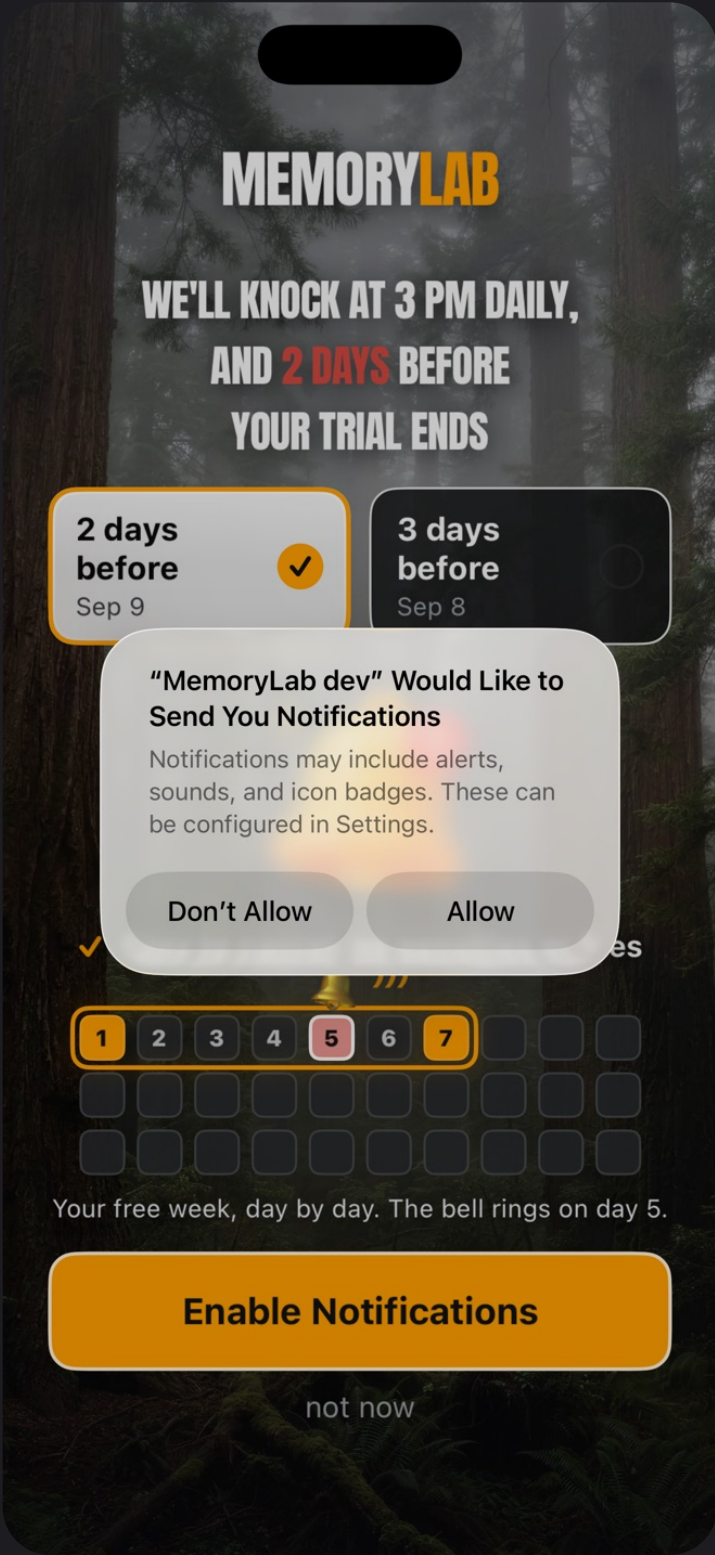
25. GET A DAILY REMINDER. Evening 7:00 PM by default; skip for now underneath.



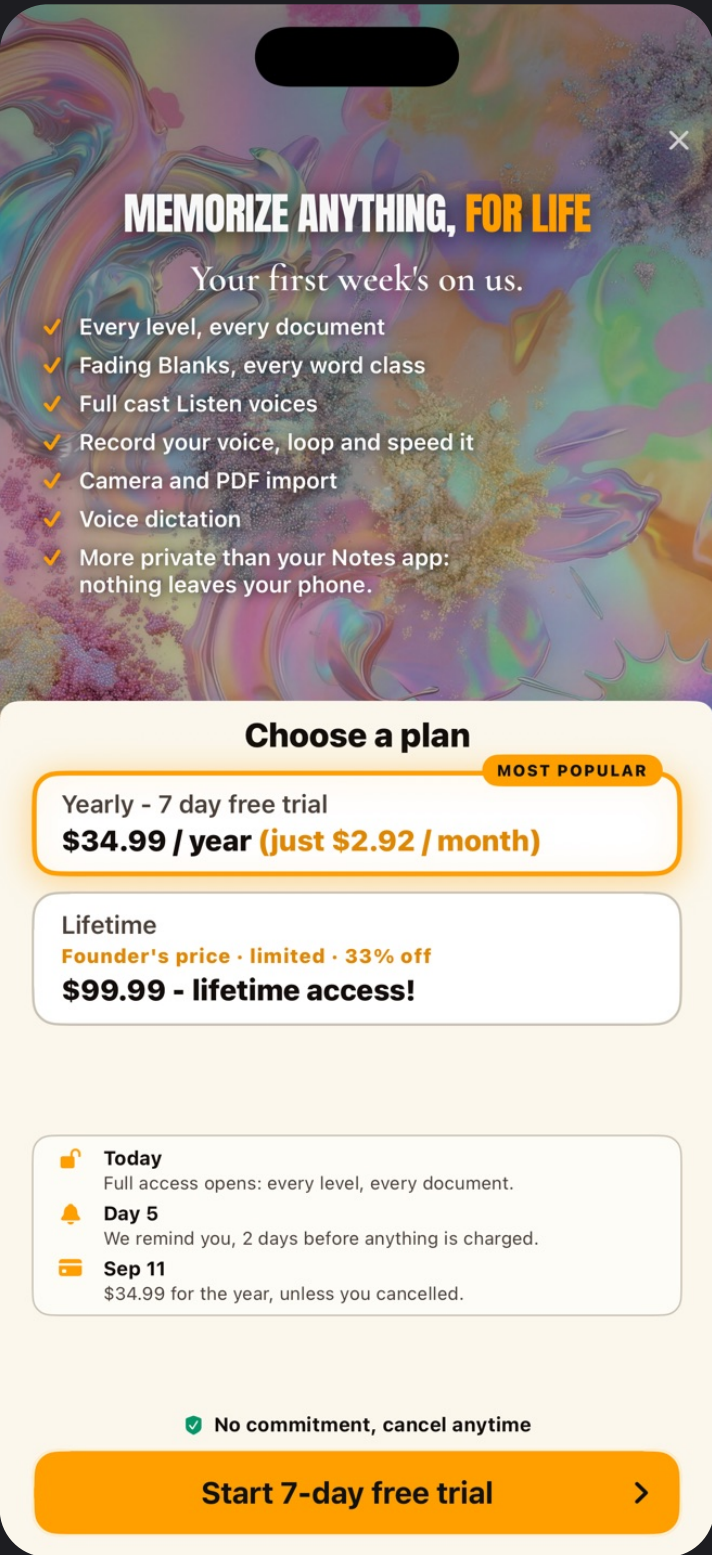
26. GET A DAILY REMINDER. Morning picked (8:00 AM).



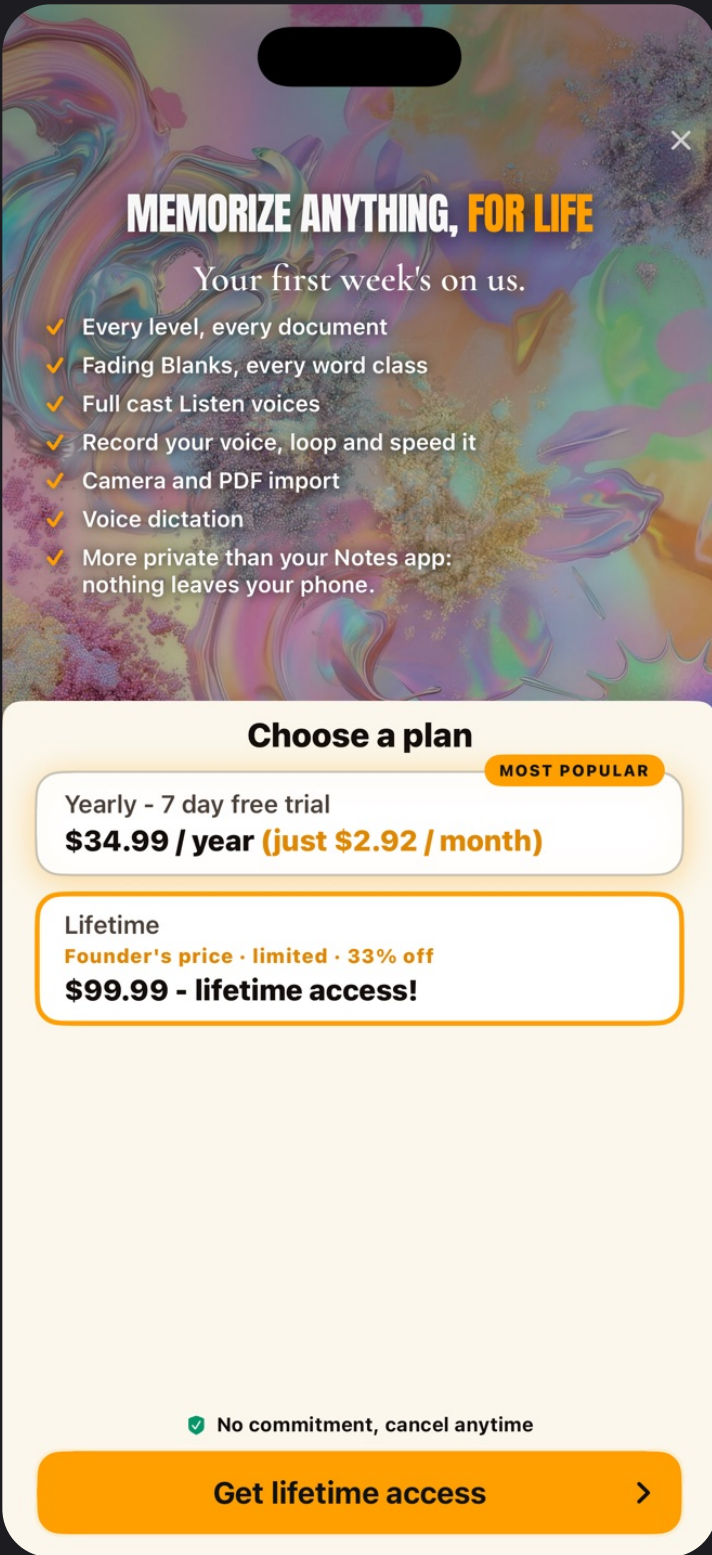
27. TRIAL PROMISE. The knock time and the 2 or 3 days heads-up; the bell; the free week day by day; Enable Notifications; not now.



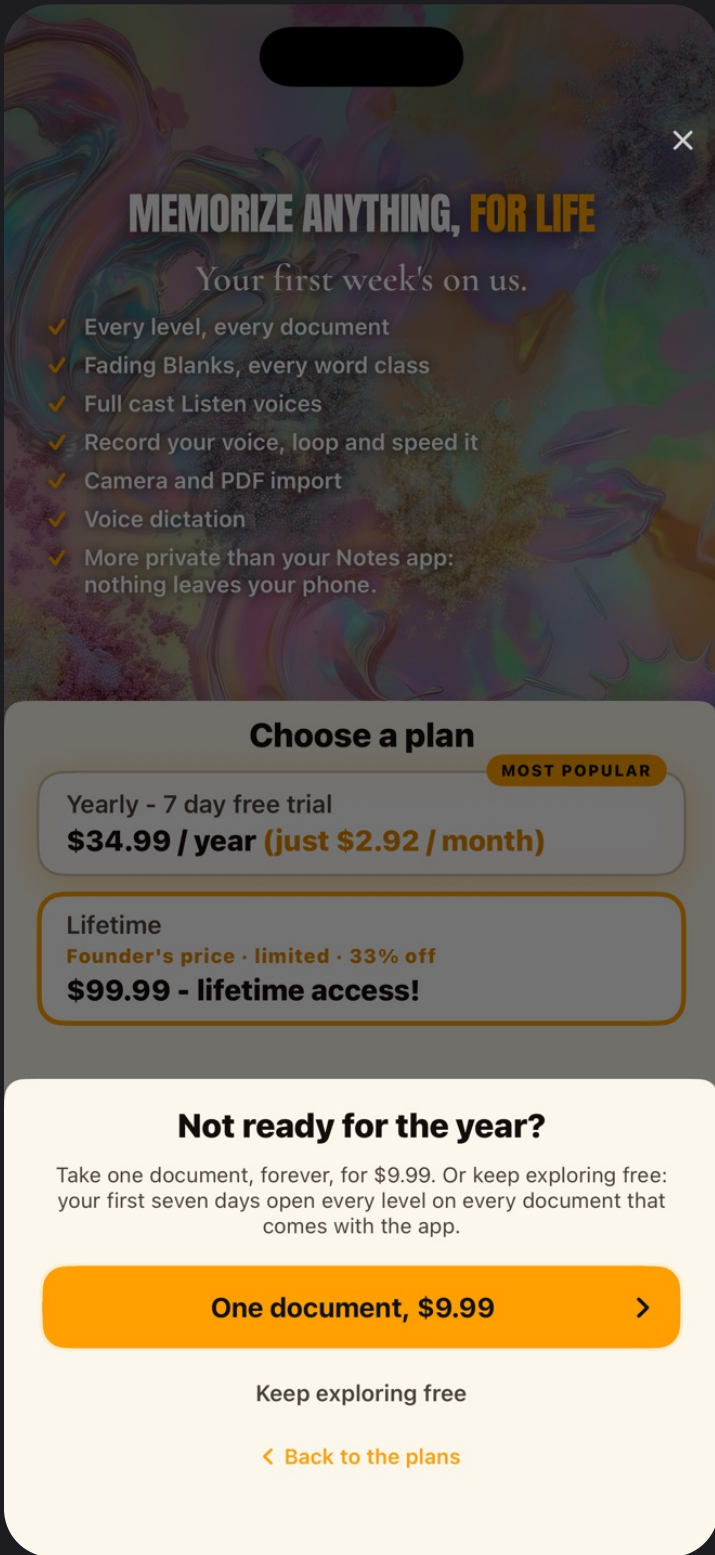
28. TRIAL PROMISE. Enable Notifications: the one iOS notification ask.



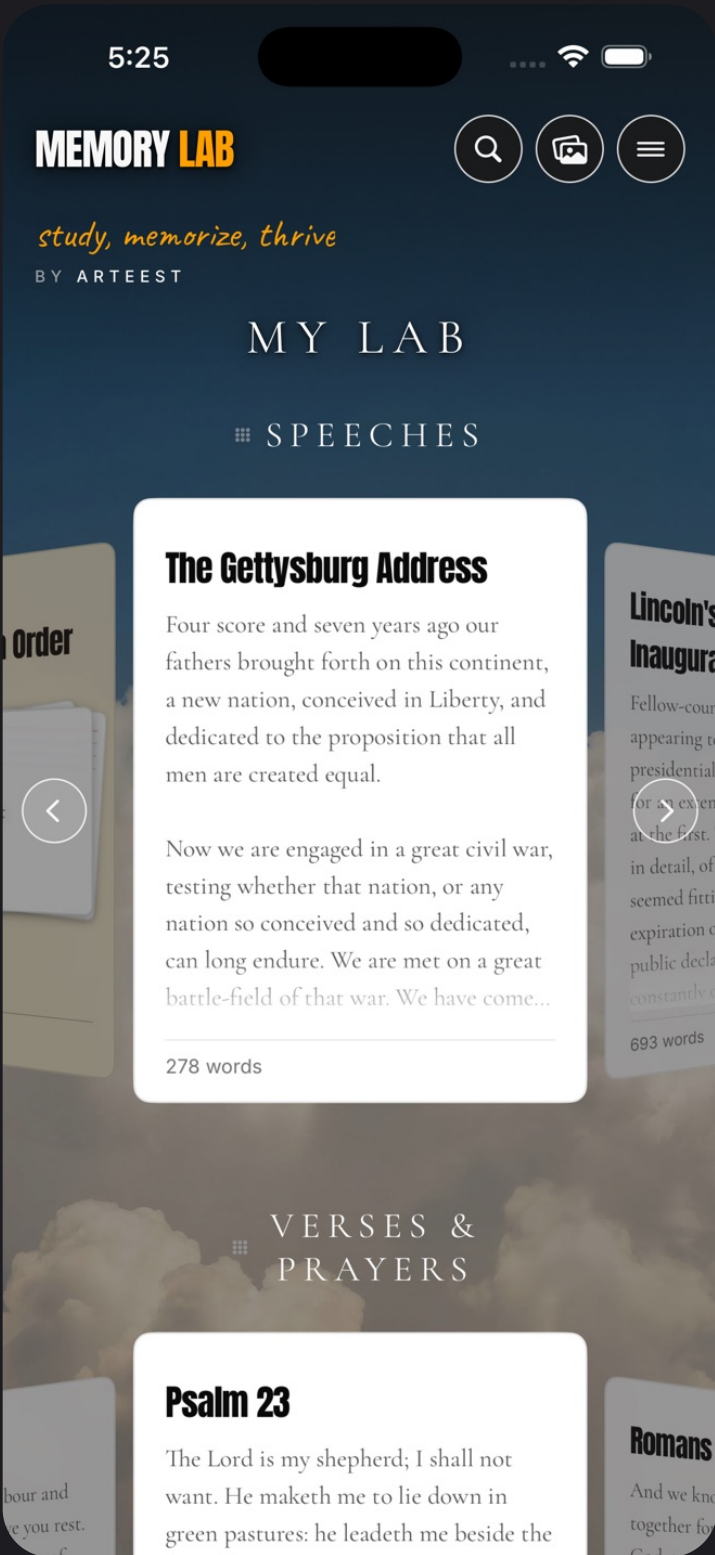
29. PAYWALL. Yearly (most popular) chosen; the week step by step; Start 7-day free trial.



30. PAYWALL. Lifetime chosen (founder's price).



31. PAYWALL, the X: the exit sheet. One document \$9.99, Keep exploring free, Back to the plans.



32. After "Keep exploring free": onboarding ends on the Home shelves (the open house begins).