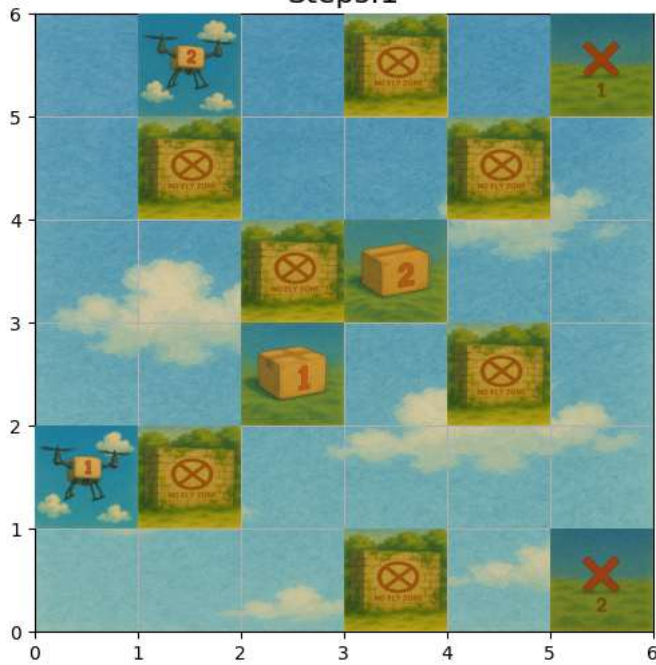


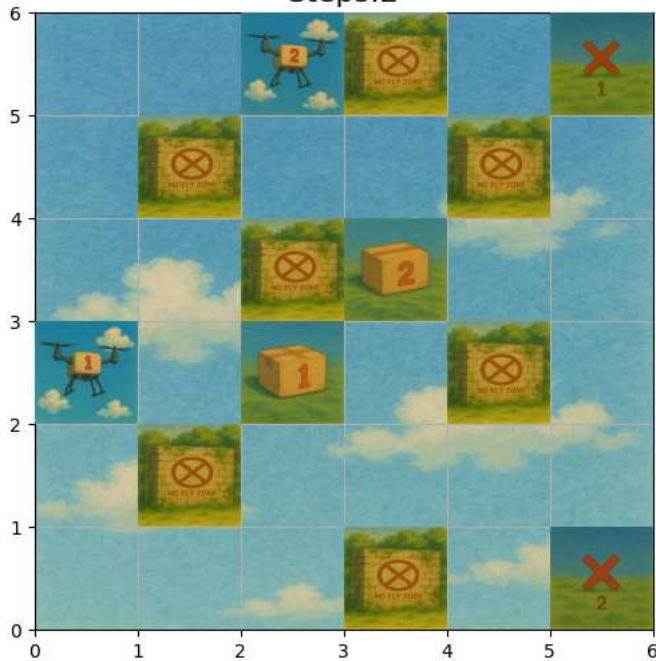
drone\_1 → Action: 0, Local Obs: (0, 0, 0), Reward: -2, Terminated: False, Truncated: False  
 drone\_2 → Action: 3, Local Obs: (0, 5, 0), Reward: -2, Terminated: False, Truncated: False

Steps:1



drone\_1 → Action: 0, Local Obs: (0, 1, 0), Reward: -2, Terminated: False, Truncated: False  
 drone\_2 → Action: 3, Local Obs: (1, 5, 0), Reward: -2, Terminated: False, Truncated: False

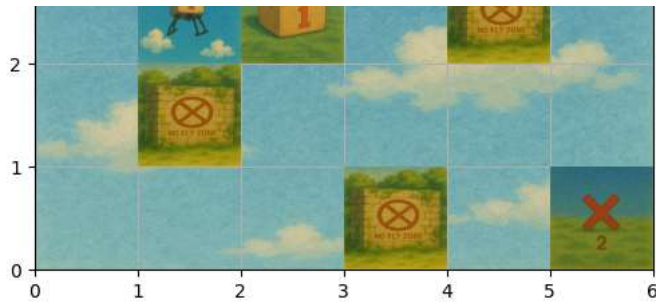
Steps:2



drone\_1 → Action: 3, Local Obs: (0, 2, 0), Reward: -2, Terminated: False, Truncated: False  
 drone\_2 → Action: 1, Local Obs: (2, 5, 0), Reward: -2, Terminated: False, Truncated: False

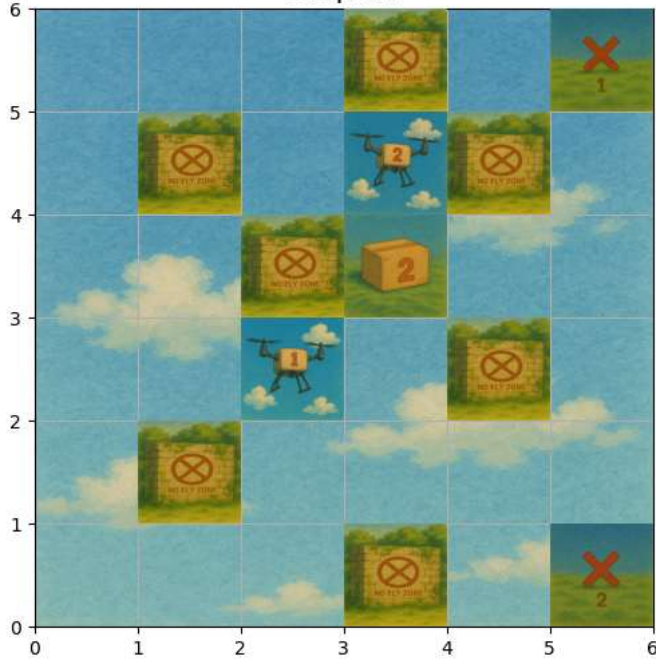
Steps:3





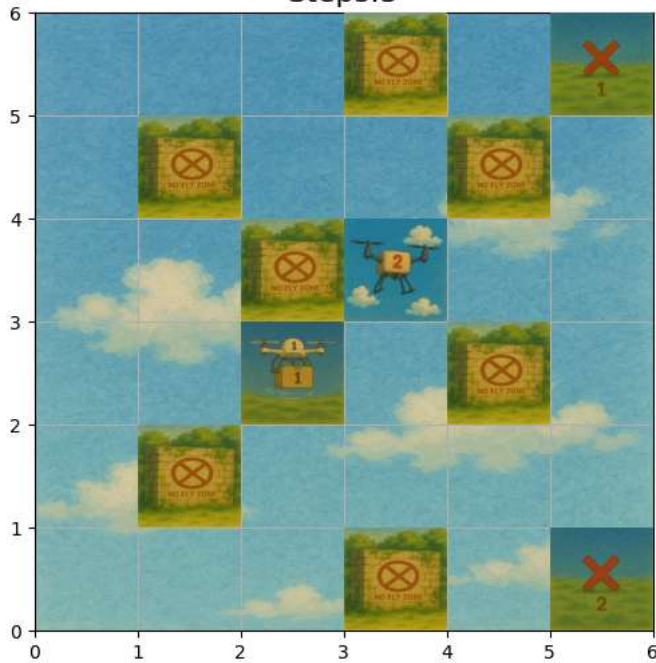
drone\_1 → Action: 3, Local Obs: (1, 2, 0), Reward: -2, Terminated: False, Truncated: False  
 drone\_2 → Action: 3, Local Obs: (2, 4, 0), Reward: -2, Terminated: False, Truncated: False

**Steps:4**



drone\_1 → Action: 4, Local Obs: (2, 2, 0), Reward: 24, Terminated: False, Truncated: False  
 drone\_2 → Action: 1, Local Obs: (3, 4, 0), Reward: 24, Terminated: False, Truncated: False

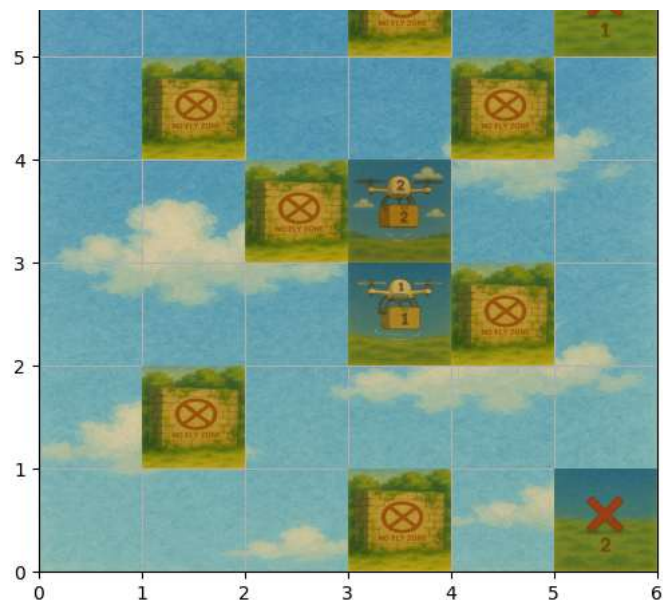
**Steps:5**



drone\_1 → Action: 3, Local Obs: (2, 2, 1), Reward: 24, Terminated: False, Truncated: False  
 drone\_2 → Action: 4, Local Obs: (3, 3, 0), Reward: 24, Terminated: False, Truncated: False

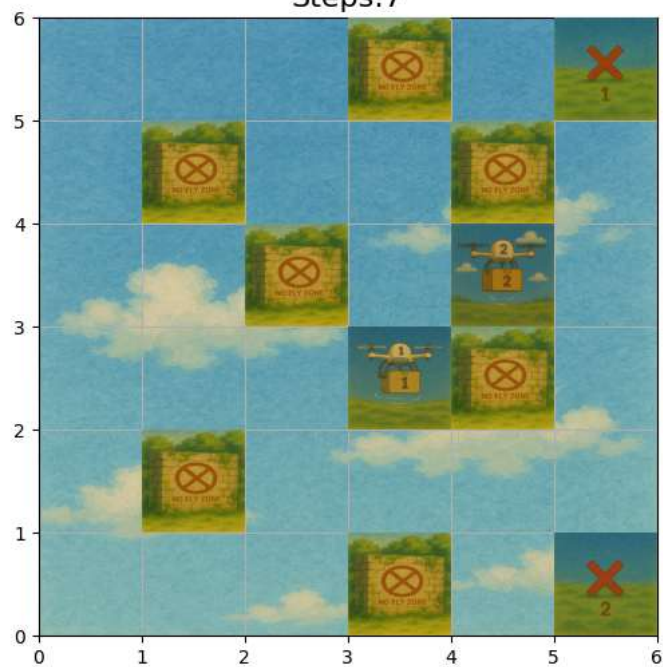
**Steps:6**





drone\_1 → Action: 0, Local Obs: (3, 2, 1), Reward: -11, Terminated: False, Truncated: False  
 drone\_2 → Action: 3, Local Obs: (3, 3, 1), Reward: -11, Terminated: False, Truncated: False

**Steps:7**



drone\_1 → Action: 0, Local Obs: (3, 2, 1), Reward: -2, Terminated: False, Truncated: False  
 drone\_2 → Action: 3, Local Obs: (4, 3, 1), Reward: -2, Terminated: False, Truncated: False

**Steps:8**

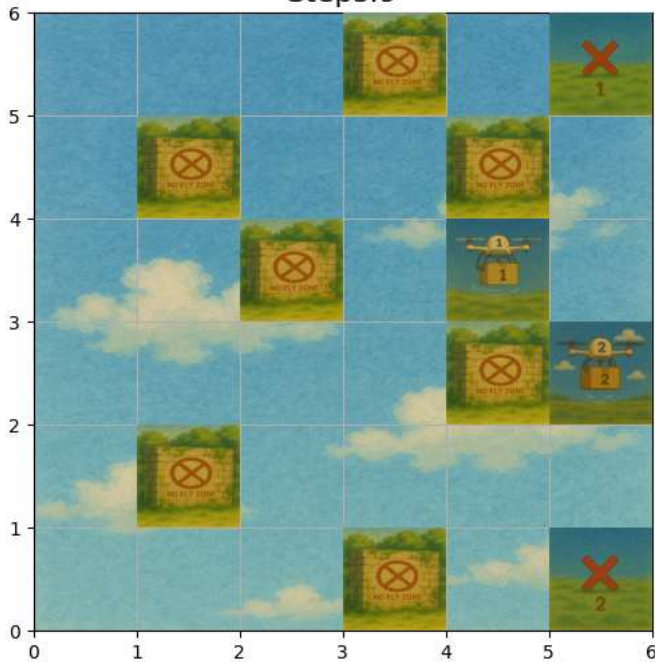






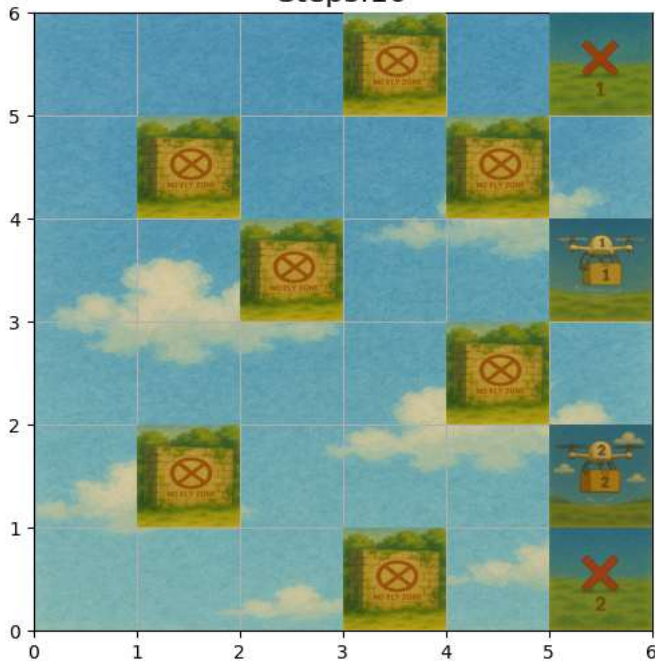
drone\_1 → Action: 3, Local Obs: (3, 3, 1), Reward: -2, Terminated: False, Truncated: False  
 drone\_2 → Action: 1, Local Obs: (5, 3, 1), Reward: -2, Terminated: False, Truncated: False

**Steps:9**



drone\_1 → Action: 3, Local Obs: (4, 3, 1), Reward: -2, Terminated: False, Truncated: False  
 drone\_2 → Action: 1, Local Obs: (5, 2, 1), Reward: -2, Terminated: False, Truncated: False

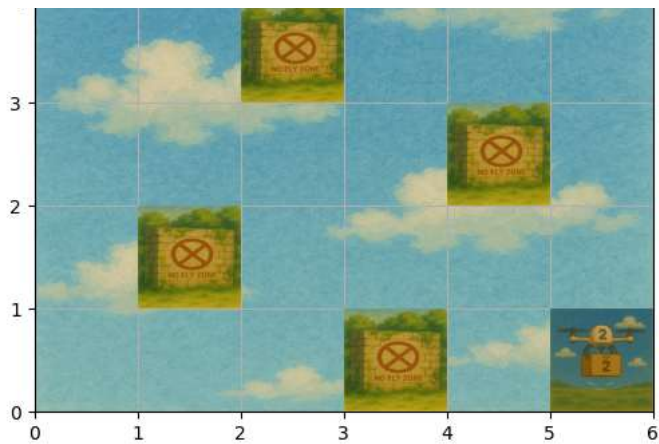
**Steps:10**



drone\_1 → Action: 0, Local Obs: (5, 3, 1), Reward: -2, Terminated: False, Truncated: False  
 drone\_2 → Action: 1, Local Obs: (5, 1, 1), Reward: -2, Terminated: False, Truncated: False

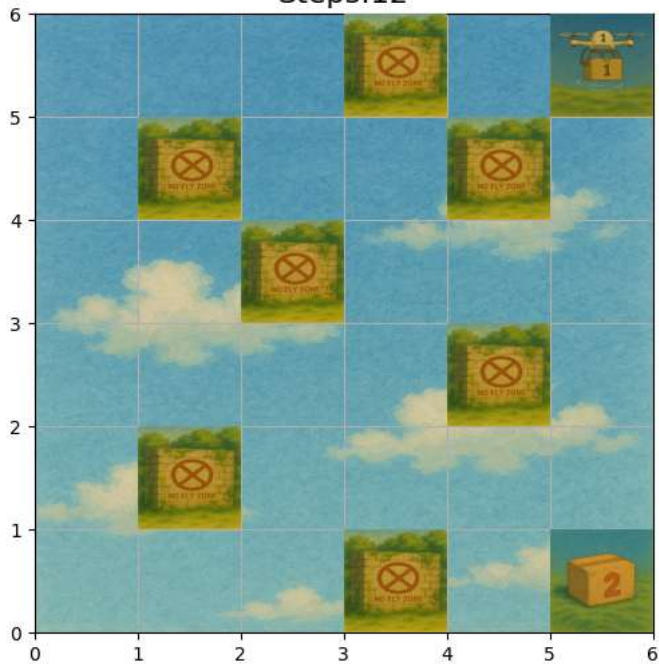
**Steps:11**





drone\_1 → Action: 0, Local Obs: (5, 4, 1), Reward: 99, Terminated: False, Truncated: False  
 drone\_2 → Action: 5, Local Obs: (5, 0, 1), Reward: 99, Terminated: True, Truncated: False

Steps:12



drone\_1 → Action: 5, Local Obs: (5, 5, 1), Reward: 99, Terminated: True, Truncated: False  
 drone\_2 → Action: 0, Local Obs: (5, 0, 0), Reward: 99, Terminated: True, Truncated: False

Steps:13

