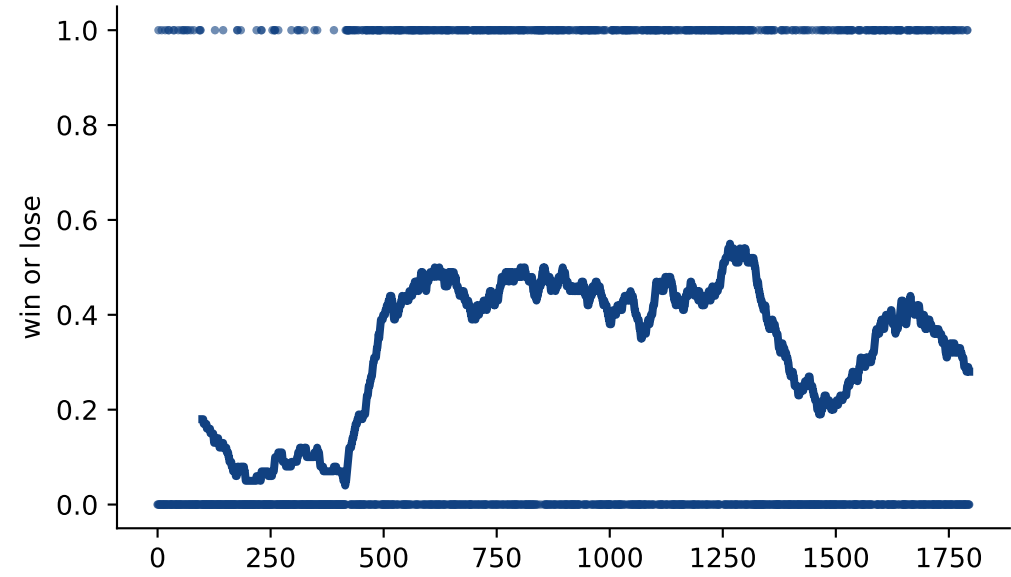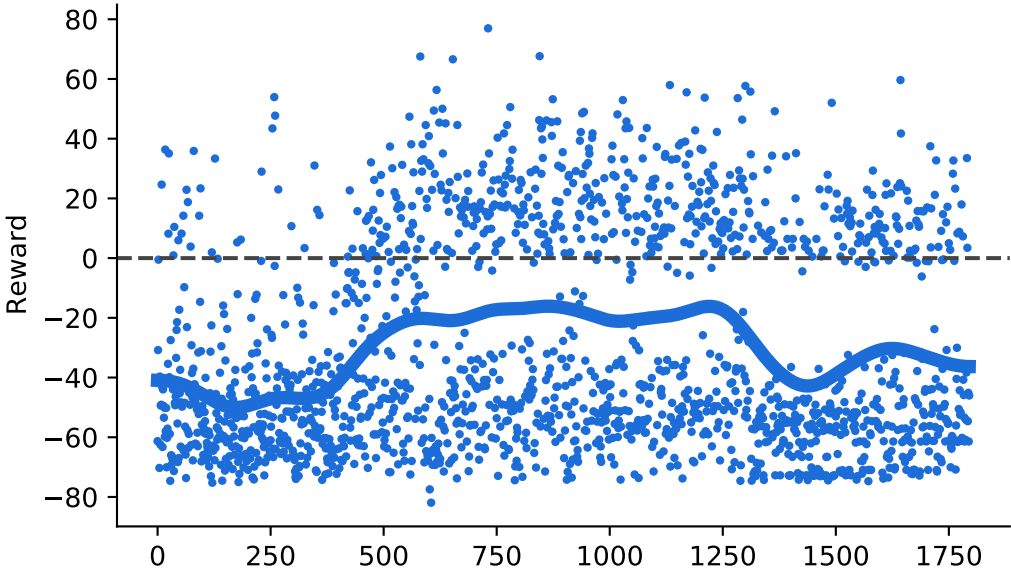Pokemon Showdown Reinforcement Learning Easy Team

Wins (1) or Loses (0)

Cumulative Reward from a Battle

Number of Turns Per Battle