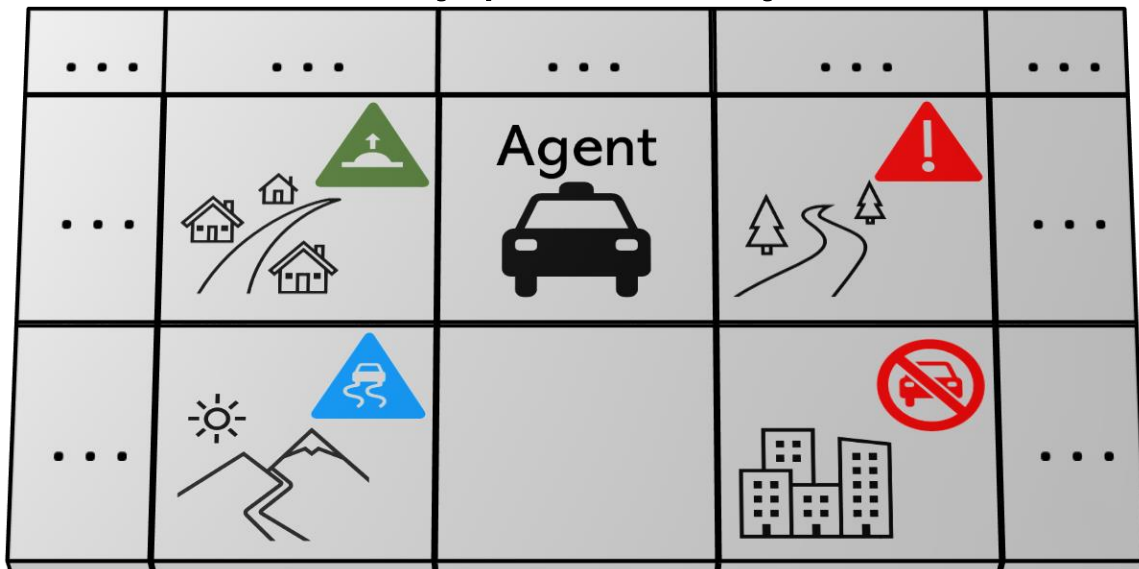# State s_t

Action: {direction = N, speed = 70}

State s_{t+1}, reward r_t = -1

Explanation: 'too fast for roadworks'