

Dear Jens,

Very interesting idea to include cheating in the agent. I'm not that familiar with Durak but I think the process of cheating happens more on a visual level right? Like smuggling in an extra or different card and hoping other players don't see it? I assume the environment you mentioned works with numerical representations of the cards, so for this case it may be beneficial to work with image inputs. As you already mentioned this might also become difficult using a multi-agent approach, as you probably can only cheat an agent that is not perfectly trained. But I can imagine that it could work that the agent learns a higher probability of switching e.g. an ace of spades with an ace of clubs, than with the queen of diamonds.

Best,  
Robin