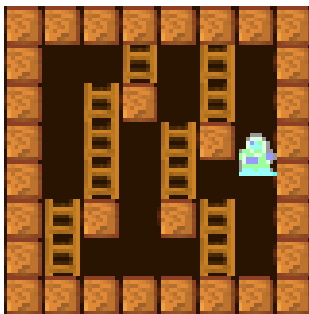


current frame



next frame

$[0, 0, 1, 0, 0]$

action