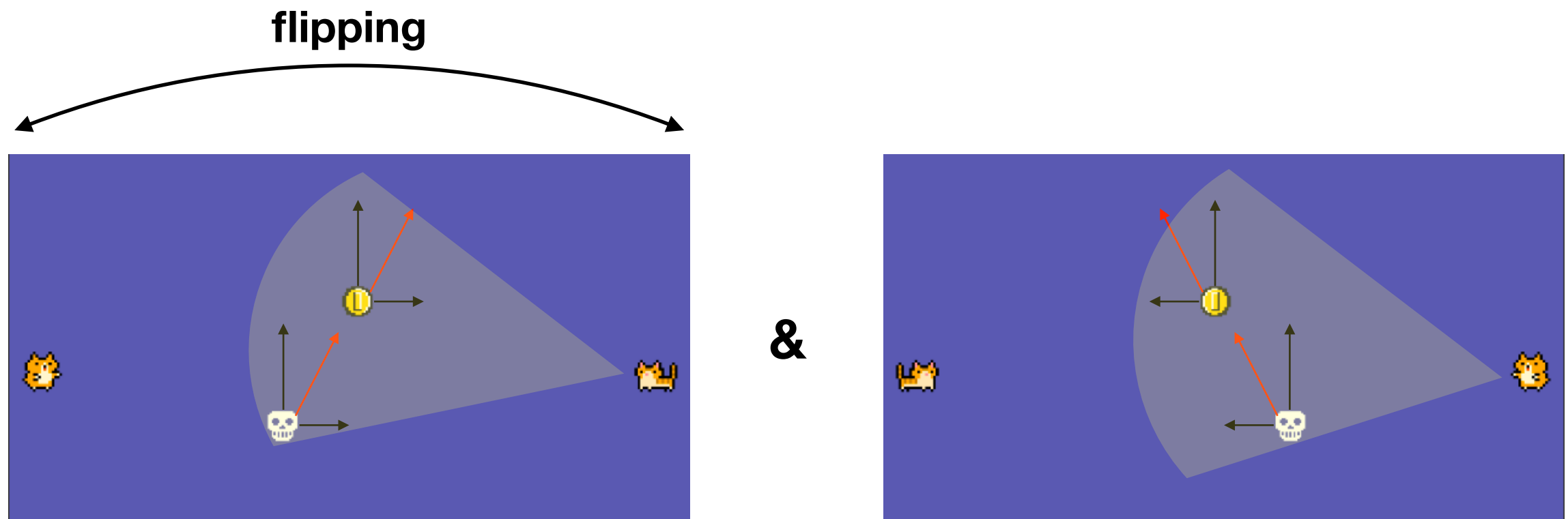# State (observation)

- adversarial environment problem

  - solution
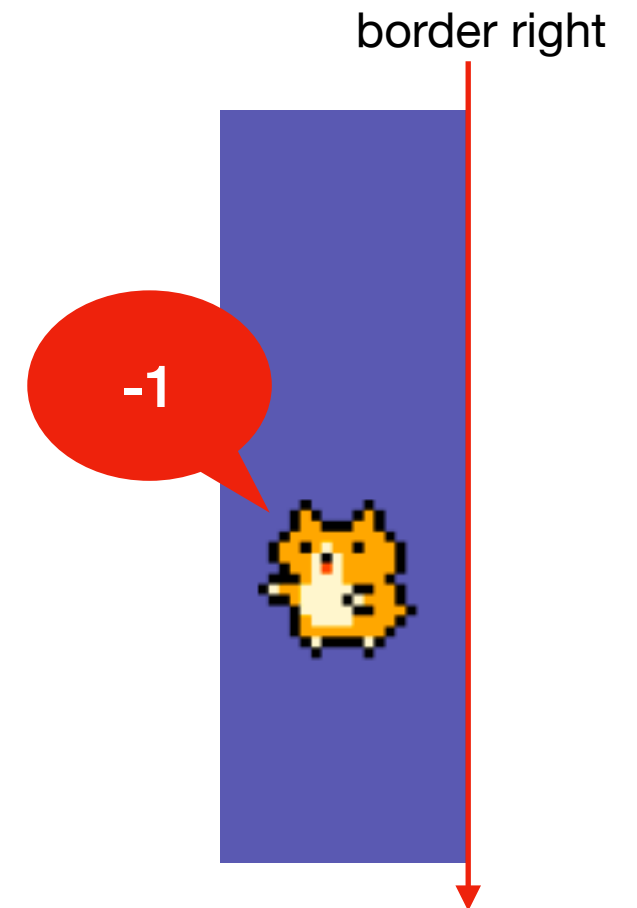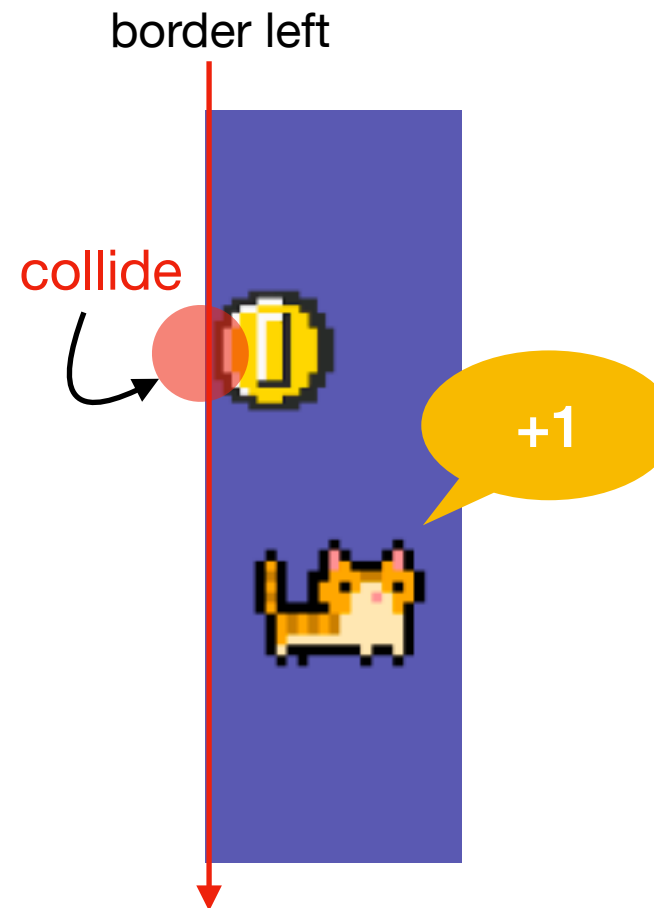
flipping

&

One model enough

Reward

- Two reward type

  - When an agent get coin

    +1 for gainer

    -1 for opposite

  - When an agent get skull

    -1 for gainer

    +1 for opposite