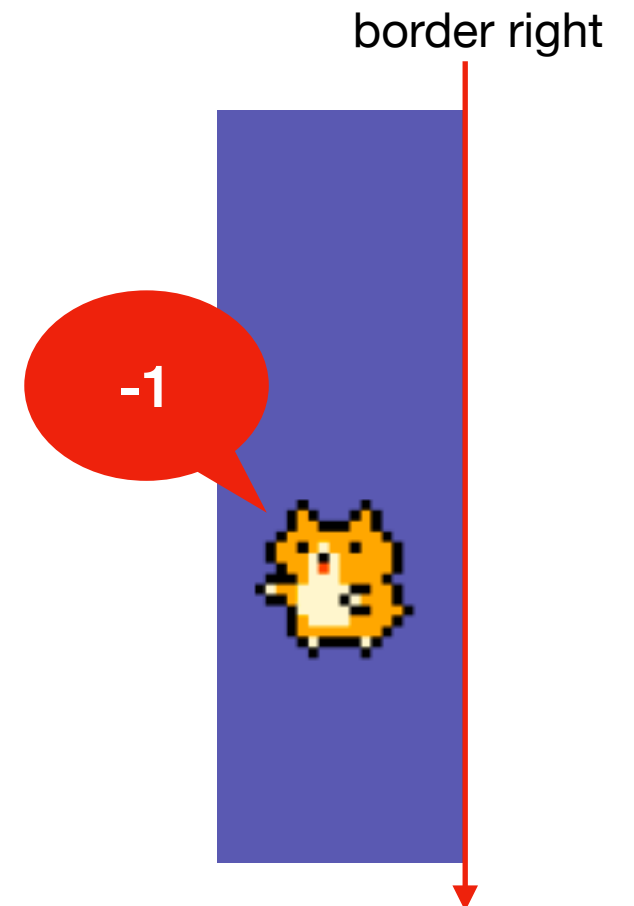
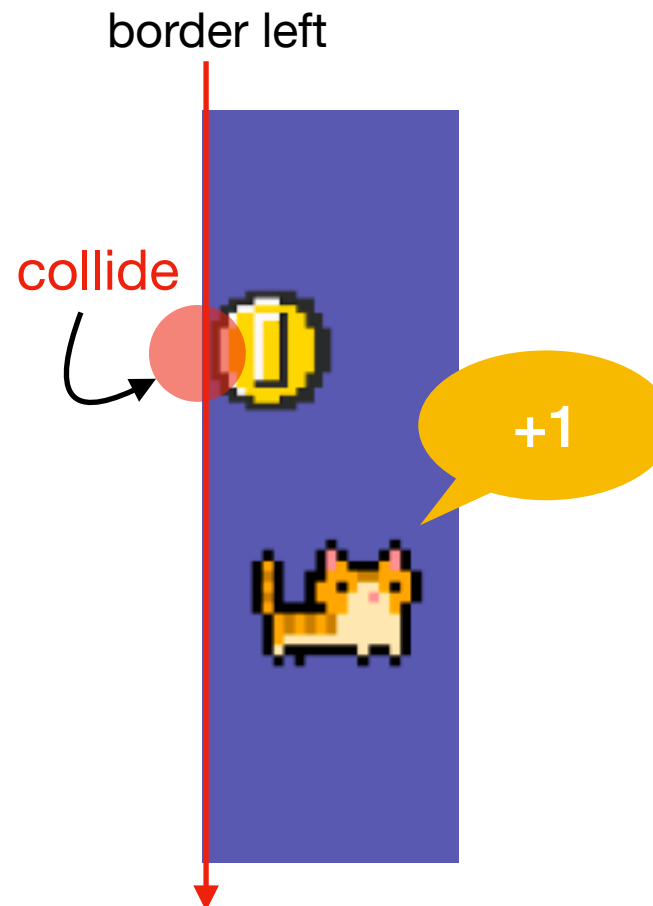


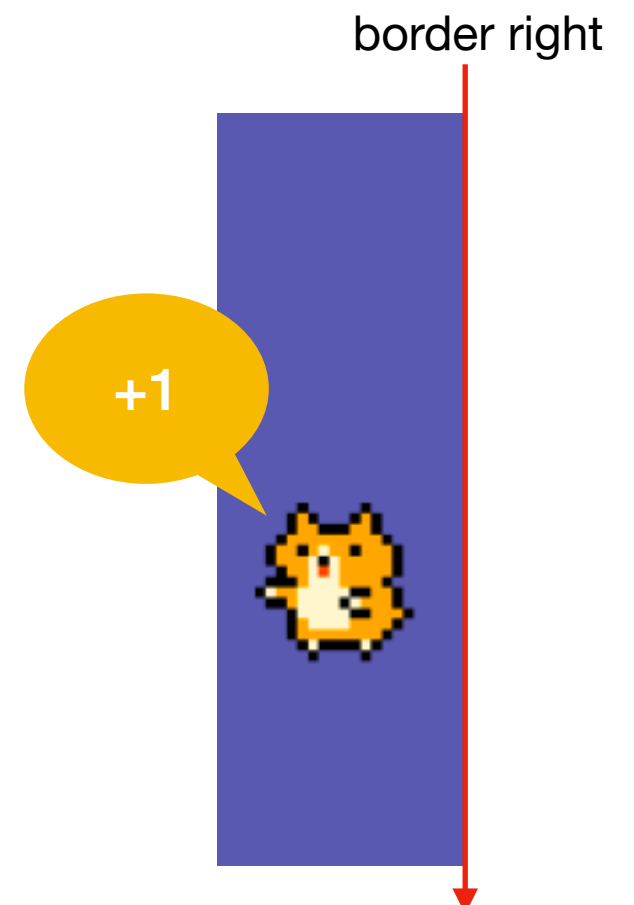
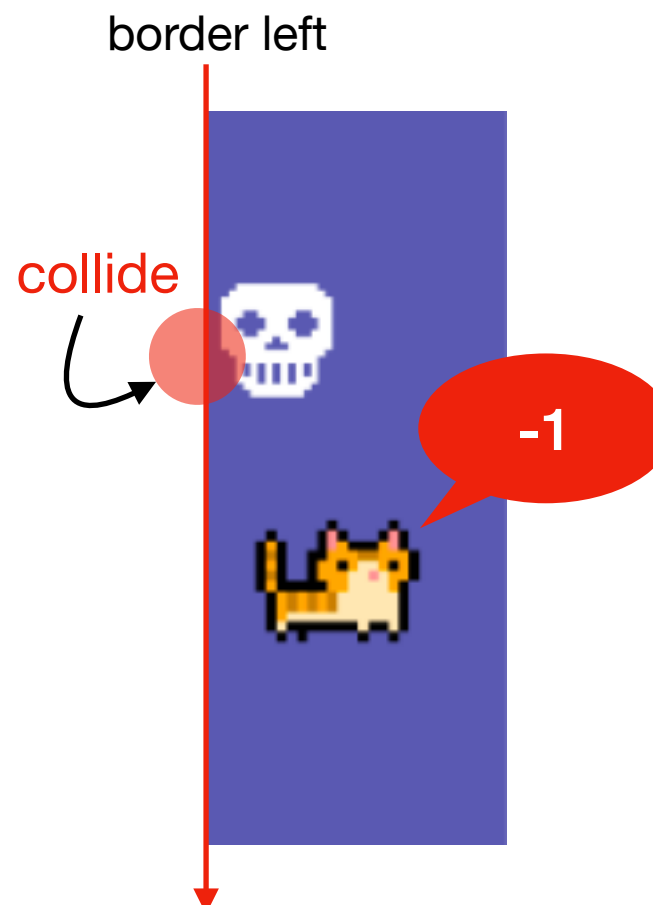
Reward

■ Two reward type

- When an agent get coin
+1 for gainer
-1 for opposite

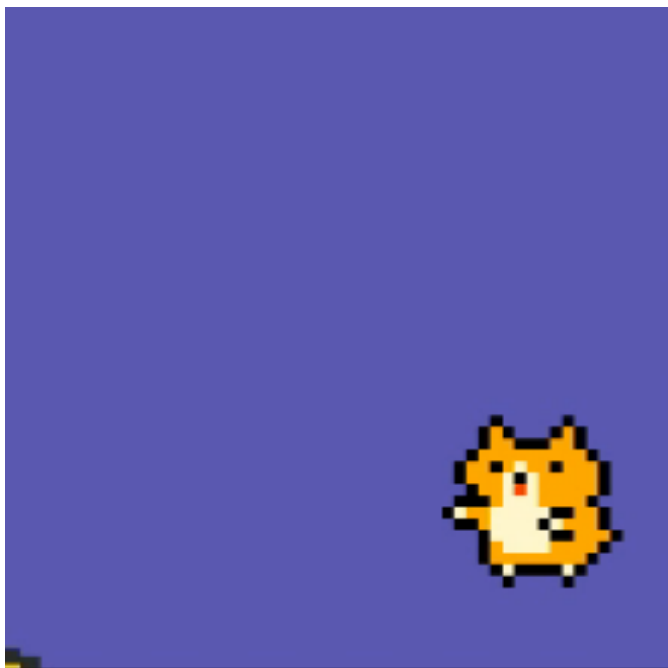


- When an agent get skull
-1 for gainer
+1 for opposite



Reward (Animation Image)

- Two reward type



+1 reward



-1 reward