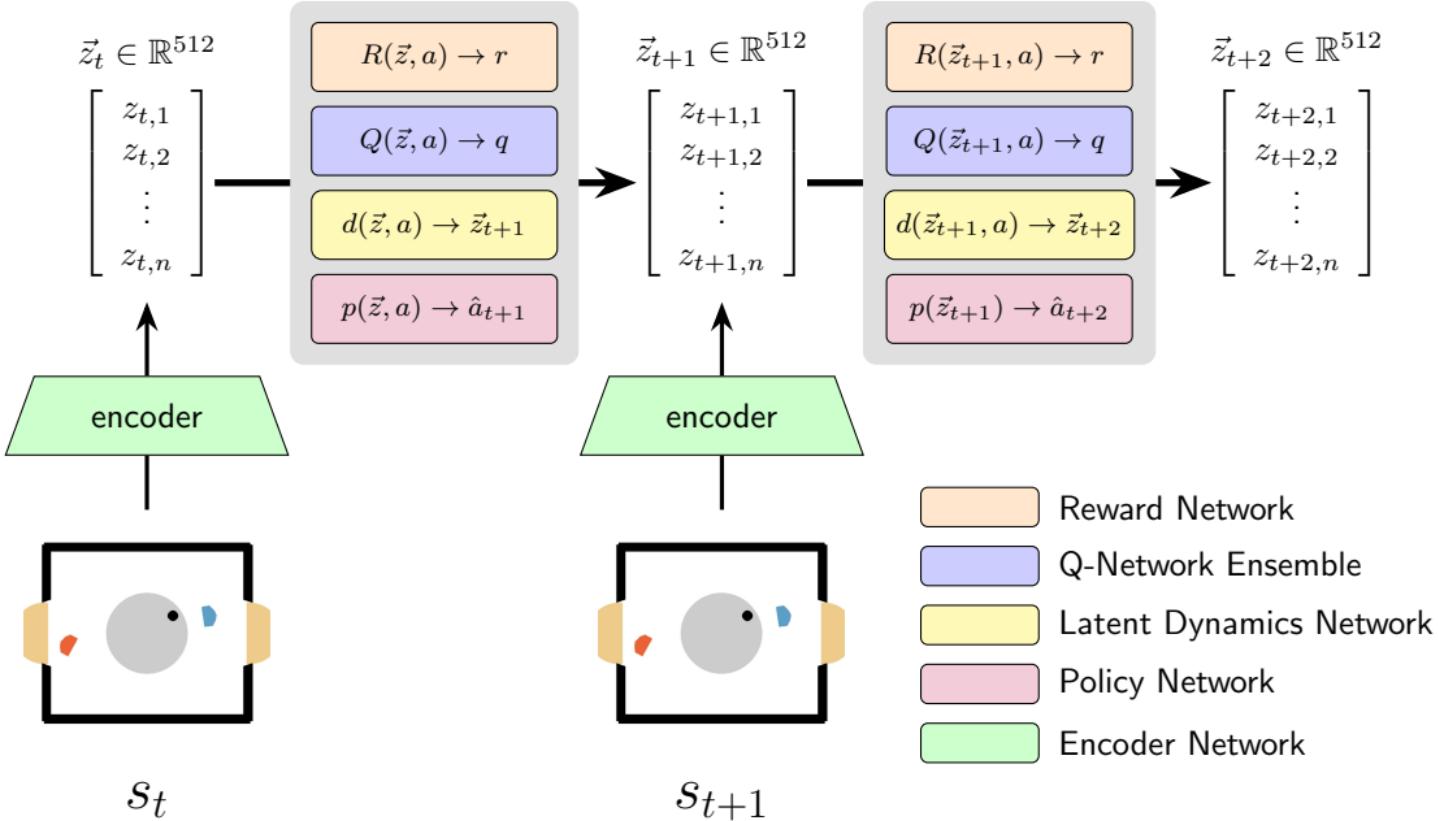


a) Standard Dynamics



b) Opponent-Aware Dynamics

