RL VS Random Player:

Run 1

N	Win	Tie	Loss	Playe	(overtime average)
20	100.0	%	0.0%	0.0%	groupO.RLPlayer (17.3)
20	0.0%	0.0%	100.0	%	players.RandomPlayer (0.0)
20	0.0%	0.0%	100.0	%	players.RandomPlayer (0.0)
20	0.0%	0.0%	100.0	%	players.RandomPlayer (0.0)

Run 2

N	Win	Tie	Loss	Playe	(overtime average)
20	100.0	%	0.0%	0.0%	groupO.RLPlayer (21.35)
20	0.0%	0.0%	100.0	%	players.RandomPlayer (0.0)
20	0.0%	0.0%	100.0	%	players.RandomPlayer (0.0)
20	0.0%	0.0%	100.0	%	players.RandomPlayer (0.0)

Run 3

N	Win	Tie	Loss	Player (overtime average)
20	95.0%	5.0%	0.0%	groupO.RLPlayer (18.45)
20	0.0%	5.0%	95.0%	players.RandomPlayer (0.0)
20	0.0%	5.0%	95.0%	players.RandomPlayer (0.0)
20	0.0%	5.0%	95.0%	players.RandomPlayer (0.0)

Run 4

N	win	He	LOSS	Playei	(overtime average)
20	100.0	%	0.0%	0.0%	groupO.RLPlayer (29.05)
20	0.0%	0.0%	100.0	%	players.RandomPlayer (0.0)
20	0.0%	0.0%	100.0	%	players.RandomPlayer (0.0)
20	0.0%	0.0%	100.0	%	players.RandomPlayer (0.0)

N	Win	Tie	Loss	Player (overtime average)
20	95.0%	60.0%	5.0%	groupO.RLPlayer (24.75)
20	5.0%	0.0%	95.0%	players.RandomPlayer (0.0)
20	0.0%	0.0%	100.0	% players.RandomPlayer (0.0)
20	0.0%	0.0%	100.0	% players.RandomPlayer (0.0)

N	Win	Tie	Loss	Player (overtime average)
20	95.0%	0.0%	5.0%	groupO.RLPlaver (20.35)

20 5.0% 0.0% 95.0% players. Random Player (0.0)

20 0.0% 0.0% 100.0% players.RandomPlayer (0.0)

20 0.0% 0.0% 100.0% players.RandomPlayer (0.0)

Run 7

	N	Win	Tie	Loss	Player (overtime average)
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20 100.0% 0.0% groupO.RLPlayer (24.3)

20 0.0% 0.0% 100.0% players.RandomPlayer (0.0)

20 0.0% 0.0% 100.0% players.RandomPlayer (0.0)

20 0.0% 0.0% 100.0% players.RandomPlayer (0.0)

Run 8

N	Win	Tie	Loss	Player (overtime average)	Player (overtime
---	-----	-----	------	---------------------------	------------------

20 100.0% 0.0% 0.0% groupO.RLPlayer (26.45)

20 0.0% 0.0% 100.0% players.RandomPlayer (0.0)

 $20 \hspace{0.5cm} 0.0\% \hspace{0.5cm} 0.0\% \hspace{0.5cm} 100.0\% \hspace{0.5cm} players. Random Player \hspace{0.05cm} (0.0)$

20 0.0% 0.0% 100.0% players.RandomPlayer (0.0)

Run 9

N	Win	Tie	Loss	Player (overtime average)
---	-----	-----	------	---------------------------

20 100.0% 0.0% 0.0% groupO.RLPlayer (38.4)

20 0.0% 0.0% 100.0% players.RandomPlayer (0.0)

20 0.0% 0.0% 100.0% players.RandomPlayer (0.0)

20 0.0% 0.0% 100.0% players.RandomPlayer (0.0)

Run 10

N	Win	Tie	Loss	Player (overtime average)

20 100.0% 0.0% 0.0% groupO.RLPlayer (19.1)

20 0.0% 0.0% 100.0% players.RandomPlayer (0.0)

20 0.0% 0.0% 100.0% players.RandomPlayer (0.0)

20 0.0% 0.0% 100.0% players.RandomPlayer (0.0)

RL VS OSLA

Run 1

N	Win	Tie	Loss	Player	(overtime average)
20	100.0	%	0.0%	0.0%	groupO.RLPlayer (7.9)
20	0.0%	0.0%	100.0	%	players.OSLAPlayer (0.0)
20	0.0%	0.0%	100.0	%	players.OSLAPlayer (0.0)
20	0.0%	0.0%	100.0	%	players.OSLAPlayer (0.0)

Run 2

N	Win Tie	Loss Player (overtime average)
20	85.0%0.0%	15.0% group O.RLPlayer (4.45)
20	0.0% 0.0%	100.0% players.OSLAPlayer (0.0)
20	10.0%0.0%	90.0% players.OSLAPlayer (0.0)
20	5.0% 0.0%	95.0% players.OSLAPlayer (0.0)

Run 3

N	Win	Tie	Loss	Playe	r (overtime average)
20	100.0	%	0.0%	0.0%	groupO.RLPlayer (11.45)
20	0.0%	0.0%	100.0	%	players.OSLAPlayer (0.0)
20	0.0%	0.0%	100.0%		players.OSLAPlayer (0.0)
20	0.0%	0.0%	100.0%		players.OSLAPlayer (0.0)

Run 4

N	Win	Tie	Loss	Player	(overtime average)
20	90.0%	60.0%	10.0%	group	O.RLPlayer (5.6)
20	5.0%	0.0%	95.0%	player	s.OSLAPlayer (0.0)
20	5.0%	0.0%	95.0%	player	s.OSLAPlayer (0.0)
20	0.0%	0.0%	100.0	%	players.OSLAPlayer (0.0)

Run 5

N	Win	Tie	Loss	Player	r (overtime average)
20	100.0	%	0.0%	0.0%	groupO.RLPlayer (4.65)
20	0.0%	0.0%	100.0	%	players.OSLAPlayer (0.0)
20	0.0%	0.0%	100.0%		players.OSLAPlayer (0.0)
20	0.0%	0.0%	100.0%		players.OSLAPlayer (0.0)

```
Ν
     Win
           Tie
                 Loss Player (overtime average)
20
     95.0% 0.0% 5.0% group O.RLPlayer (4.45)
20
     0.0% 0.0% 100.0%
                             players.OSLAPlayer (0.0)
20
     5.0% 0.0% 95.0% players.OSLAPlayer (0.0)
20
     0.0% 0.0% 100.0%
                             players.OSLAPlayer (0.0)
Run 7
Ν
     Win
                 Loss Player (overtime average)
           Tie
20
     100.0%
                 0.0% 0.0% groupO.RLPlayer (4.7)
20
     0.0% 0.0% 100.0%
                             players.OSLAPlayer (0.0)
20
     0.0% 0.0% 100.0%
                             players.OSLAPlayer (0.0)
20
     0.0% 0.0% 100.0%
                             players.OSLAPlayer (0.0)
Run 8
Ν
           Tie
                 Loss Player (overtime average)
     Win
20
     95.0% 0.0% 5.0% group O.RLPlayer (4.6)
20
     0.0% 5.0% 95.0% players.OSLAPlayer (0.0)
20
     0.0% 5.0% 95.0% players.OSLAPlayer (0.0)
20
     0.0% 5.0% 95.0% players.OSLAPlayer (0.0)
Run 9
Ν
     Win
           Tie
                 Loss Player (overtime average)
20
     100.0%
                 0.0% 0.0% groupO.RLPlayer (5.8)
20
     0.0% 0.0% 100.0%
                             players.OSLAPlayer (0.0)
20
     0.0% 0.0% 100.0%
                             players.OSLAPlayer (0.0)
20
     0.0% 0.0% 100.0%
                             players.OSLAPlayer (0.0)
Run 10
Ν
     Win
           Tie
                 Loss Player (overtime average)
20
     95.0% 0.0% 5.0% group O.RLPlayer (4.6)
20
     5.0% 0.0% 95.0% players. OSLAPlayer (0.0)
     0.0% 0.0% 100.0%
                             players.OSLAPlayer (0.0)
20
```

RL VS Simple Player

0.0% 0.0% 100.0%

players.OSLAPlayer (0.0)

Run 1

20

- N Win Tie Loss Player (overtime average)
- 20 10.0% 0.0% 90.0% group O.RLPlayer (5.0)
- 20 15.0% 0.0% 85.0% players. Simple Player (0.0)
- 20 35.0% 5.0% 60.0% players. Simple Player (0.0)
- 20 35.0% 5.0% 60.0% players. Simple Player (0.0)

- N Win Tie Loss Player (overtime average)
- 20 15.0%5.0% 80.0% group O.RLPlayer (5.75)
- 20 15.0% 25.0% 60.0% players. Simple Player (0.0)
- 20 20.0% 15.0% 65.0% players. Simple Player (0.0)
- 20 20.0% 15.0% 65.0% players. Simple Player (0.0)

Run 3

- N Win Tie Loss Player (overtime average)
- 20 5.0% 5.0% 90.0% group O.RLPlayer (9.9)
- 20 20.0%5.0% 75.0% players. Simple Player (0.0)
- 20 40.0% 5.0% 55.0% players. Simple Player (0.0)
- 20 20.0% 15.0% 65.0% players. Simple Player (0.0)

Run 4

- N Win Tie Loss Player (overtime average)
- 20 10.0% 0.0% 90.0% group O.RLPlayer (3.0)
- 20 20.0% 15.0% 65.0% players. Simple Player (0.0)
- 20 15.0% 5.0% 80.0% players. Simple Player (0.0)
- 20 40.0% 10.0% 50.0% players. Simple Player (0.0)

Run 5

- N Win Tie Loss Player (overtime average)
- 20 15.0% 10.0% 75.0% group O.RLPlayer (3.0)
- 20 20.0% 15.0% 65.0% players. Simple Player (0.0)
- 20 25.0% 10.0% 65.0% players. Simple Player (0.0)
- 20 20.0%5.0% 75.0% players. Simple Player (0.0)

- N Win Tie Loss Player (overtime average)
- 20 20.0%5.0% 75.0% group O.RLPlayer (1.9)

- 20 20.0% 15.0% 65.0% players. Simple Player (0.0)
- 20 10.0%5.0% 85.0% players. Simple Player (0.0)
- 20 25.0% 25.0% 50.0% players. Simple Player (0.0)

- N Win Tie Loss Player (overtime average)
- 20 30.0%5.0% 65.0% group O.RLPlayer (15.0)
- 20 10.0% 5.0% 85.0% players. Simple Player (0.0)
- 20 25.0% 10.0% 65.0% players. Simple Player (1.0)
- 20 20.0% 10.0% 70.0% players. Simple Player (0.0)

Run 8

- N Win Tie Loss Player (overtime average)
- 20 15.0% 10.0% 75.0% group O.RLPlayer (8.0)
- 20 10.0% 15.0% 75.0% players. Simple Player (0.0)
- 20 15.0% 25.0% 60.0% players. Simple Player (0.0)
- 20 25.0% 20.0% 55.0% players. Simple Player (0.0)

Run 9

- N Win Tie Loss Player (overtime average)
- 20 10.0%5.0% 85.0% group O.RLPlayer (7.15)
- 20 25.0% 15.0% 60.0% players. Simple Player (0.0)
- 20 5.0% 5.0% 90.0% players. Simple Player (0.0)
- 20 35.0% 25.0% 40.0% players. Simple Player (0.0)

Run 10

- N Win Tie Loss Player (overtime average)
- 20 15.0% 0.0% 85.0% group O.RLPlayer (6.85)
- 20 40.0% 0.0% 60.0% players. Simple Player (0.0)
- 20 20.0%5.0% 75.0% players. Simple Player (0.0)
- 20 20.0%5.0% 75.0% players. Simple Player (0.0)

RL VS RHEA Player

- N Win Tie Loss Player (overtime average)
- 20 95.0% 0.0% 5.0% group O.RLPlayer (12.05)

```
20
     0.0% 0.0% 100.0%
                             players.rhea.RHEAPlayer (54.65)
20
     5.0% 0.0% 95.0% players.rhea.RHEAPlayer (35.5)
20
     0.0% 0.0% 100.0%
                             players.rhea.RHEAPlayer (28.85)
Run 2
Ν
     Win
           Tie
                 Loss Player (overtime average)
20
     90.0%5.0% 5.0% groupO.RLPlayer (10.7)
20
     0.0% 5.0% 95.0% players.rhea.RHEAPlayer (17.55)
20
     5.0% 0.0% 95.0% players.rhea. RHEAPlayer (19.9)
20
     0.0% 0.0% 100.0%
                             players.rhea.RHEAPlayer (20.25)
Run 3
Ν
     Win
           Tie
                 Loss Player (overtime average)
20
     100.0%
                 0.0% 0.0% groupO.RLPlayer (10.95)
20
     0.0% 0.0% 100.0%
                             players.rhea.RHEAPlayer (28.6)
20
     0.0% 0.0% 100.0%
                             players.rhea.RHEAPlayer (27.05)
20
     0.0% 0.0% 100.0%
                             players.rhea.RHEAPlayer (15.0)
Run 4
Ν
     Win
           Tie
                 Loss Player (overtime average)
20
     100.0%
                 0.0% 0.0% groupO.RLPlayer (9.7)
20
     0.0% 0.0% 100.0%
                             players.rhea.RHEAPlayer (21.3)
20
     0.0% 0.0% 100.0%
                             players.rhea.RHEAPlayer (23.05)
20
     0.0% 0.0% 100.0%
                             players.rhea.RHEAPlayer (19.35)
Run 5
Ν
     Win
           Tie
                 Loss Player (overtime average)
20
     95.0%5.0% 0.0% groupO.RLPlayer (2.0)
20
     0.0% 5.0% 95.0% players.rhea.RHEAPlayer (4.0)
20
     0.0% 0.0% 100.0%
                             players.rhea.RHEAPlayer (3.0)
20
     0.0% 0.0% 100.0%
                             players.rhea.RHEAPlayer (4.0)
Run 6
Ν
     Win
           Tie
                 Loss Player (overtime average)
20
     95.0% 0.0% 5.0% group O.RLPlayer (1.0)
20
     5.0% 0.0% 95.0% players.rhea. RHEAPlayer (7.0)
20
     0.0% 0.0% 100.0%
                             players.rhea.RHEAPlayer (9.0)
```

```
20 0.0% 0.0% 100.0% players.rhea.RHEAPlayer (6.0)
```

- N Win Tie Loss Player (overtime average)
- 20 90.0% 0.0% 10.0% group O.RLPlayer (2.0)
- 20 5.0% 0.0% 95.0% players.rhea. RHEAPlayer (5.0)
- 20 0.0% 0.0% 100.0% players.rhea.RHEAPlayer (6.0)
- 20 5.0% 0.0% 95.0% players.rhea.RHEAPlayer (3.0)

Run 8

- N Win Tie Loss Player (overtime average)
- 20 95.0% 0.0% 5.0% group O.RLPlayer (2.0)
- 20 0.0% 0.0% 100.0% players.rhea.RHEAPlayer (4.0)
- 20 0.0% 0.0% 100.0% players.rhea.RHEAPlayer (7.0)
- 20 5.0% 0.0% 95.0% players.rhea.RHEAPlayer (4.0)

Run 9

- N Win Tie Loss Player (overtime average)
- 20 95.0% 0.0% 5.0% group O.RLPlayer (0.0)
- 20 0.0% 0.0% 100.0% players.rhea.RHEAPlayer (4.0)
- 20 0.0% 0.0% 100.0% players.rhea.RHEAPlayer (5.0)
- 20 5.0% 0.0% 95.0% players.rhea.RHEAPlayer (4.0)

Run 10

- N Win Tie Loss Player (overtime average)
- 20 80.0% 0.0% 20.0% group O.RLPlayer (11.1)
- 20 5.0% 0.0% 95.0% players.rhea.RHEAPlayer (35.6)
- 20 0.0% 0.0% 100.0% players.rhea.RHEAPlayer (41.15)
- 20 15.0% 0.0% 85.0% players.rhea. RHEAPlayer (40.2)

RL VS MCTS Player

- N Win Tie Loss Player (overtime average)
- 20 0.0% 0.0% 100.0% groupO.RLPlayer (3.0)
- 20 10.0% 40.0% 50.0% players.mcts.MCTSPlayer (40.55)
- 20 35.0% 20.0% 45.0% players.mcts.MCTSPlayer (24.45)

20 15.0% 30.0% 55.0% players.mcts.MCTSPlayer (31.8)

Run 2

- N Win Tie Loss Player (overtime average)
- 20 0.0% 0.0% 100.0% groupO.RLPlayer (3.0)
- 20 15.0% 45.0% 40.0% players.mcts.MCTSPlayer (1.0)
- 20 25.0% 25.0% 50.0% players.mcts.MCTSPlayer (4.0)
- 20 15.0% 30.0% 55.0% players.mcts.MCTSPlayer (1.0)

Run 3

- N Win Tie Loss Player (overtime average)
- 20 0.0% 0.0% 100.0% groupO.RLPlayer (1.0)
- 20 10.0% 40.0% 50.0% players.mcts.MCTSPlayer (1.0)
- 20 30.0% 20.0% 50.0% players.mcts.MCTSPlayer (3.0)
- 20 20.0% 35.0% 45.0% players.mcts.MCTSPlayer (0.0)

Run 4

- N Win Tie Loss Player (overtime average)
- 20 0.0% 0.0% 100.0% groupO.RLPlayer (0.0)
- 20 10.0%50.0%40.0%players.mcts.MCTSPlayer (3.0)
- 20 25.0% 25.0% 50.0% players.mcts.MCTSPlayer (2.0)
- 20 15.0% 40.0% 45.0% players.mcts.MCTSPlayer (2.0)

Run 5

- N Win Tie Loss Player (overtime average)
- 20 0.0% 0.0% 100.0% groupO.RLPlayer (1.0)
- 20 20.0% 20.0% 60.0% players.mcts.MCTSPlayer (1.0)
- 20 30.0% 15.0% 55.0% players.mcts.MCTSPlayer (1.7)
- 20 25.0% 25.0% 50.0% players.mcts.MCTSPlayer (1.7)

Run 6

- N Win Tie Loss Player (overtime average)
- 20 0.0% 0.0% 100.0% groupO.RLPlayer (2.0)
- 20 10.0%50.0%40.0%players.mcts.MCTSPlayer (4.0)
- 20 30.0% 20.0% 50.0% players.mcts.MCTSPlayer (4.0)
- 20 10.0% 40.0% 50.0% players.mcts.MCTSPlayer (2.0)

- N Win Tie Loss Player (overtime average)
- 20 0.0% 0.0% 100.0% groupO.RLPlayer (3.0)
- 20 5.0% 50.0% 45.0% players.mcts.MCTSPlayer (9.95)
- 20 40.0% 25.0% 35.0% players.mcts.MCTSPlayer (3.75)
- 20 0.0% 50.0%50.0% players.mcts.MCTSPlayer (4.95)

- N Win Tie Loss Player (overtime average)
- 20 0.0% 0.0% 100.0% groupO.RLPlayer (11.95)
- 20 20.0% 25.0% 55.0% players.mcts.MCTSPlayer (6.45)
- 20 35.0% 15.0% 50.0% players.mcts.MCTSPlayer (5.9)
- 20 15.0% 30.0% 55.0% players.mcts.MCTSPlayer (8.9)

Run 9

- N Win Tie Loss Player (overtime average)
- 20 0.0% 0.0% 100.0% groupO.RLPlayer (3.0)
- 20 30.0% 25.0% 45.0% players.mcts.MCTSPlayer (2.0)
- 20 40.0%10.0%50.0%players.mcts.MCTSPlayer (3.0)
- 20 5.0% 25.0% 70.0% players.mcts.MCTSPlayer (0.0)

Run 10

- N Win Tie Loss Player (overtime average)
- 20 0.0% 0.0% 100.0% groupO.RLPlayer (1.0)
- 20 10.0% 25.0% 65.0% players.mcts.MCTSPlayer (3.0)
- 20 40.0% 10.0% 50.0% players.mcts.MCTSPlayer (0.0)
- 20 25.0%25.0%50.0%players.mcts.MCTSPlayer (0.0)

RL VS PL Players

Run 1

- N Win Tie Loss Player (overtime average)
- 20 15.0%5.0% 80.0% group O.RLPlayer (6.95)
- 20 30.0% 0.0% 70.0% group O.RLPlayer (19.55)
- 20 25.0%5.0% 70.0% group O.RLPlayer (17.65)
- 20 25.0% 0.0% 75.0% group O.RLPlayer (12.0)

- N Win Tie Loss Player (overtime average)
- 20 15.0%5.0% 80.0% group O.RLPlayer (6.95)
- 20 30.0% 0.0% 70.0% group O.RLPlayer (19.55)
- 20 25.0%5.0% 70.0% group O.RLPlayer (17.65)
- 20 25.0% 0.0% 75.0% group O.RLPlayer (12.0)

- N Win Tie Loss Player (overtime average)
- 20 15.0% 0.0% 85.0% group O.RLPlayer (1.0)
- 20 25.0% 0.0% 75.0% group O.RLPlayer (0.0)
- 20 30.0% 0.0% 70.0% group O.RLPlayer (1.0)
- 20 30.0% 0.0% 70.0% group O.RLPlayer (1.0)

Run 4

- N Win Tie Loss Player (overtime average)
- 20 10.0%5.0% 85.0% group O.RLPlayer (1.0)
- 20 35.0%5.0% 60.0% group O.RLPlayer (0.0)
- 20 40.0% 0.0% 60.0% group O.RLPlayer (1.0)
- 20 10.0% 0.0% 90.0% group O.RLPlayer (0.0)

Run 5

- N Win Tie Loss Player (overtime average)
- 20 35.0% 0.0% 65.0% group O.RLPlayer (0.0)
- 20 15.0% 0.0% 85.0% group O.RLPlayer (0.0)
- 20 20.0% 0.0% 80.0% group O.RLPlayer (1.0)
- 20 30.0% 0.0% 70.0% group O.RLPlayer (0.0)

Run 6

- N Win Tie Loss Player (overtime average)
- 20 25.0% 0.0% 75.0% group O.RLPlayer (3.0)
- 20 40.0% 0.0% 60.0% group O.RLPlayer (1.0)
- 20 25.0% 0.0% 75.0% group O.RLPlayer (1.0)
- 20 10.0% 0.0% 90.0% group O.RLPlayer (0.0)

- N Win Tie Loss Player (overtime average)
- 20 20.0% 0.0% 80.0% group O.RLPlayer (1.0)

- 20 20.0% 0.0% 80.0% group O.RLPlayer (1.0)
- 20 40.0%5.0% 55.0% group O.RLPlayer (0.0)
- 20 15.0% 5.0% 80.0% group O.RLPlayer (2.0)

N	Win	Tie	Loss Player (overtime average)
20	40.0%	0.0%	60.0% group O.RLPlayer (1.0)
20	15.0%	0.0%	85.0% group O.RLPlayer (3.0)
20	10.0%	0.0%	90.0%groupO.RLPlayer (0.0)
20	35.0%	0.0%	65.0% groupO.RLPlayer (0.0)

Run 9

- N Win Tie Loss Player (overtime average)
- 20 15.0% 0.0% 85.0% group O.RLPlayer (1.0)
- 20 35.0% 0.0% 65.0% group O.RLPlayer (2.0)
- 20 30.0% 0.0% 70.0% group O.RLPlayer (1.0)
- 20 20.0% 0.0% 80.0% group O.RLPlayer (1.0)

- N Win Tie Loss Player (overtime average)
- 20 20.0% 0.0% 80.0% group O.RLPlayer (1.0)
- 20 10.0% 0.0% 90.0% group O.RLPlayer (0.0)
- 20 40.0% 0.0% 60.0% group O.RLPlayer (1.0)
- 20 30.0% 0.0% 70.0% group O.RLPlayer (2.0)