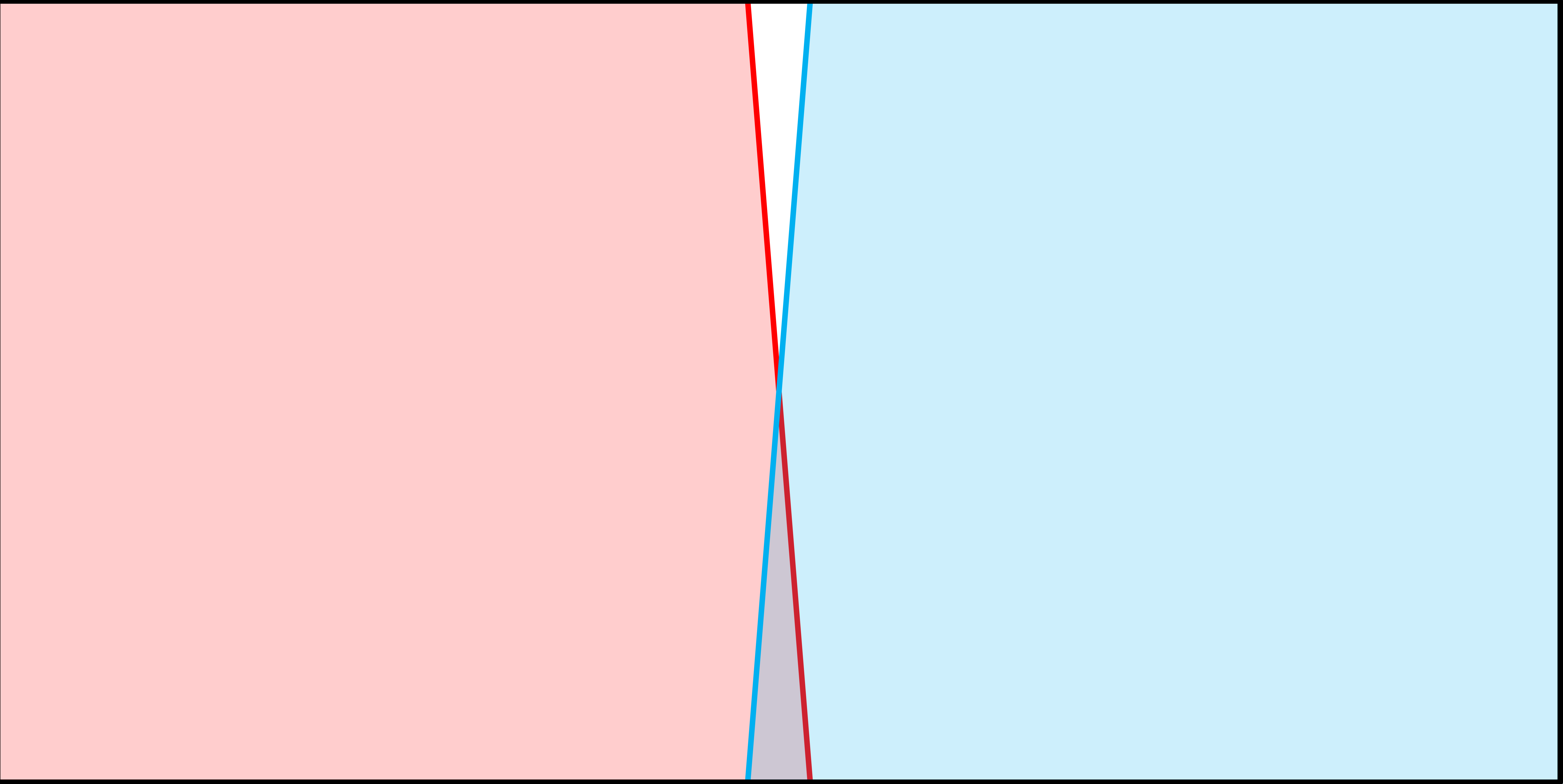
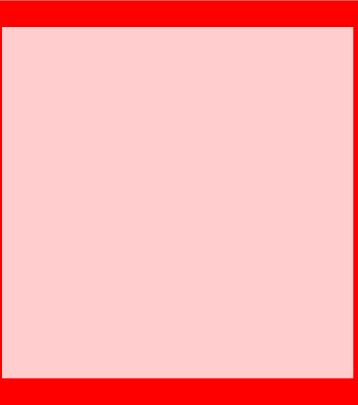


targetEnergyDiff



-10,000j

+10,000j



losing



winning