	Train		**Distribution Shift**				
Environment	Task		Obj Concept (TI)	Obj Concept (TR)	Distractor (TI)	Distractor (TR)	Other (TR)

2D Navigation

Training Goal	"Go to the goal"	**User Goal**	"Go to *any* goal"	"Go to the *yellow* goal"	"Go to the goal, *ignore* distractors"	"Go to the goal, *ignore* blue distractors"	"Go to the goal" (in a new place)
		Failure					
		Counter-factual	✔	✘	✔	✘	✘

MiniGrid

Training Goal	"Go to the goal"	**User Goal**	"Go to the goal via *any* door"	"Go to the goal via the *green* door"	"Go to the goal, *ignore* lava"	"Go to the goal, *ignore* grass"	"Go to the goal" (via a new door place)
		Failure					
		Counter-factual	✔	✘	✔	✘	✘

VIMA-Bench

Training Goal	"Put the object on the goal"	**User Goal**	"Put the object on *any* goal"	"Put the object on the *bowl*"	"Put the object on the goal, *ignore* pans"	"Put the object on the goal, *ignore* blocks"	"Put the object on the goal" (in a new place)
		Failure					
		Counter-factual	✔	✘	✔	✘	✘