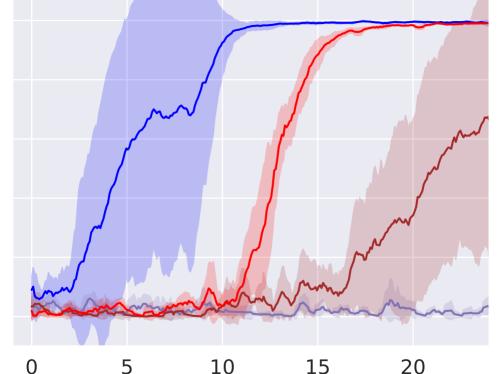
Area Goal with Sparse Rewards



Environment Interactions (x 100K)