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**Animation of one game** There is an option of running one game using the network of choice. It is easy to change the time intervals and all the other animation details. This option allows to see how the agent is behaving in different situations. To gather some statistical data it is better to use Performance comparison.

**Performance comparison** In order to compare the performance of the networks we constructed an automated tool that was playing the game using trained network. At the same time a random player was playing the same worlds. After selected number of games we calculated the average score and the success rate. Look Pic. 1.

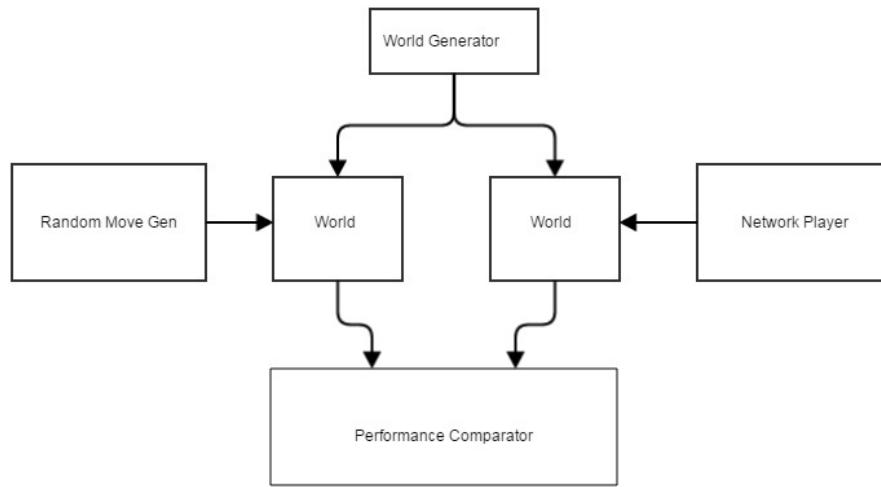


Fig. 1: Performance comparison