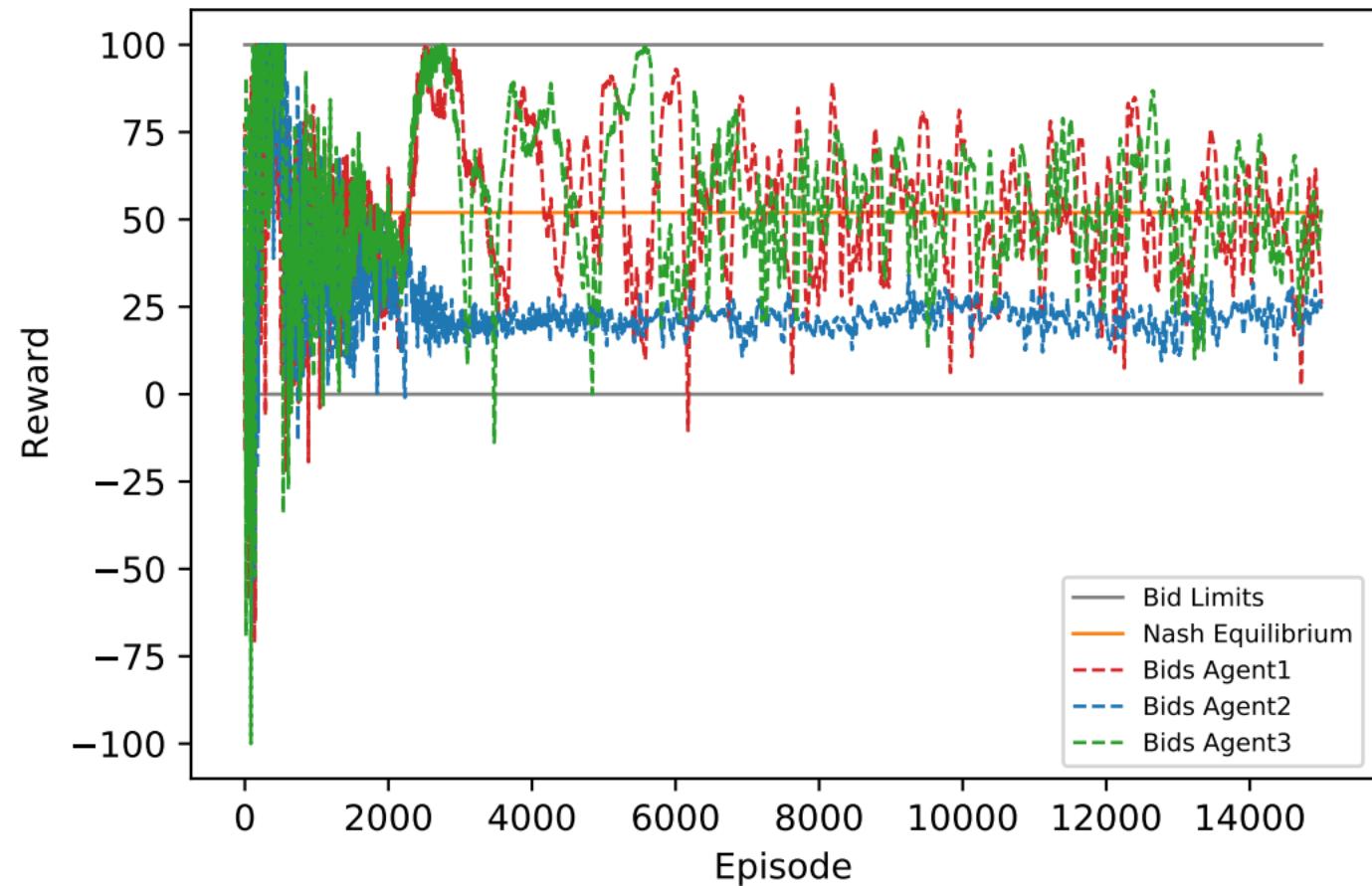
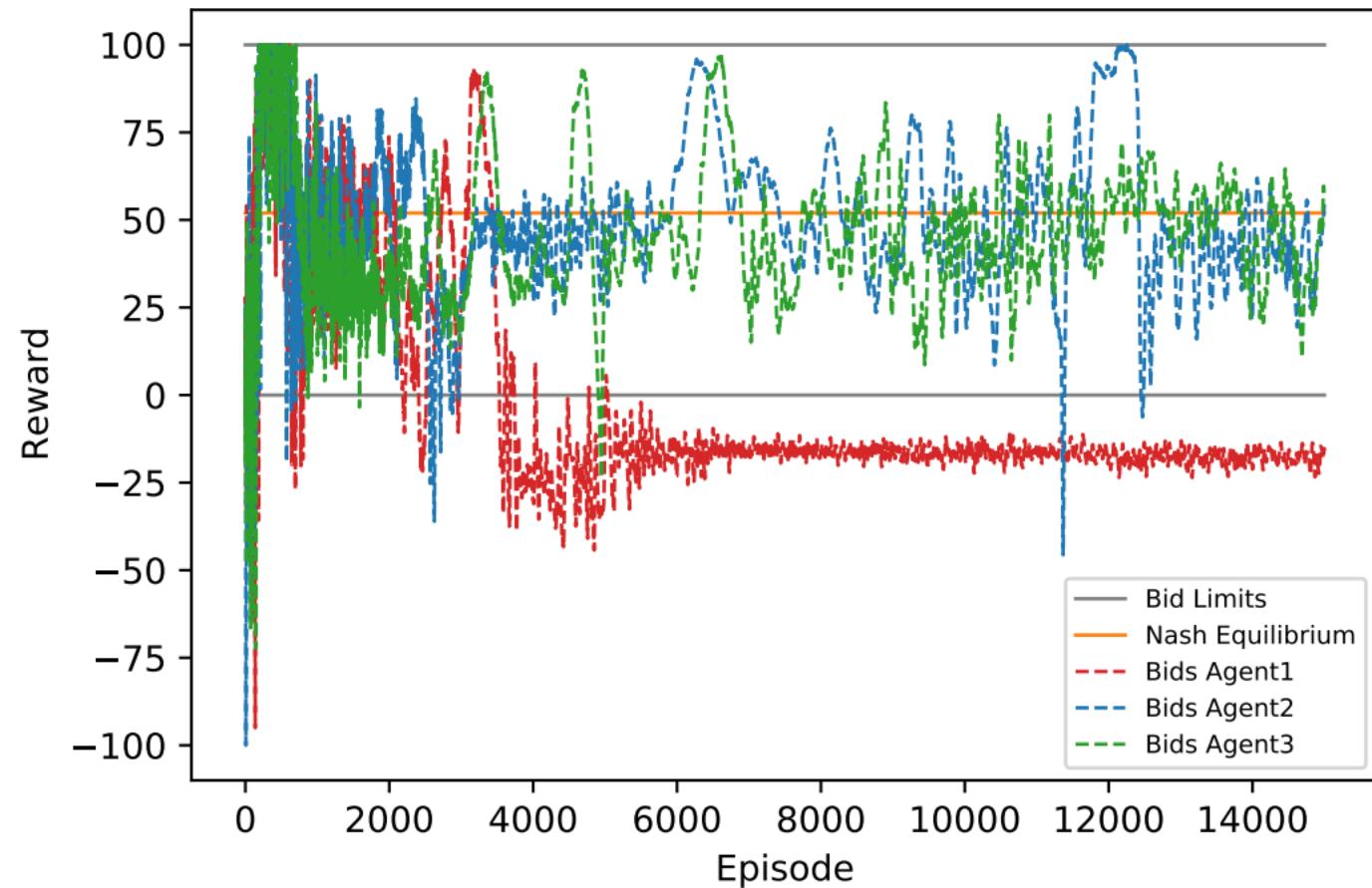


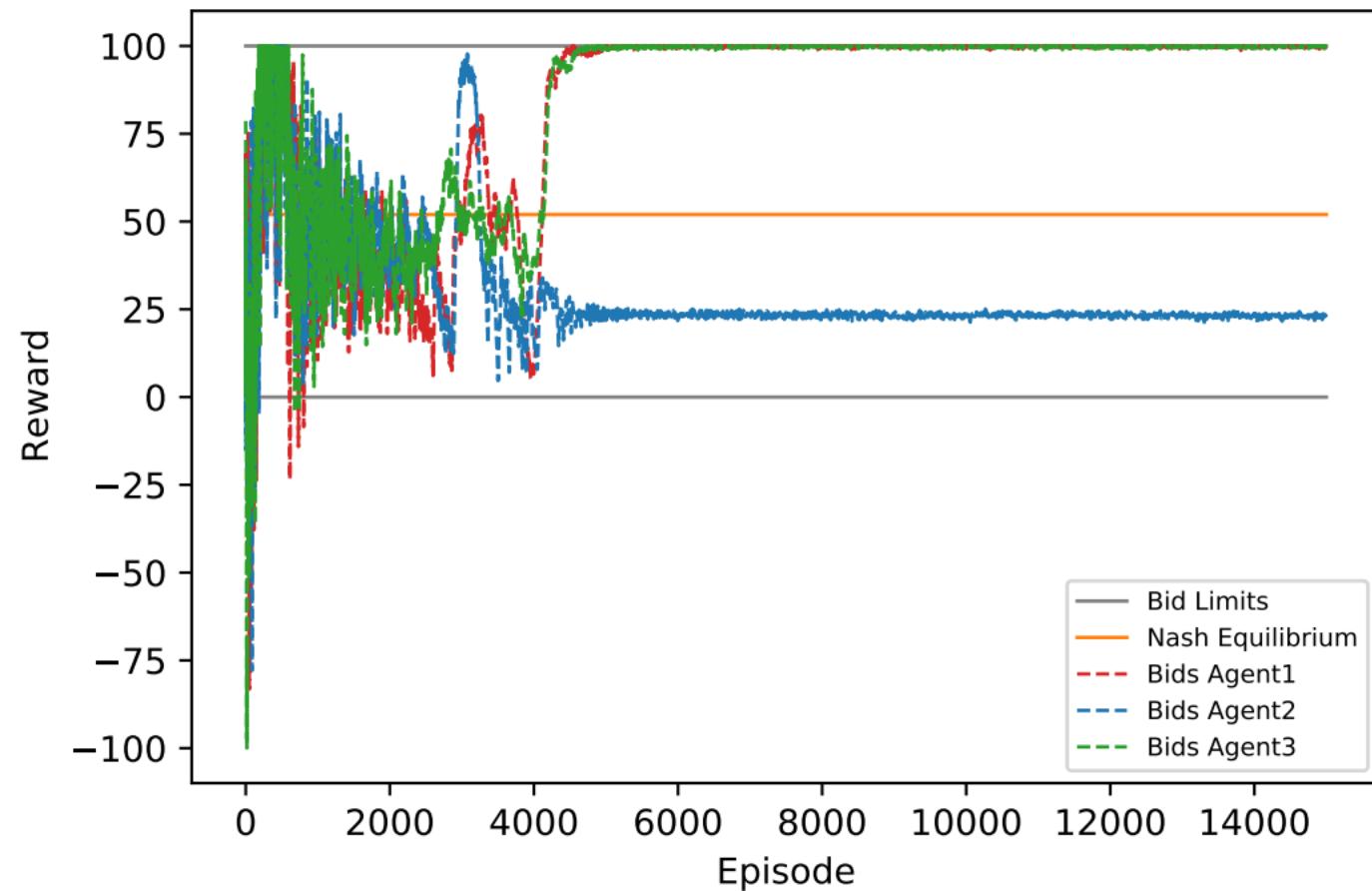
LN lr4-3 woPast Action 3 Agents: Run 0



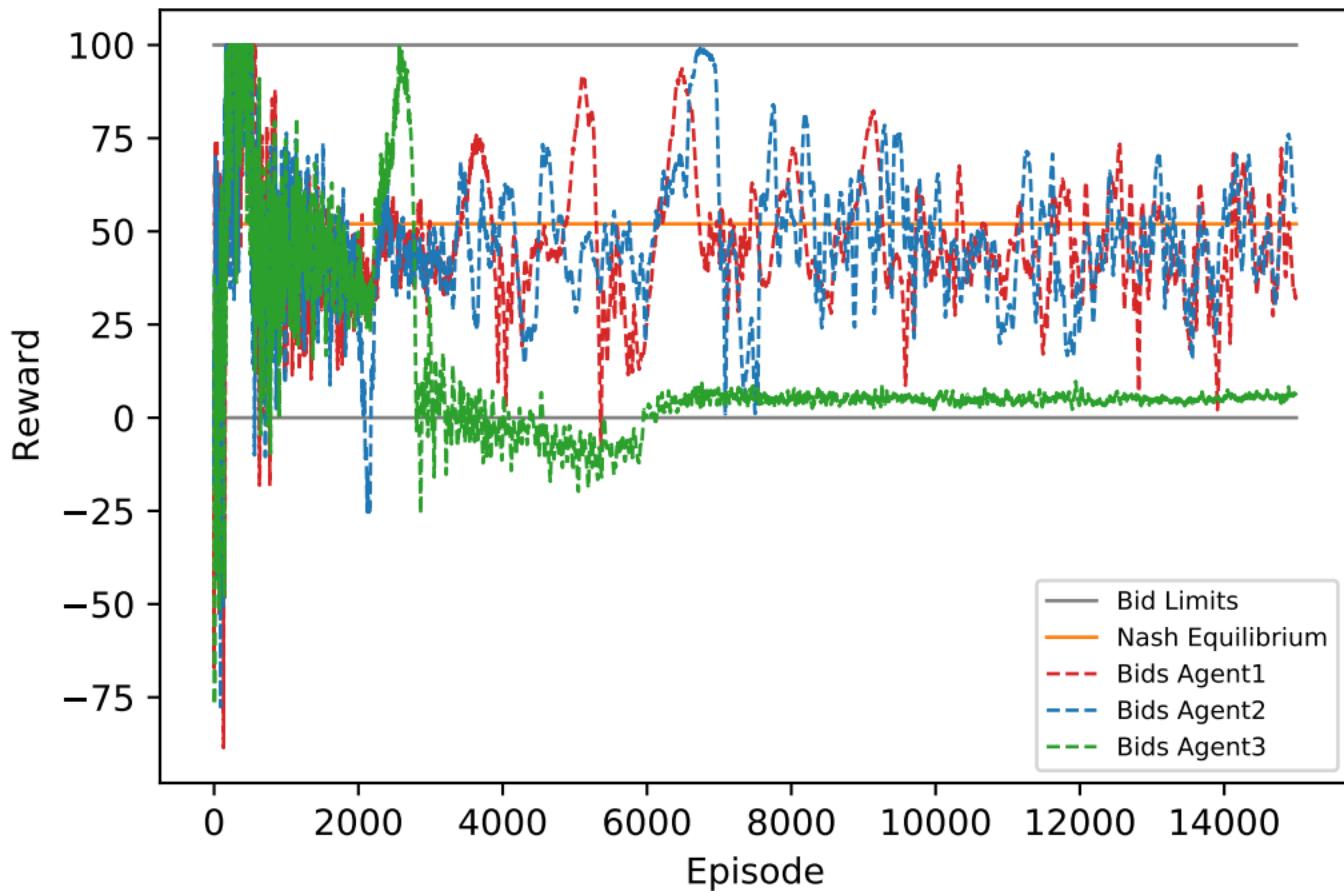
LN lr4-3 woPast Action 3 Agents: Run 1



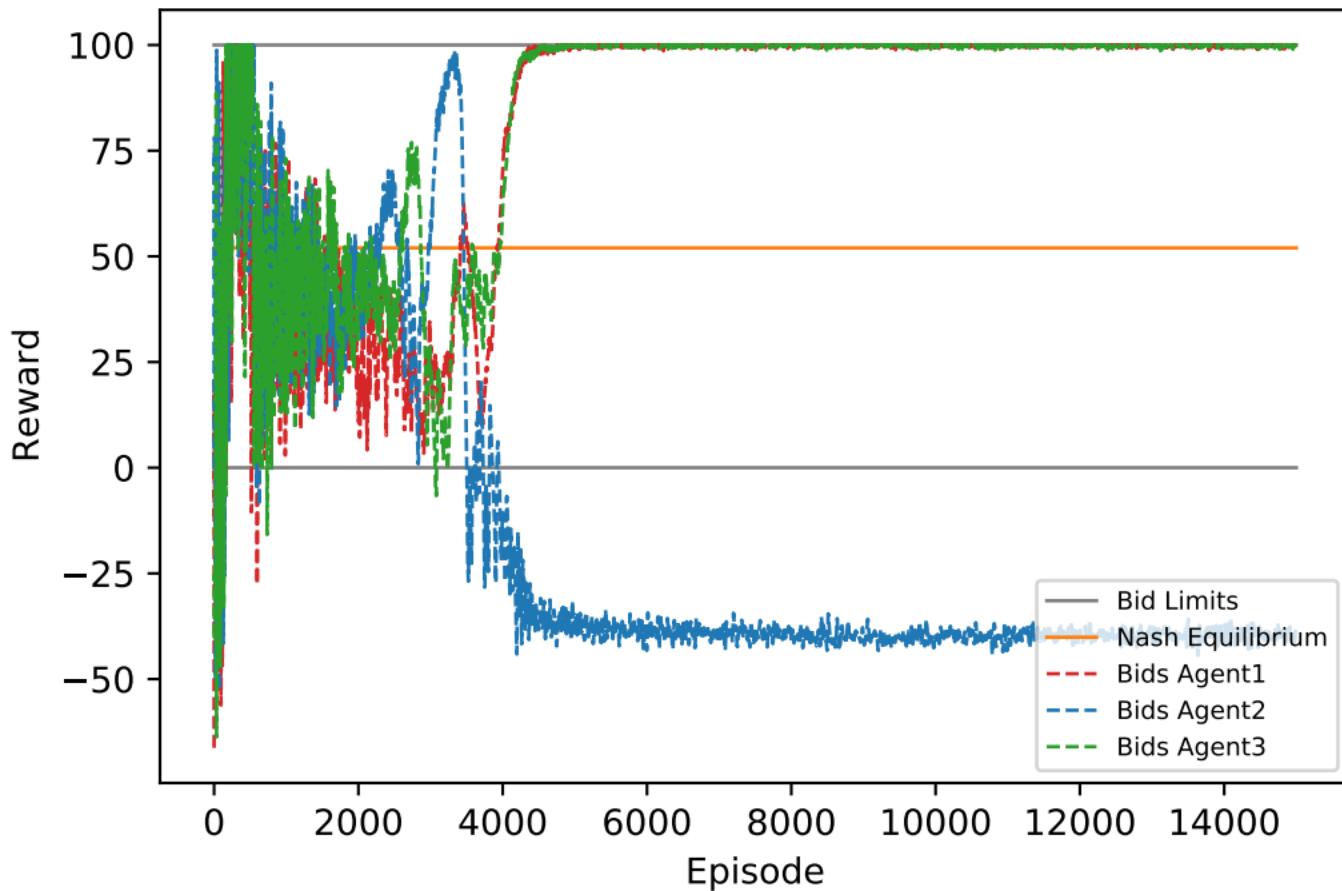
LN lr4-3 woPast Action 3 Agents: Run 2



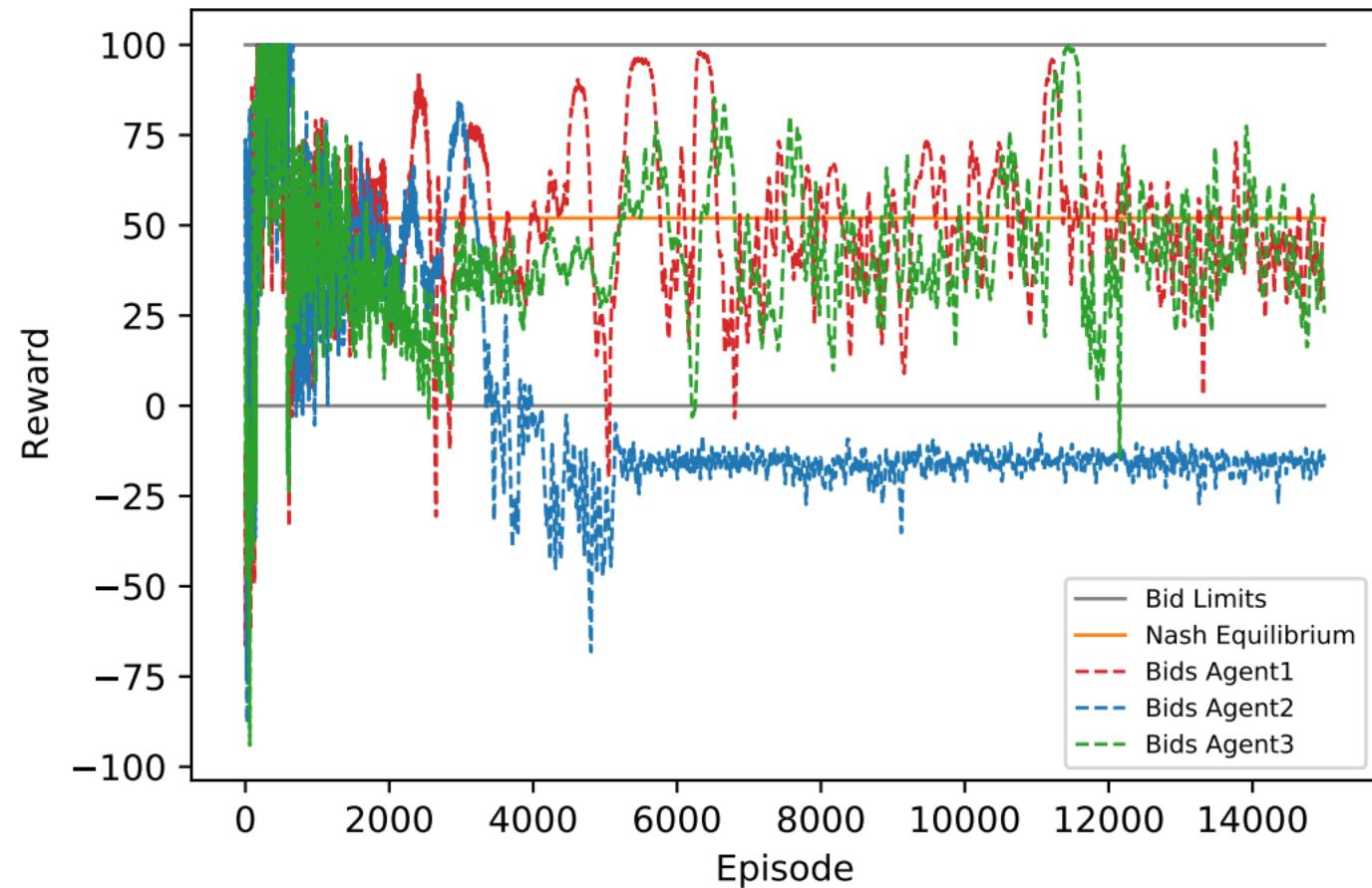
LN lr4-3 woPast Action 3 Agents: Run 3



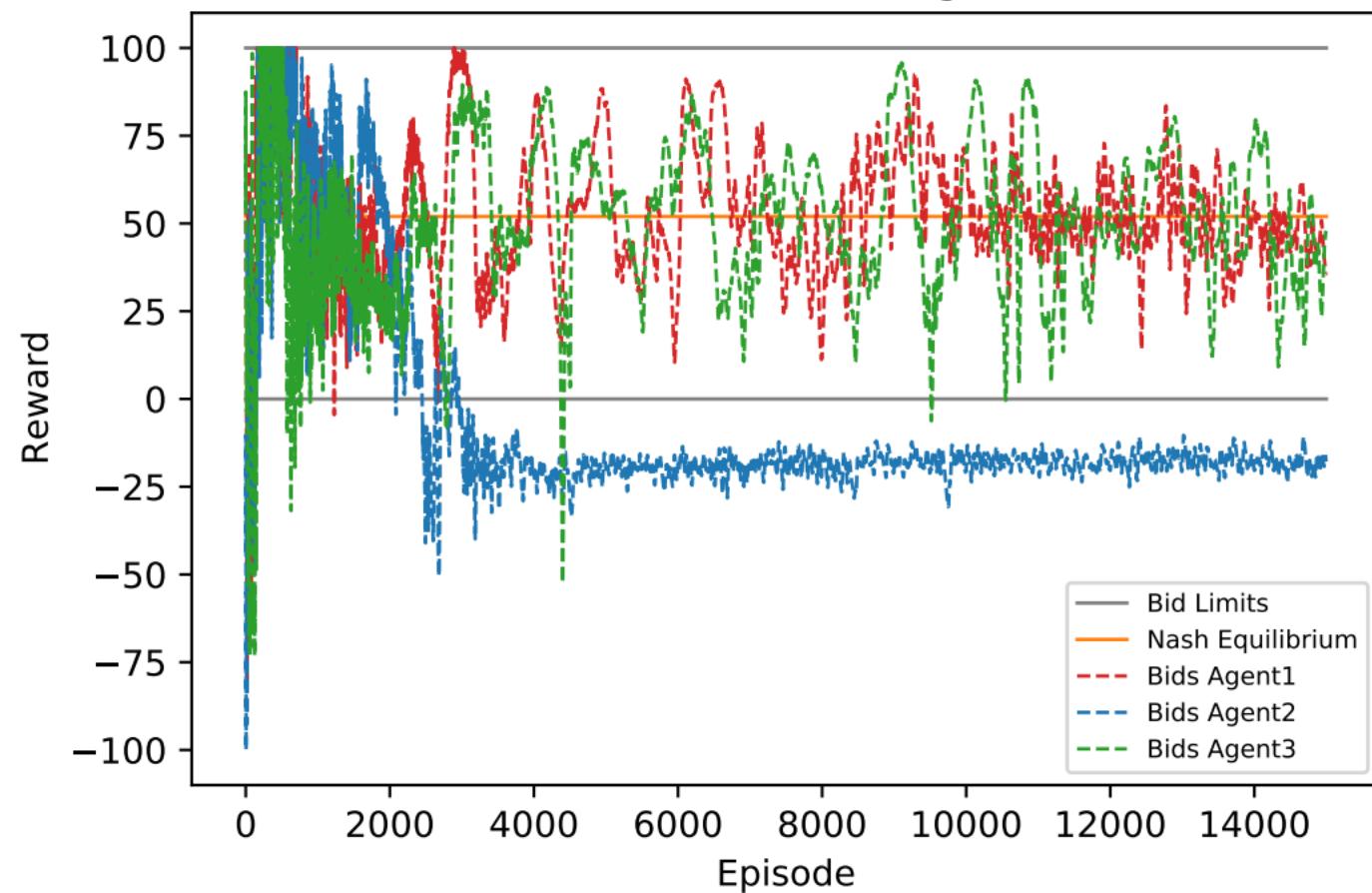
LN lr4-3 woPast Action 3 Agents: Run 4



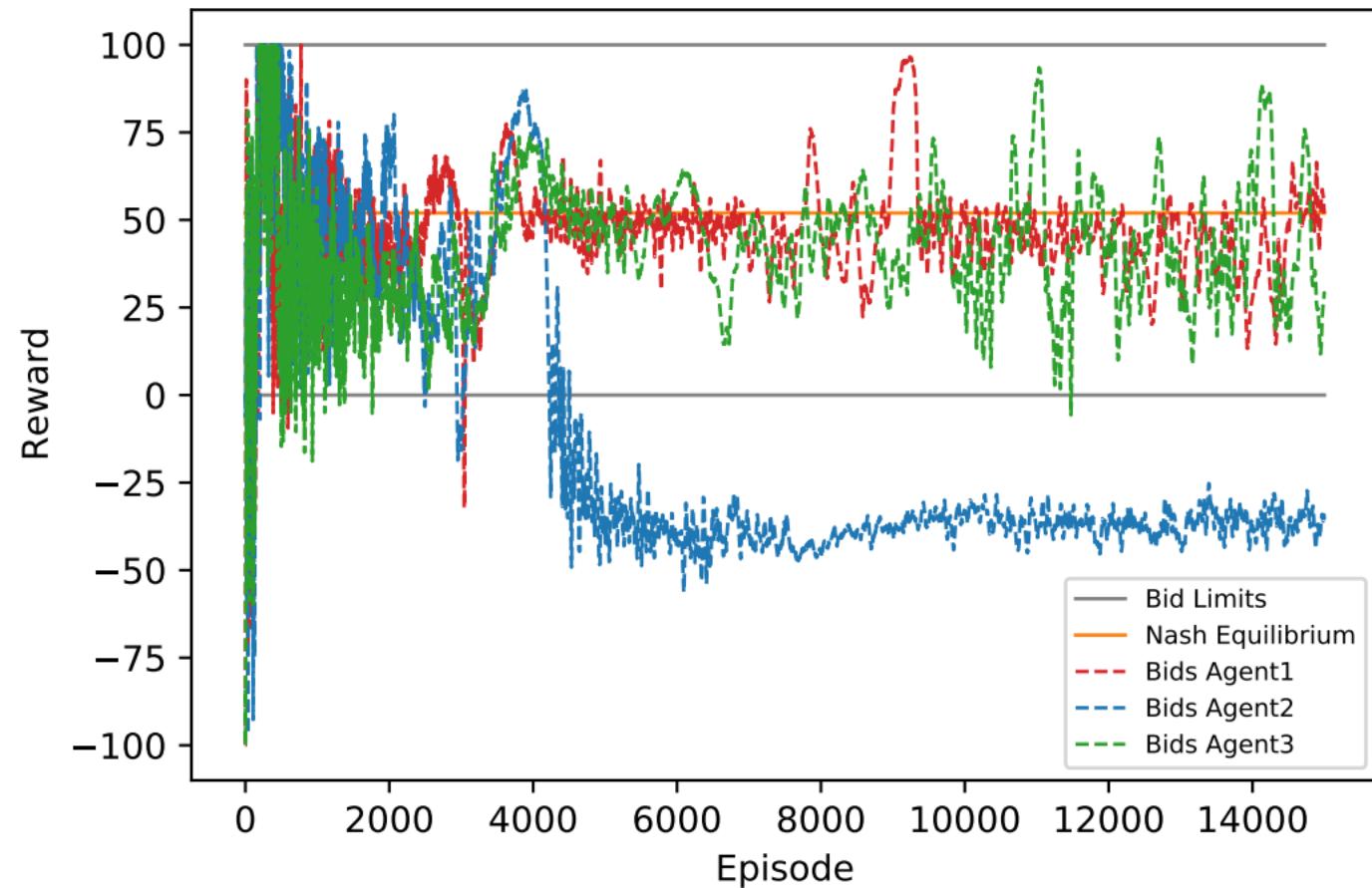
LN lr4-3 woPast Action 3 Agents: Run 5



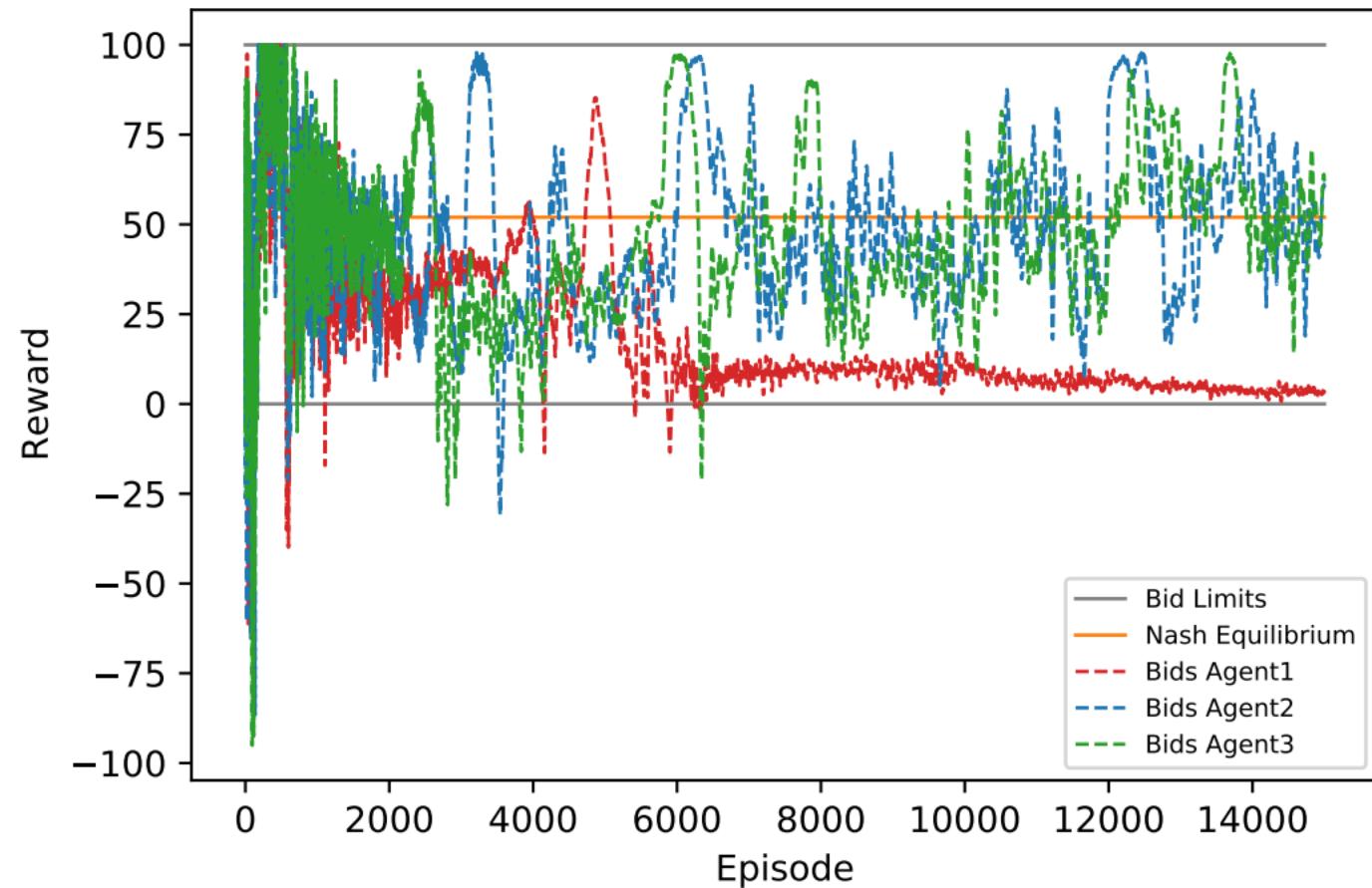
LN lr4-3 woPast Action 3 Agents: Run 6



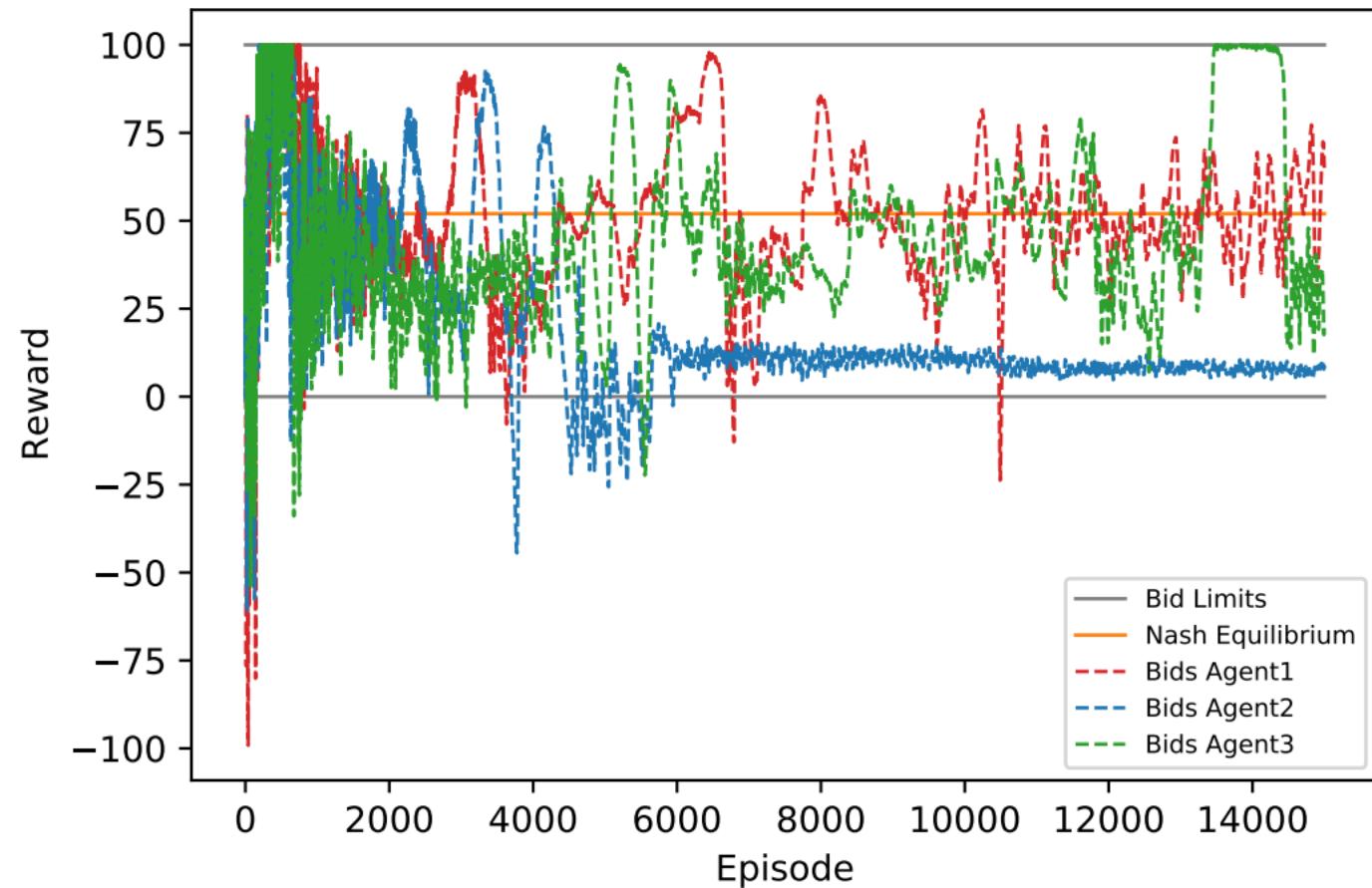
LN lr4-3 woPast Action 3 Agents: Run 7



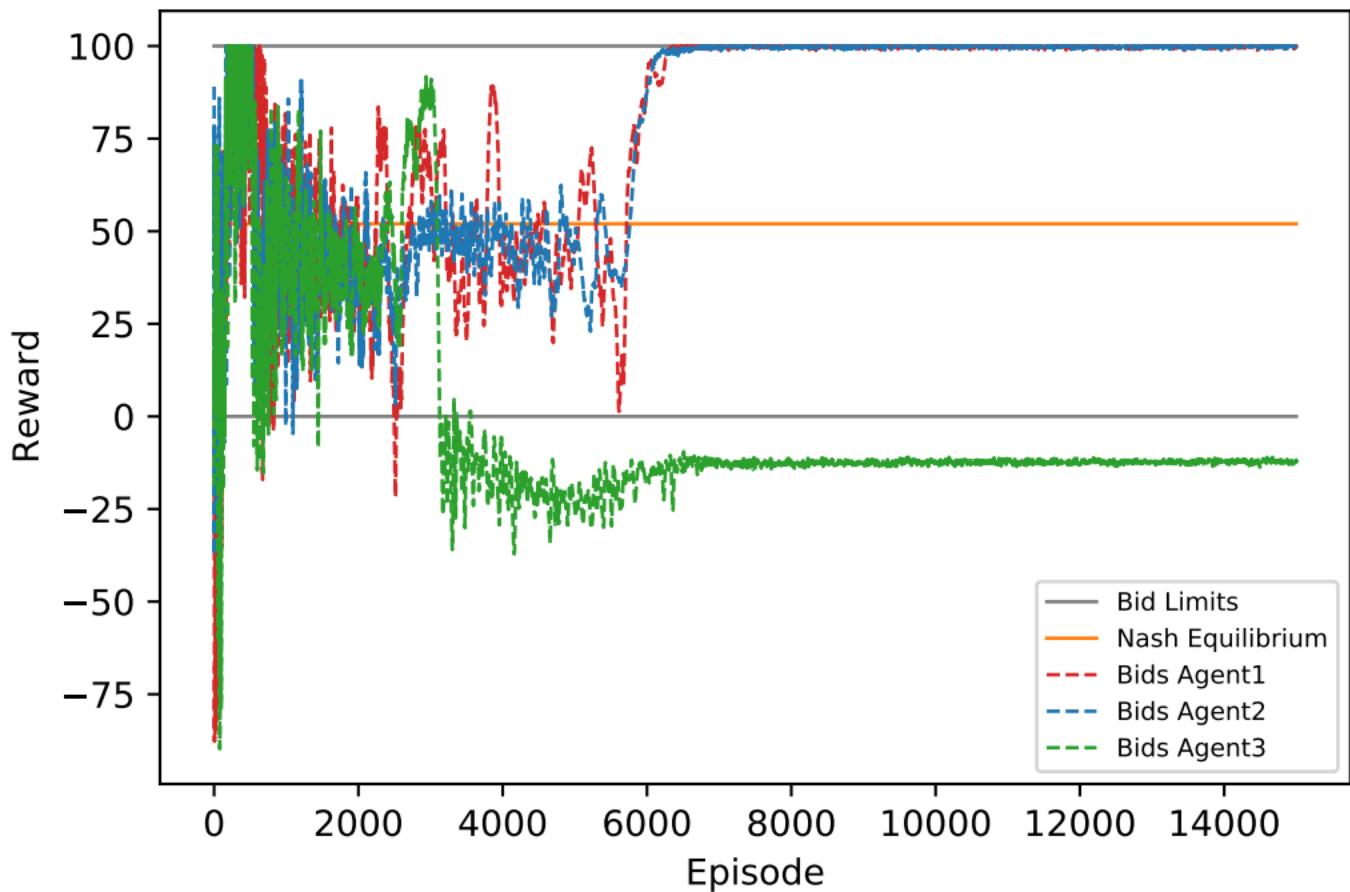
LN lr4-3 woPast Action 3 Agents: Run 8



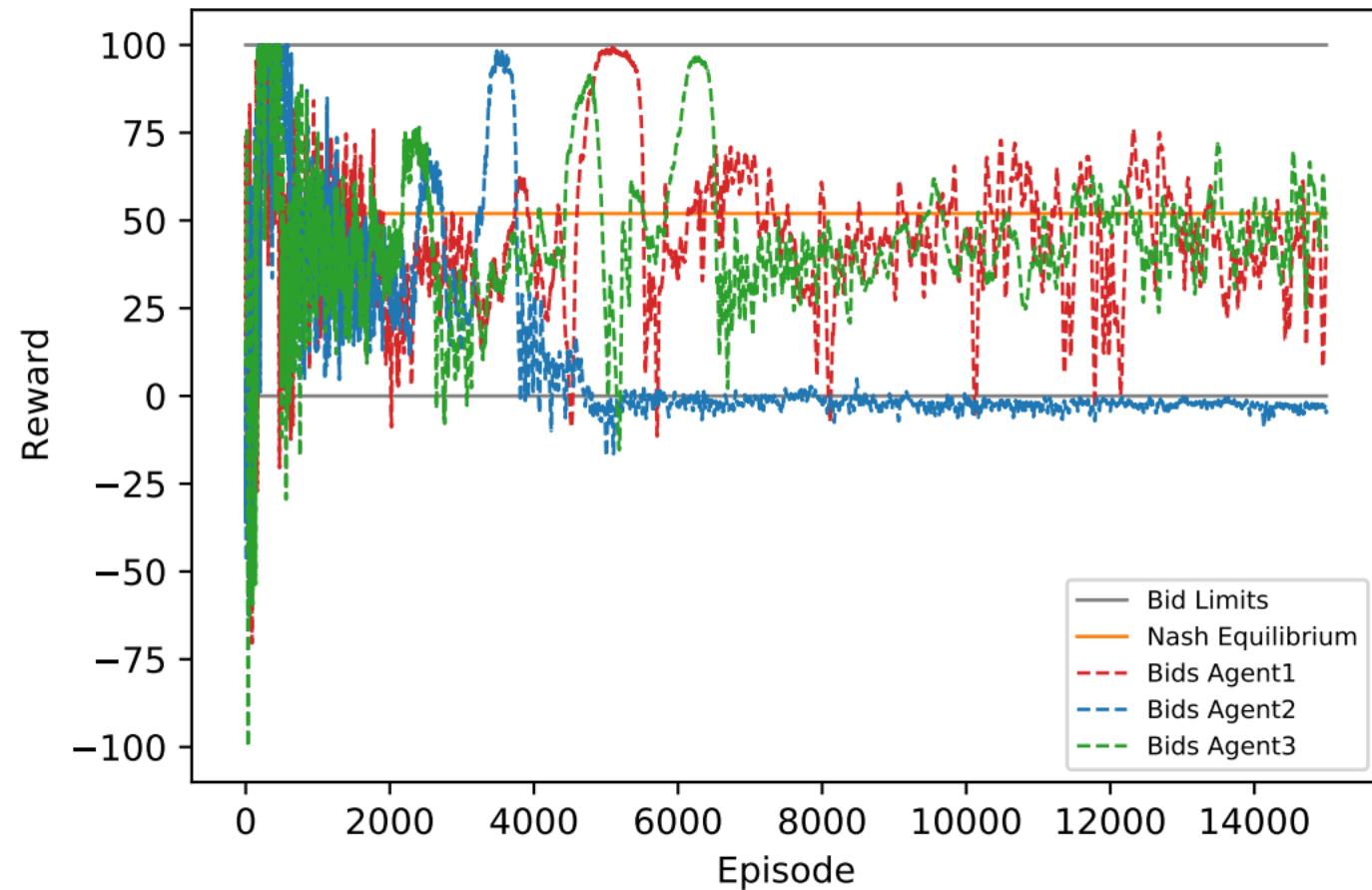
LN lr4-3 woPast Action 3 Agents: Run 9



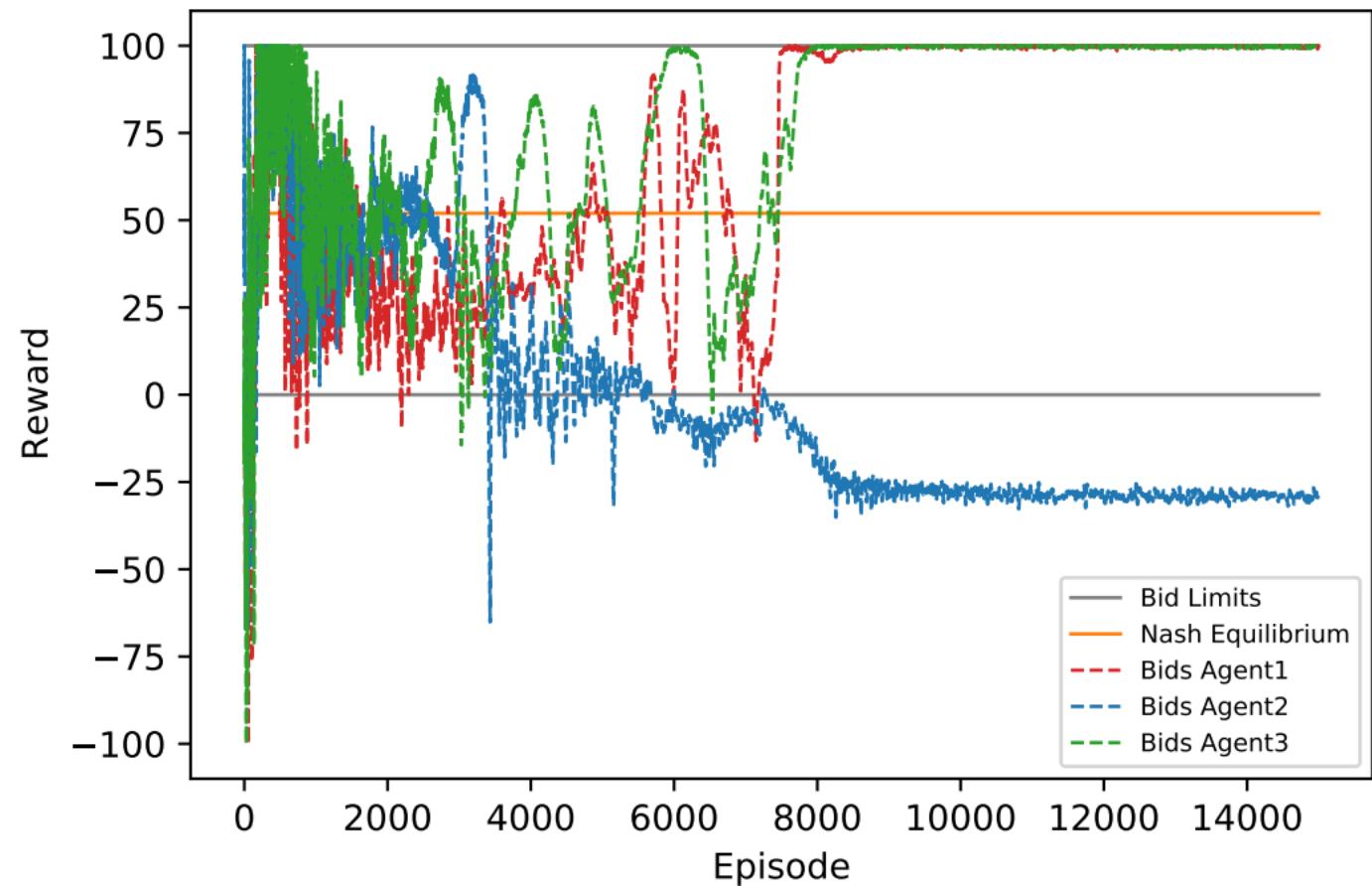
LN lr4-3 woPast Action 3 Agents: Run 10



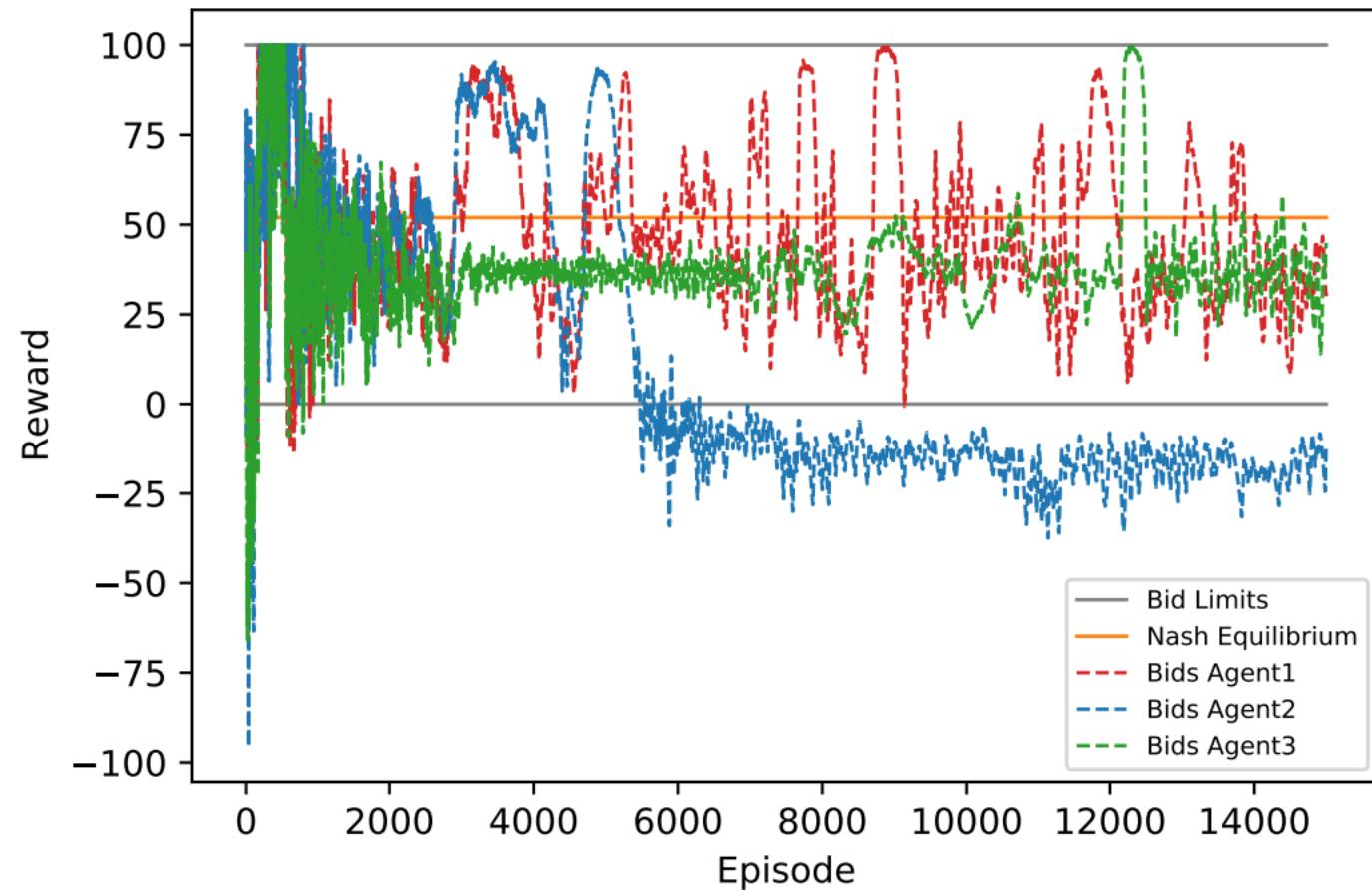
LN lr4-3 woPast Action 3 Agents: Run 11



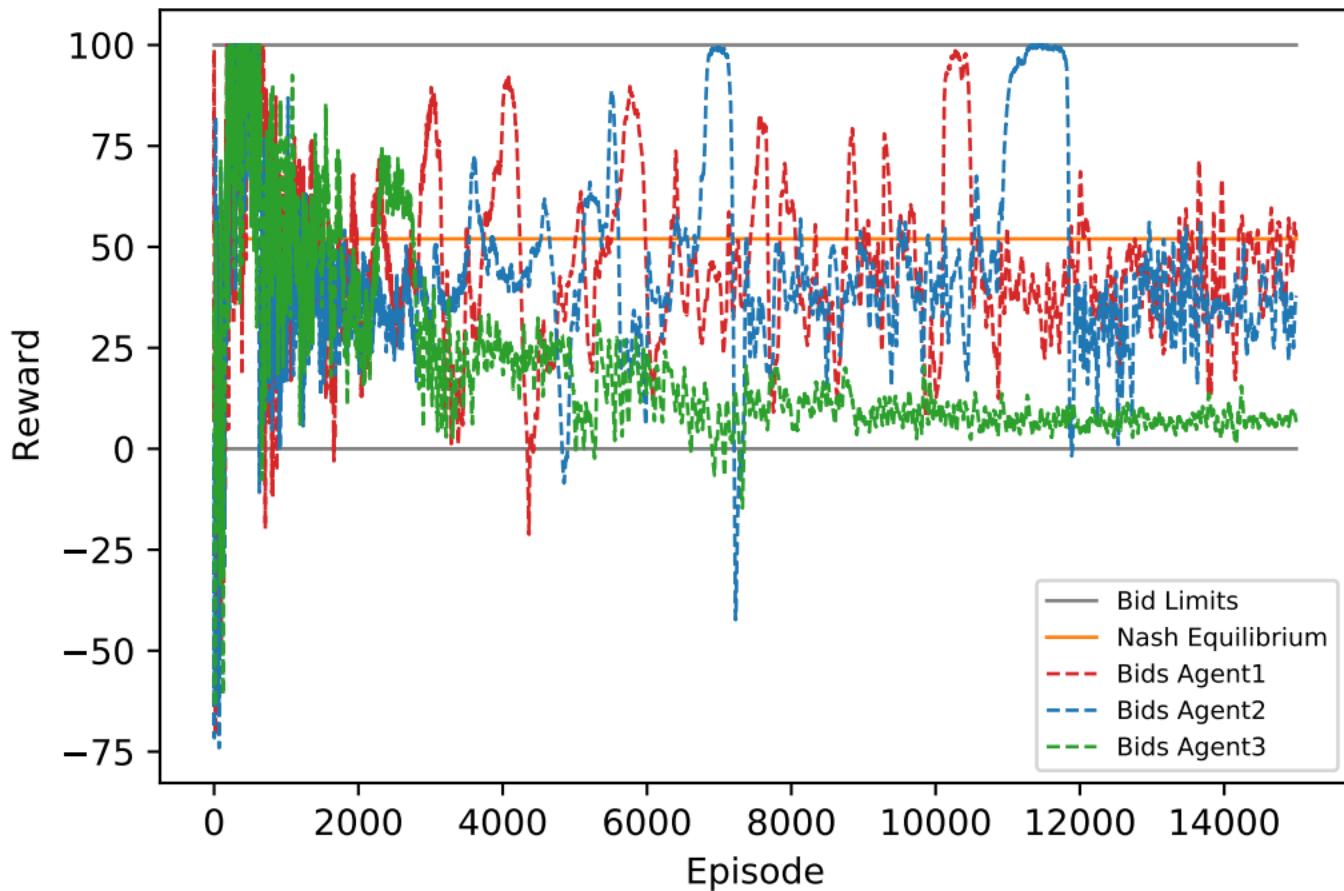
LN lr4-3 woPast Action 3 Agents: Run 12



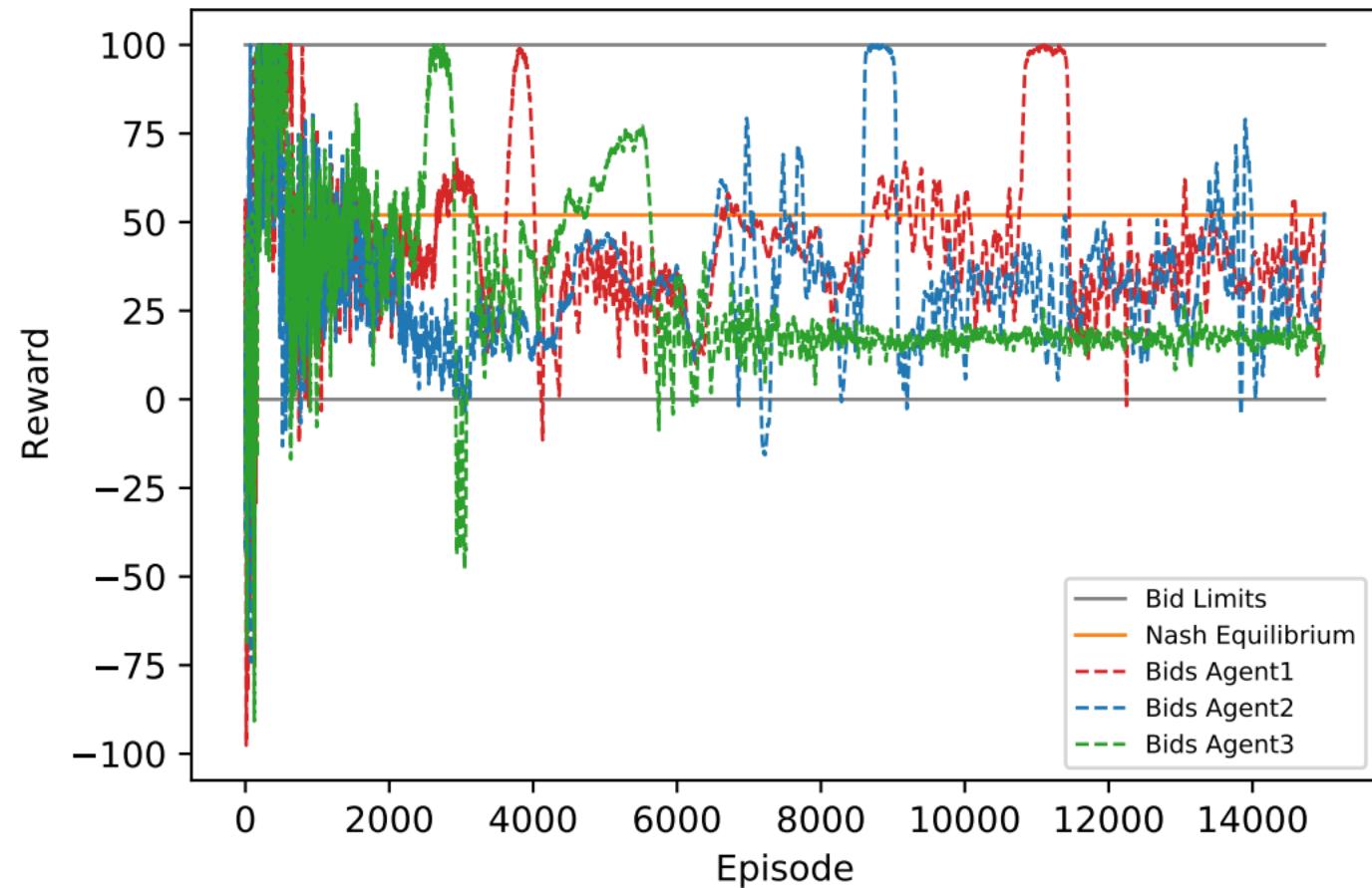
LN lr4-3 woPast Action 3 Agents: Run 13



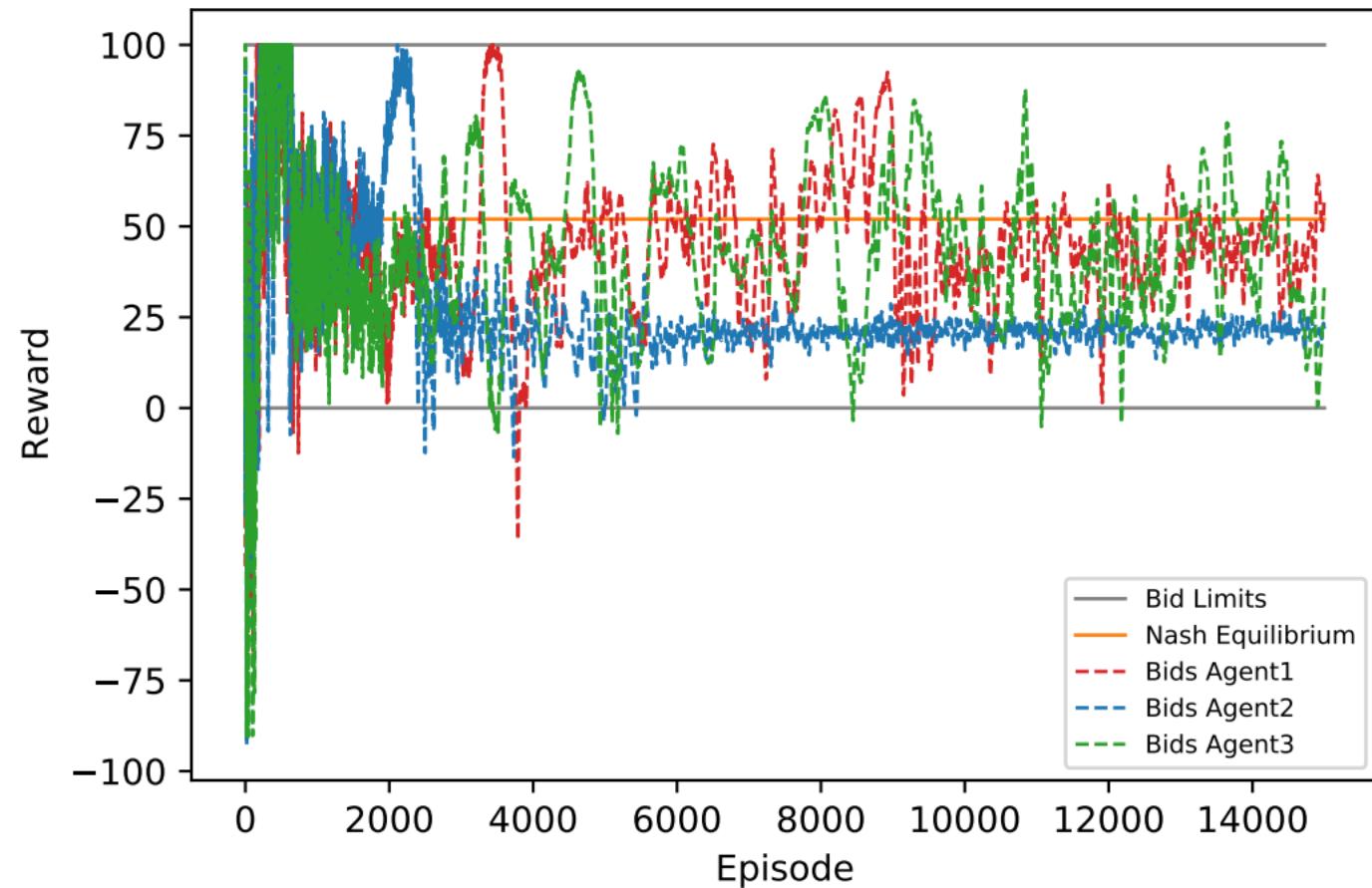
LN lr4-3 woPast Action 3 Agents: Run 14



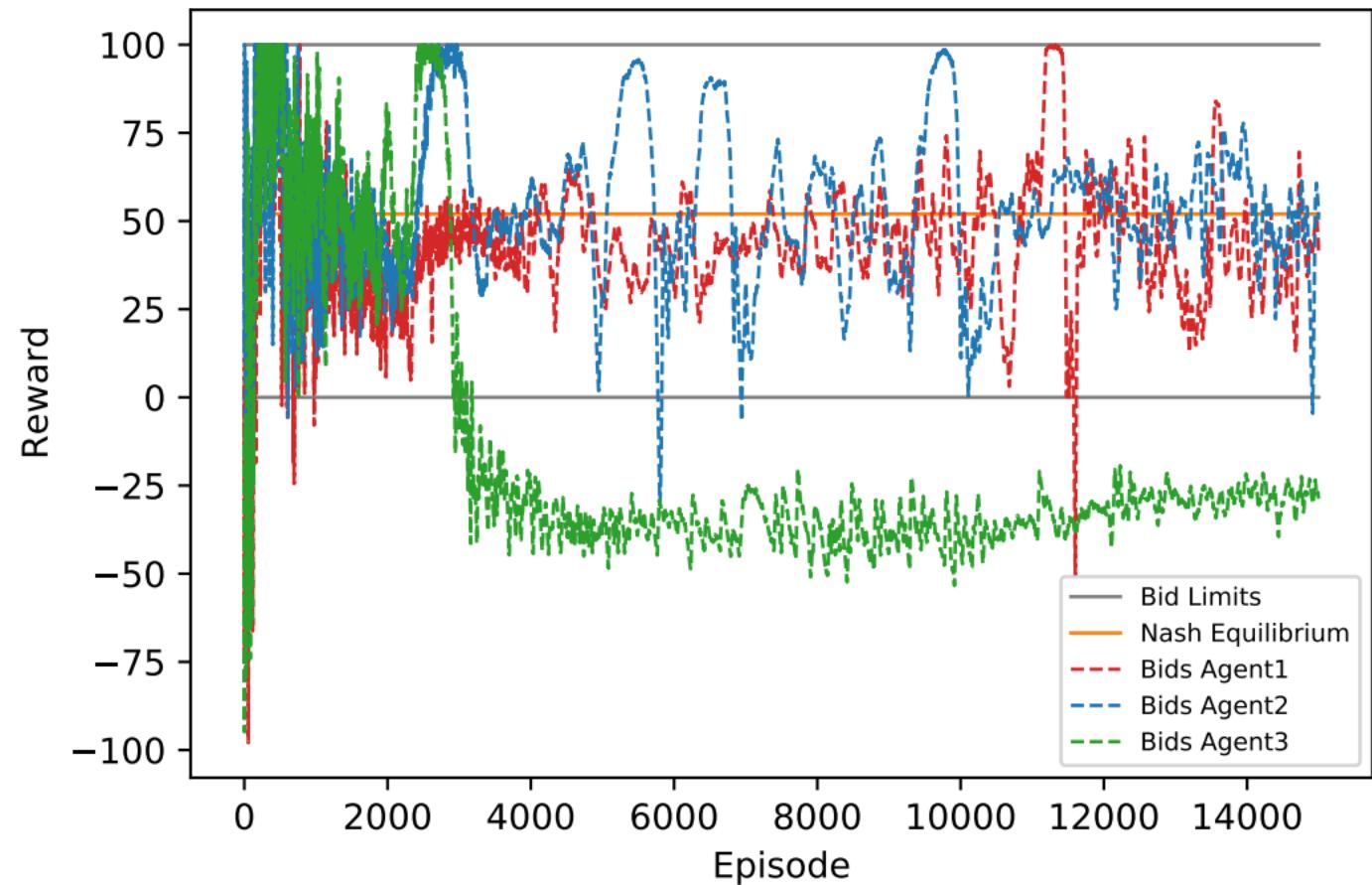
LN lr4-3 woPast Action 3 Agents: Run 15



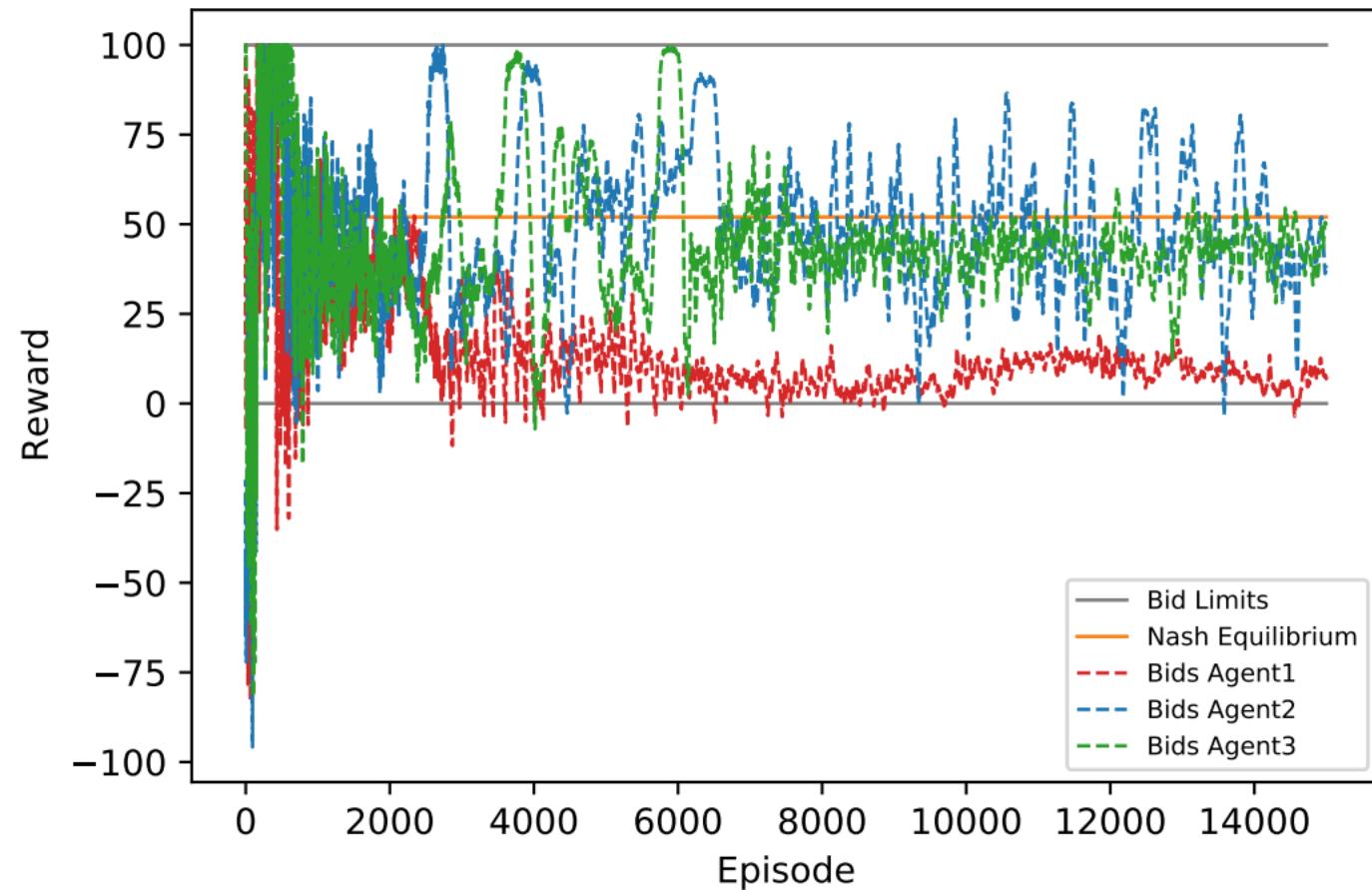
LN lr4-3 woPast Action 3 Agents: Run 16



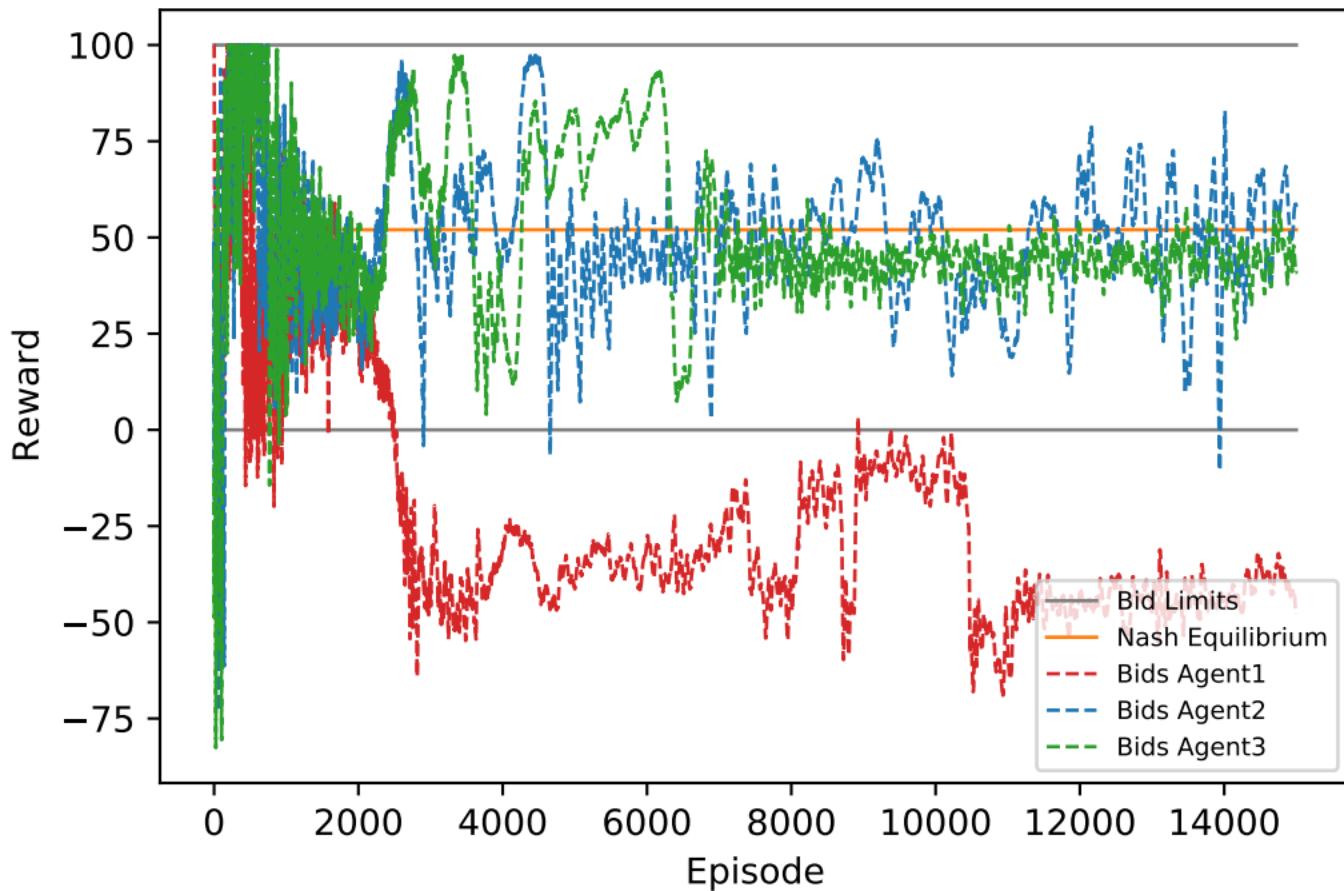
LN lr4-3 woPast Action 3 Agents: Run 17



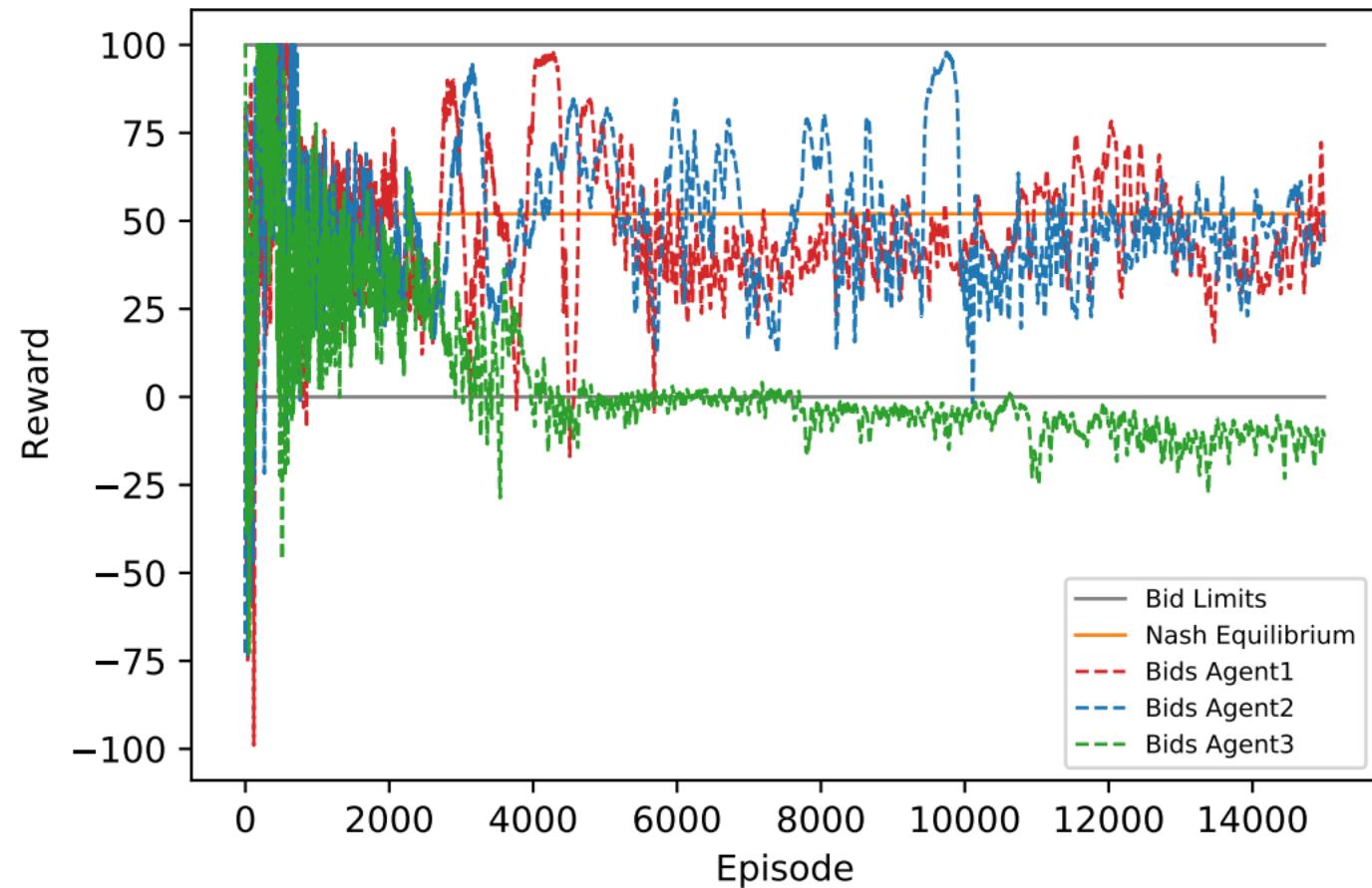
LN lr4-3 woPast Action 3 Agents: Run 18



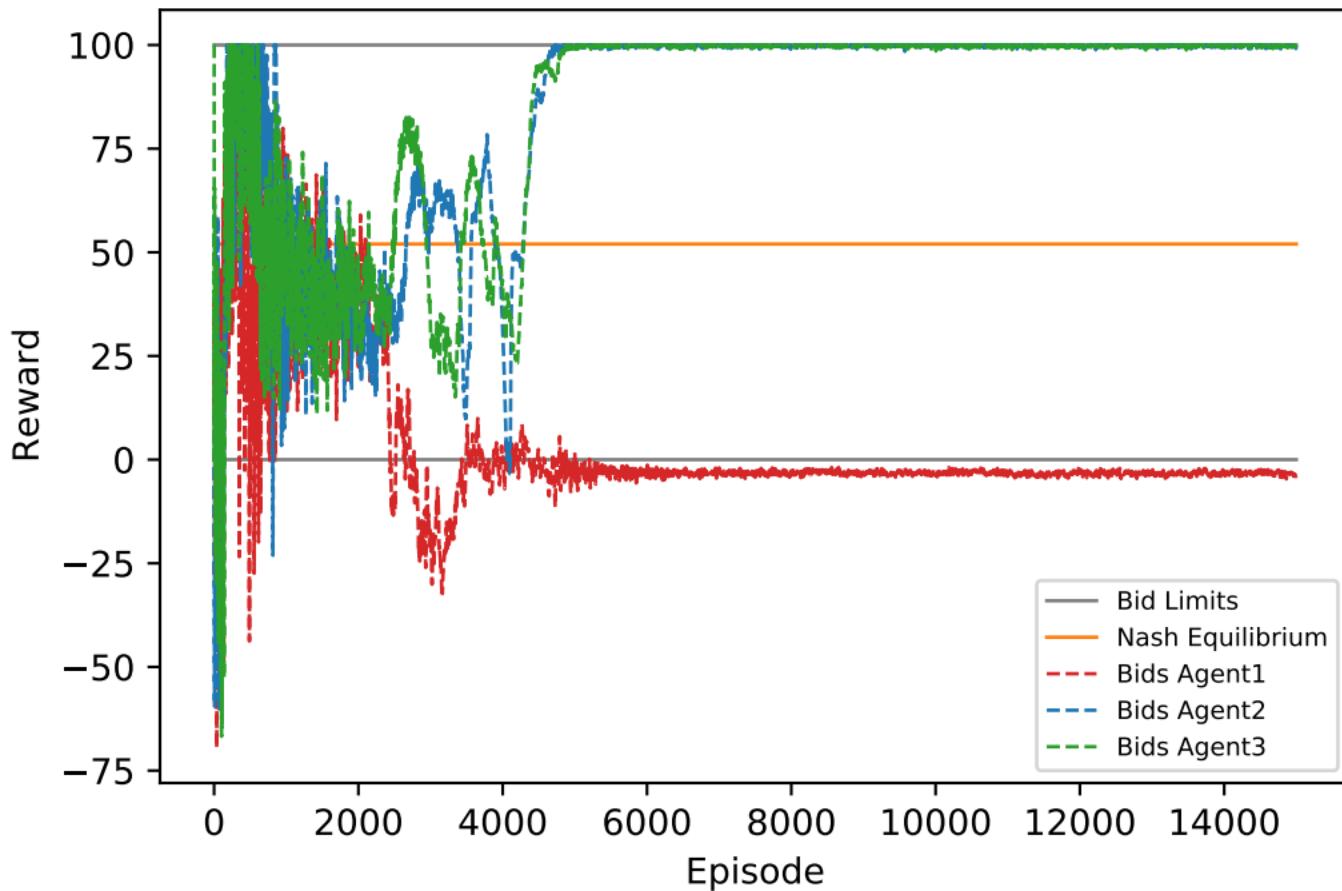
LN lr4-3 woPast Action 3 Agents: Run 19



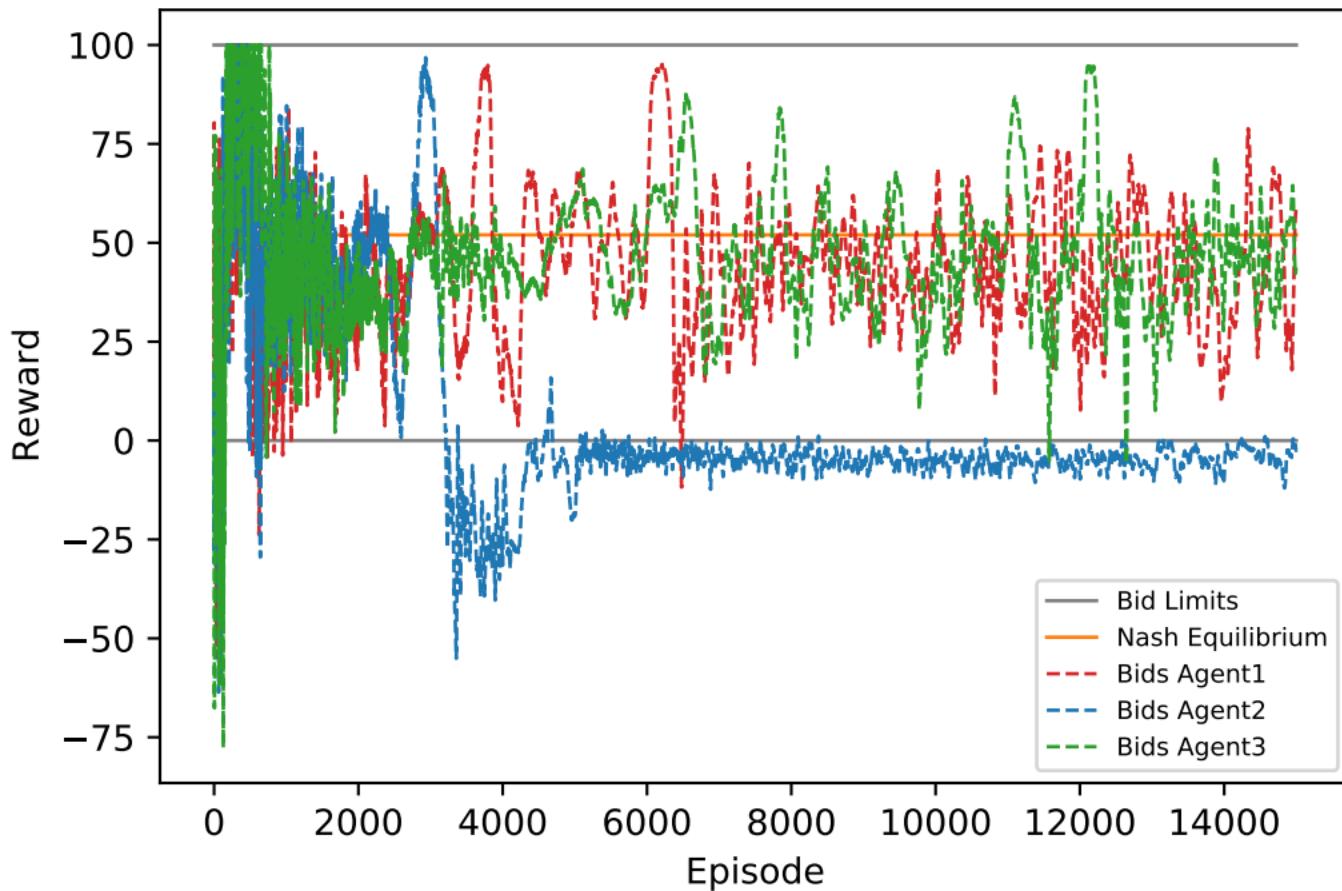
LN Ir4-3 woPast Action 3 Agents: Run 20



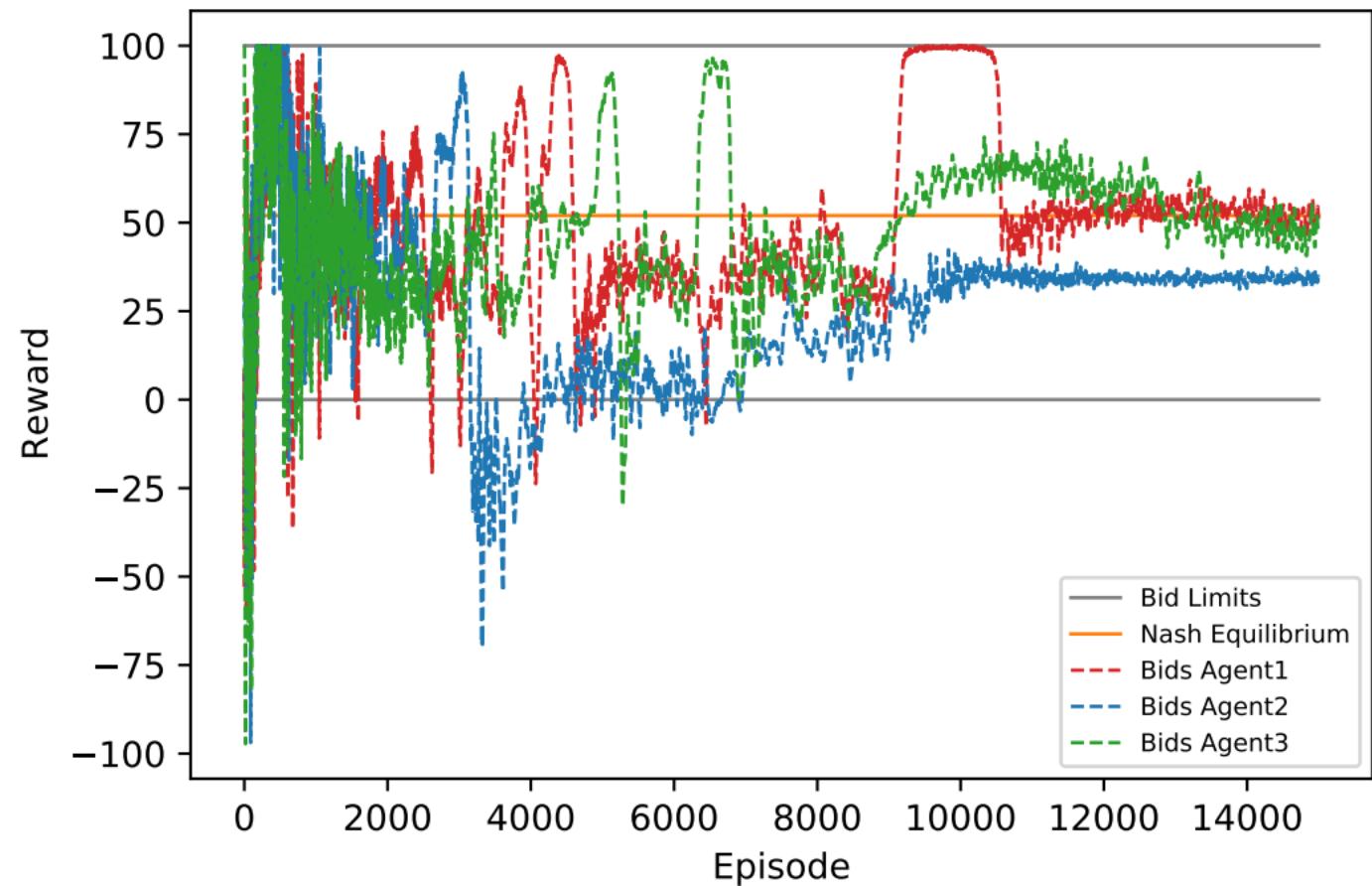
LN lr4-3 woPast Action 3 Agents: Run 21



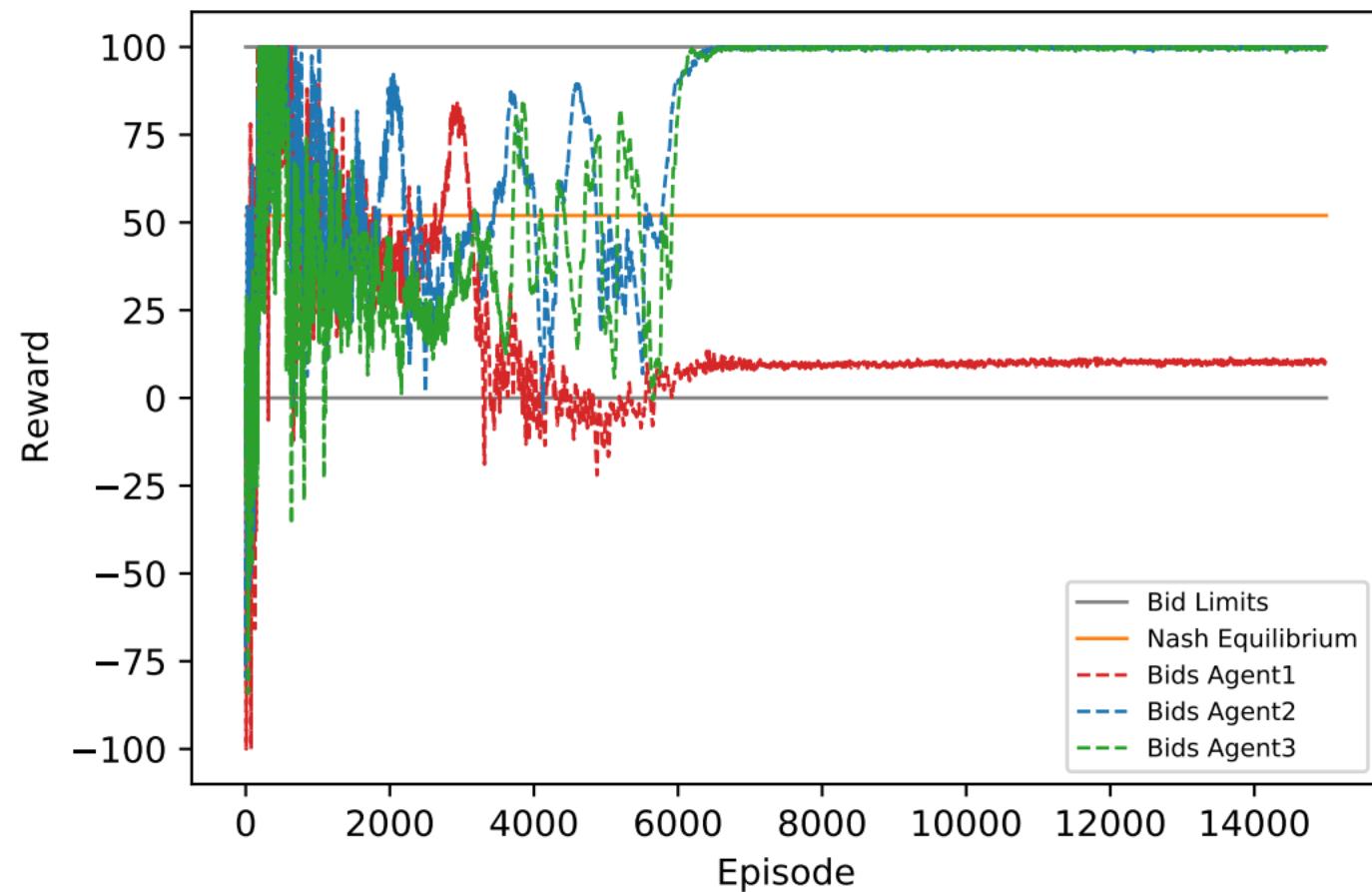
LN lr4-3 woPast Action 3 Agents: Run 22



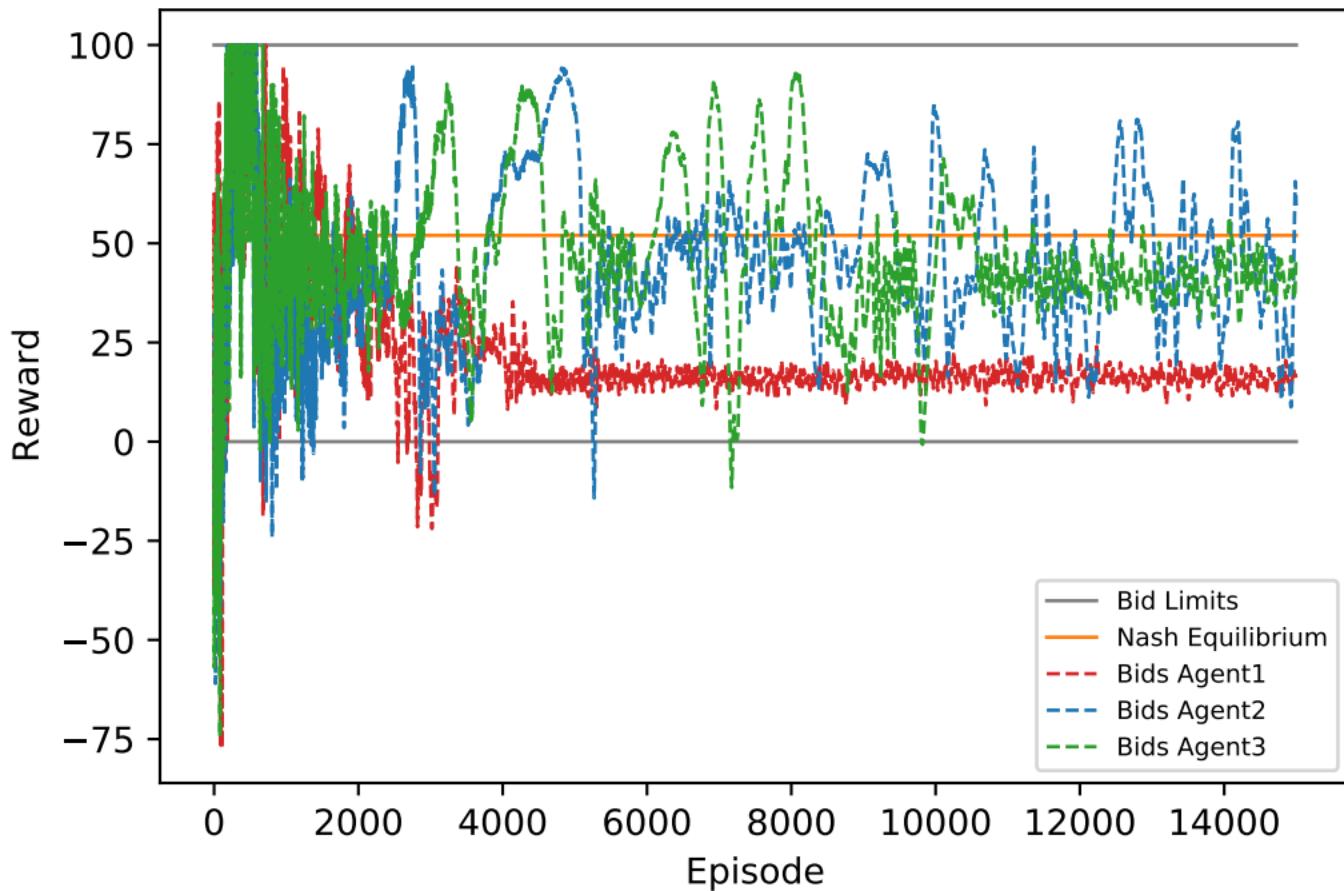
LN lr4-3 woPast Action 3 Agents: Run 23



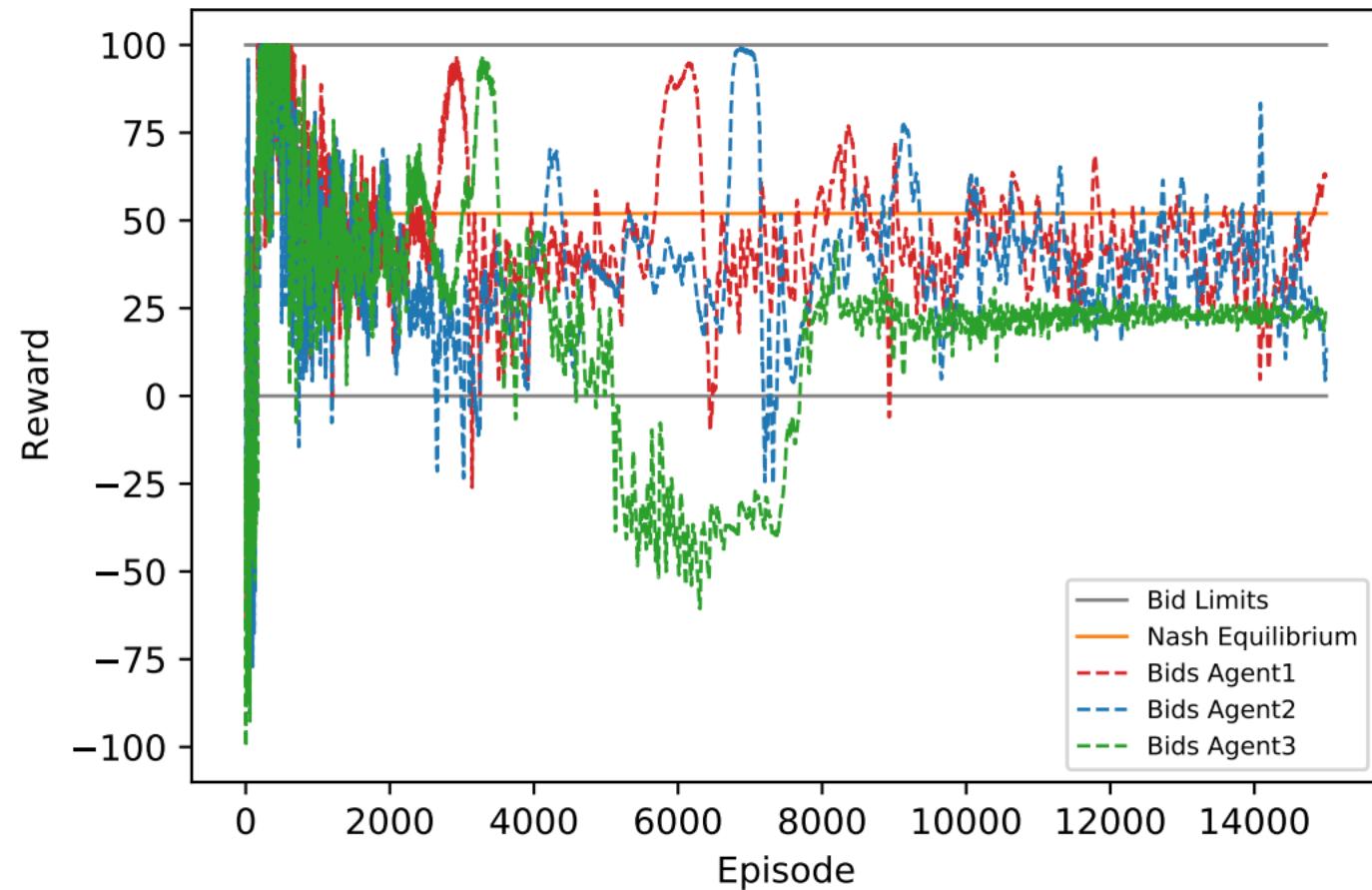
LN Ir4-3 woPast Action 3 Agents: Run 24



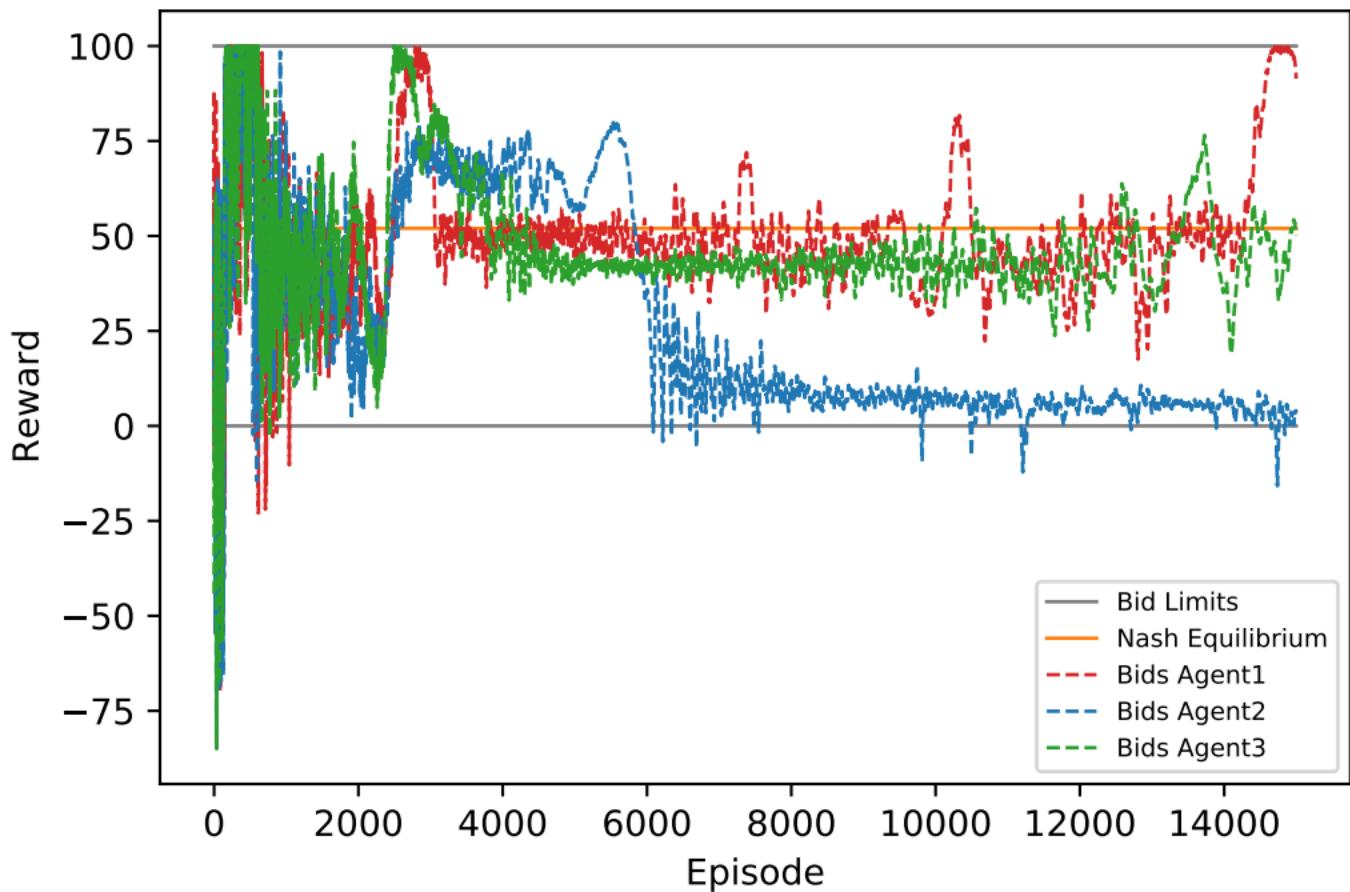
LN lr4-3 woPast Action 3 Agents: Run 25



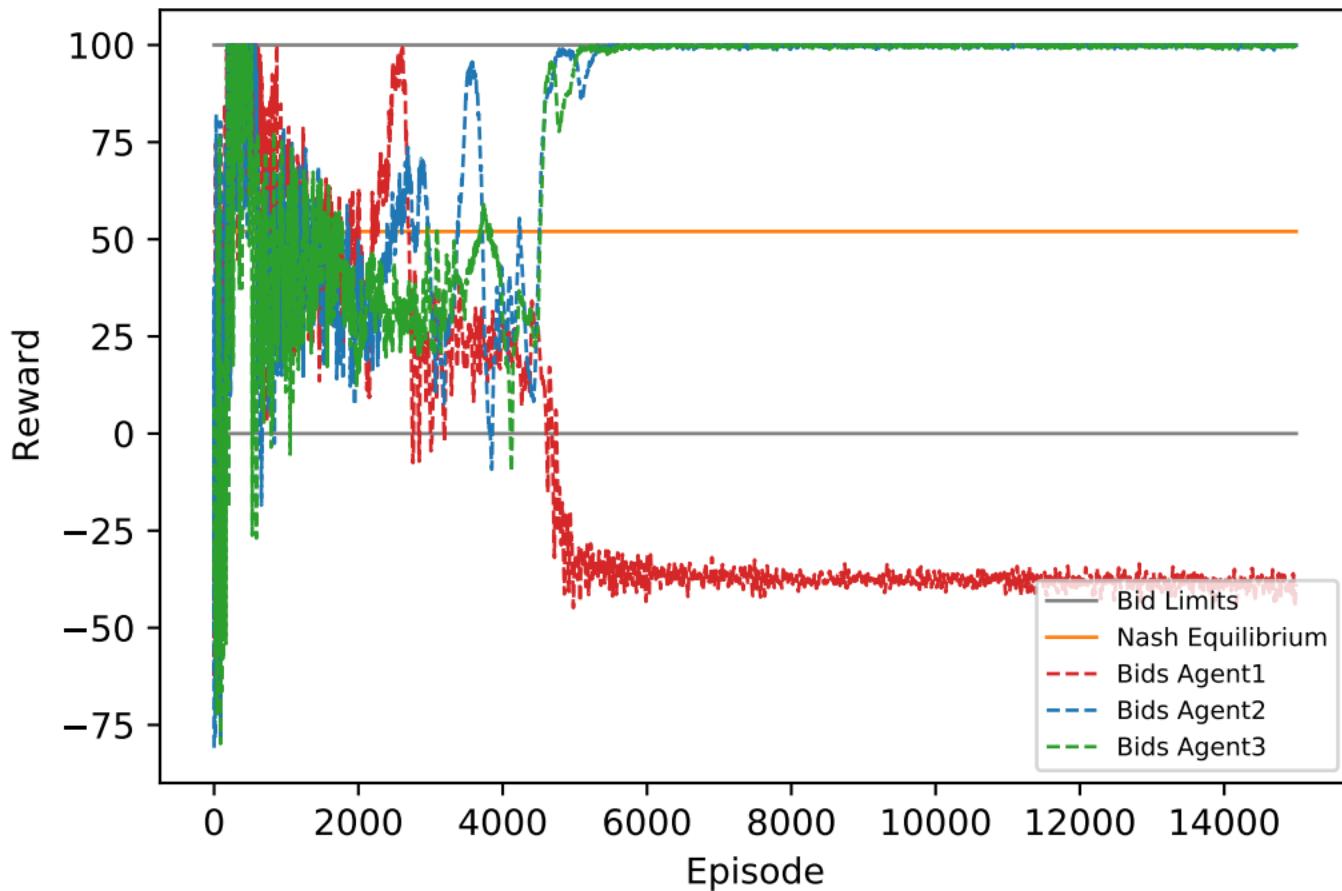
LN lr4-3 woPast Action 3 Agents: Run 26



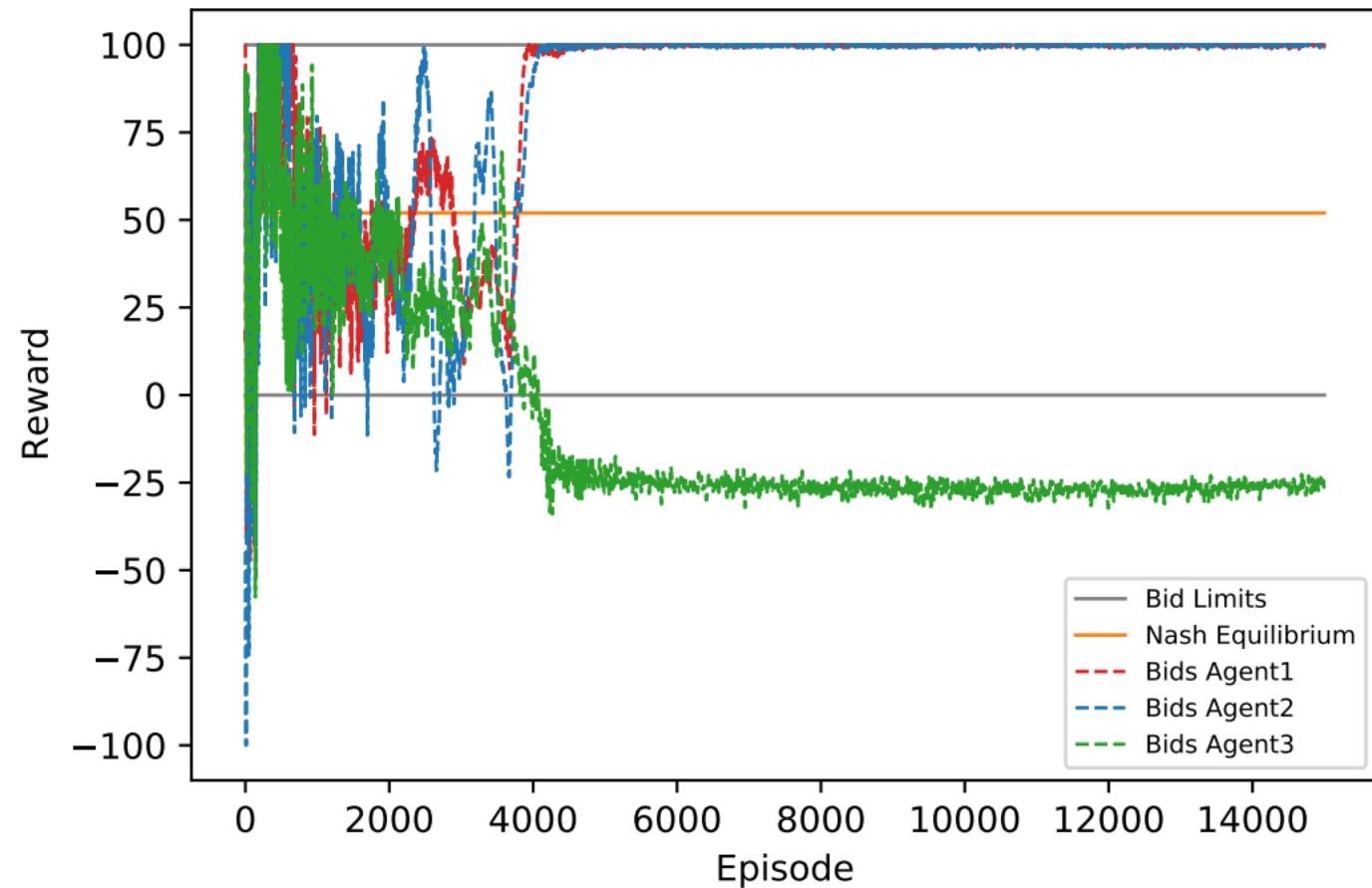
LN lr4-3 woPast Action 3 Agents: Run 27



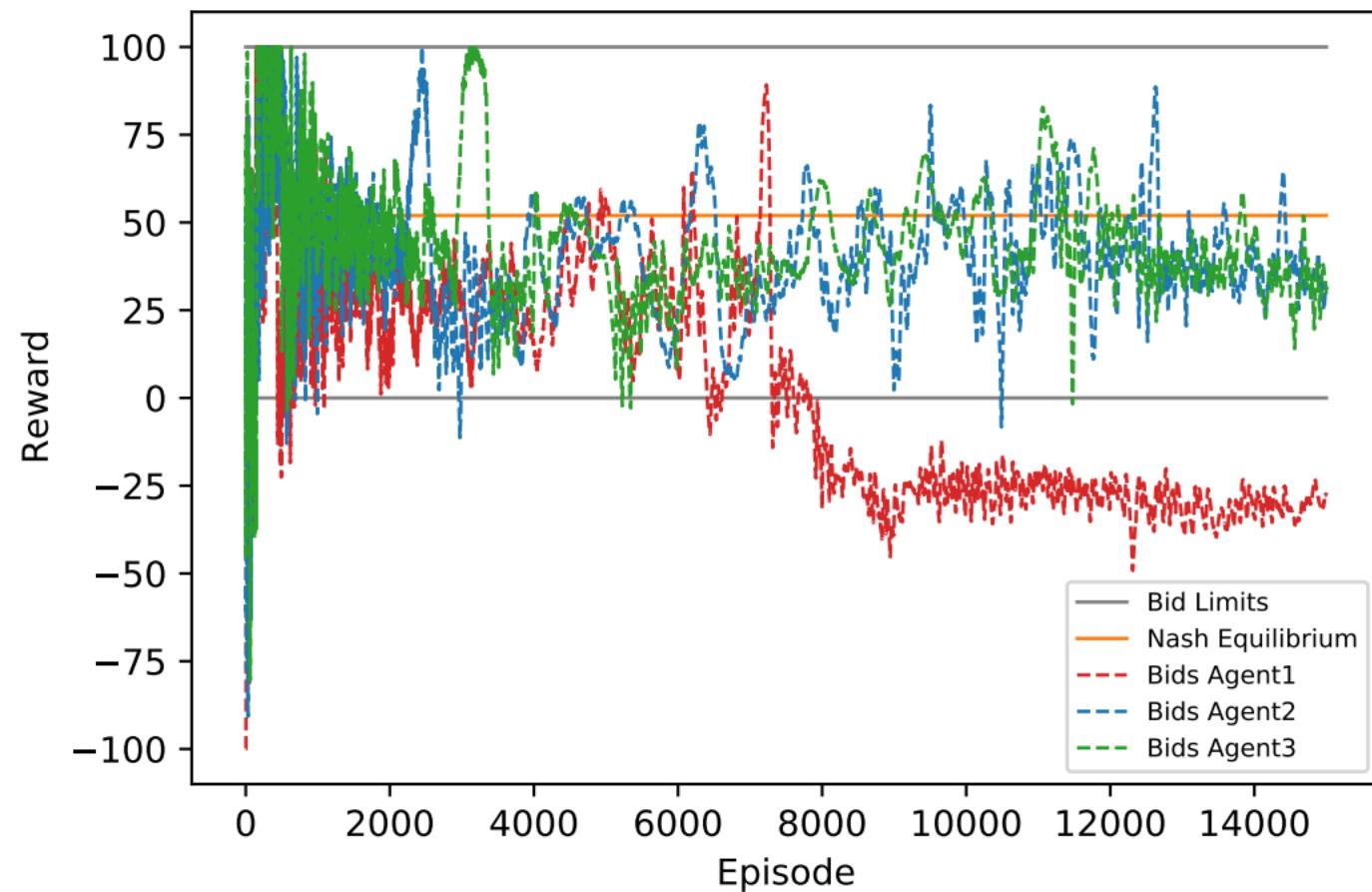
LN lr4-3 woPast Action 3 Agents: Run 28



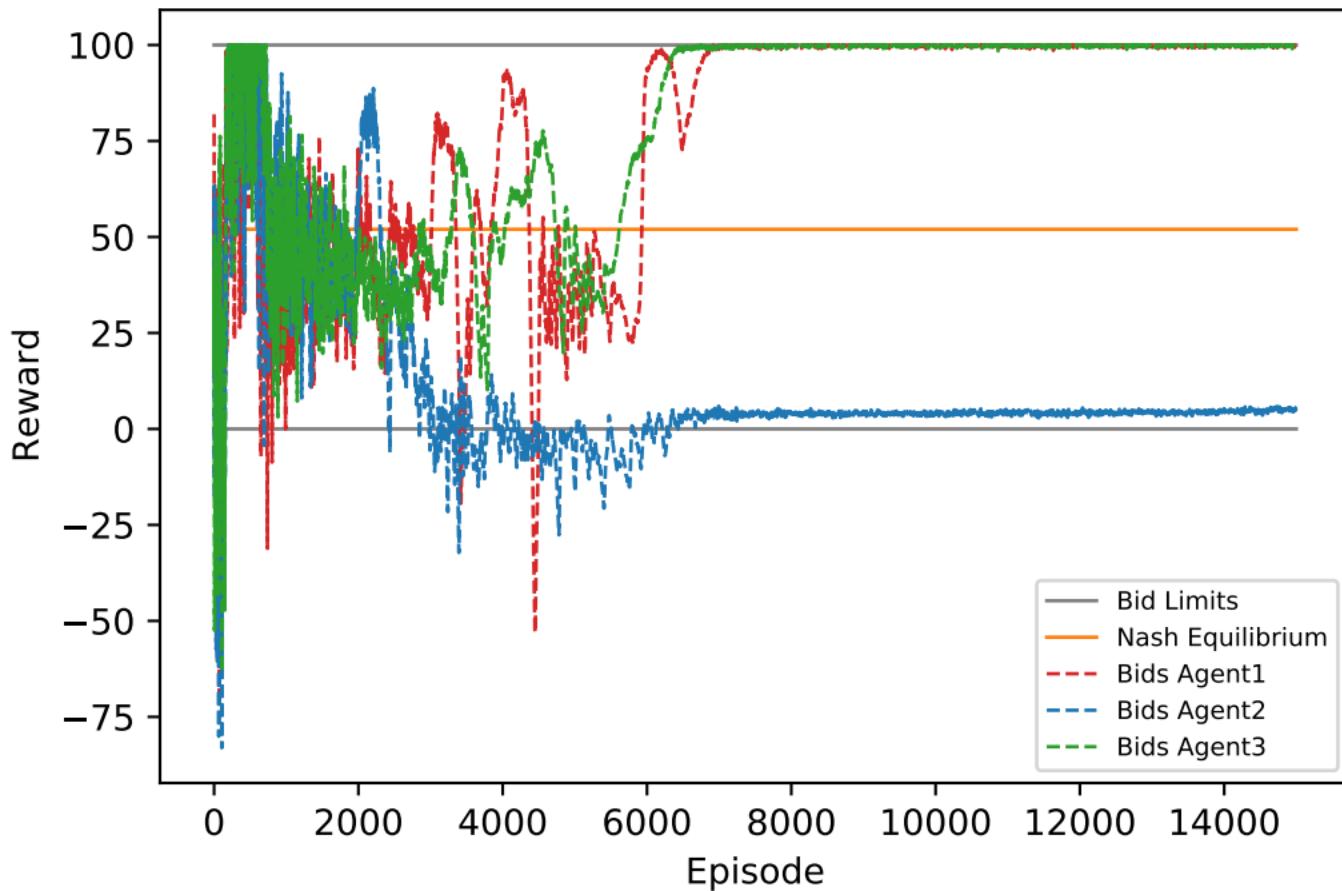
LN Ir4-3 woPast Action 3 Agents: Run 29



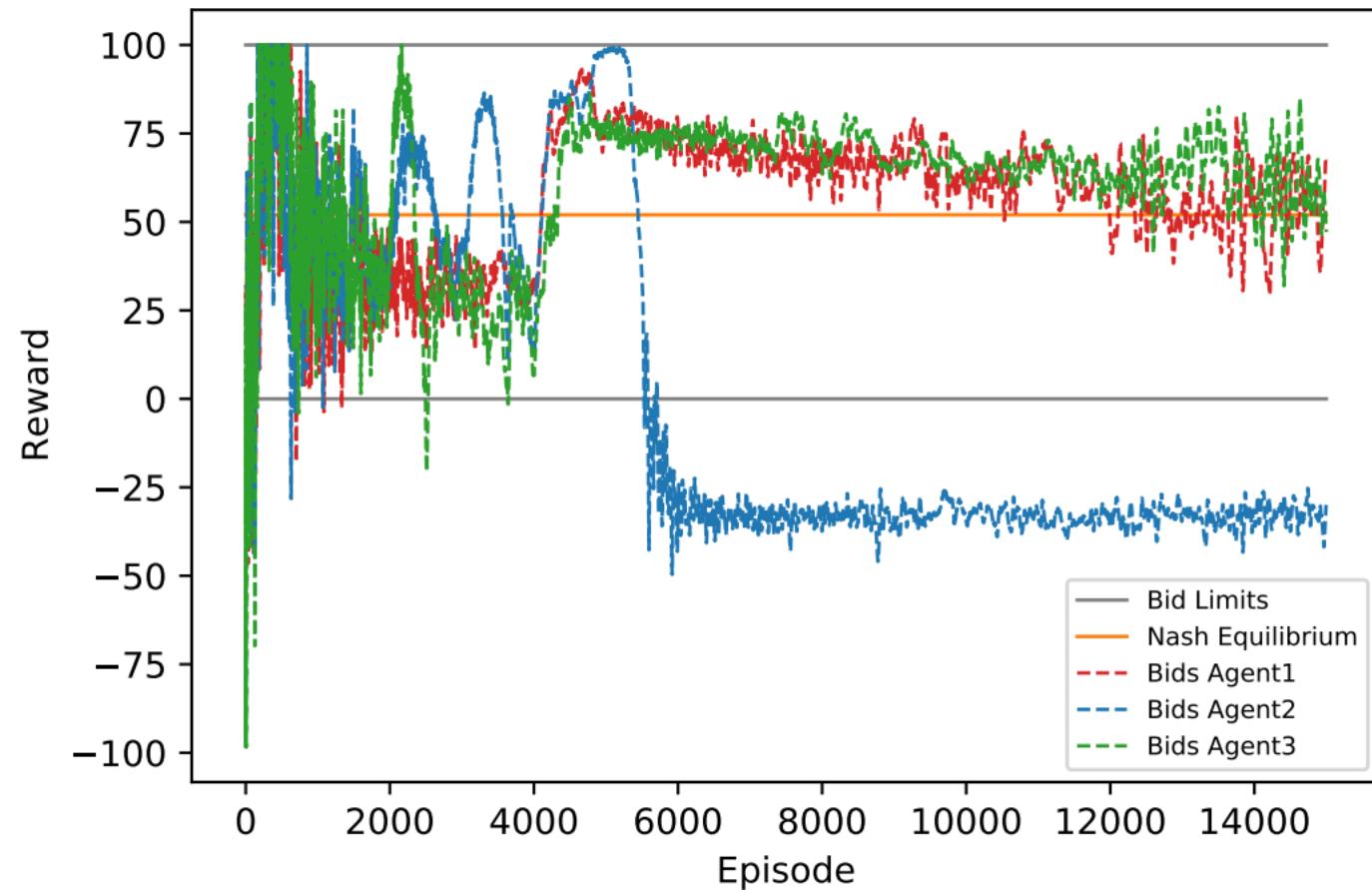
LN lr4-3 woPast Action 3 Agents: Run 30



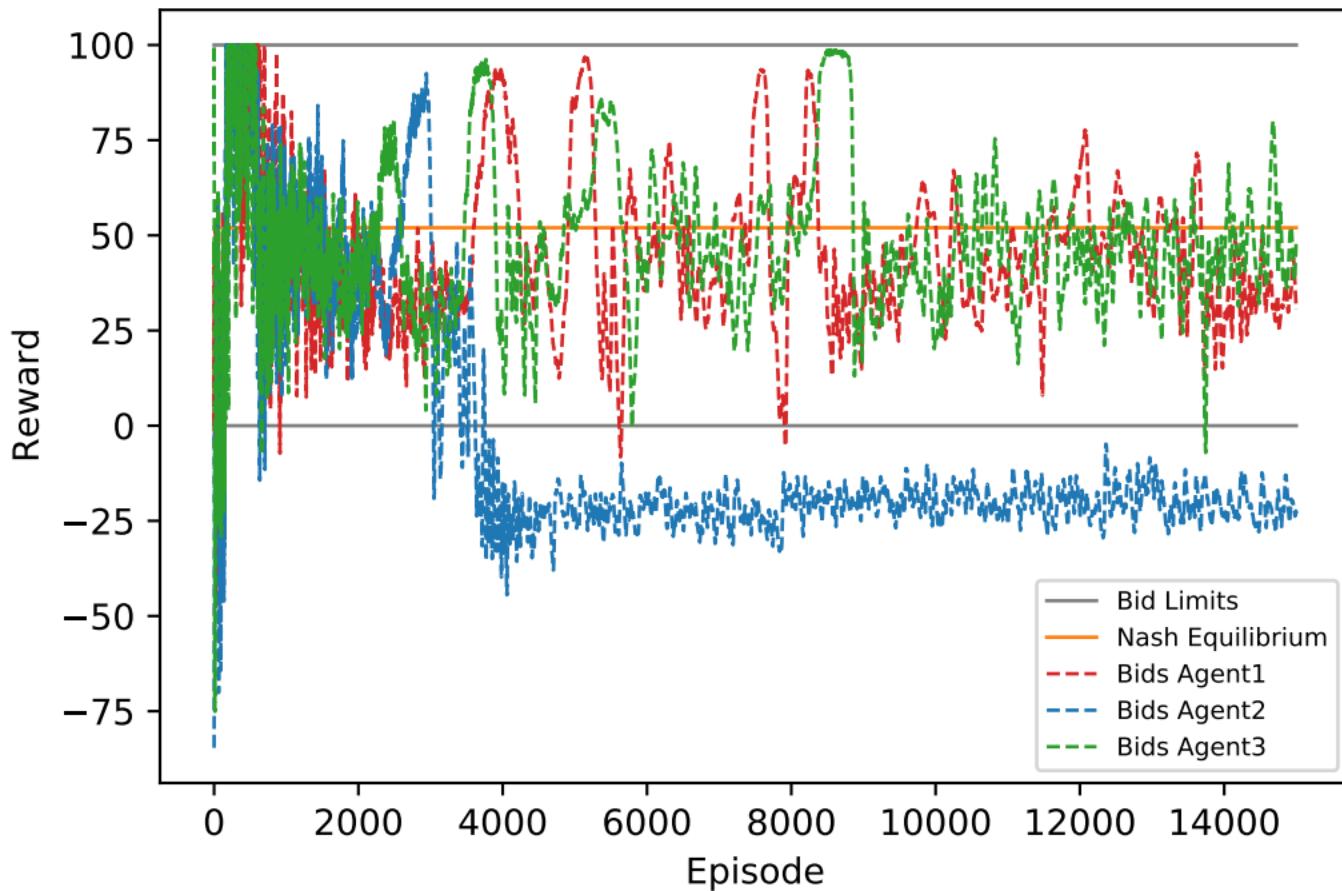
LN Ir4-3 woPast Action 3 Agents: Run 31



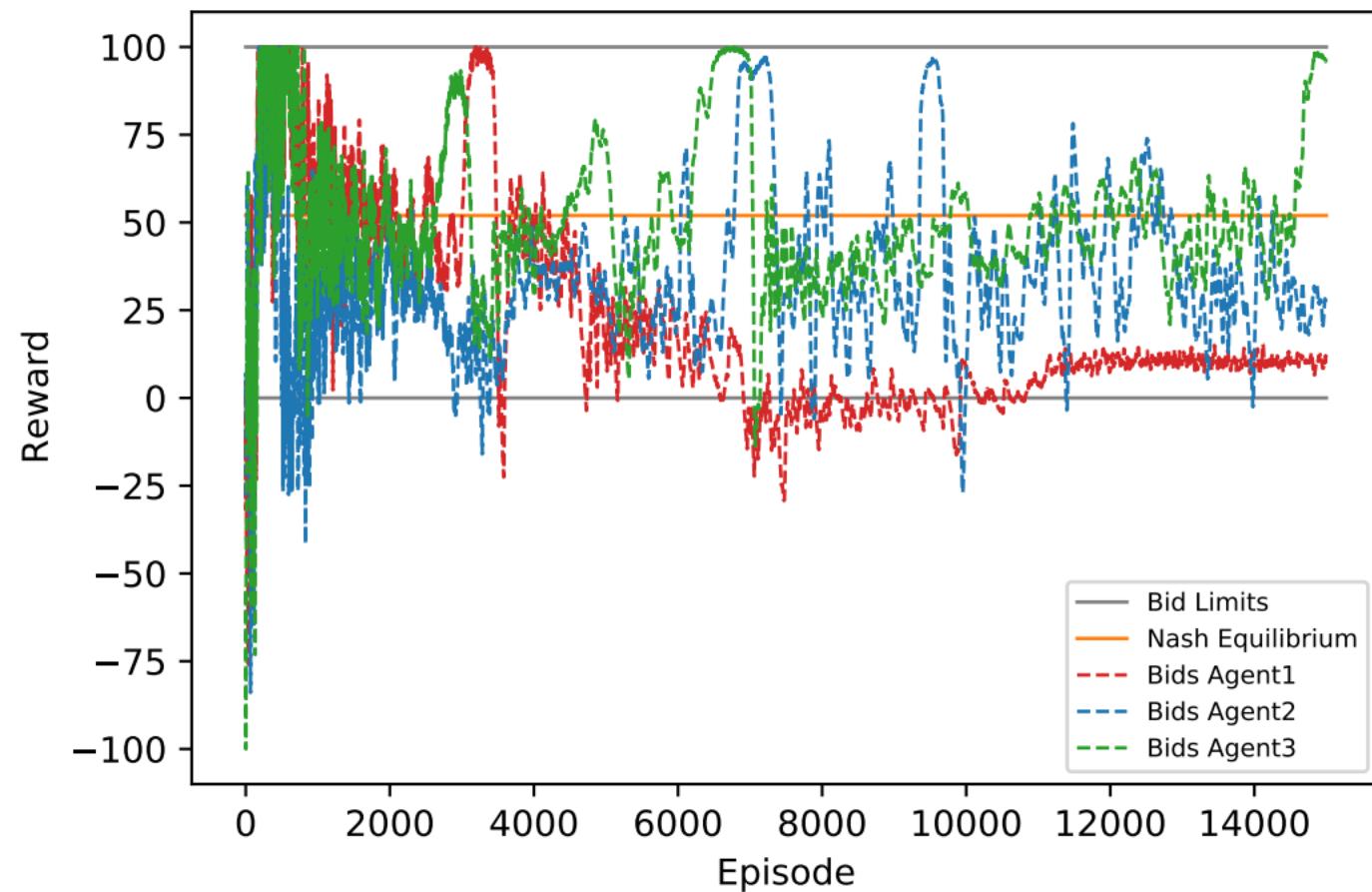
LN lr4-3 woPast Action 3 Agents: Run 32



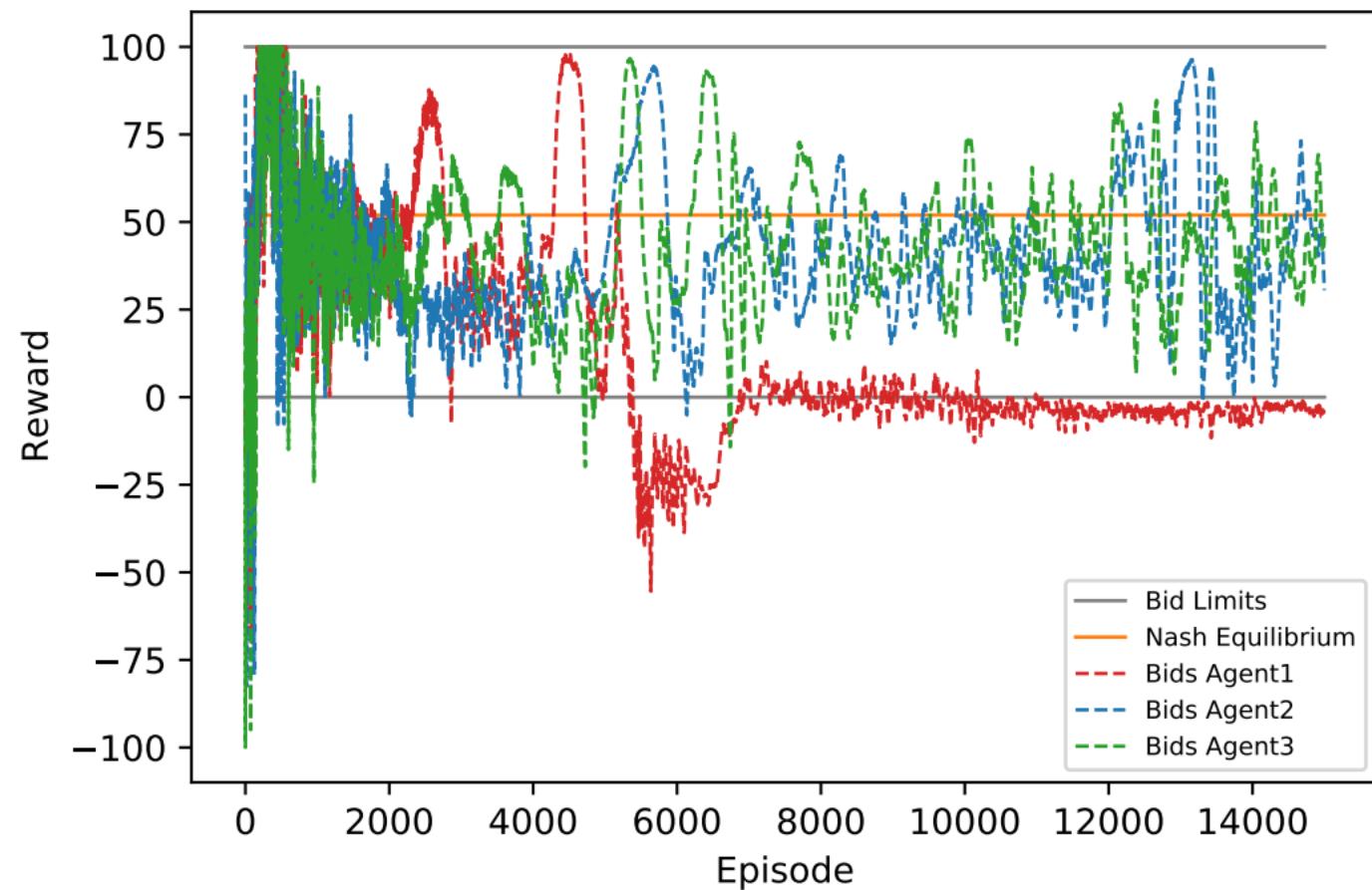
LN lr4-3 woPast Action 3 Agents: Run 33



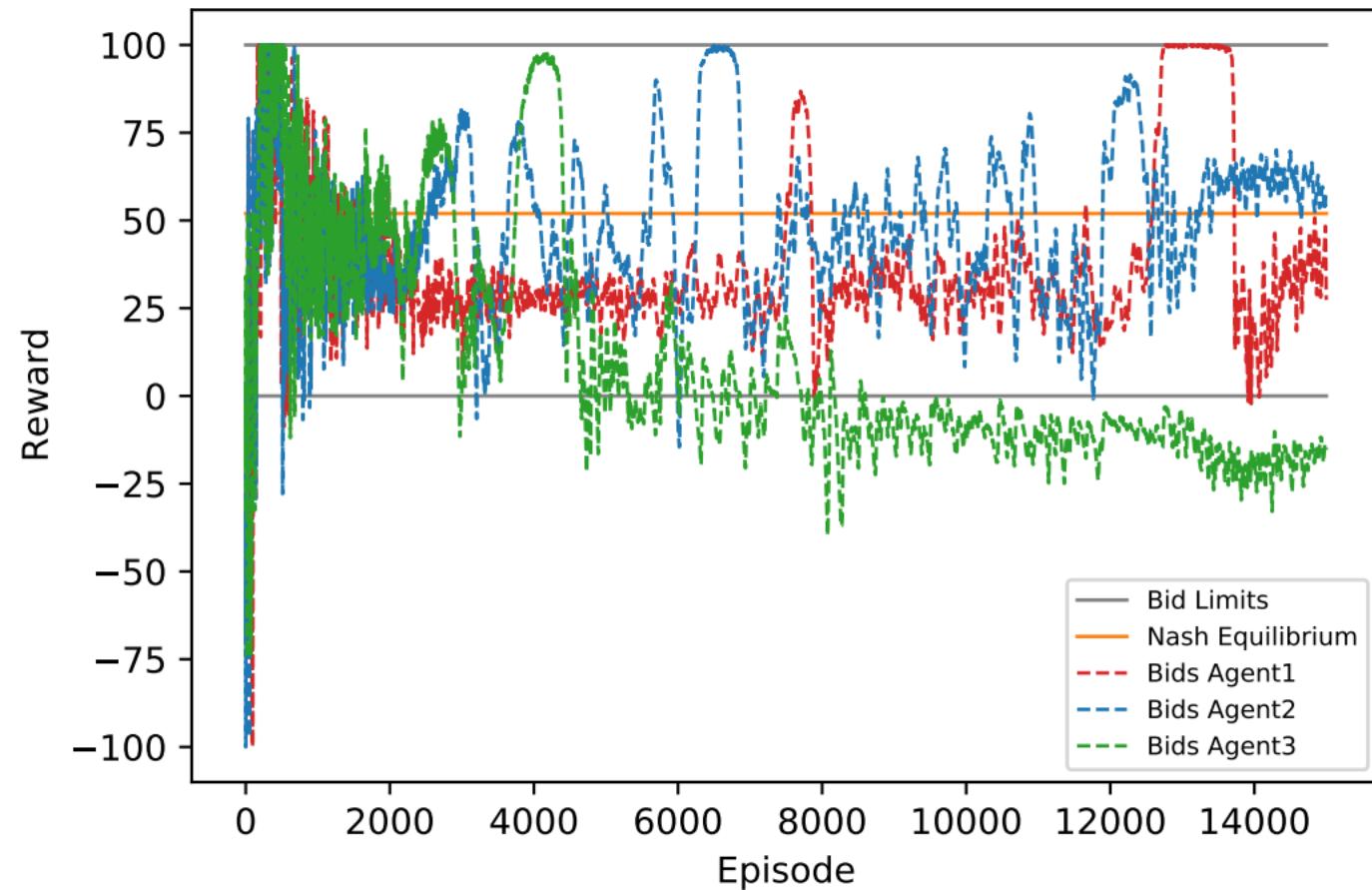
LN lr4-3 woPast Action 3 Agents: Run 34



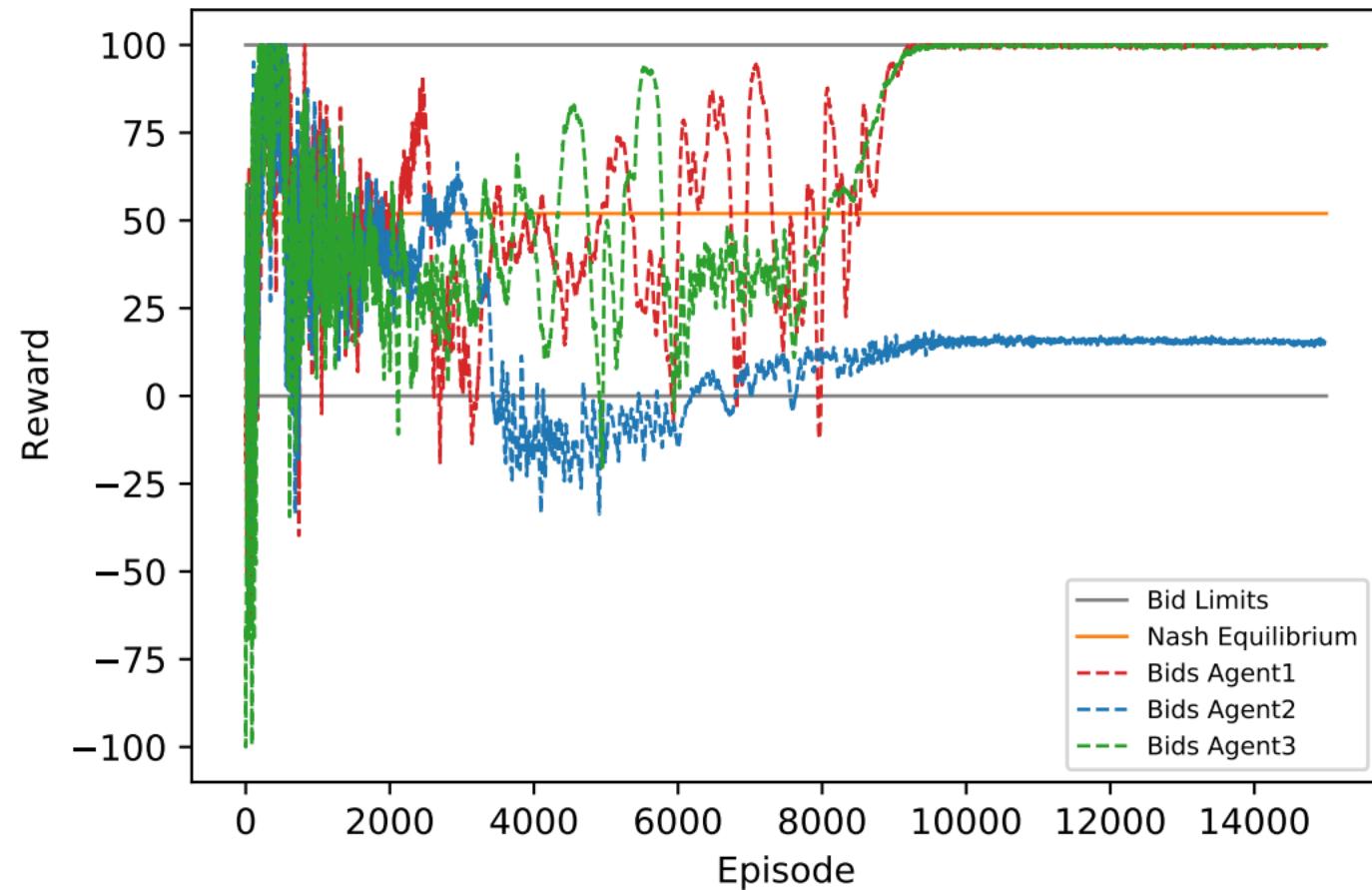
LN lr4-3 woPast Action 3 Agents: Run 35



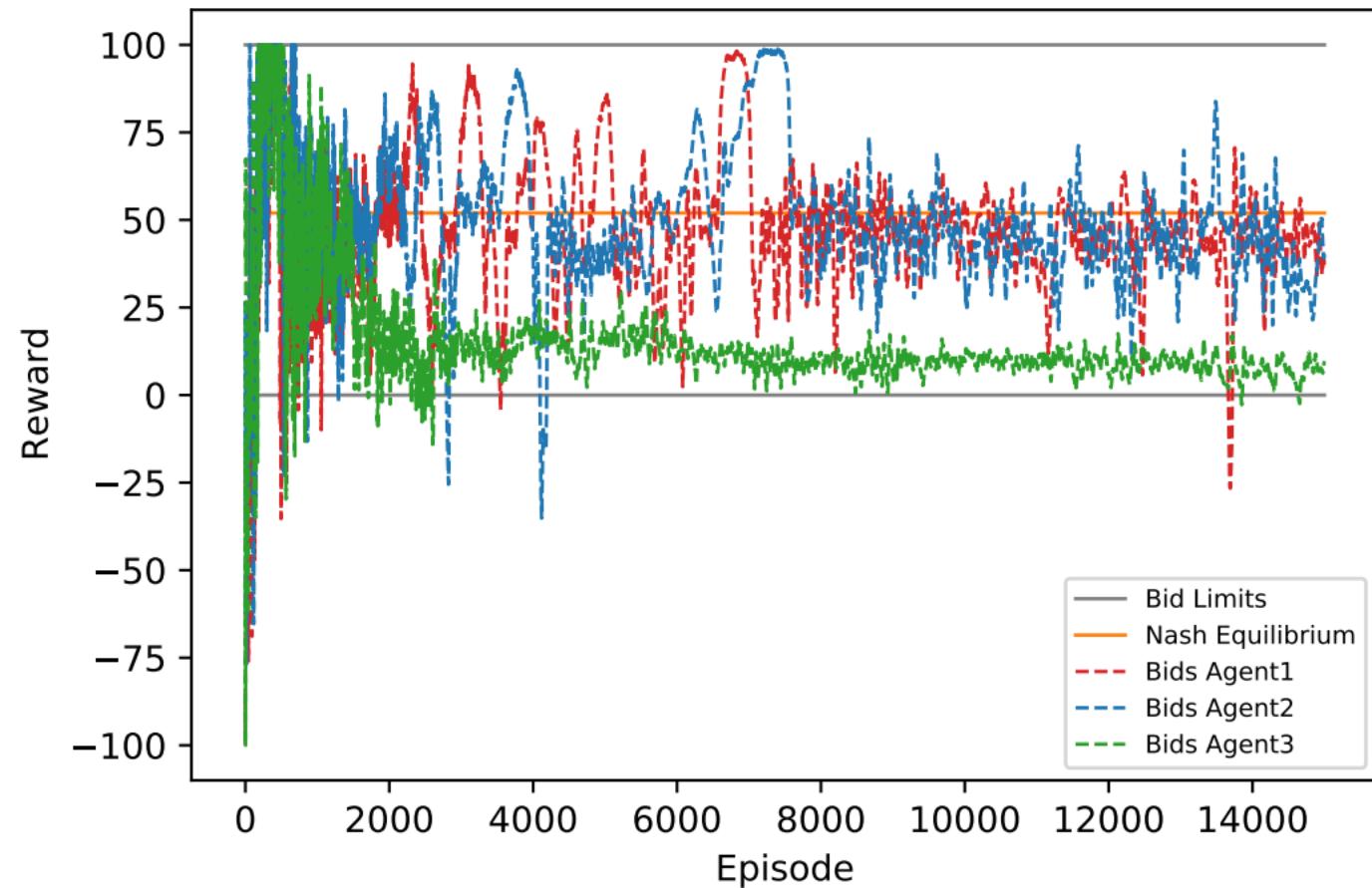
LN Ir4-3 woPast Action 3 Agents: Run 36



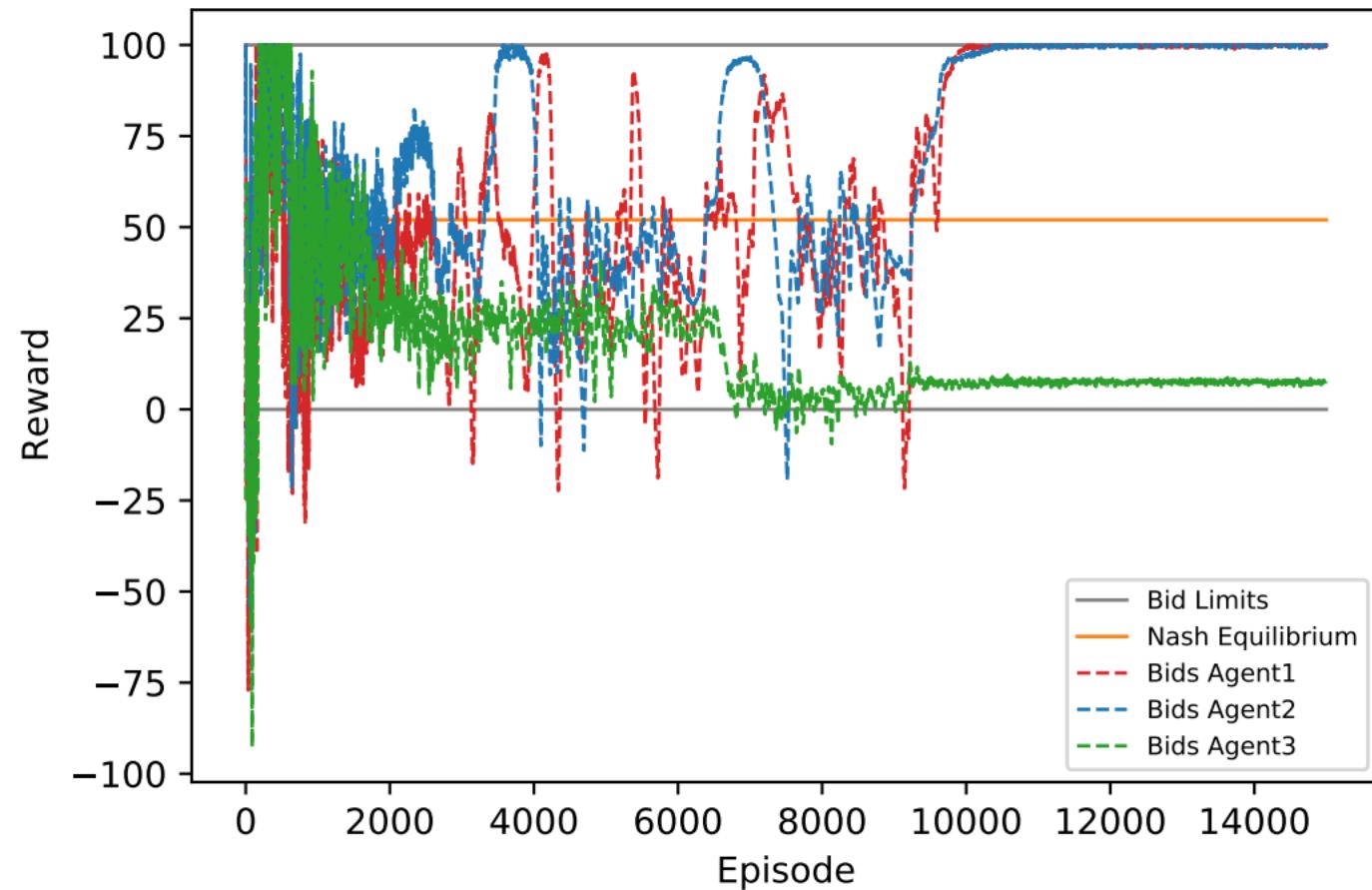
LN lr4-3 woPast Action 3 Agents: Run 37



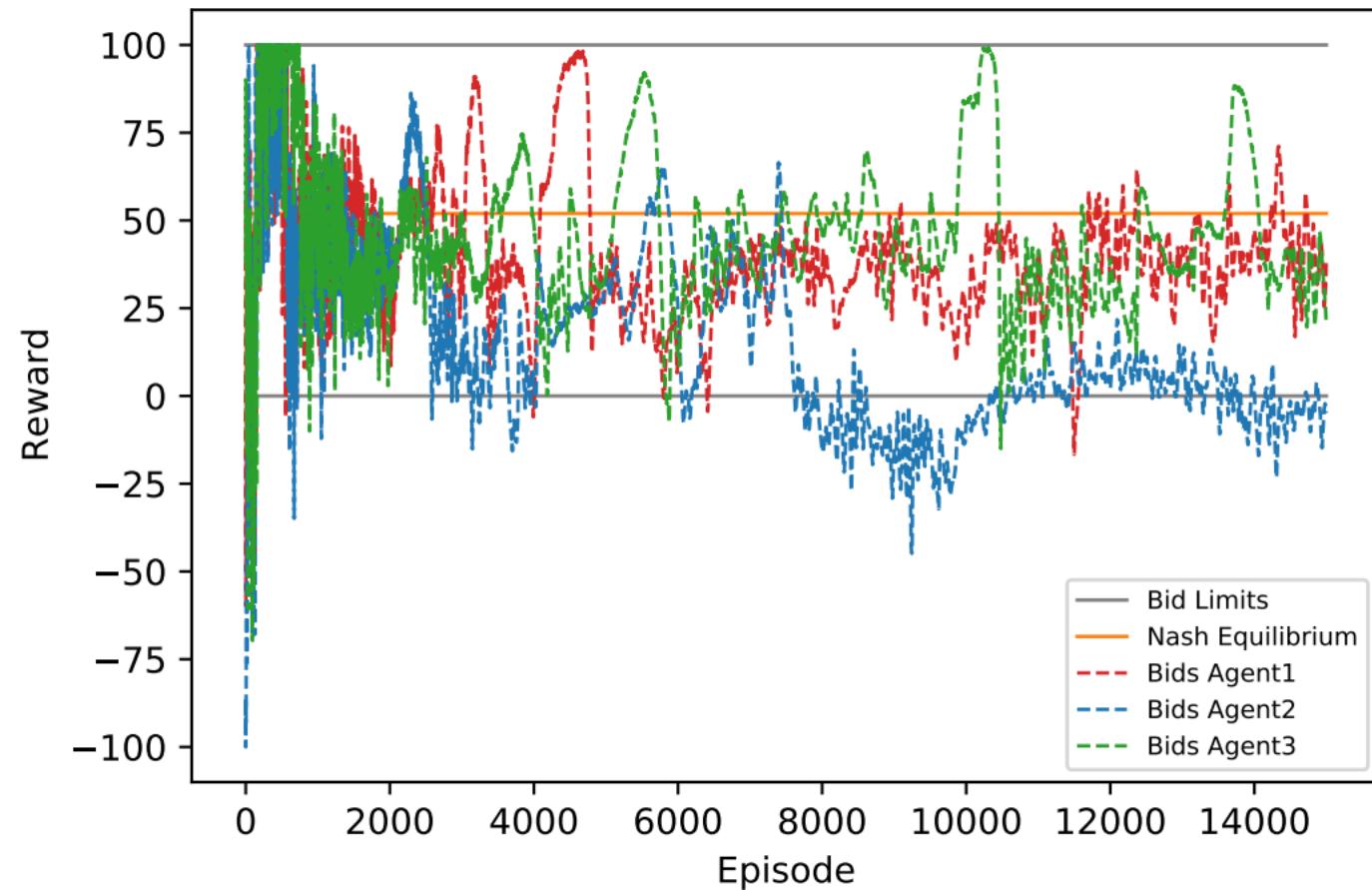
LN lr4-3 woPast Action 3 Agents: Run 38



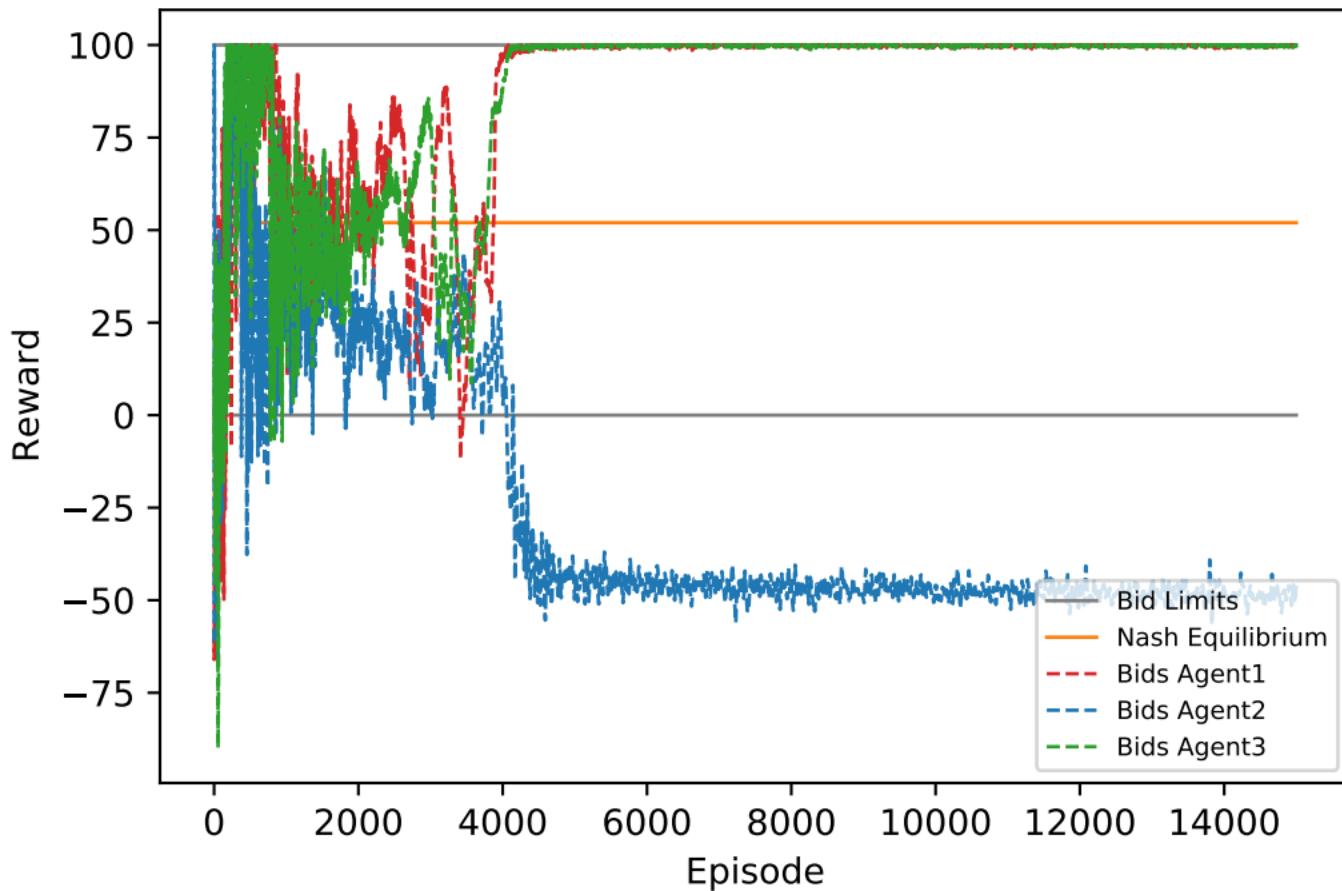
LN lr4-3 woPast Action 3 Agents: Run 39



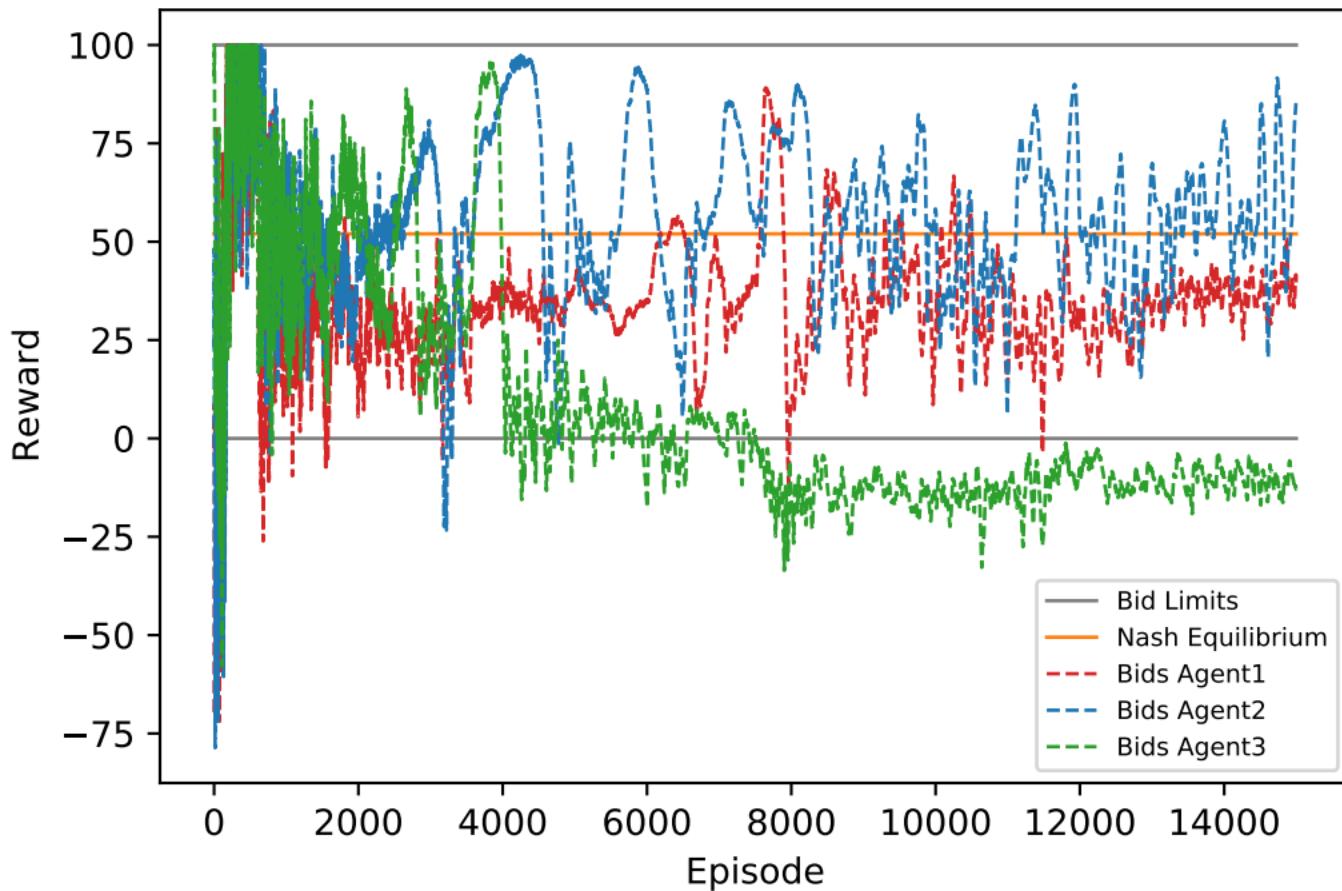
LN Ir4-3 woPast Action 3 Agents: Run 40



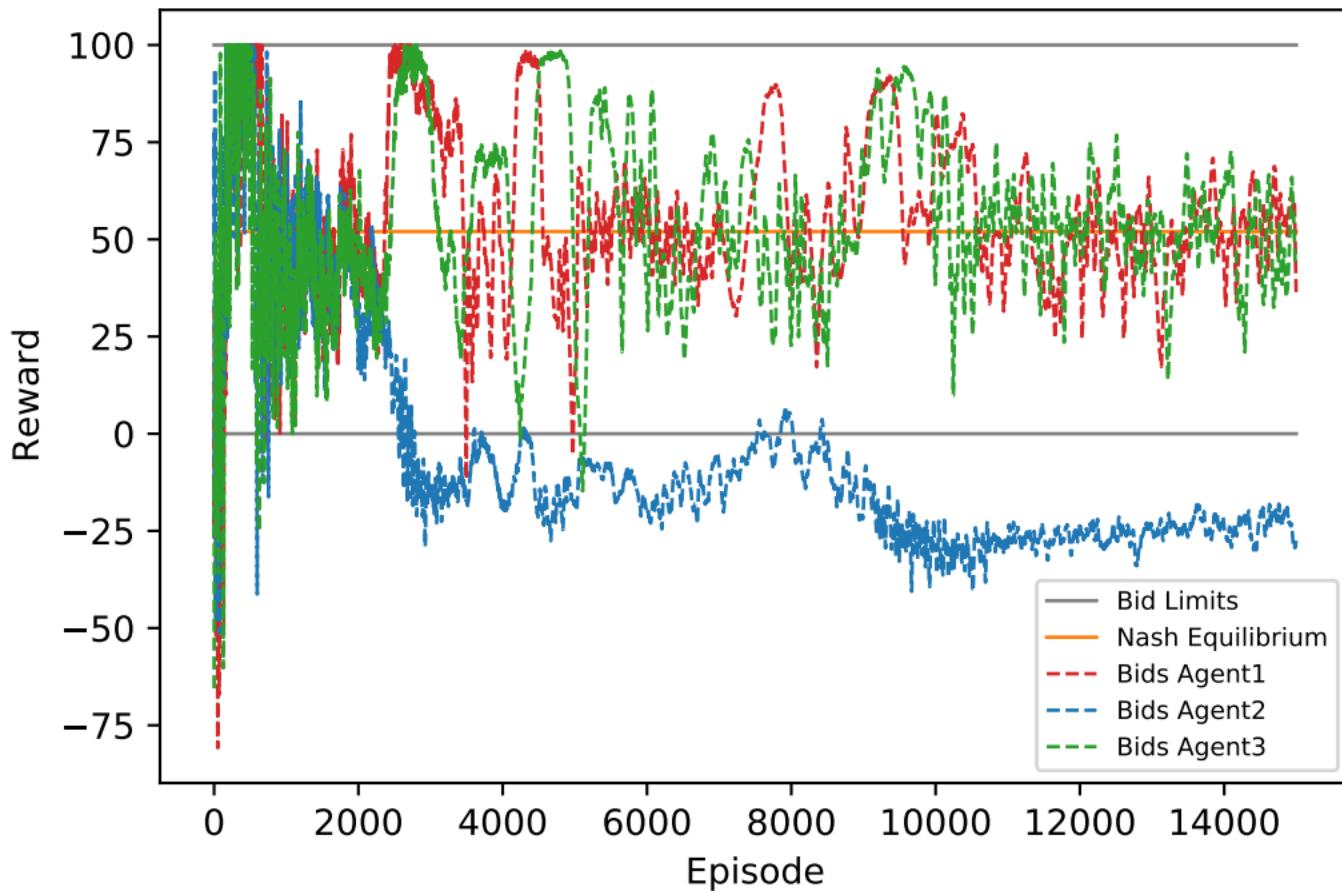
LN lr4-3 woPast Action 3 Agents: Run 41



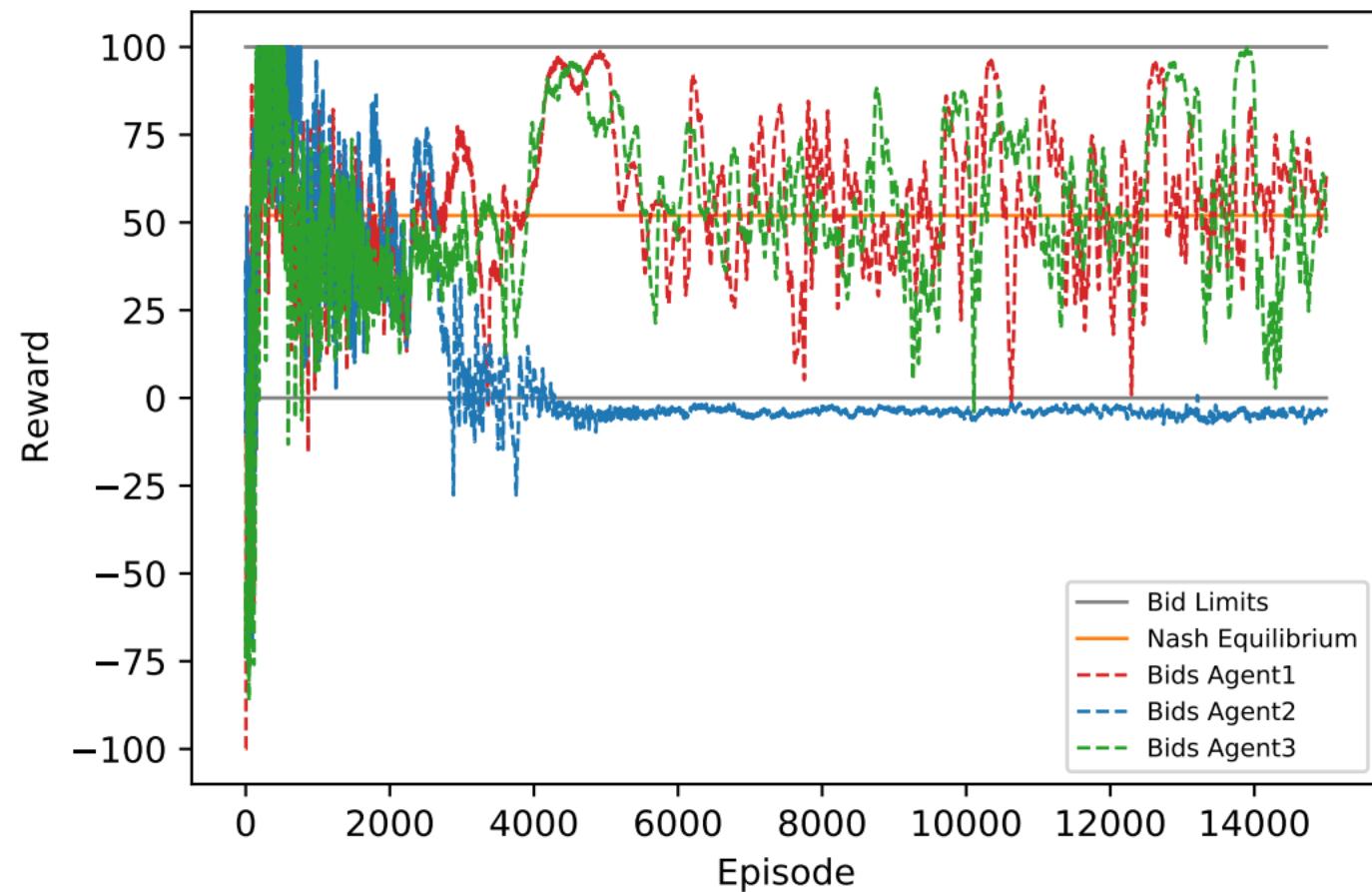
LN lr4-3 woPast Action 3 Agents: Run 42



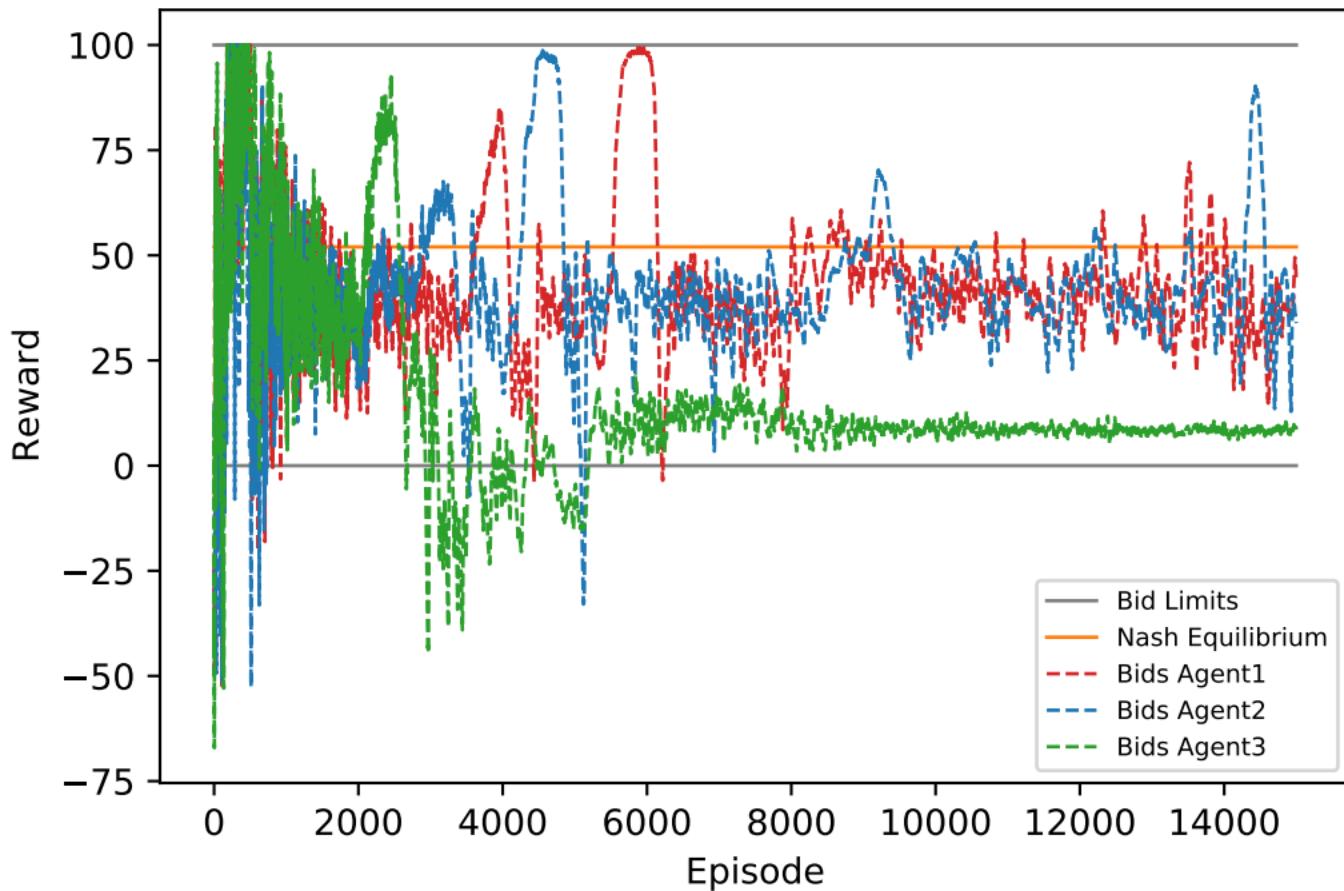
LN lr4-3 woPast Action 3 Agents: Run 43



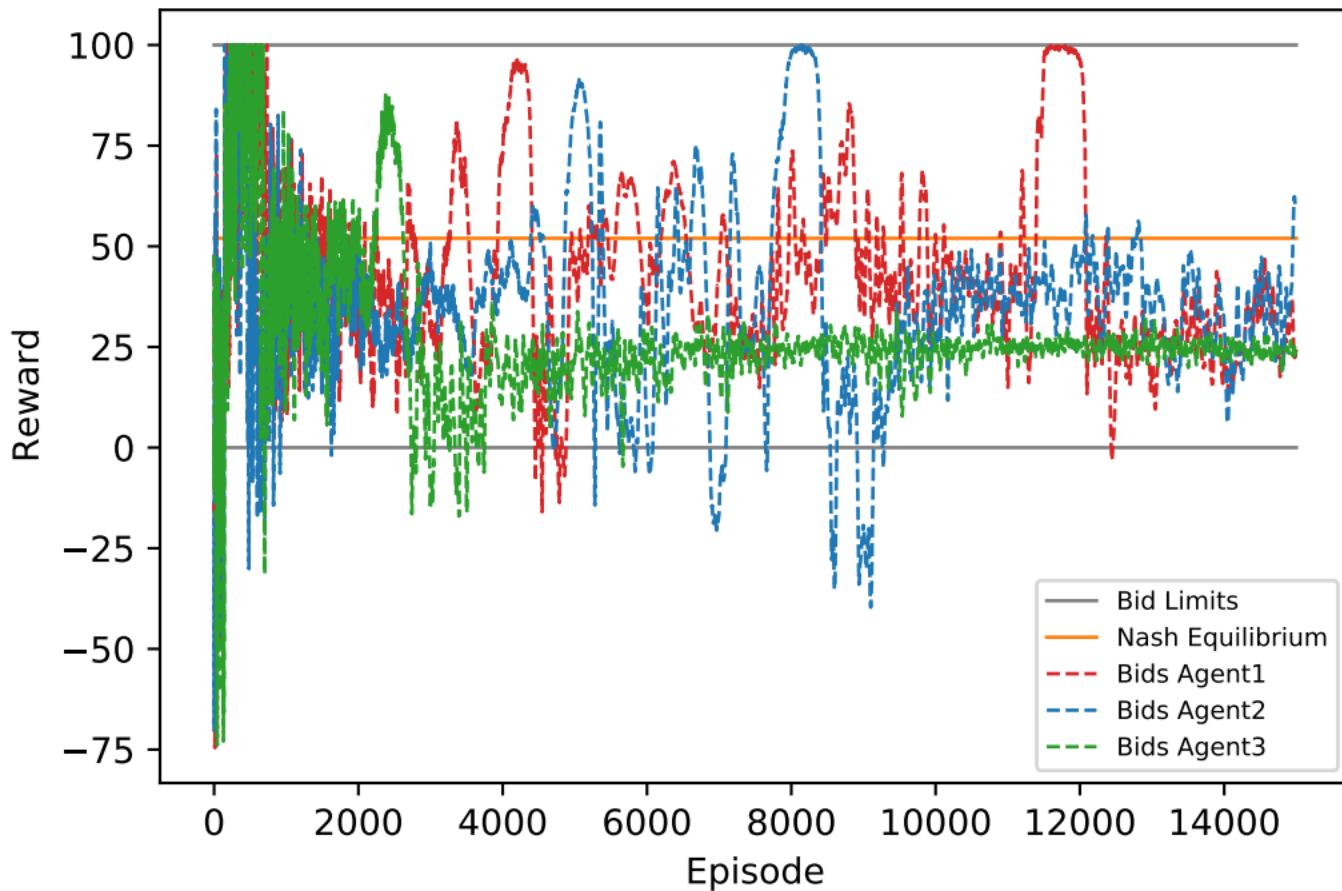
LN lr4-3 woPast Action 3 Agents: Run 44



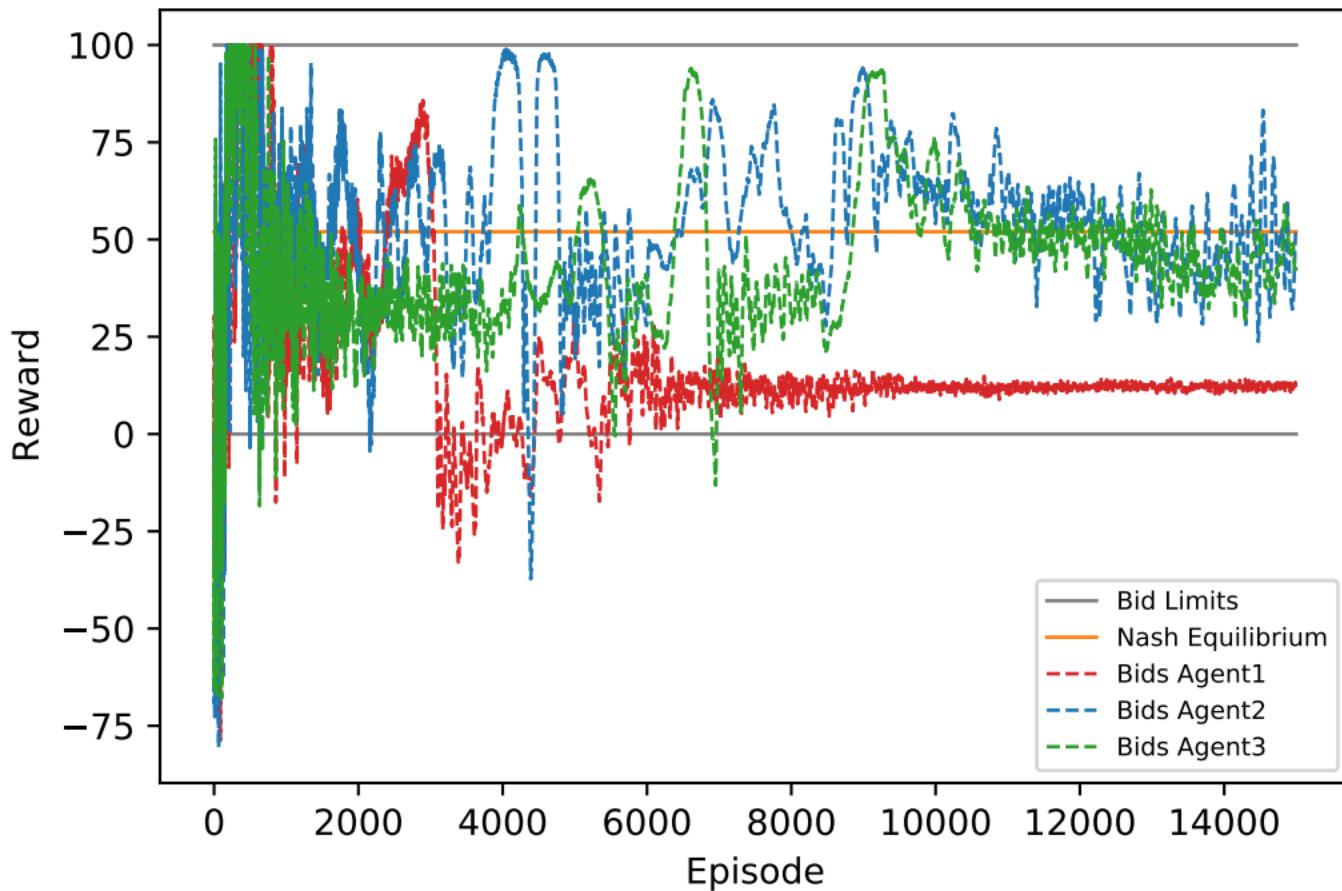
LN lr4-3 woPast Action 3 Agents: Run 45



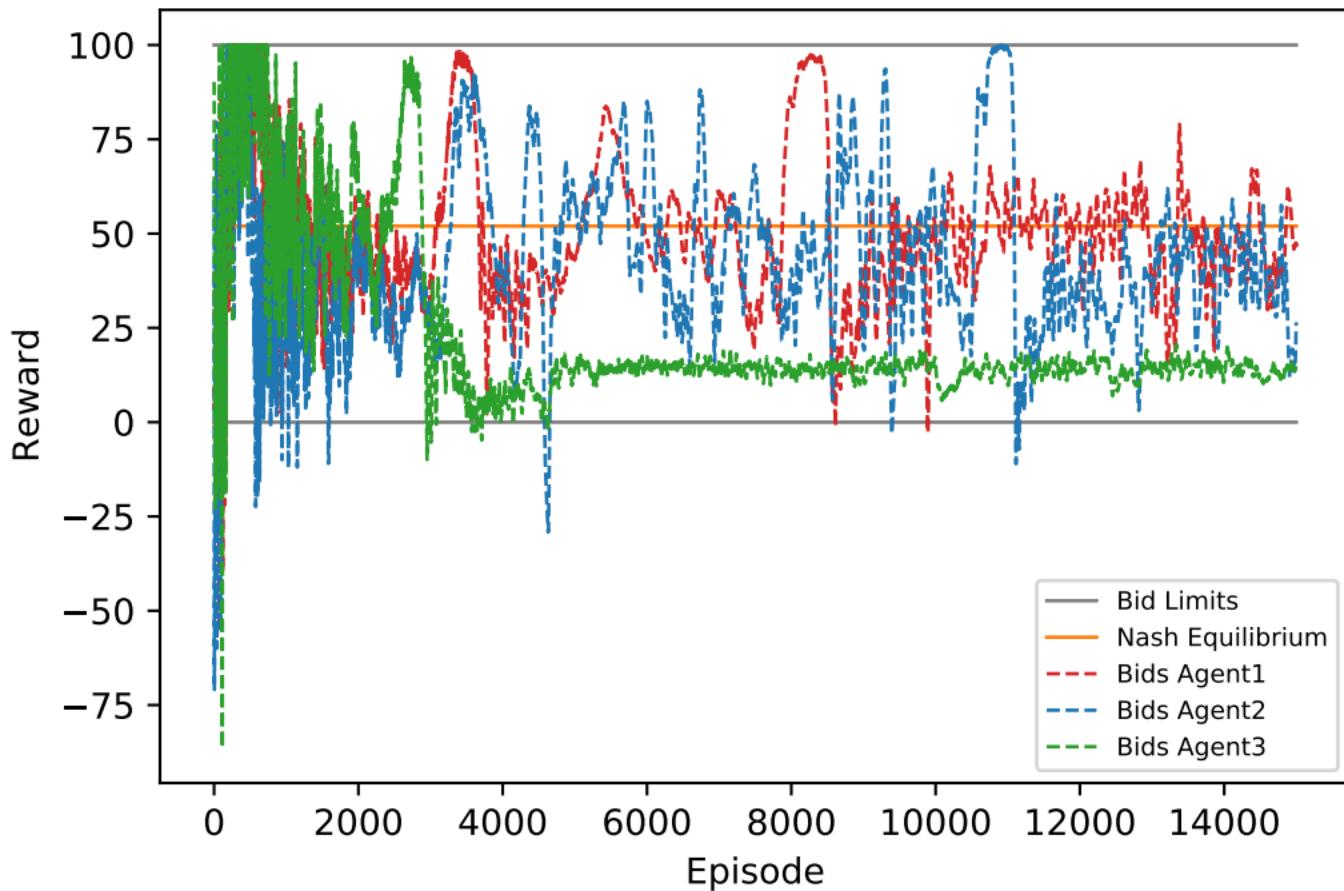
LN lr4-3 woPast Action 3 Agents: Run 46



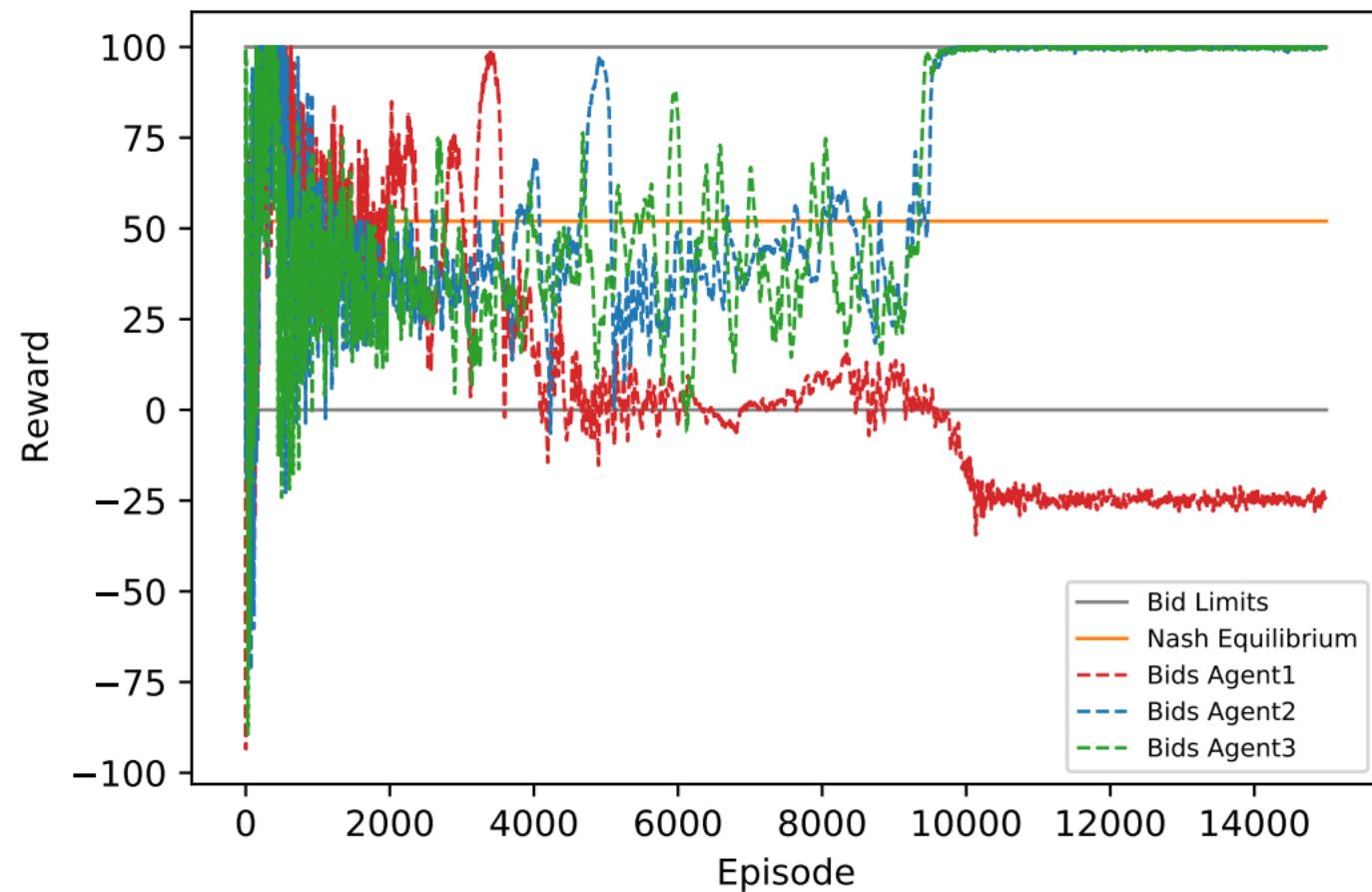
LN lr4-3 woPast Action 3 Agents: Run 47



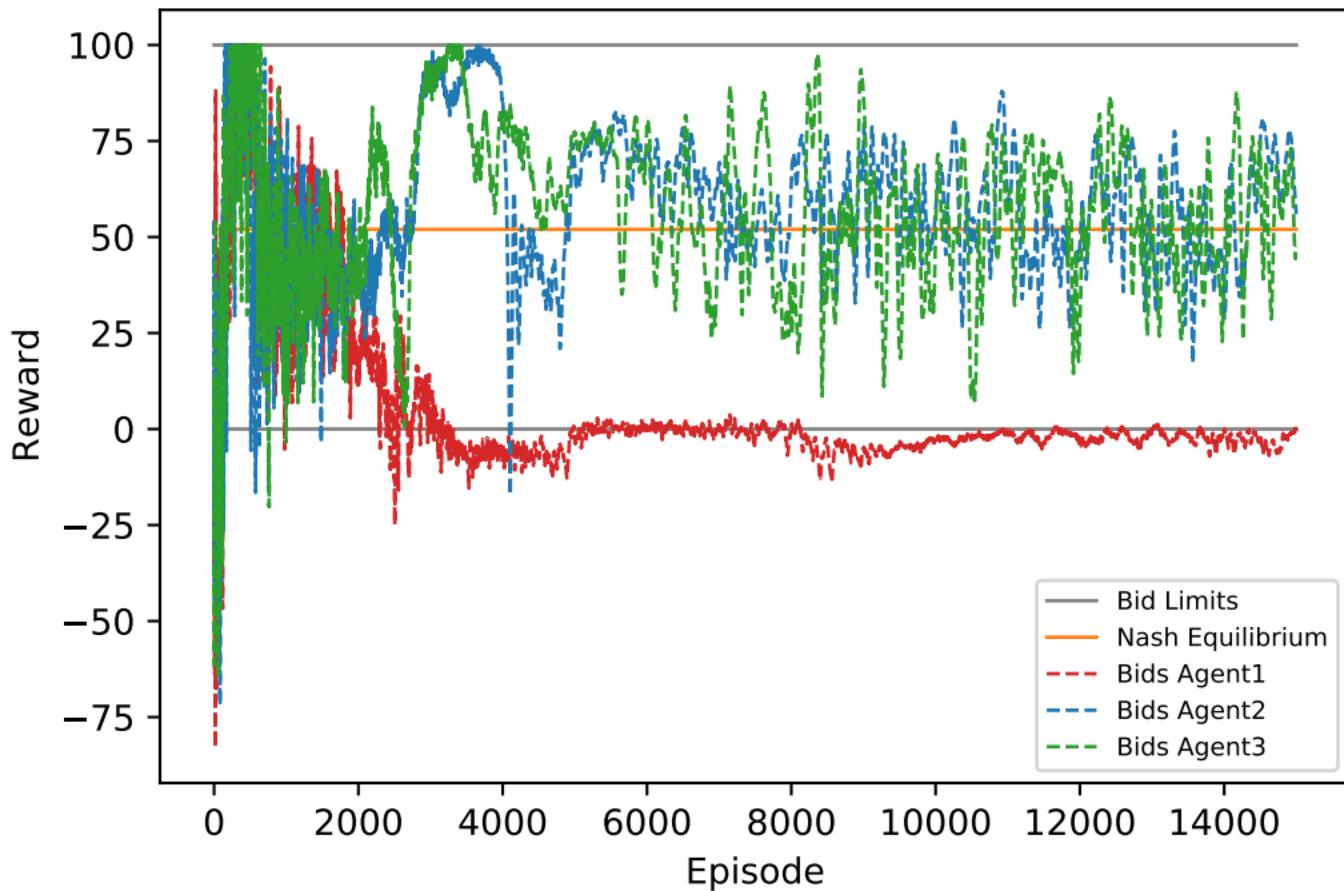
LN lr4-3 woPast Action 3 Agents: Run 48



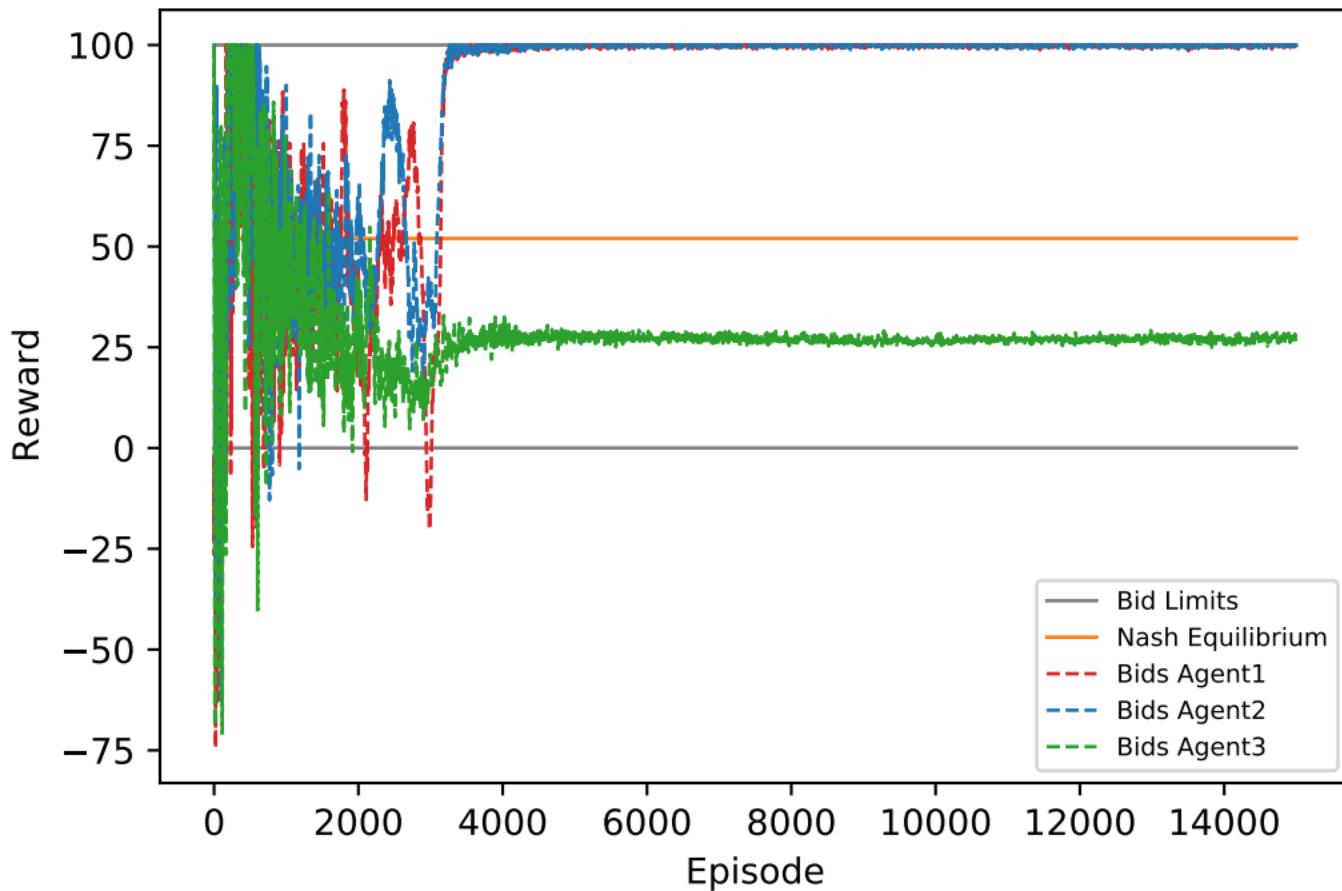
LN lr4-3 woPast Action 3 Agents: Run 49



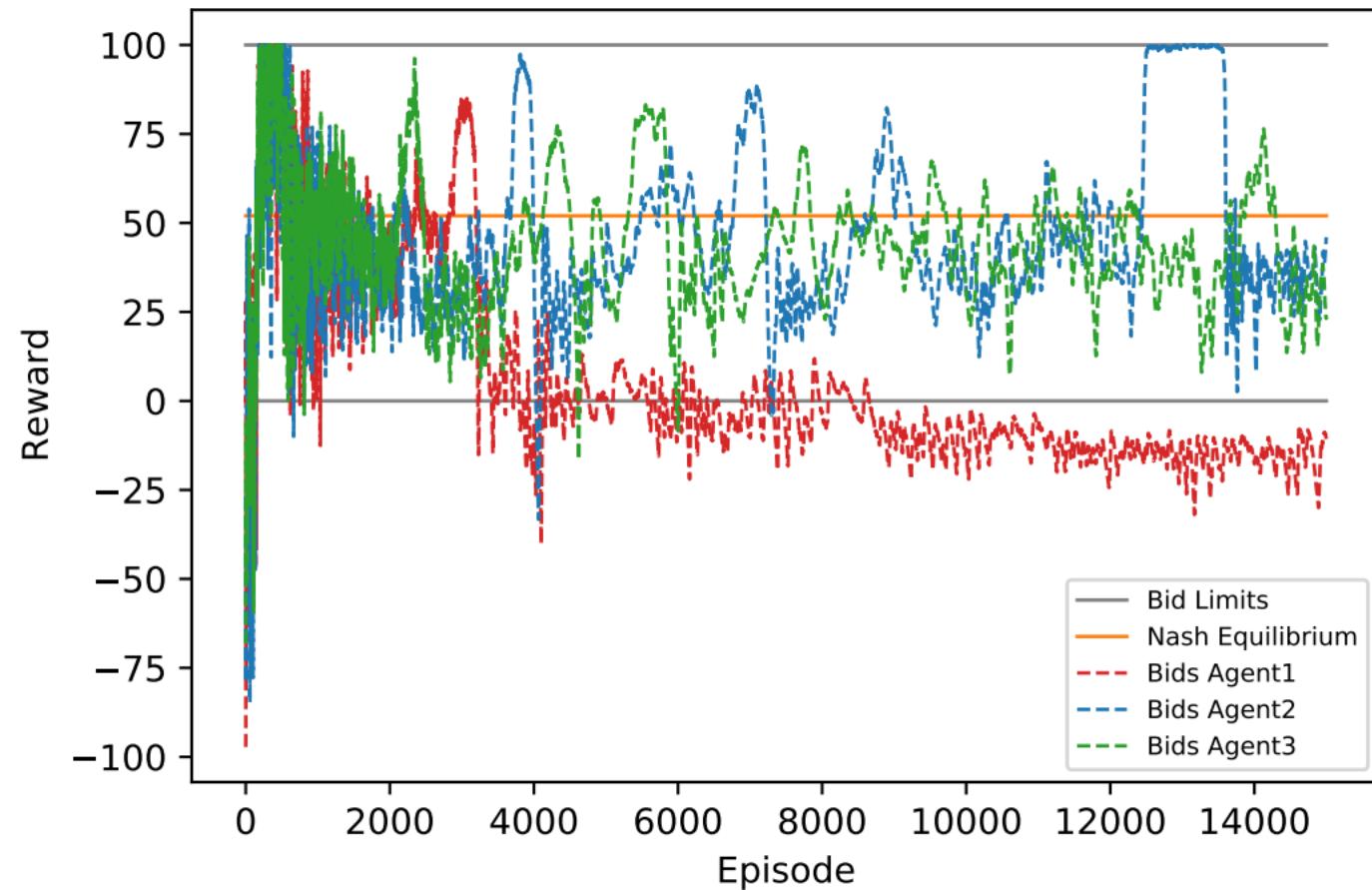
LN lr4-3 woPast Action 3 Agents: Run 50



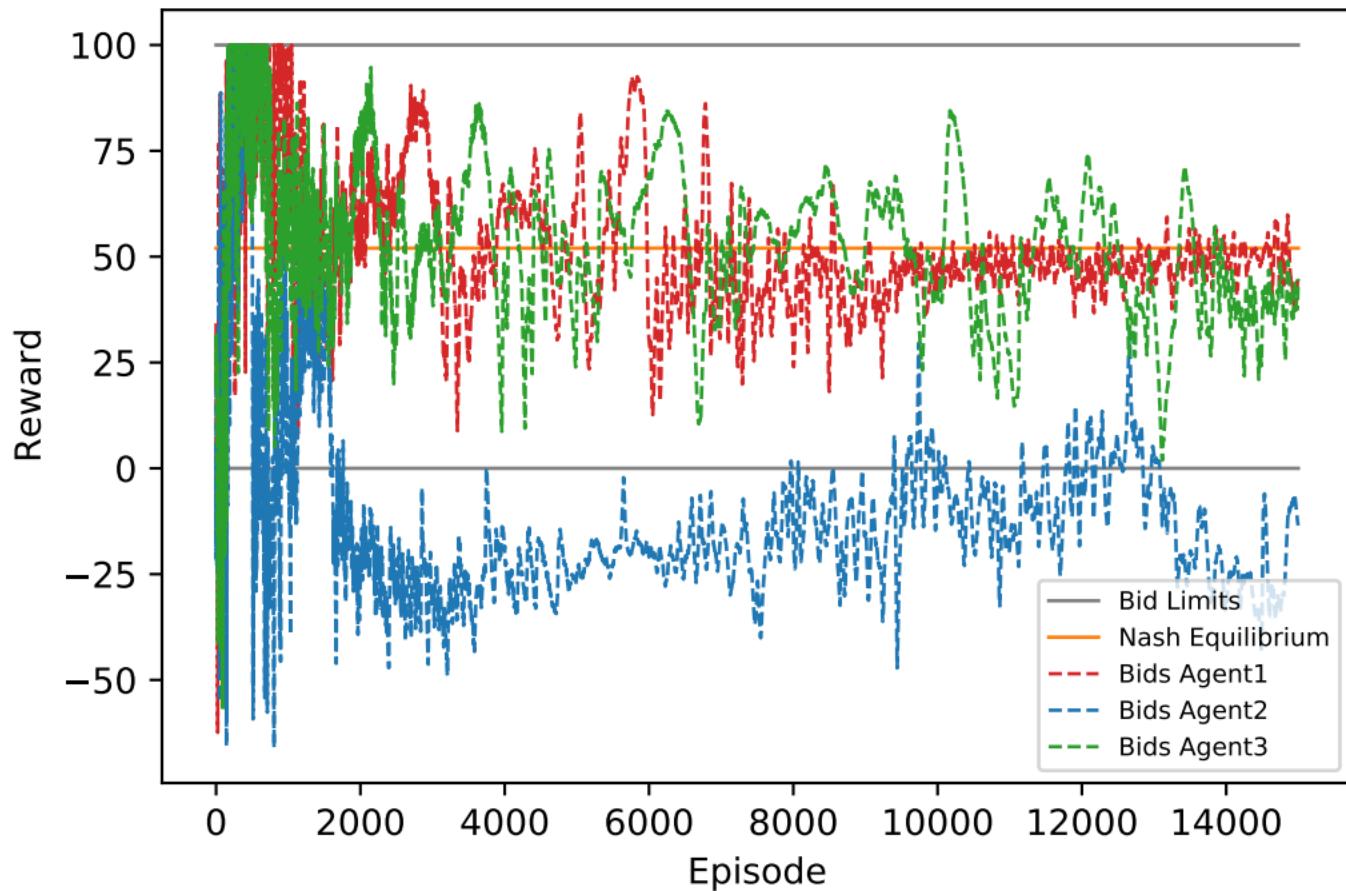
LN lr4-3 woPast Action 3 Agents: Run 51



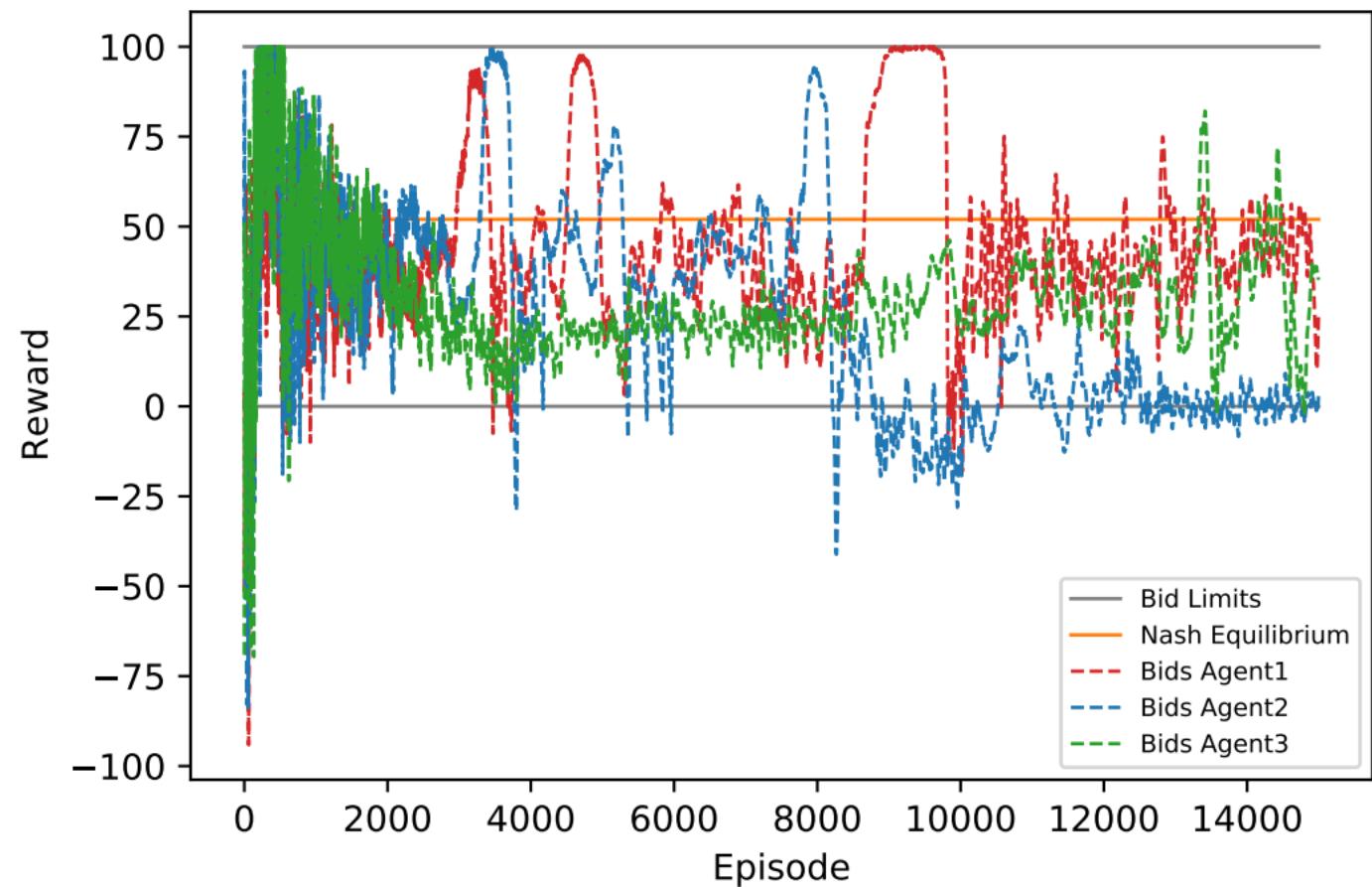
LN lr4-3 woPast Action 3 Agents: Run 52



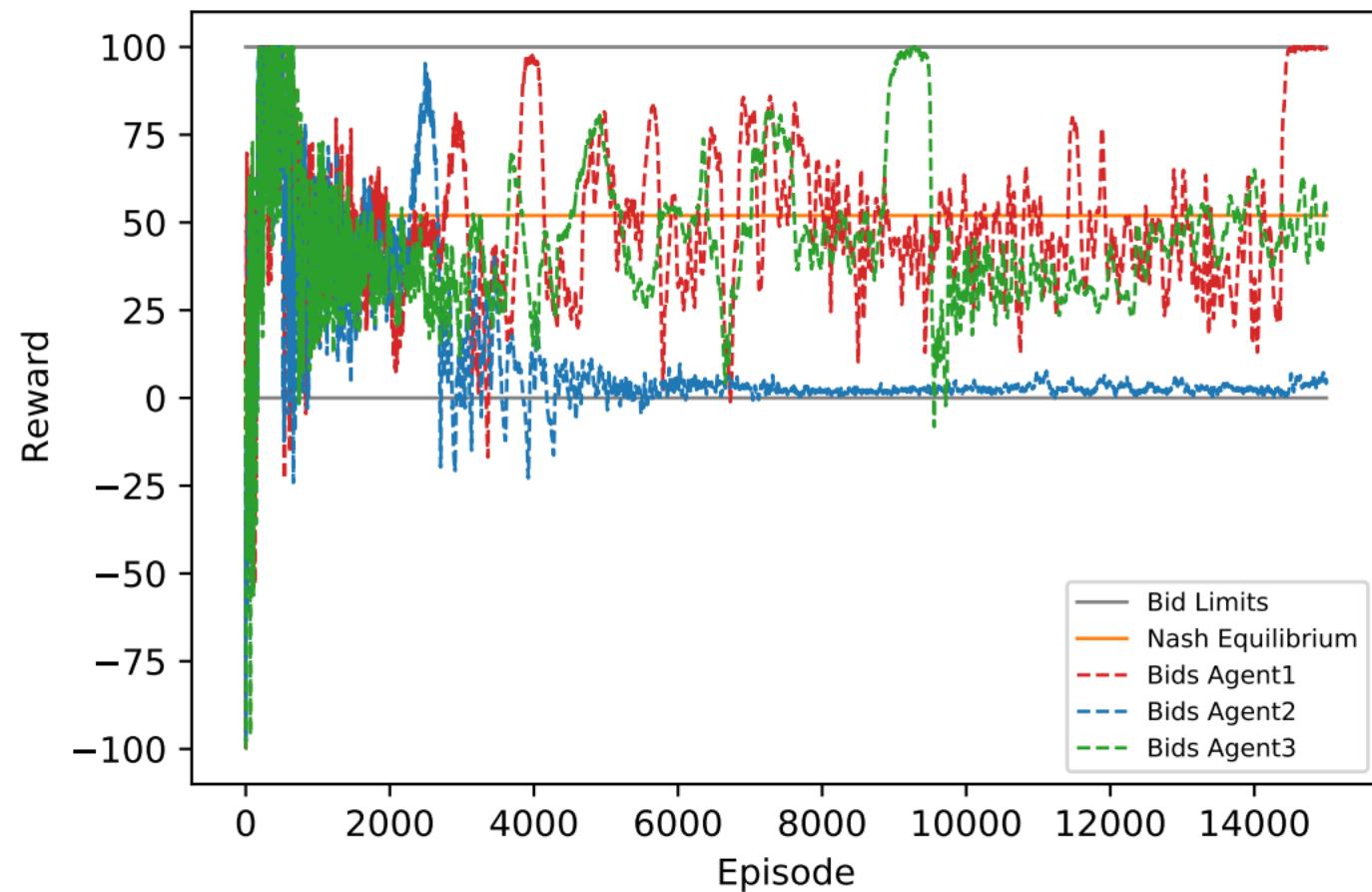
LN lr4-3 woPast Action 3 Agents: Run 53



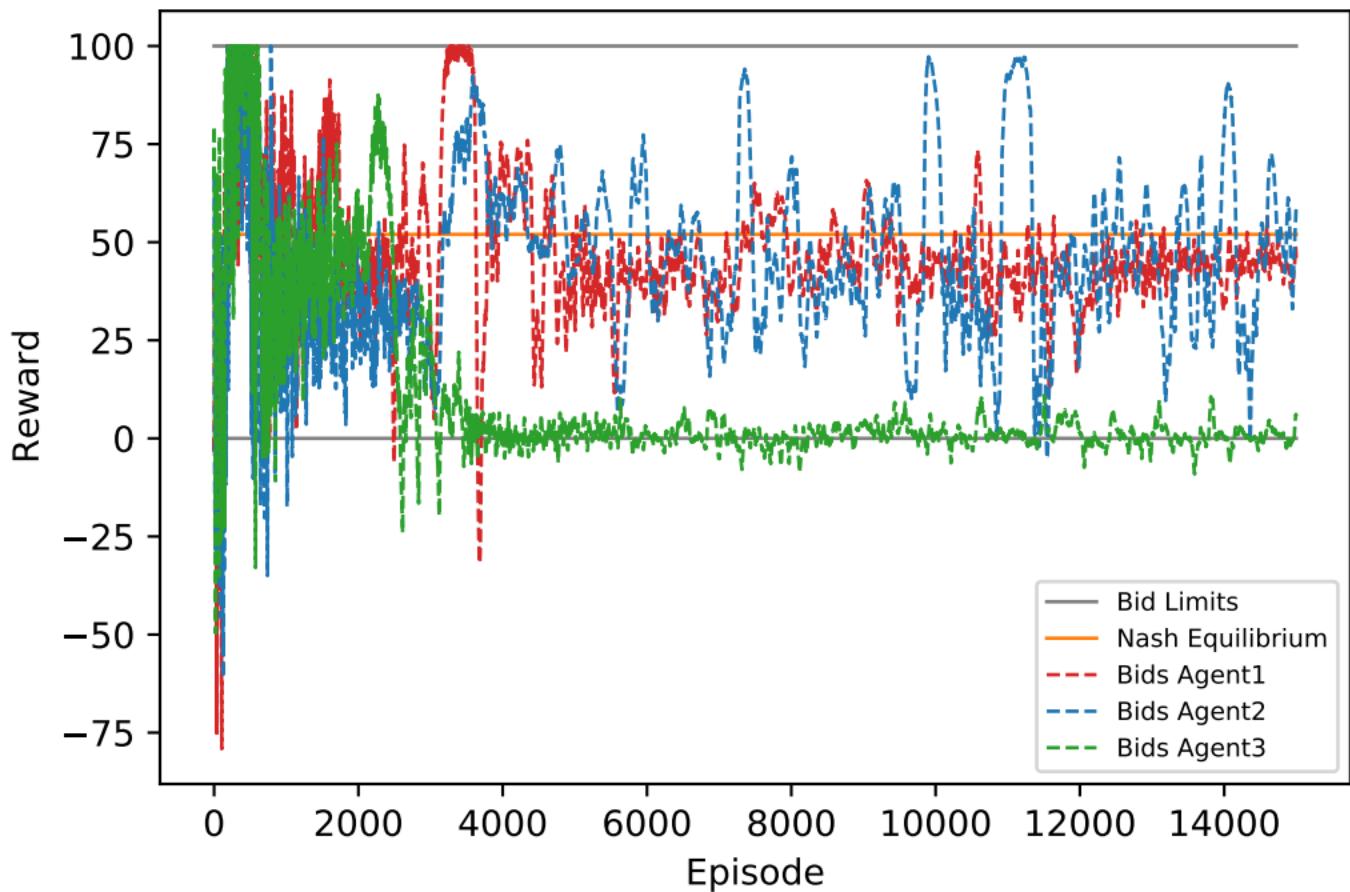
LN lr4-3 woPast Action 3 Agents: Run 54



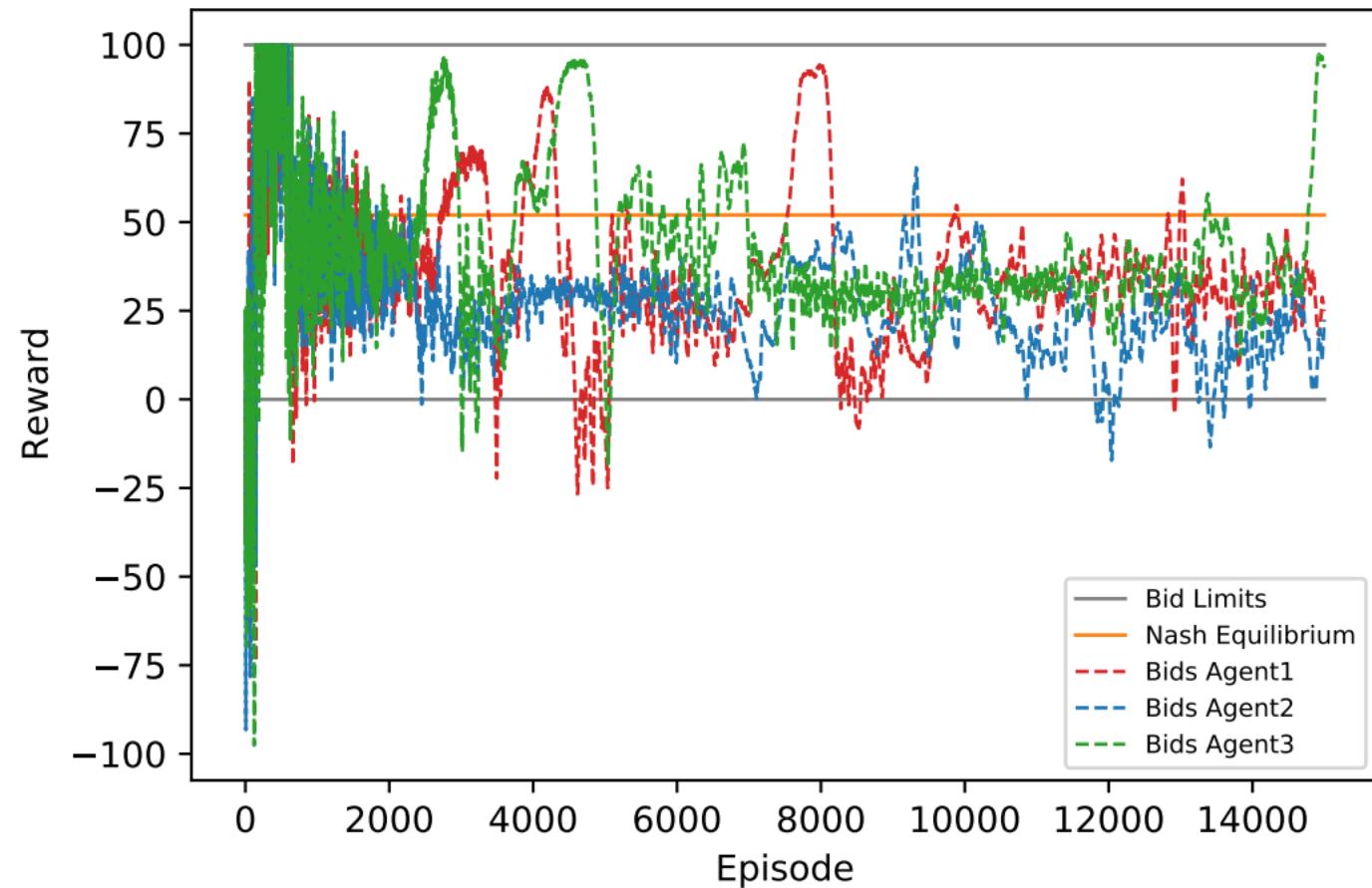
LN lr4-3 woPast Action 3 Agents: Run 55



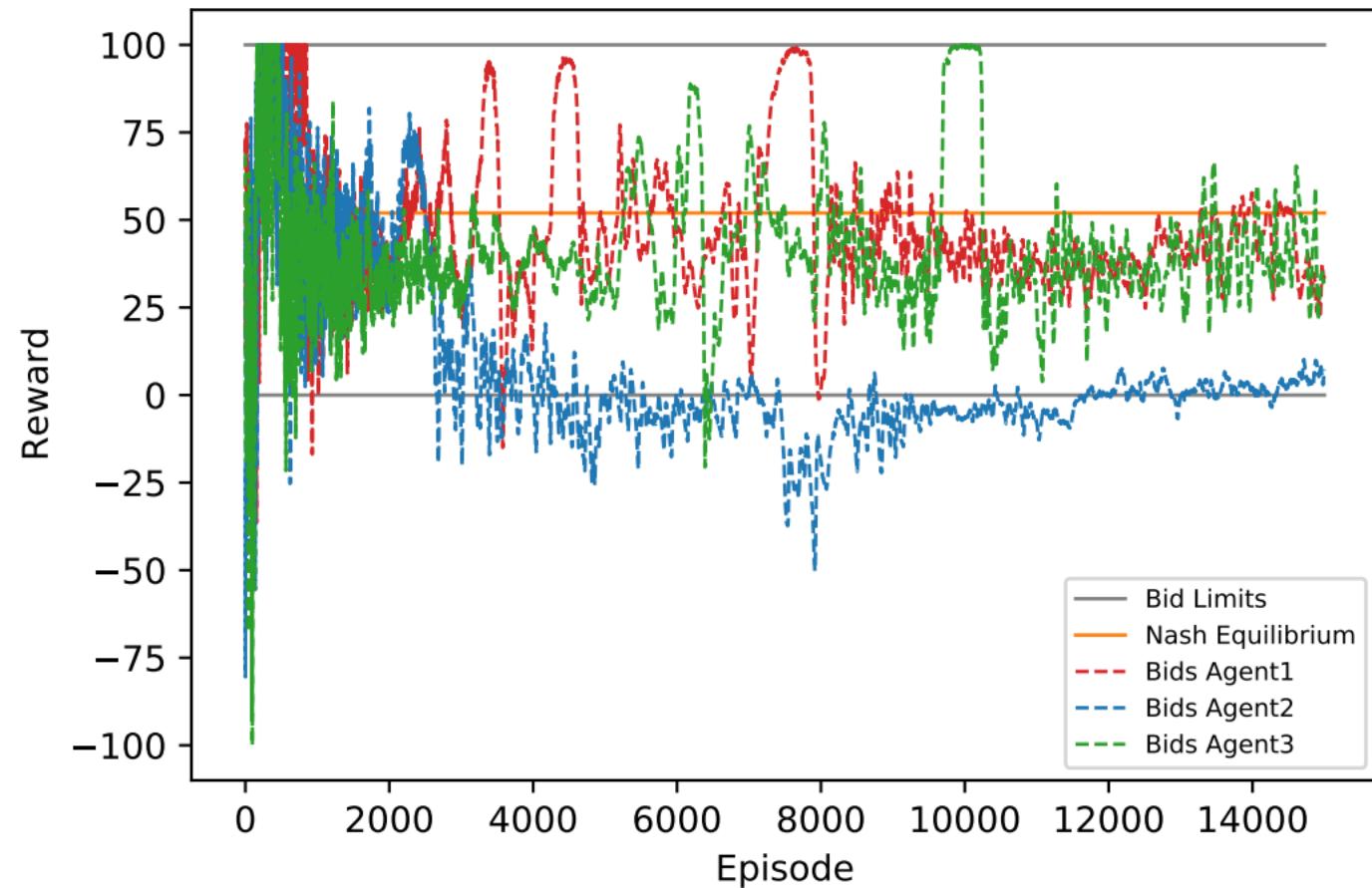
LN lr4-3 woPast Action 3 Agents: Run 56



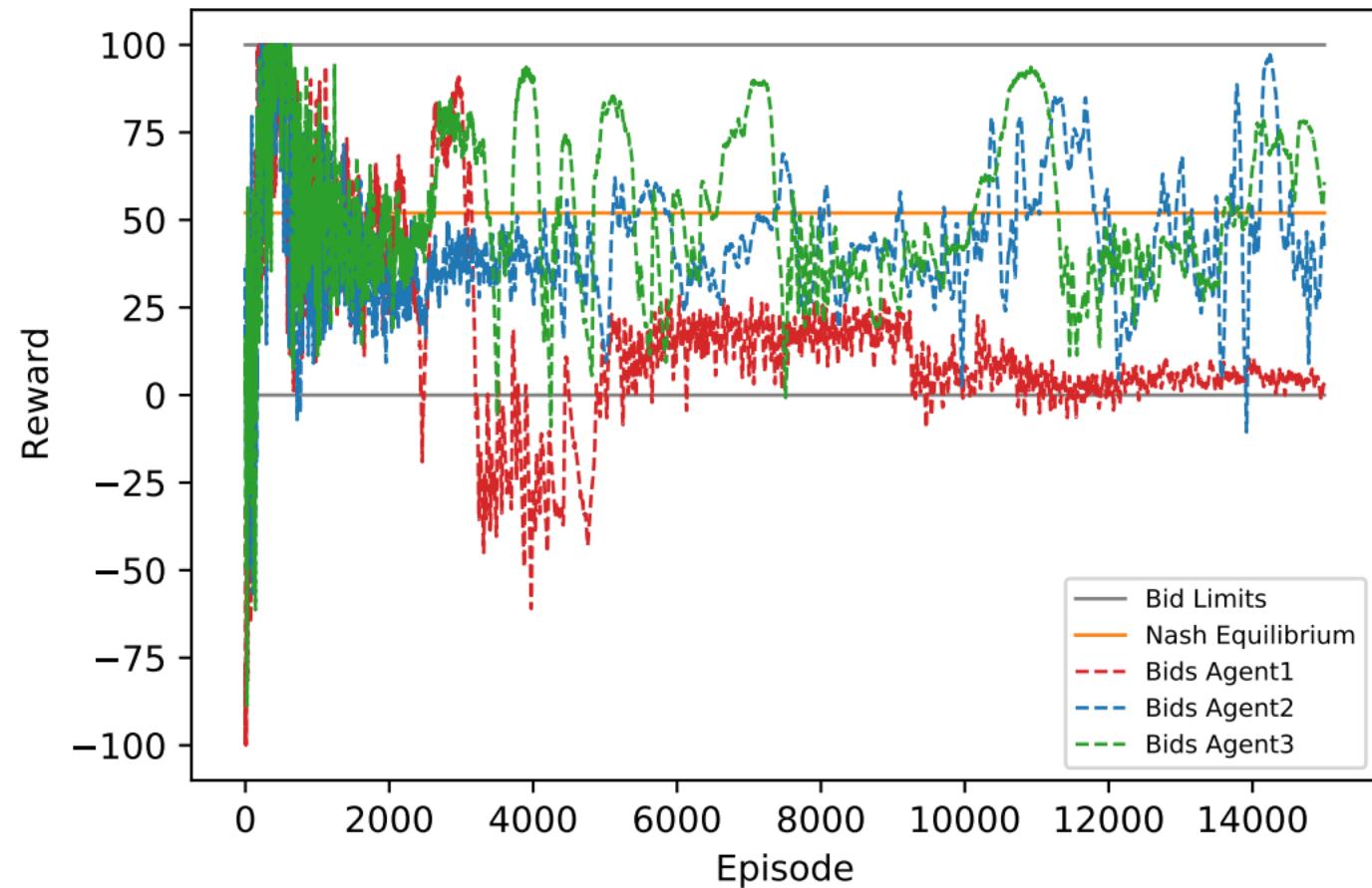
LN lr4-3 woPast Action 3 Agents: Run 57



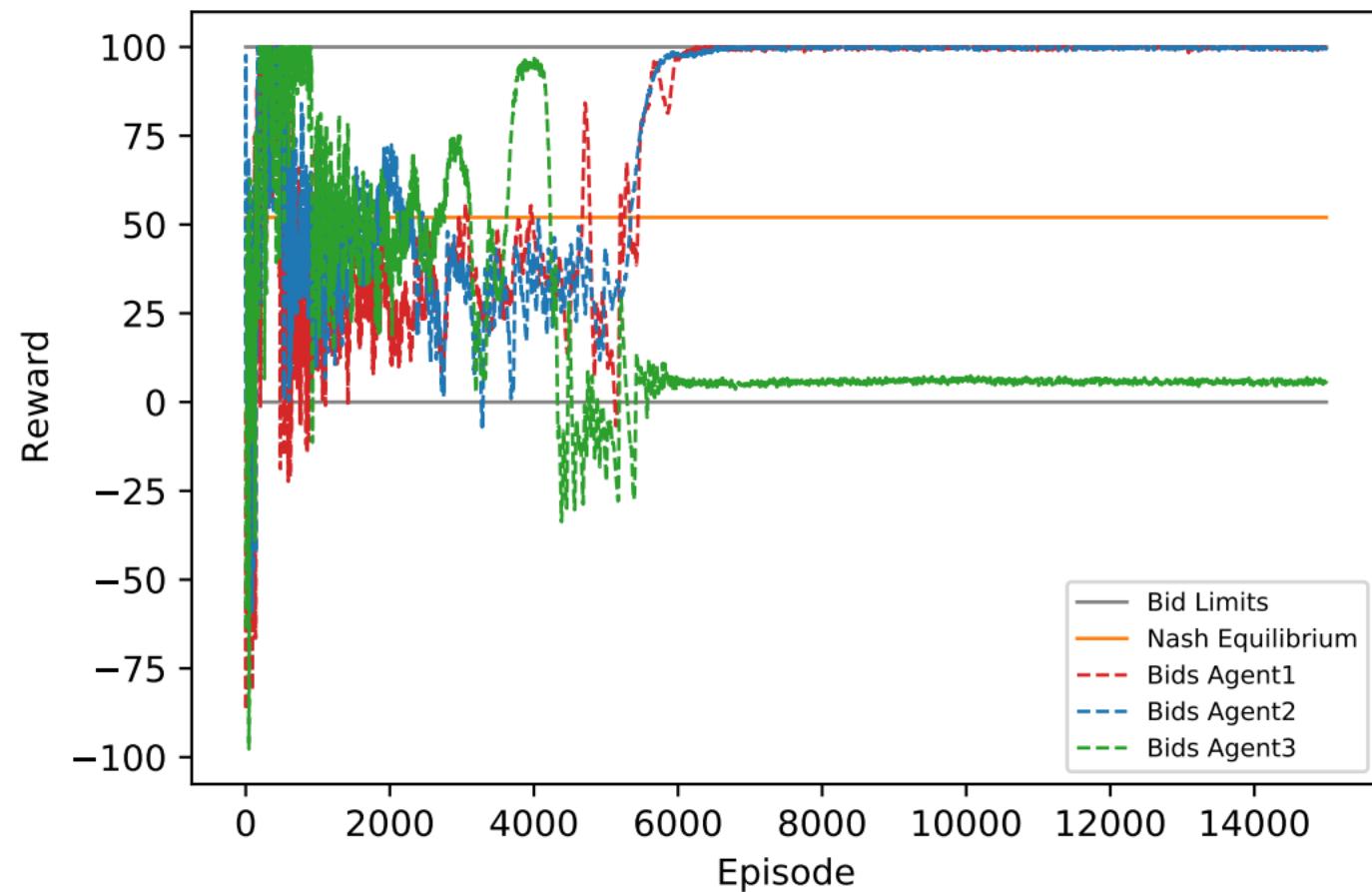
LN lr4-3 woPast Action 3 Agents: Run 58



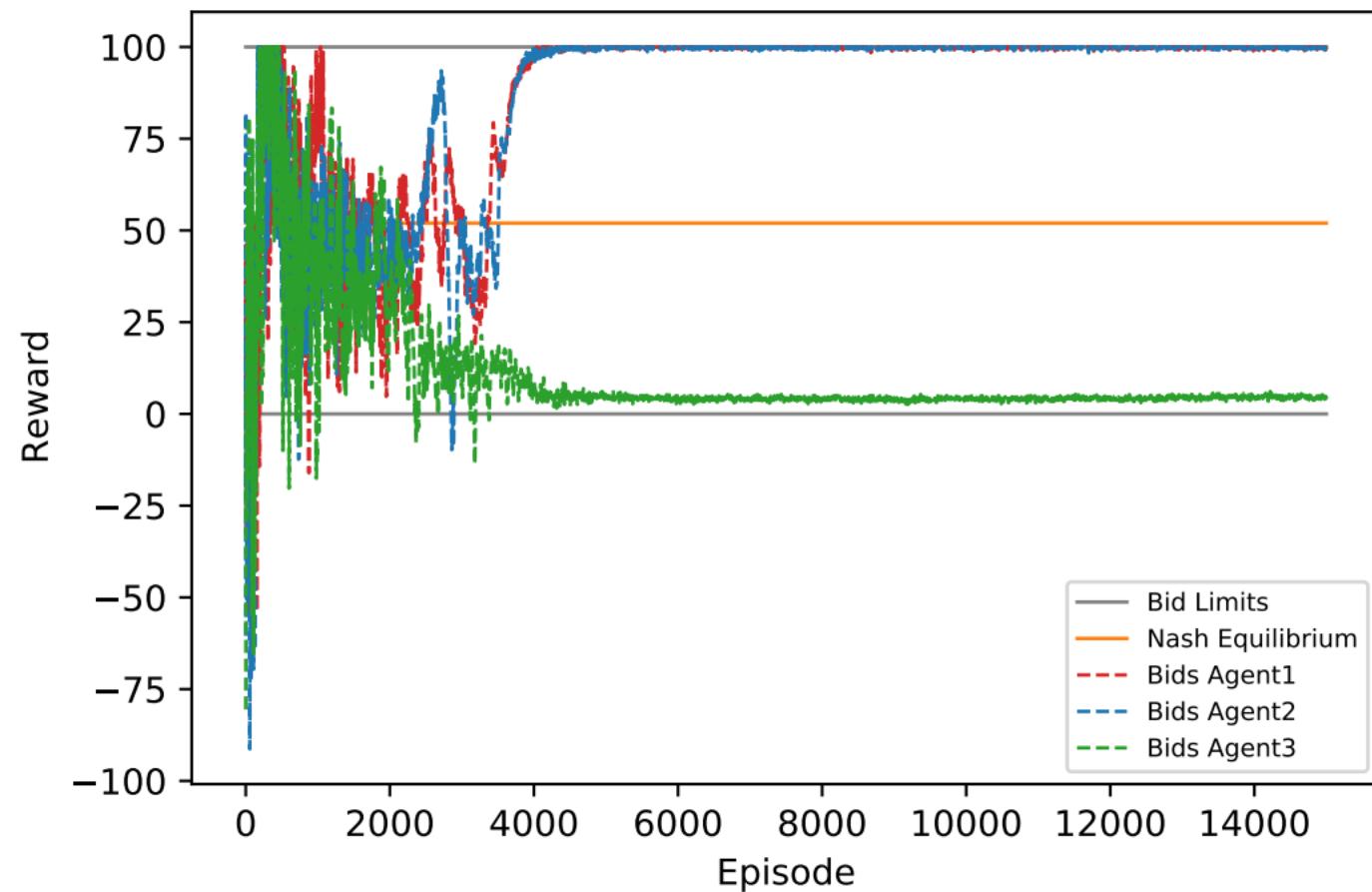
LN lr4-3 woPast Action 3 Agents: Run 59



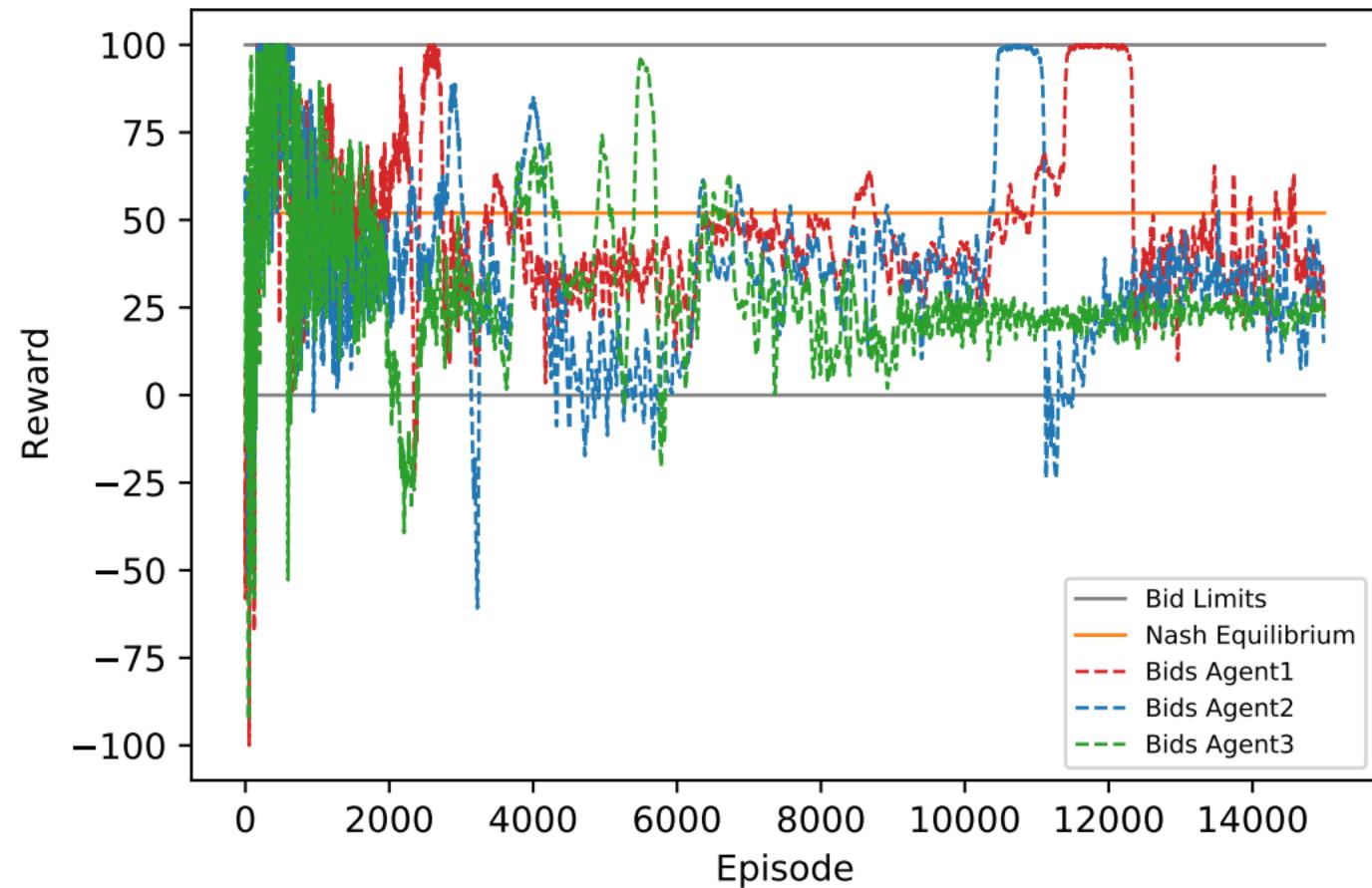
LN Ir4-3 woPast Action 3 Agents: Run 60



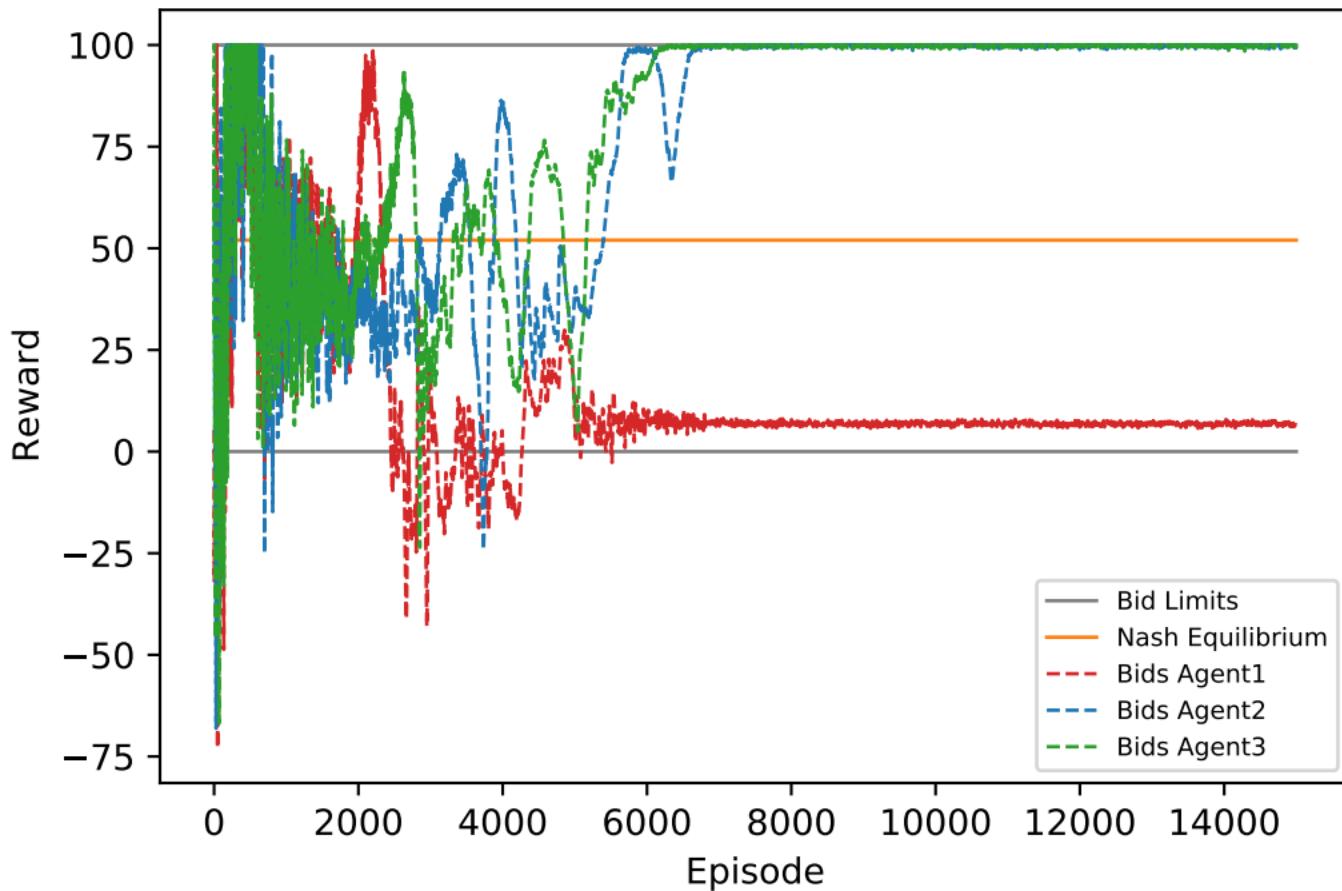
LN lr4-3 woPast Action 3 Agents: Run 61



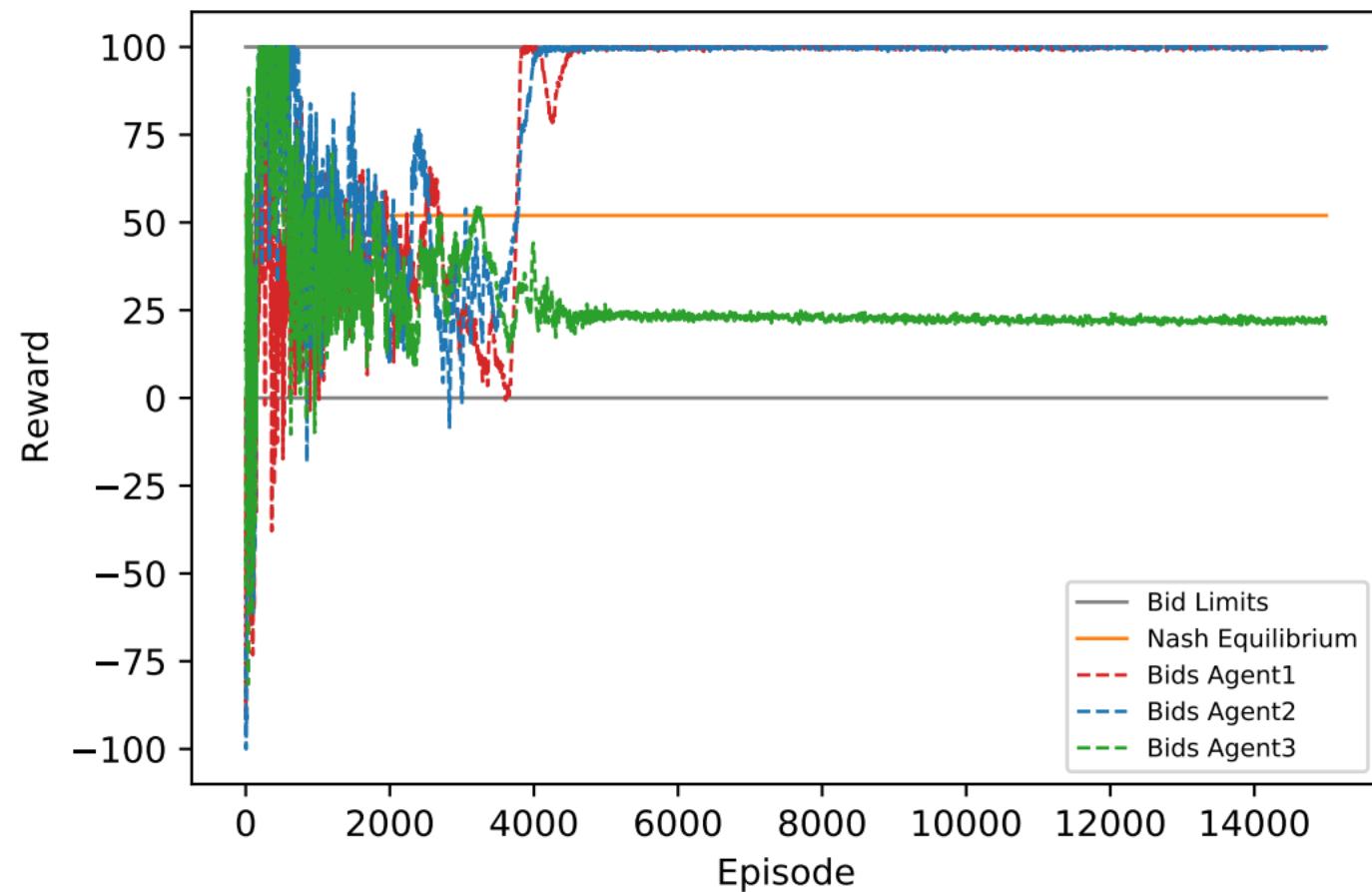
LN lr4-3 woPast Action 3 Agents: Run 62



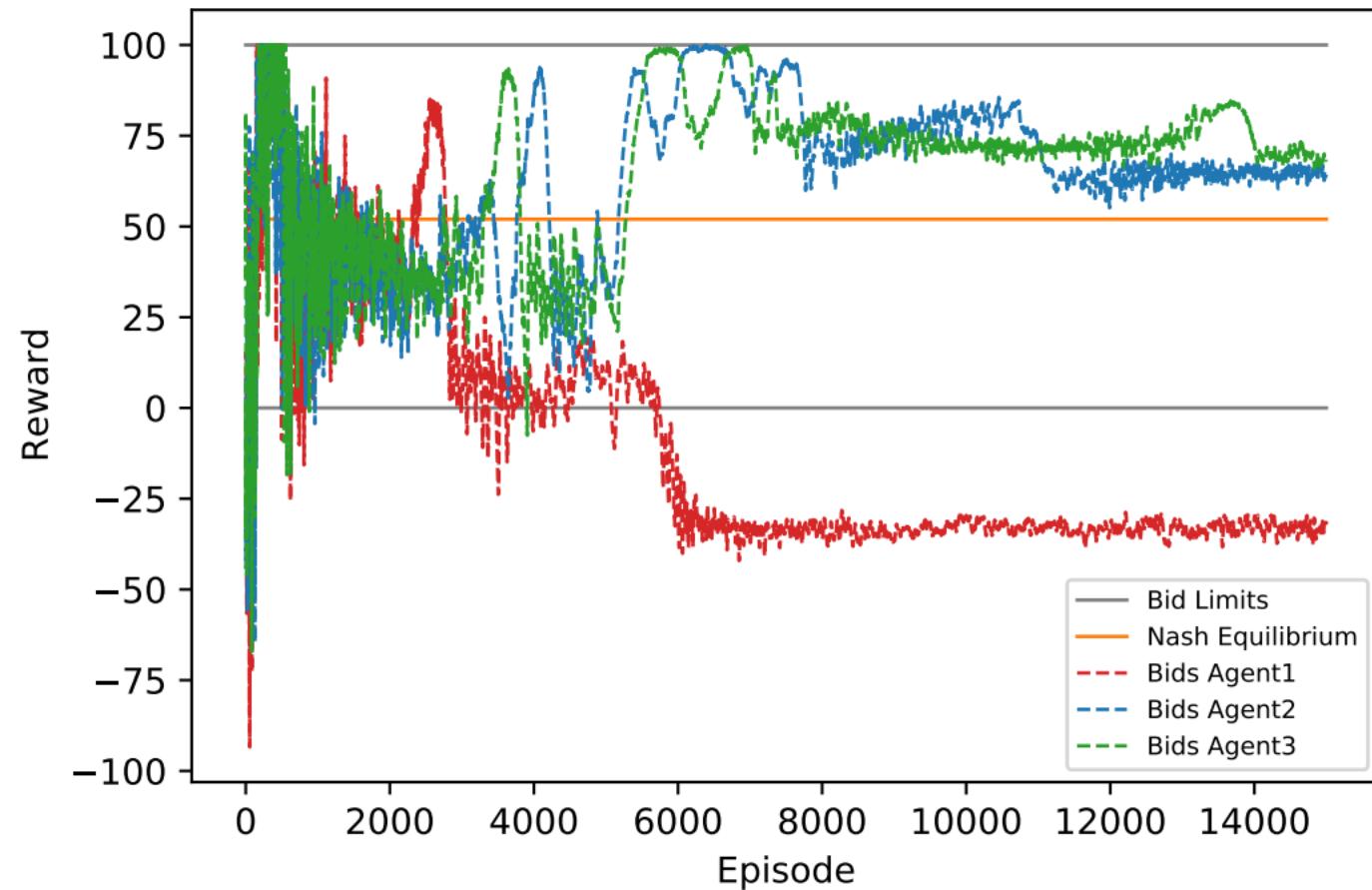
LN lr4-3 woPast Action 3 Agents: Run 63



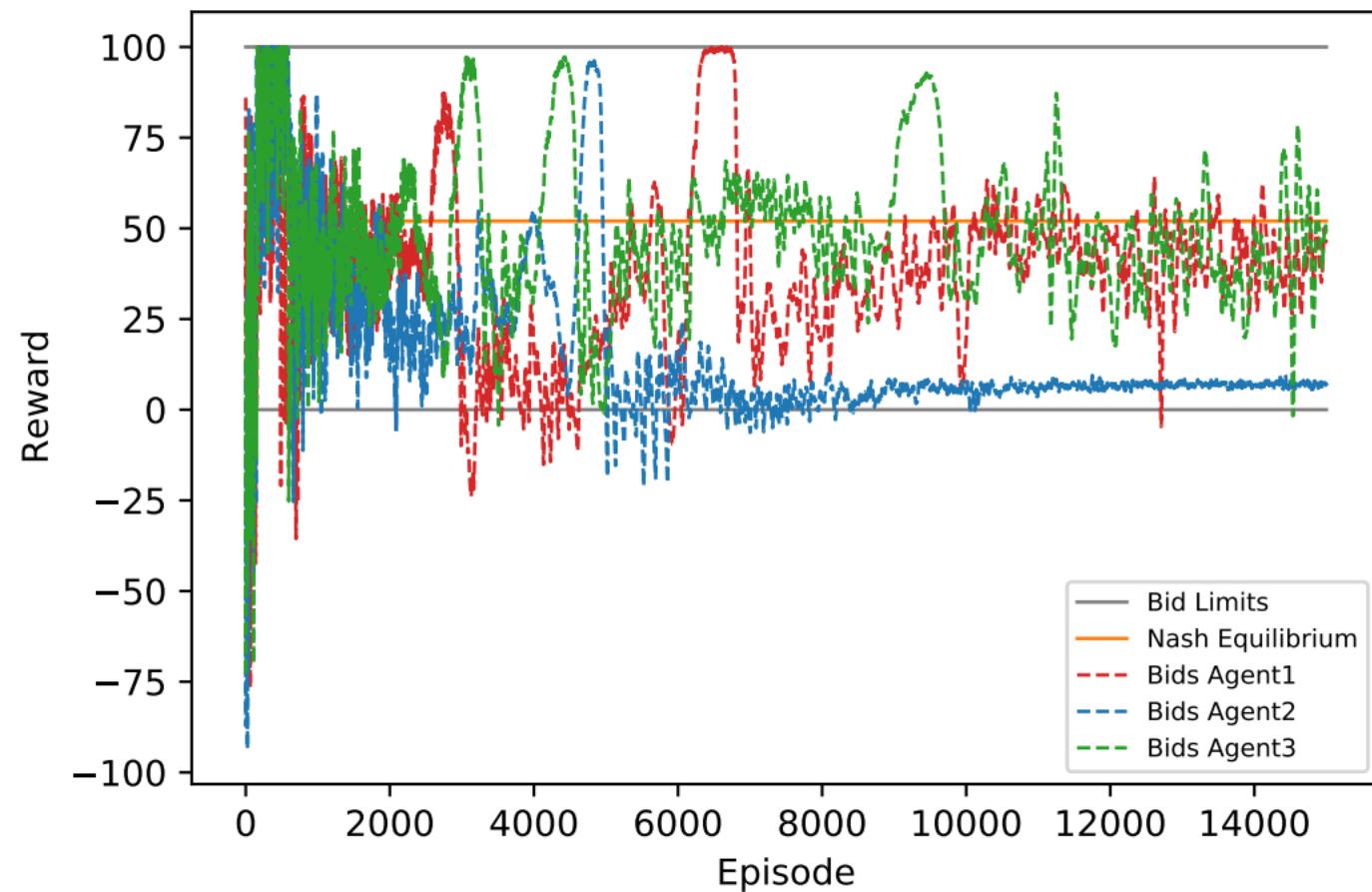
LN lr4-3 woPast Action 3 Agents: Run 64



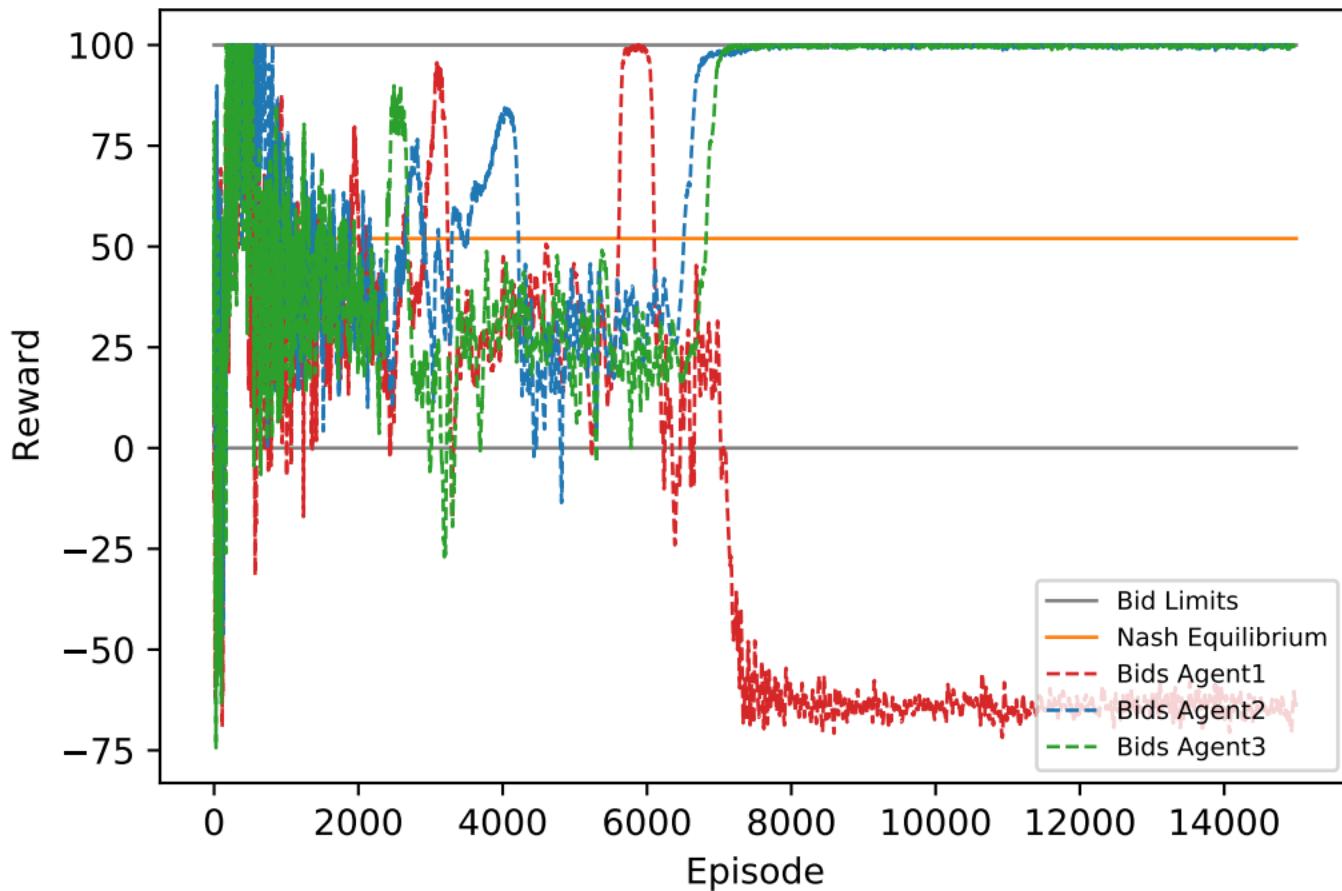
LN lr4-3 woPast Action 3 Agents: Run 65



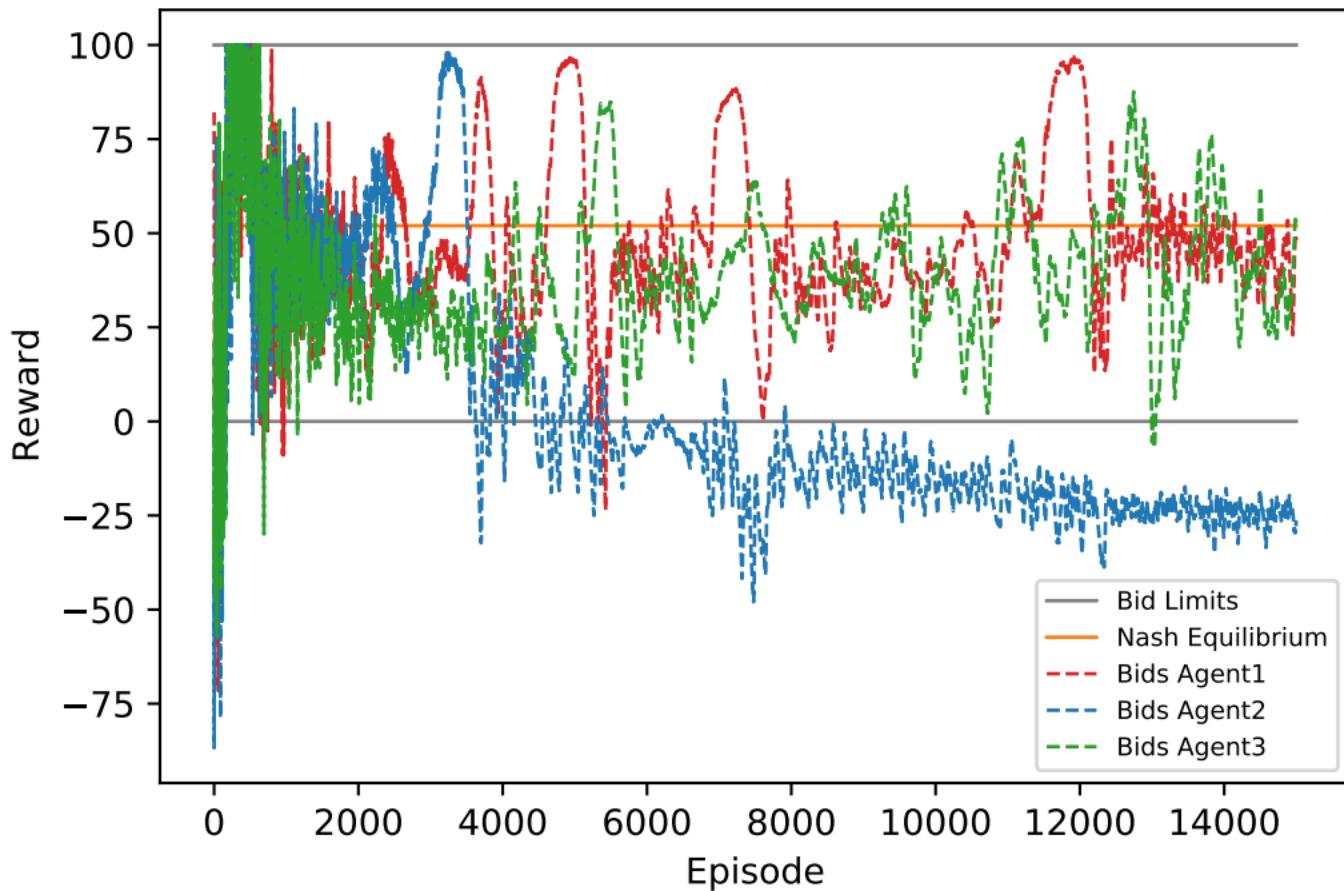
LN lr4-3 woPast Action 3 Agents: Run 66



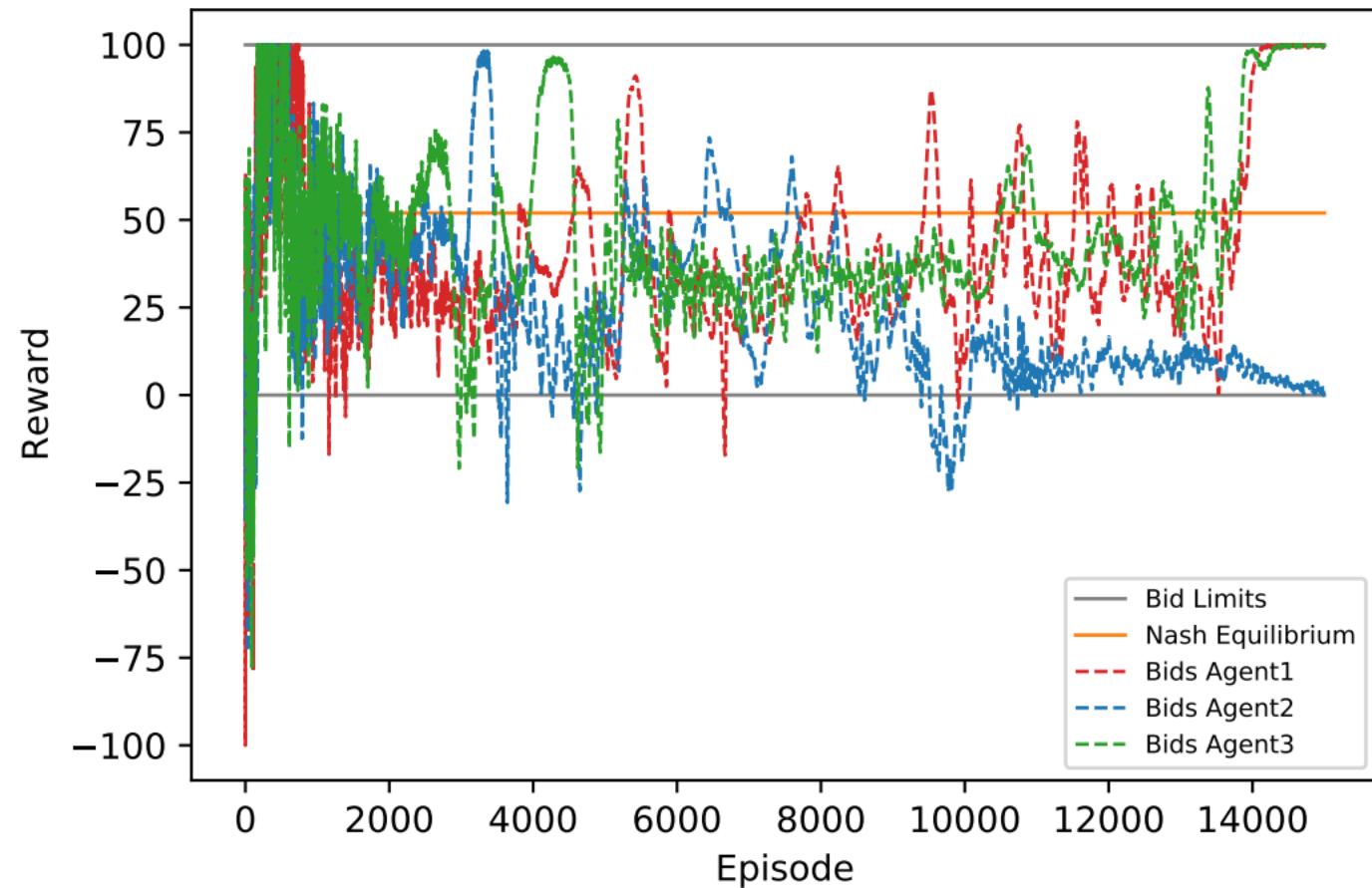
LN lr4-3 woPast Action 3 Agents: Run 67



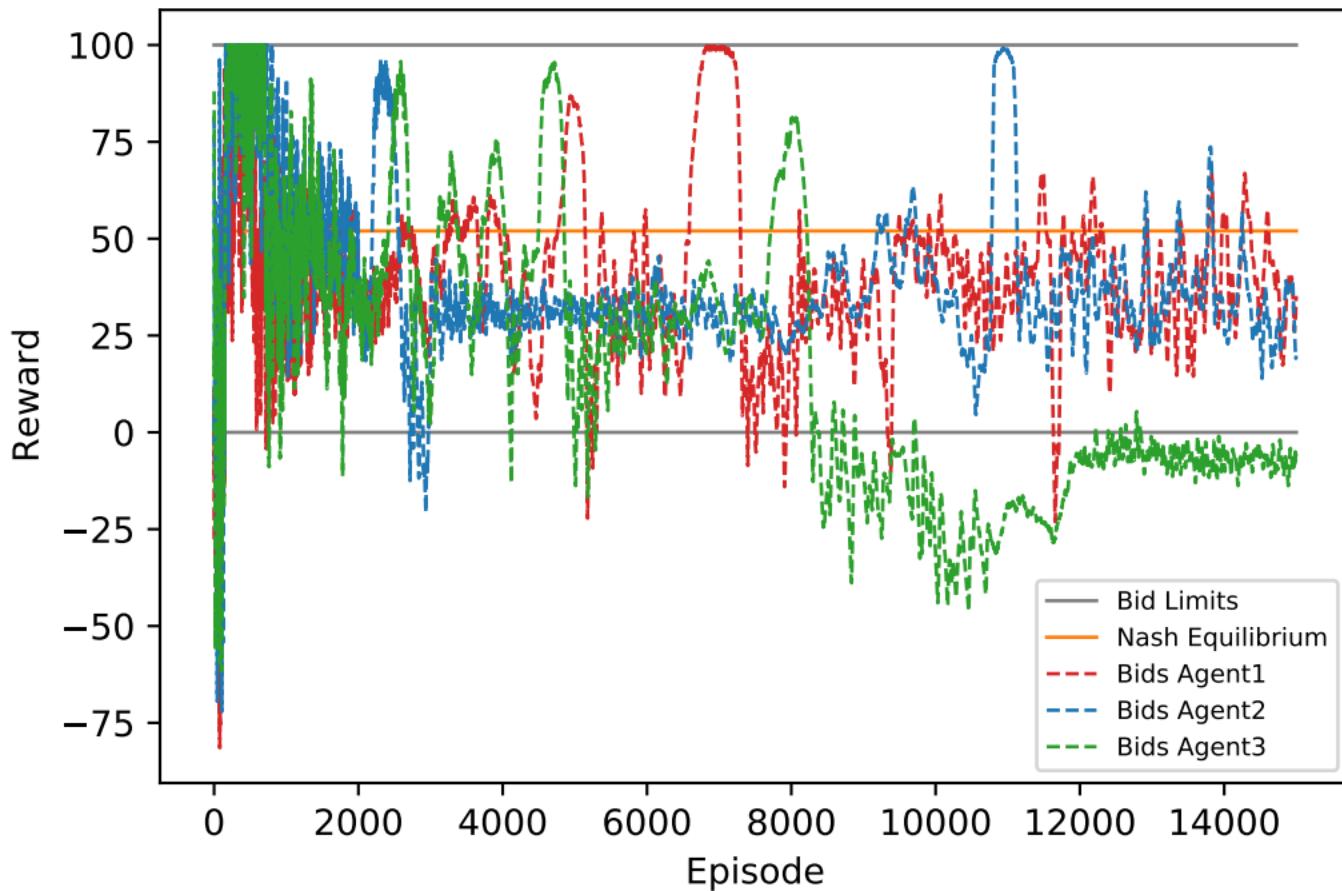
LN lr4-3 woPast Action 3 Agents: Run 68



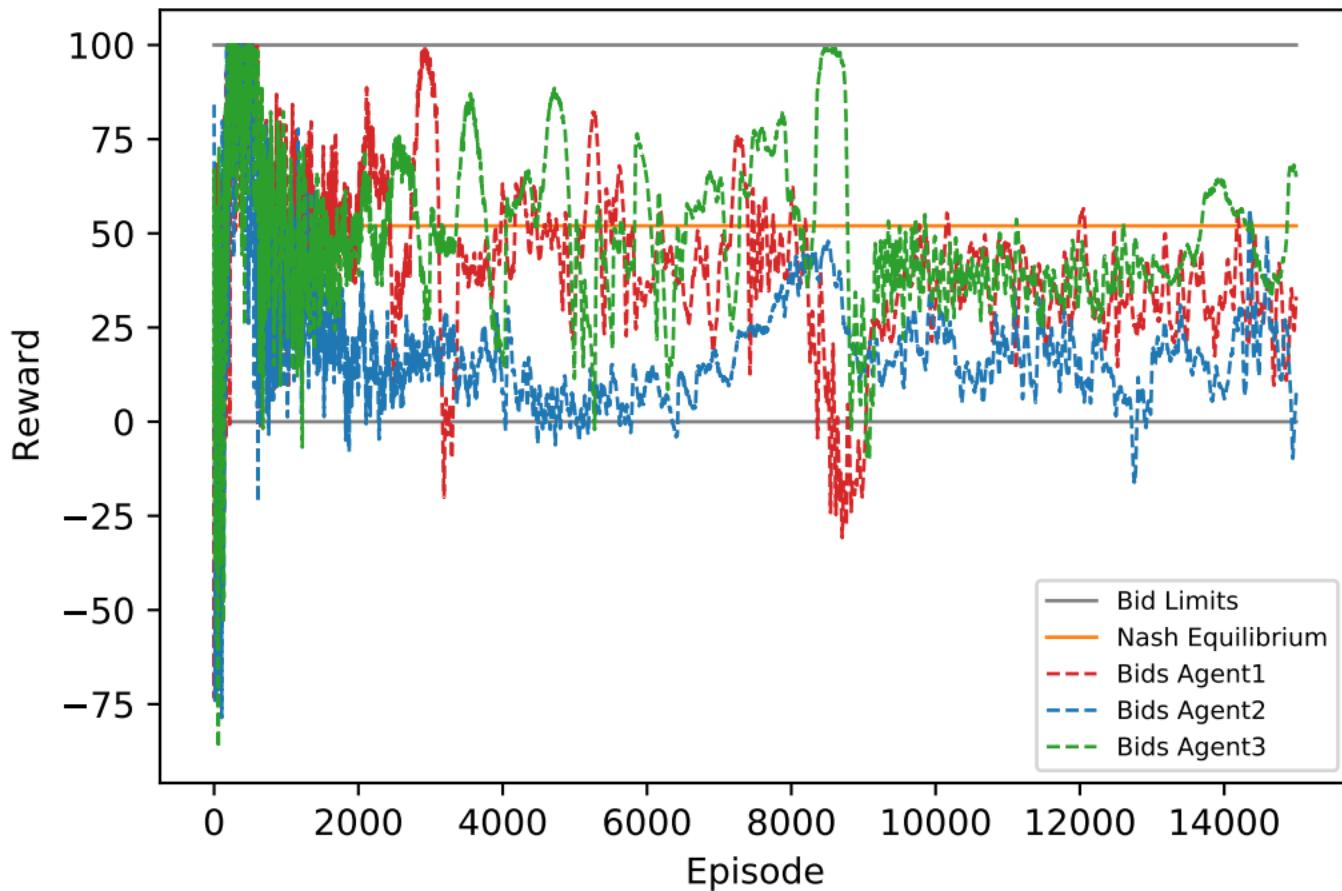
LN lr4-3 woPast Action 3 Agents: Run 69



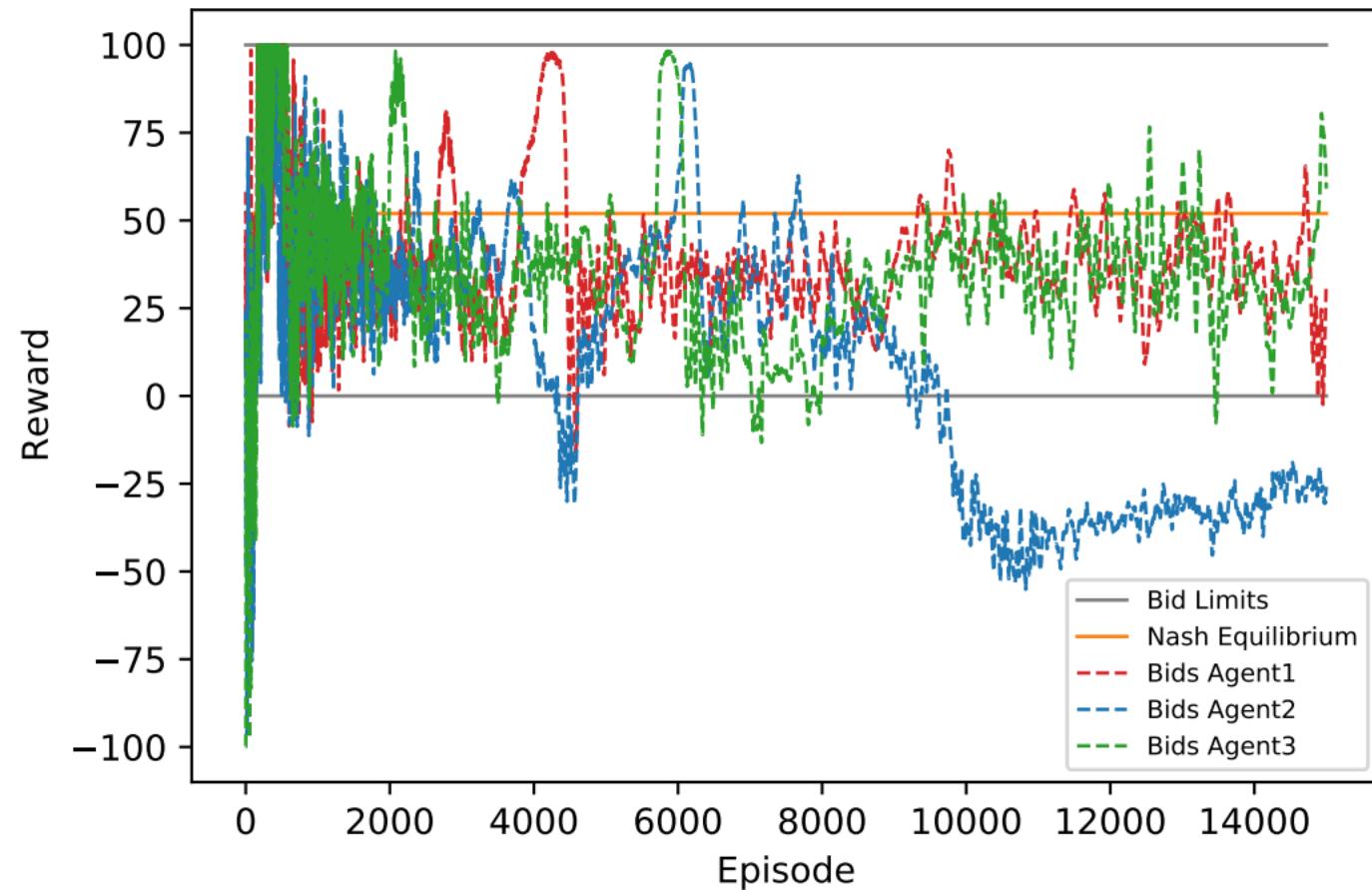
LN lr4-3 woPast Action 3 Agents: Run 70



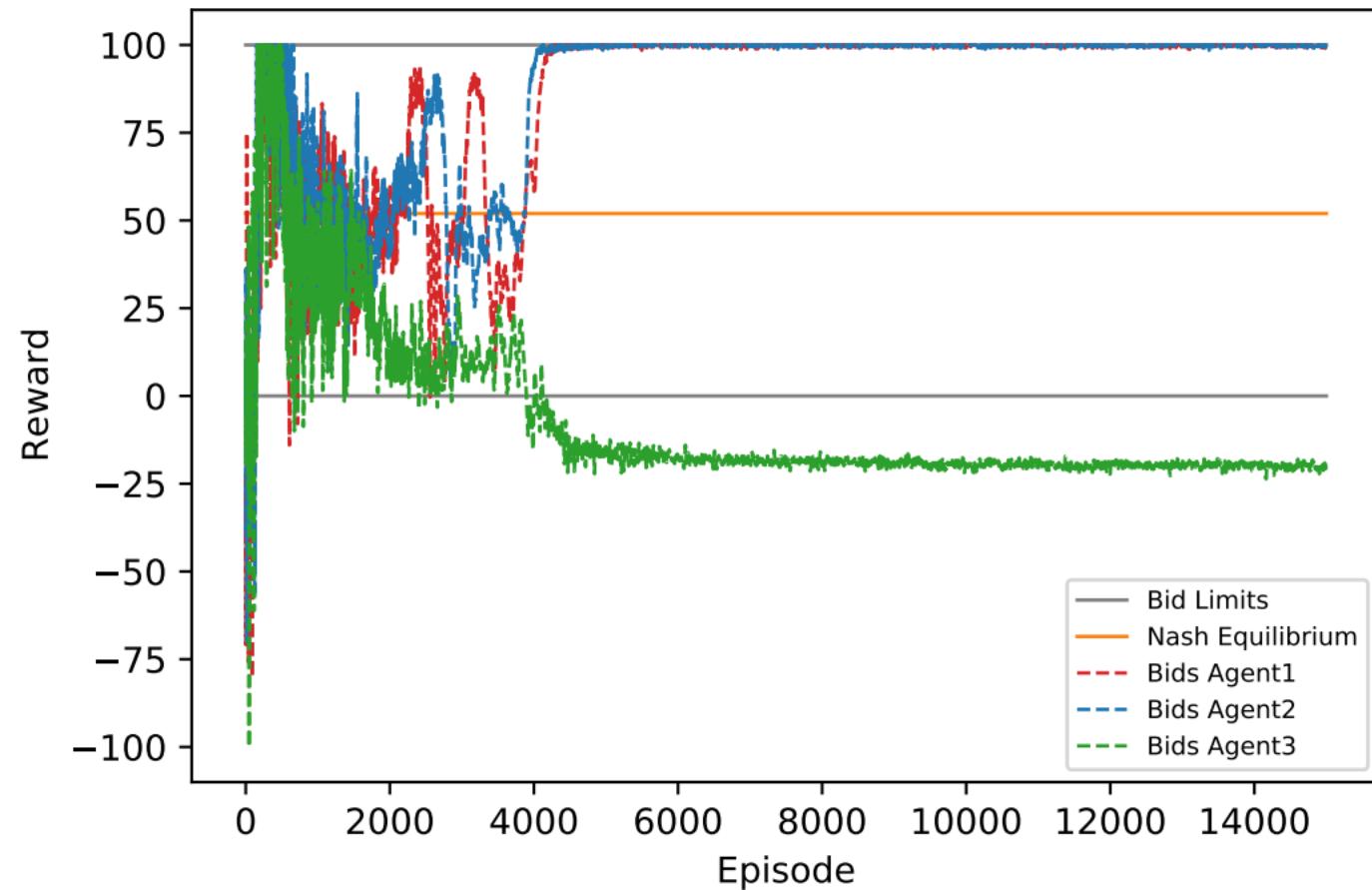
LN lr4-3 woPast Action 3 Agents: Run 71



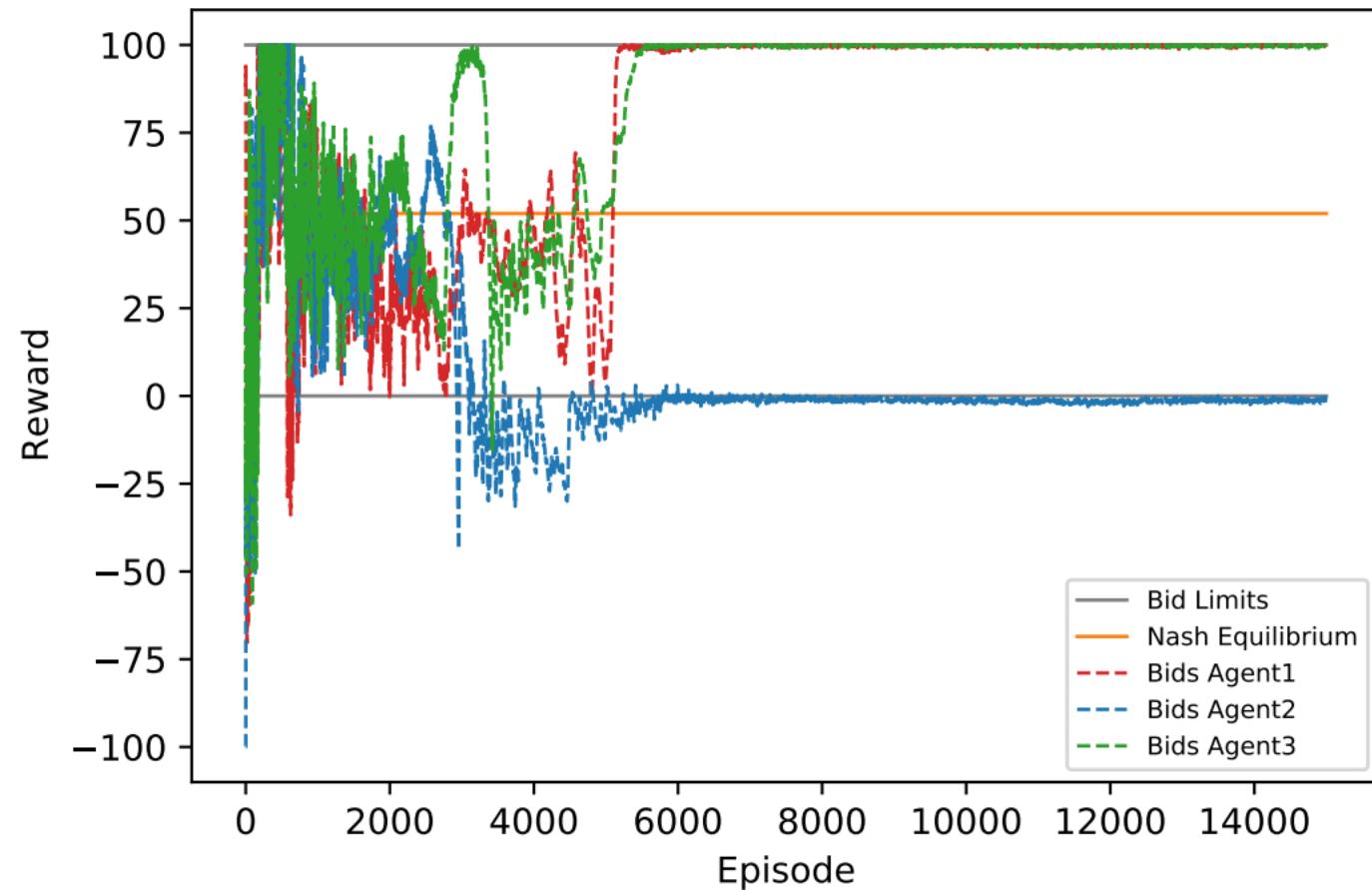
LN lr4-3 woPast Action 3 Agents: Run 72



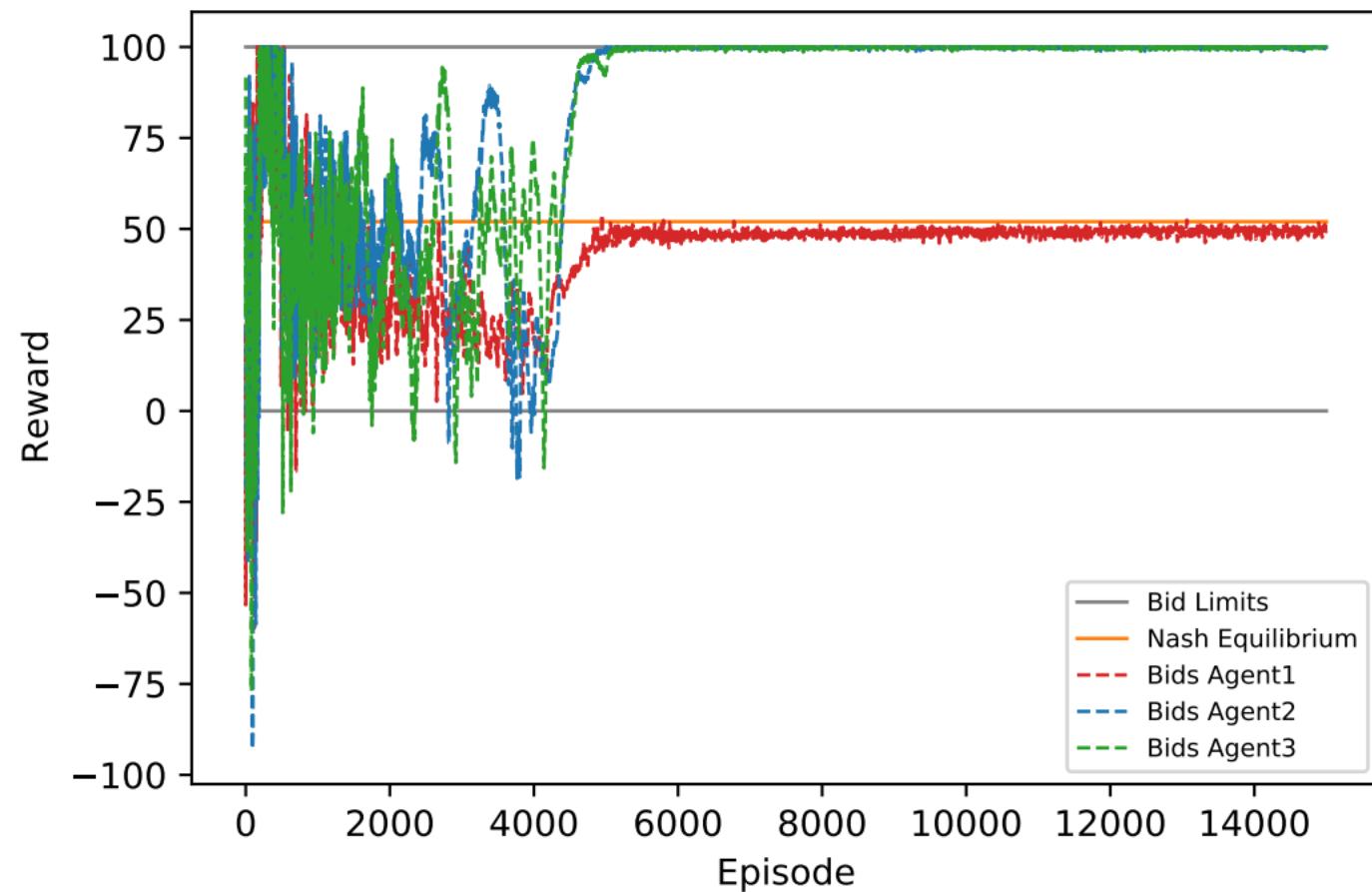
LN lr4-3 woPast Action 3 Agents: Run 73



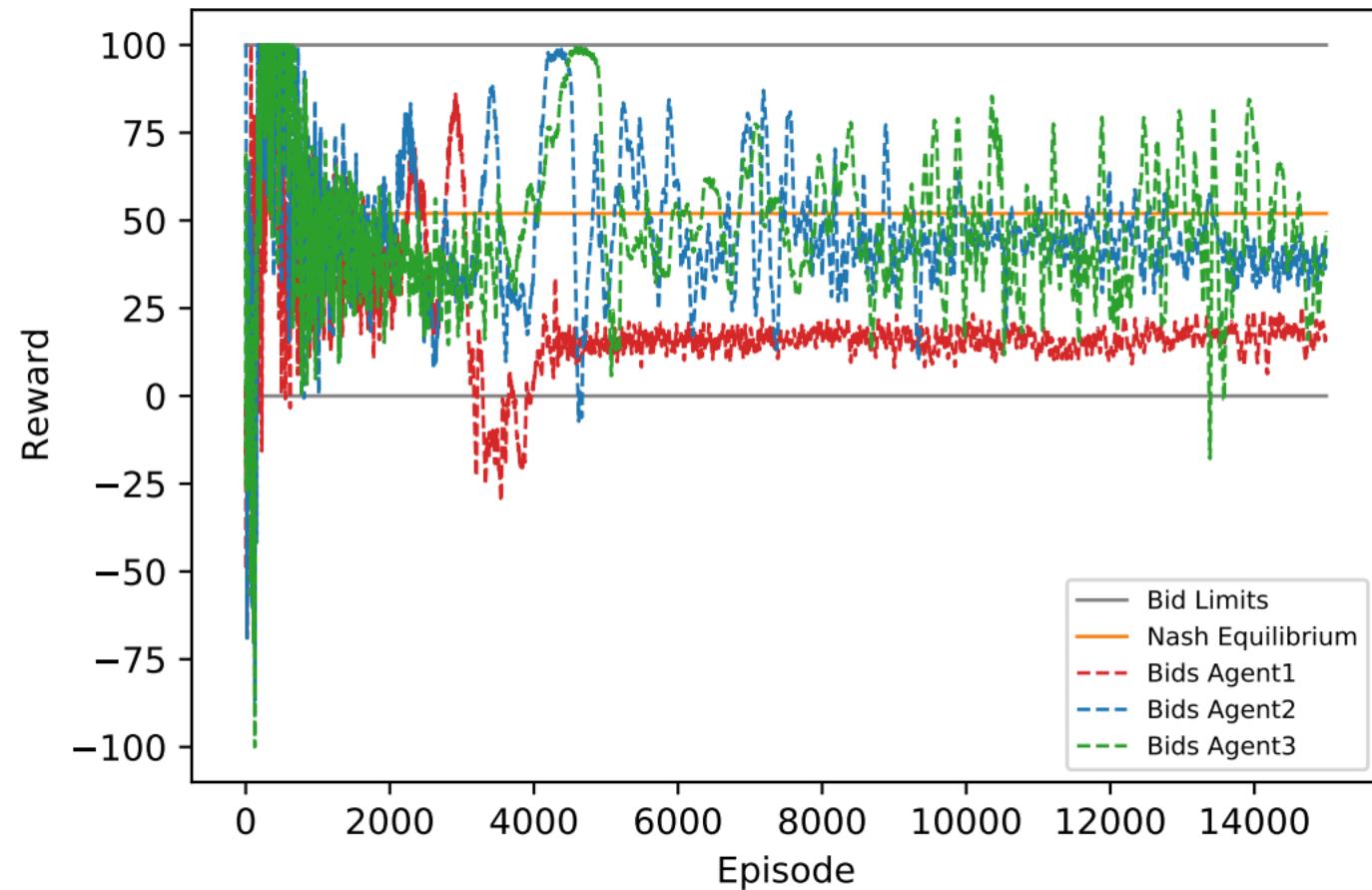
LN lr4-3 woPast Action 3 Agents: Run 74



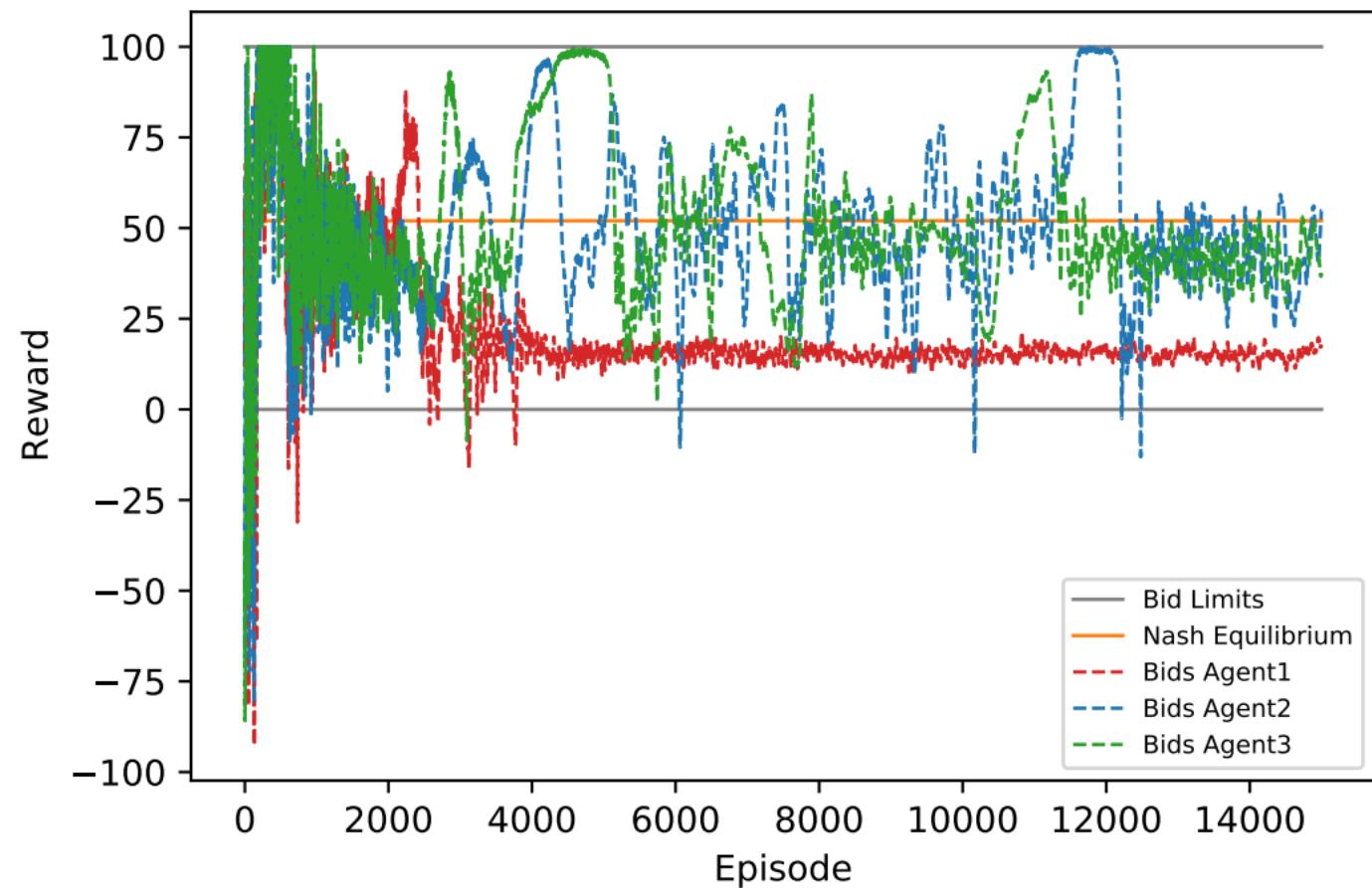
LN lr4-3 woPast Action 3 Agents: Run 75



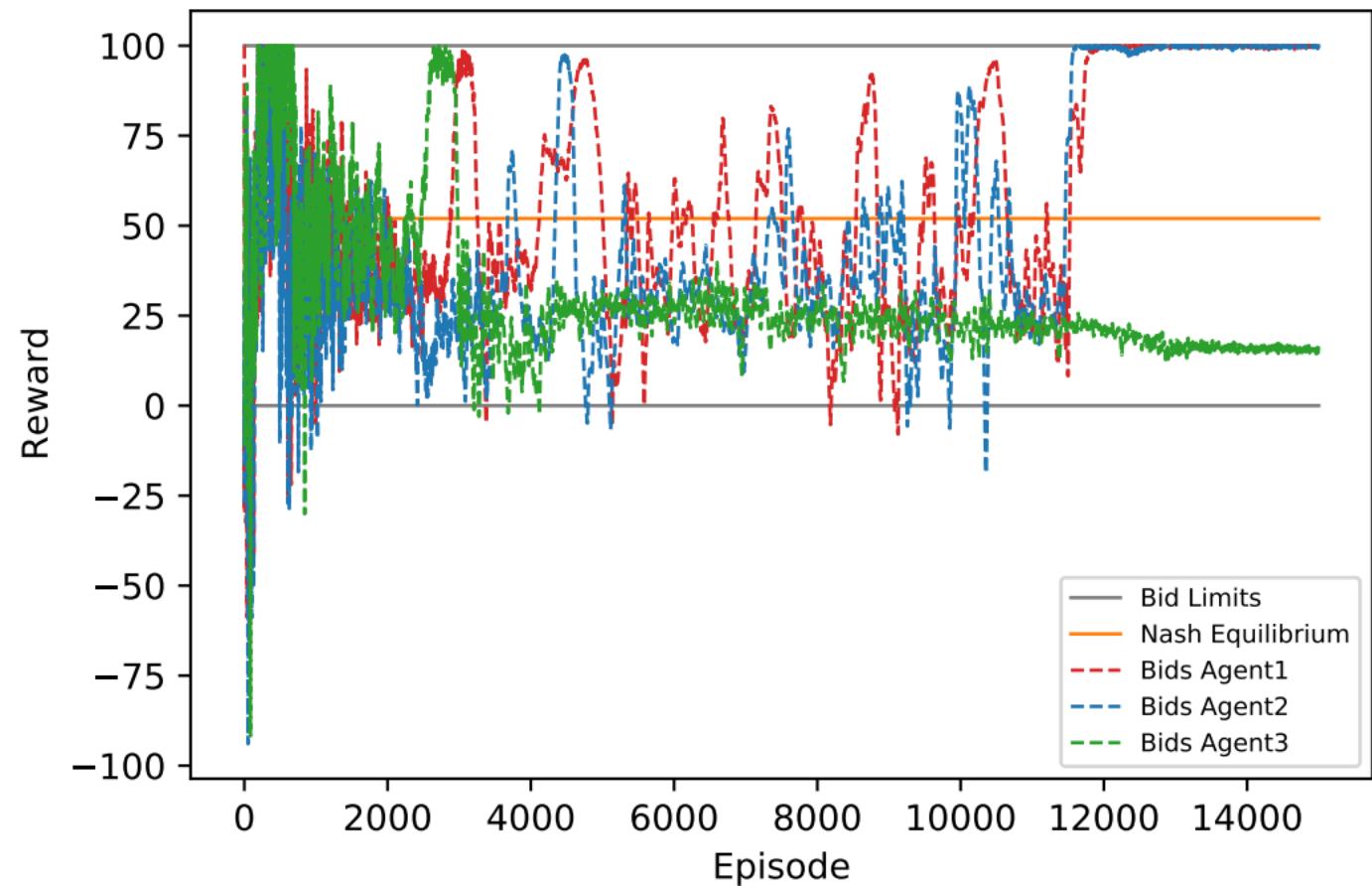
LN lr4-3 woPast Action 3 Agents: Run 76



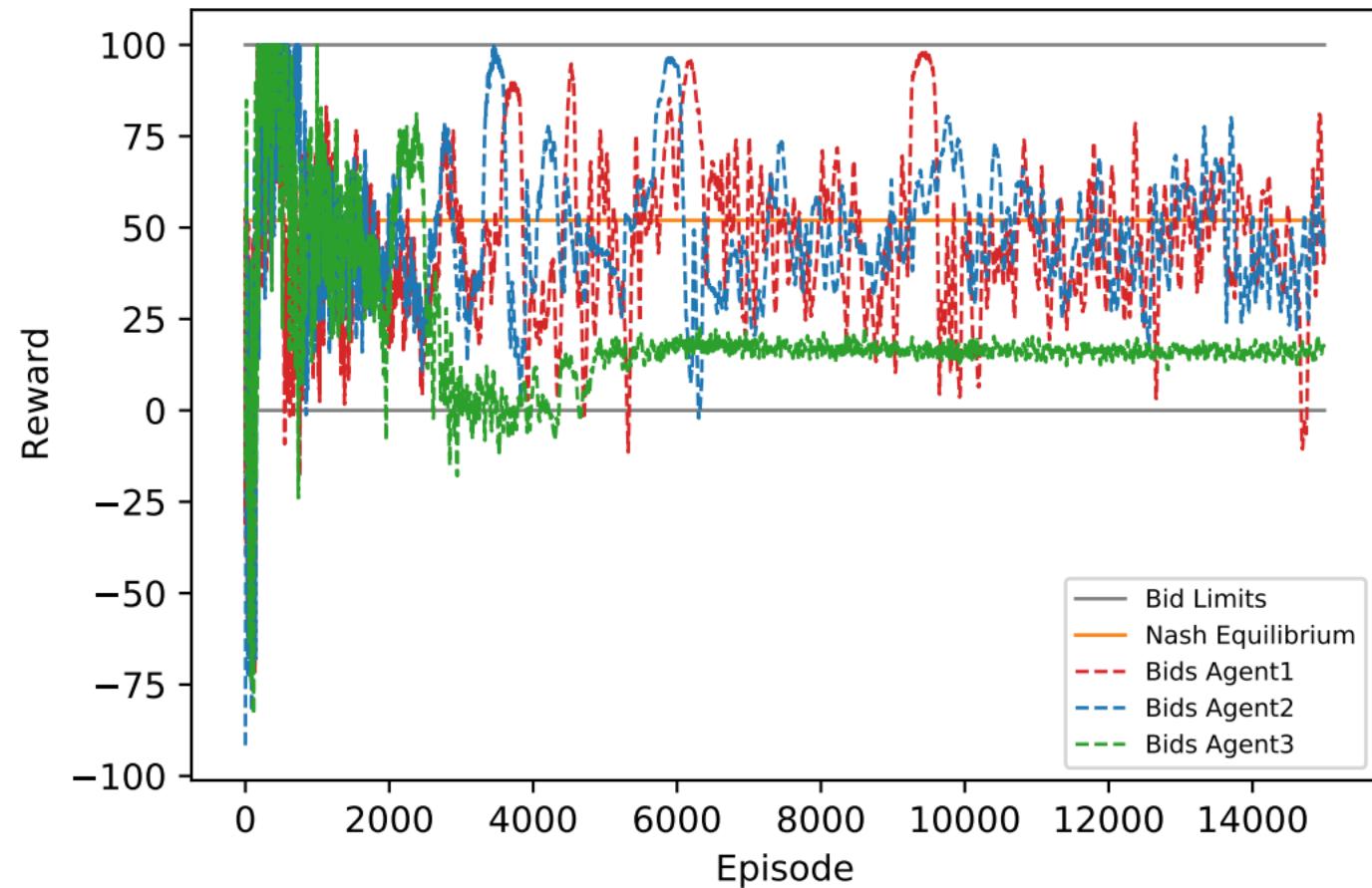
LN lr4-3 woPast Action 3 Agents: Run 77



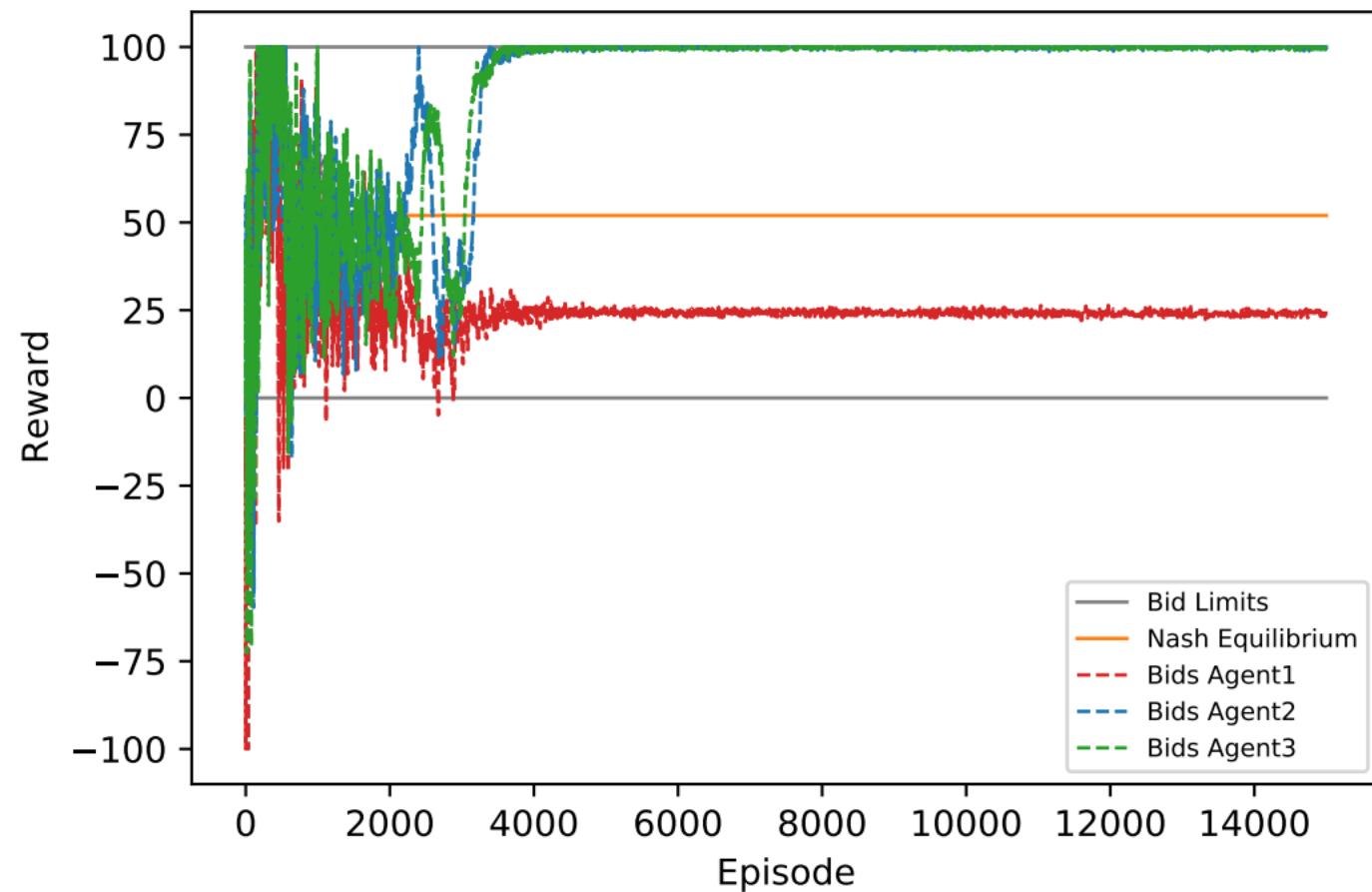
LN lr4-3 woPast Action 3 Agents: Run 78



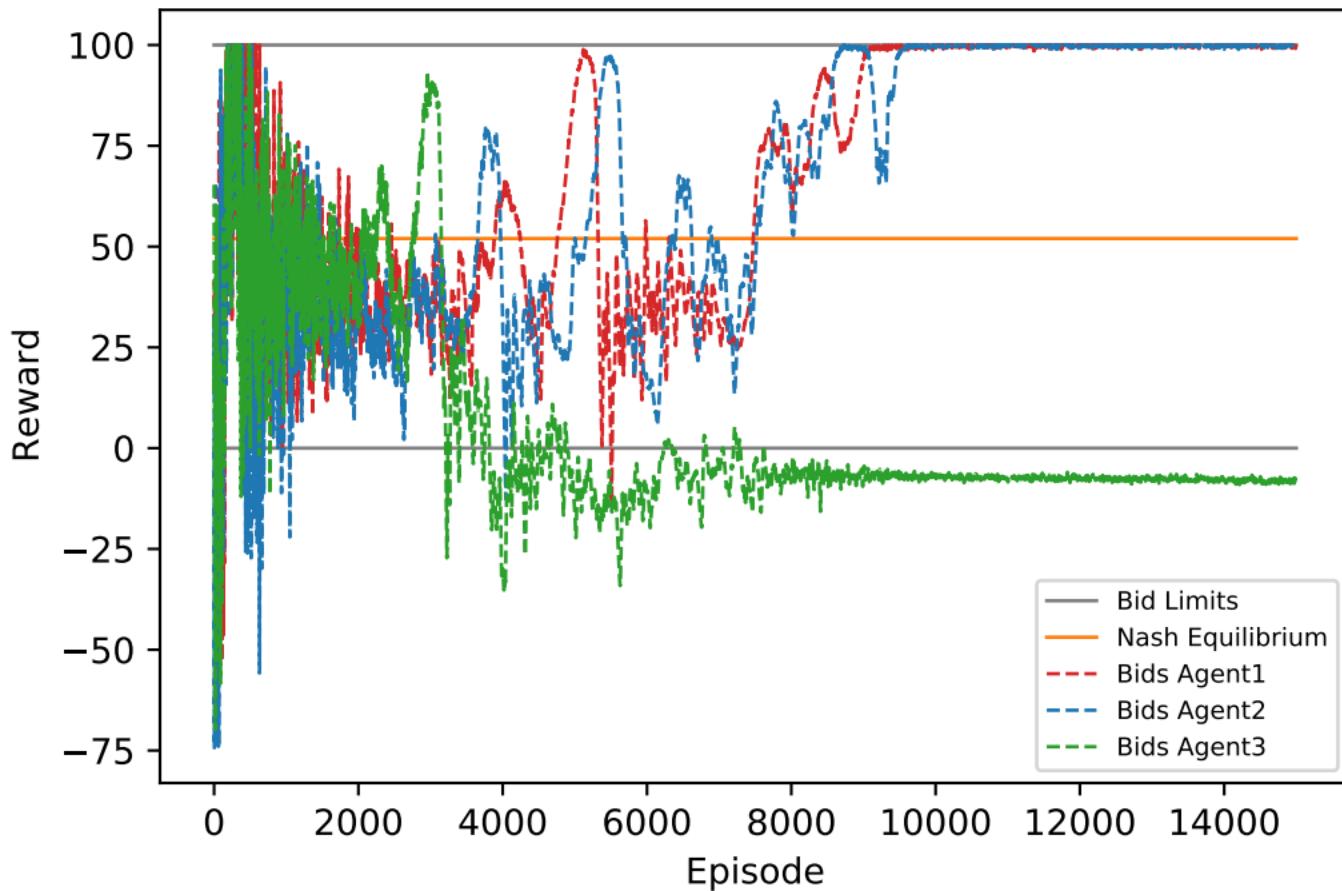
LN lr4-3 woPast Action 3 Agents: Run 79



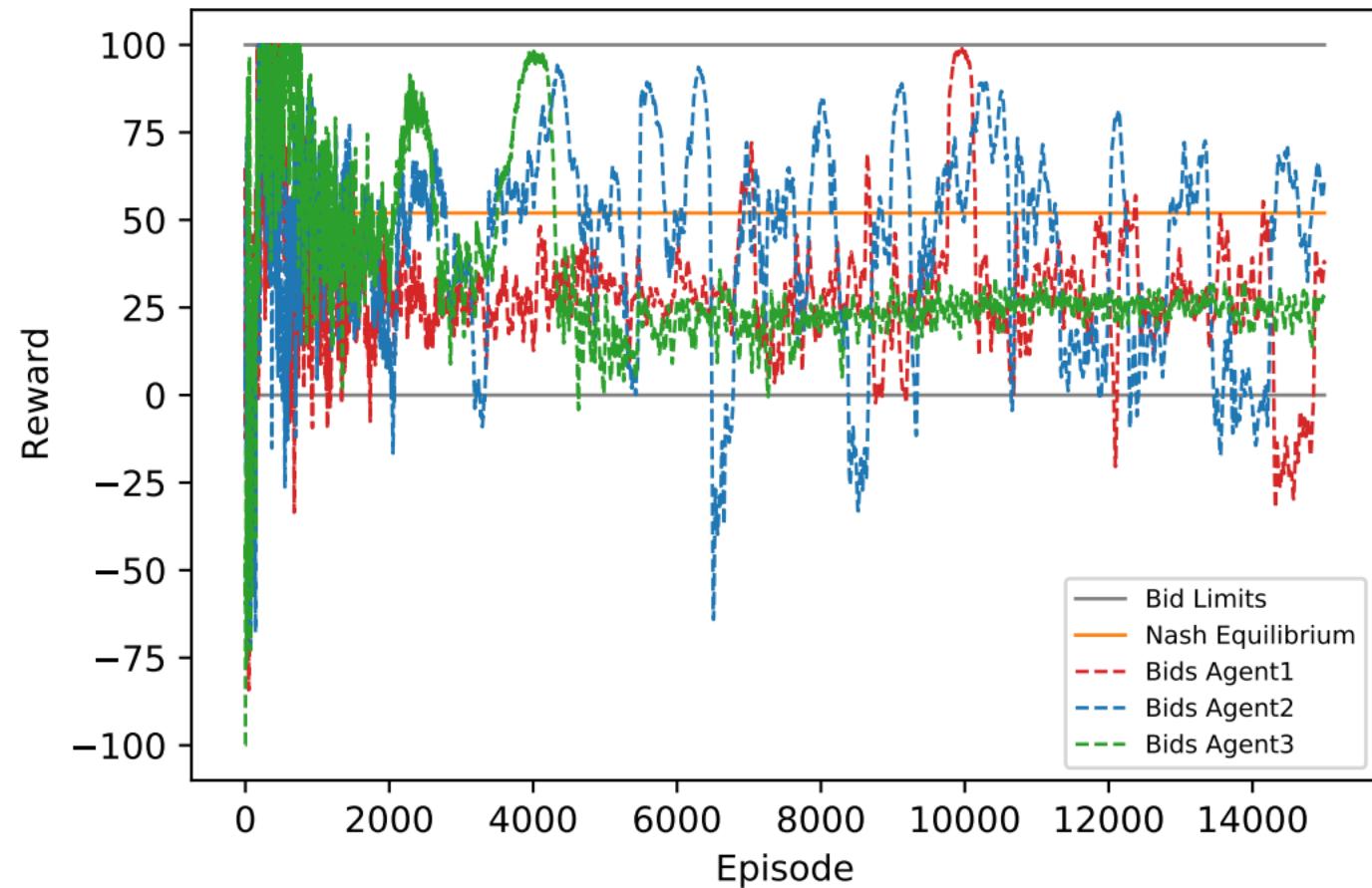
LN lr4-3 woPast Action 3 Agents: Run 80



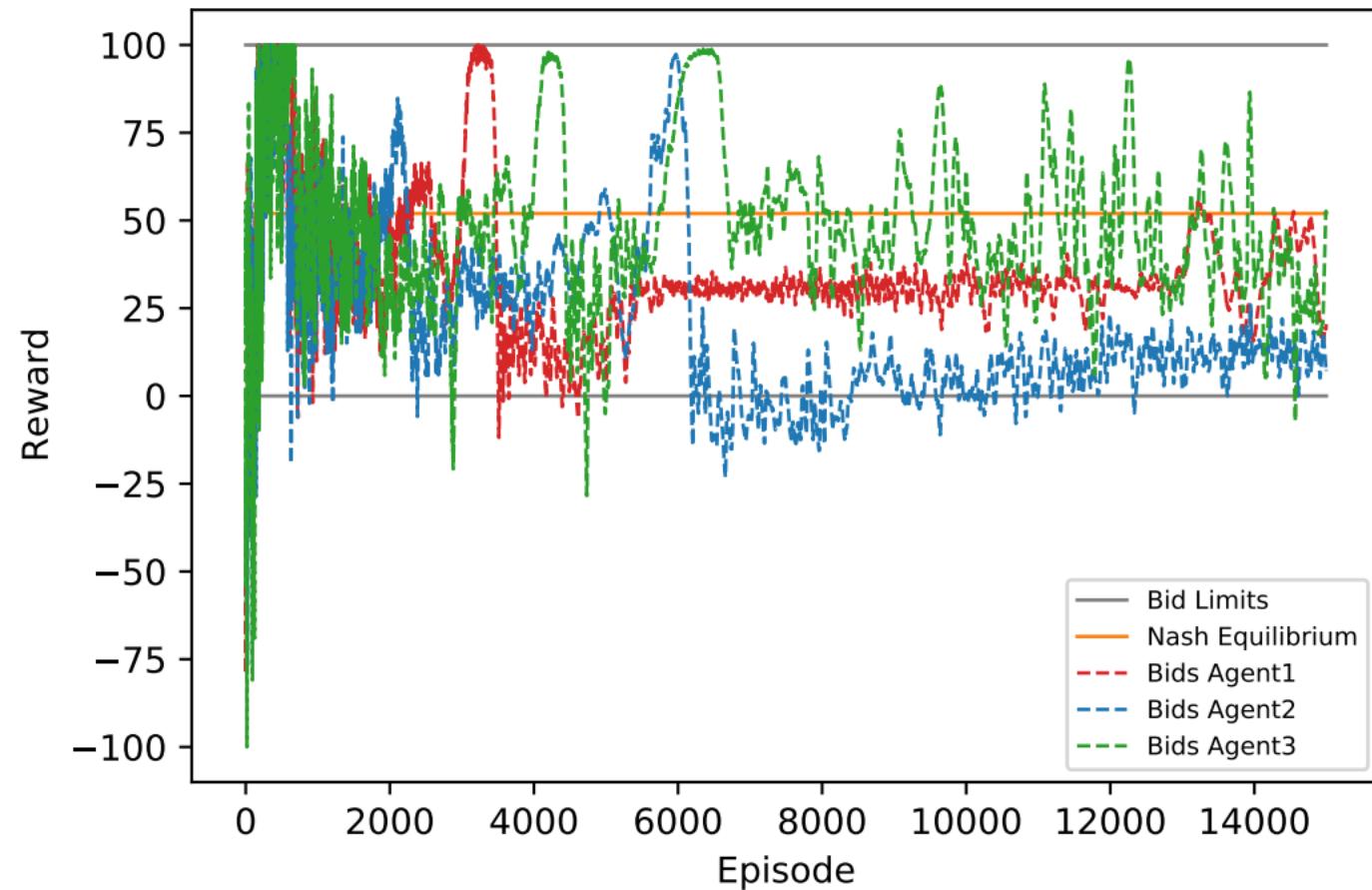
LN Ir4-3 woPast Action 3 Agents: Run 81



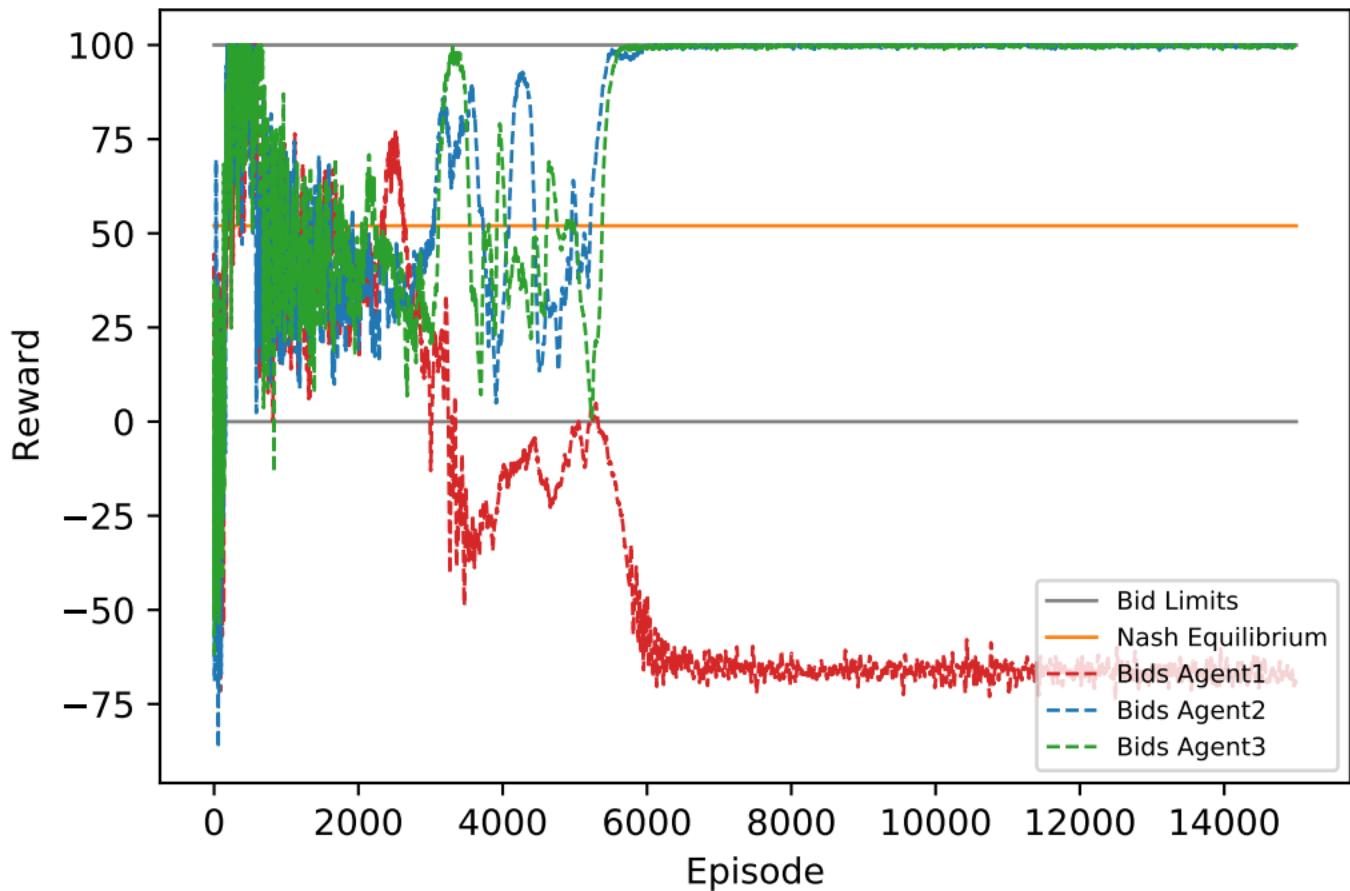
LN lr4-3 woPast Action 3 Agents: Run 82



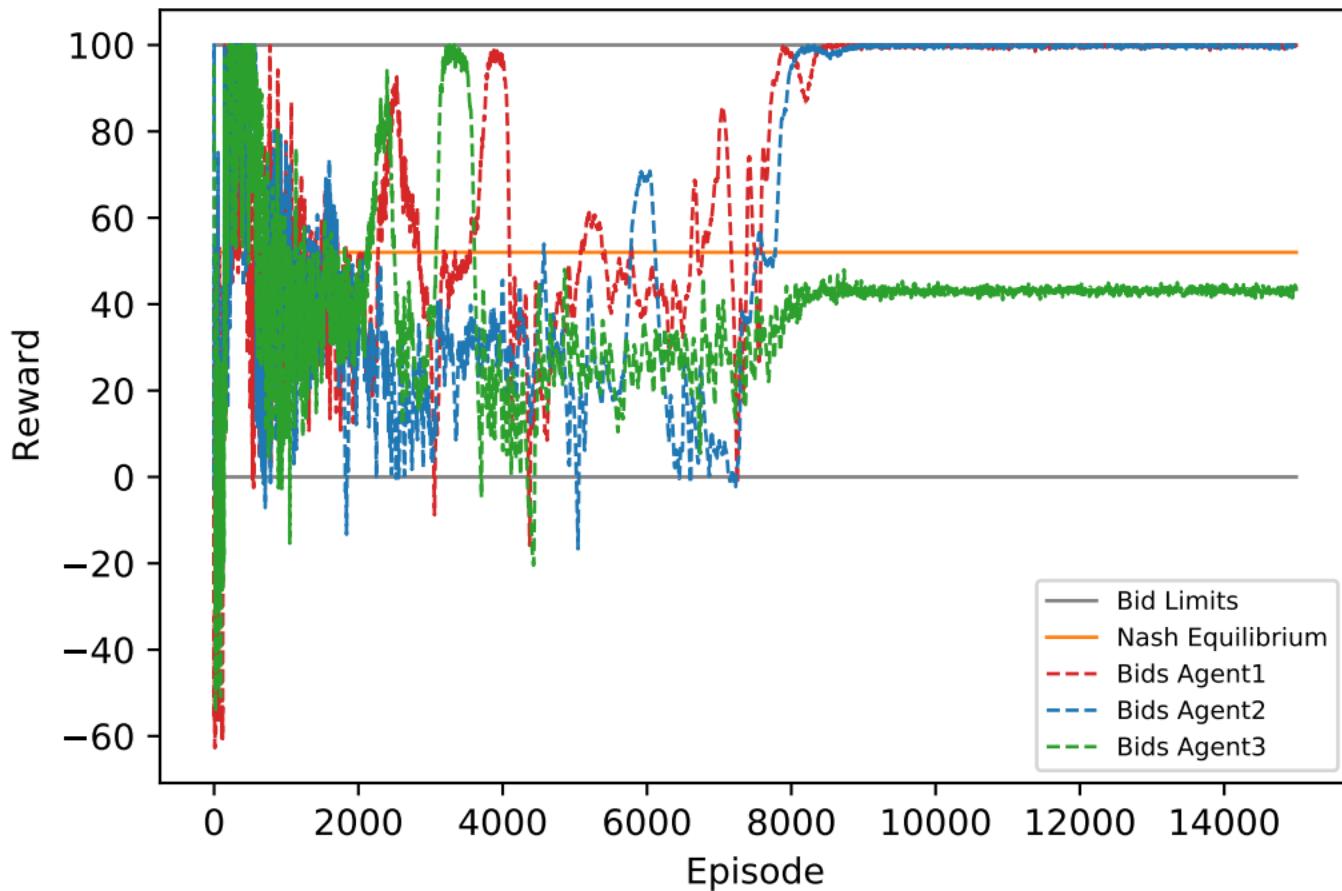
LN lr4-3 woPast Action 3 Agents: Run 83



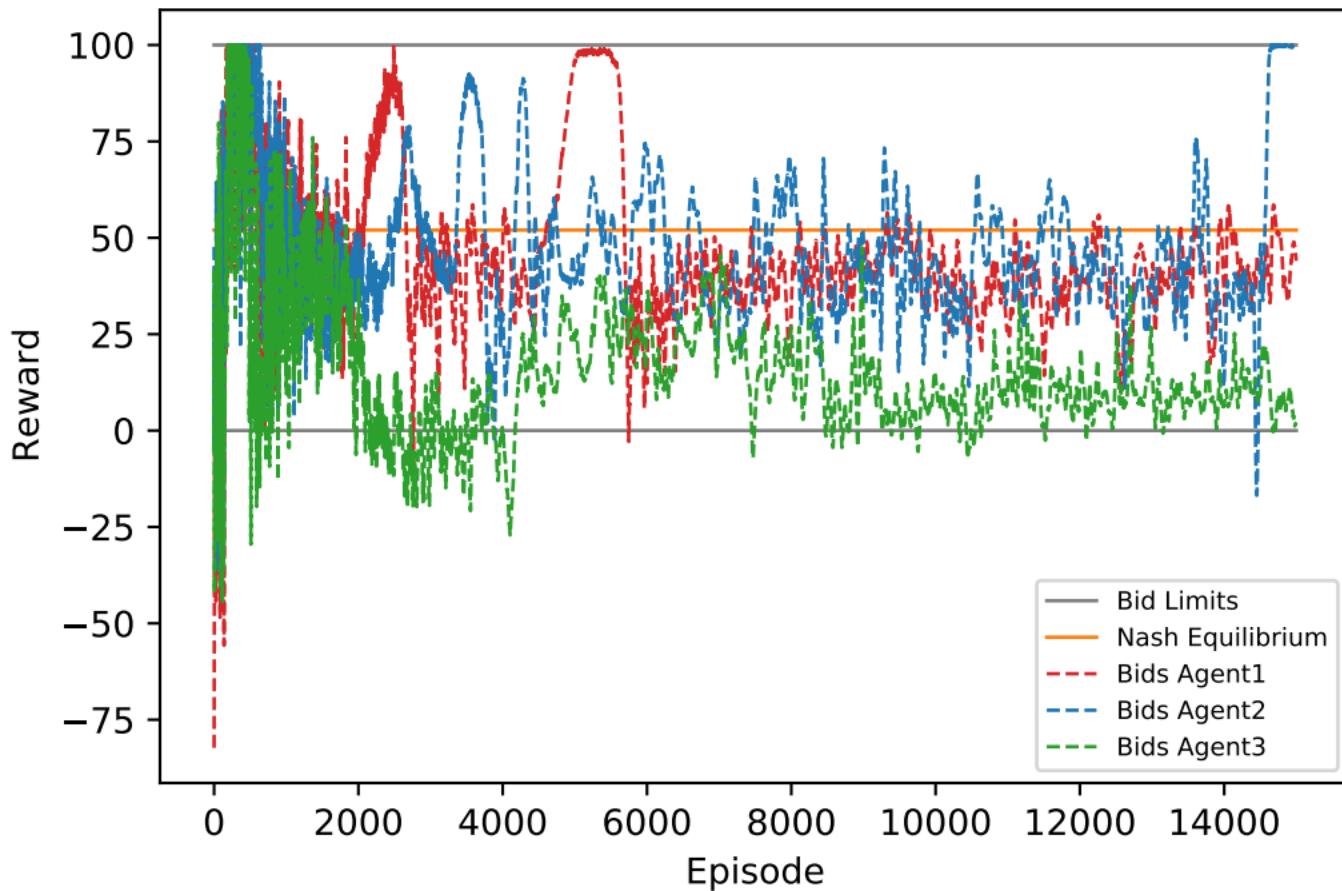
LN lr4-3 woPast Action 3 Agents: Run 84



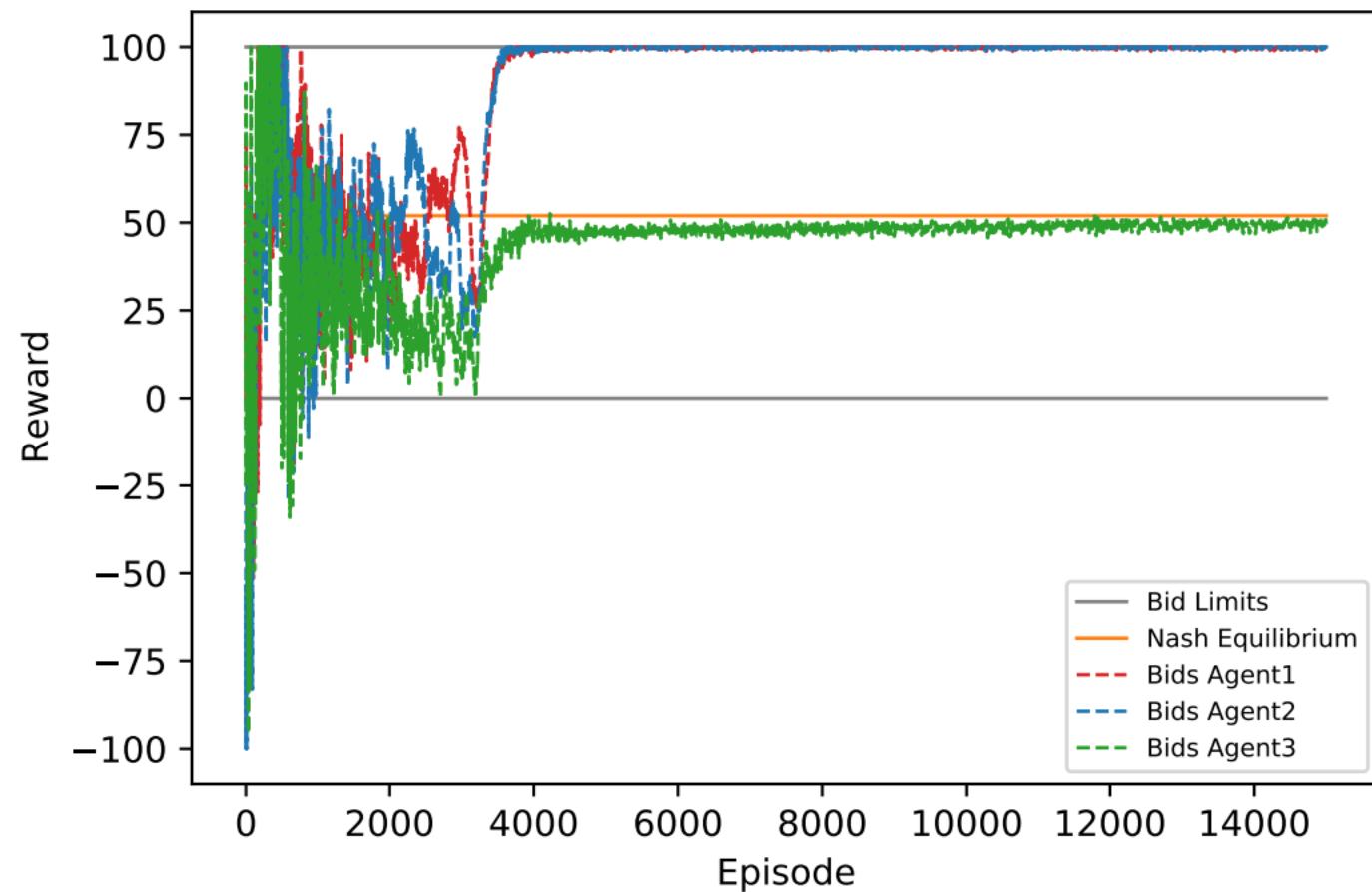
LN lr4-3 woPast Action 3 Agents: Run 85



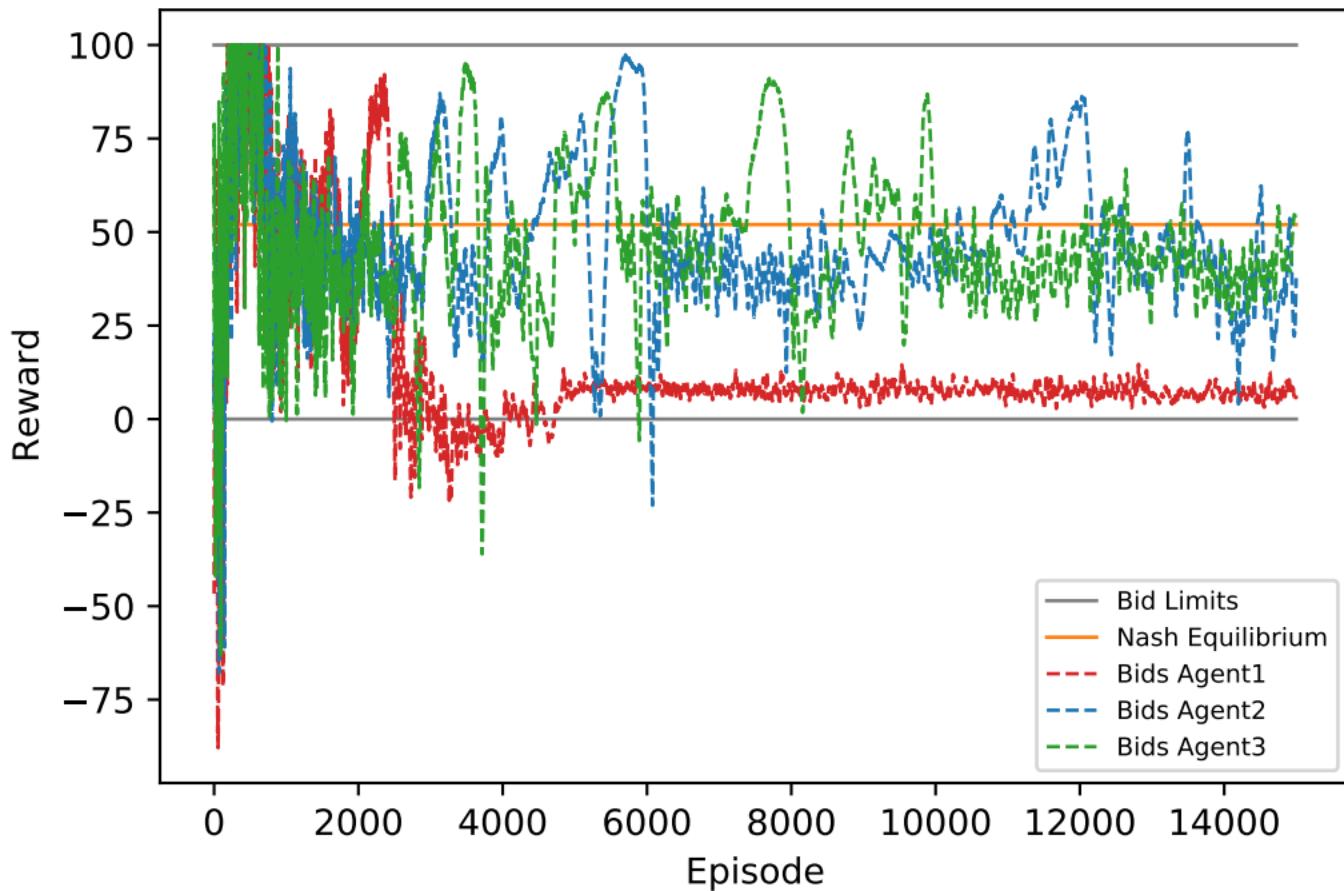
LN lr4-3 woPast Action 3 Agents: Run 86



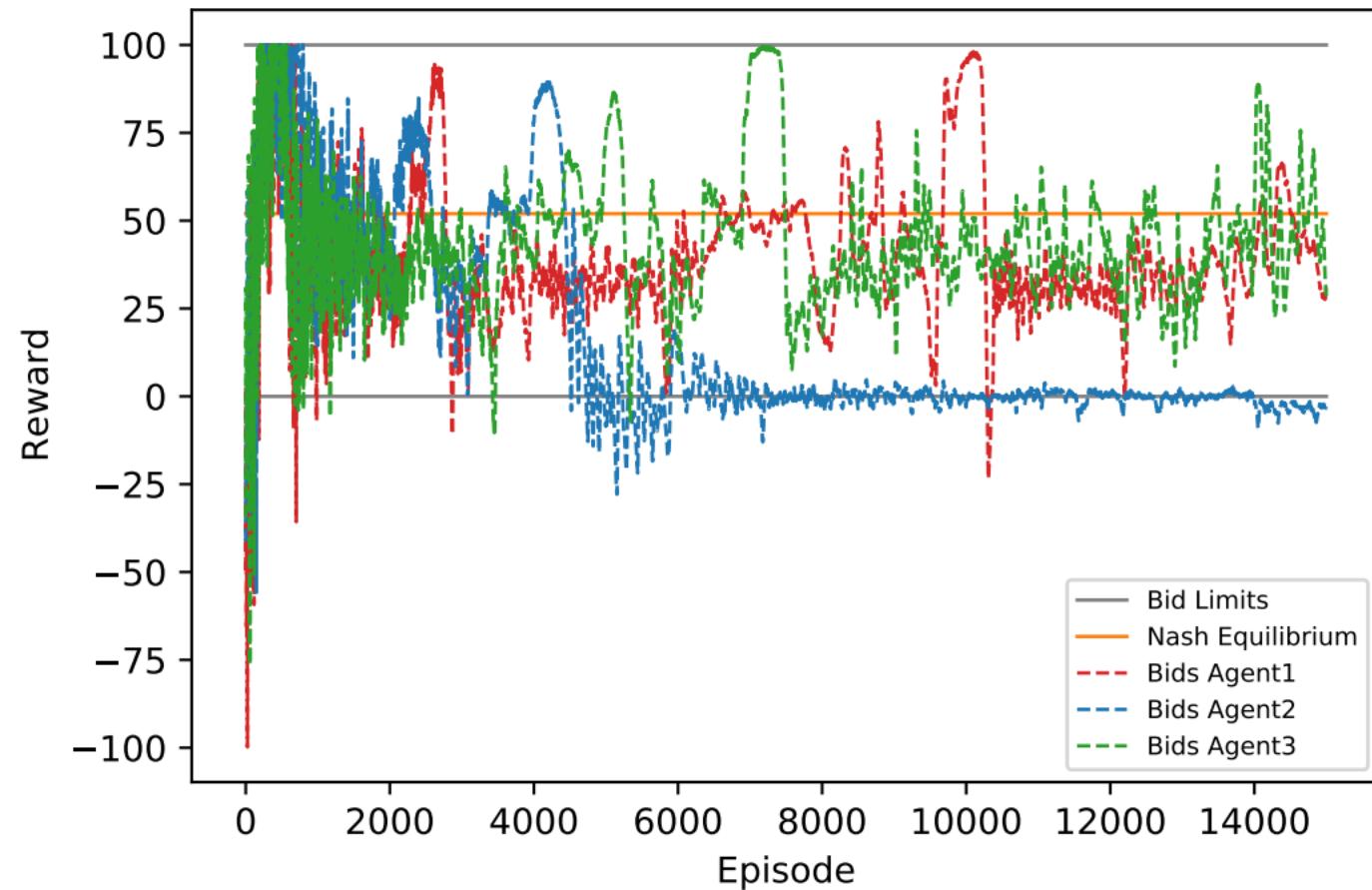
LN lr4-3 woPast Action 3 Agents: Run 87



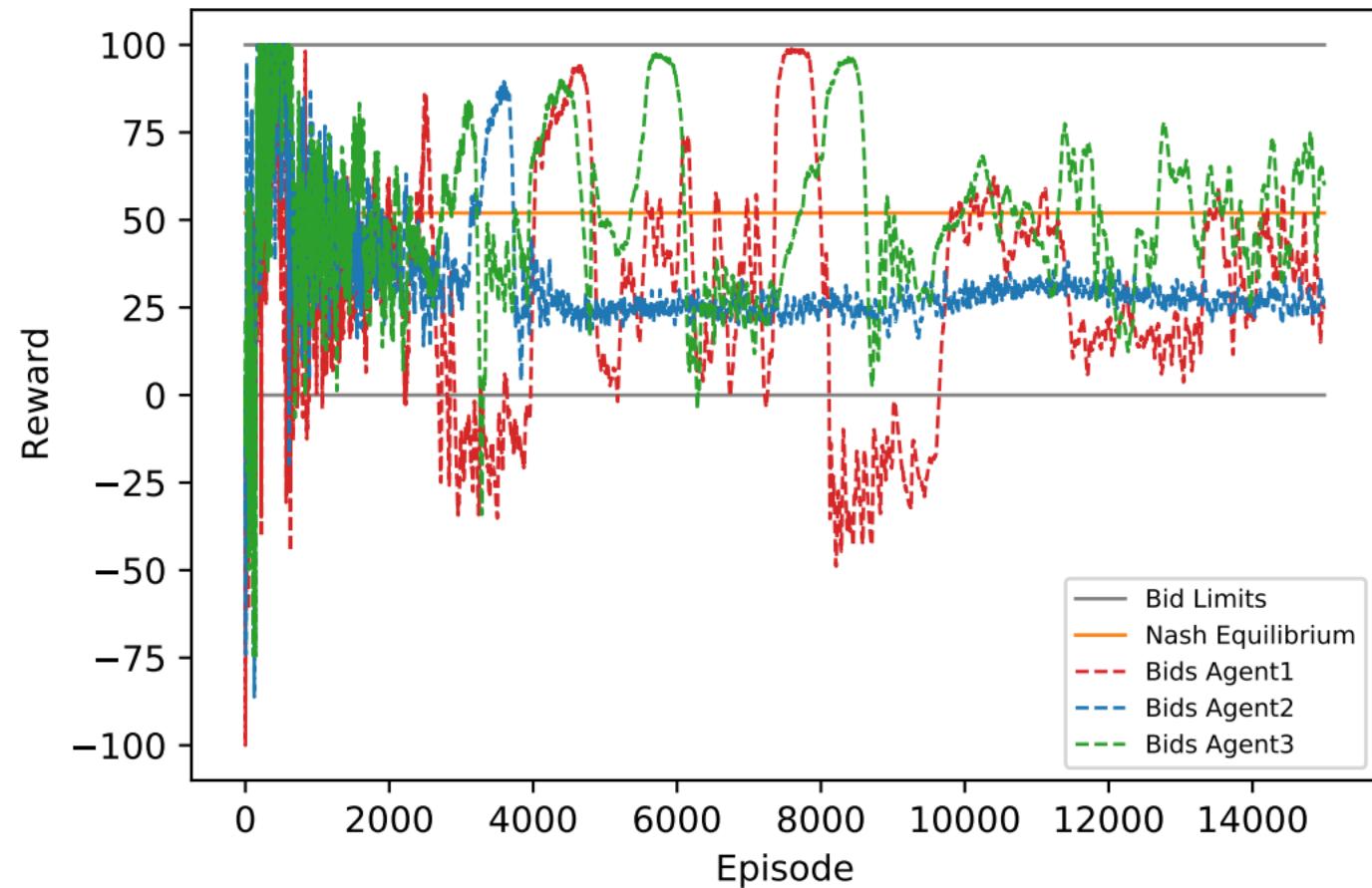
LN lr4-3 woPast Action 3 Agents: Run 88



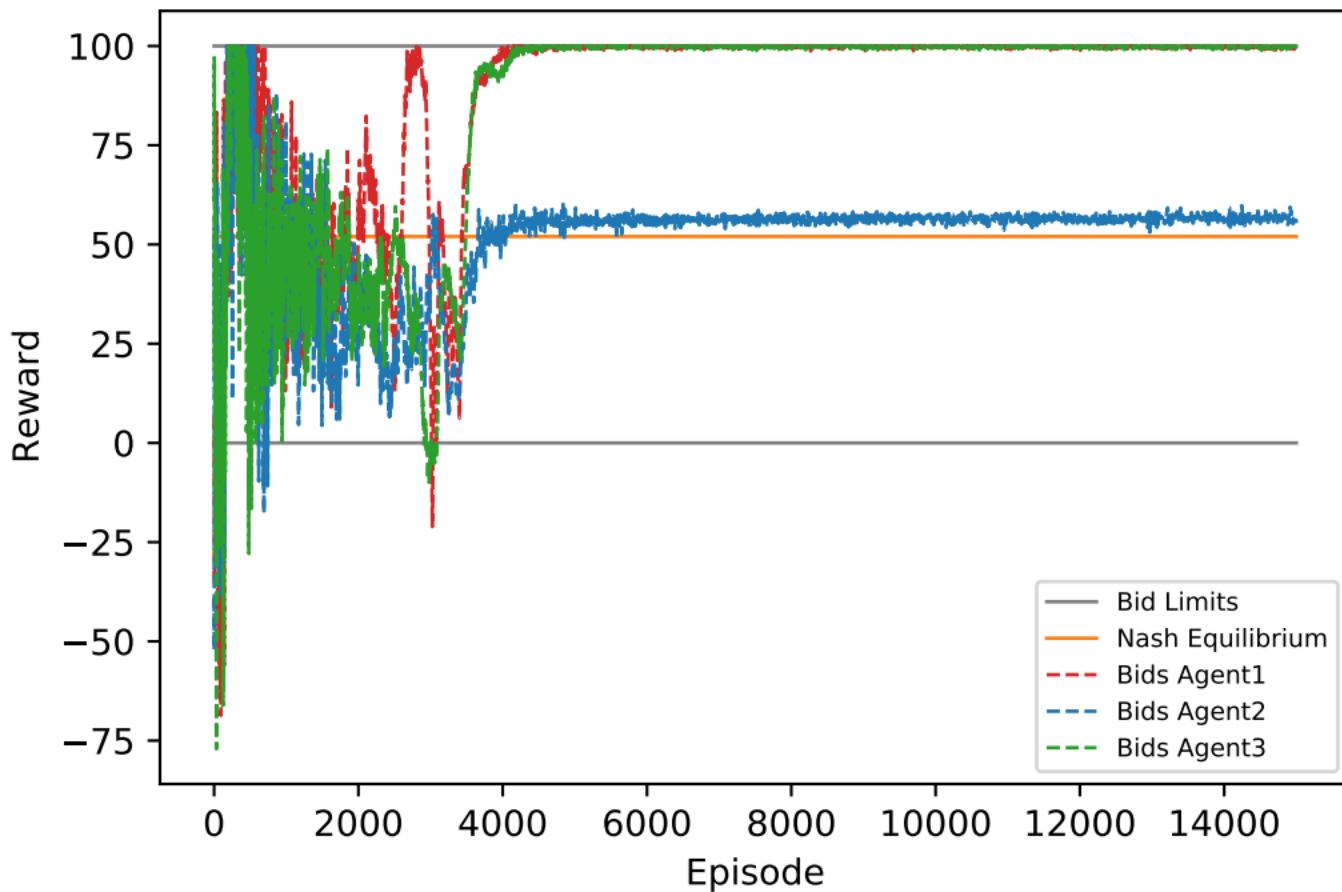
LN Ir4-3 woPast Action 3 Agents: Run 89



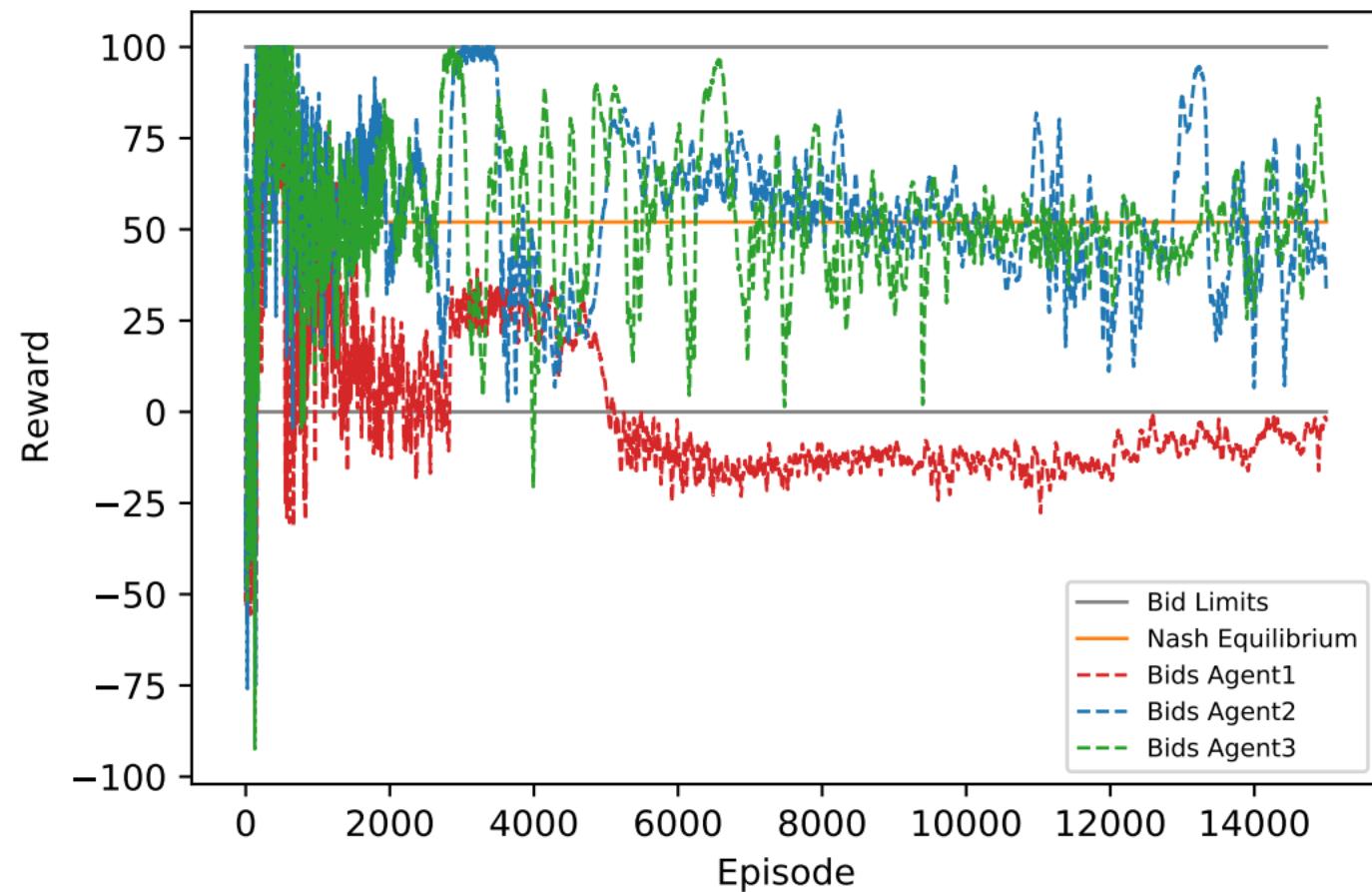
LN lr4-3 woPast Action 3 Agents: Run 90



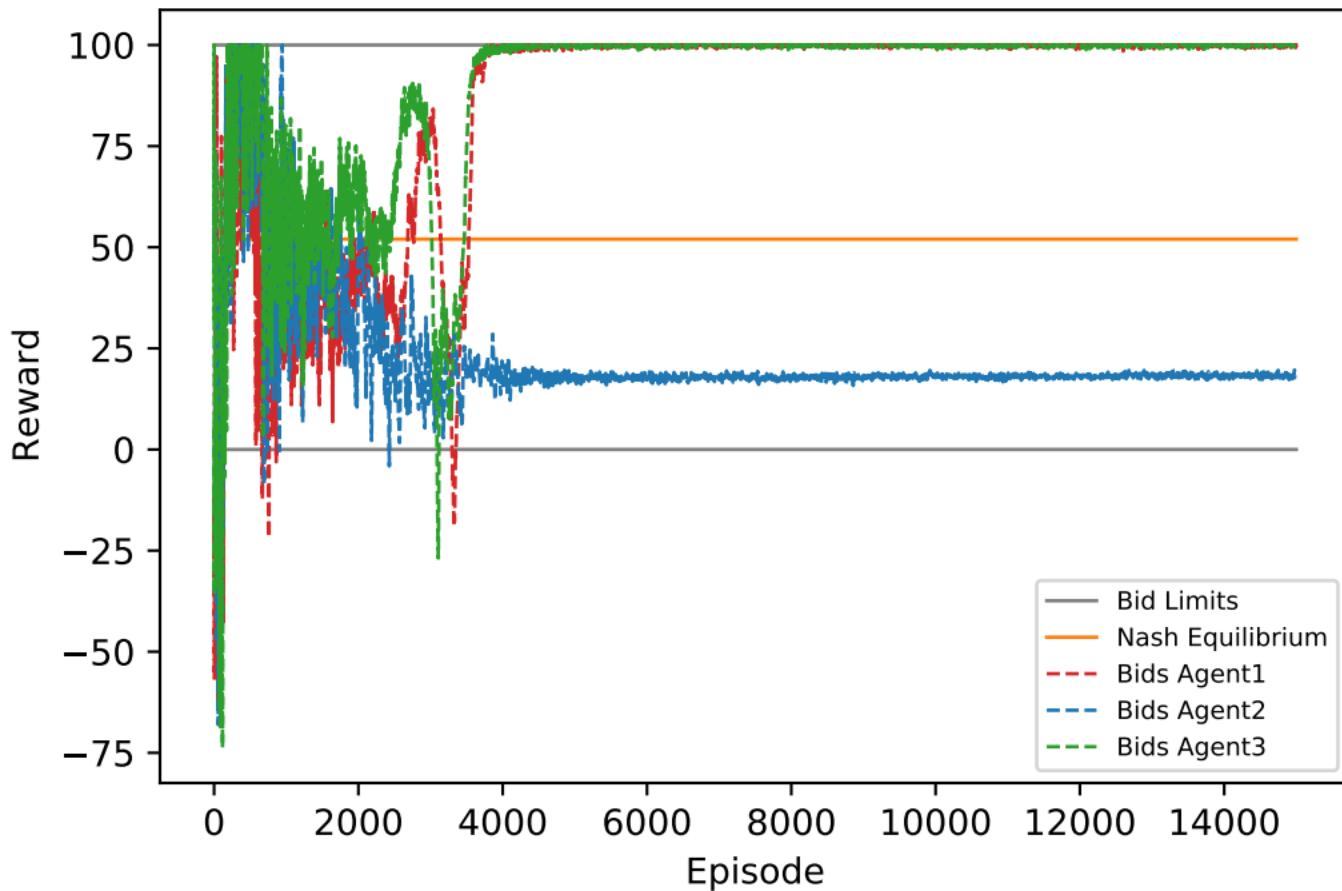
LN lr4-3 woPast Action 3 Agents: Run 91



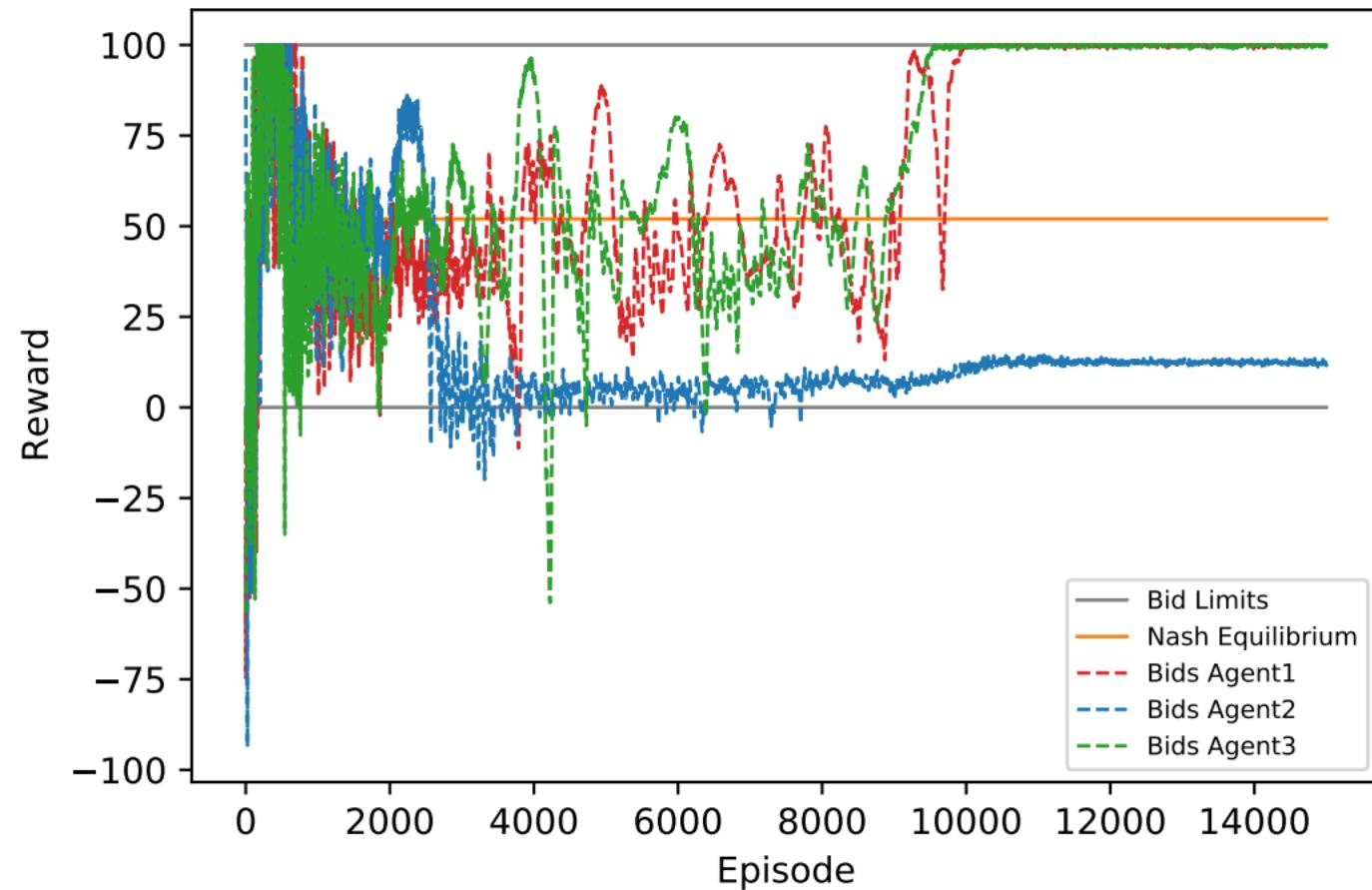
LN lr4-3 woPast Action 3 Agents: Run 92



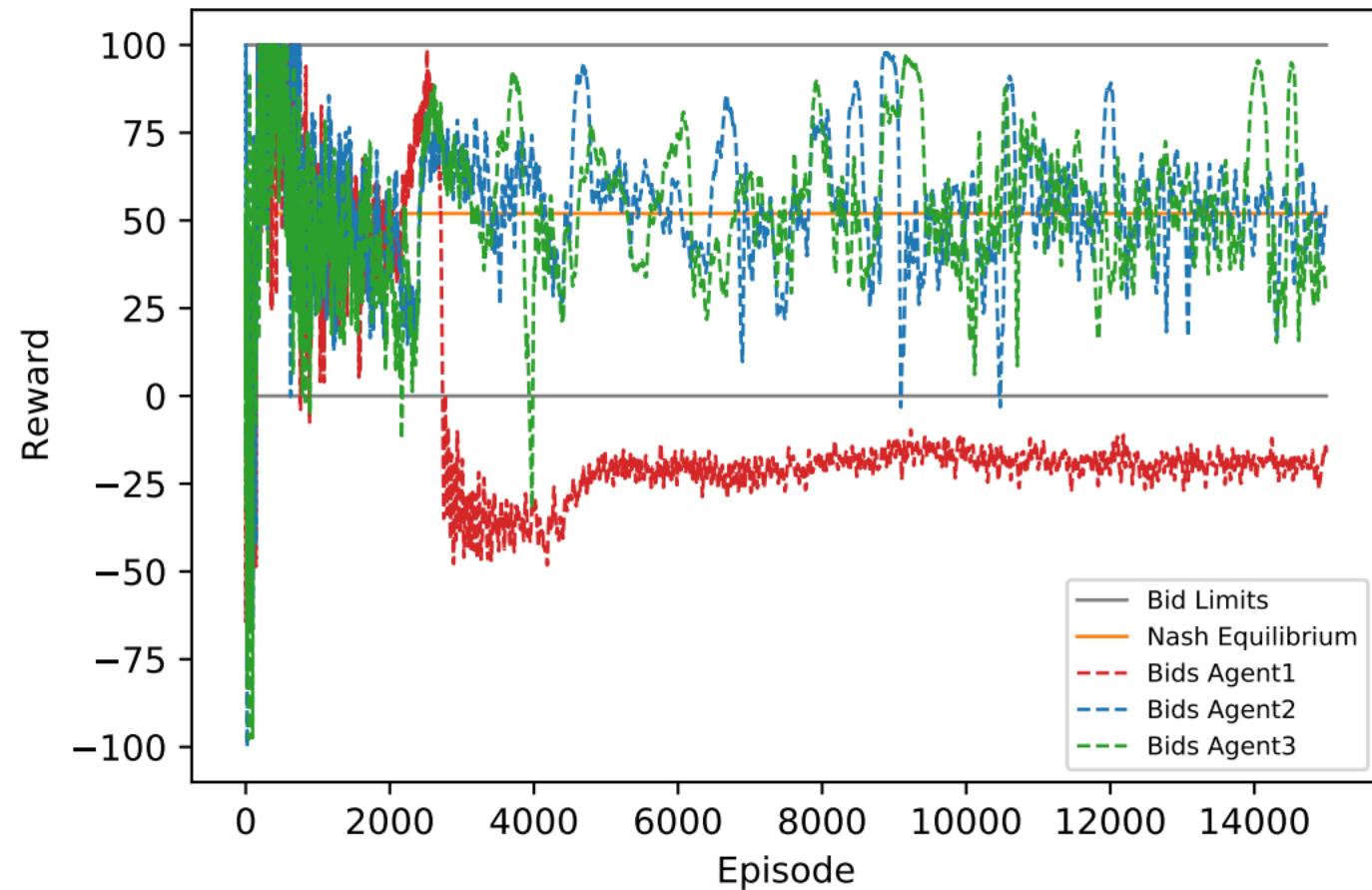
LN lr4-3 woPast Action 3 Agents: Run 93



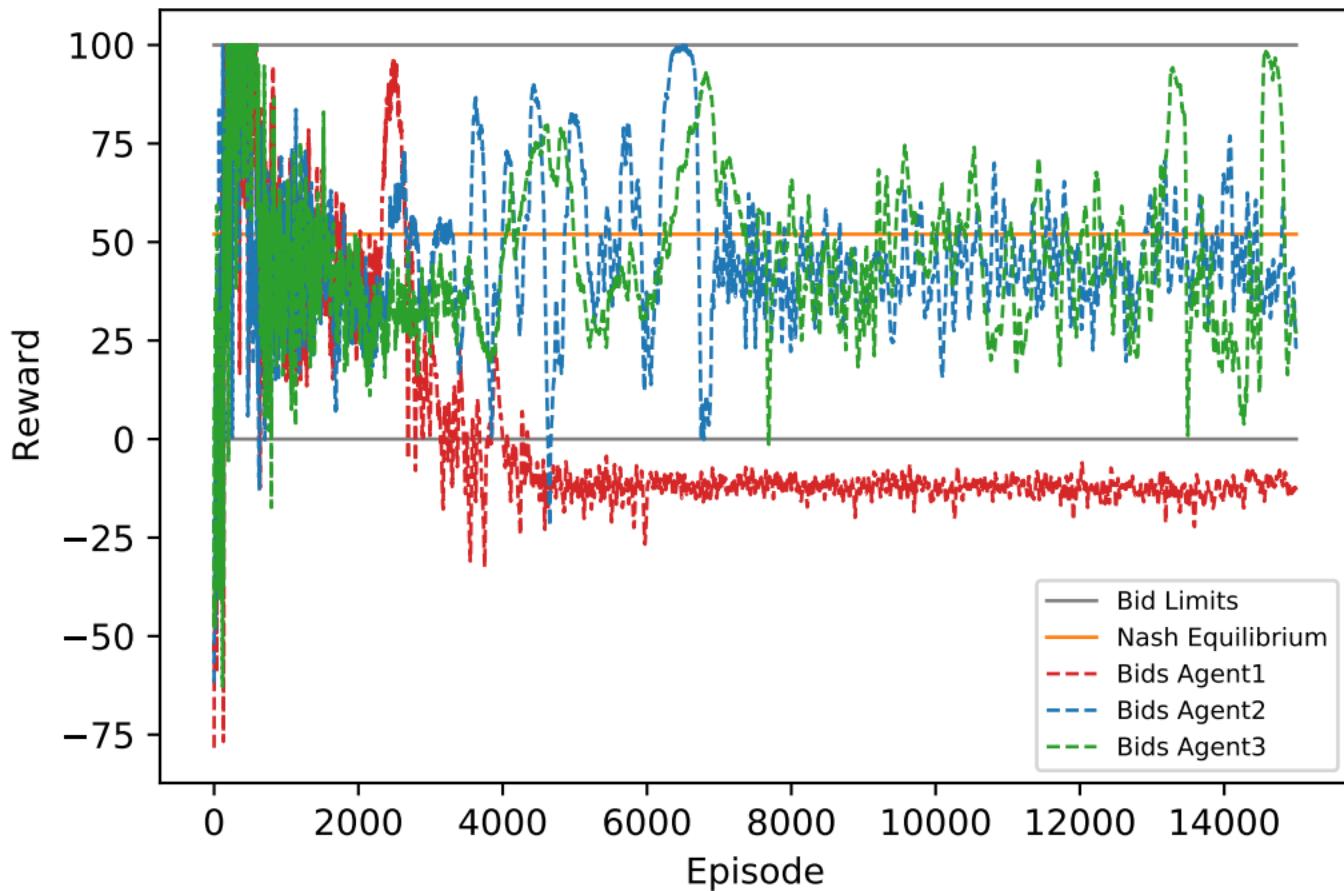
LN lr4-3 woPast Action 3 Agents: Run 94



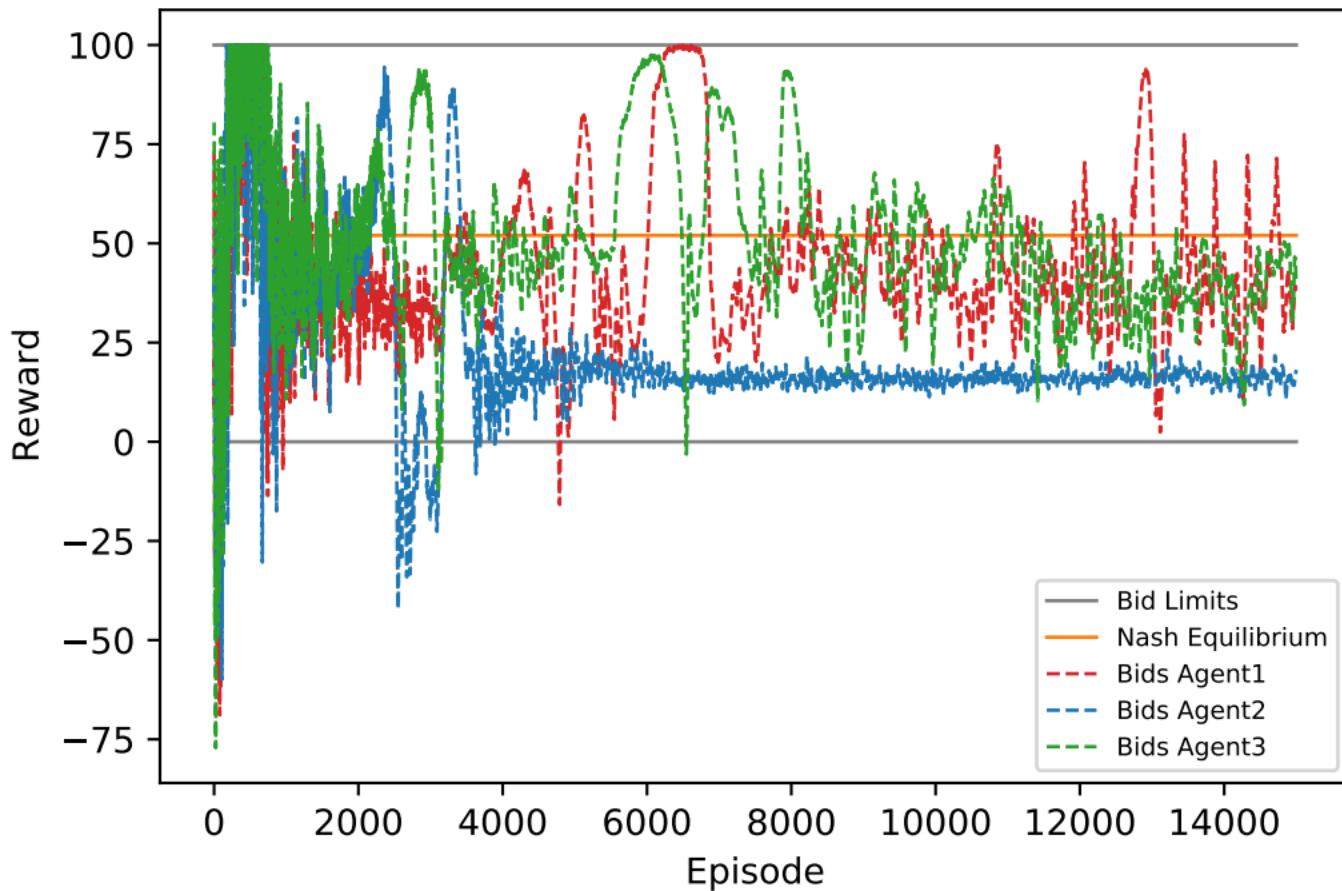
LN Ir4-3 woPast Action 3 Agents: Run 95



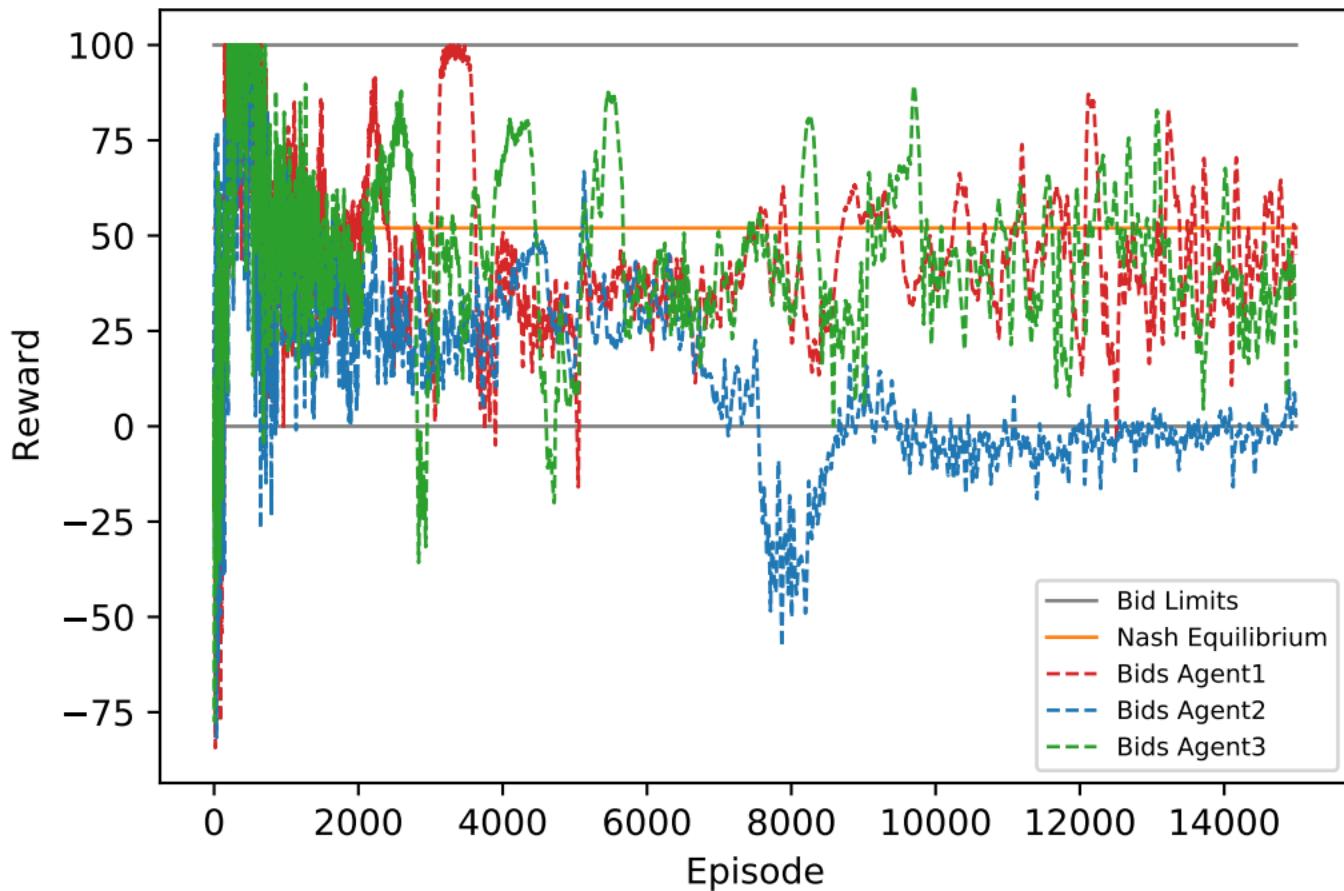
LN lr4-3 woPast Action 3 Agents: Run 96



LN lr4-3 woPast Action 3 Agents: Run 97



LN lr4-3 woPast Action 3 Agents: Run 98



LN lr4-3 woPast Action 3 Agents: Run 99

