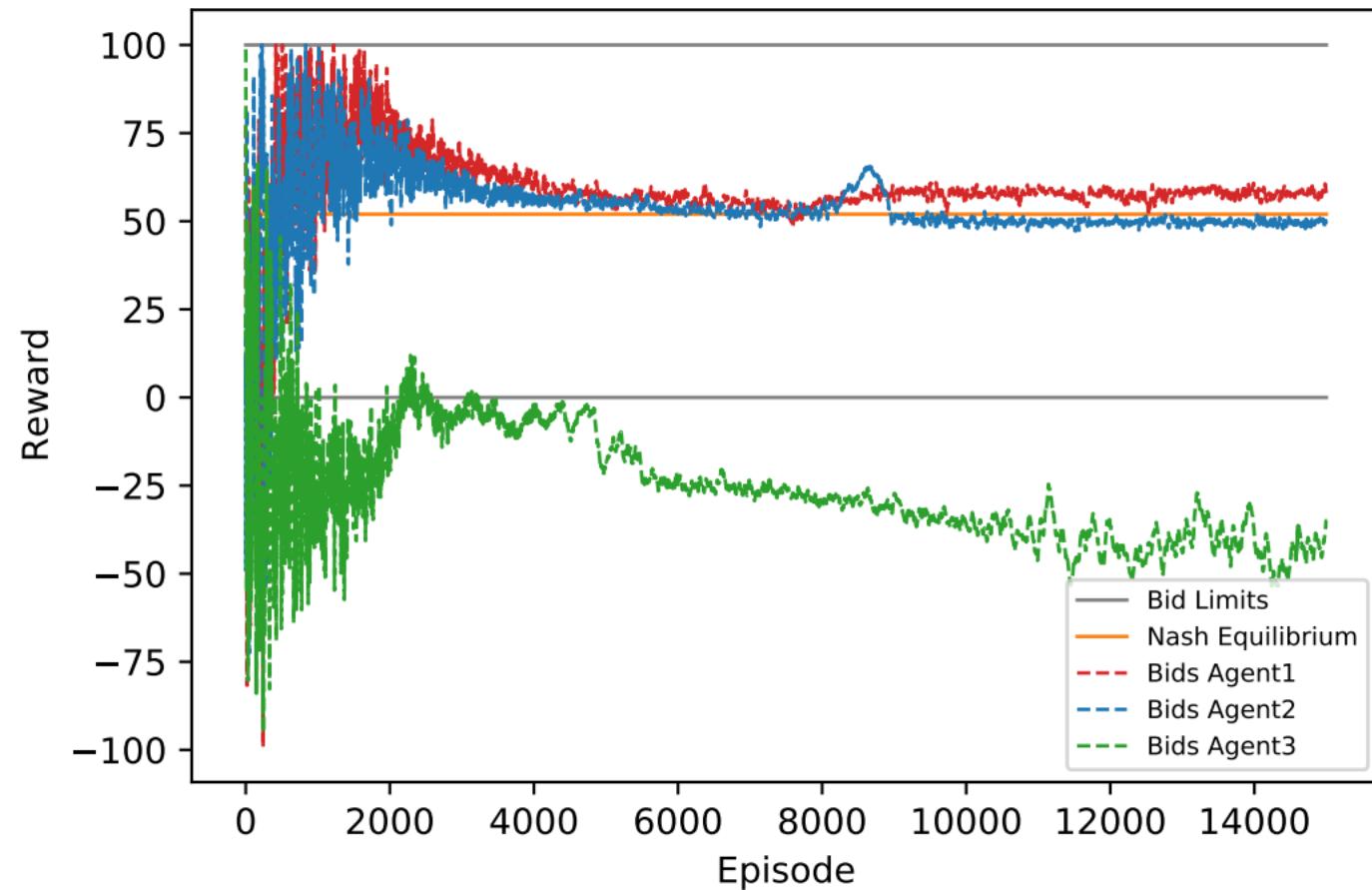
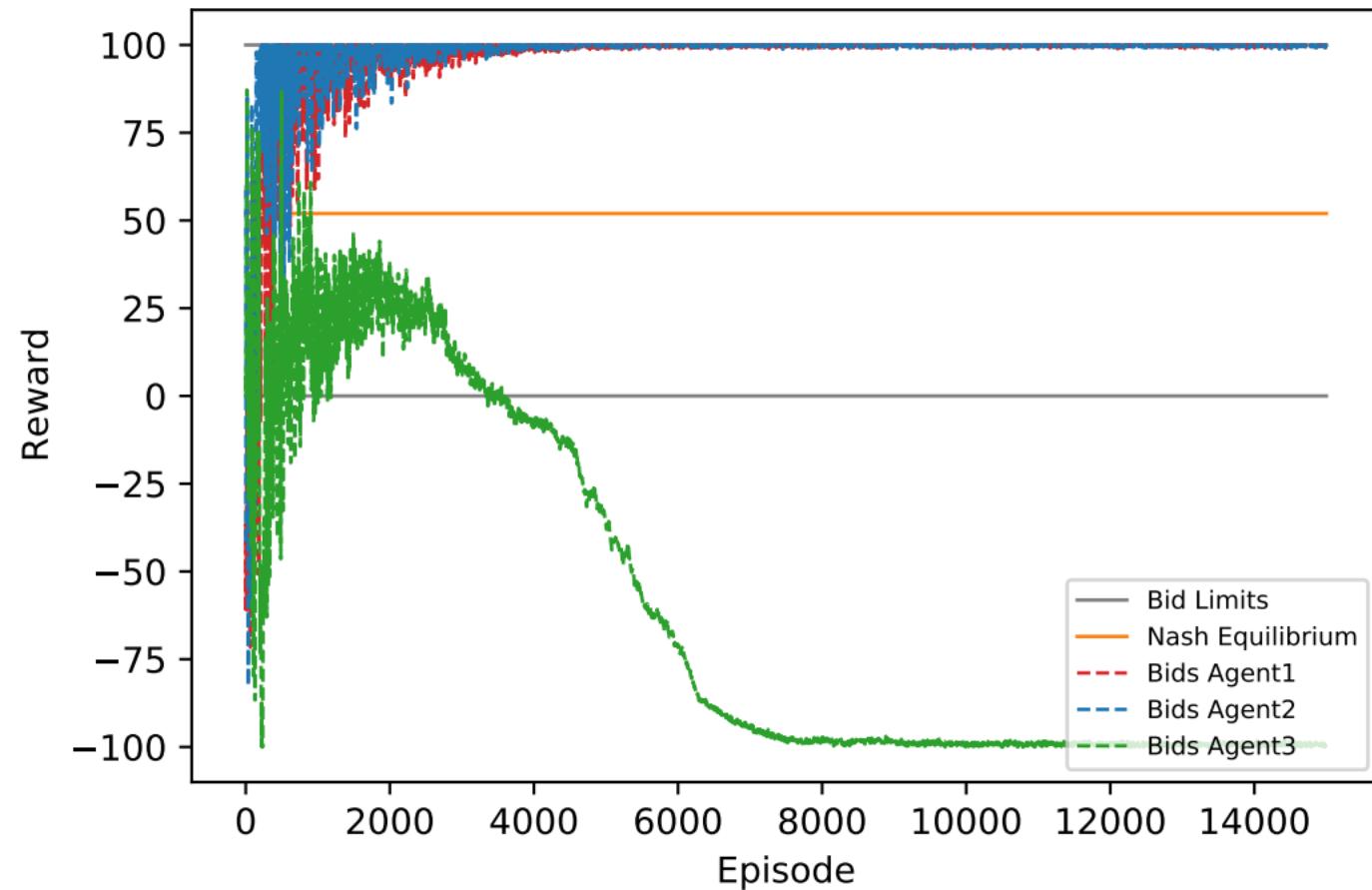


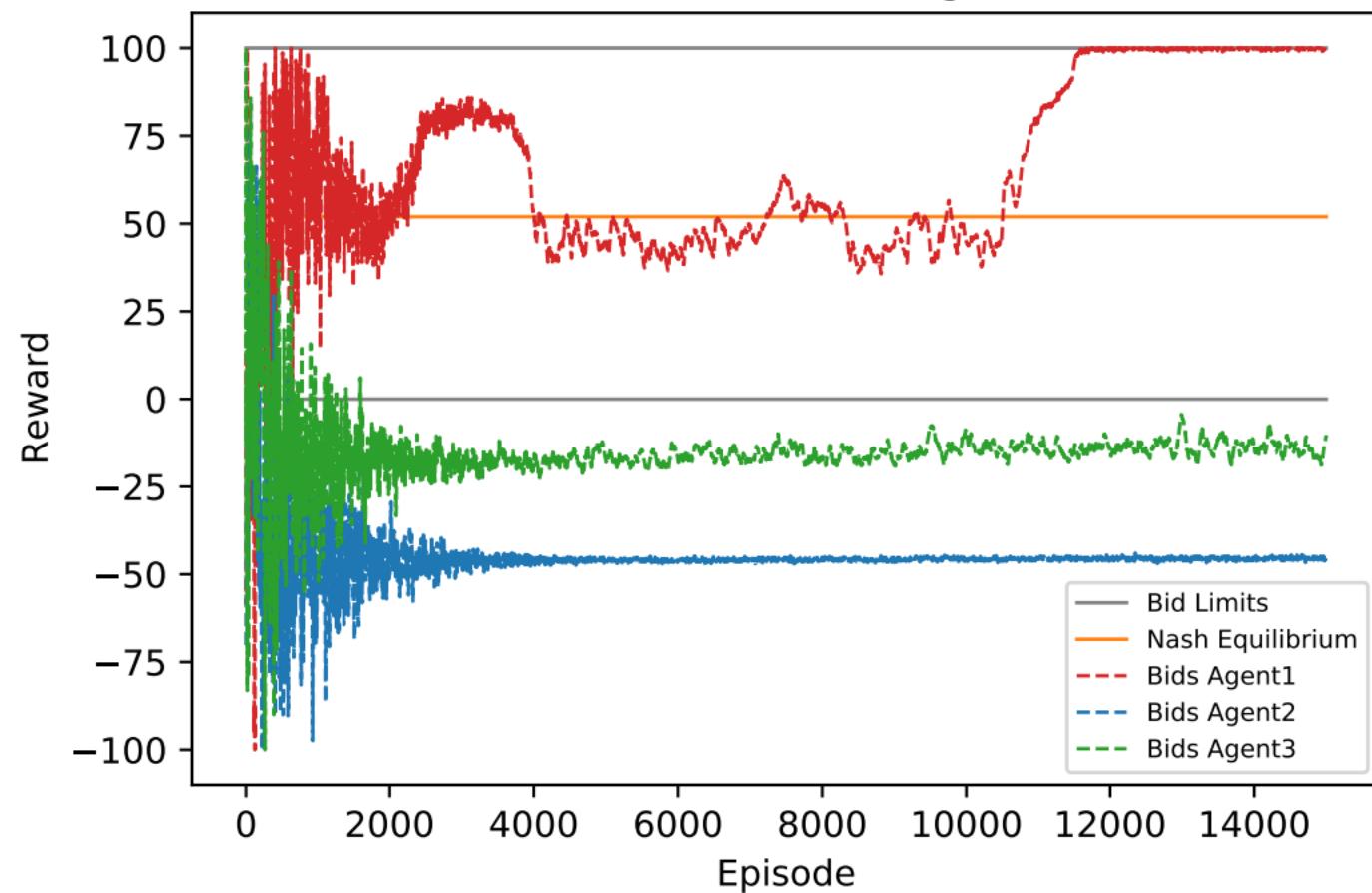
# BN Ir4-3 woPast Action 3 Agents: Run 0



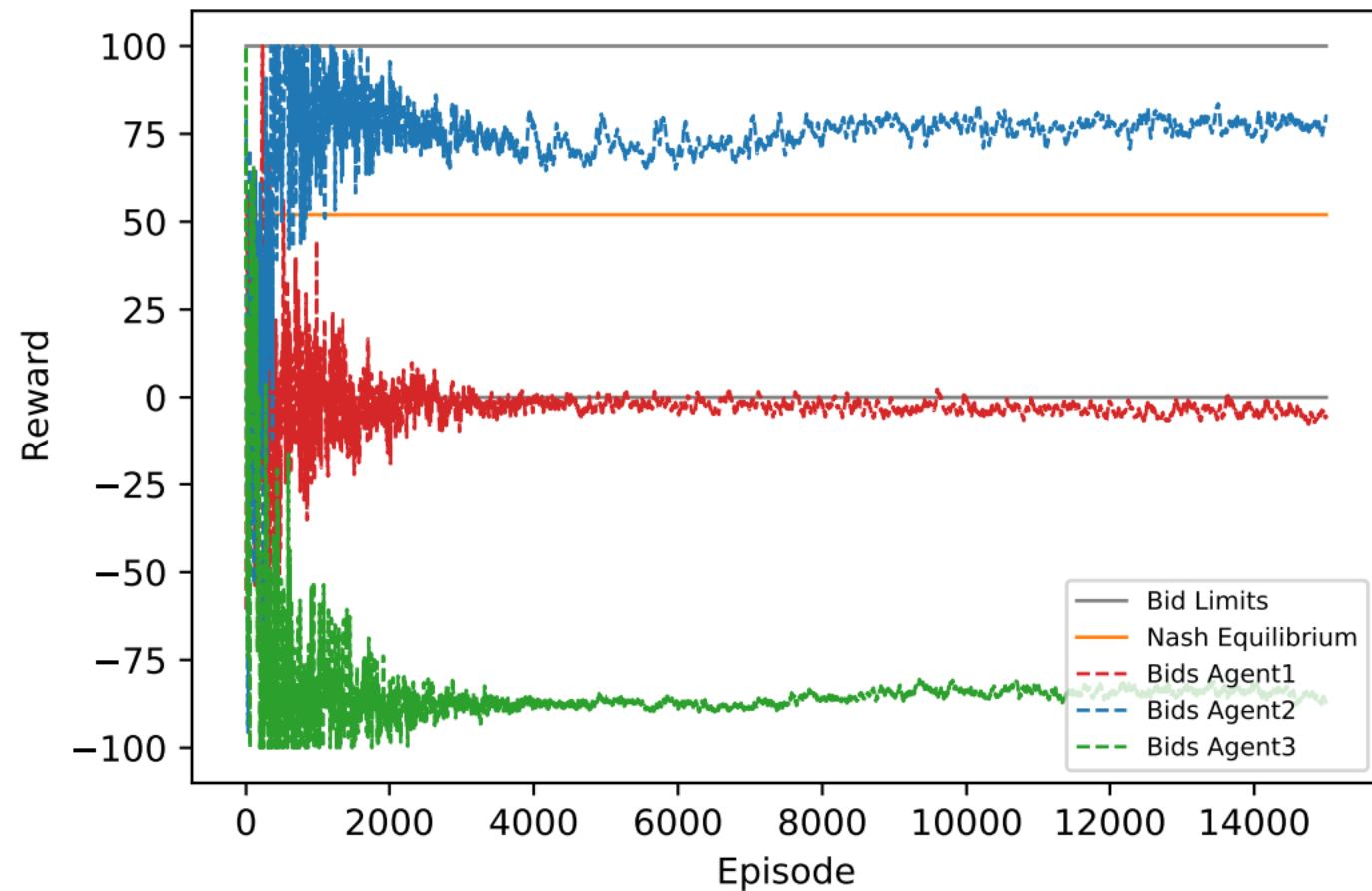
# BN Ir4-3 woPast Action 3 Agents: Run 1



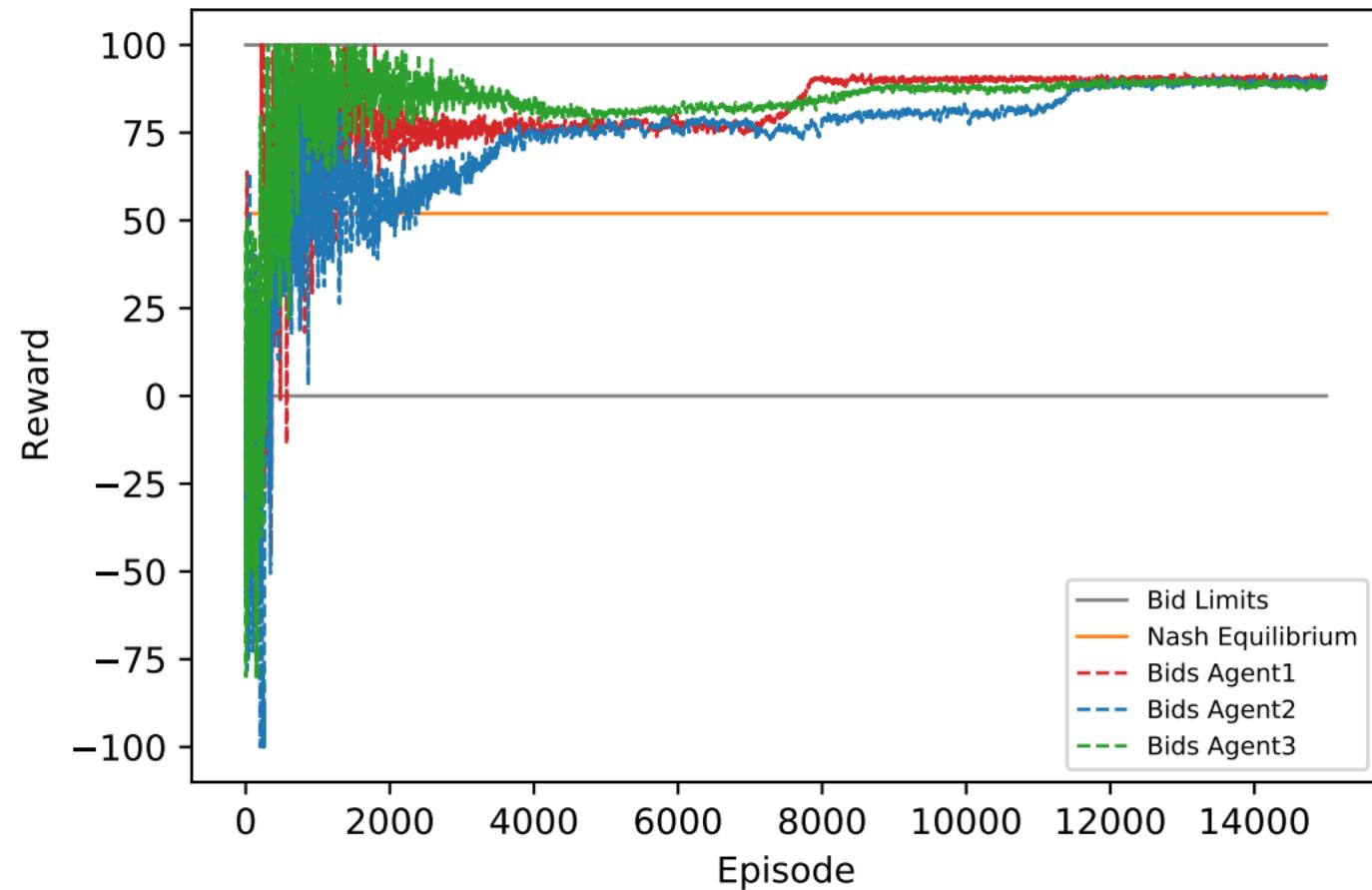
# BN Ir4-3 woPast Action 3 Agents: Run 2



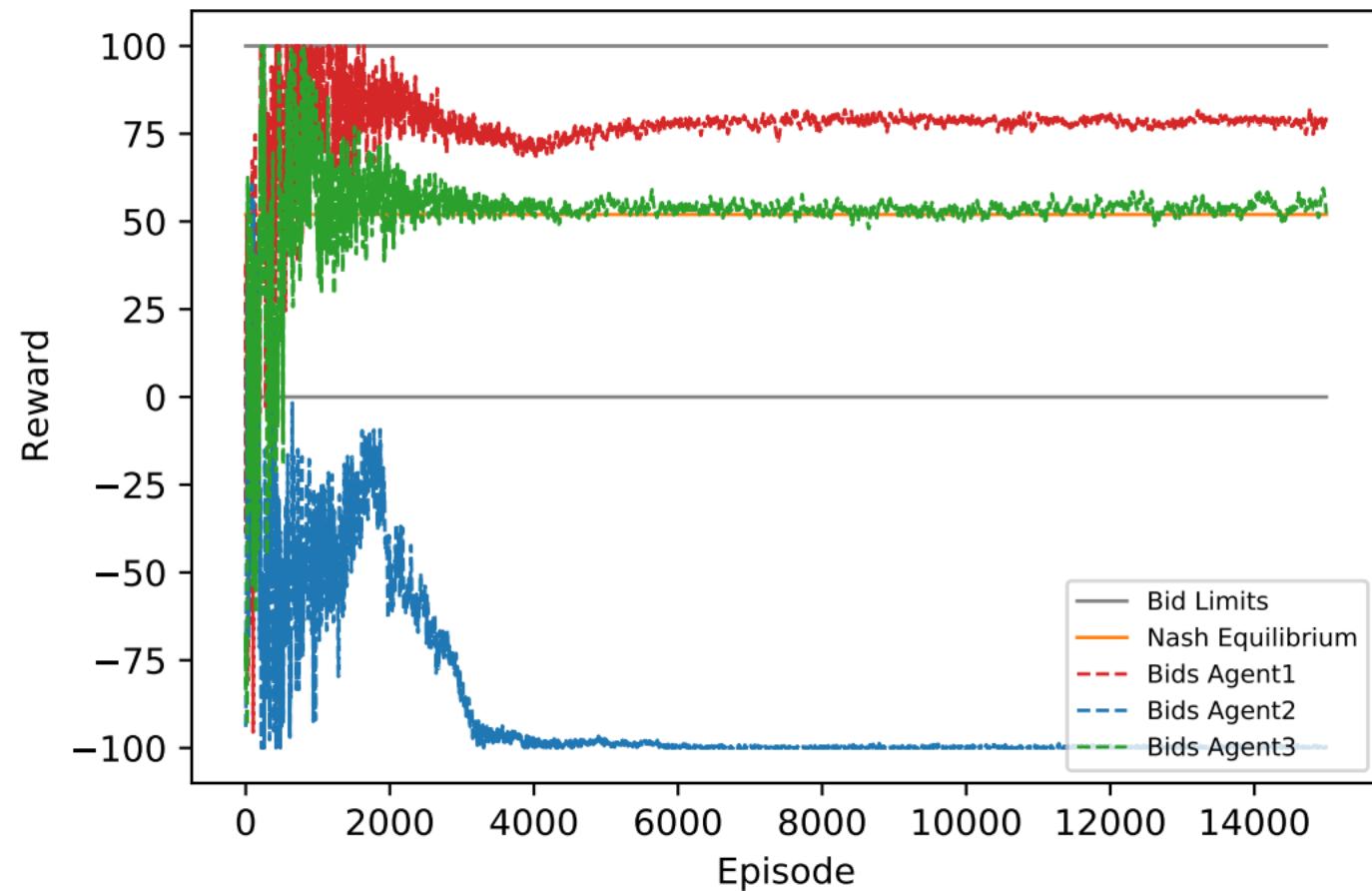
## BN Ir4-3 woPast Action 3 Agents: Run 3



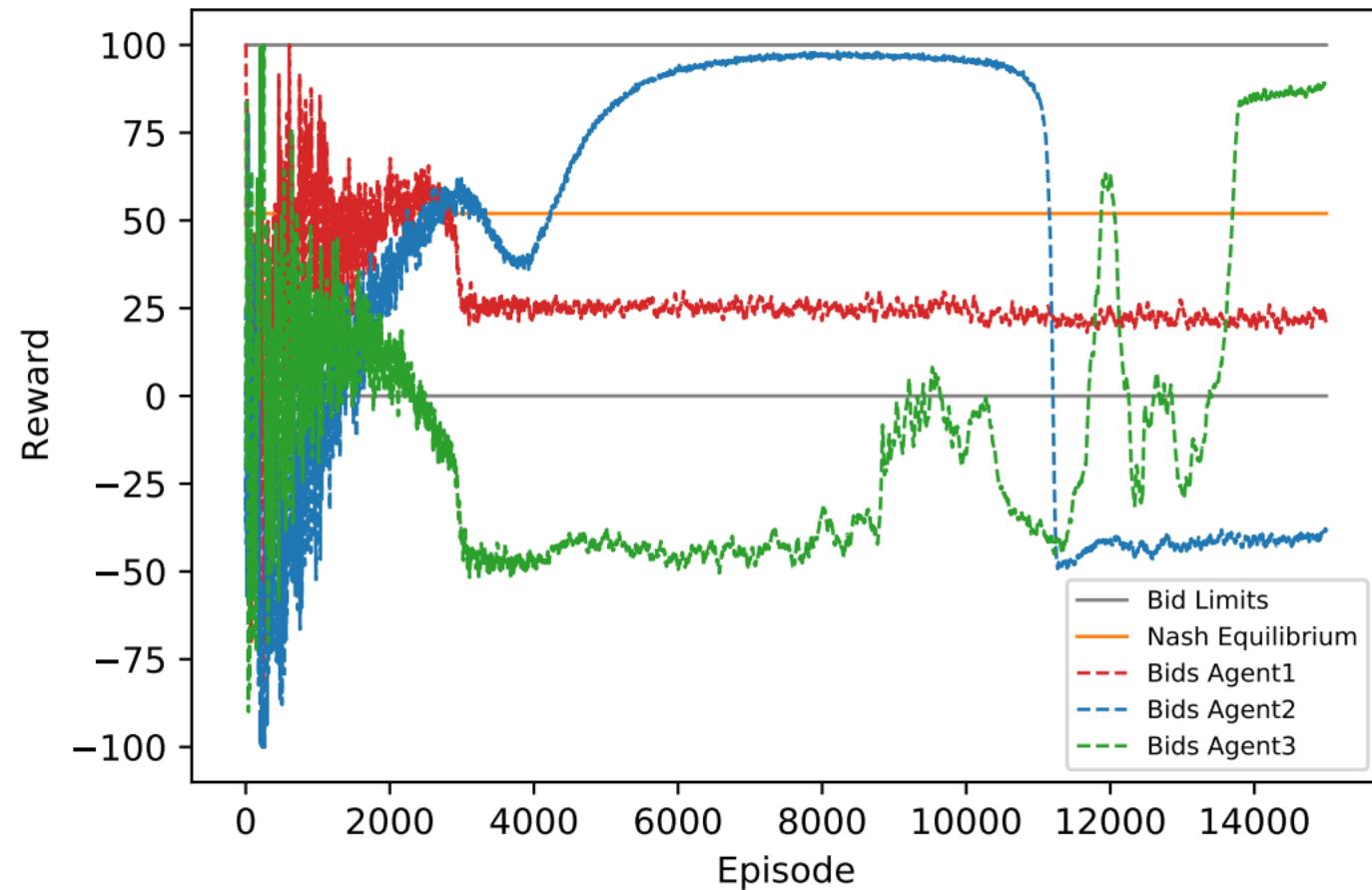
## BN Ir4-3 woPast Action 3 Agents: Run 4



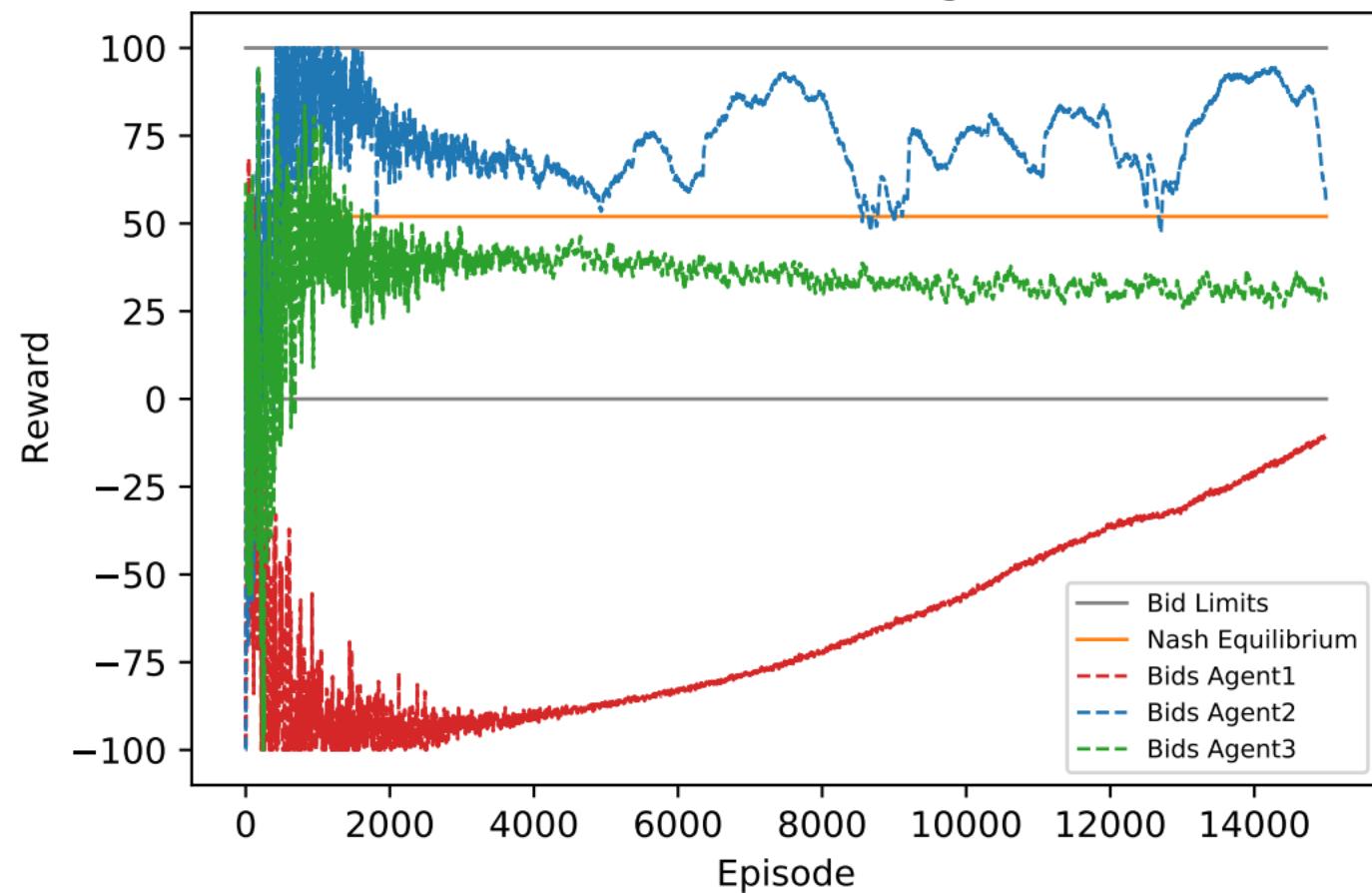
## BN Ir4-3 woPast Action 3 Agents: Run 5



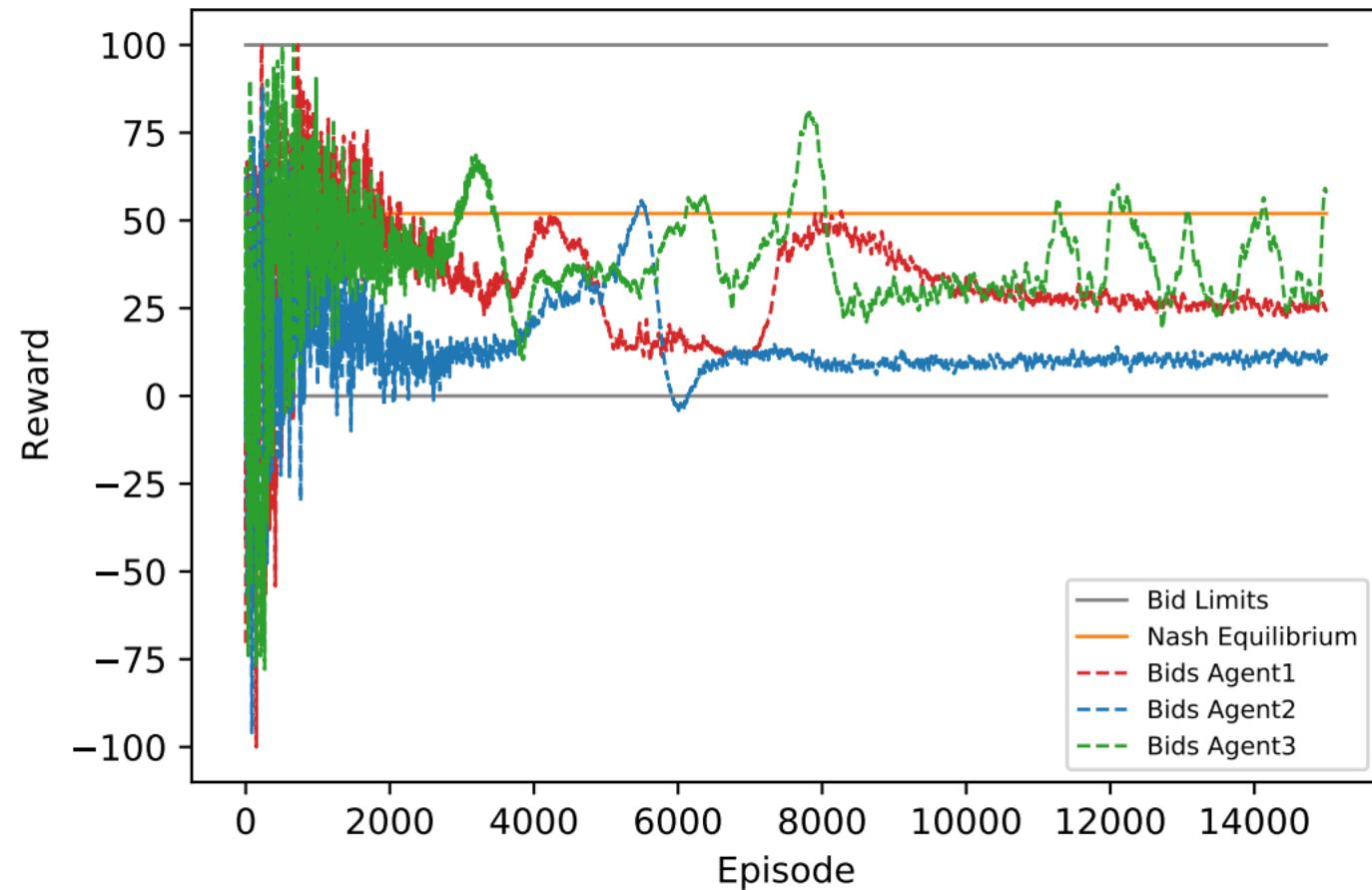
## BN Ir4-3 woPast Action 3 Agents: Run 6



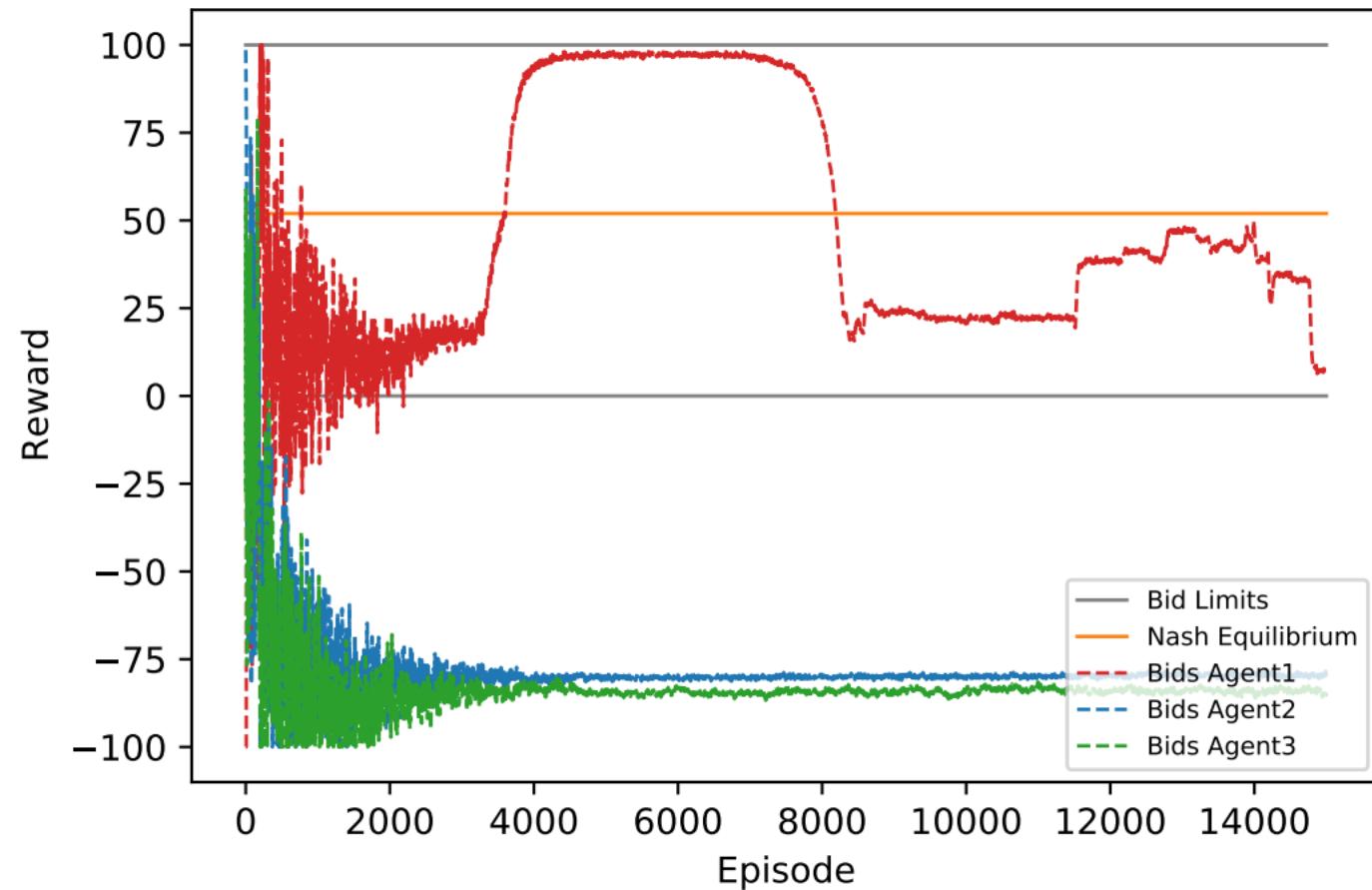
## BN Ir4-3 woPast Action 3 Agents: Run 7



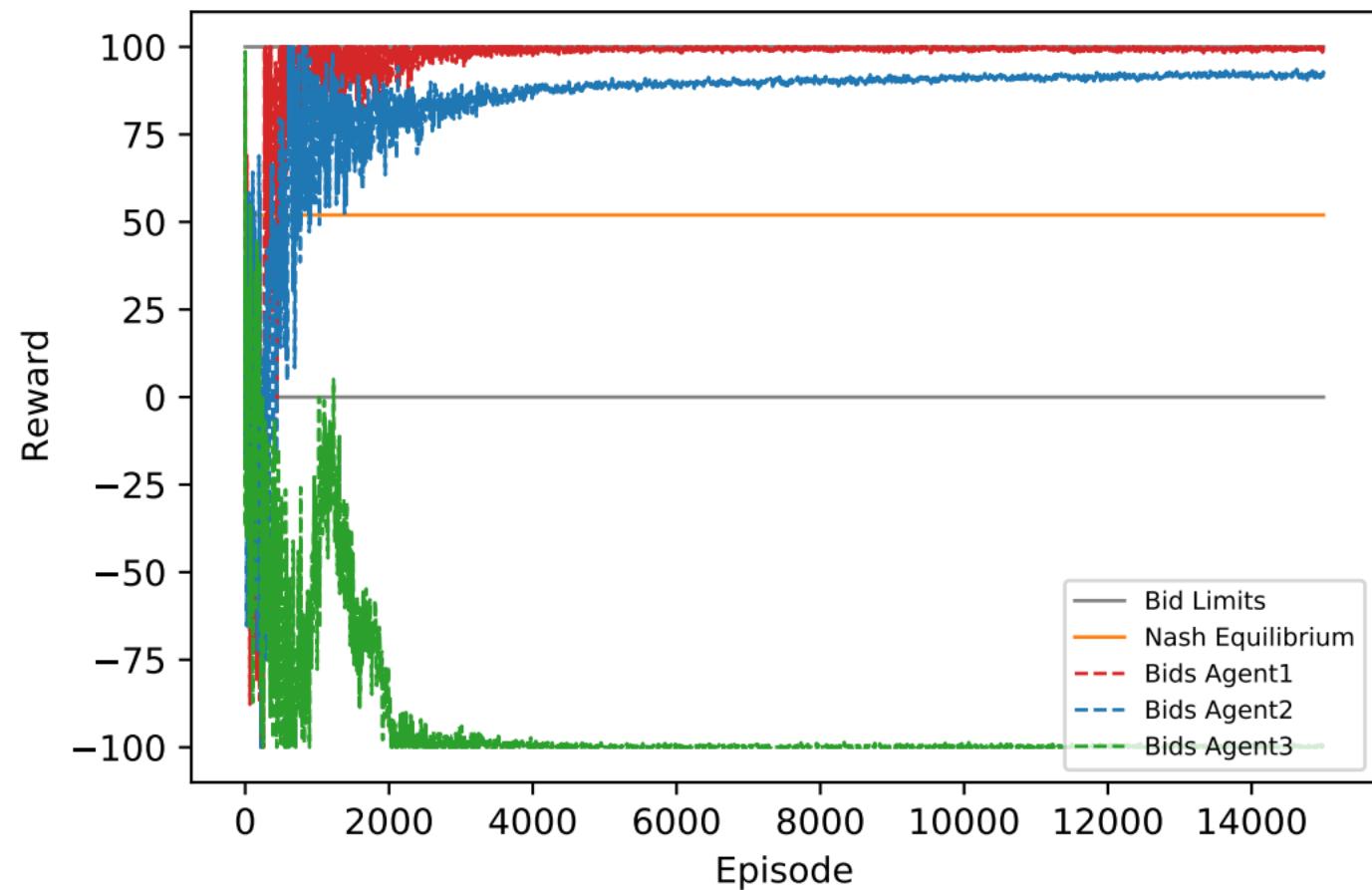
## BN Ir4-3 woPast Action 3 Agents: Run 8



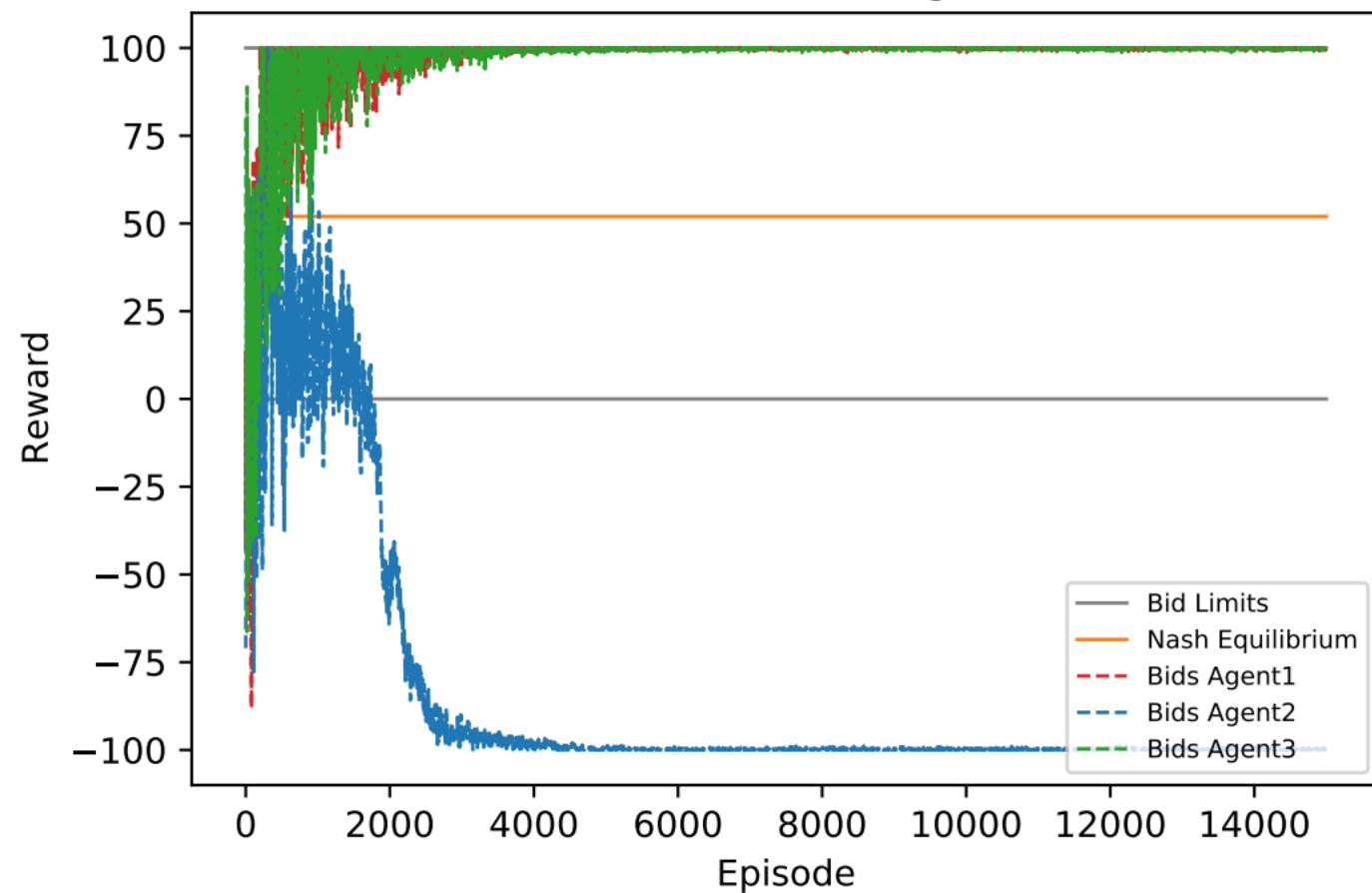
## BN Ir4-3 woPast Action 3 Agents: Run 9



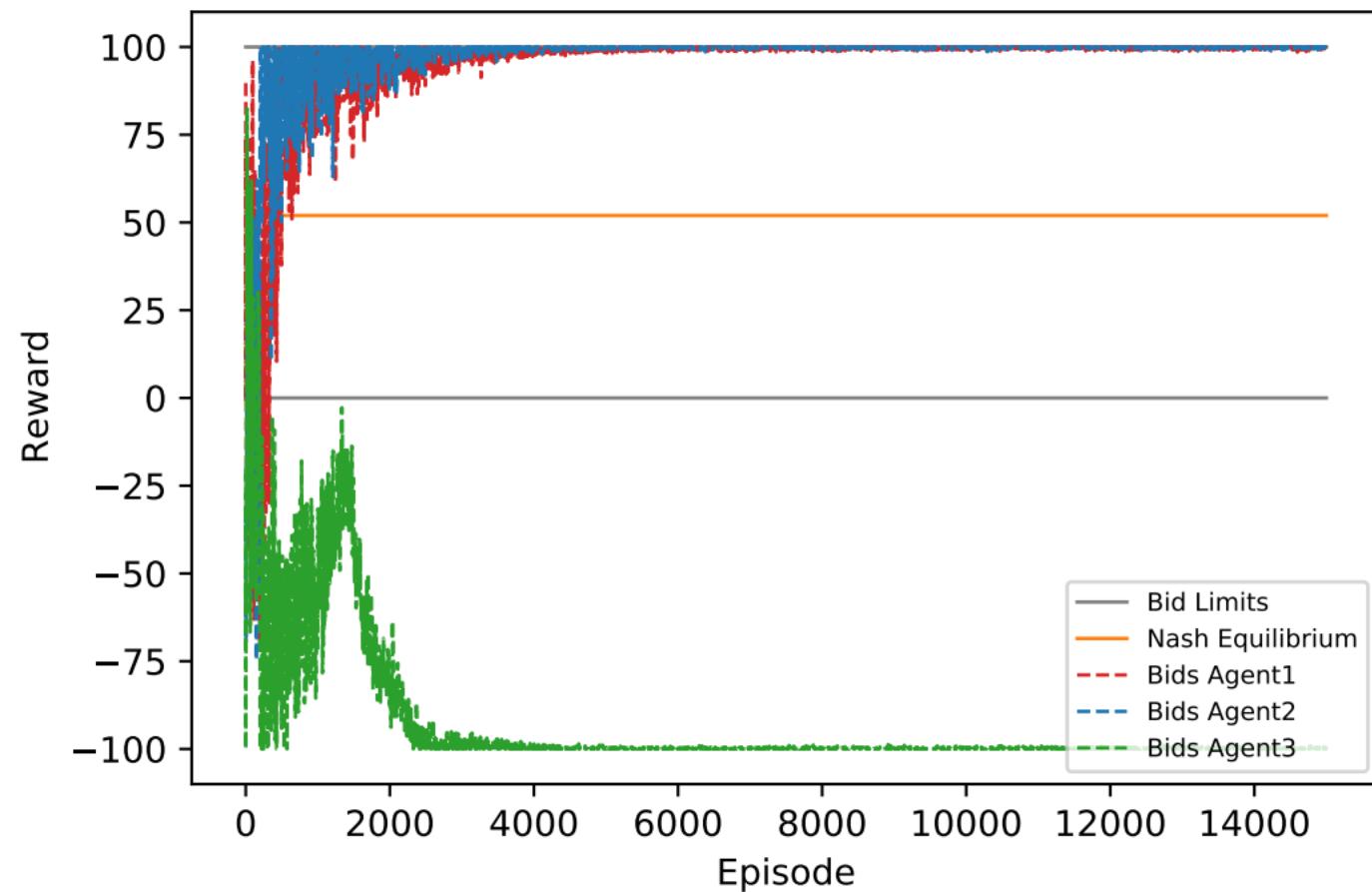
# BN lr4-3 woPast Action 3 Agents: Run 10



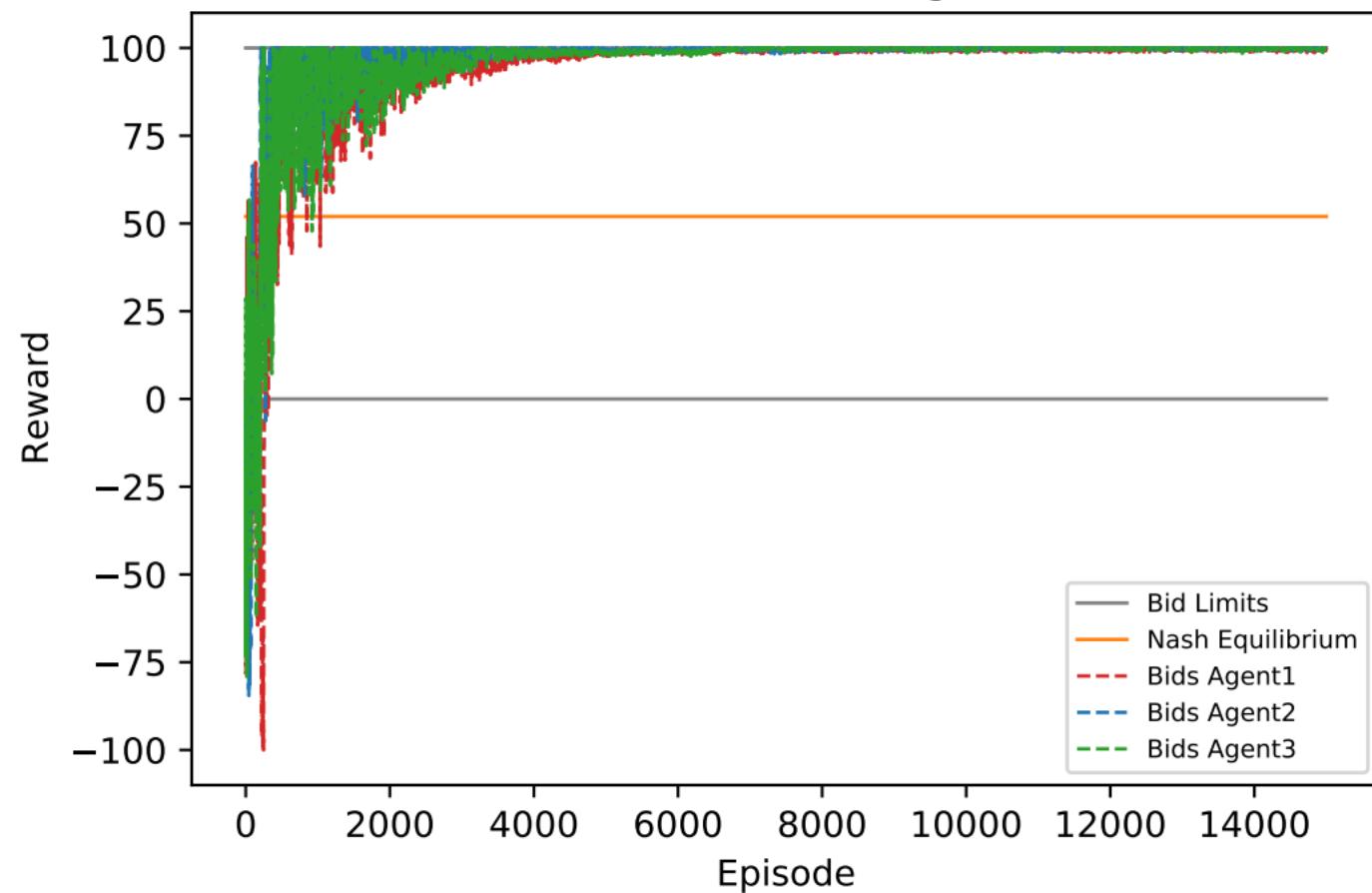
# BN lr4-3 woPast Action 3 Agents: Run 11



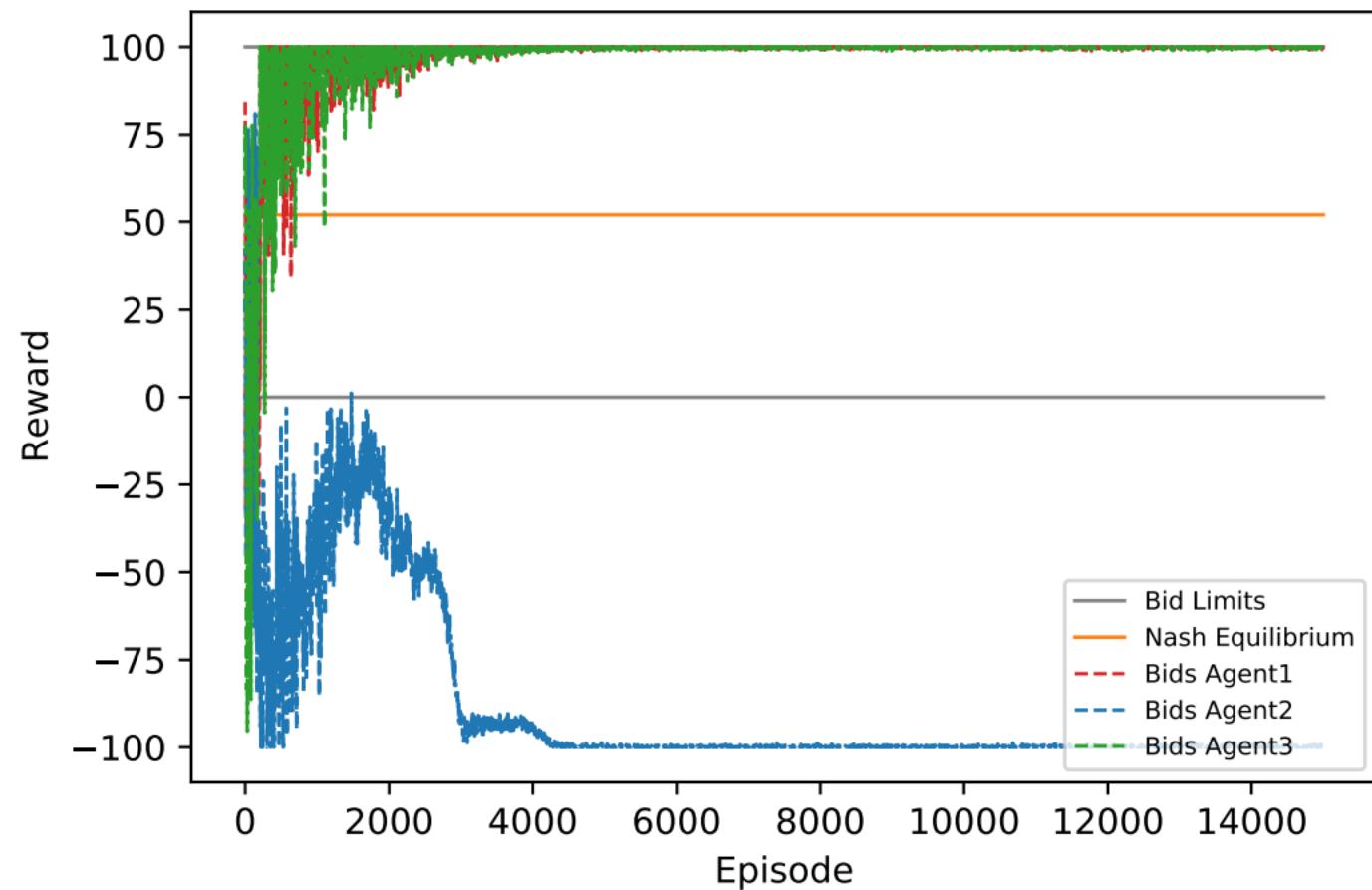
# BN lr4-3 woPast Action 3 Agents: Run 12



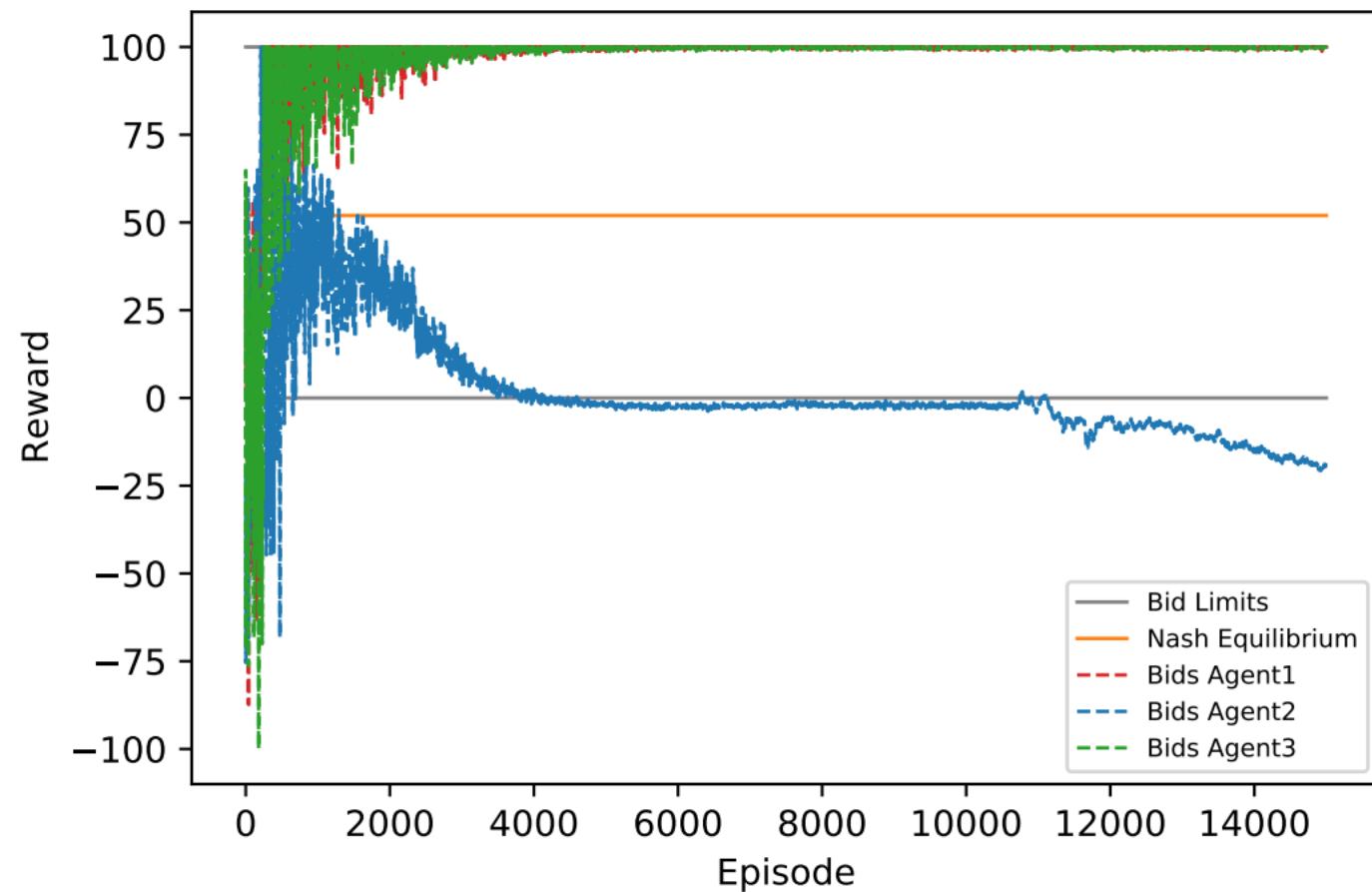
# BN lr4-3 woPast Action 3 Agents: Run 13



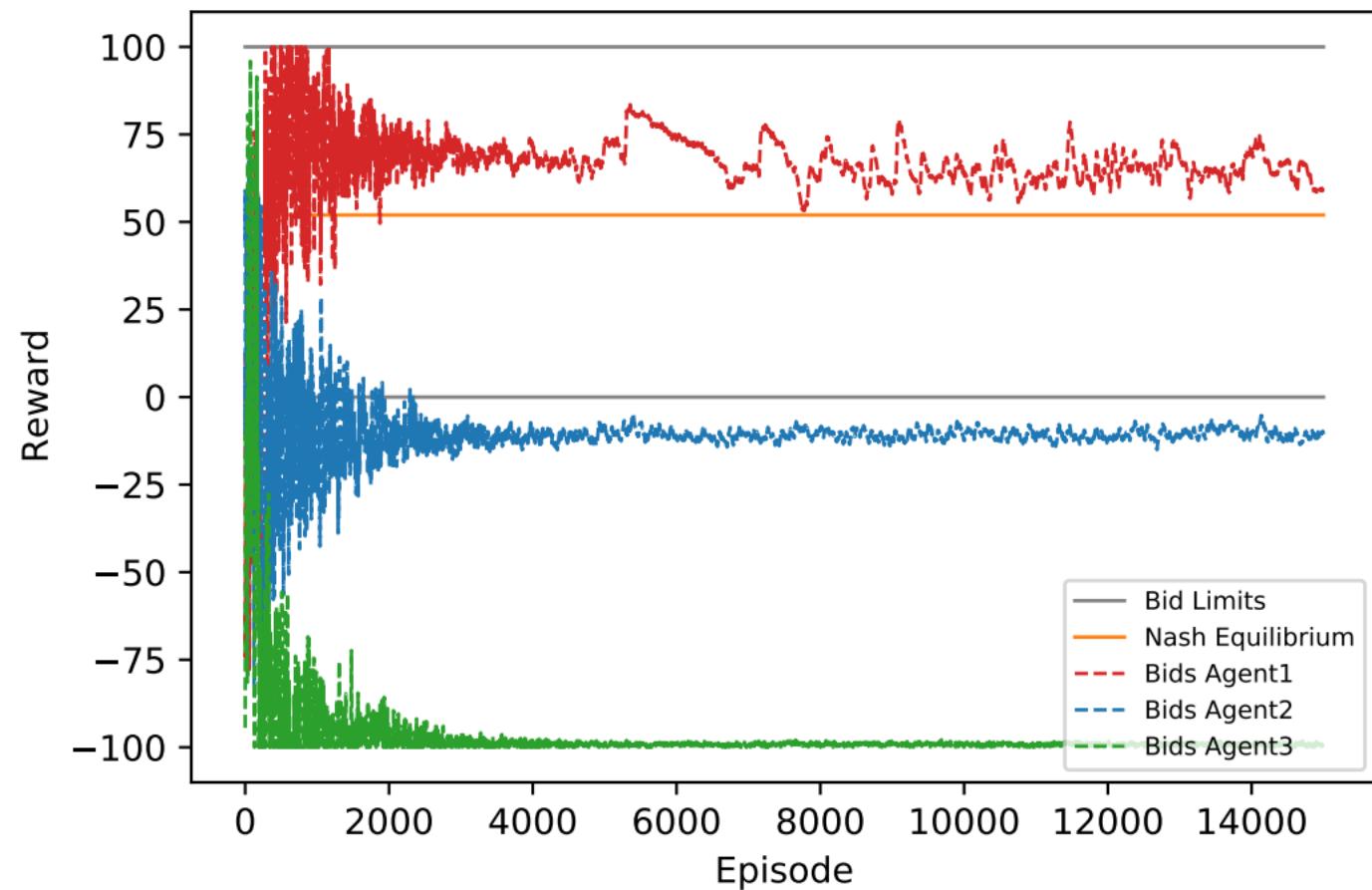
# BN lr4-3 woPast Action 3 Agents: Run 14



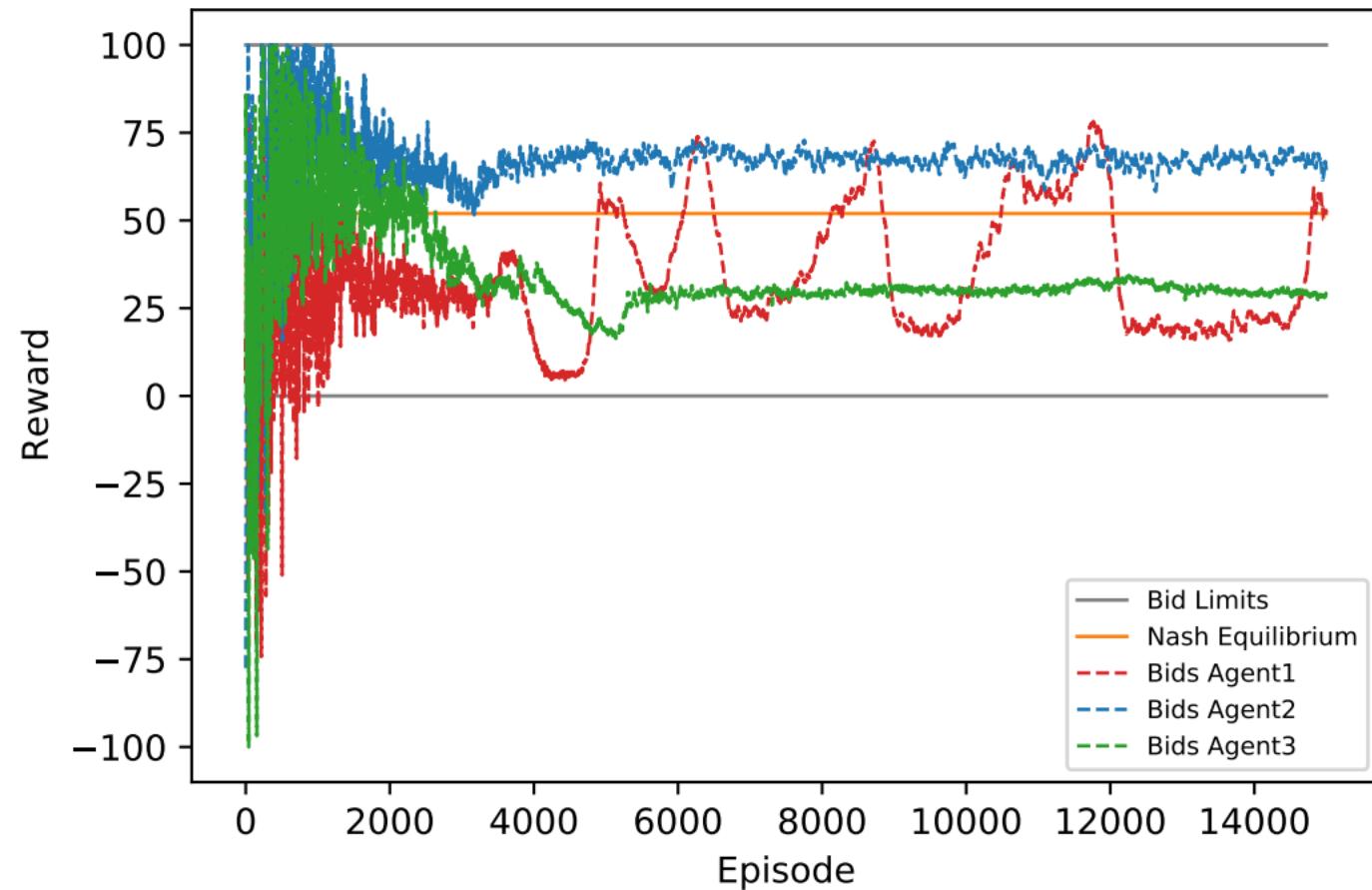
# BN lr4-3 woPast Action 3 Agents: Run 15



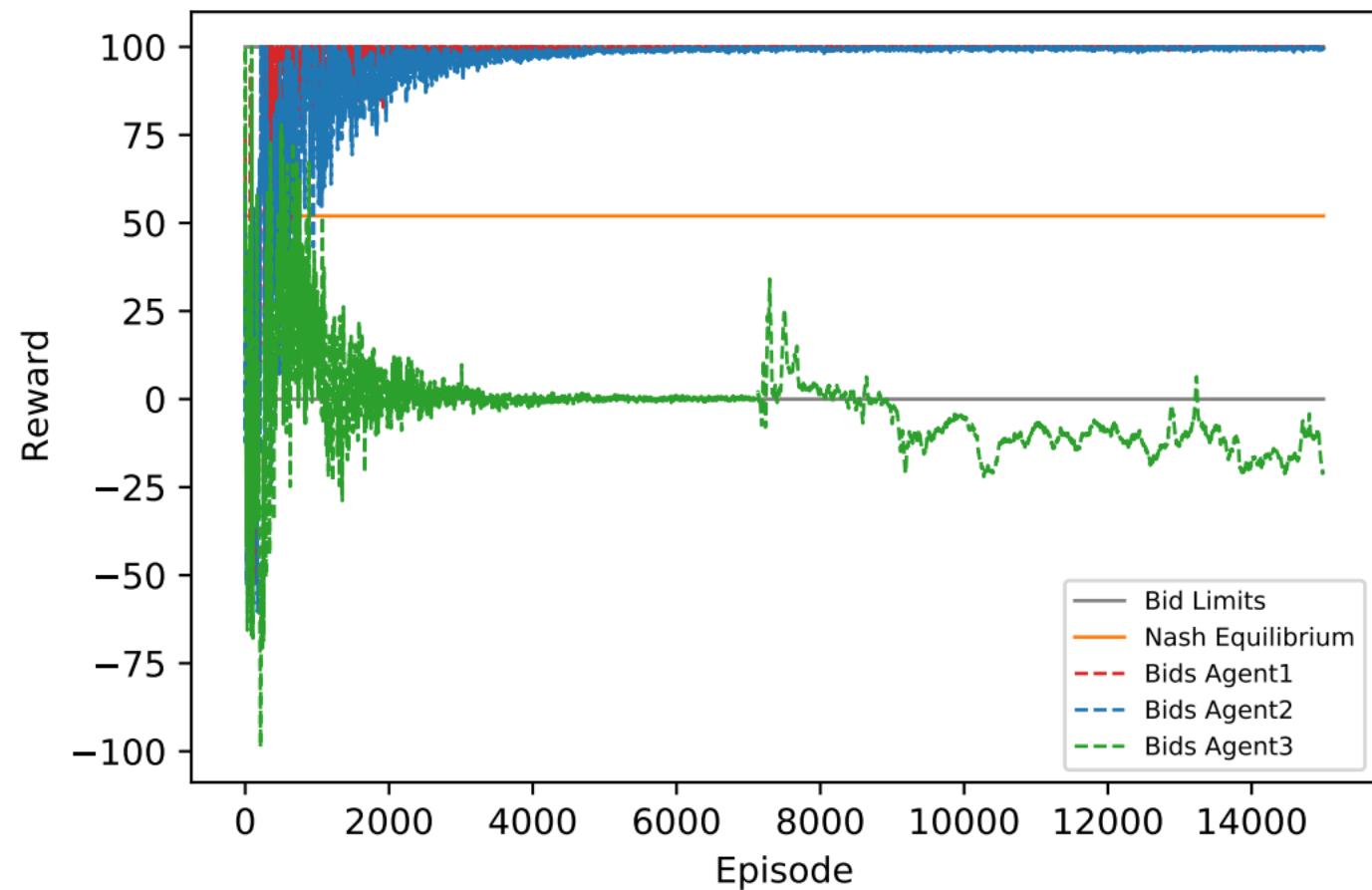
## BN lr4-3 woPast Action 3 Agents: Run 16



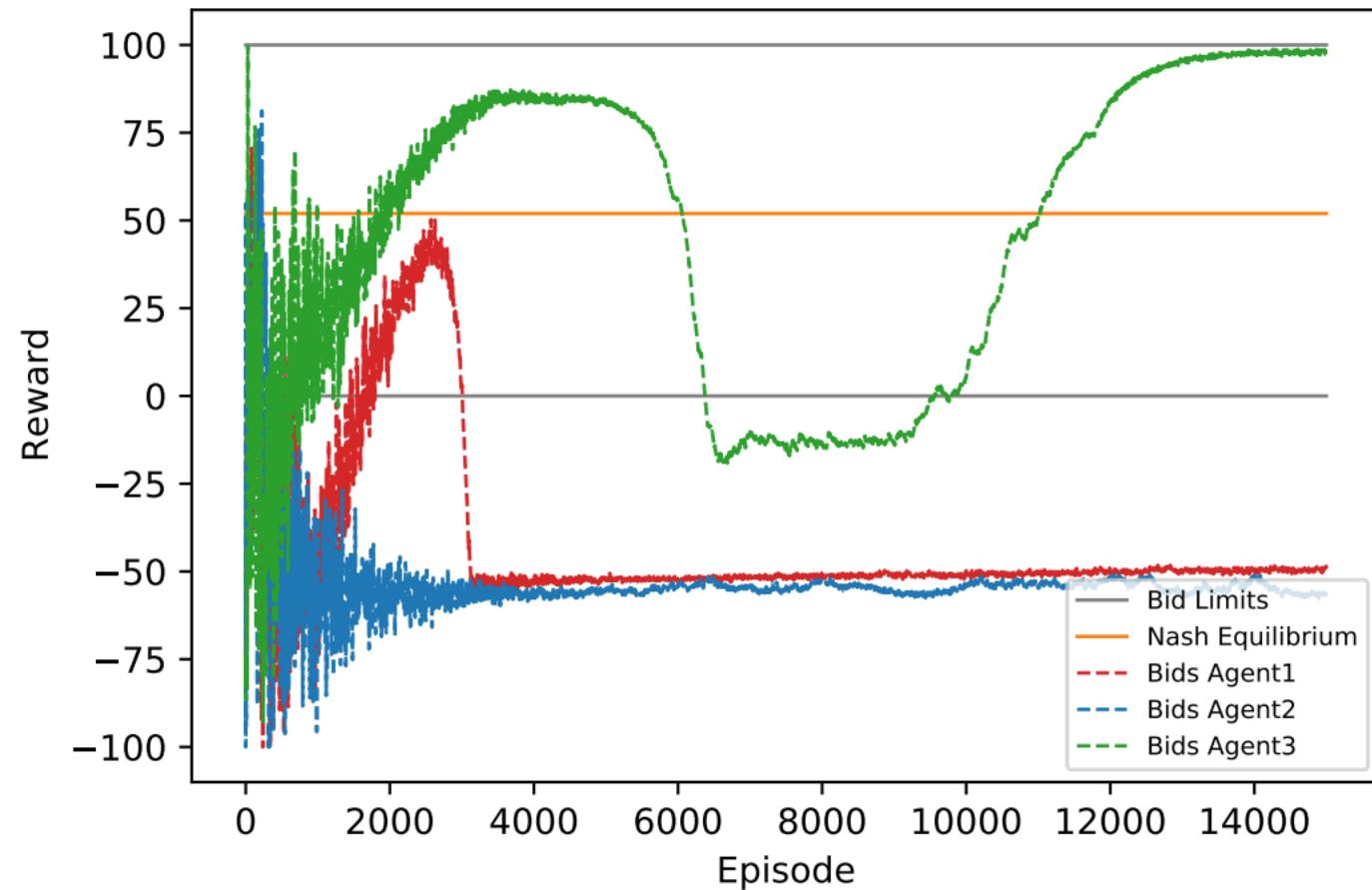
## BN lr4-3 woPast Action 3 Agents: Run 17



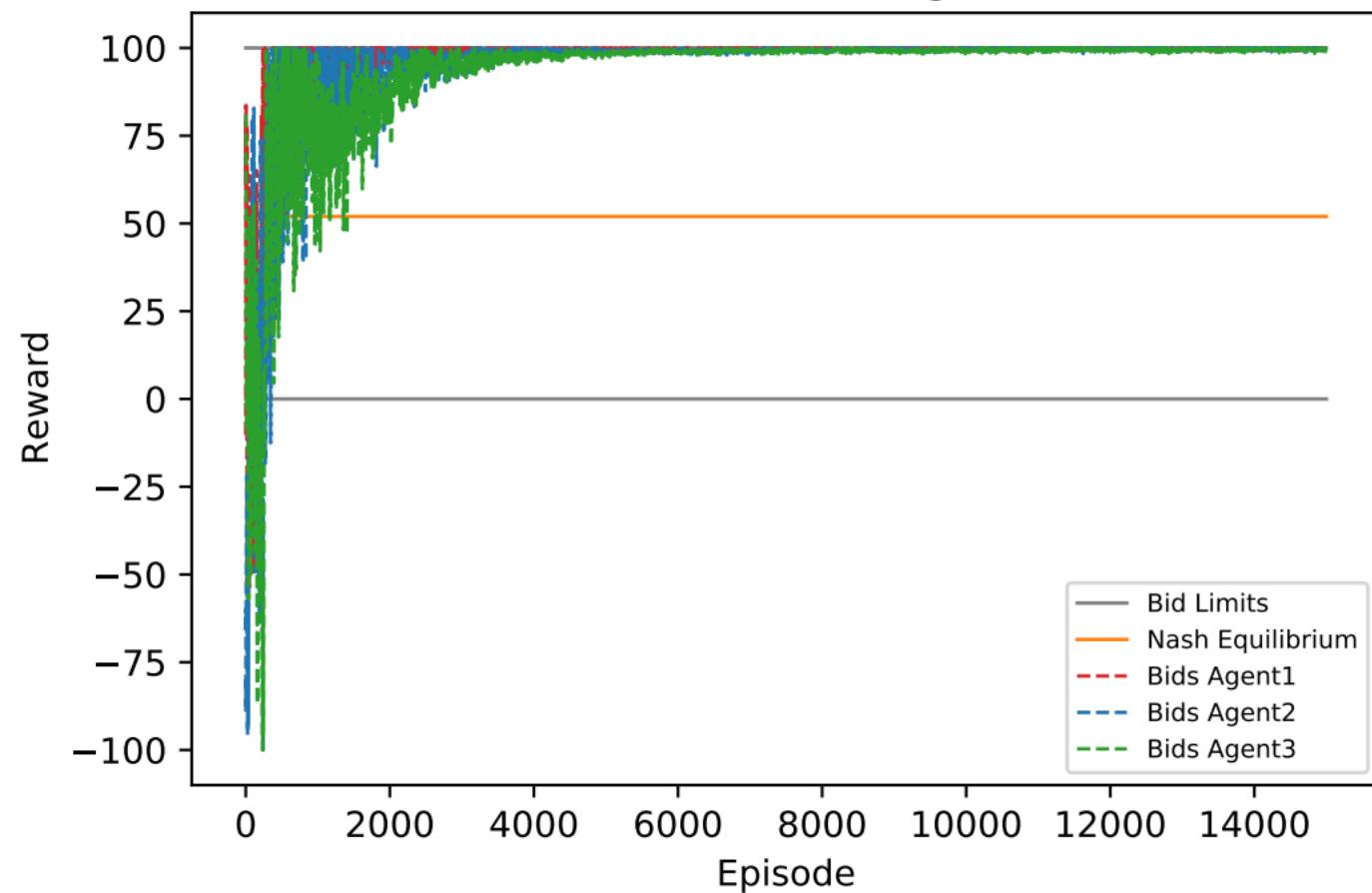
# BN lr4-3 woPast Action 3 Agents: Run 18



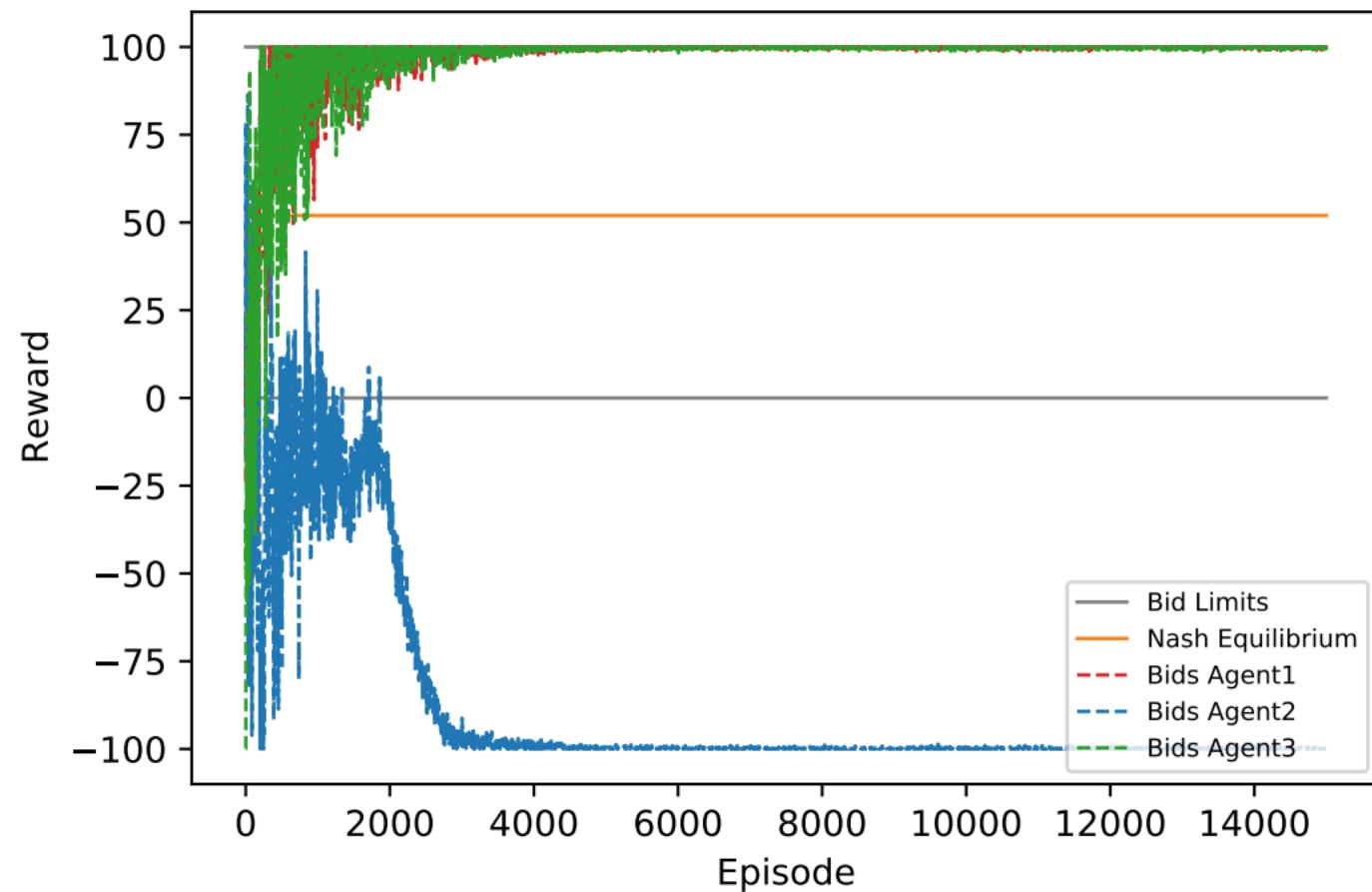
# BN lr4-3 woPast Action 3 Agents: Run 19



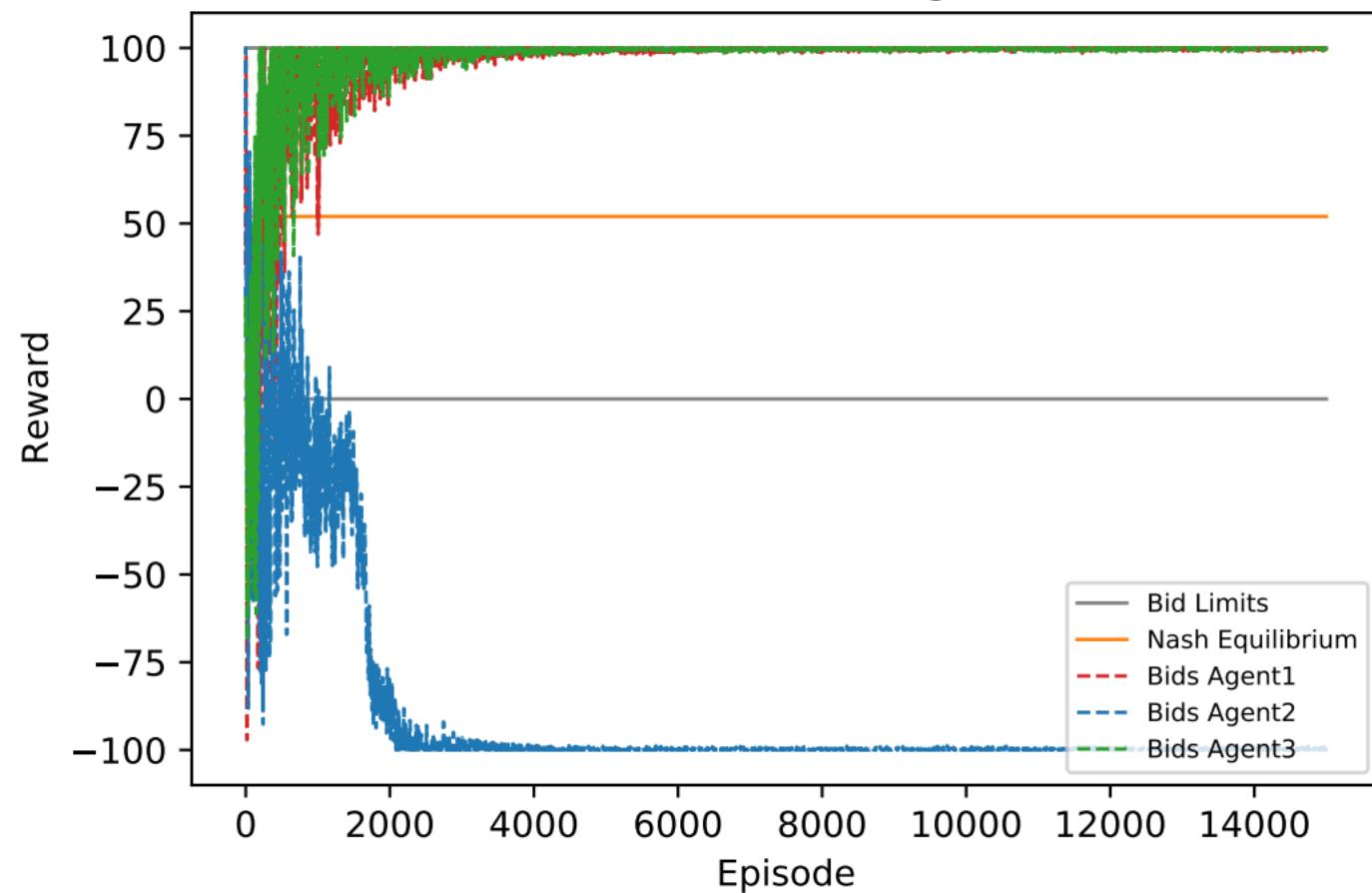
# BN lr4-3 woPast Action 3 Agents: Run 20



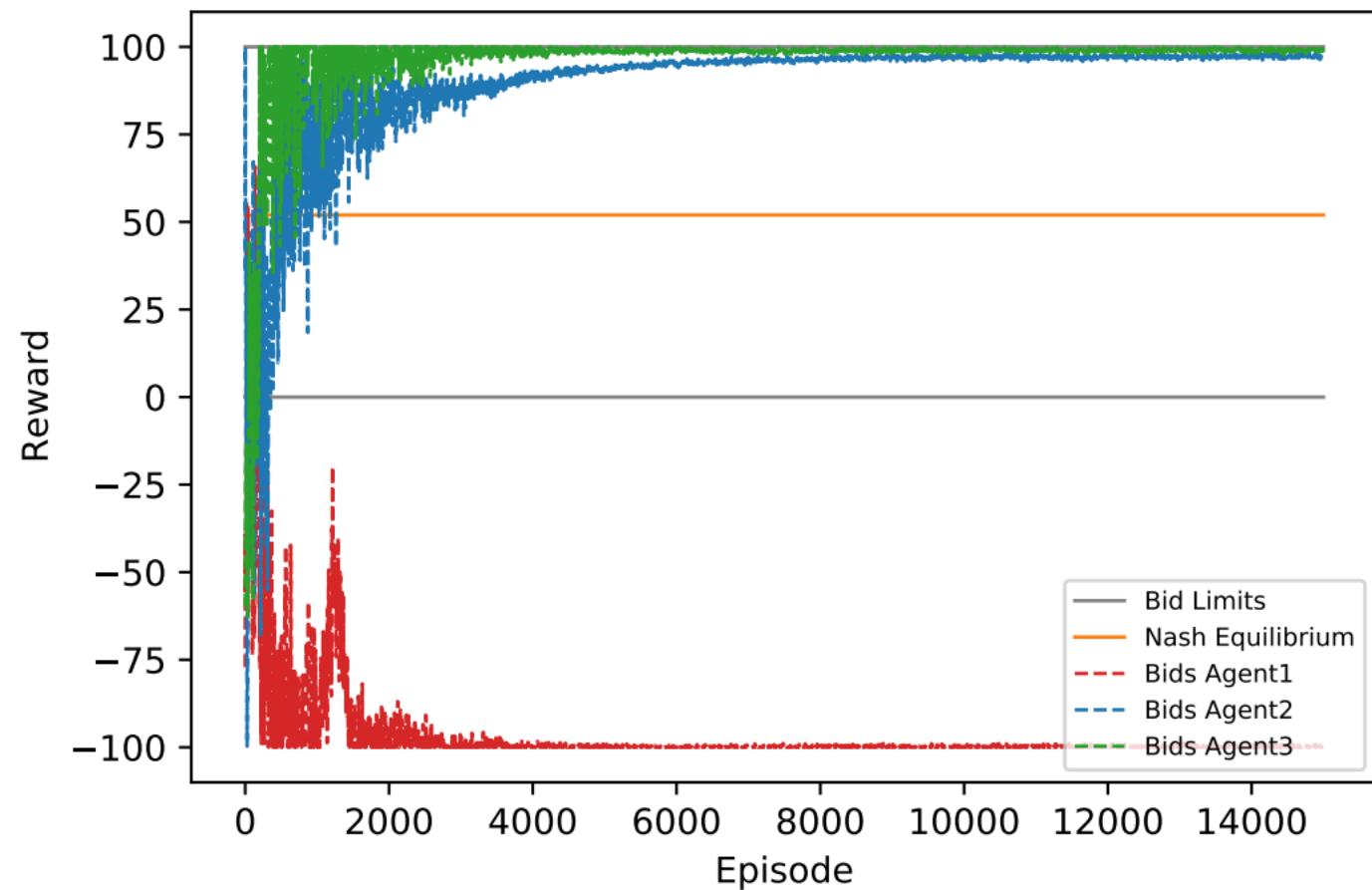
# BN lr4-3 woPast Action 3 Agents: Run 21



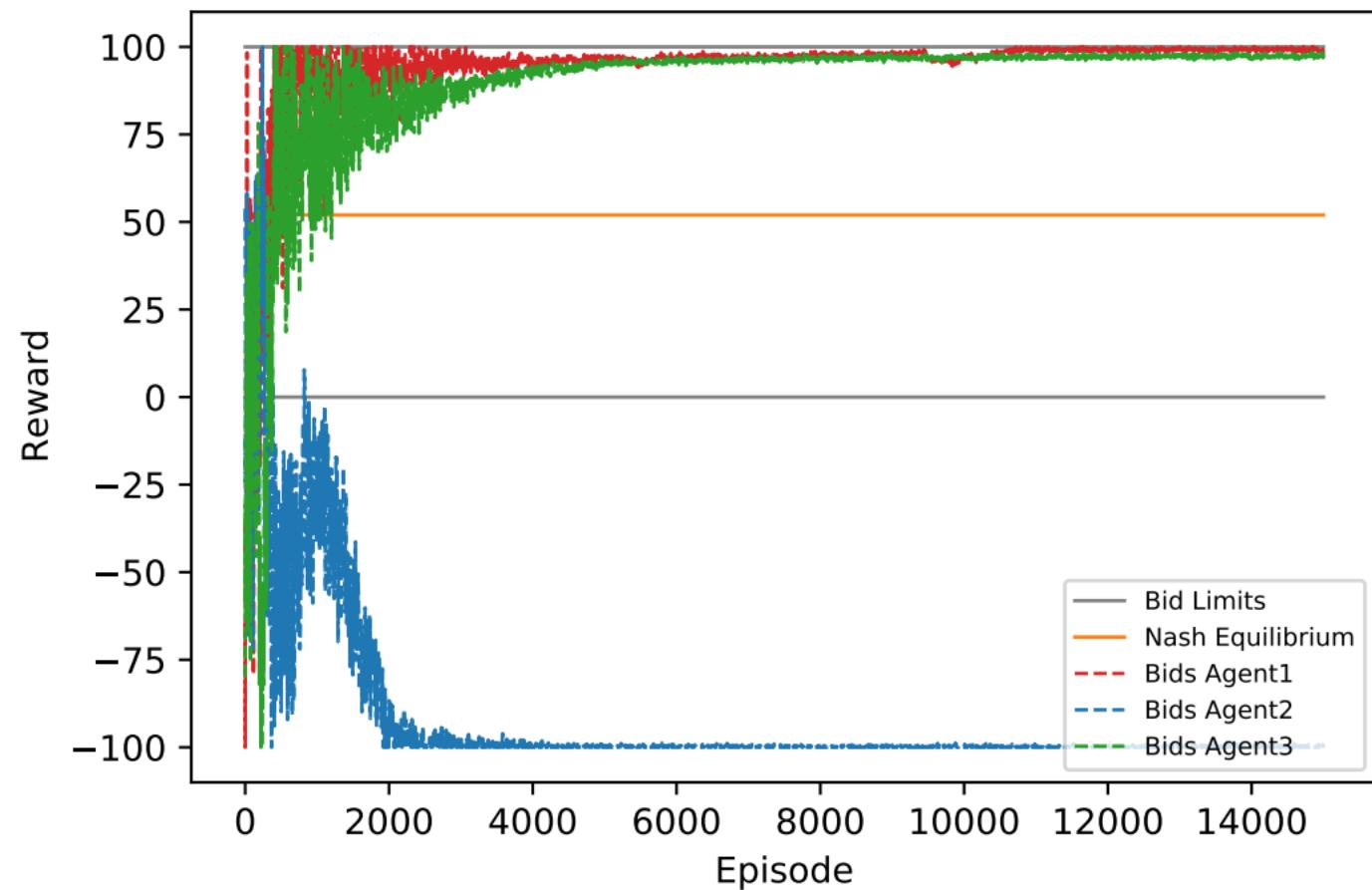
# BN lr4-3 woPast Action 3 Agents: Run 22



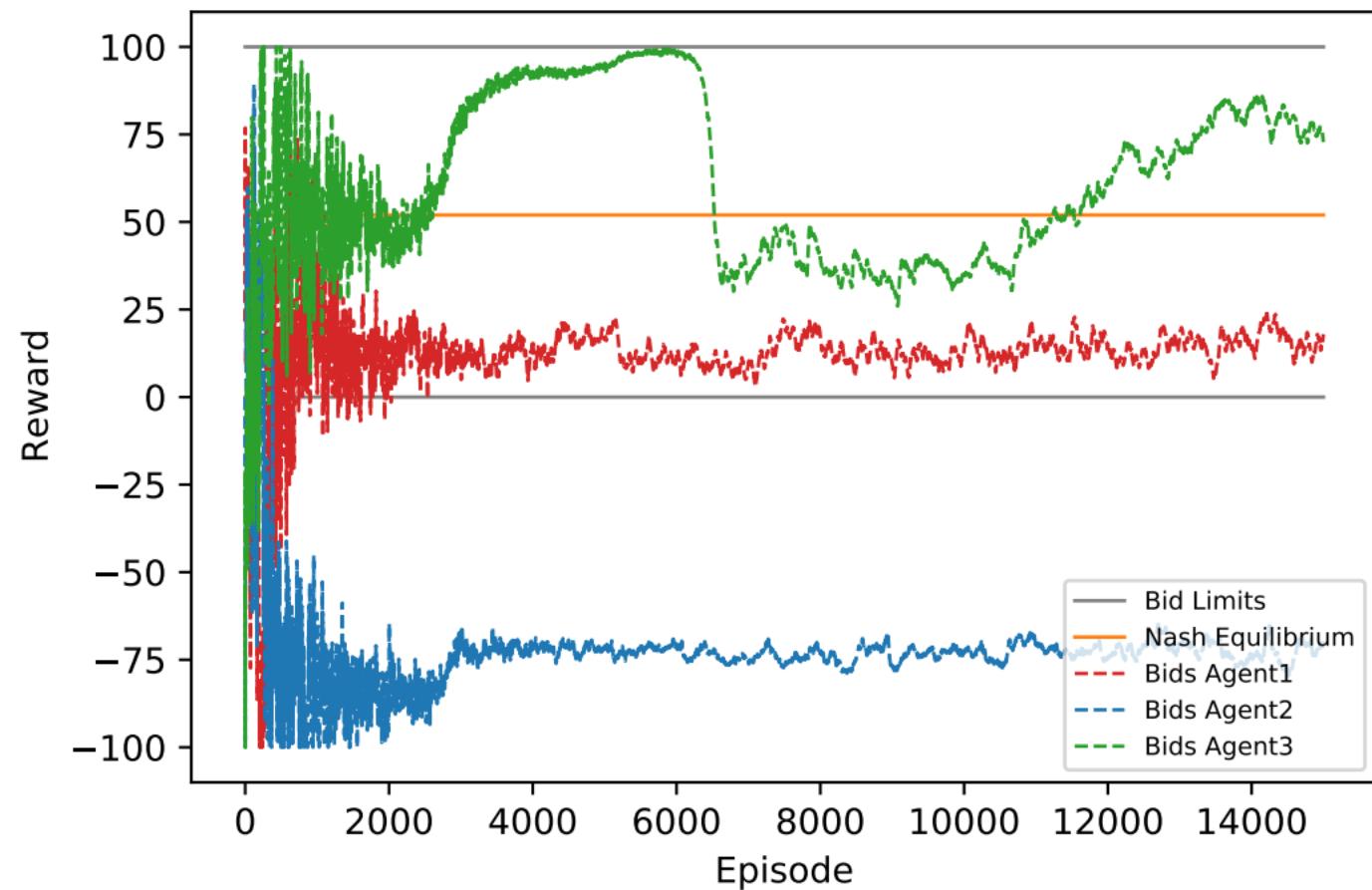
# BN lr4-3 woPast Action 3 Agents: Run 23



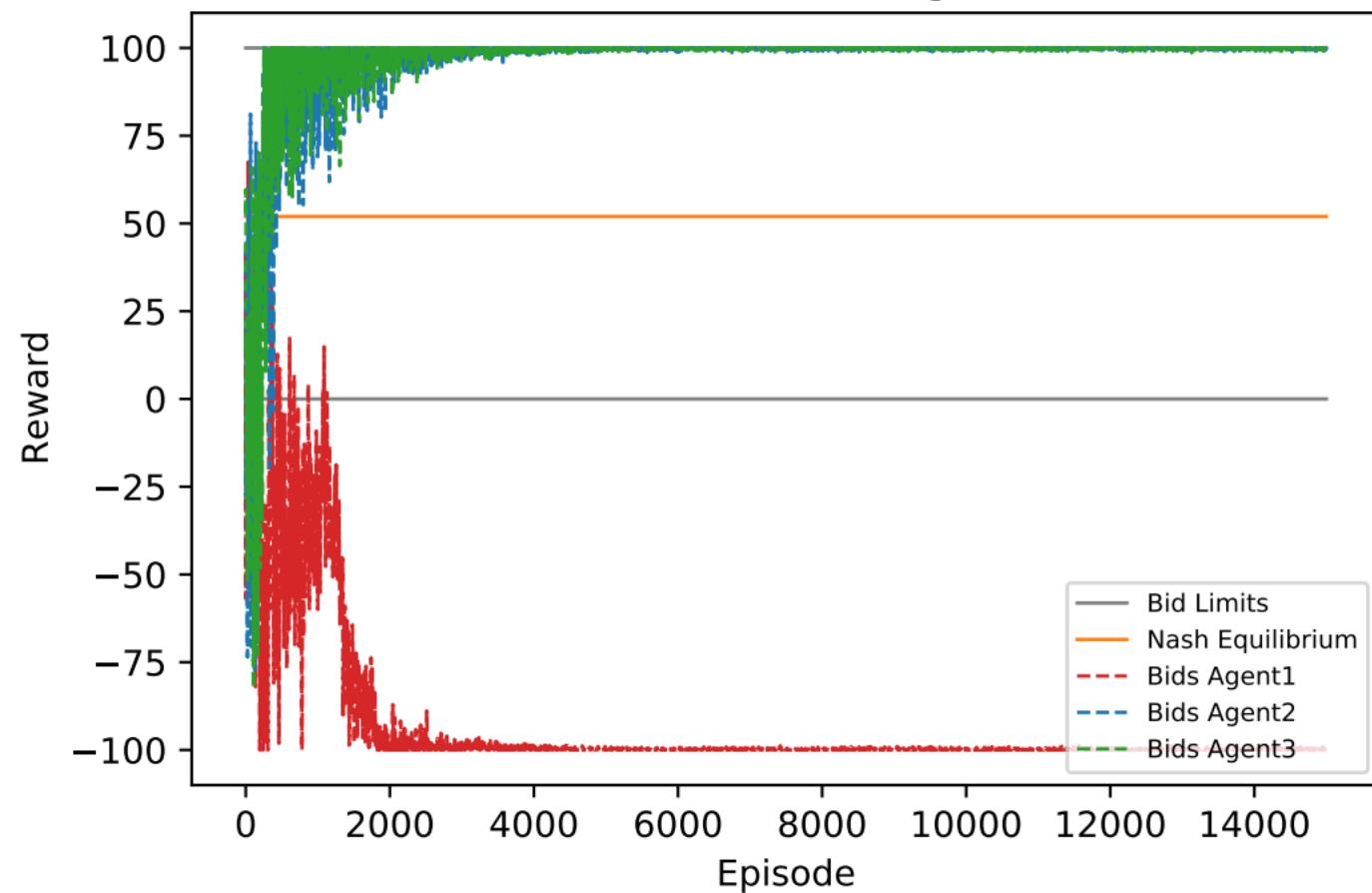
## BN lr4-3 woPast Action 3 Agents: Run 24



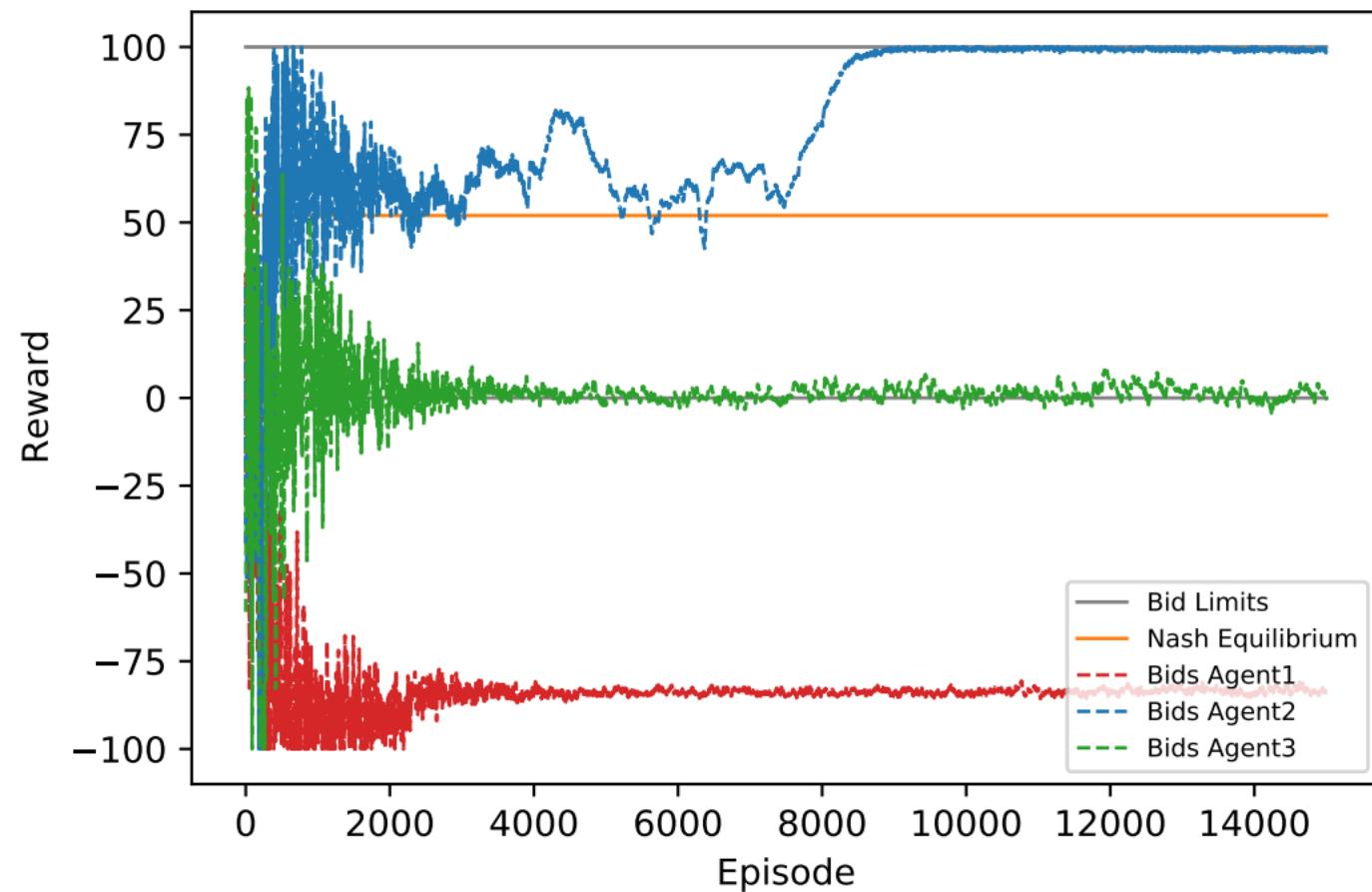
BN lr4-3 woPast Action 3 Agents: Run 25



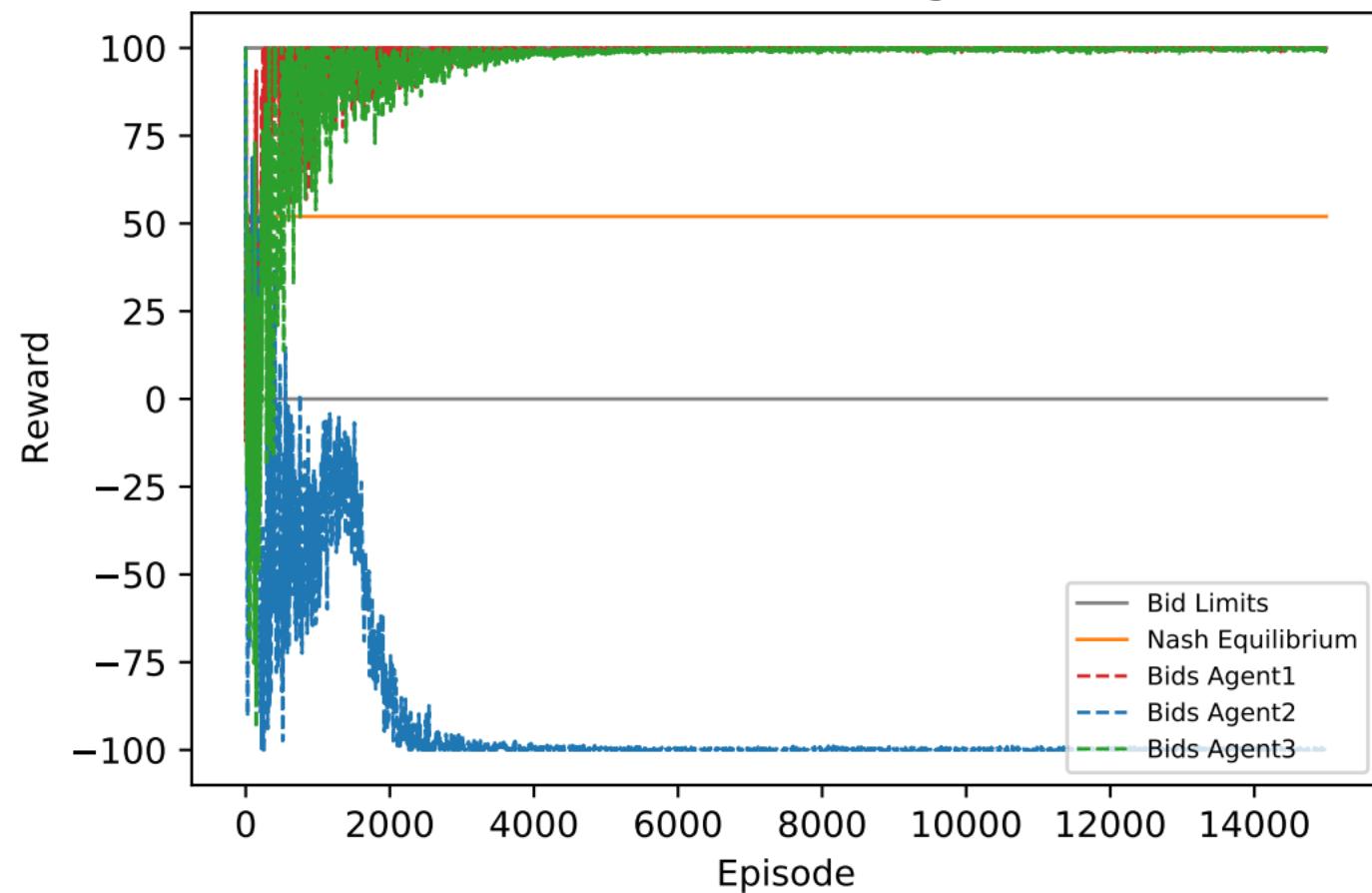
## BN lr4-3 woPast Action 3 Agents: Run 26



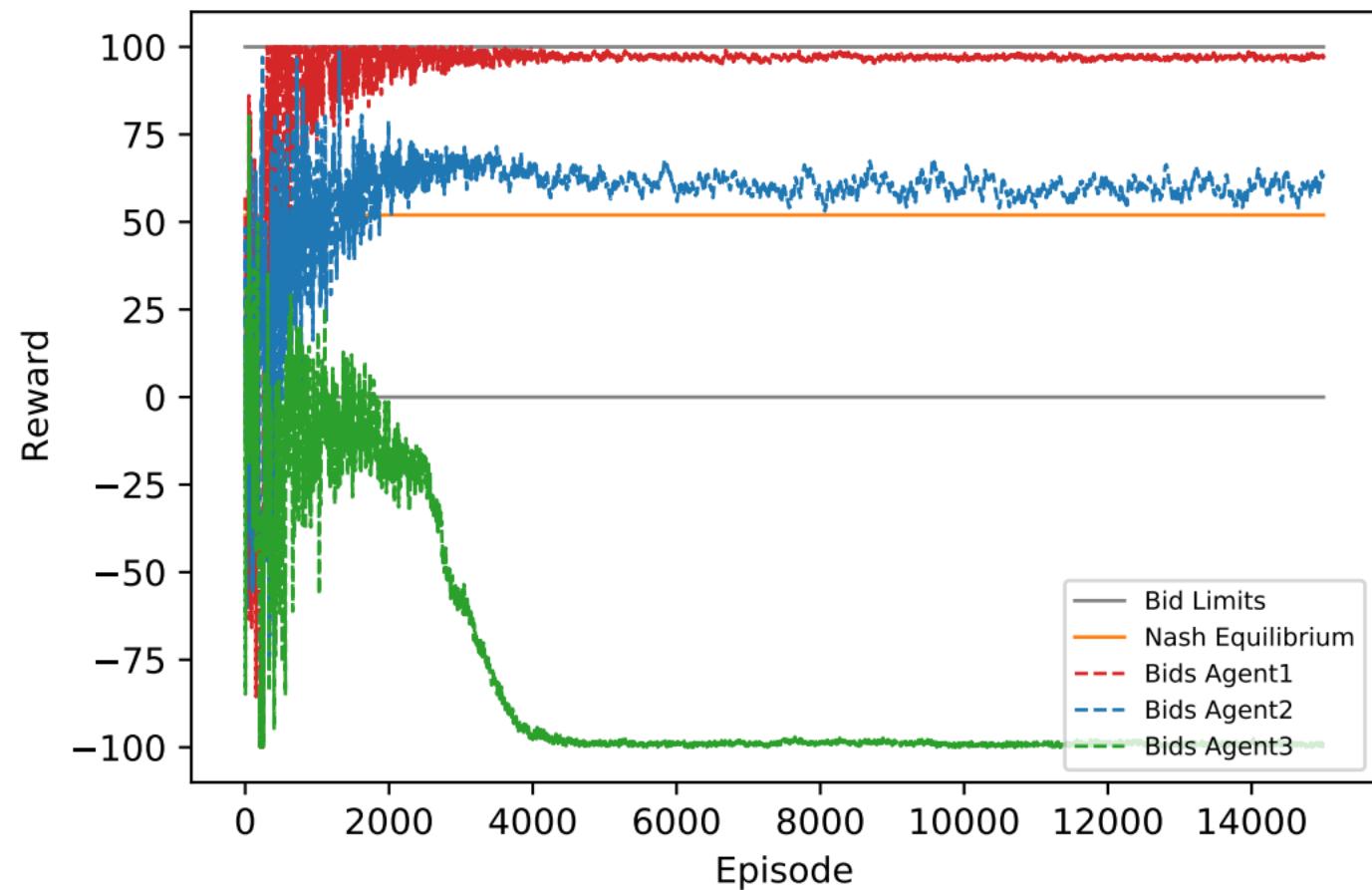
## BN lr4-3 woPast Action 3 Agents: Run 27



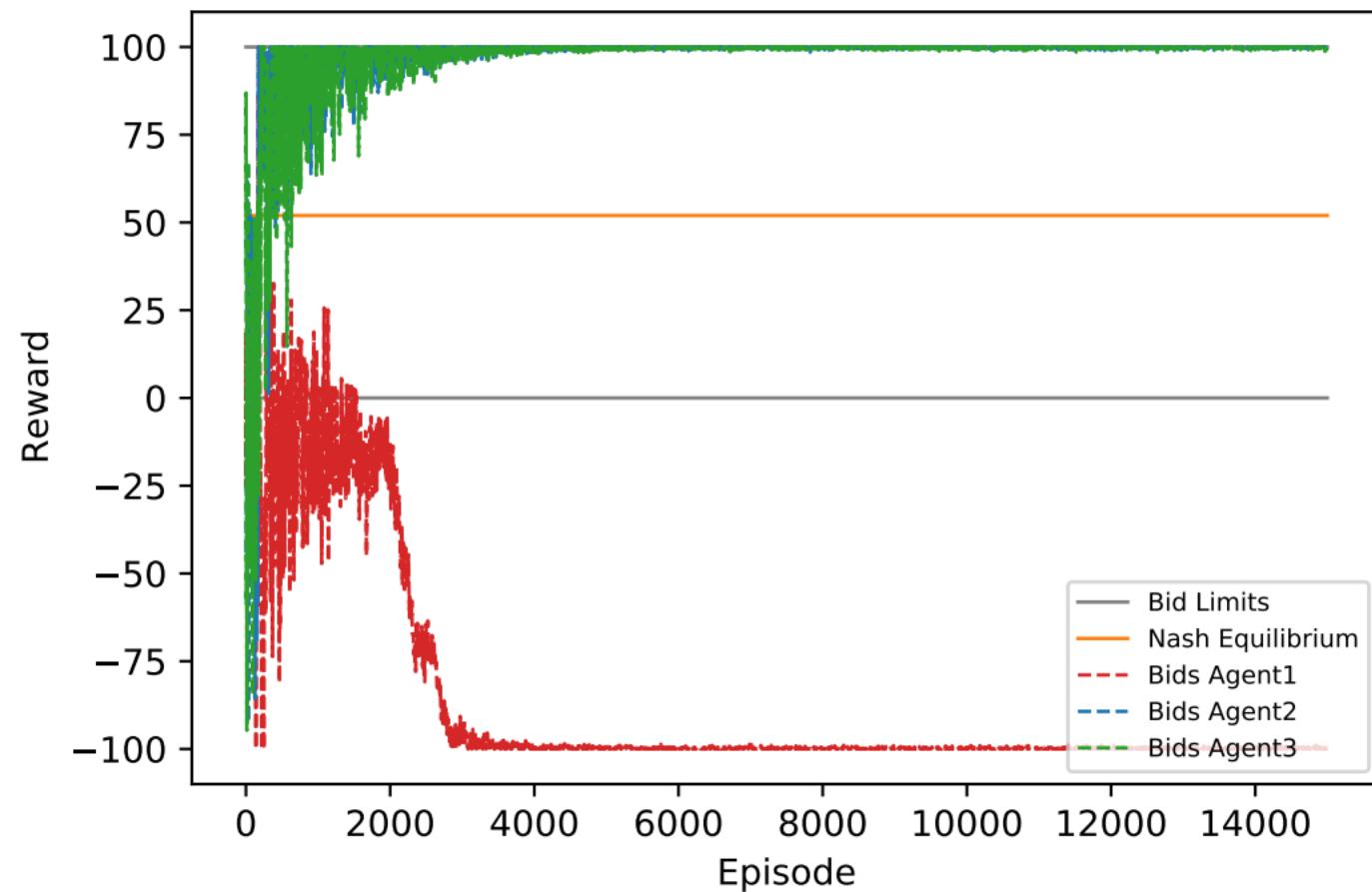
# BN lr4-3 woPast Action 3 Agents: Run 28



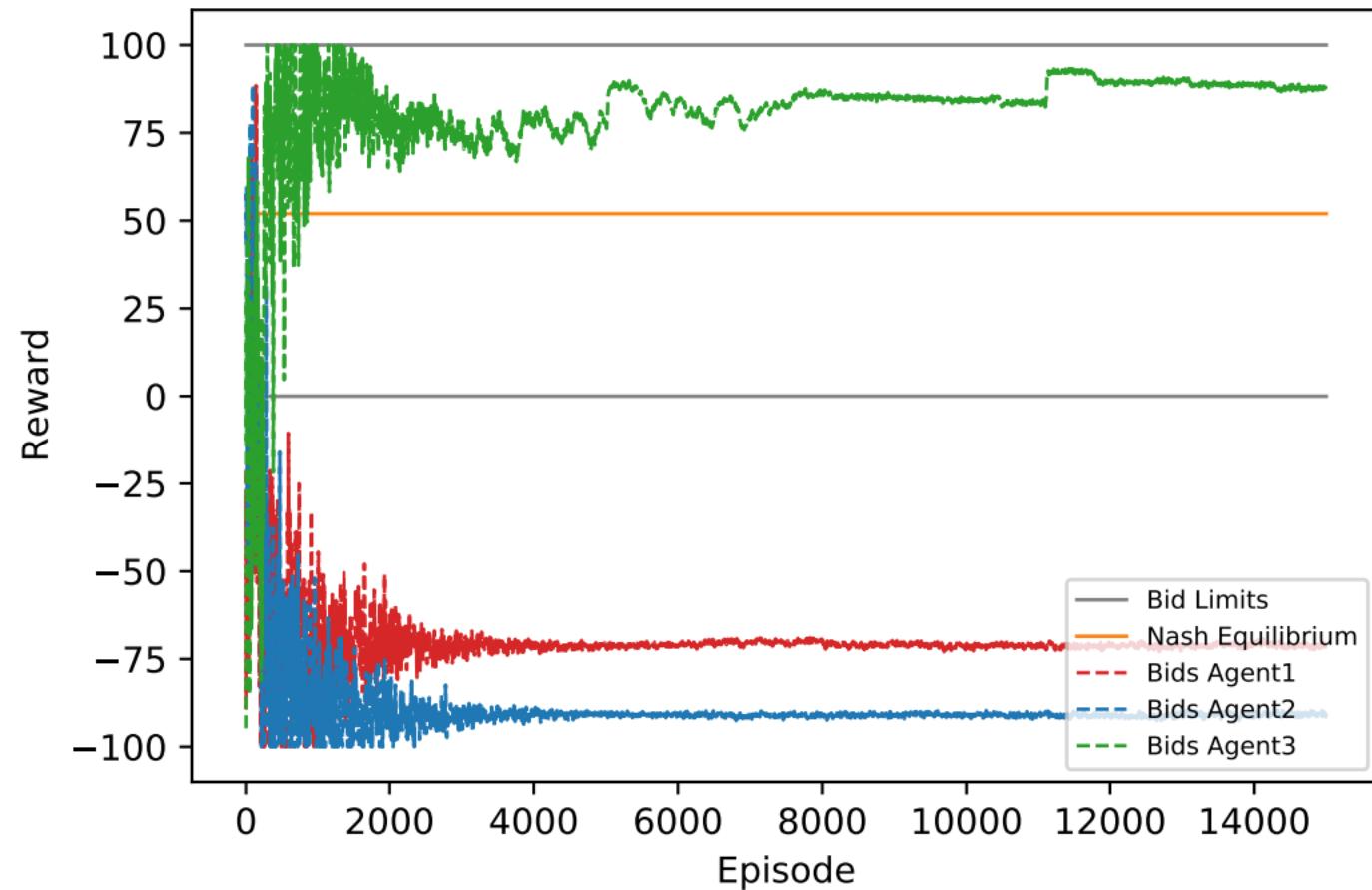
# BN lr4-3 woPast Action 3 Agents: Run 29



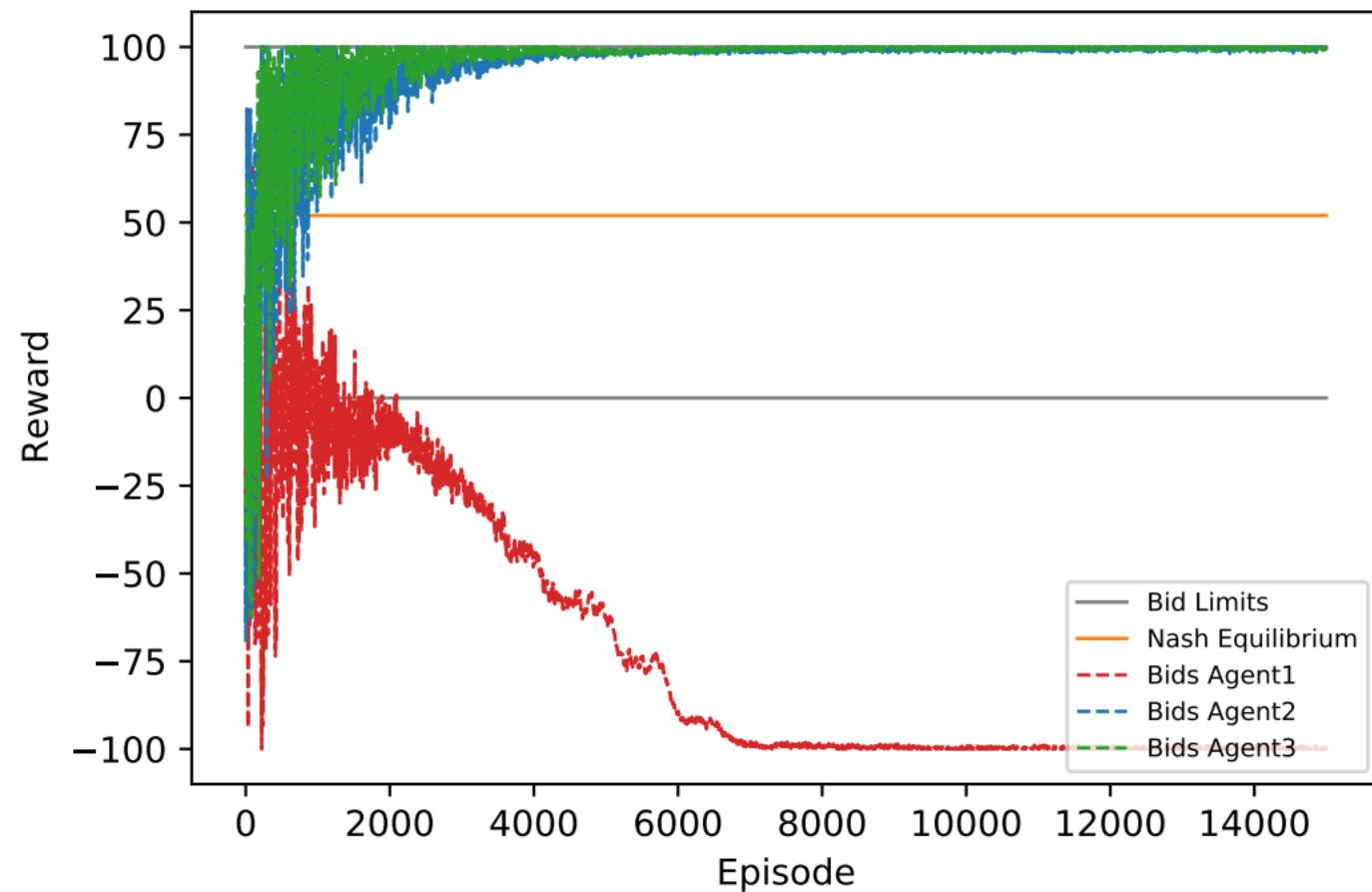
### BN lr4-3 woPast Action 3 Agents: Run 30



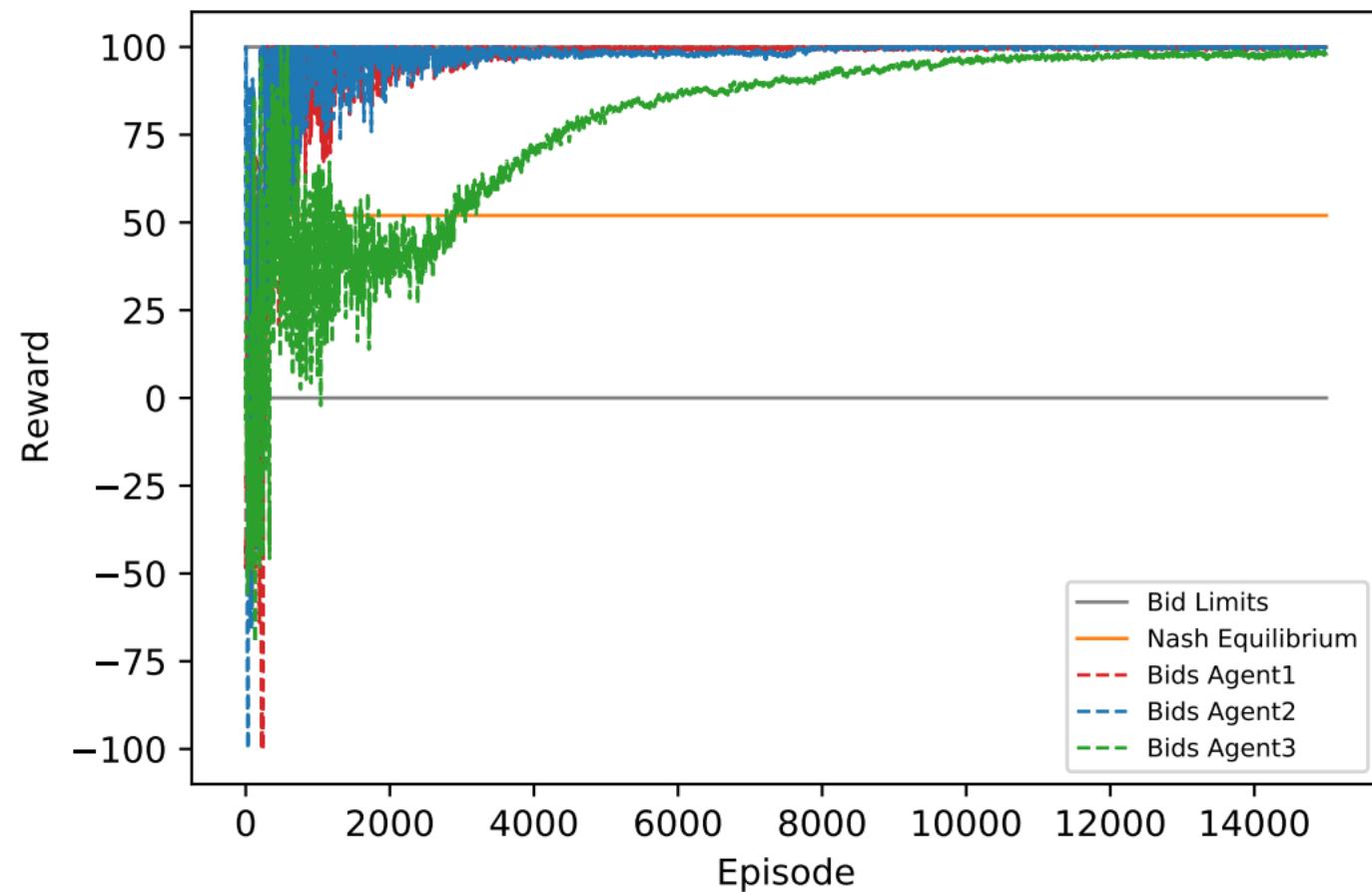
# BN lr4-3 woPast Action 3 Agents: Run 31



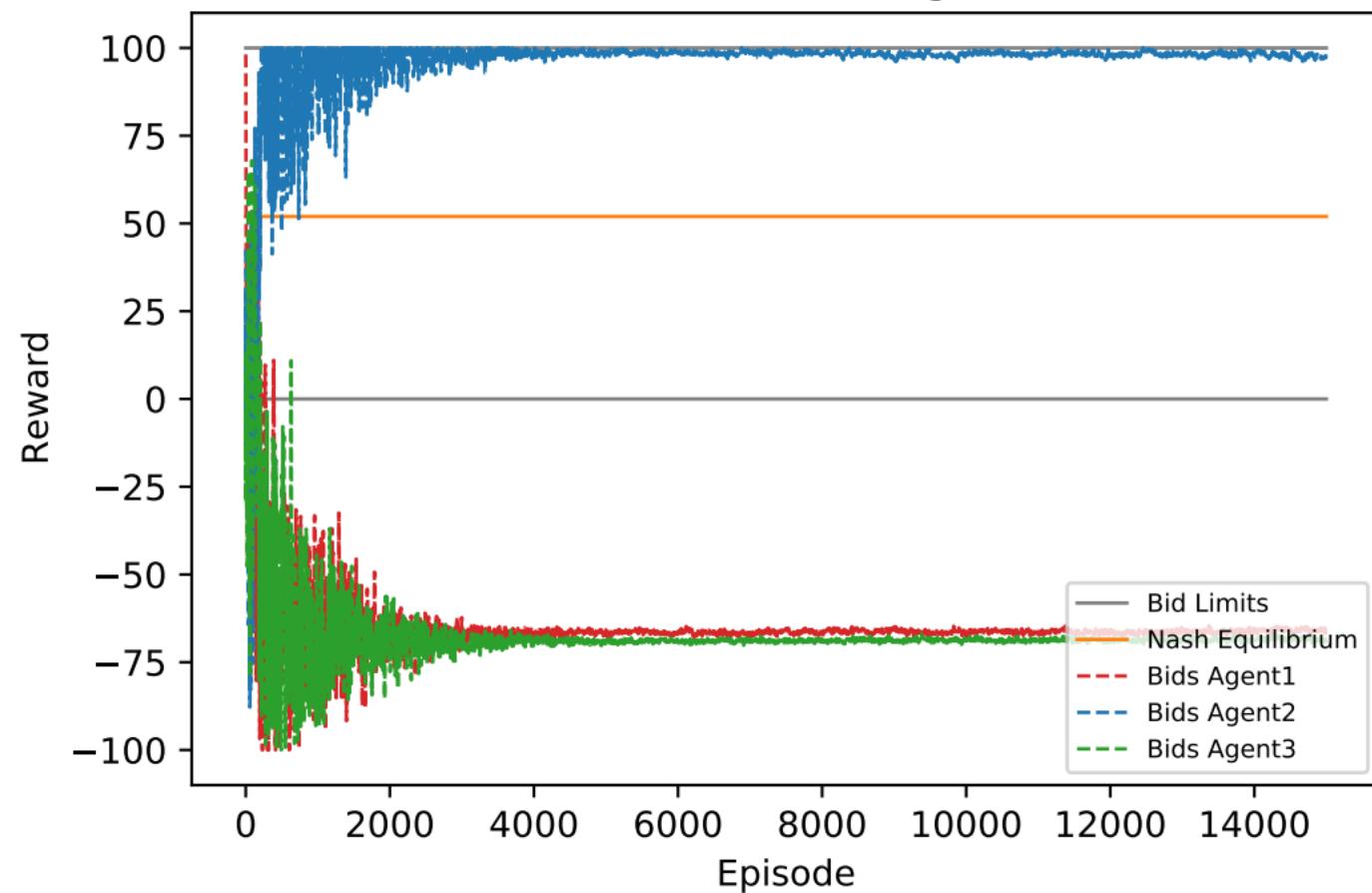
# BN lr4-3 woPast Action 3 Agents: Run 32



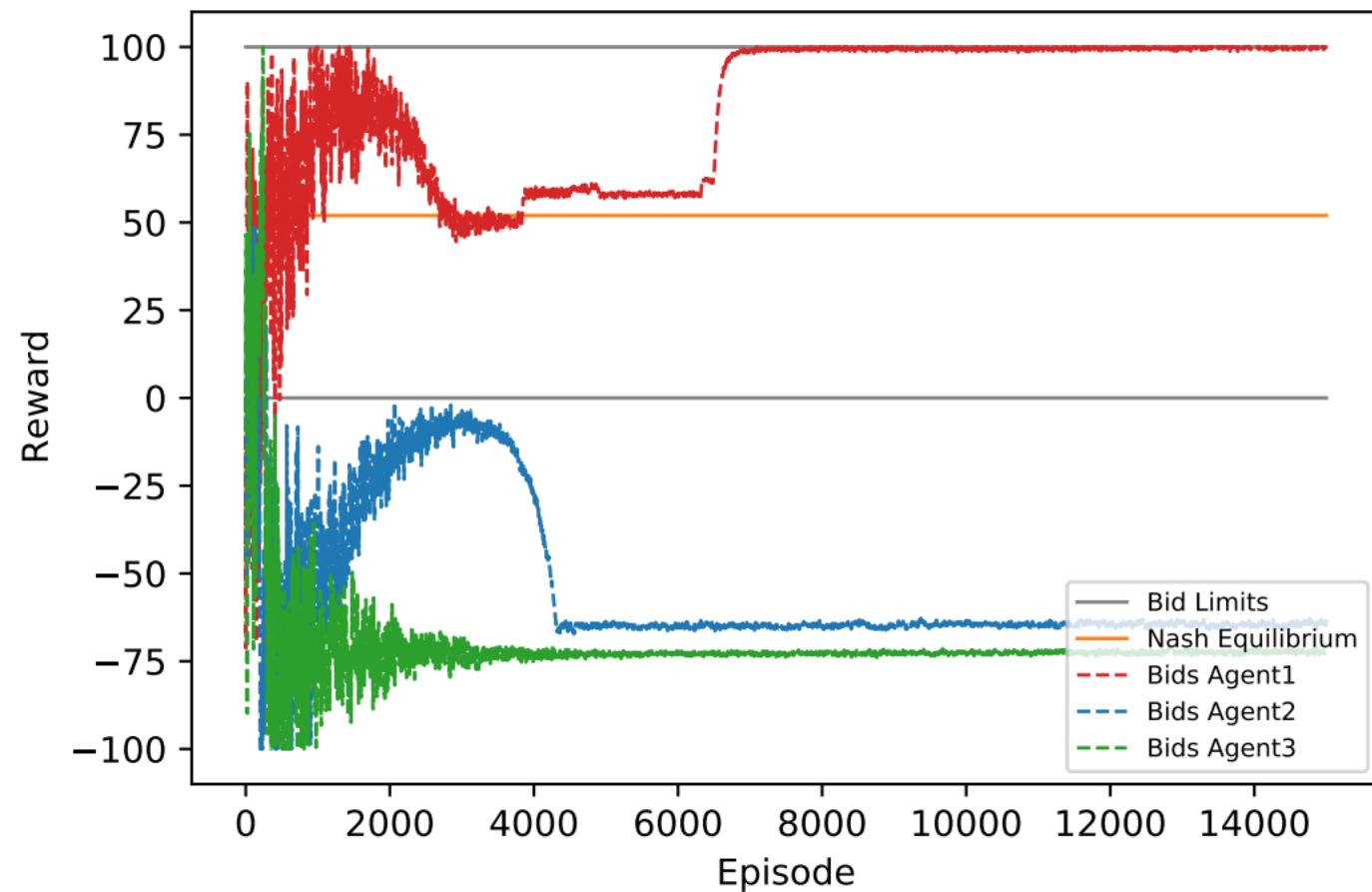
### BN lr4-3 woPast Action 3 Agents: Run 33



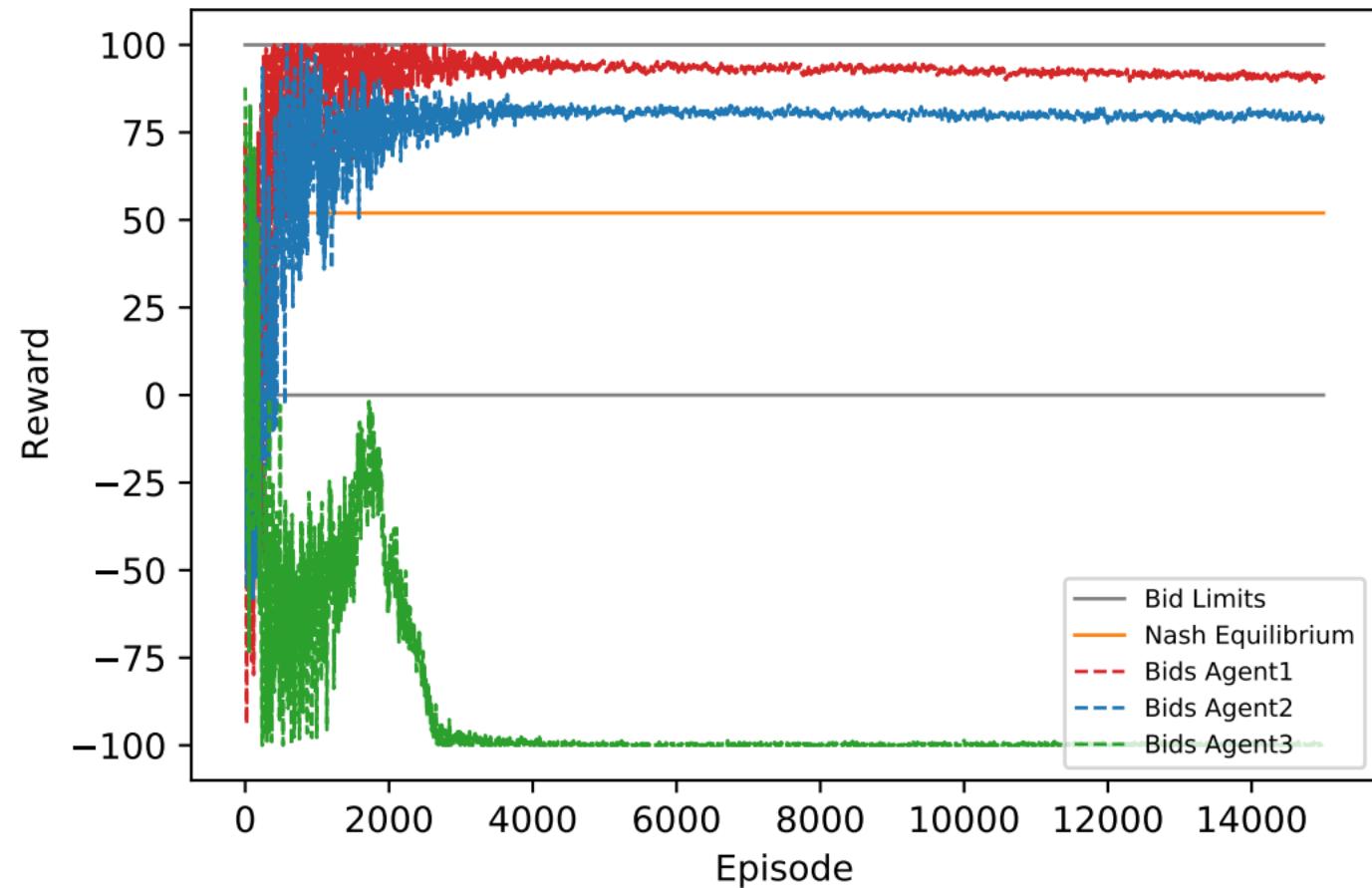
BN lr4-3 woPast Action 3 Agents: Run 34



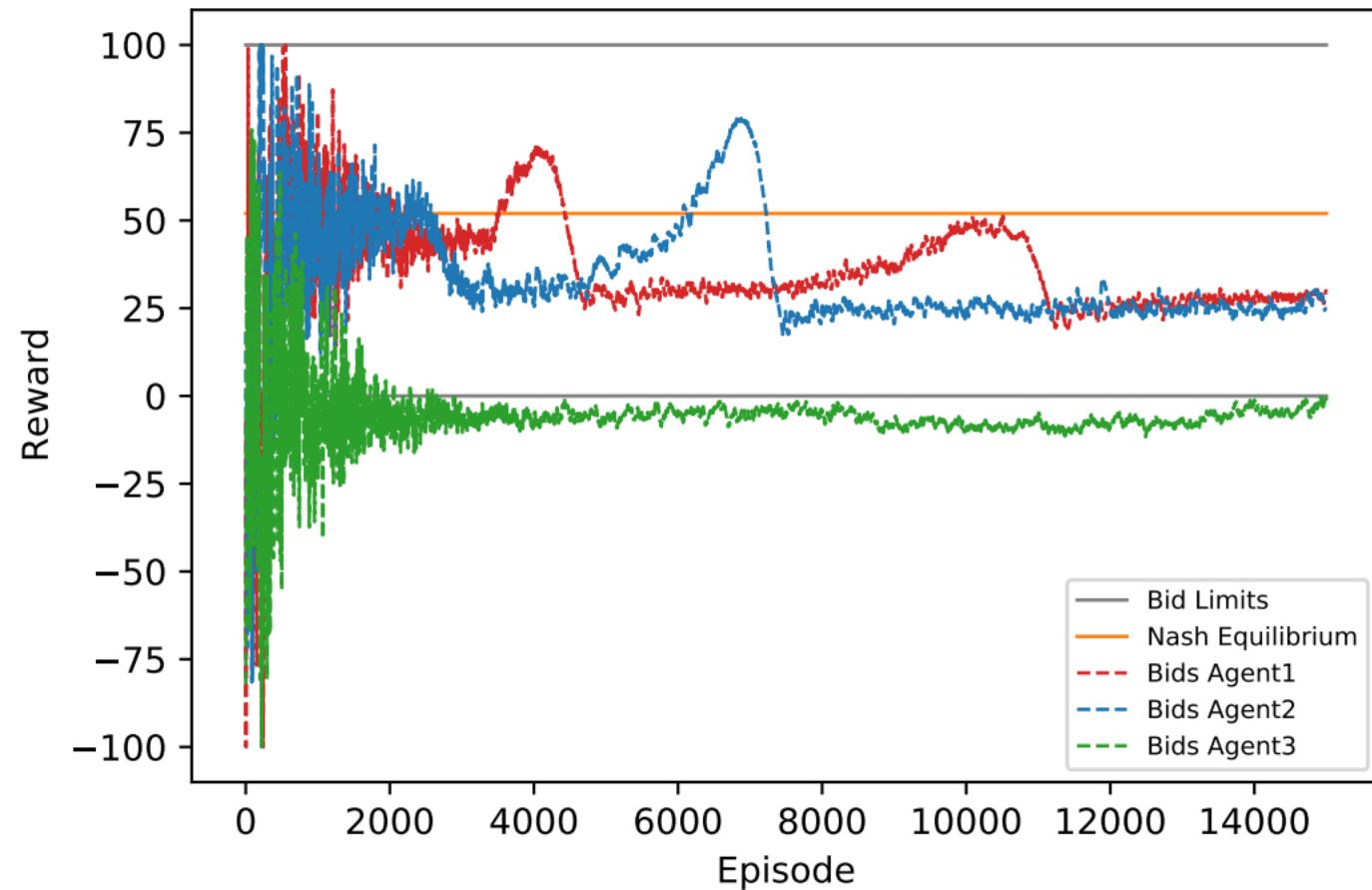
### BN lr4-3 woPast Action 3 Agents: Run 35



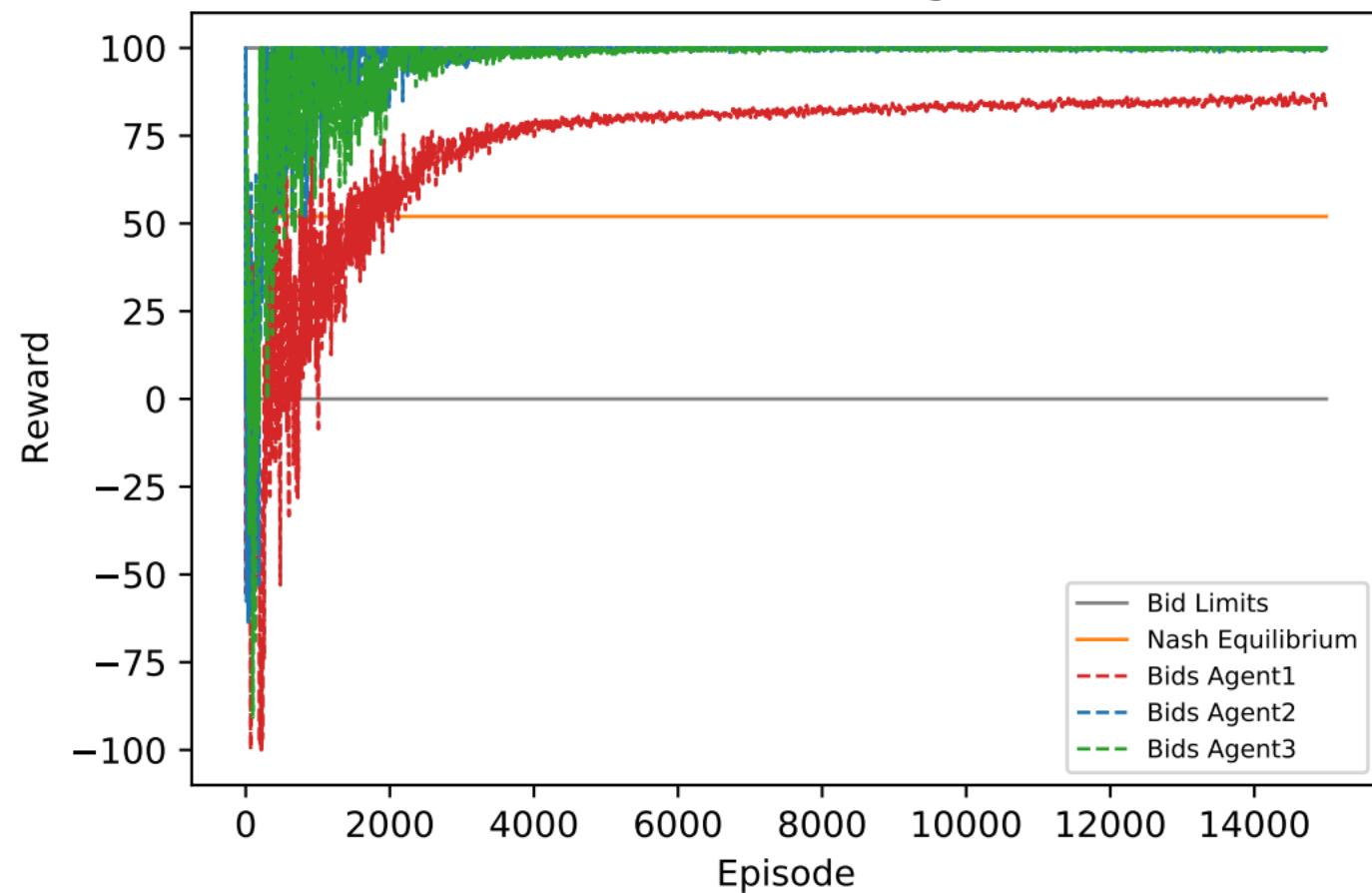
## BN lr4-3 woPast Action 3 Agents: Run 36



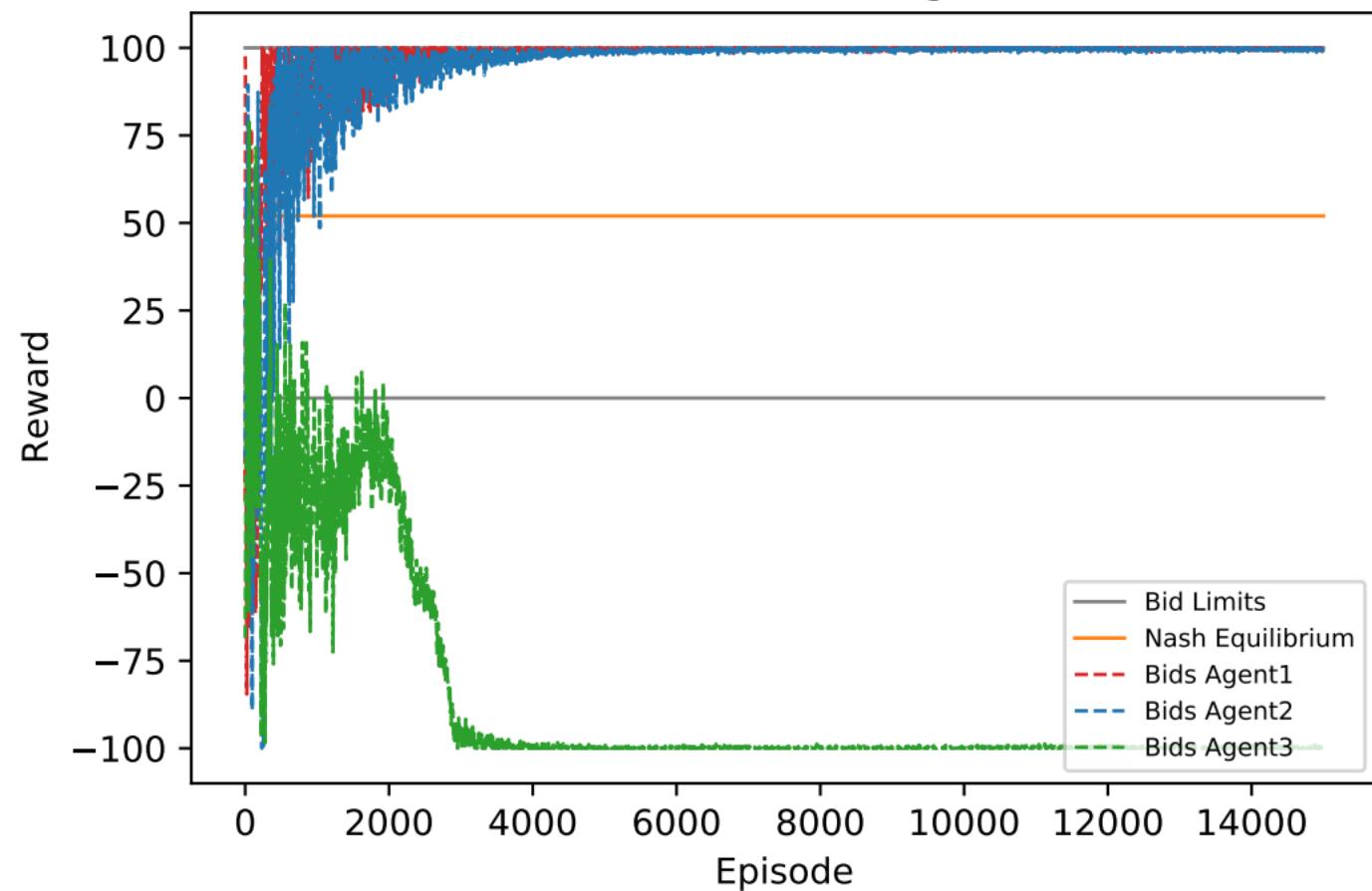
# BN lr4-3 woPast Action 3 Agents: Run 37



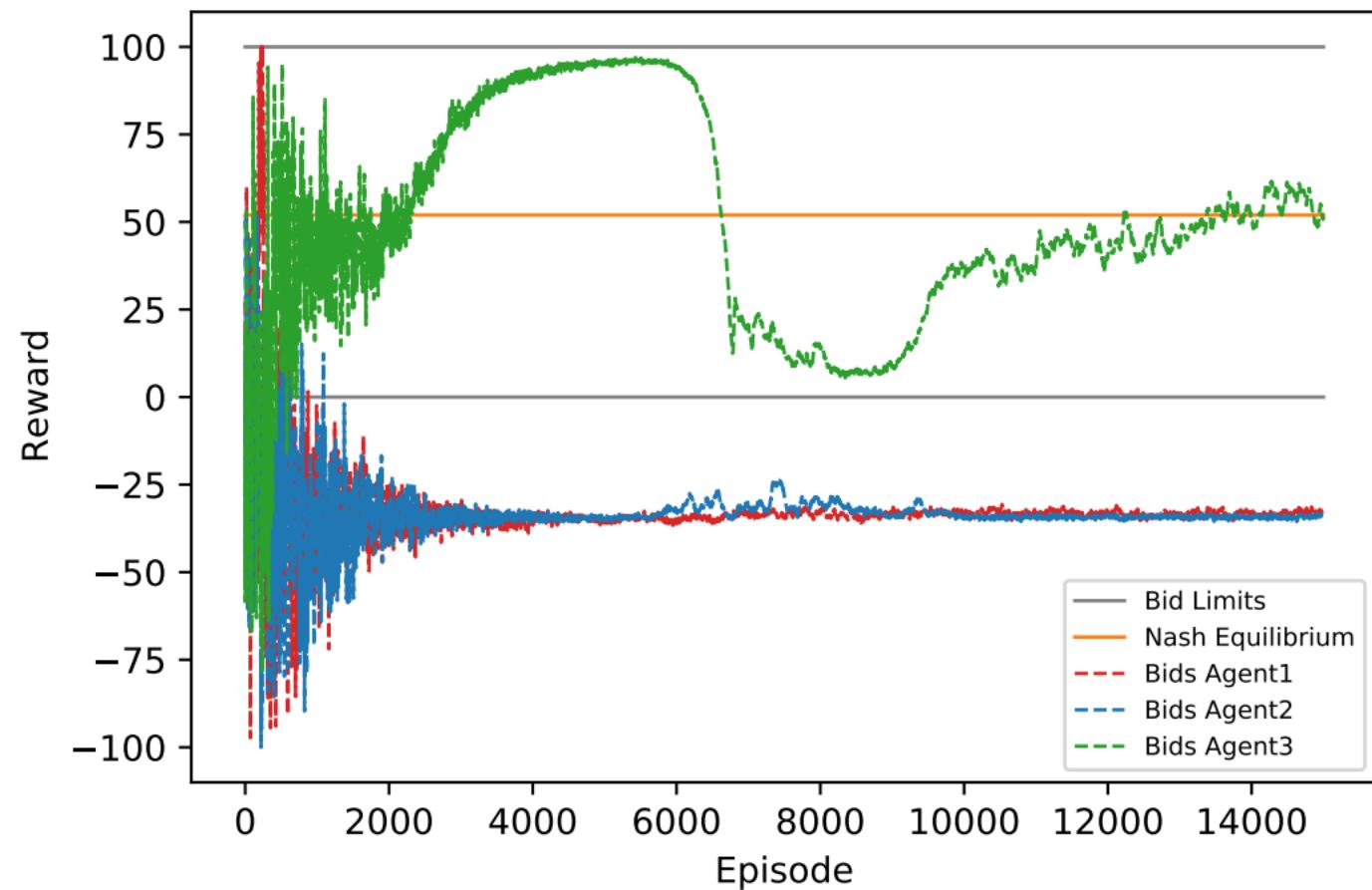
# BN lr4-3 woPast Action 3 Agents: Run 38



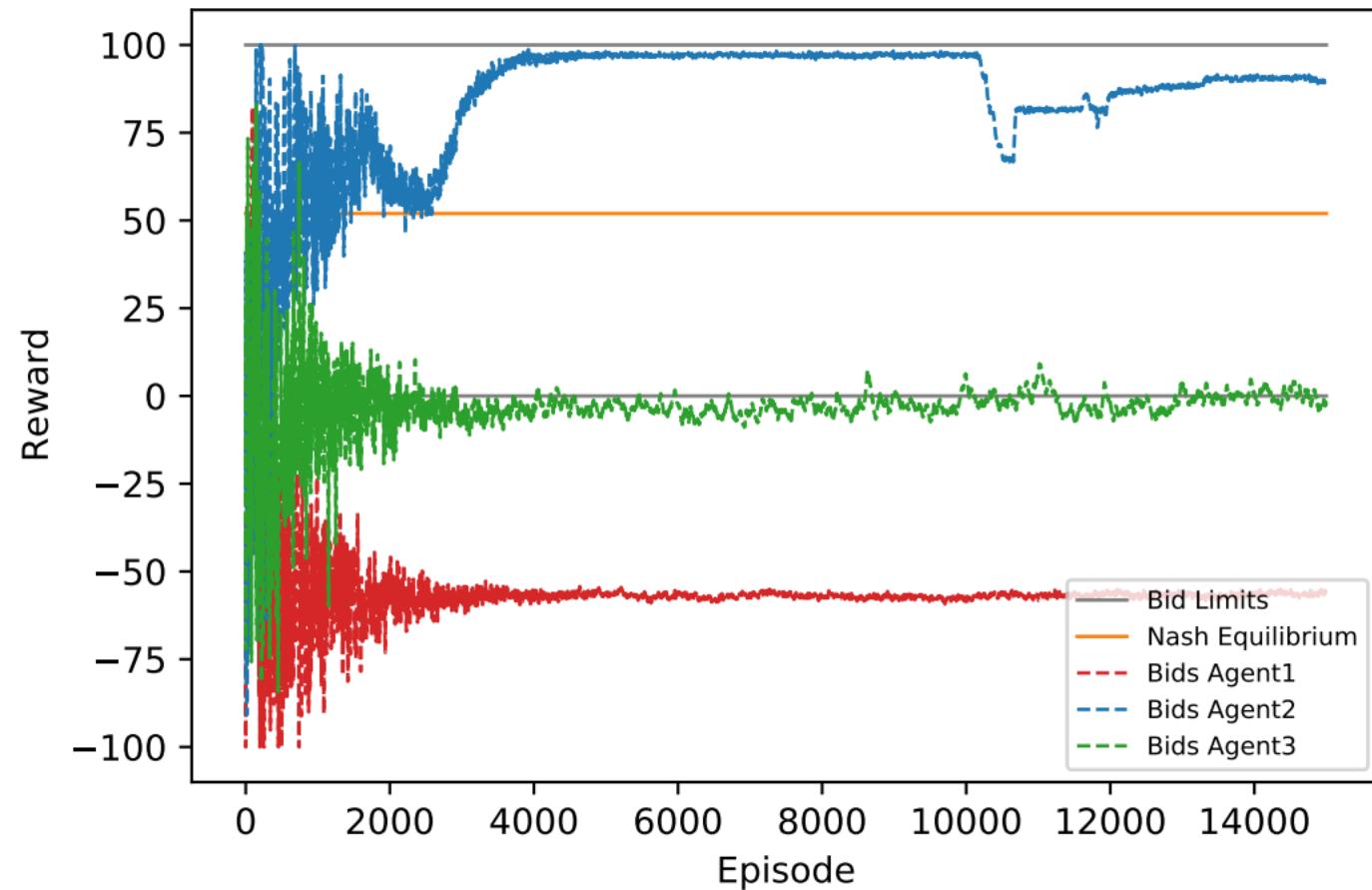
### BN lr4-3 woPast Action 3 Agents: Run 39



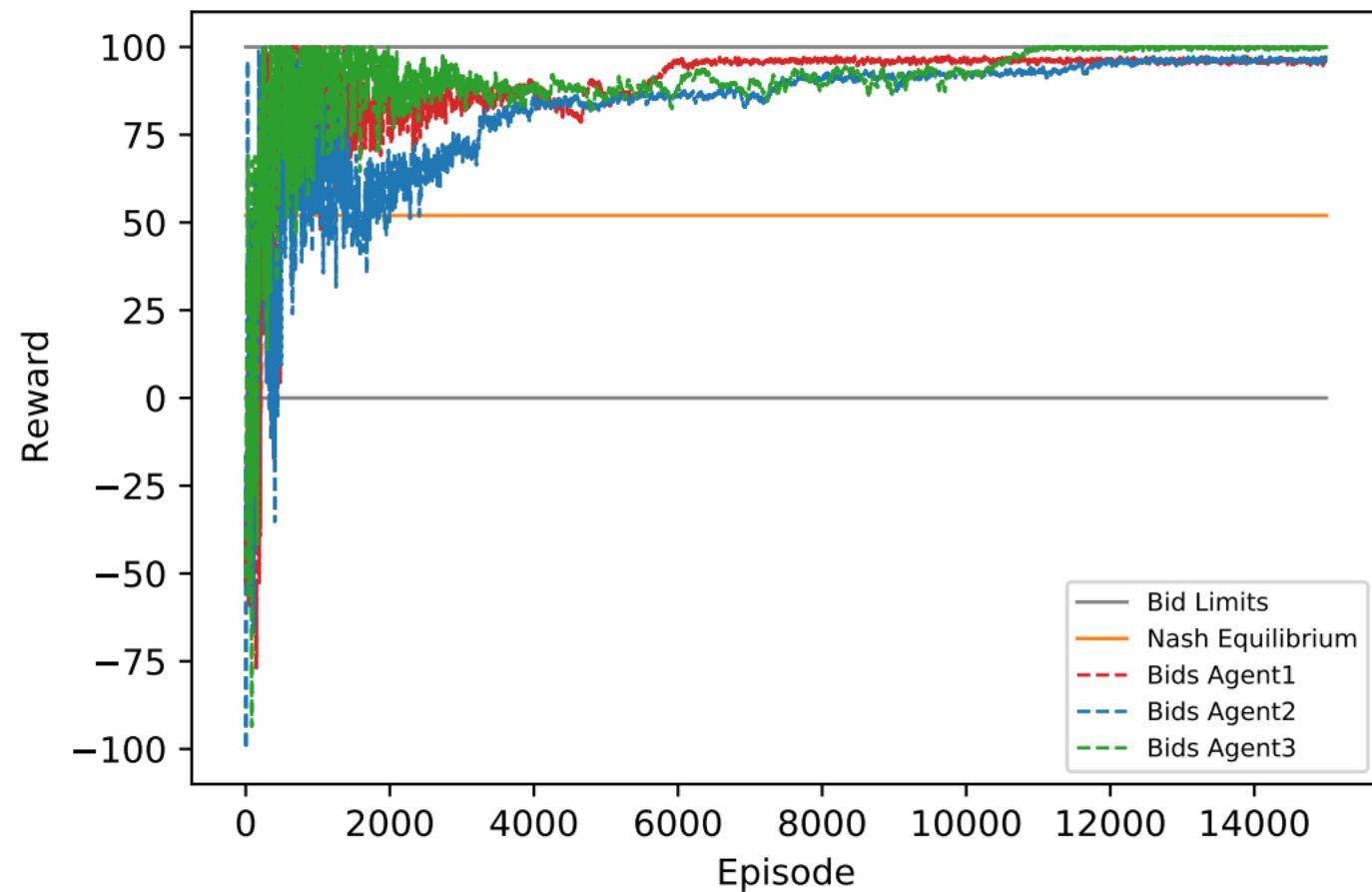
## BN lr4-3 woPast Action 3 Agents: Run 40



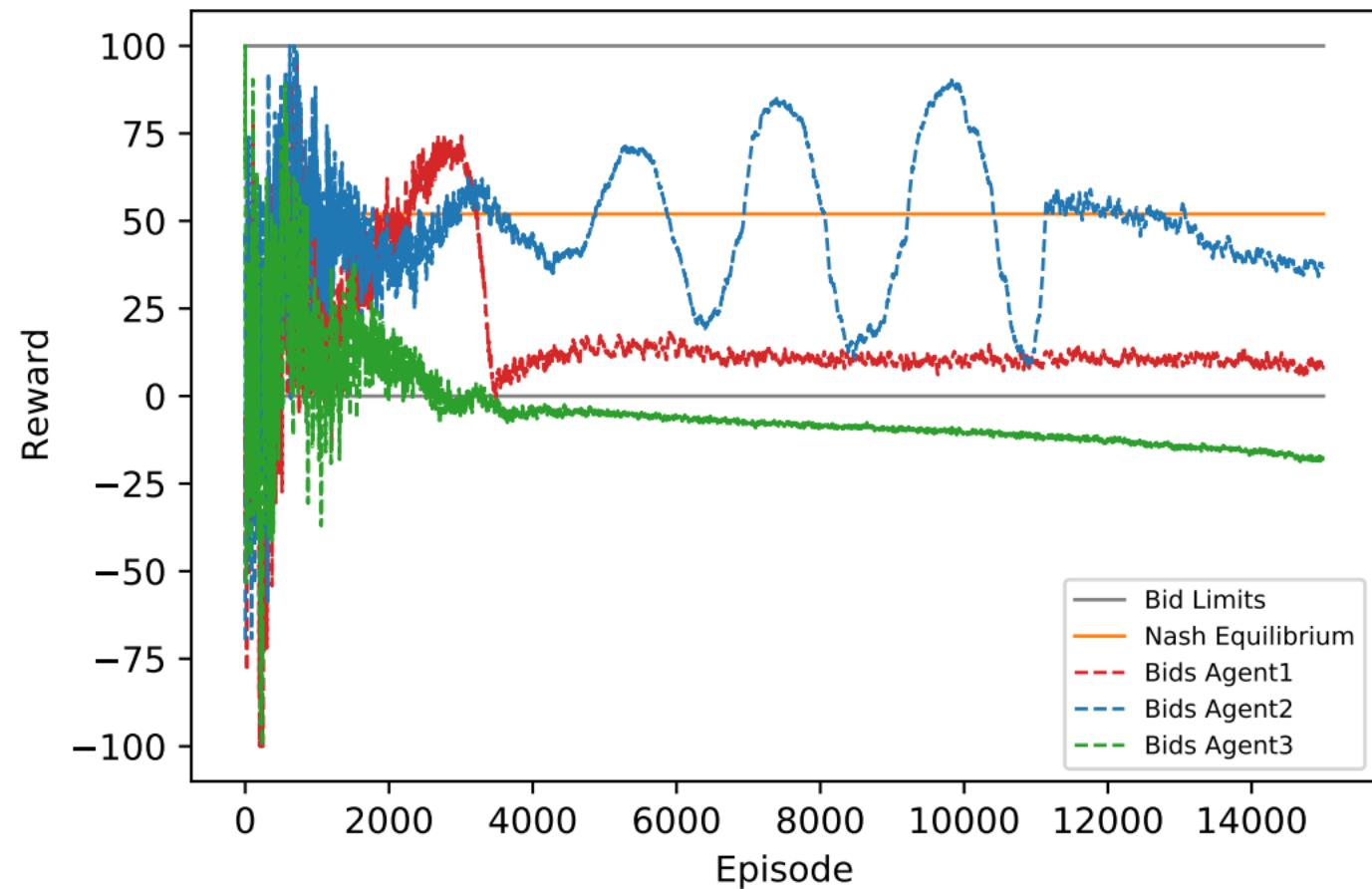
# BN lr4-3 woPast Action 3 Agents: Run 41



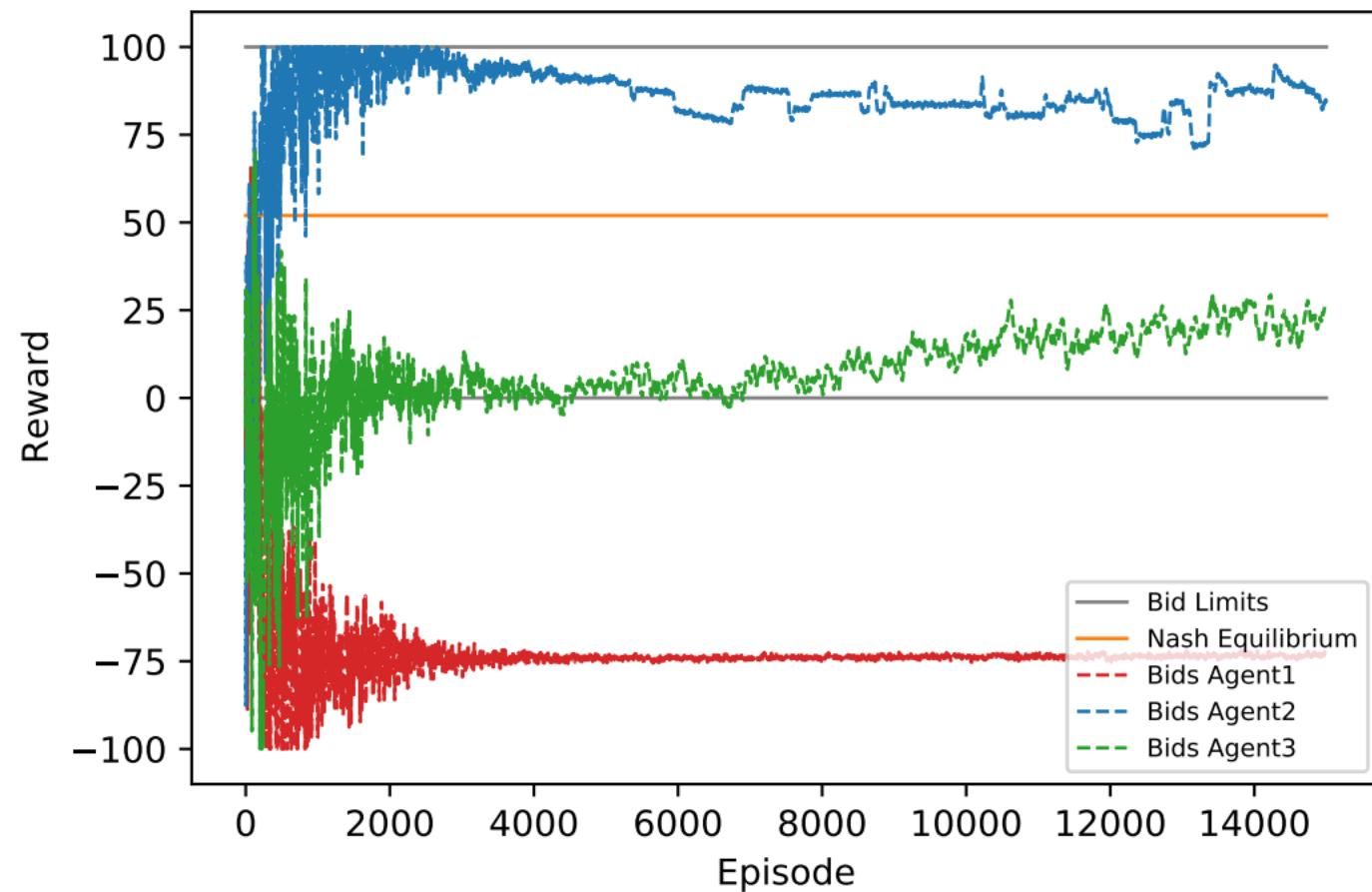
# BN lr4-3 woPast Action 3 Agents: Run 42



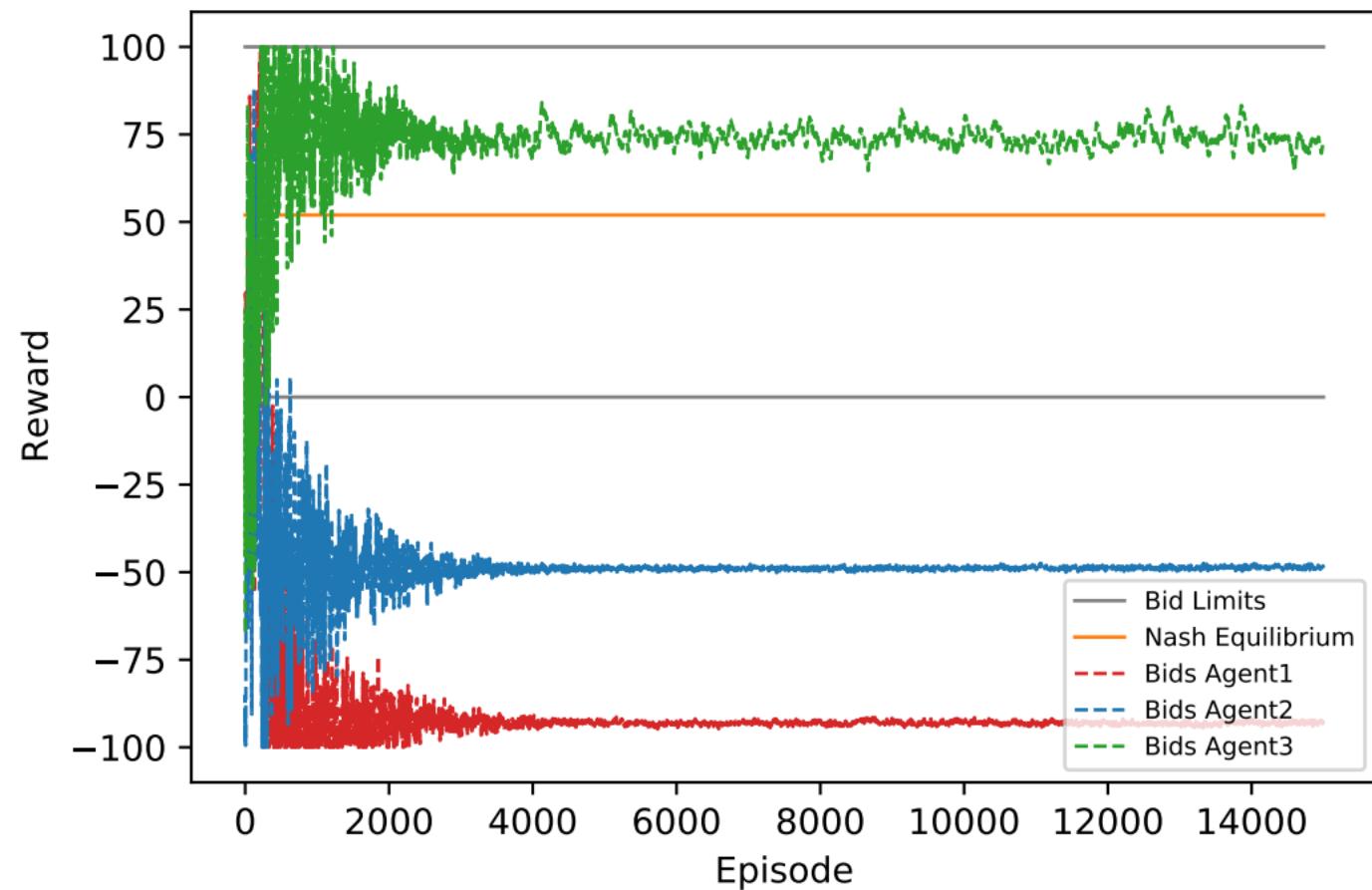
## BN lr4-3 woPast Action 3 Agents: Run 43



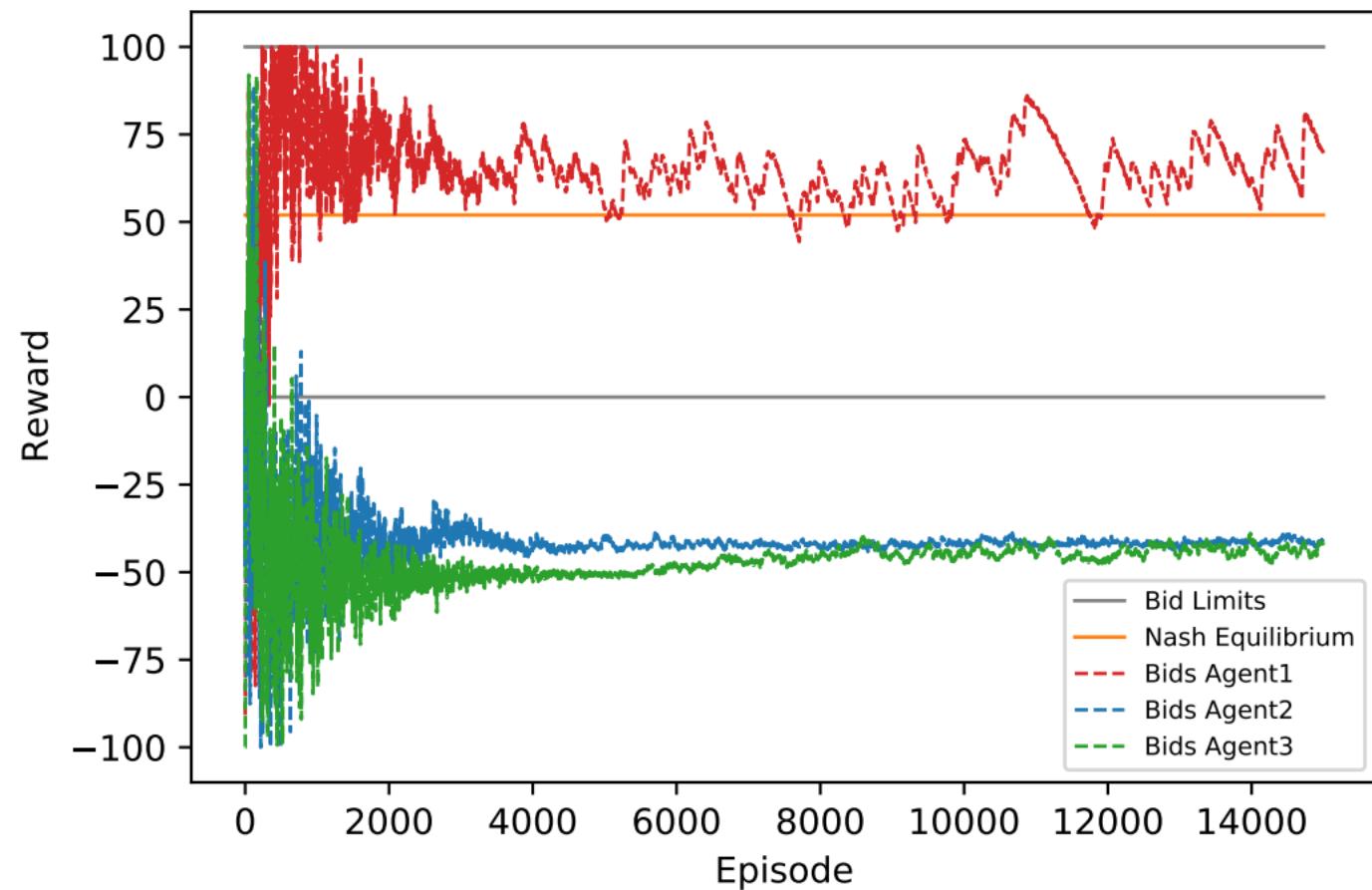
### BN lr4-3 woPast Action 3 Agents: Run 44



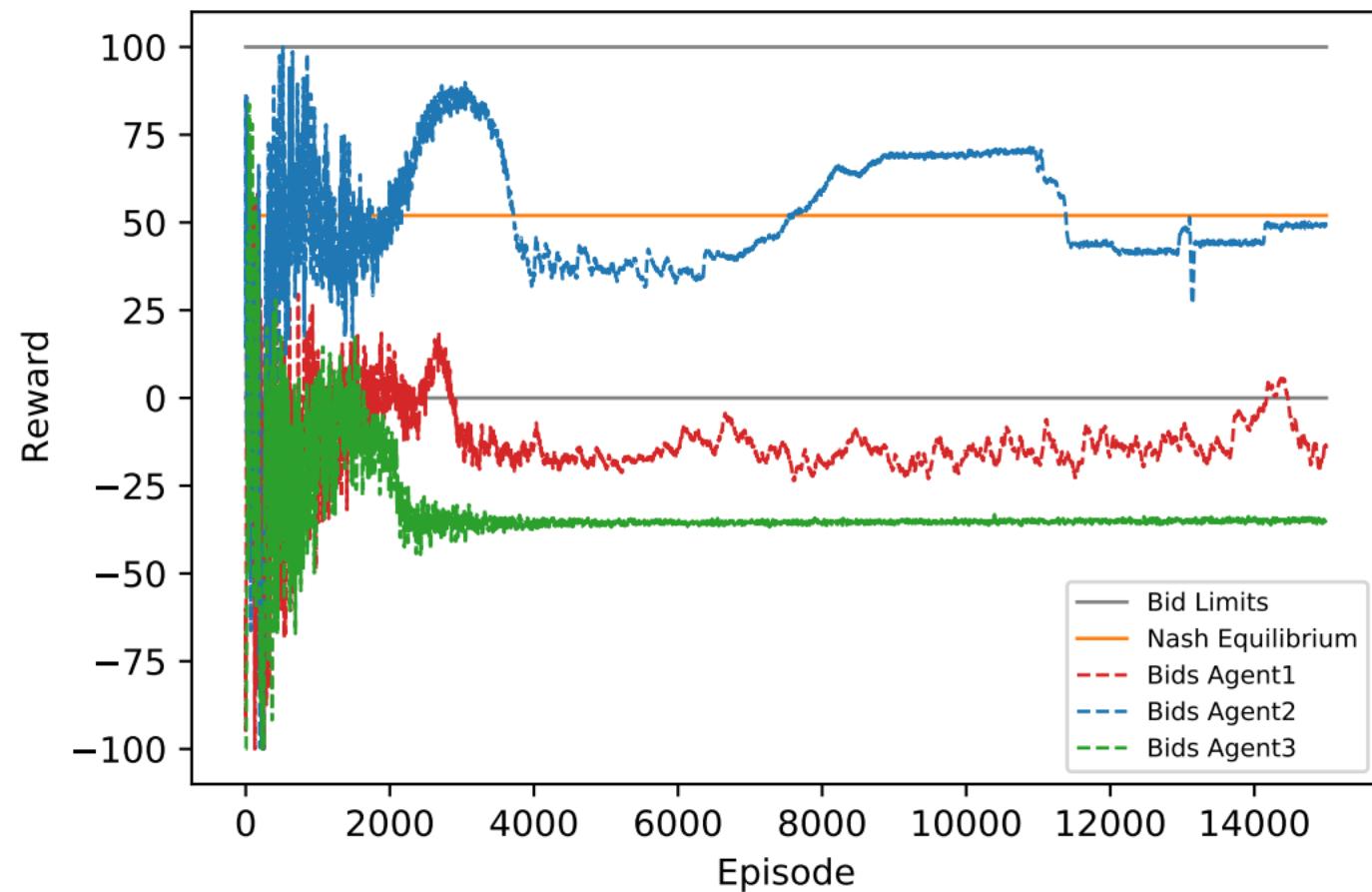
# BN lr4-3 woPast Action 3 Agents: Run 45



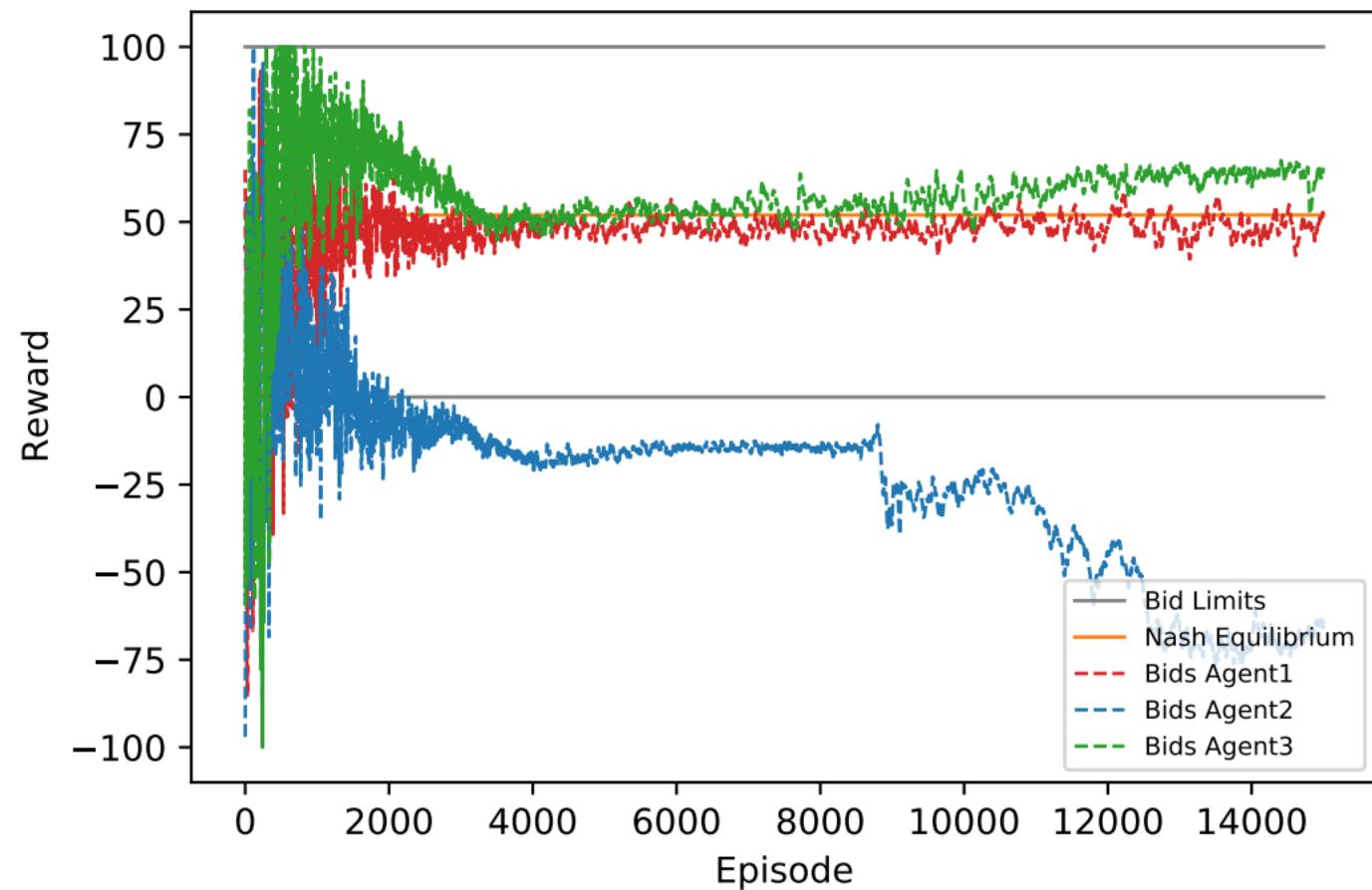
### BN lr4-3 woPast Action 3 Agents: Run 46



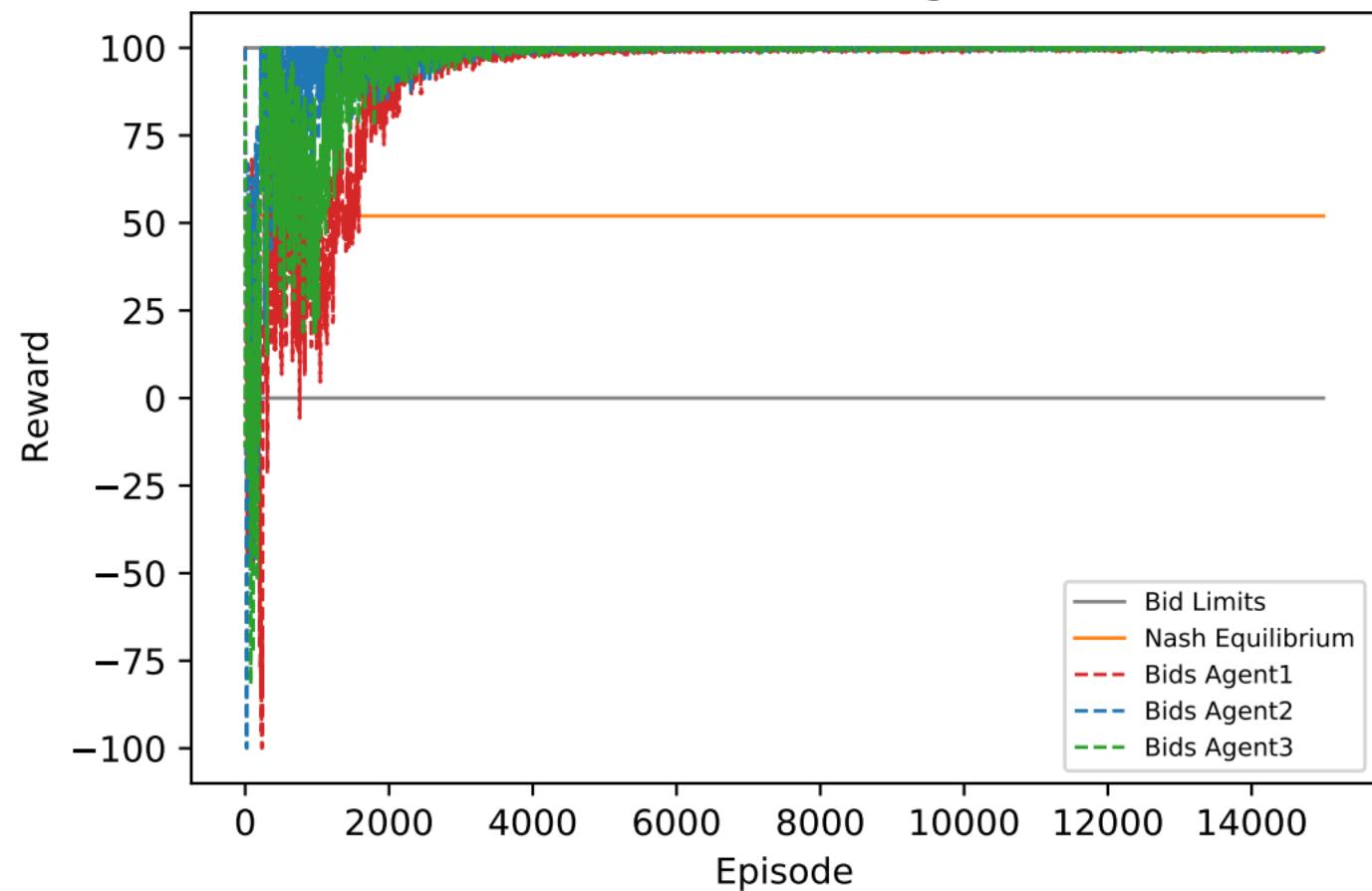
# BN lr4-3 woPast Action 3 Agents: Run 47



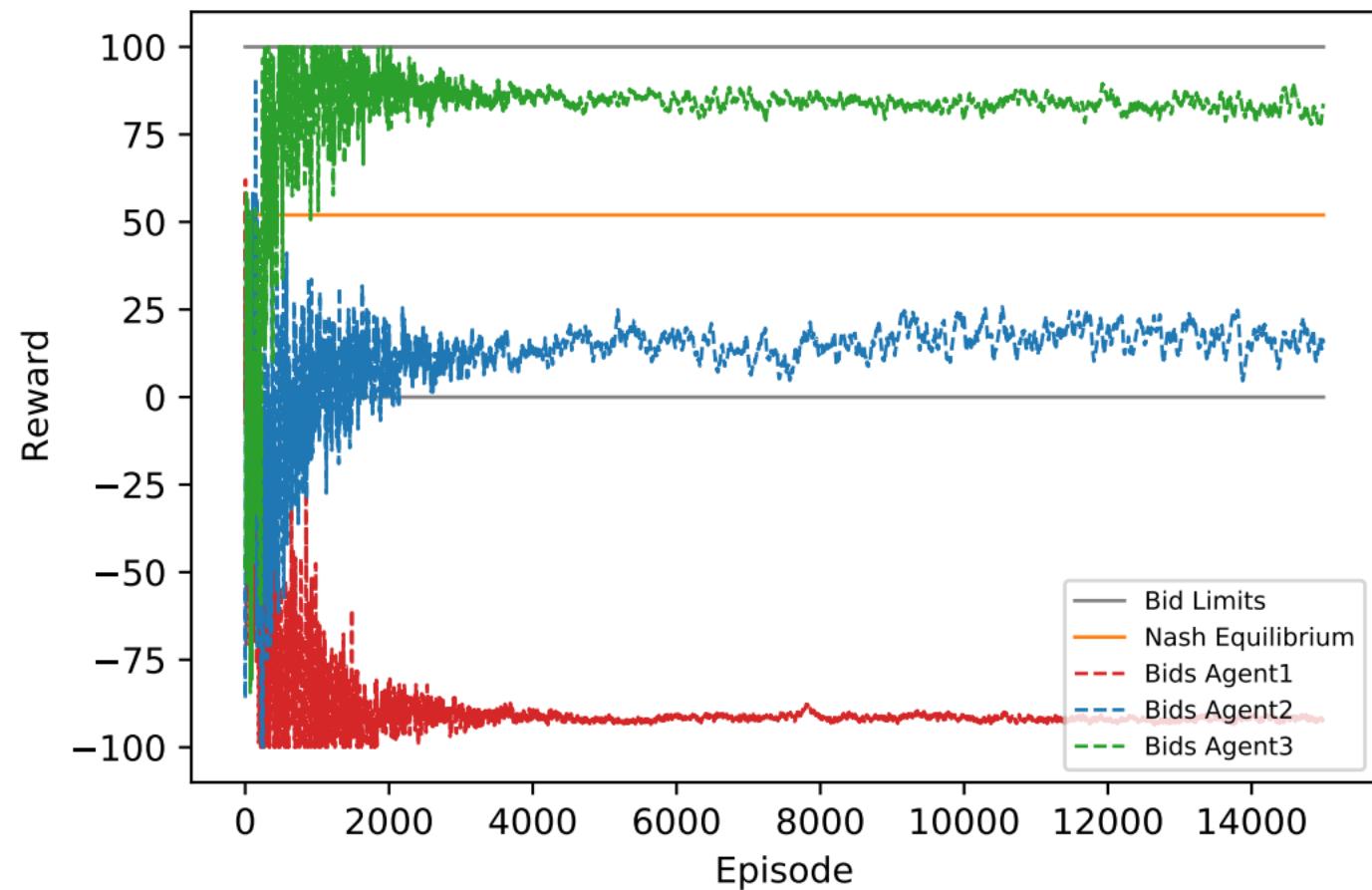
# BN lr4-3 woPast Action 3 Agents: Run 48



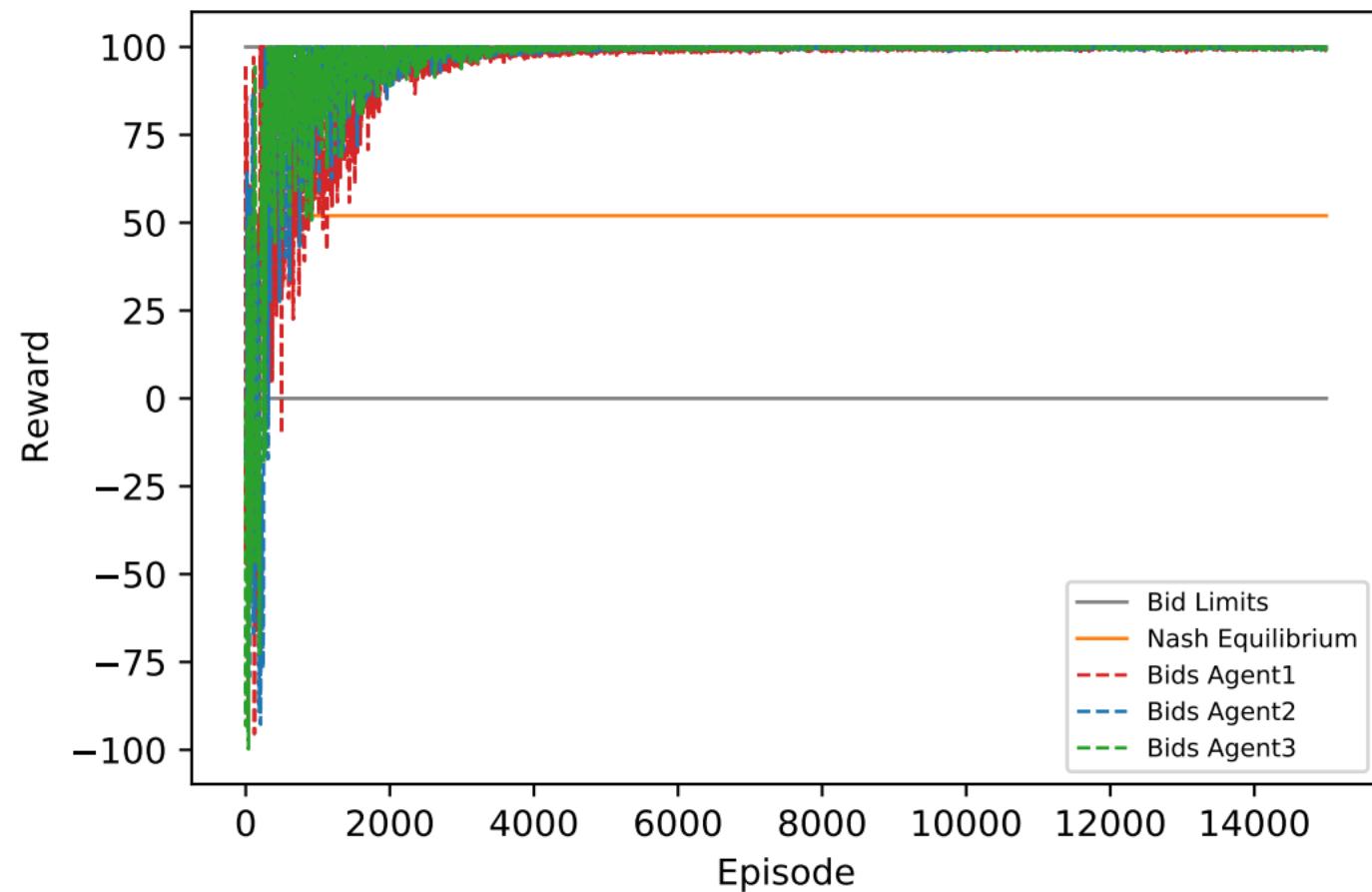
# BN lr4-3 woPast Action 3 Agents: Run 49



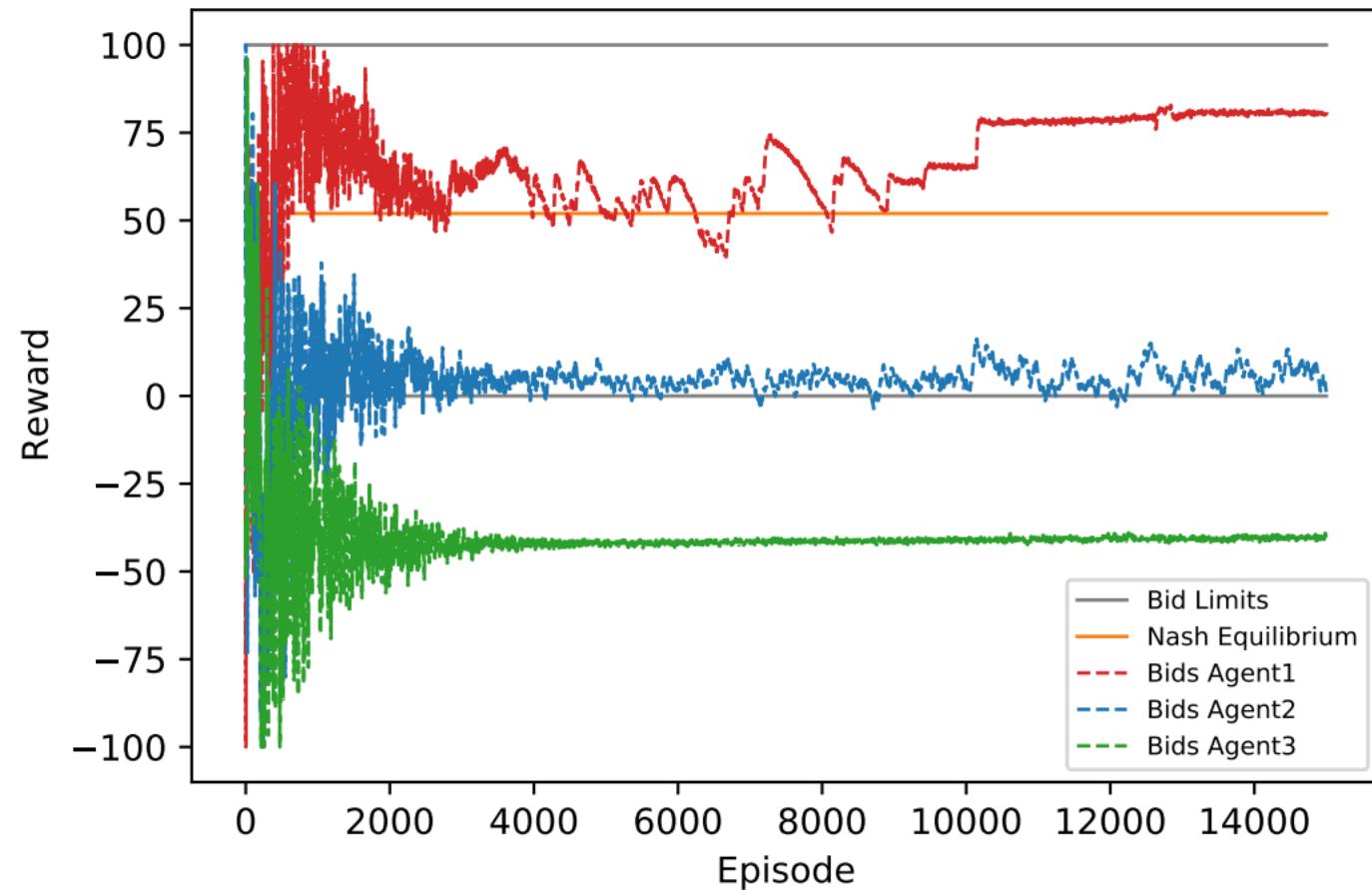
### BN lr4-3 woPast Action 3 Agents: Run 50



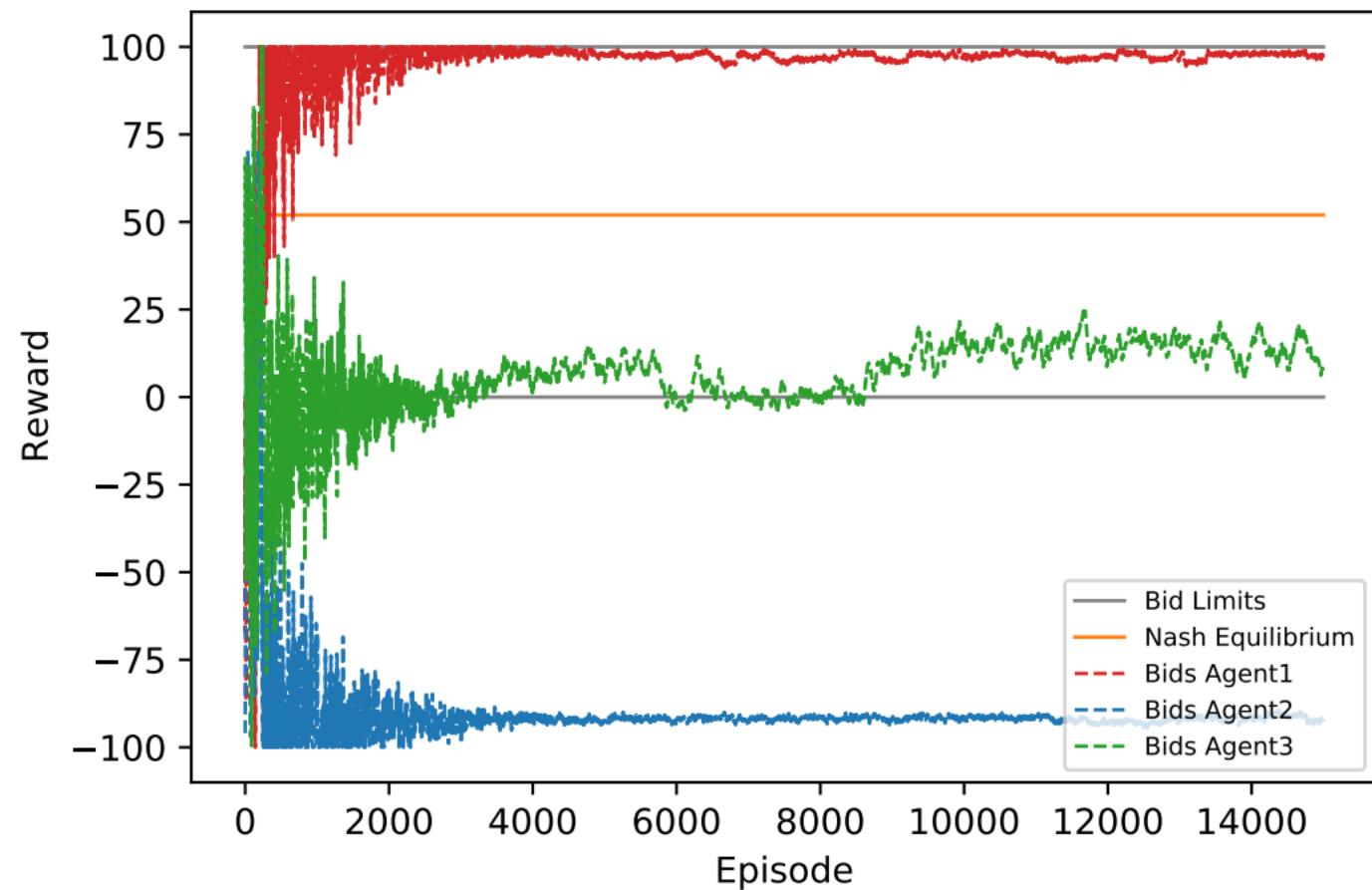
# BN lr4-3 woPast Action 3 Agents: Run 51



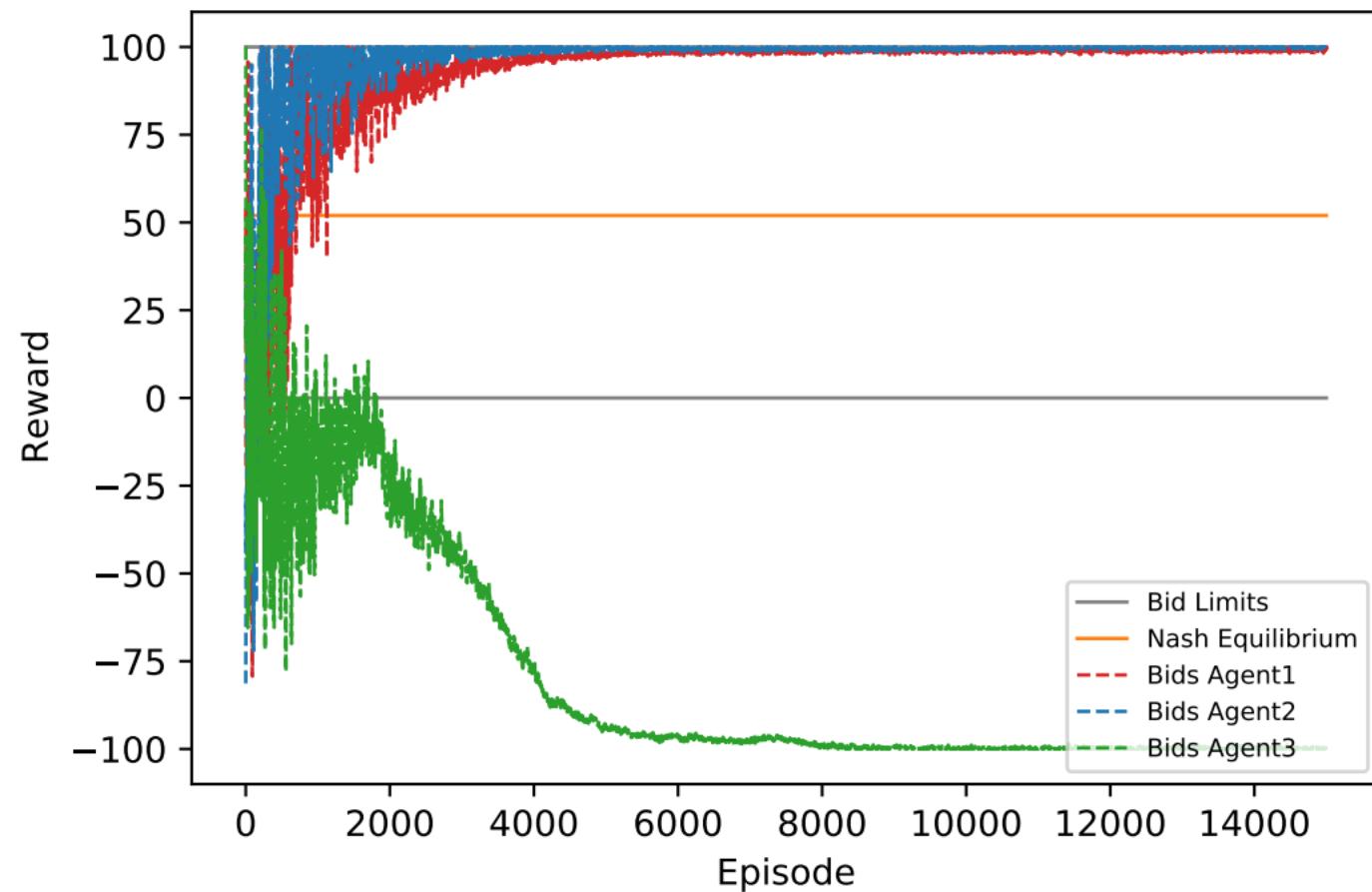
BN lr4-3 woPast Action 3 Agents: Run 52



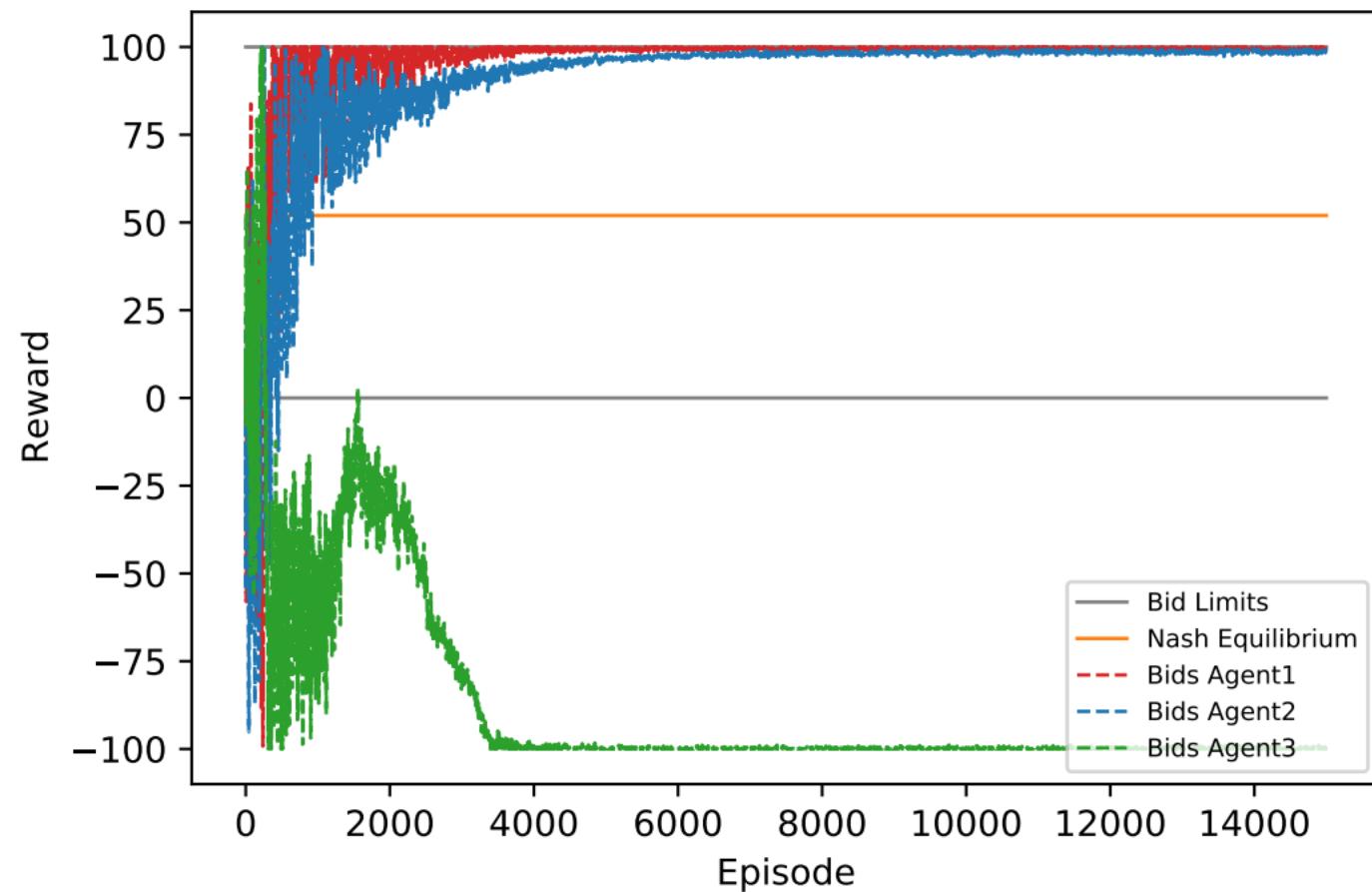
# BN lr4-3 woPast Action 3 Agents: Run 53



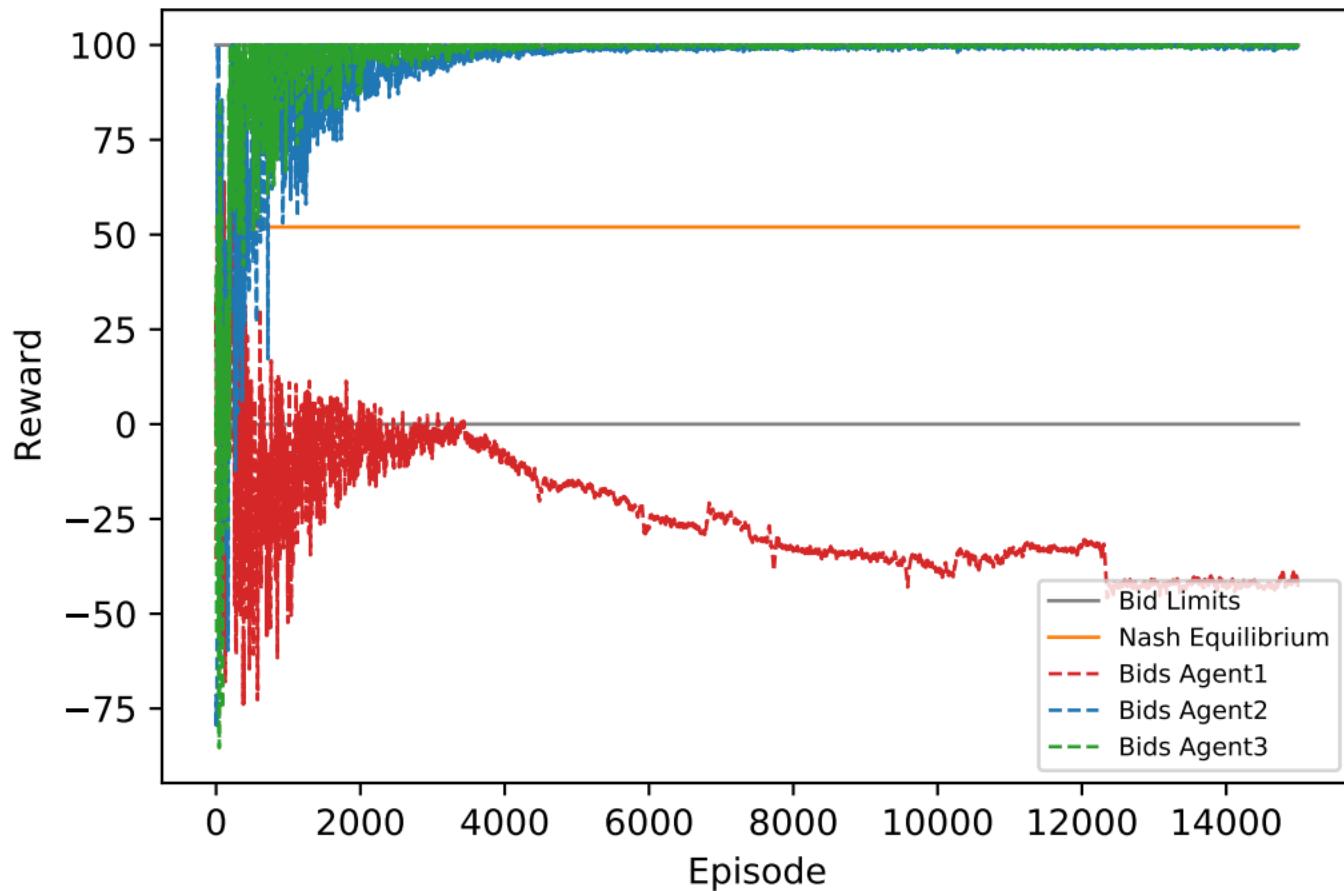
BN lr4-3 woPast Action 3 Agents: Run 54



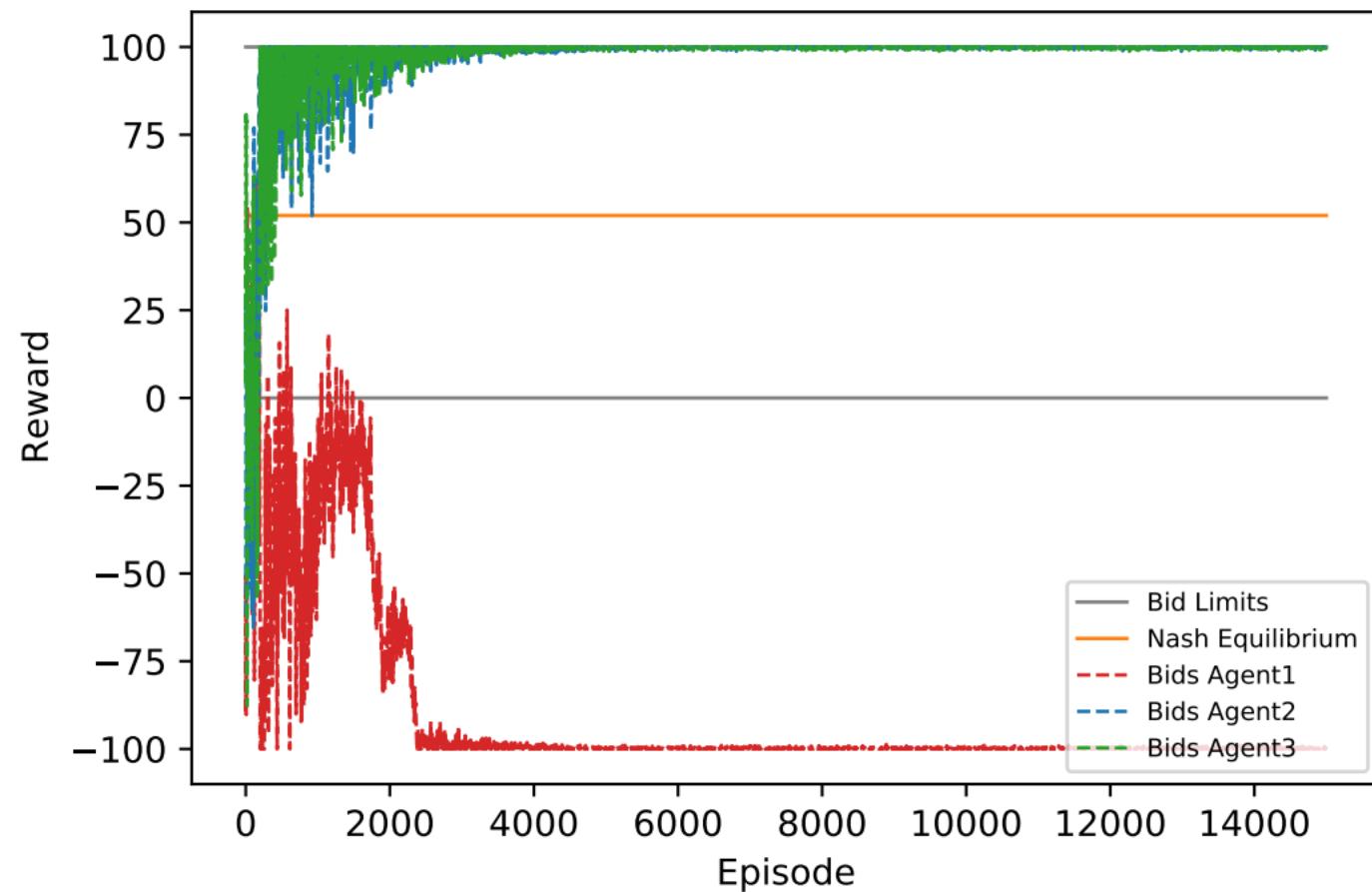
# BN lr4-3 woPast Action 3 Agents: Run 55



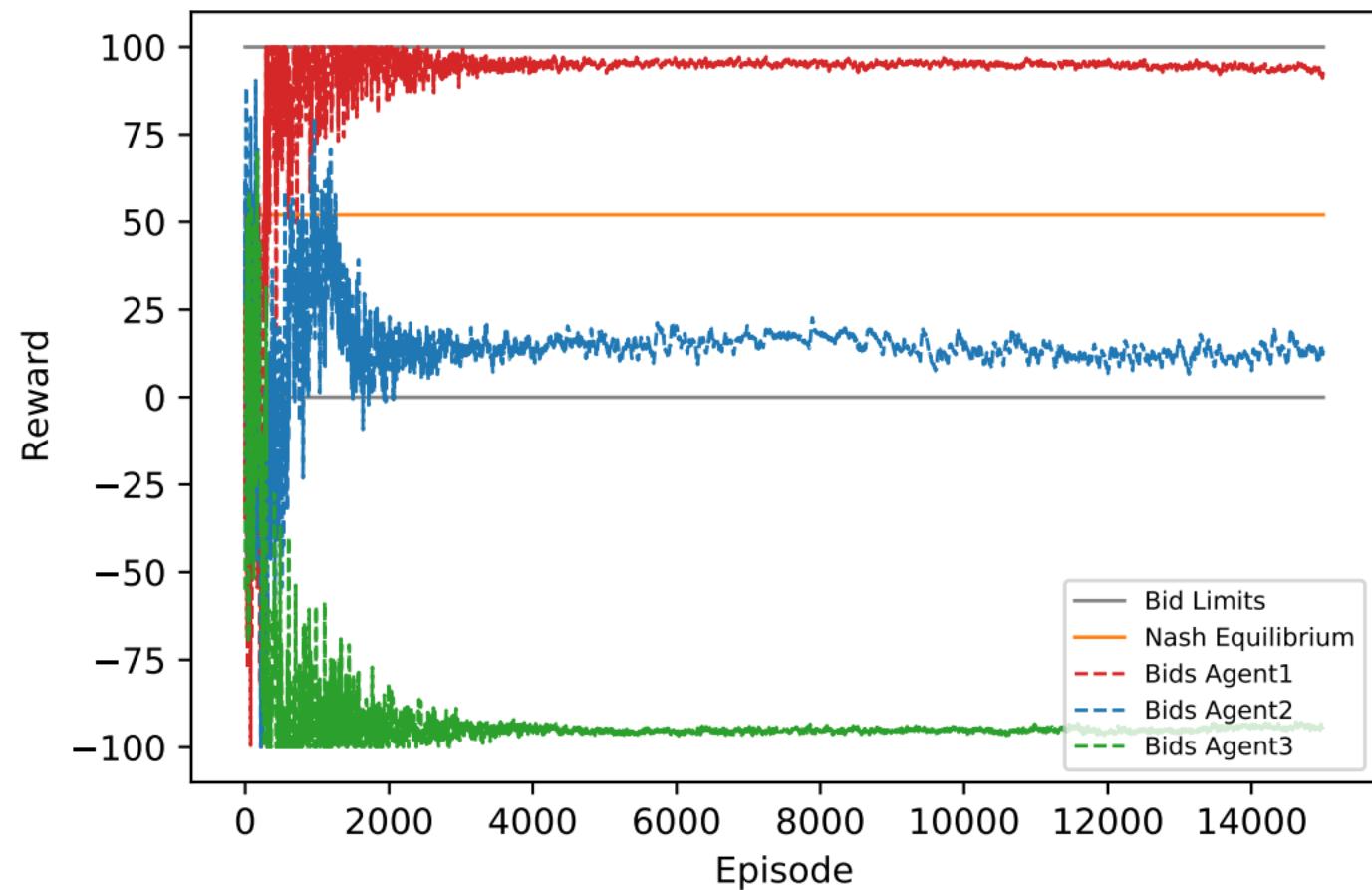
# BN lr4-3 woPast Action 3 Agents: Run 56



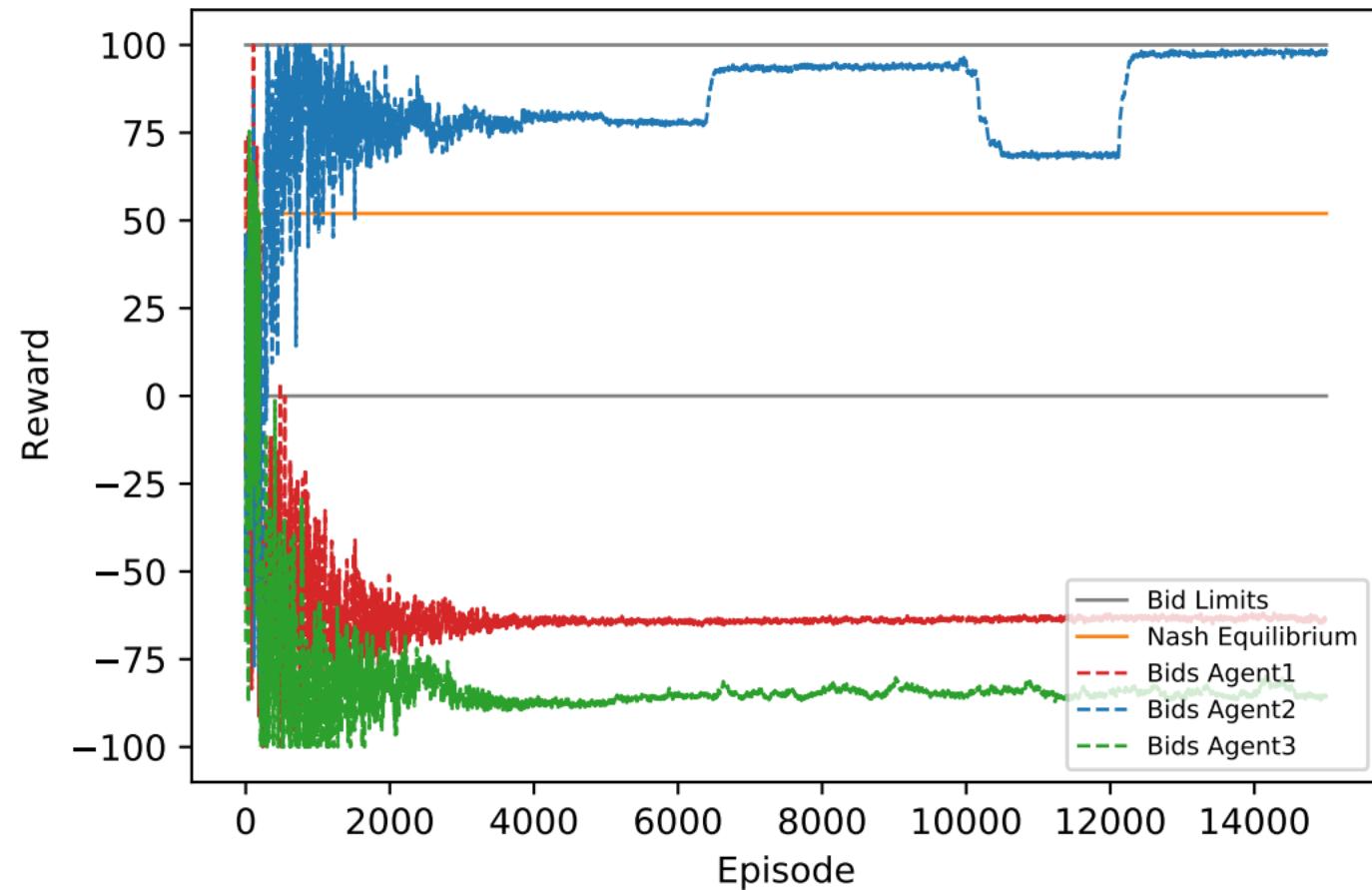
# BN lr4-3 woPast Action 3 Agents: Run 57



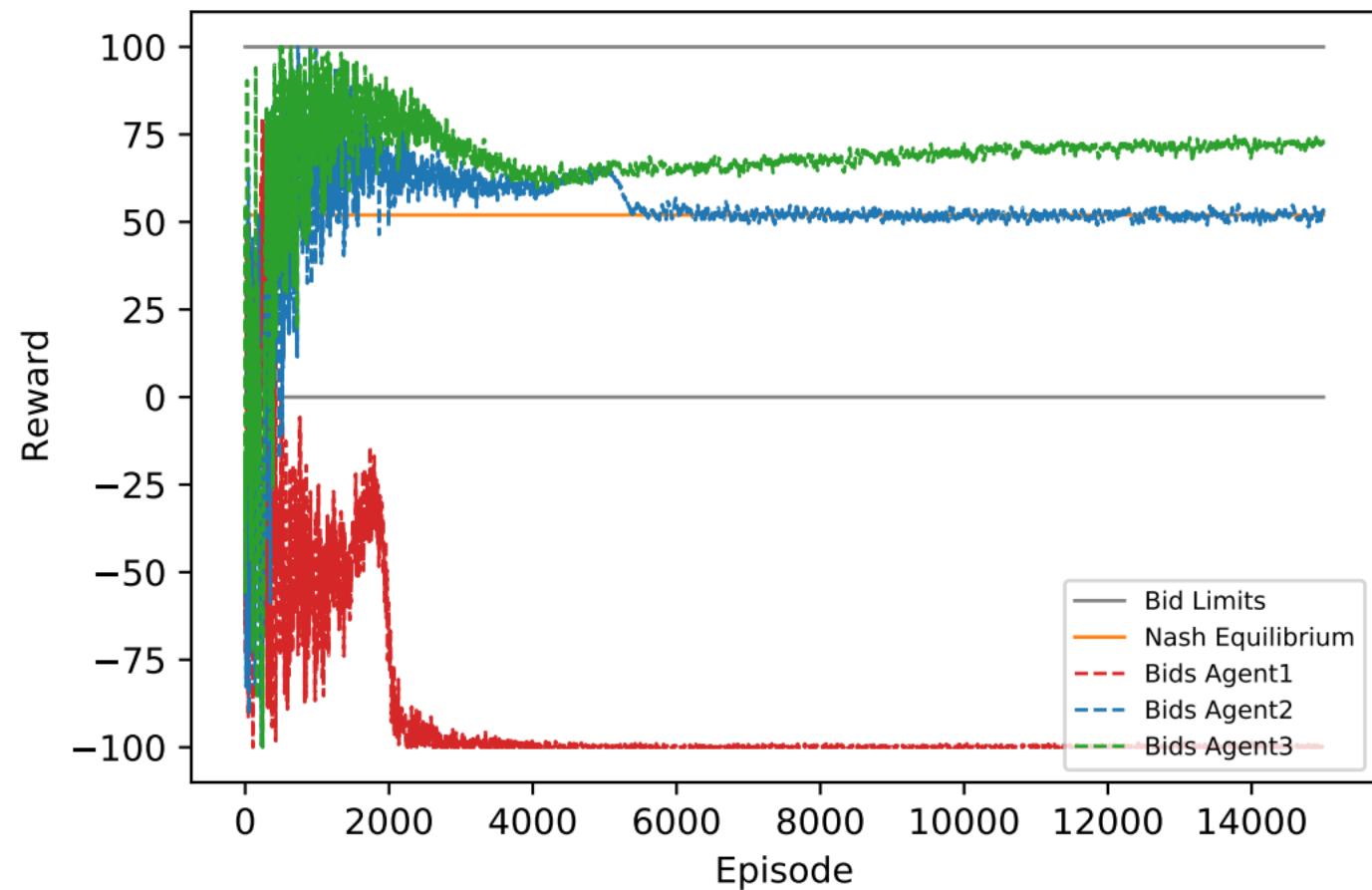
# BN lr4-3 woPast Action 3 Agents: Run 58



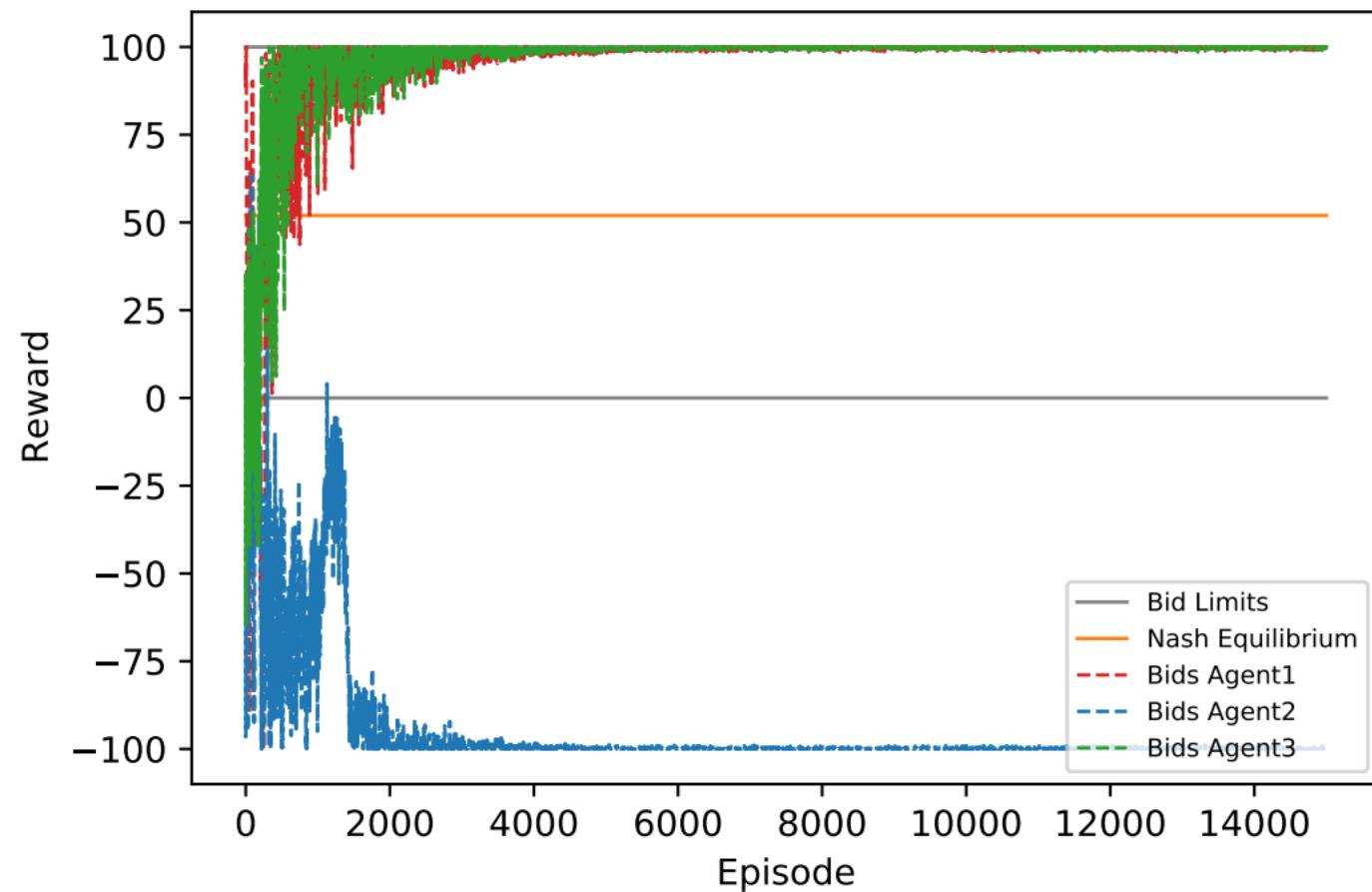
# BN lr4-3 woPast Action 3 Agents: Run 59



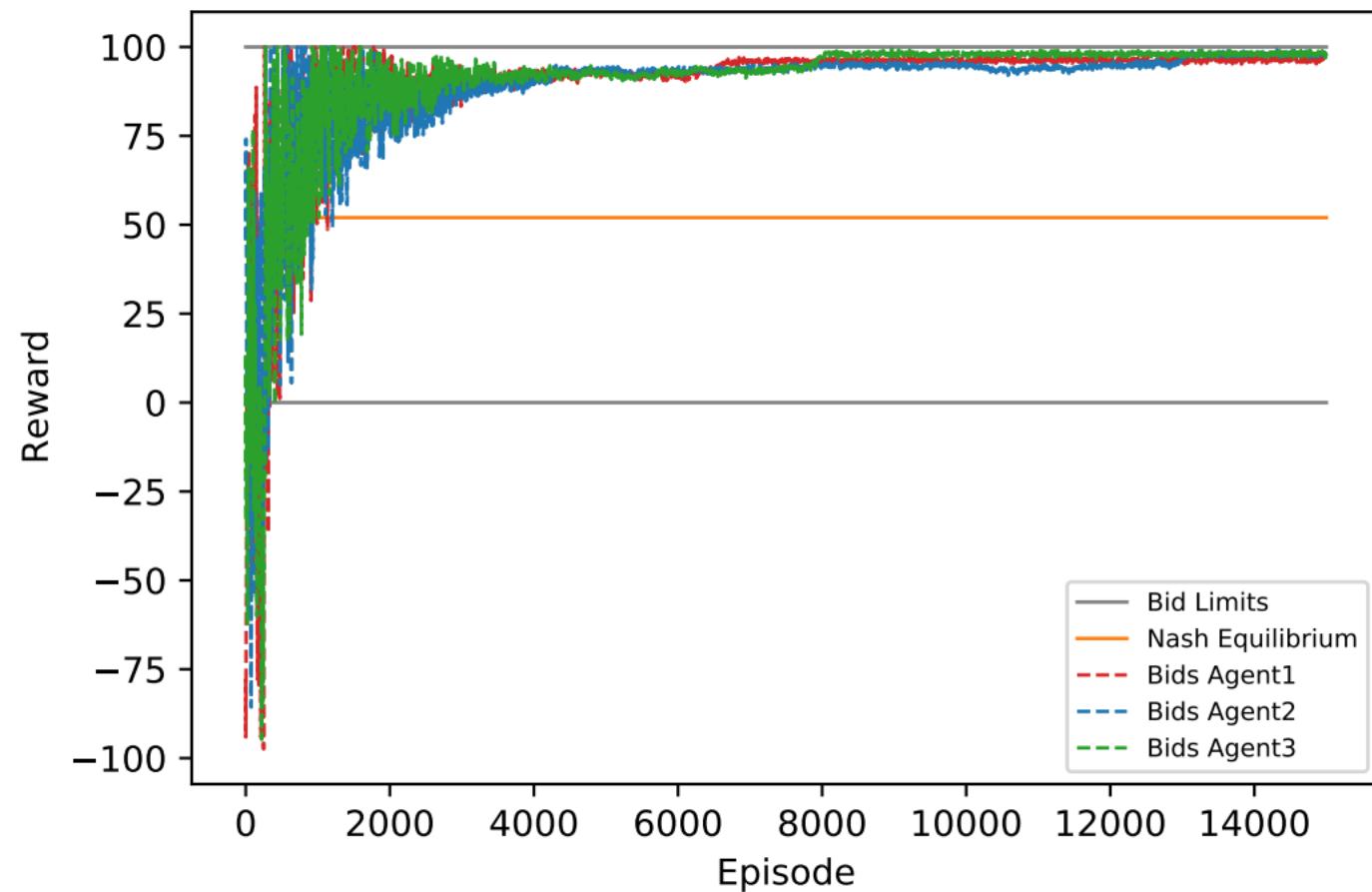
# BN lr4-3 woPast Action 3 Agents: Run 60



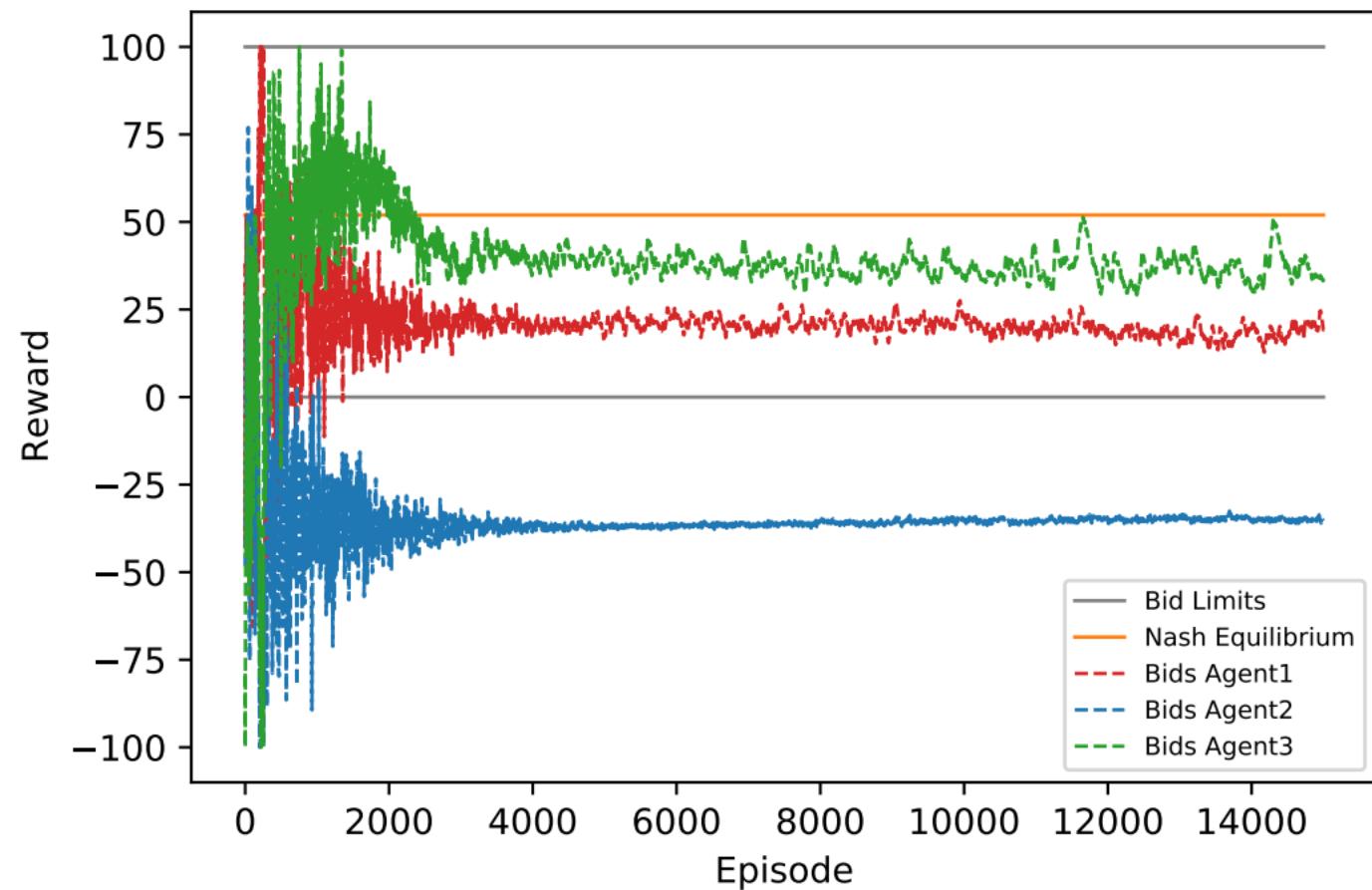
# BN lr4-3 woPast Action 3 Agents: Run 61



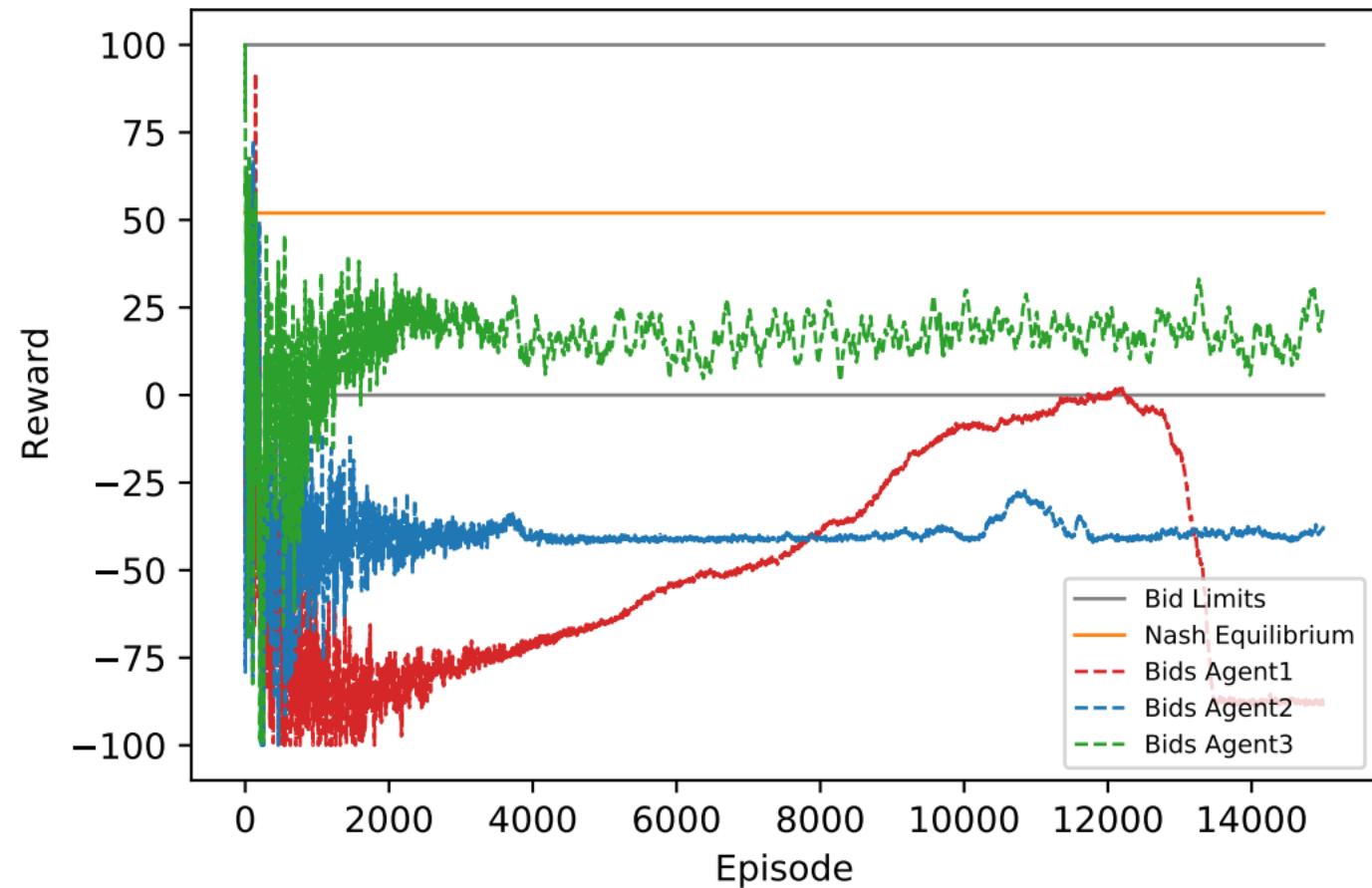
# BN lr4-3 woPast Action 3 Agents: Run 62



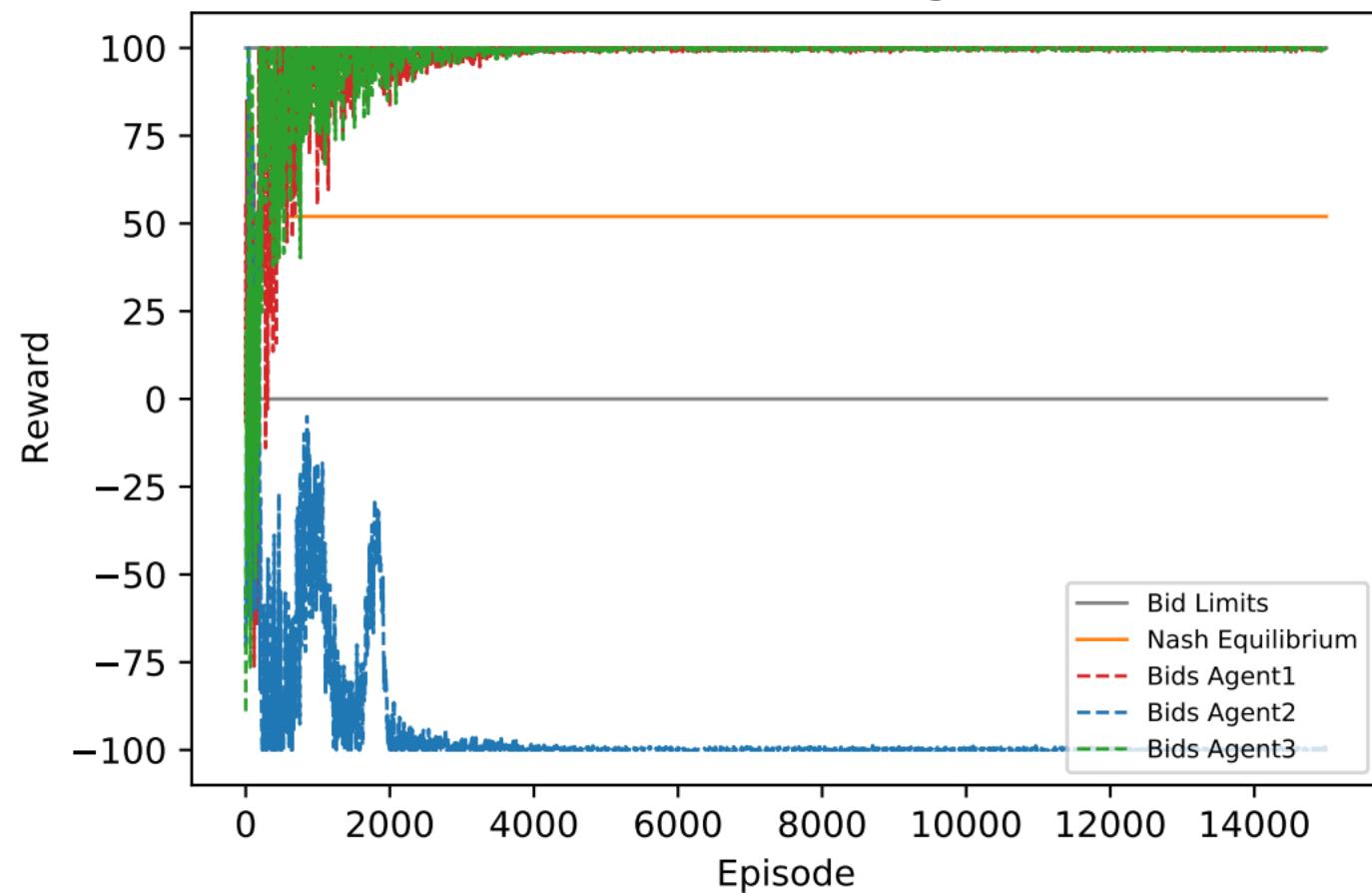
### BN lr4-3 woPast Action 3 Agents: Run 63



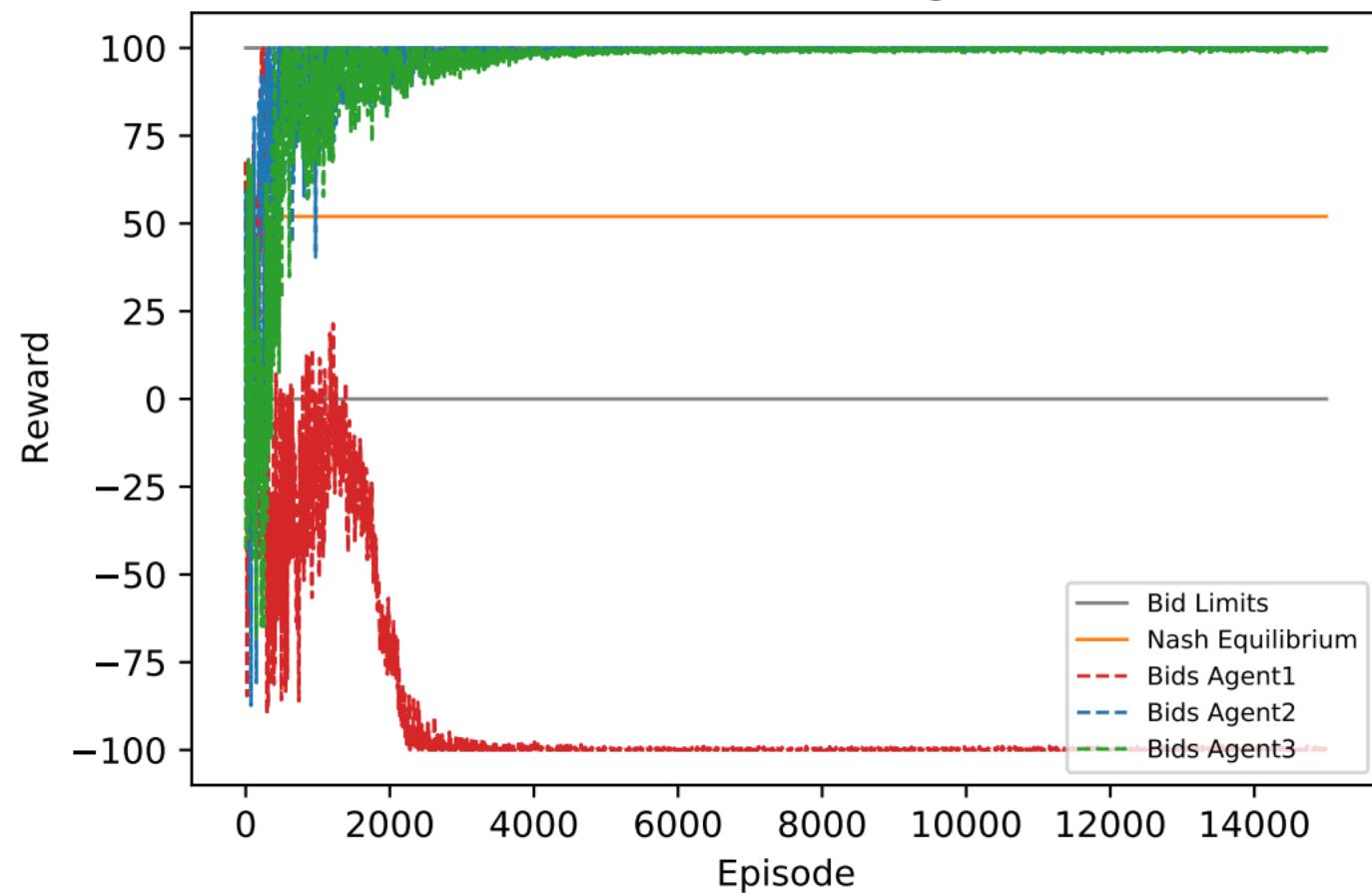
# BN lr4-3 woPast Action 3 Agents: Run 64



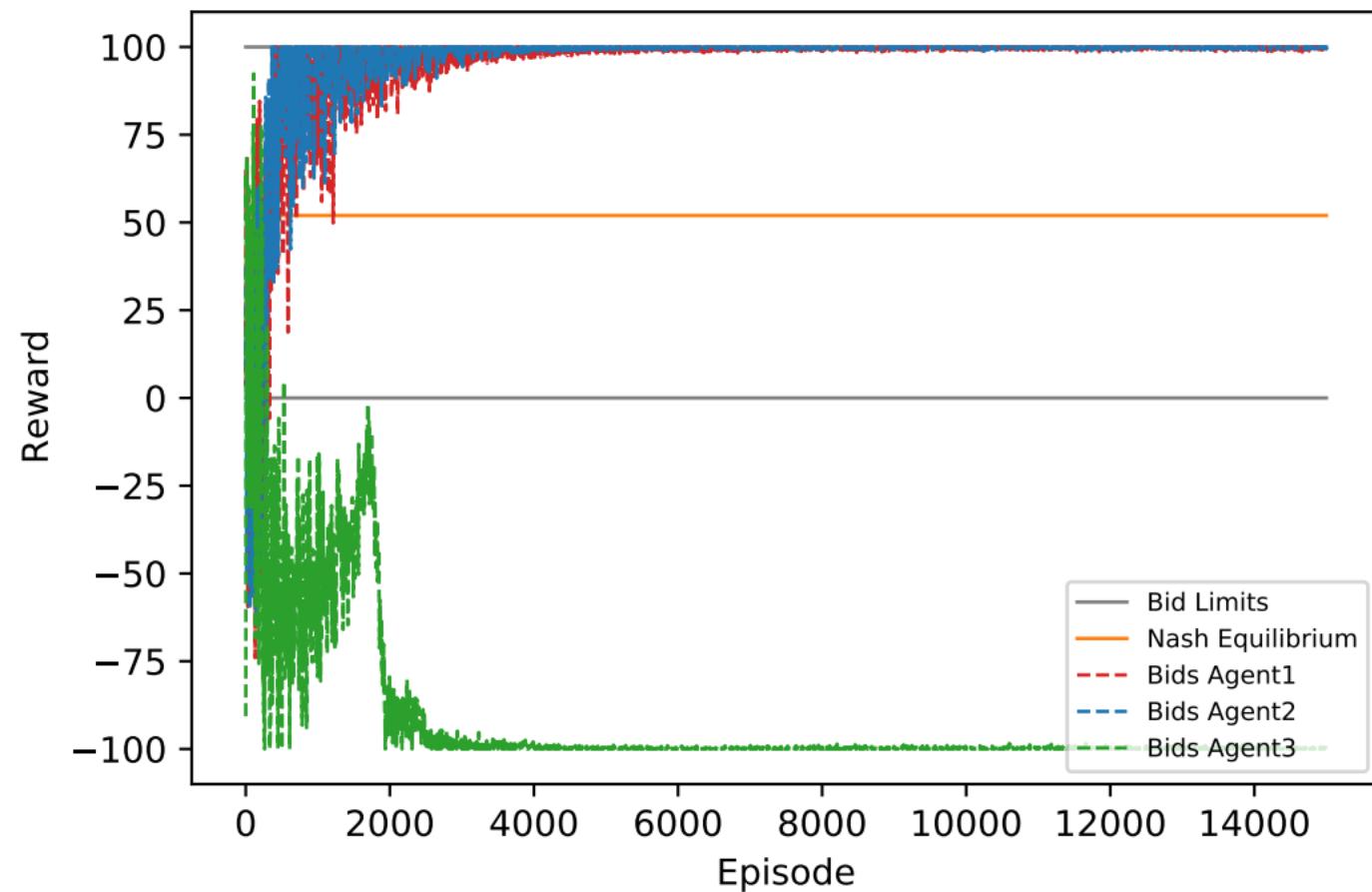
# BN lr4-3 woPast Action 3 Agents: Run 65



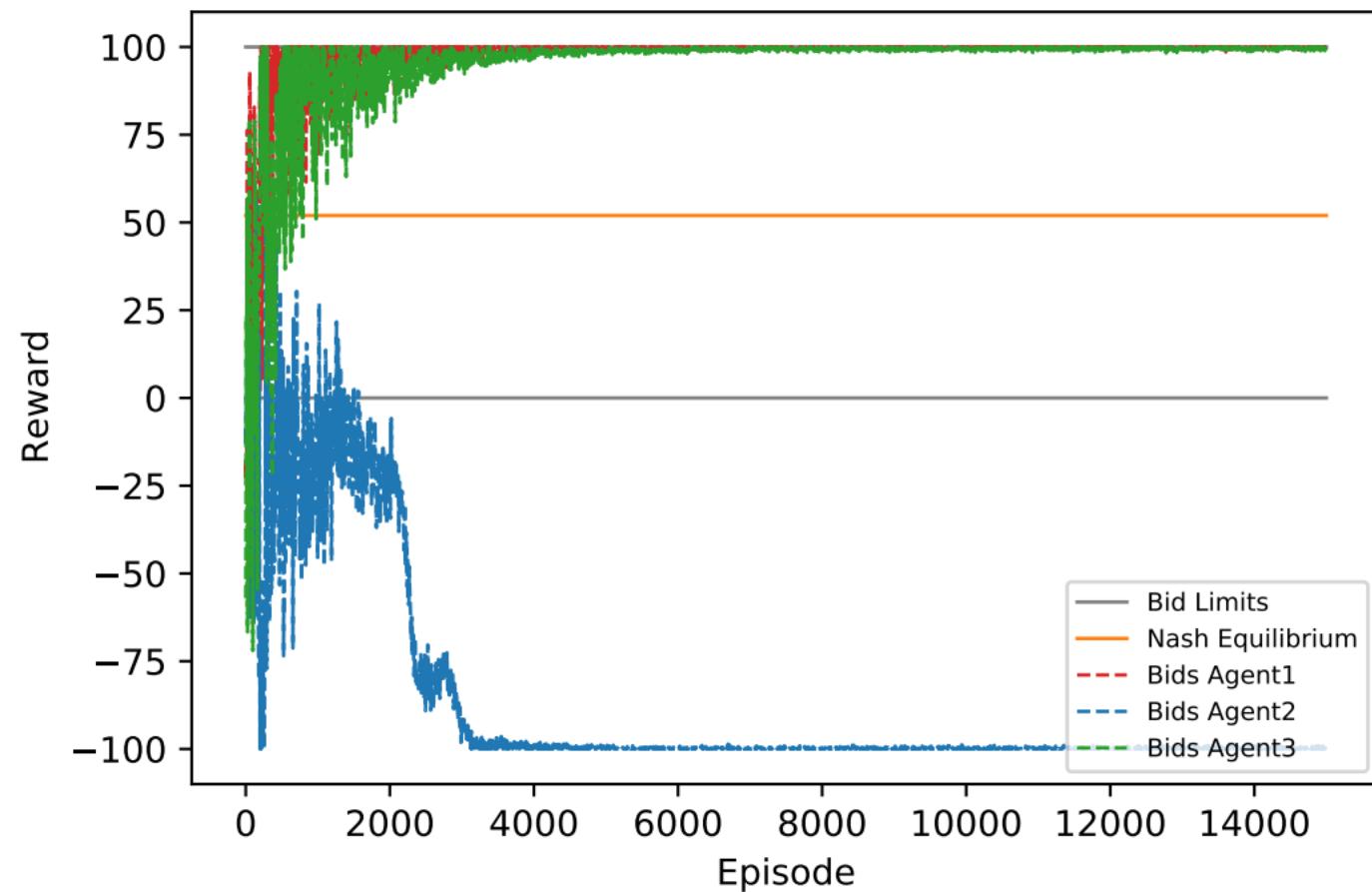
## BN lr4-3 woPast Action 3 Agents: Run 66



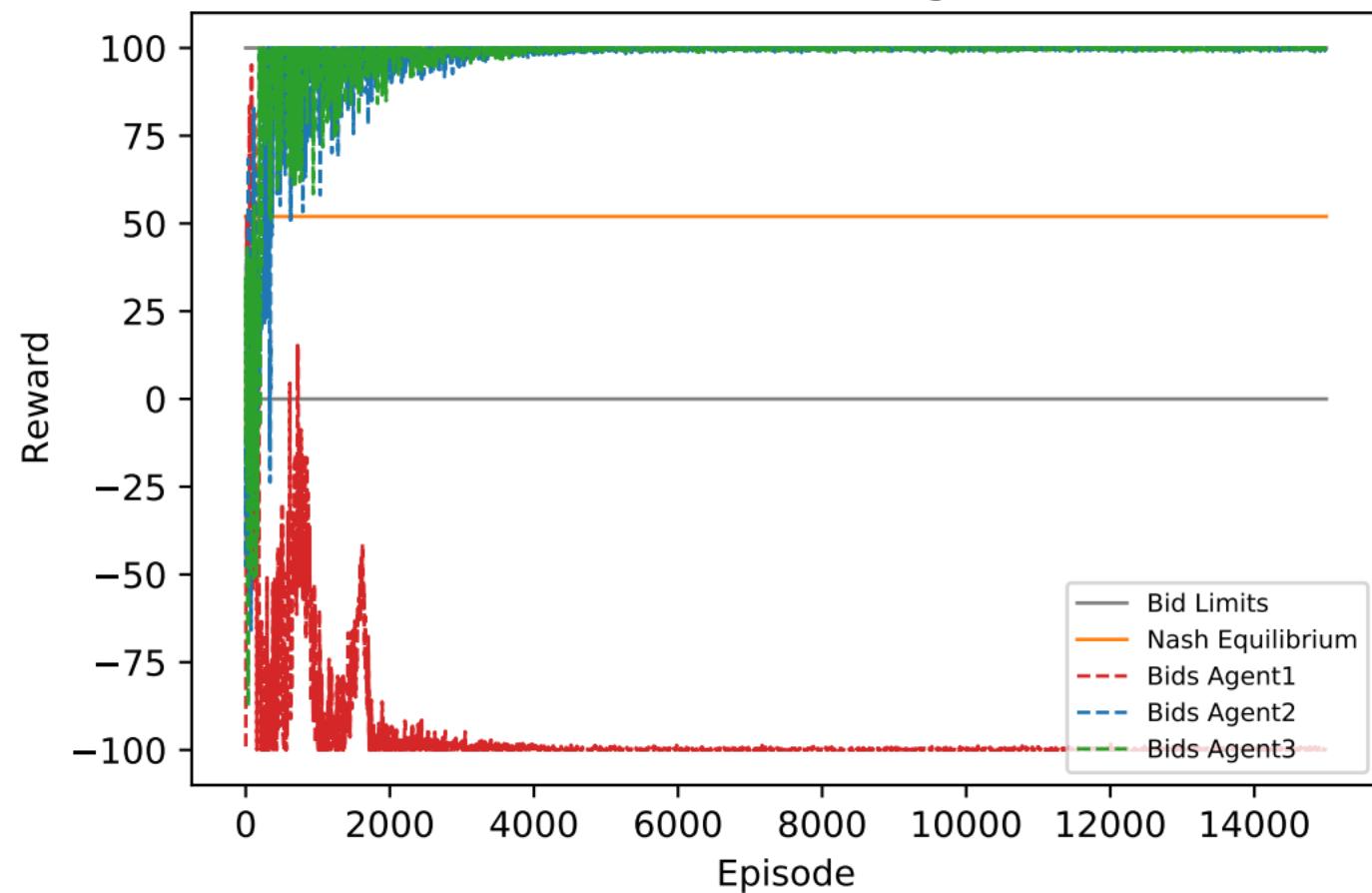
# BN lr4-3 woPast Action 3 Agents: Run 67



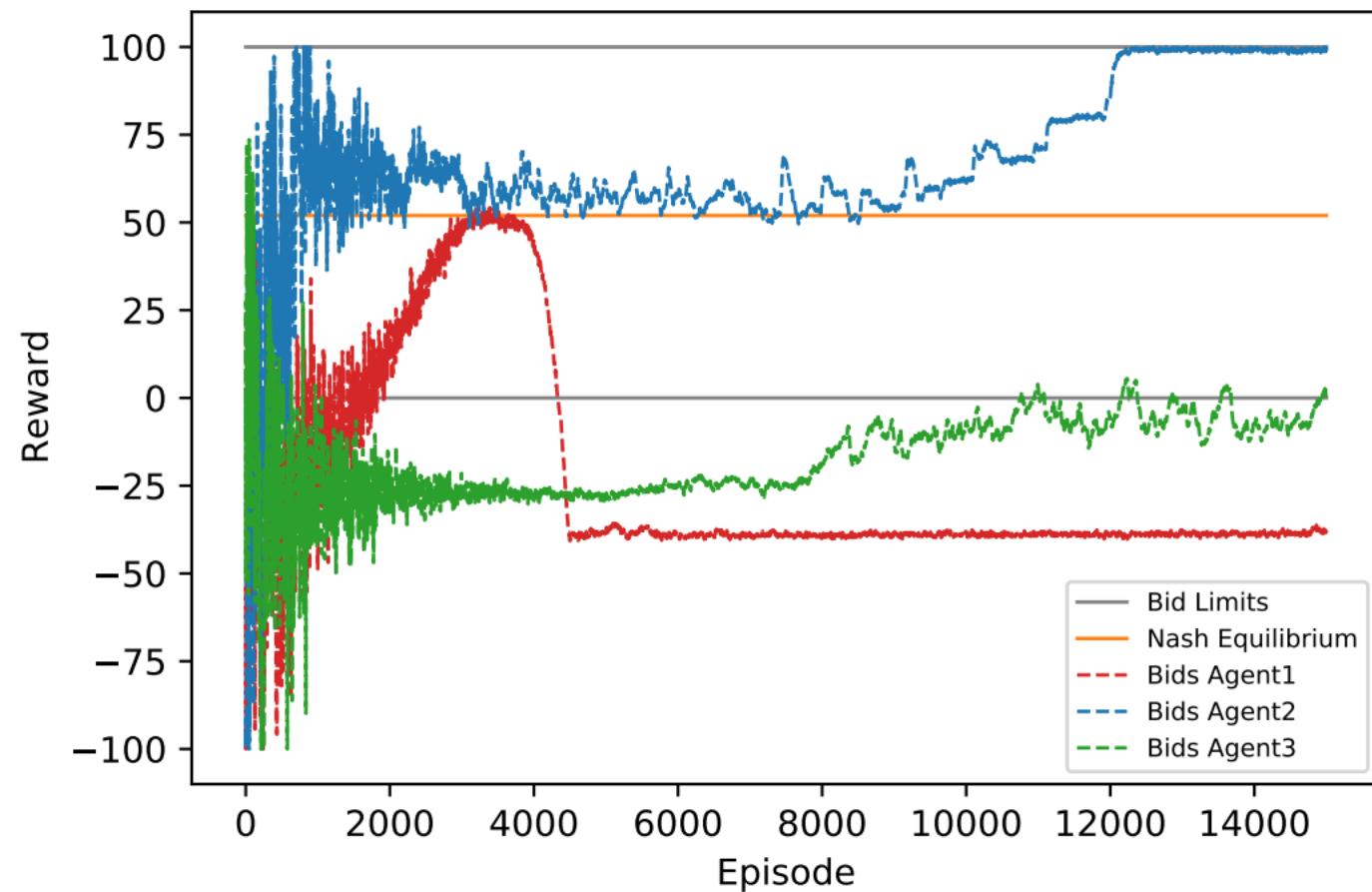
# BN lr4-3 woPast Action 3 Agents: Run 68



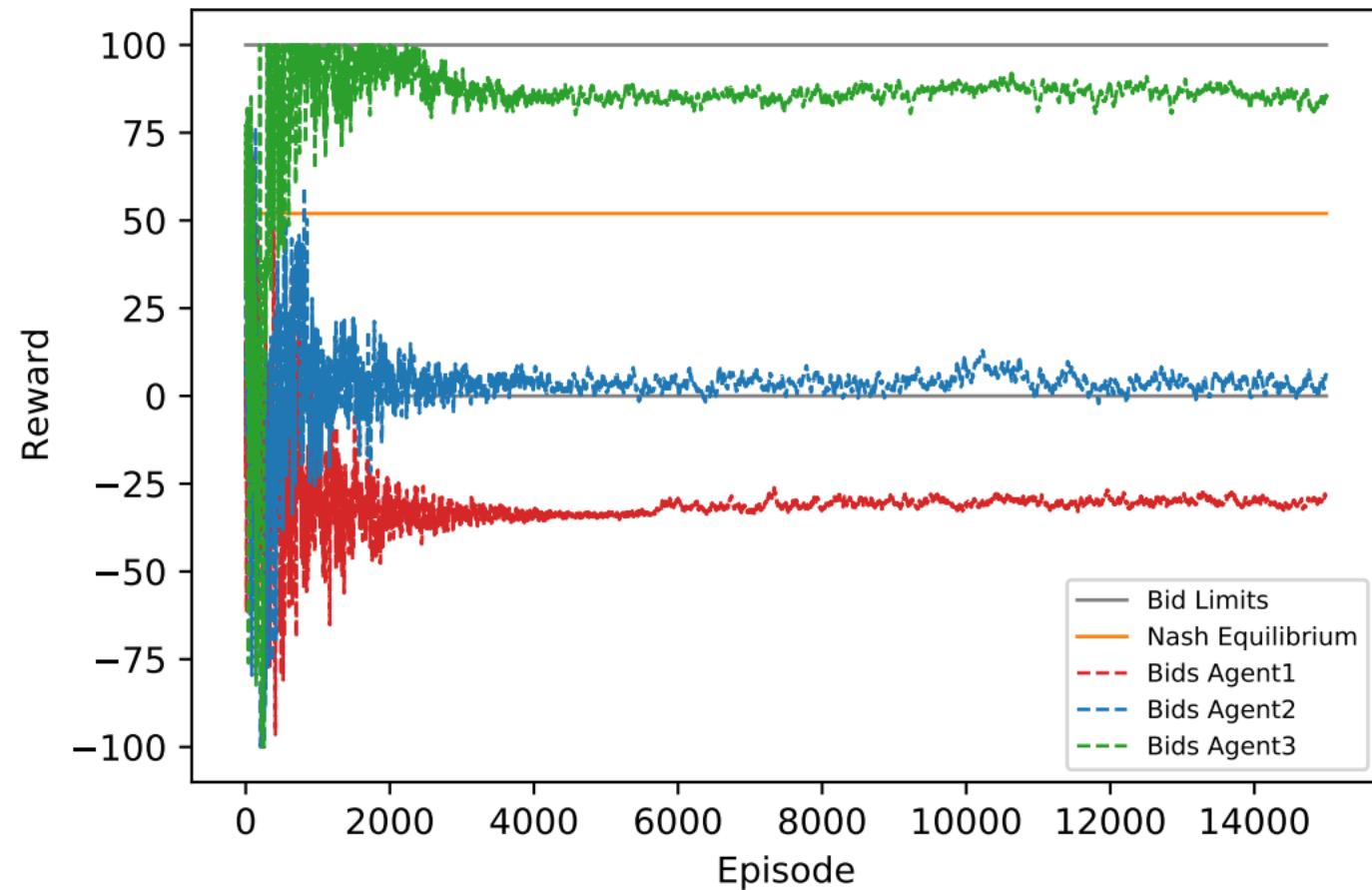
BN lr4-3 woPast Action 3 Agents: Run 69



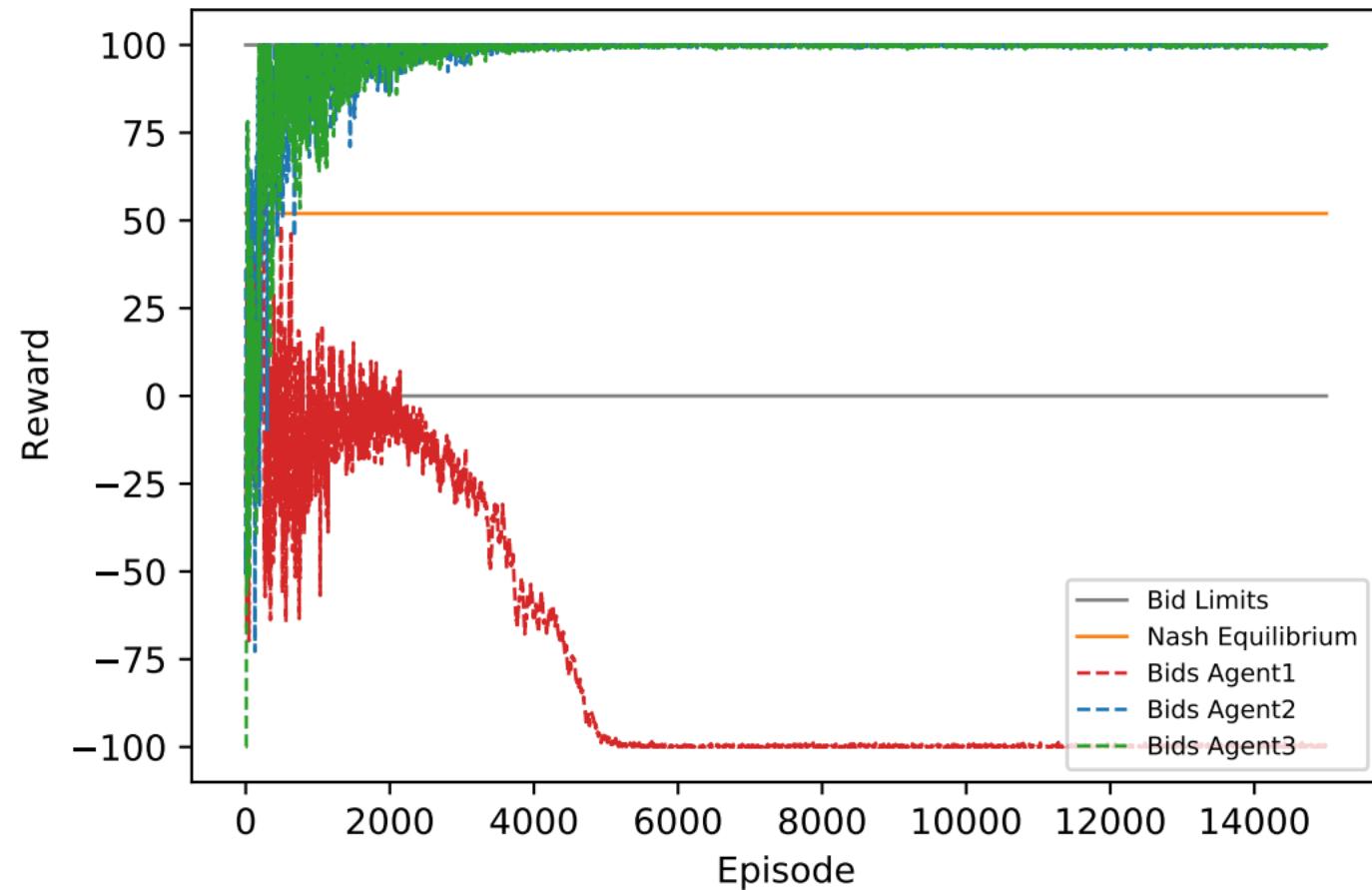
# BN lr4-3 woPast Action 3 Agents: Run 70



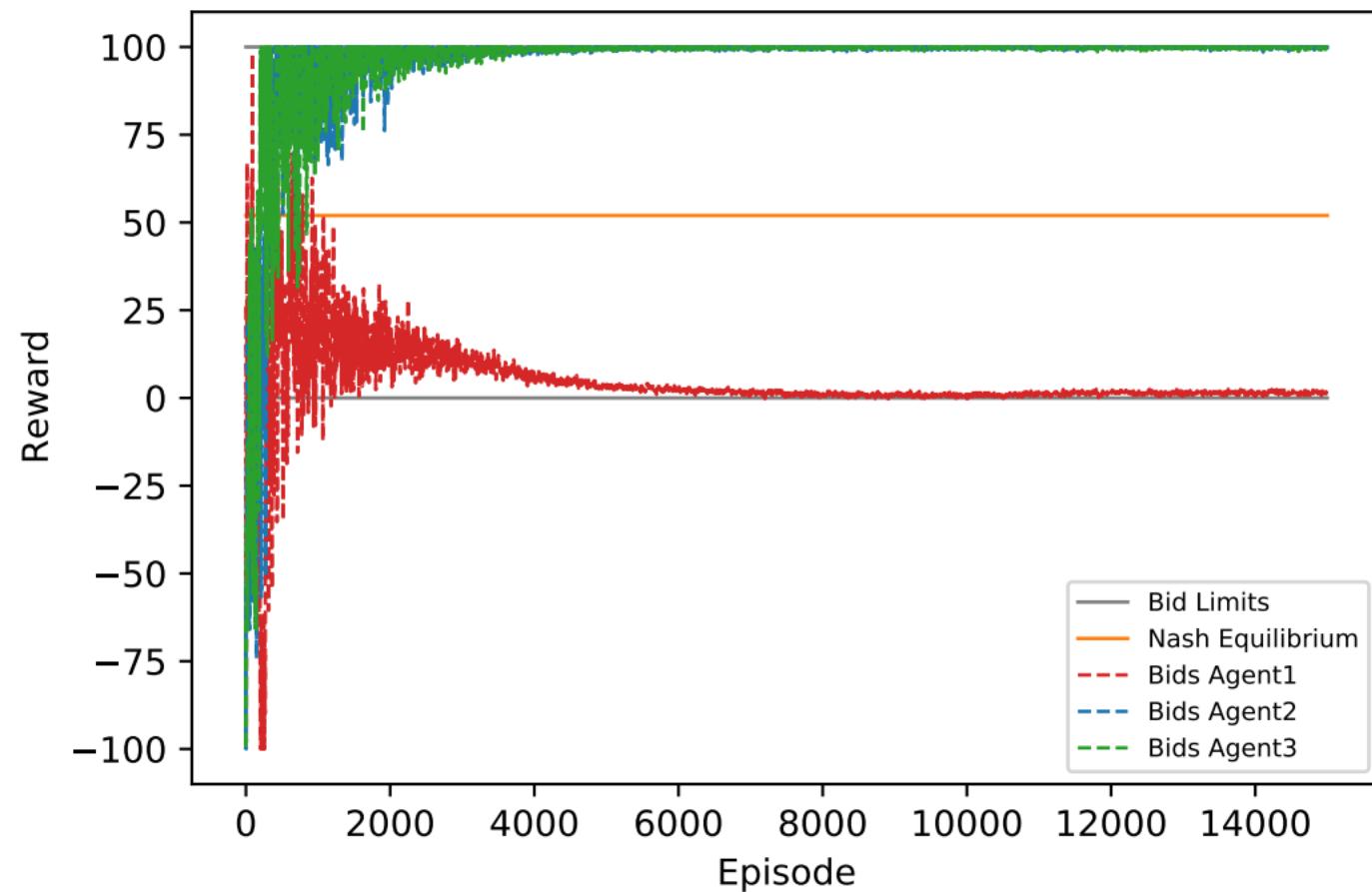
# BN lr4-3 woPast Action 3 Agents: Run 71



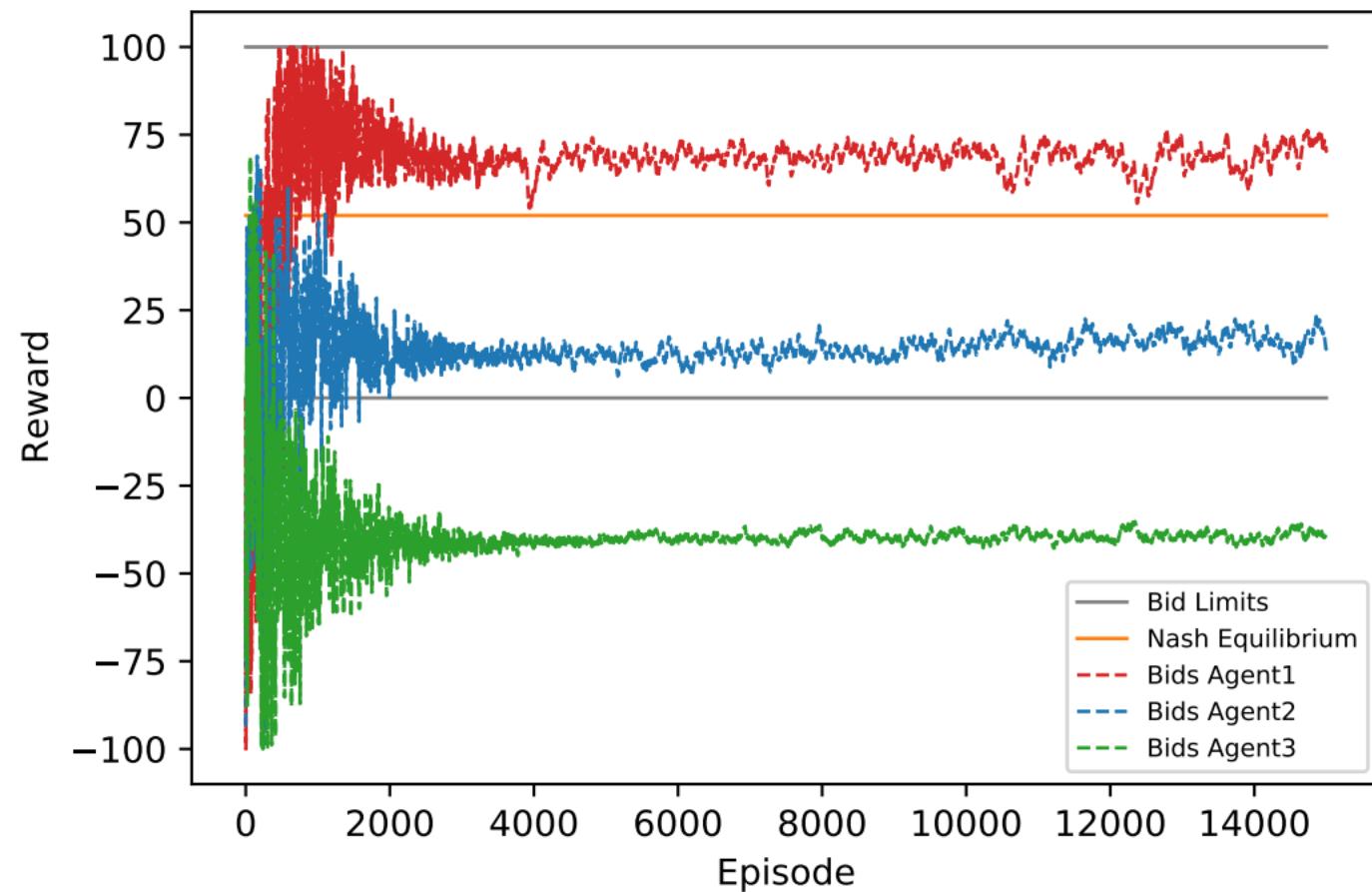
# BN lr4-3 woPast Action 3 Agents: Run 72



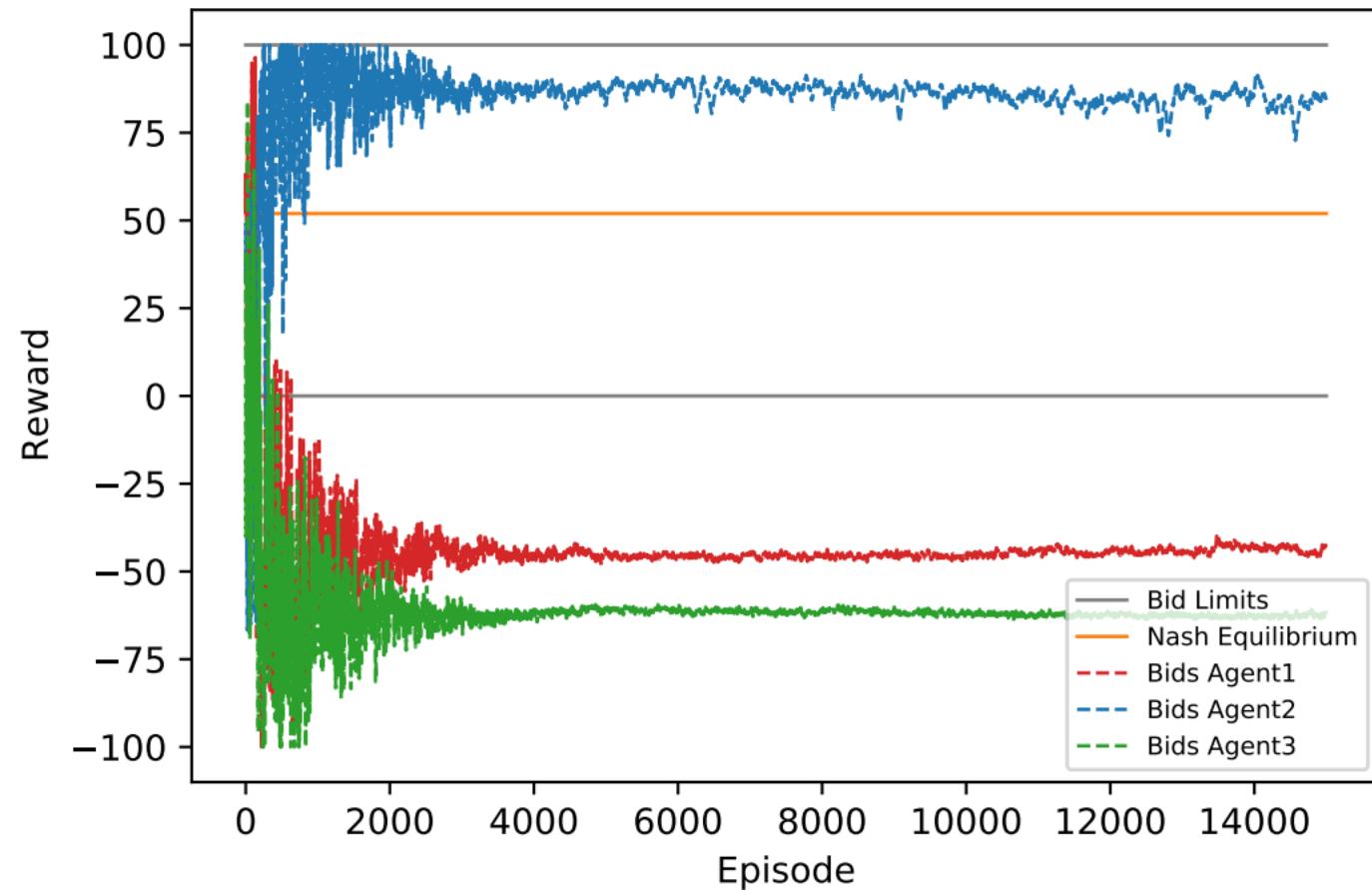
## BN lr4-3 woPast Action 3 Agents: Run 73



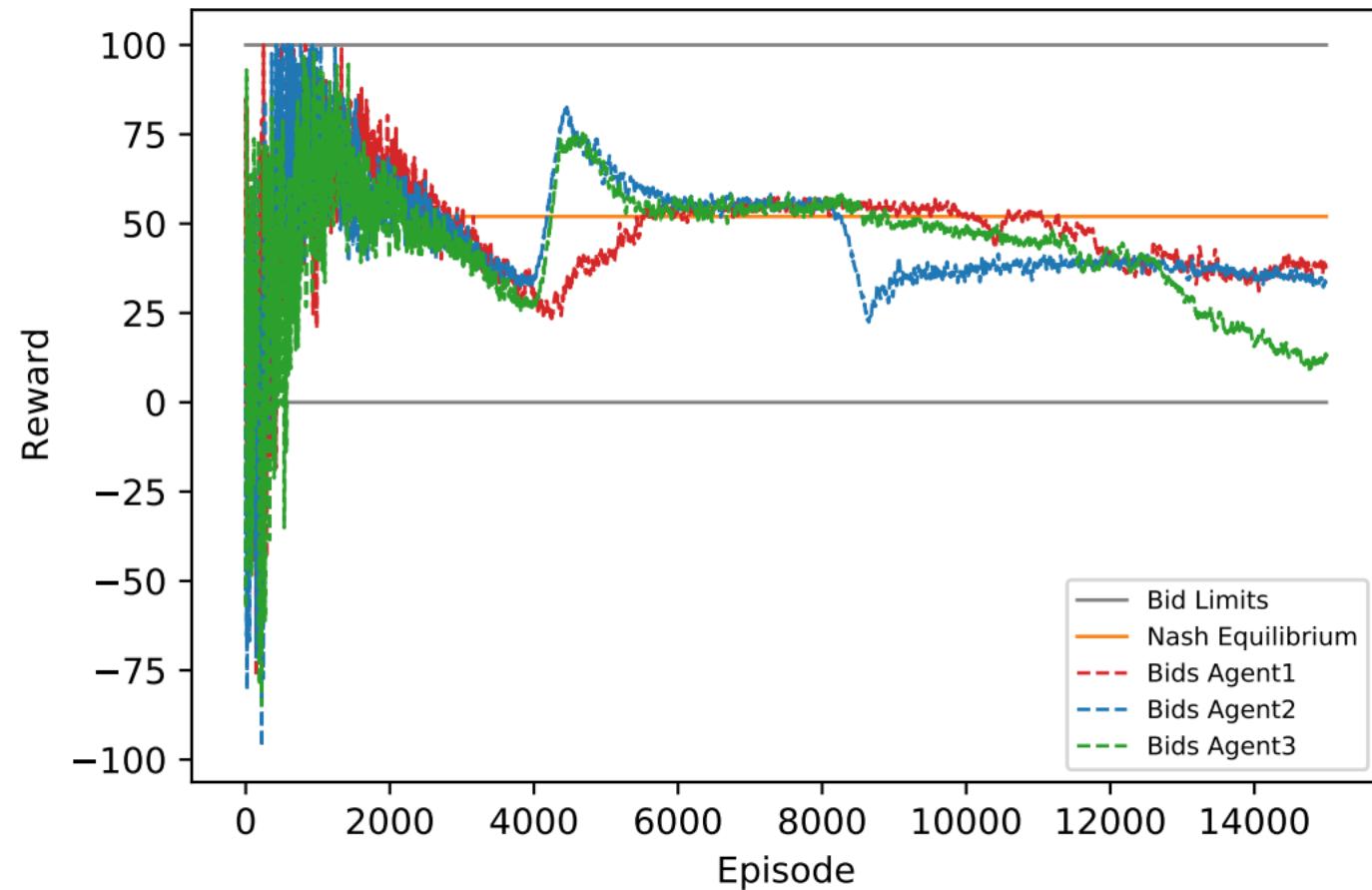
BN lr4-3 woPast Action 3 Agents: Run 74



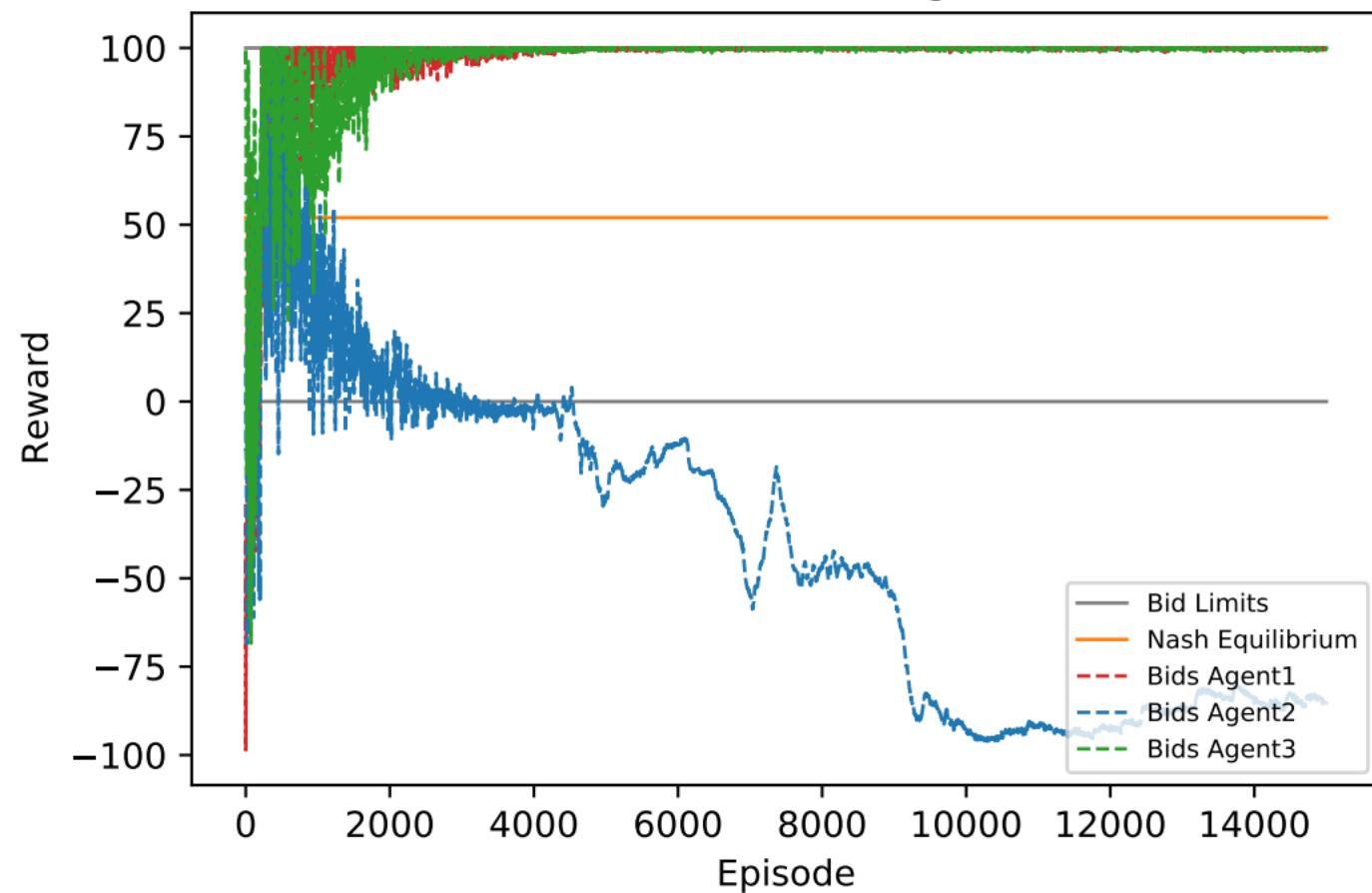
# BN lr4-3 woPast Action 3 Agents: Run 75



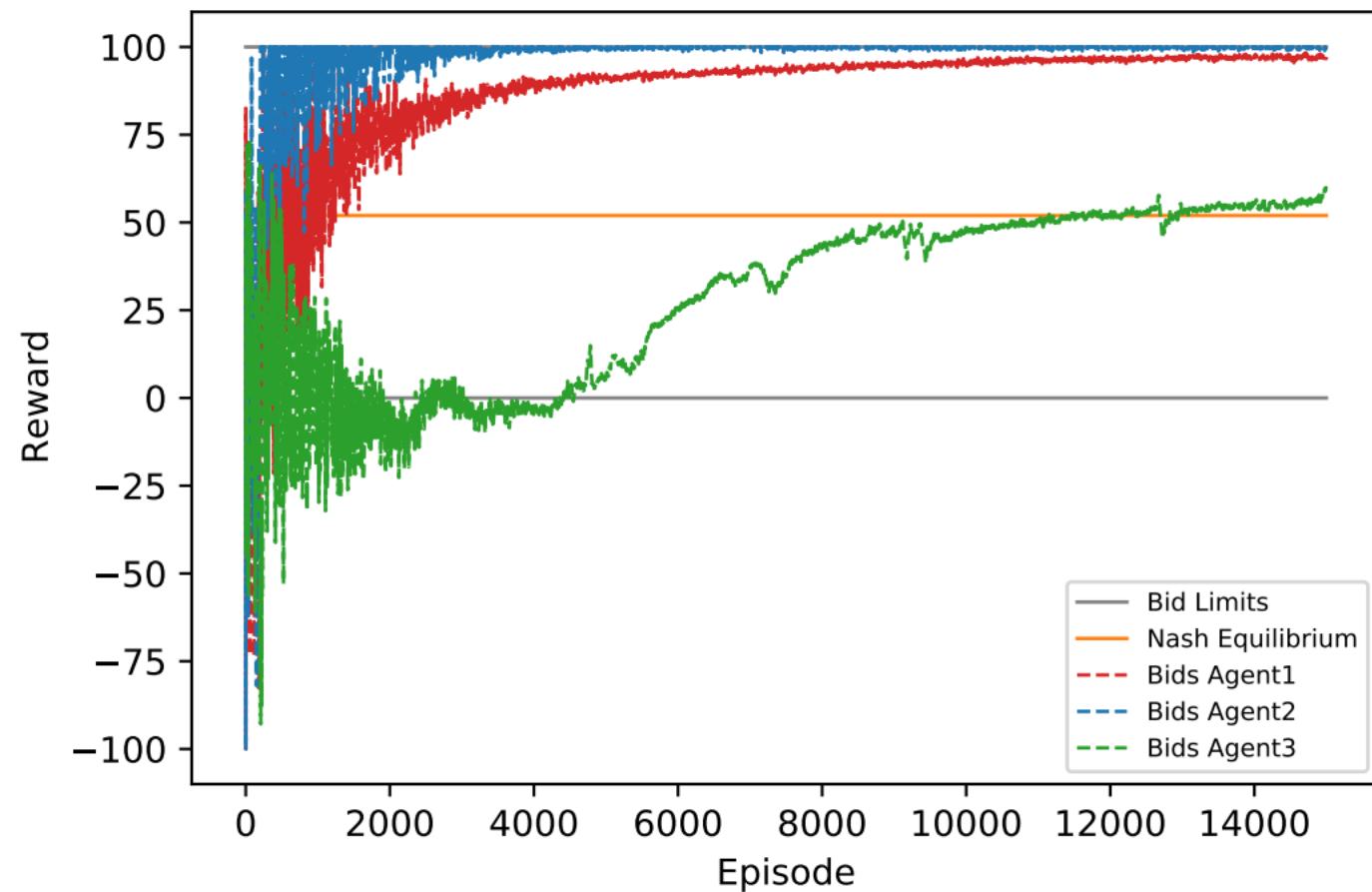
# BN lr4-3 woPast Action 3 Agents: Run 76



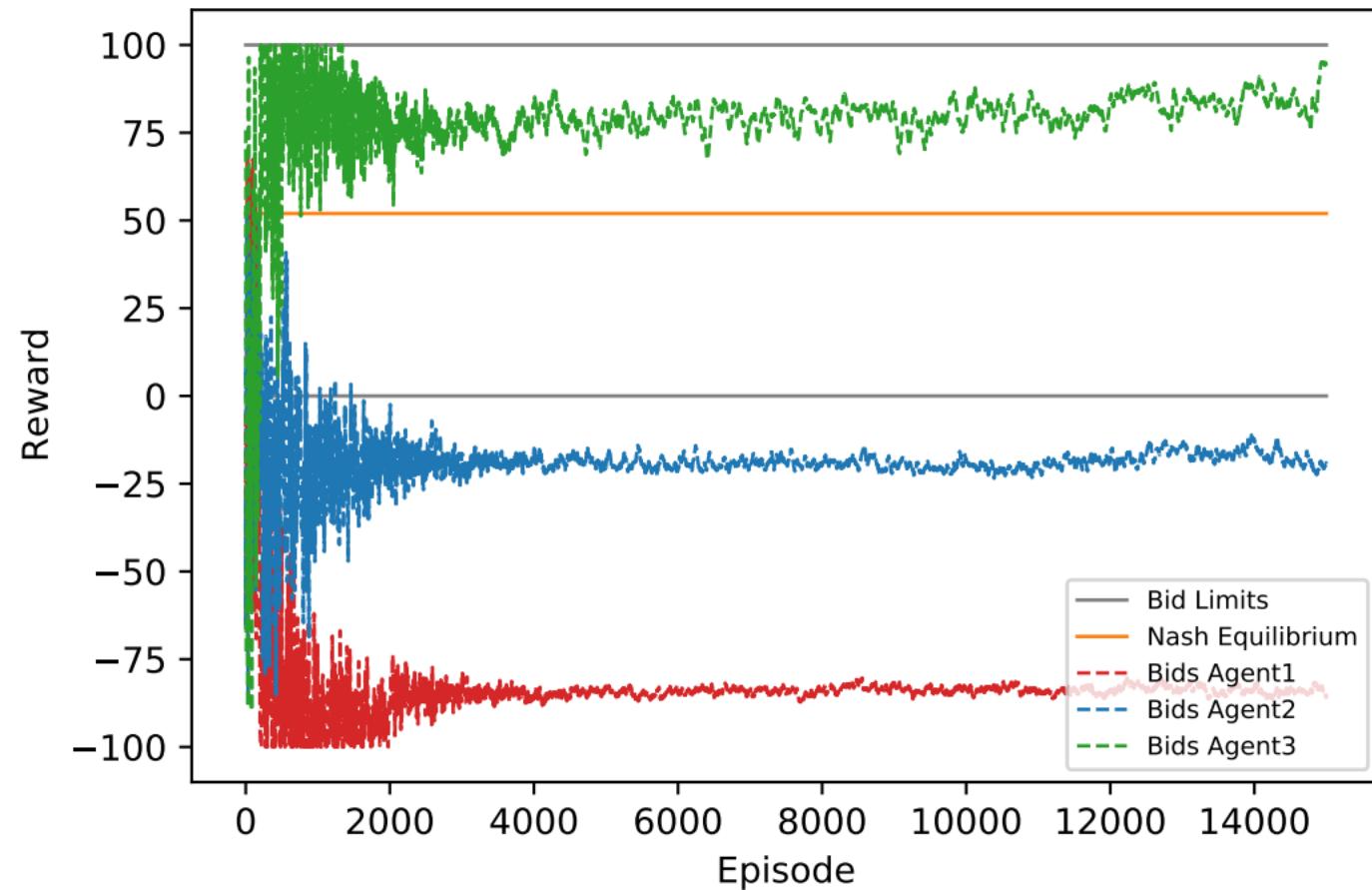
# BN lr4-3 woPast Action 3 Agents: Run 77



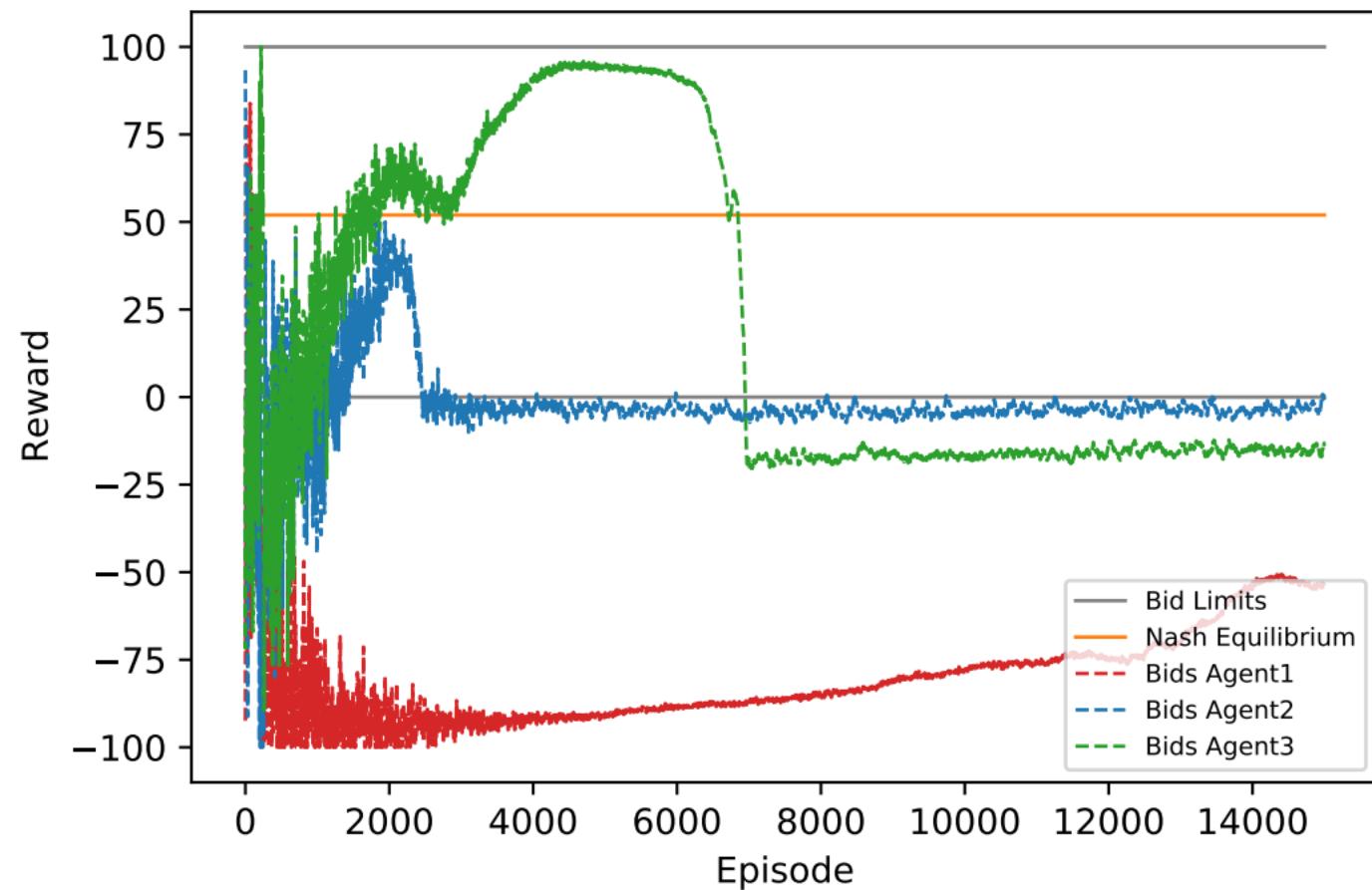
# BN lr4-3 woPast Action 3 Agents: Run 78



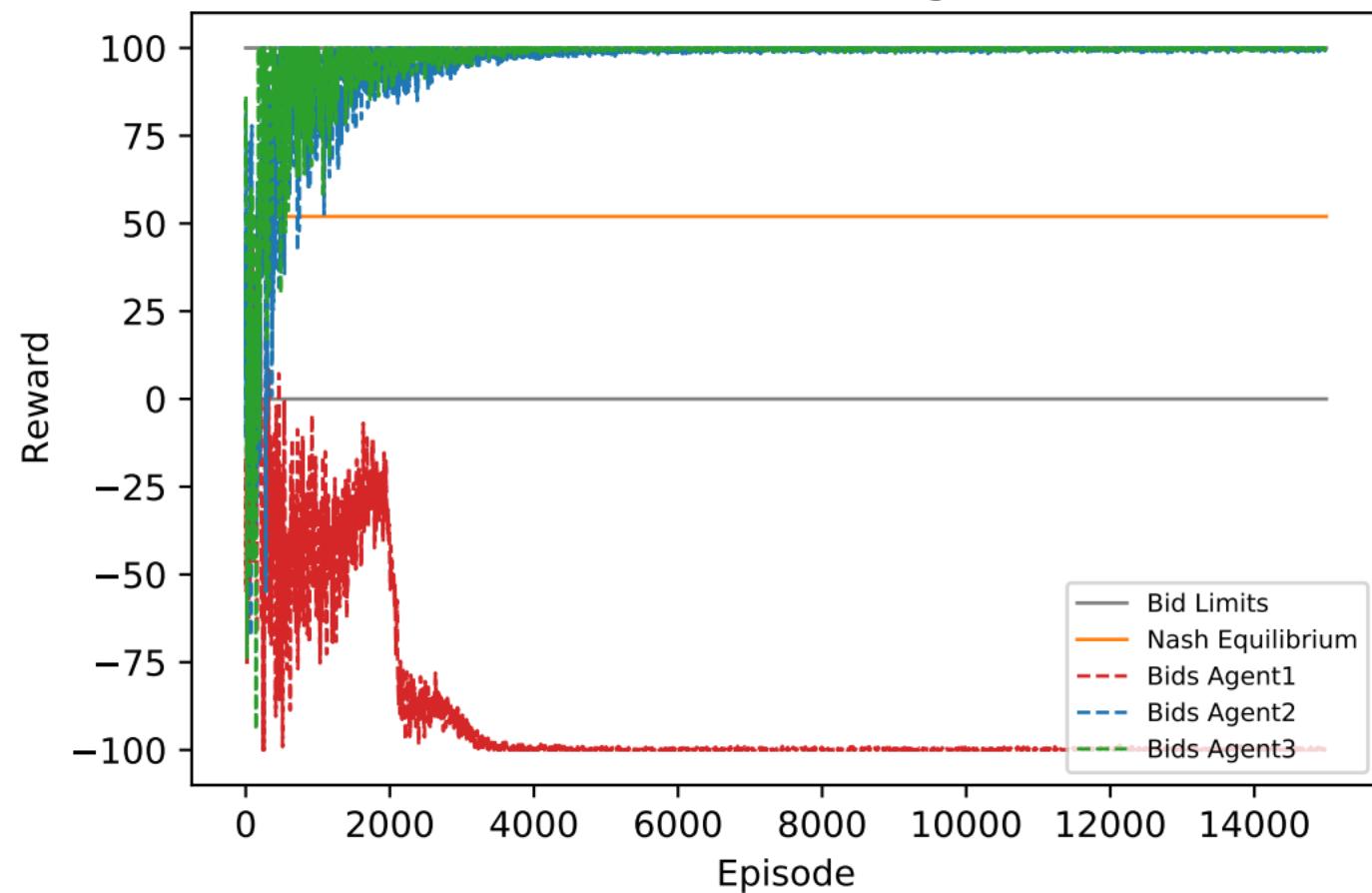
# BN lr4-3 woPast Action 3 Agents: Run 79



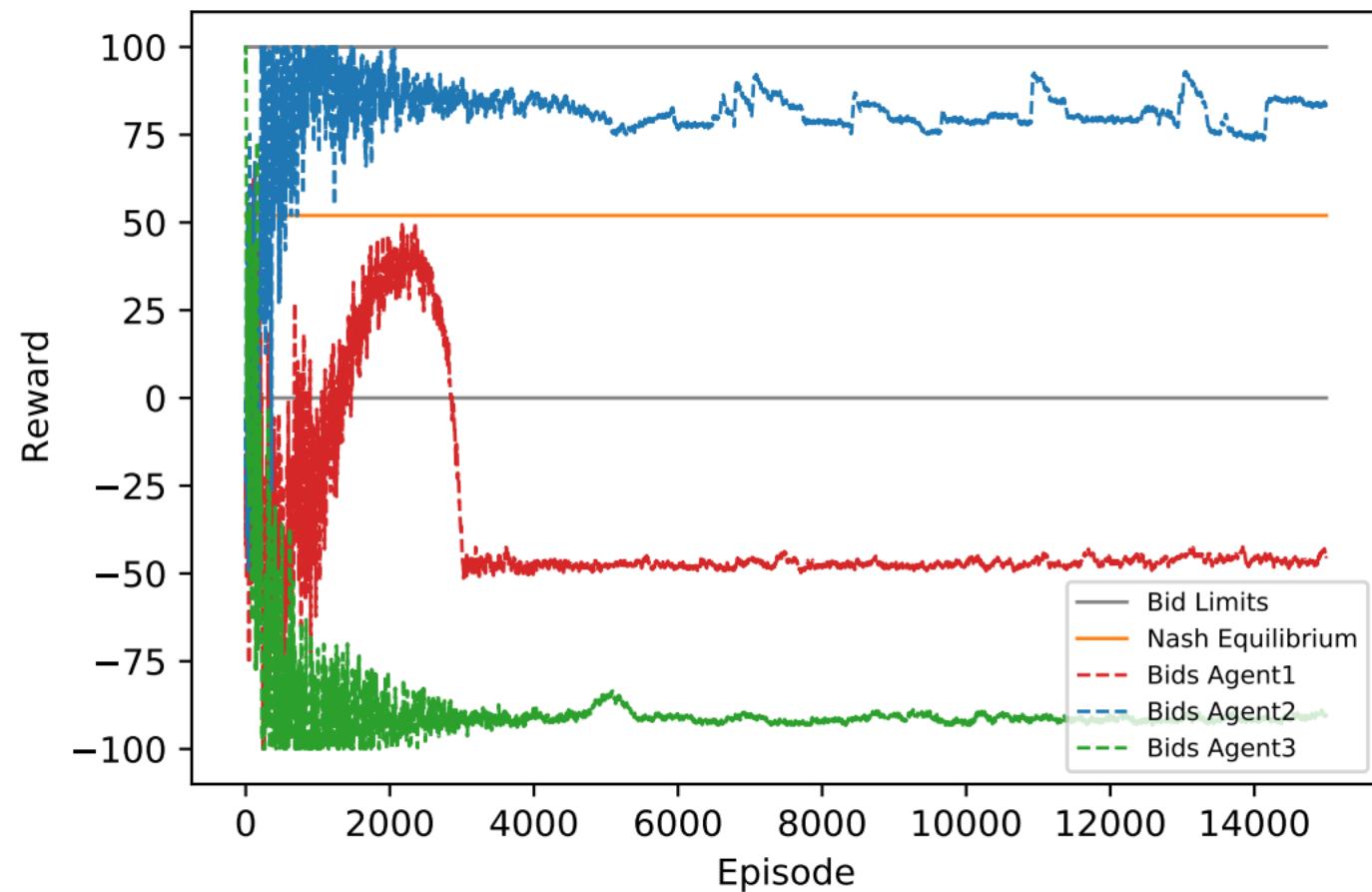
# BN lr4-3 woPast Action 3 Agents: Run 80



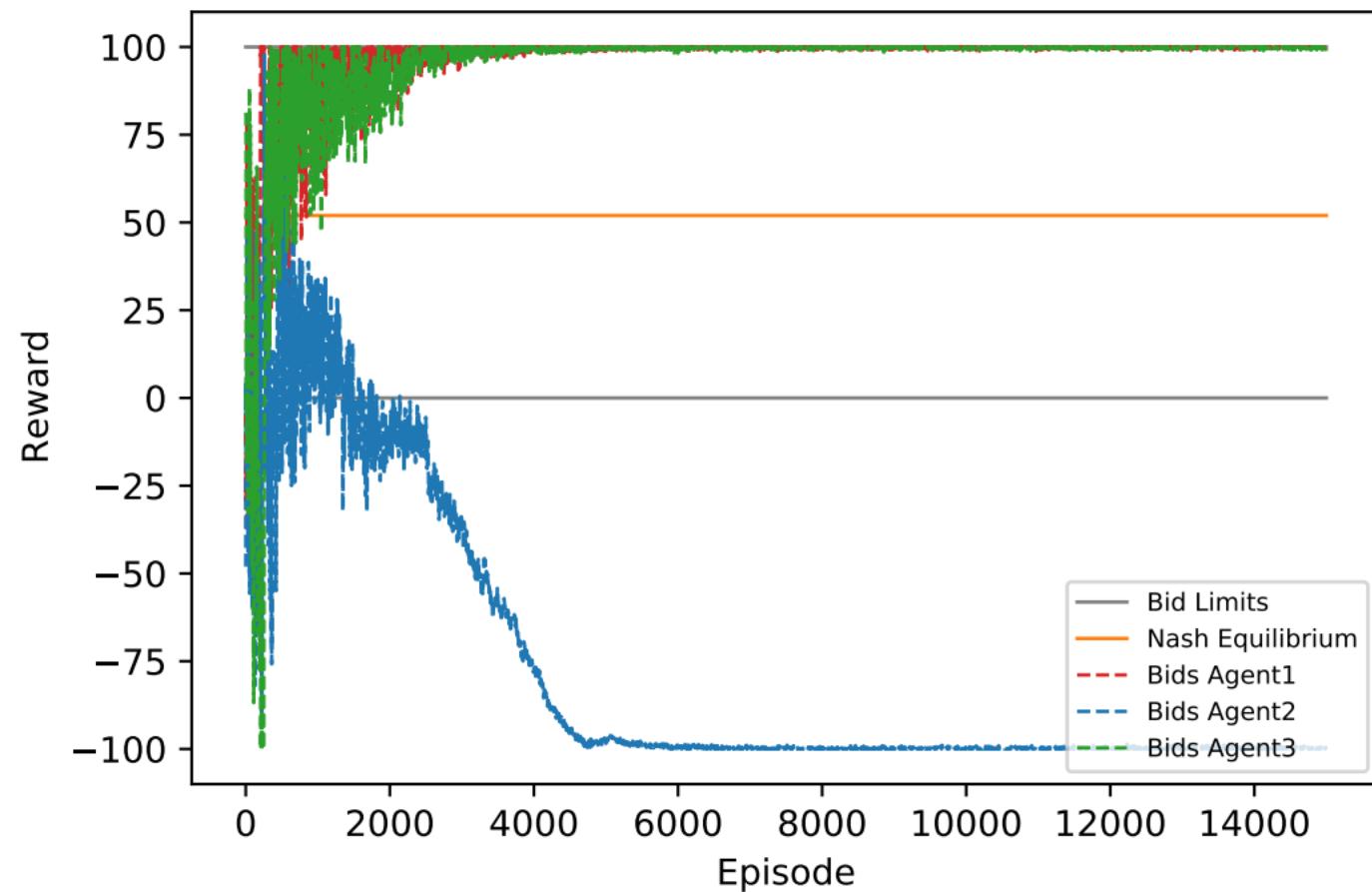
# BN lr4-3 woPast Action 3 Agents: Run 81



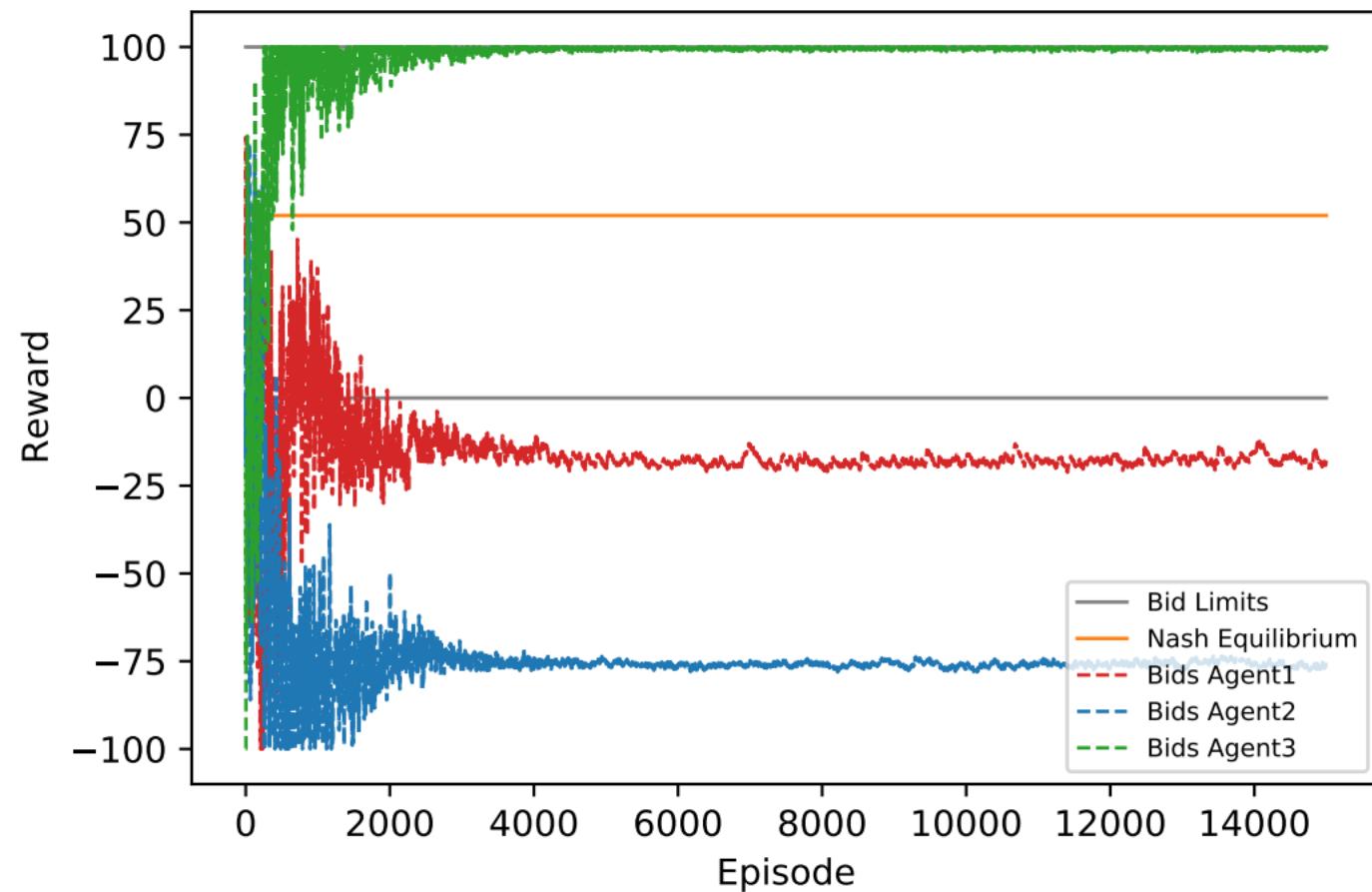
# BN lr4-3 woPast Action 3 Agents: Run 82



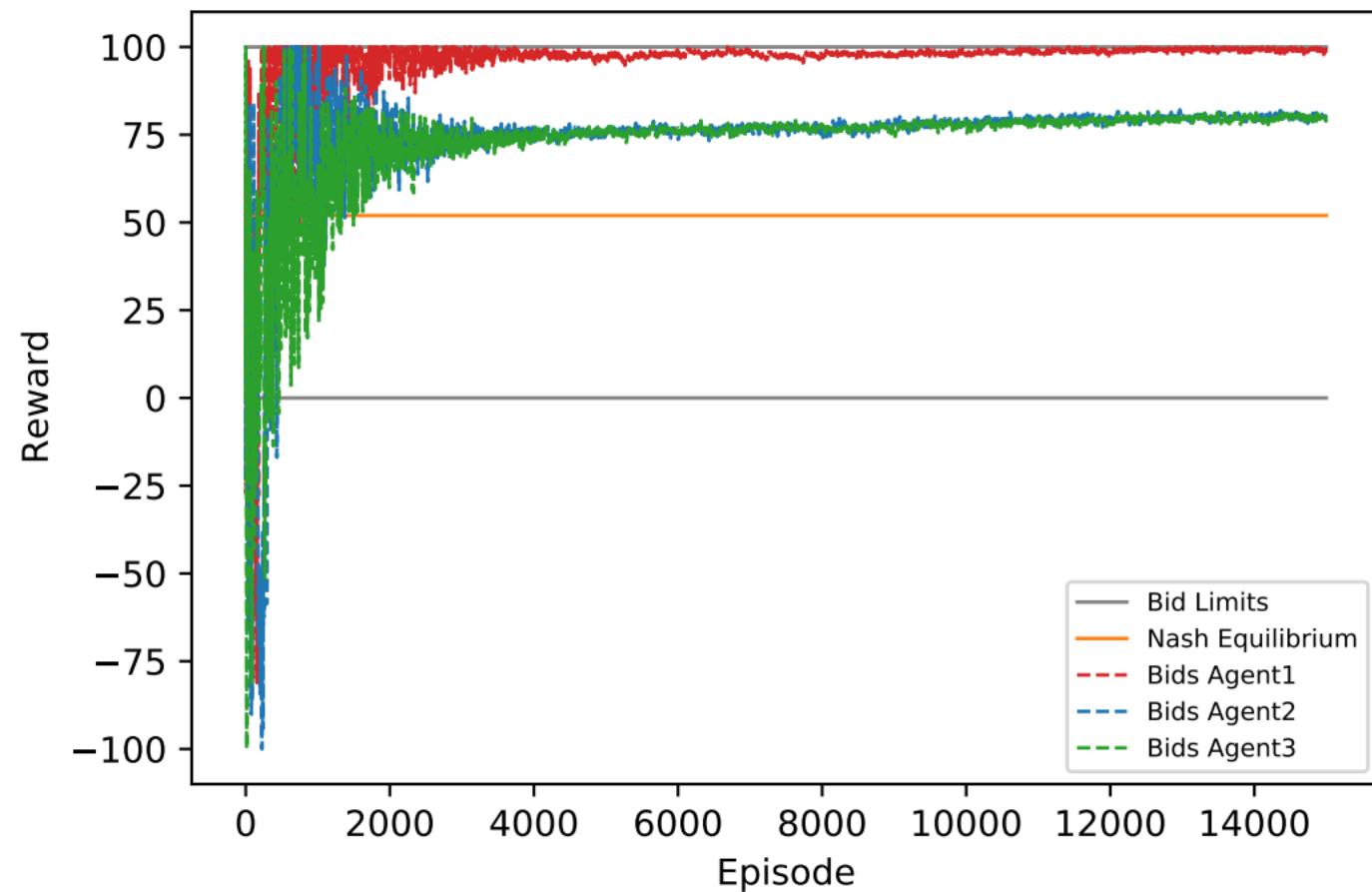
## BN lr4-3 woPast Action 3 Agents: Run 83



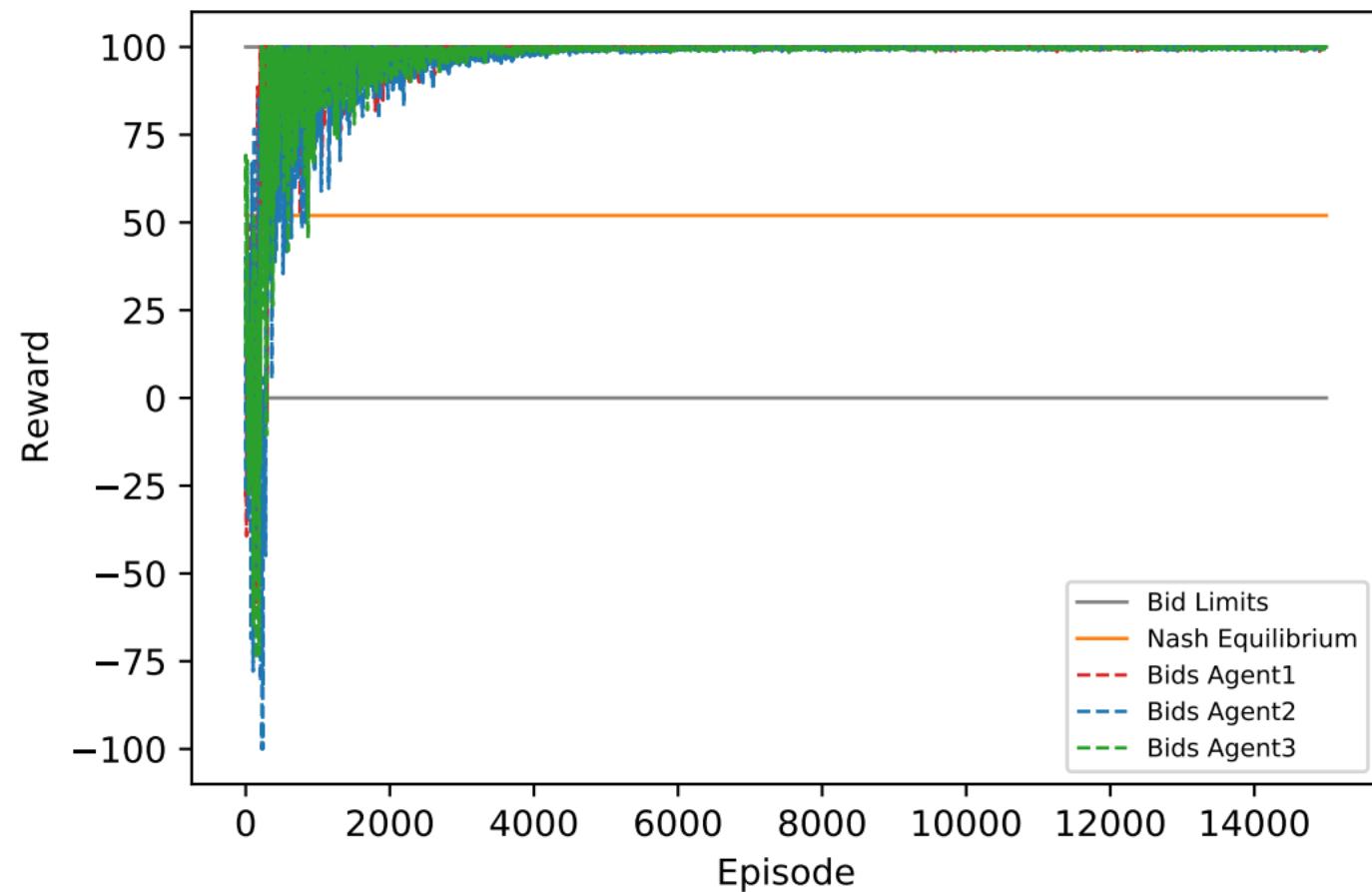
### BN lr4-3 woPast Action 3 Agents: Run 84



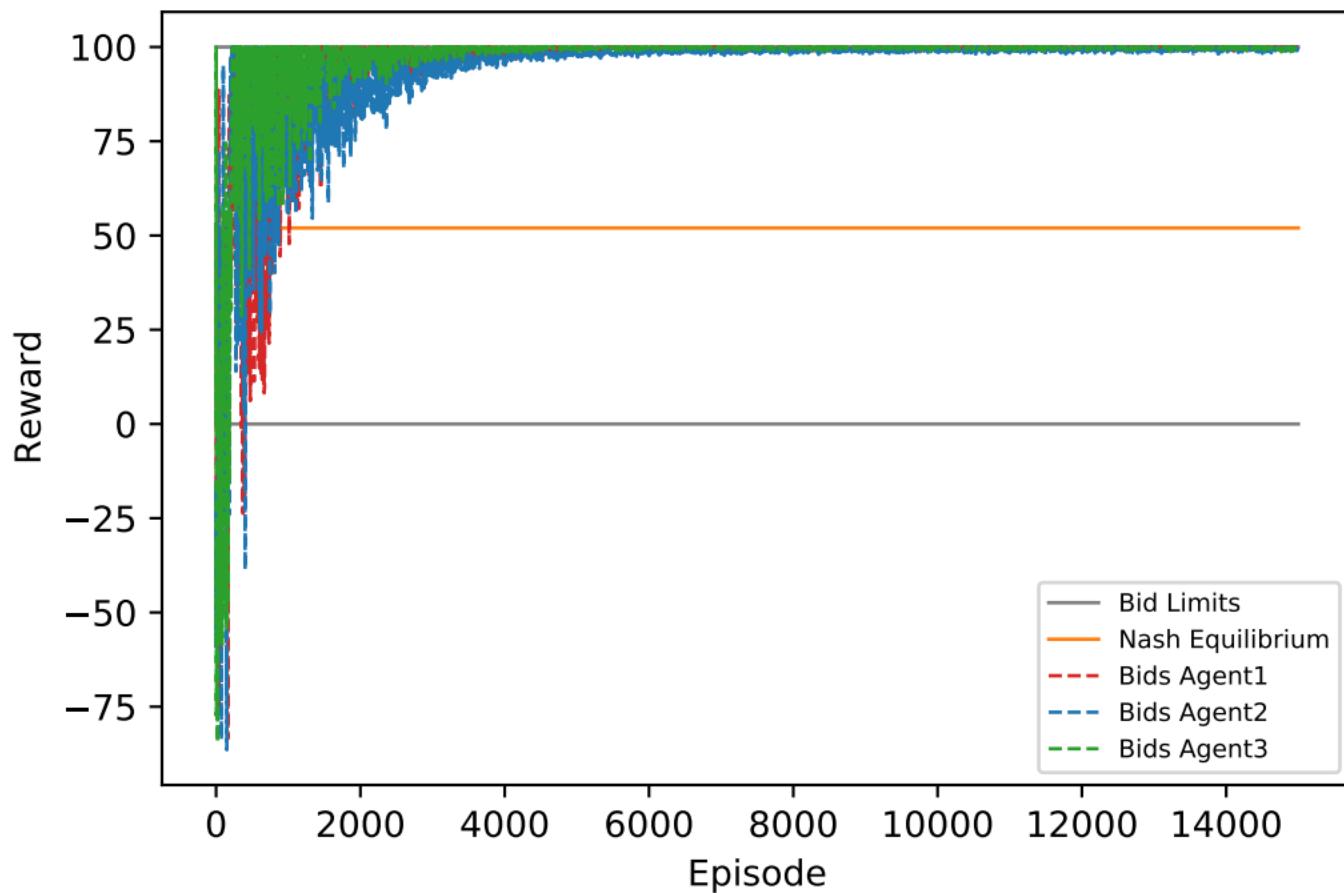
### BN lr4-3 woPast Action 3 Agents: Run 85



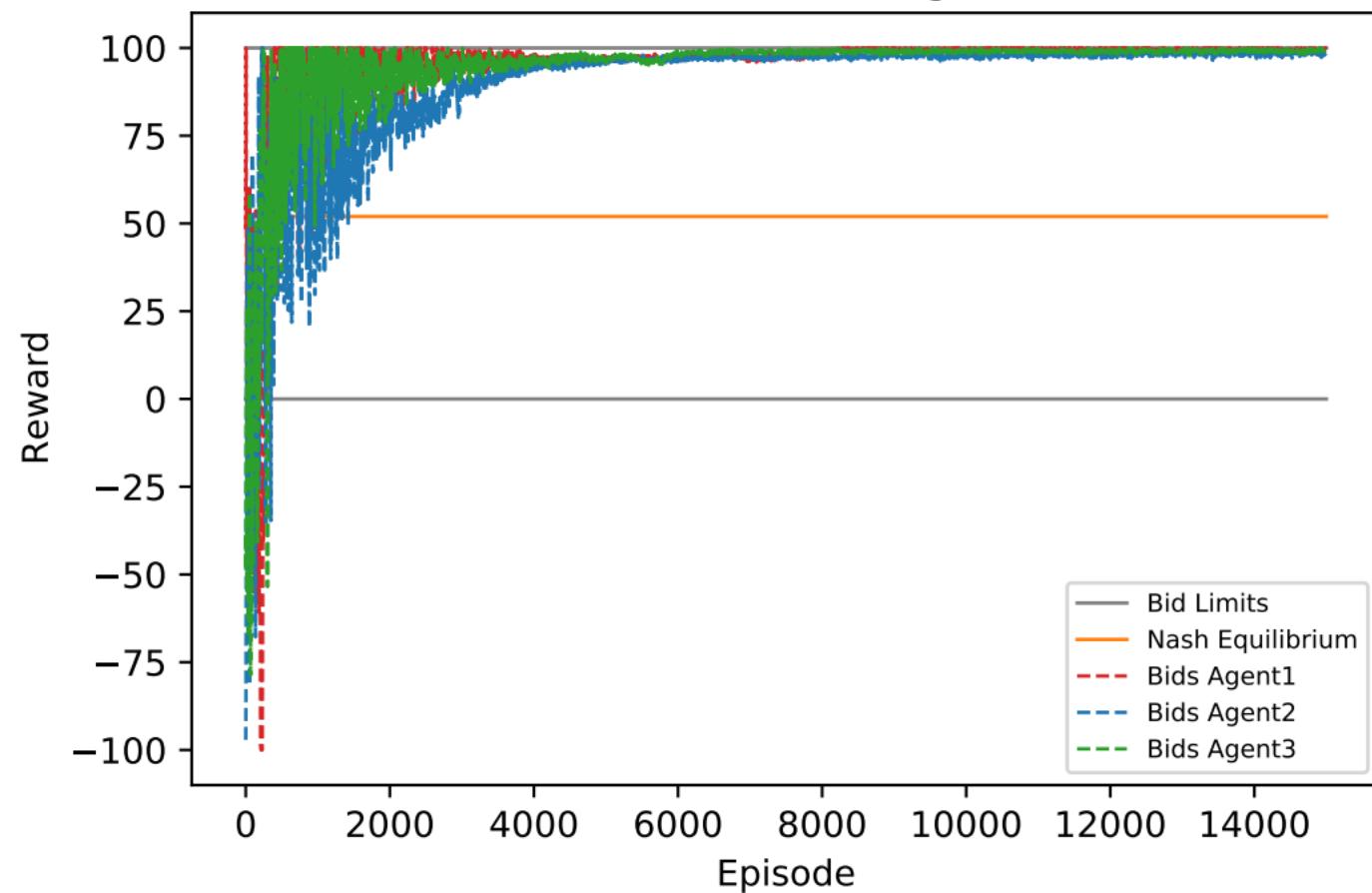
### BN lr4-3 woPast Action 3 Agents: Run 86



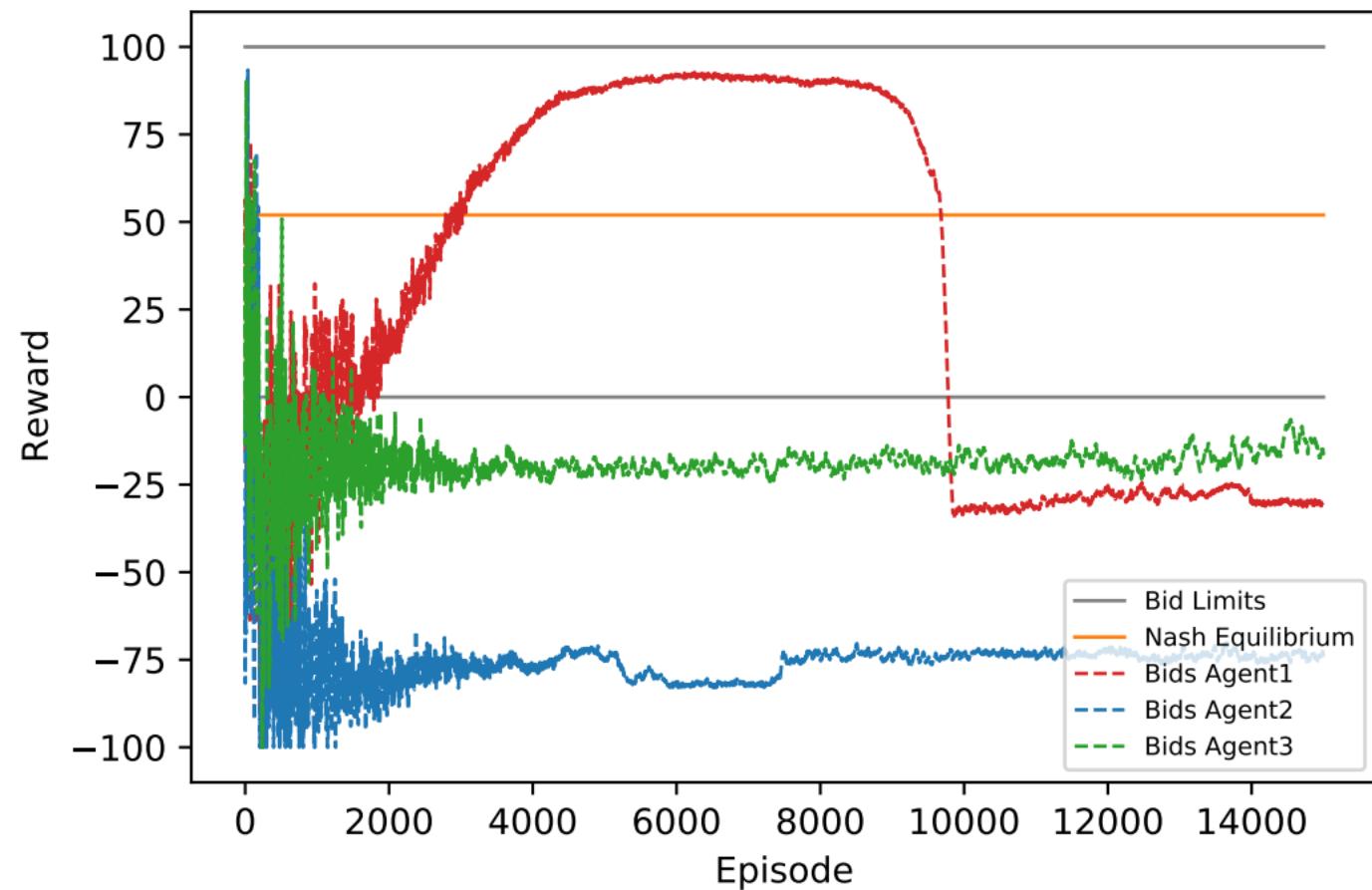
BN lr4-3 woPast Action 3 Agents: Run 87



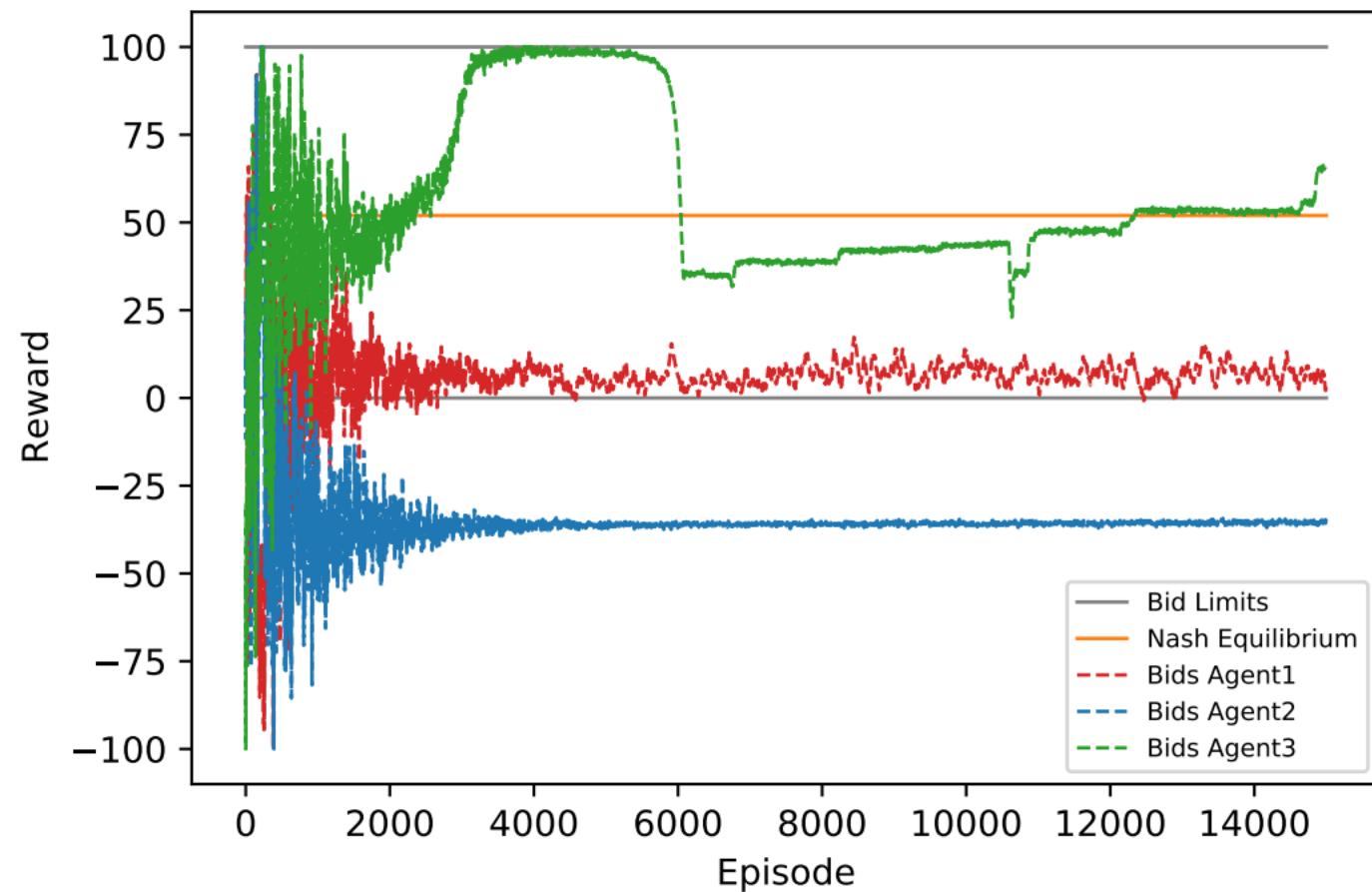
### BN lr4-3 woPast Action 3 Agents: Run 88



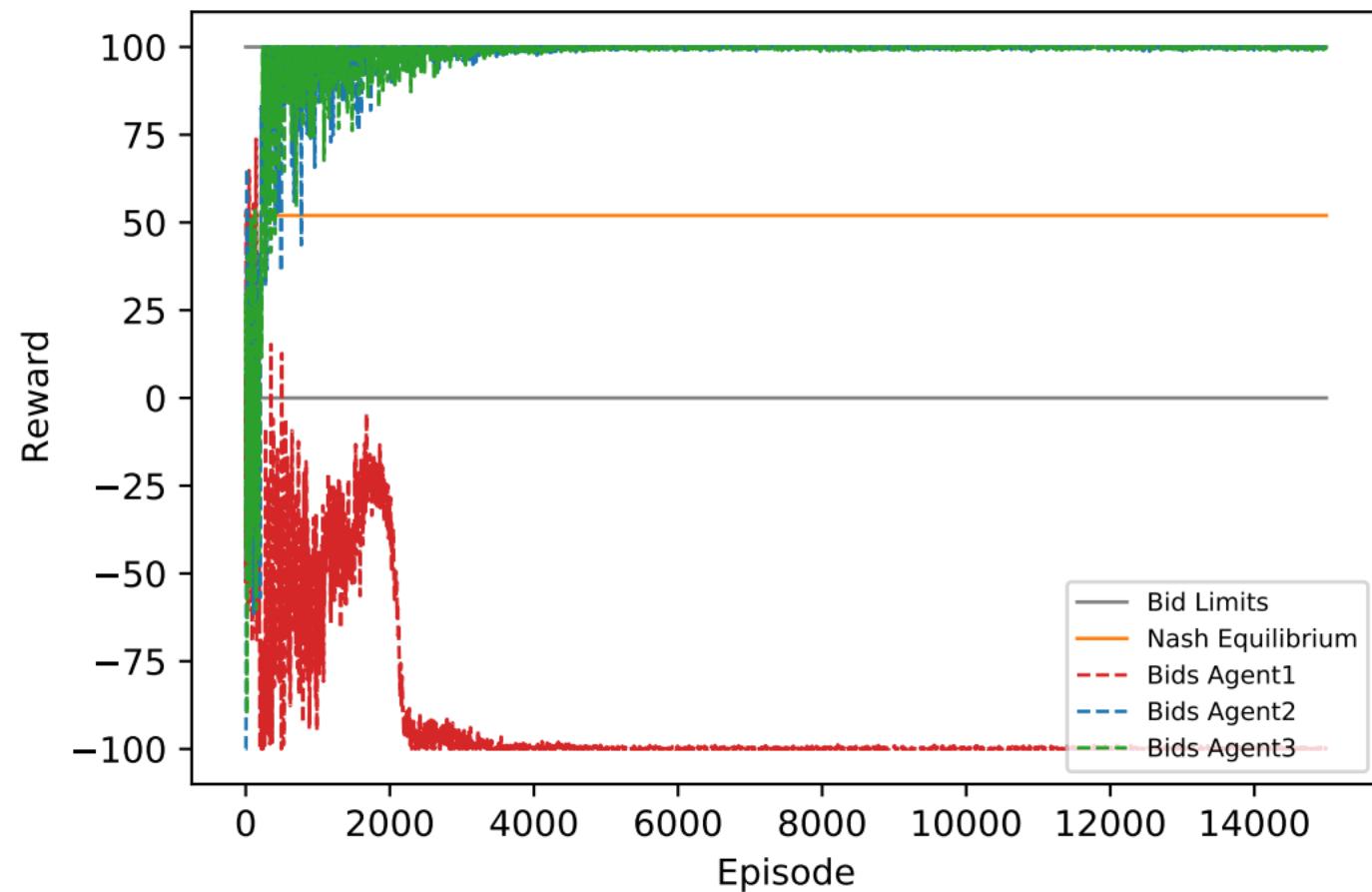
# BN lr4-3 woPast Action 3 Agents: Run 89



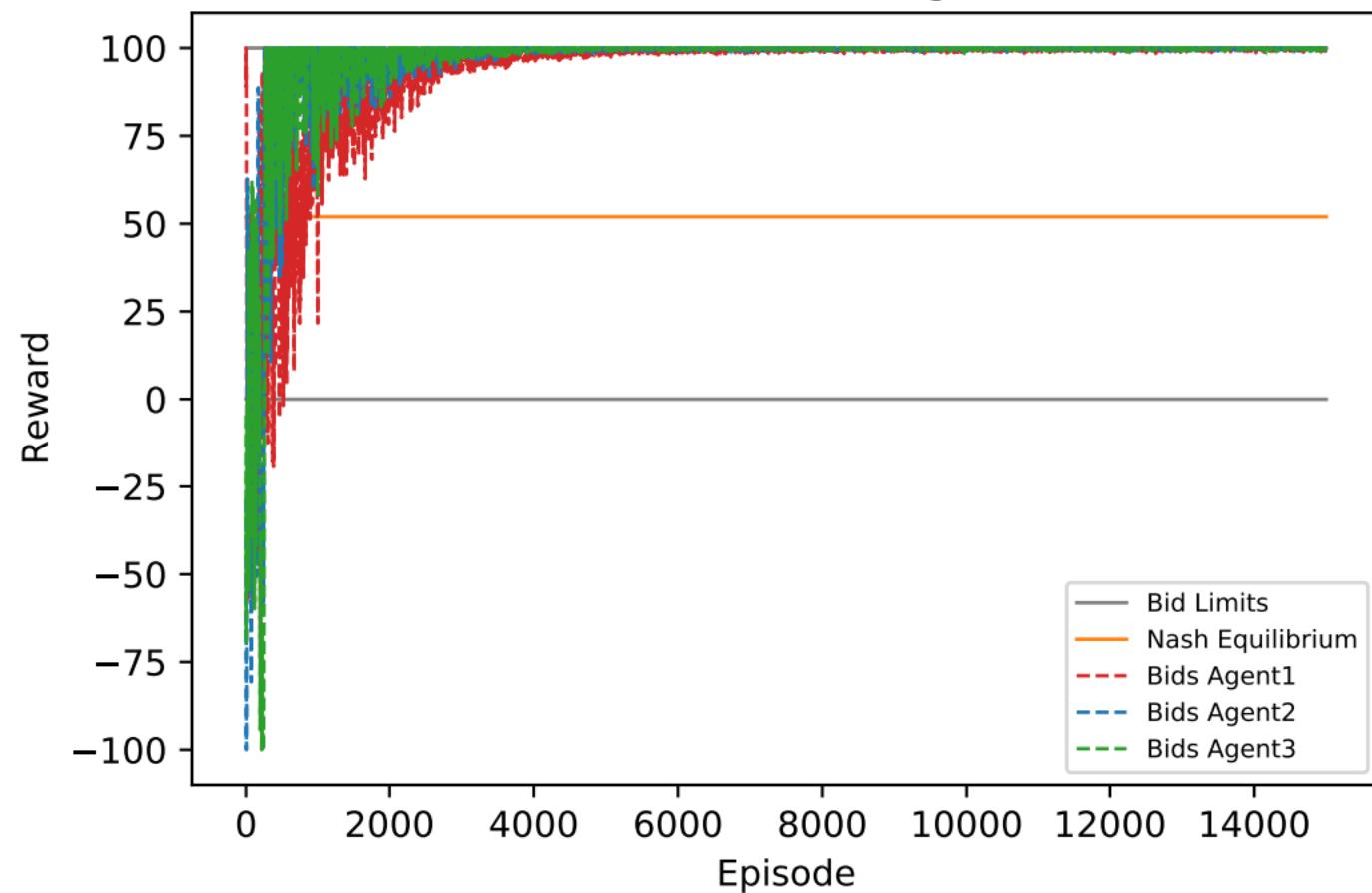
### BN lr4-3 woPast Action 3 Agents: Run 90



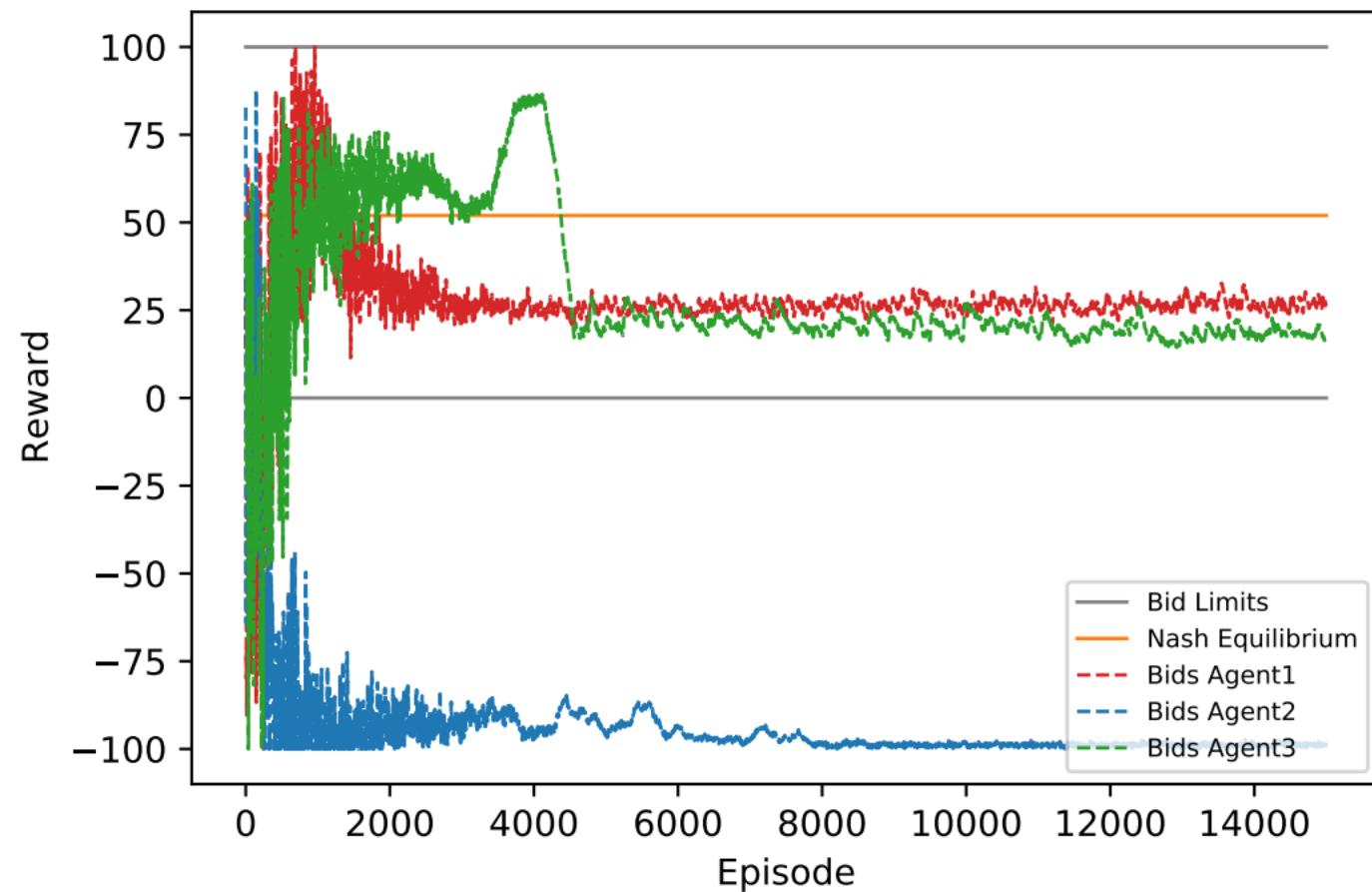
BN lr4-3 woPast Action 3 Agents: Run 91



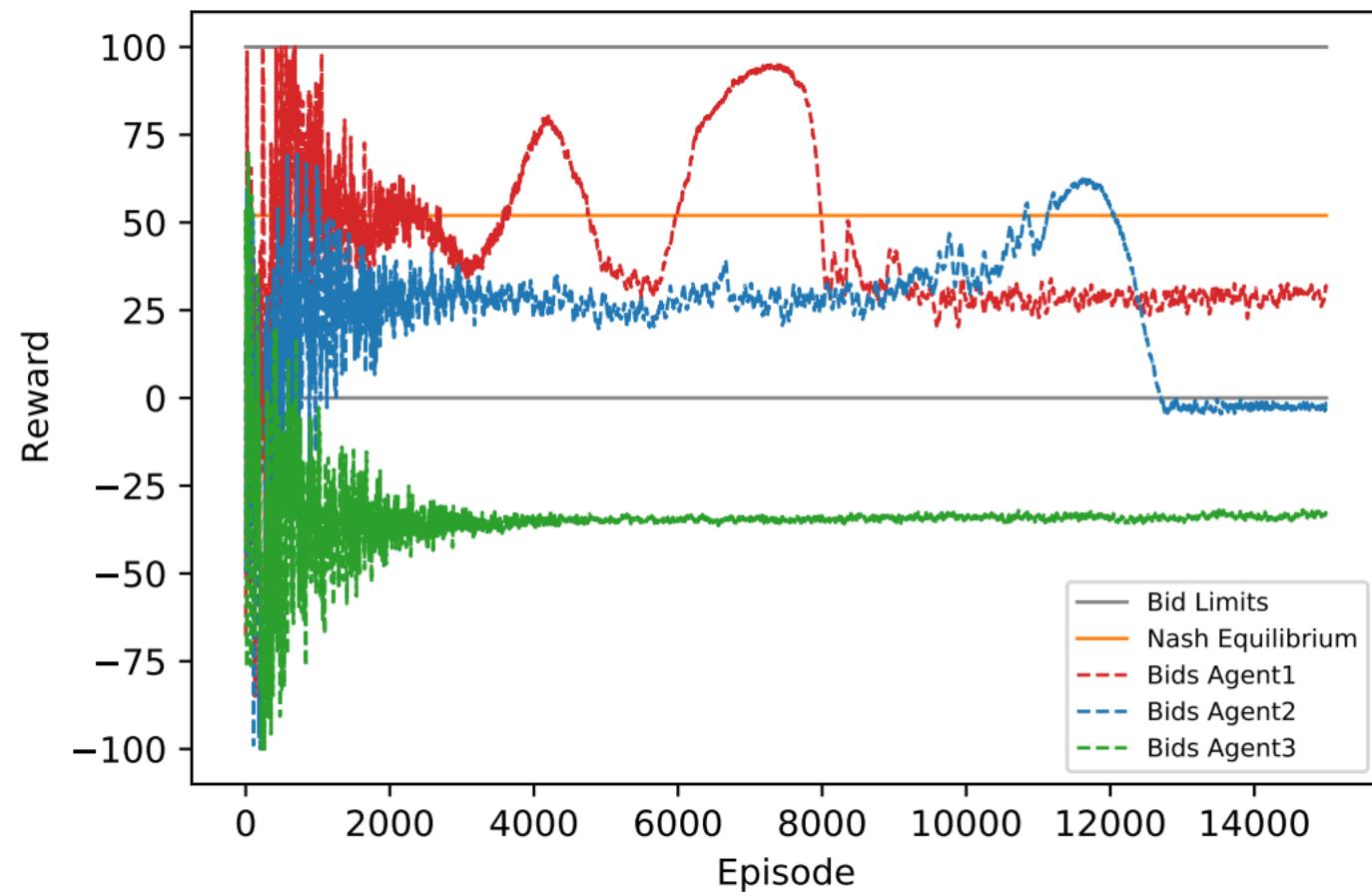
# BN lr4-3 woPast Action 3 Agents: Run 92



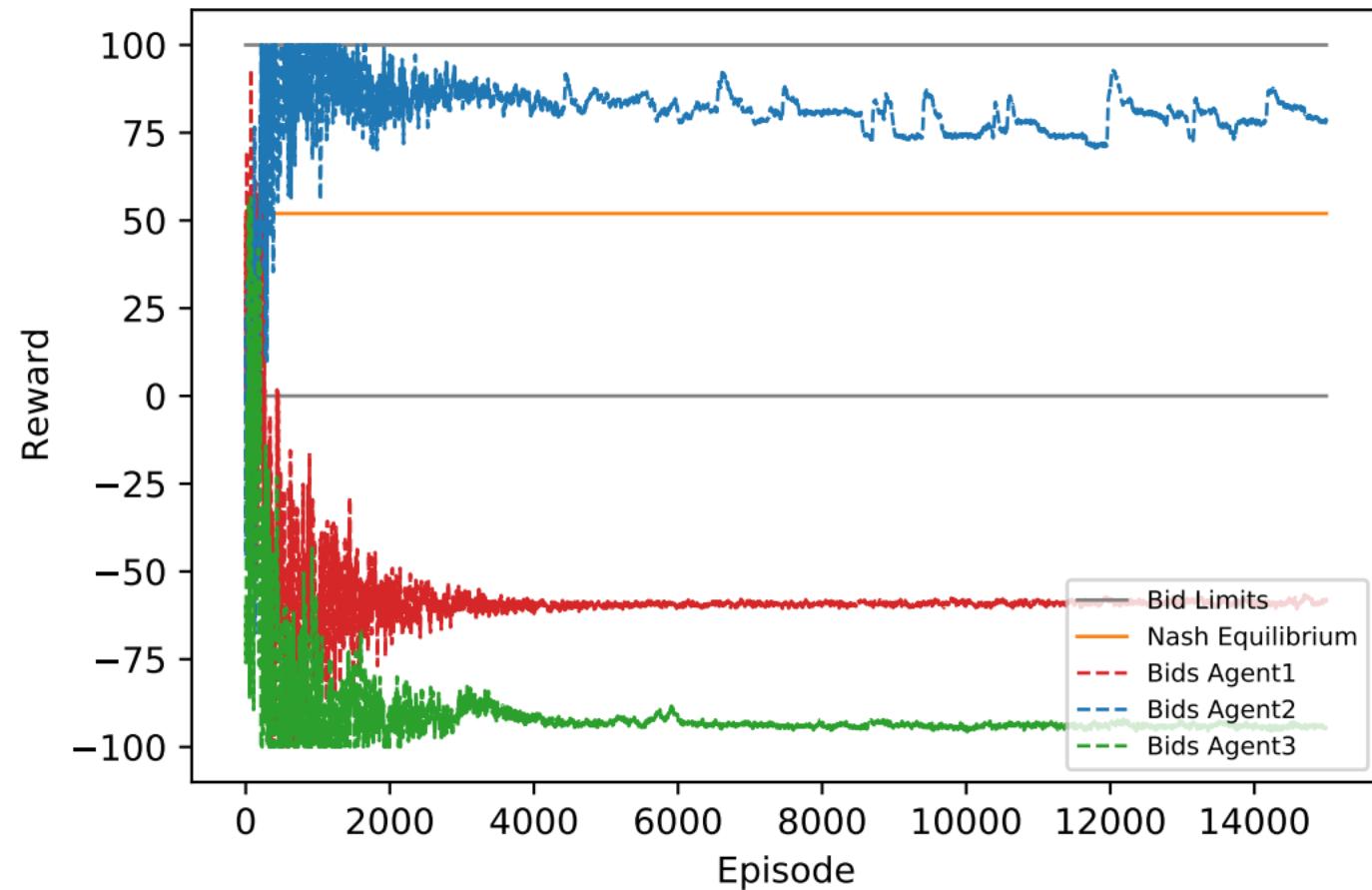
### BN lr4-3 woPast Action 3 Agents: Run 93



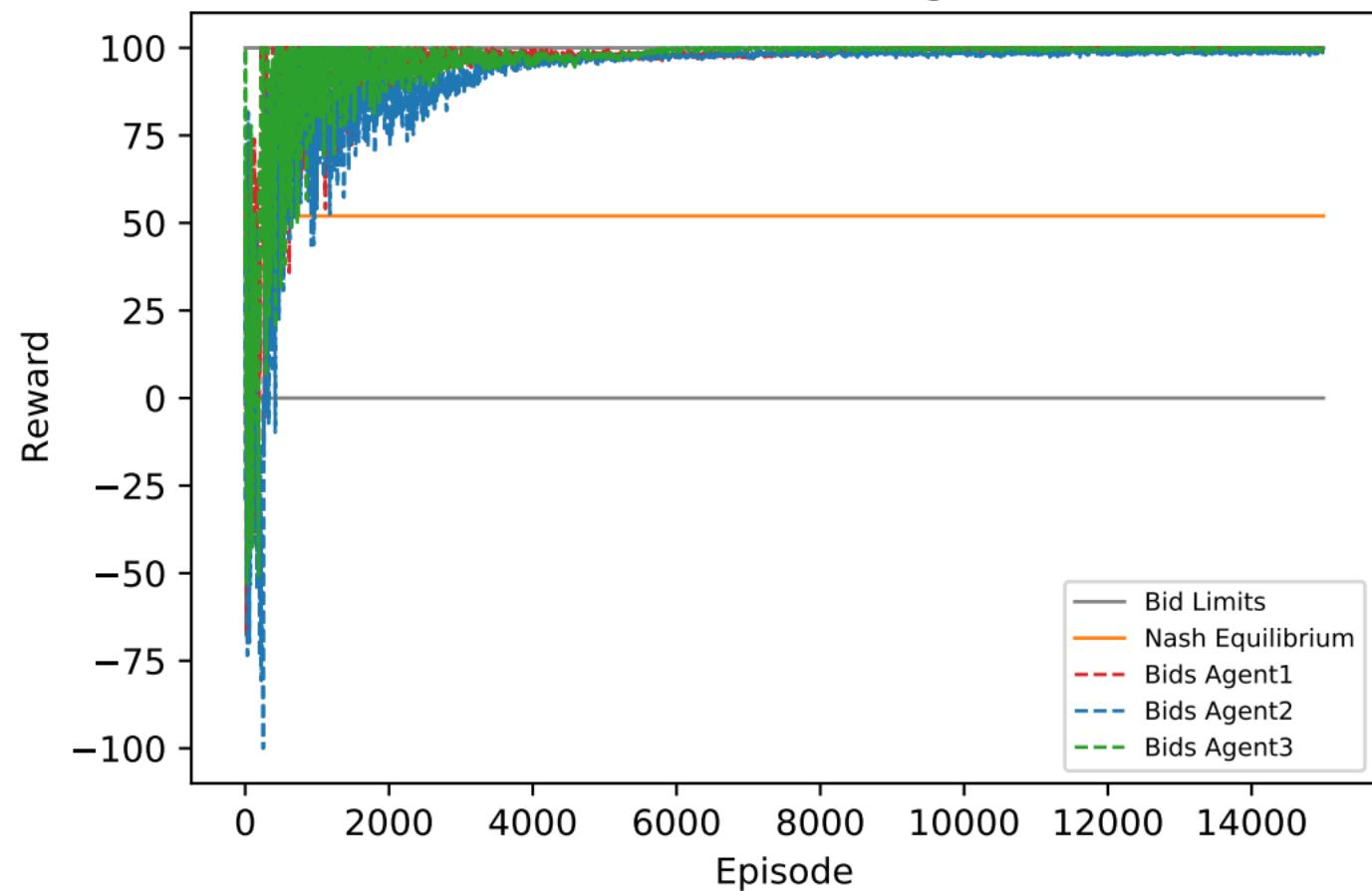
# BN lr4-3 woPast Action 3 Agents: Run 94



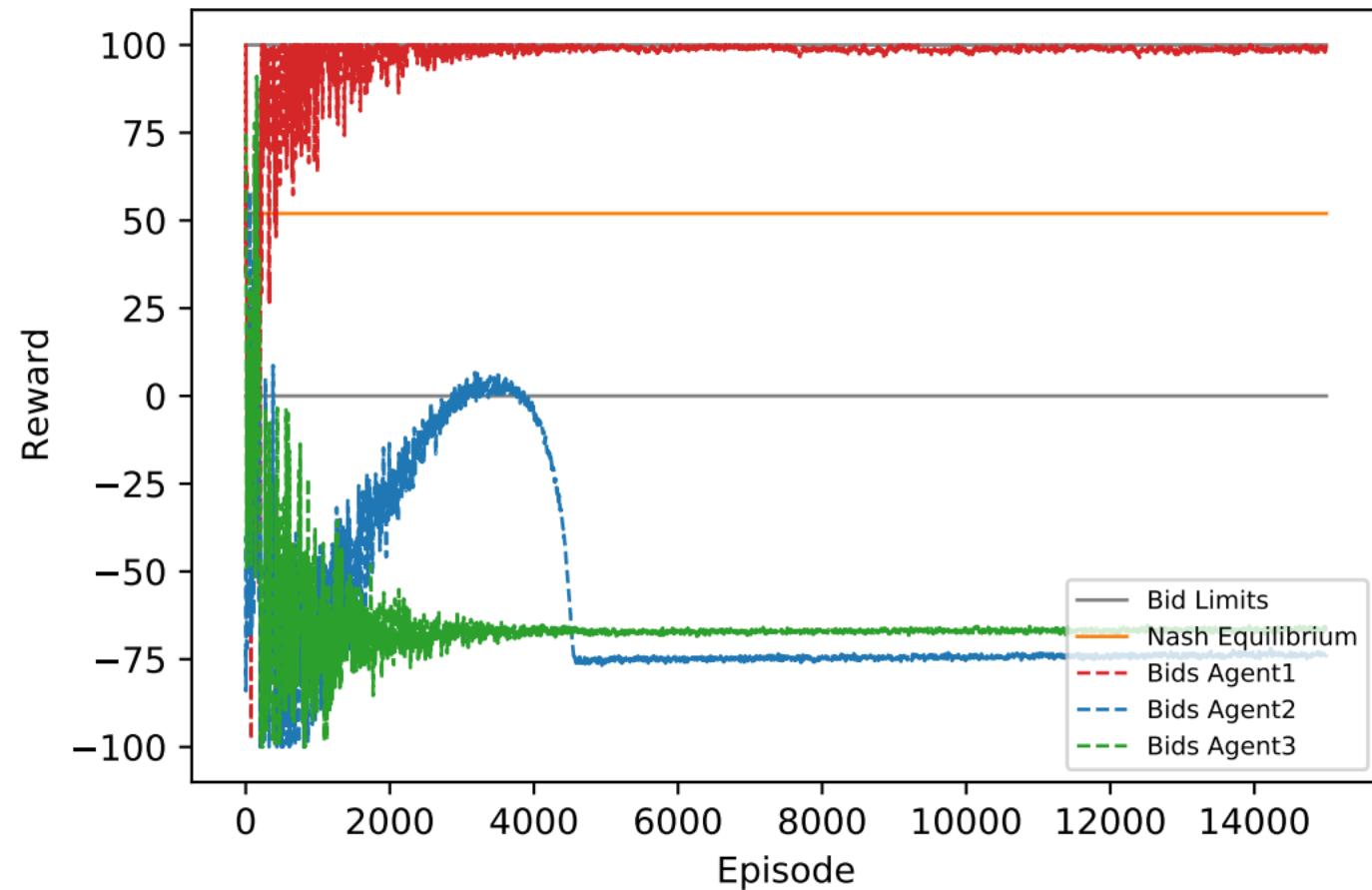
# BN lr4-3 woPast Action 3 Agents: Run 95



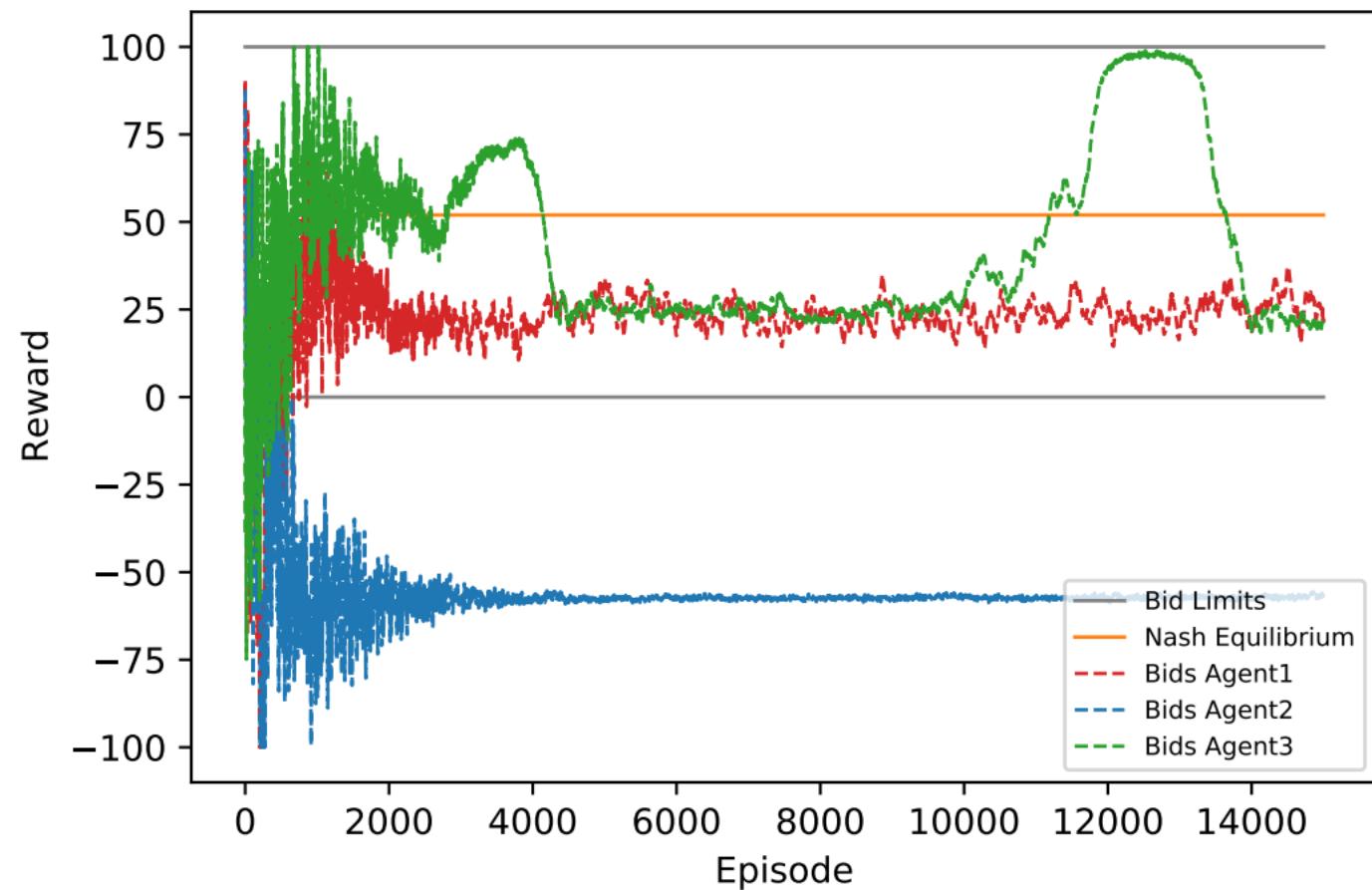
### BN lr4-3 woPast Action 3 Agents: Run 96



# BN lr4-3 woPast Action 3 Agents: Run 97



# BN lr4-3 woPast Action 3 Agents: Run 98



# BN lr4-3 woPast Action 3 Agents: Run 99

