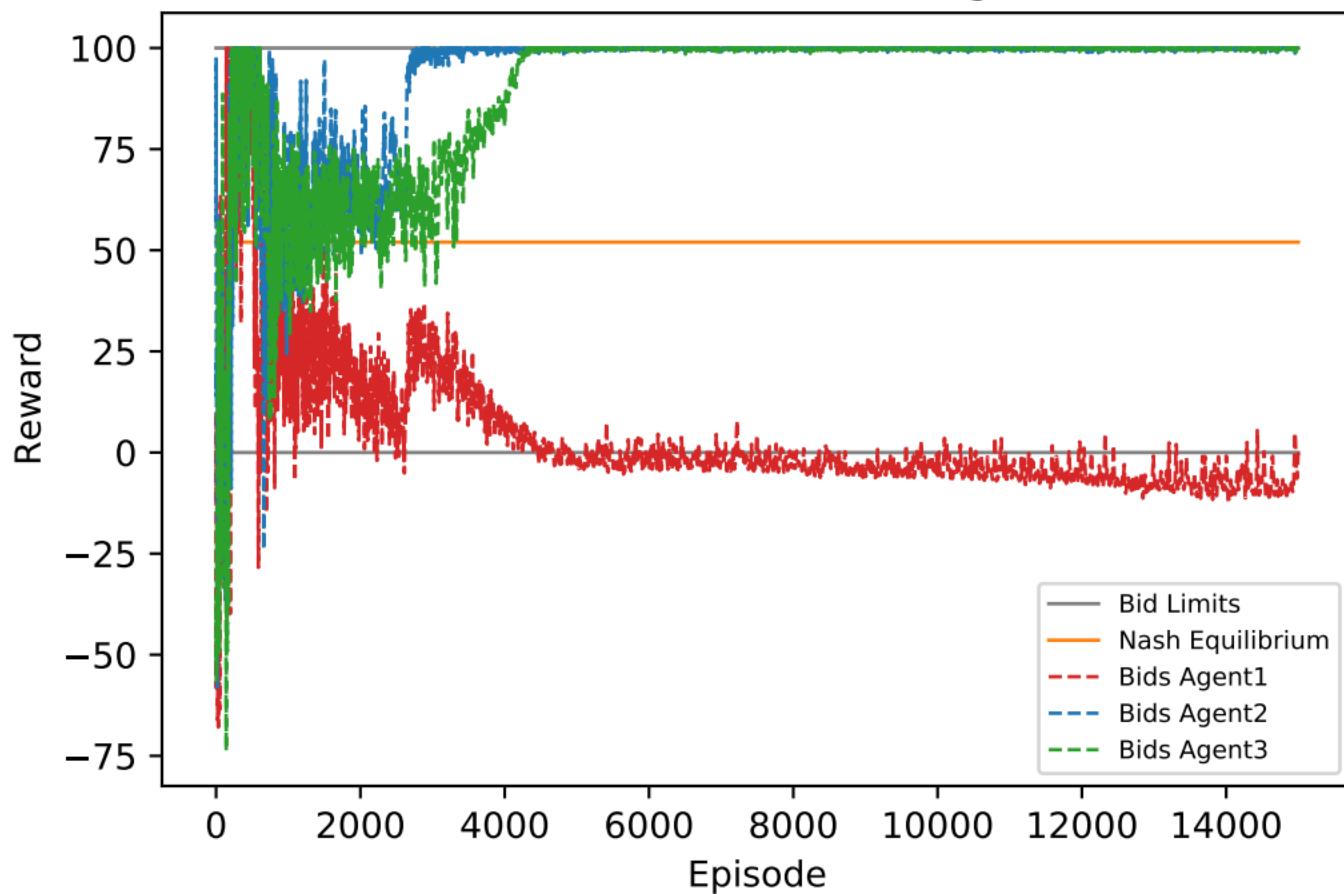
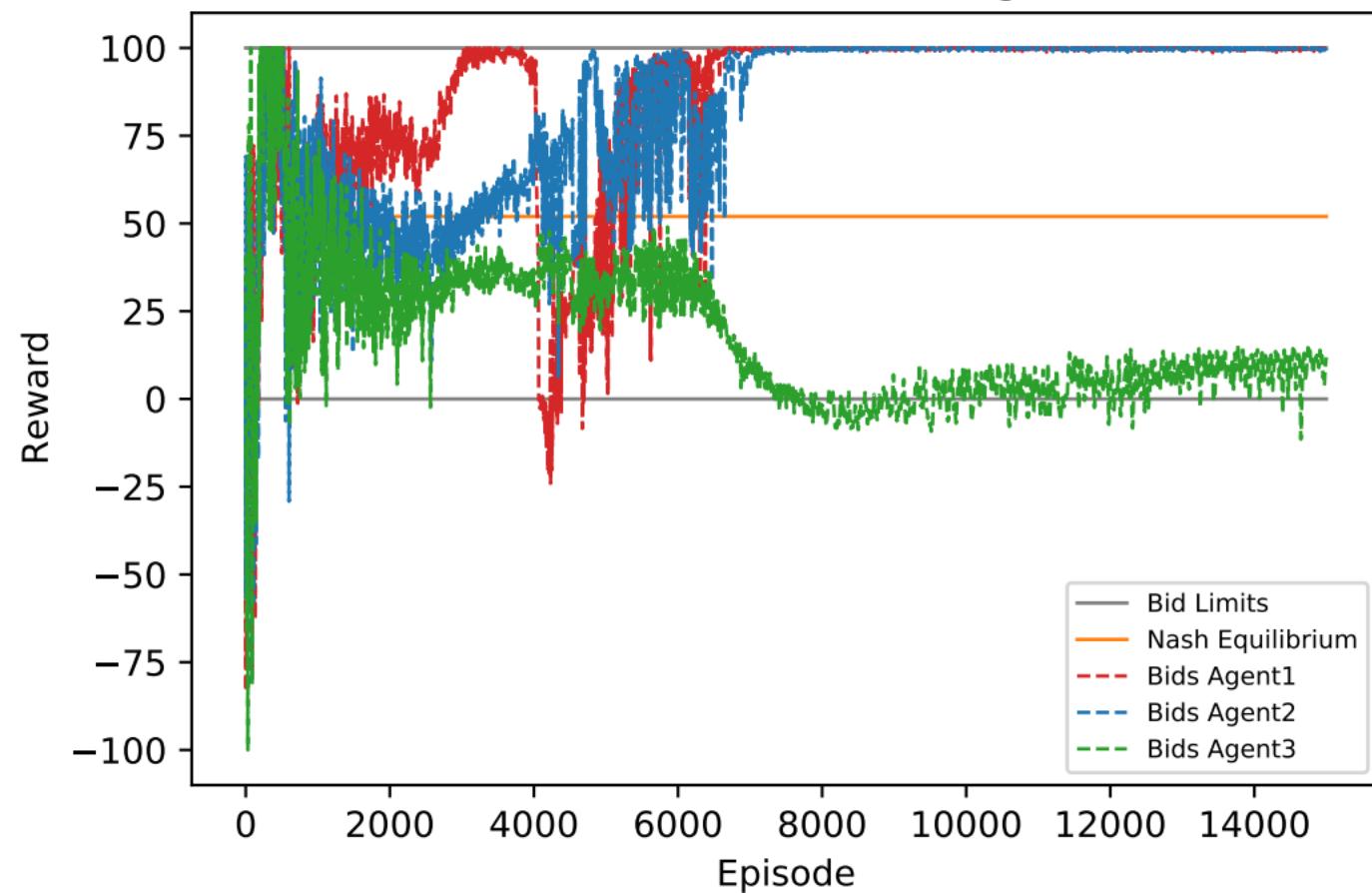


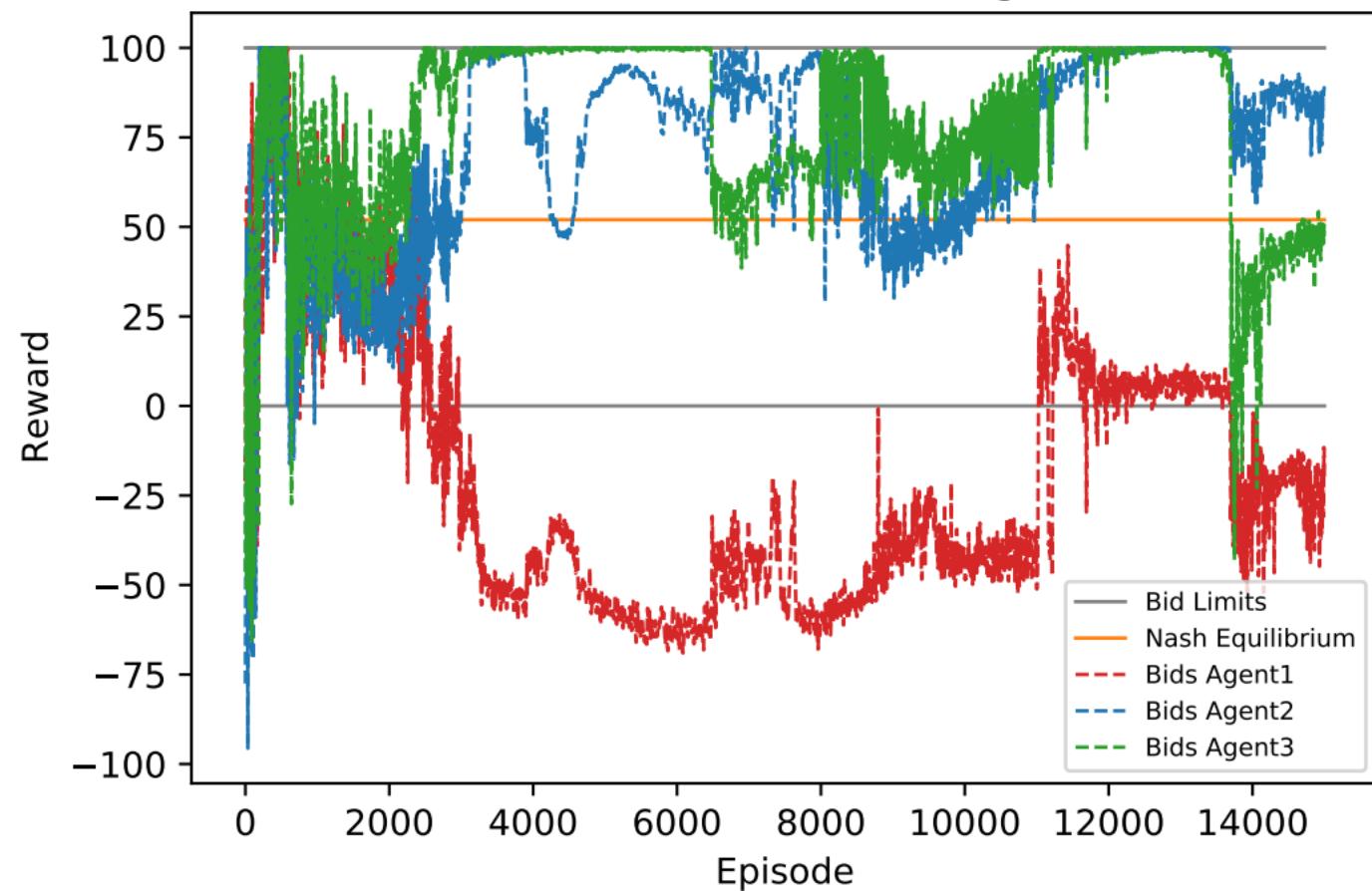
none lr4-3 wPast Action and 3 Agents: Run 0



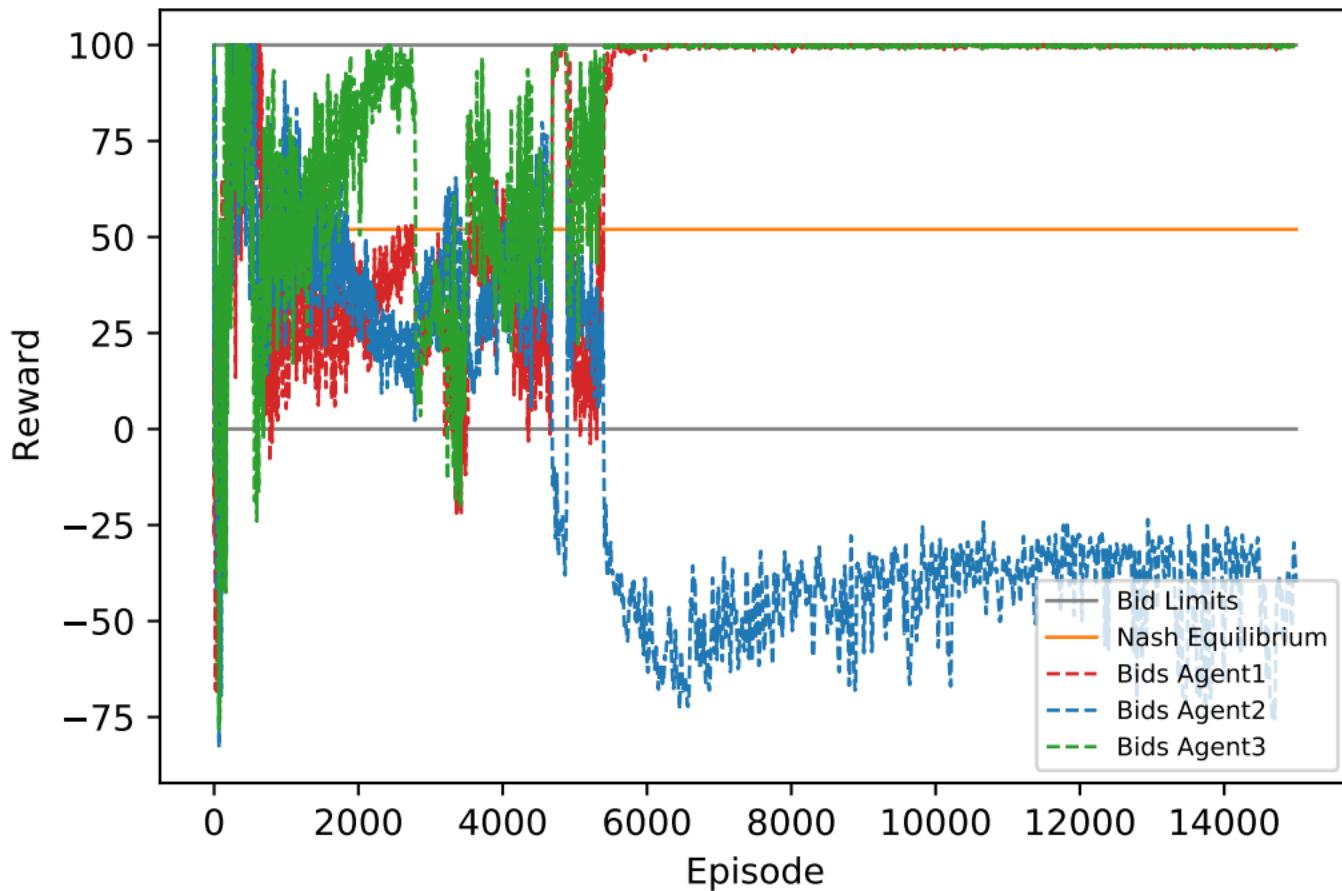
none lr4-3 wPast Action and 3 Agents: Run 1



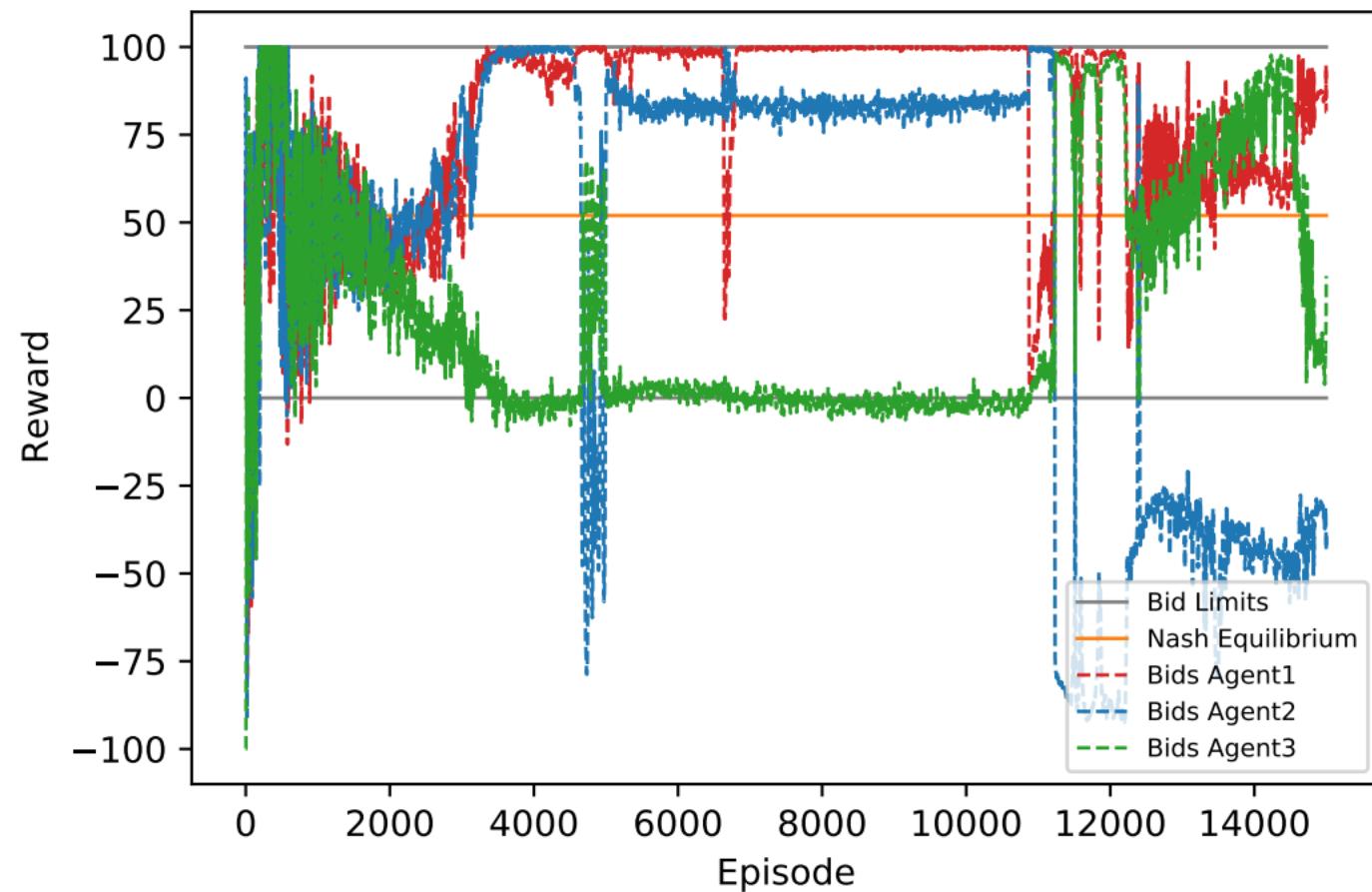
none lr4-3 wPast Action and 3 Agents: Run 2



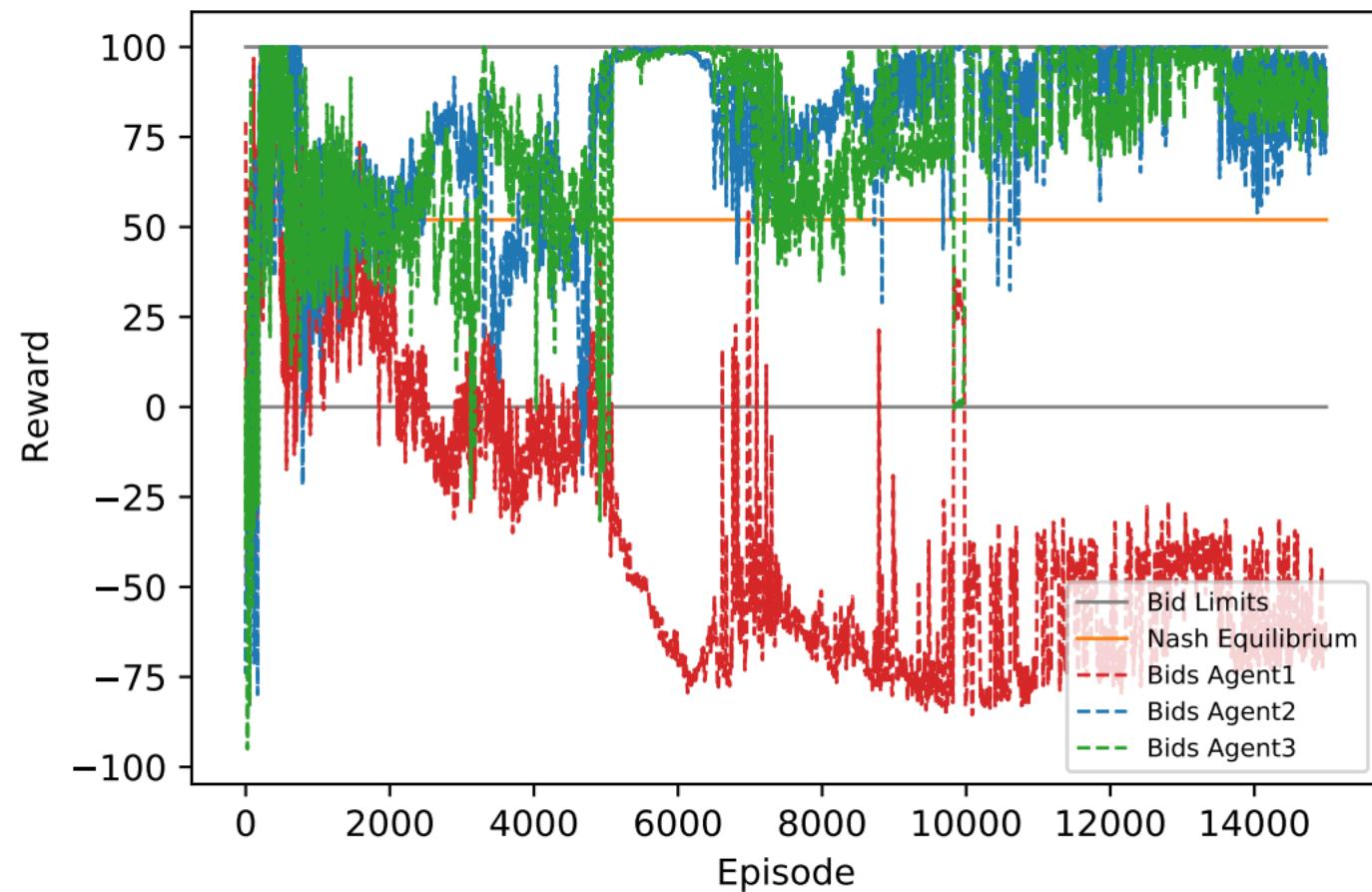
none lr4-3 wPast Action and 3 Agents: Run 3



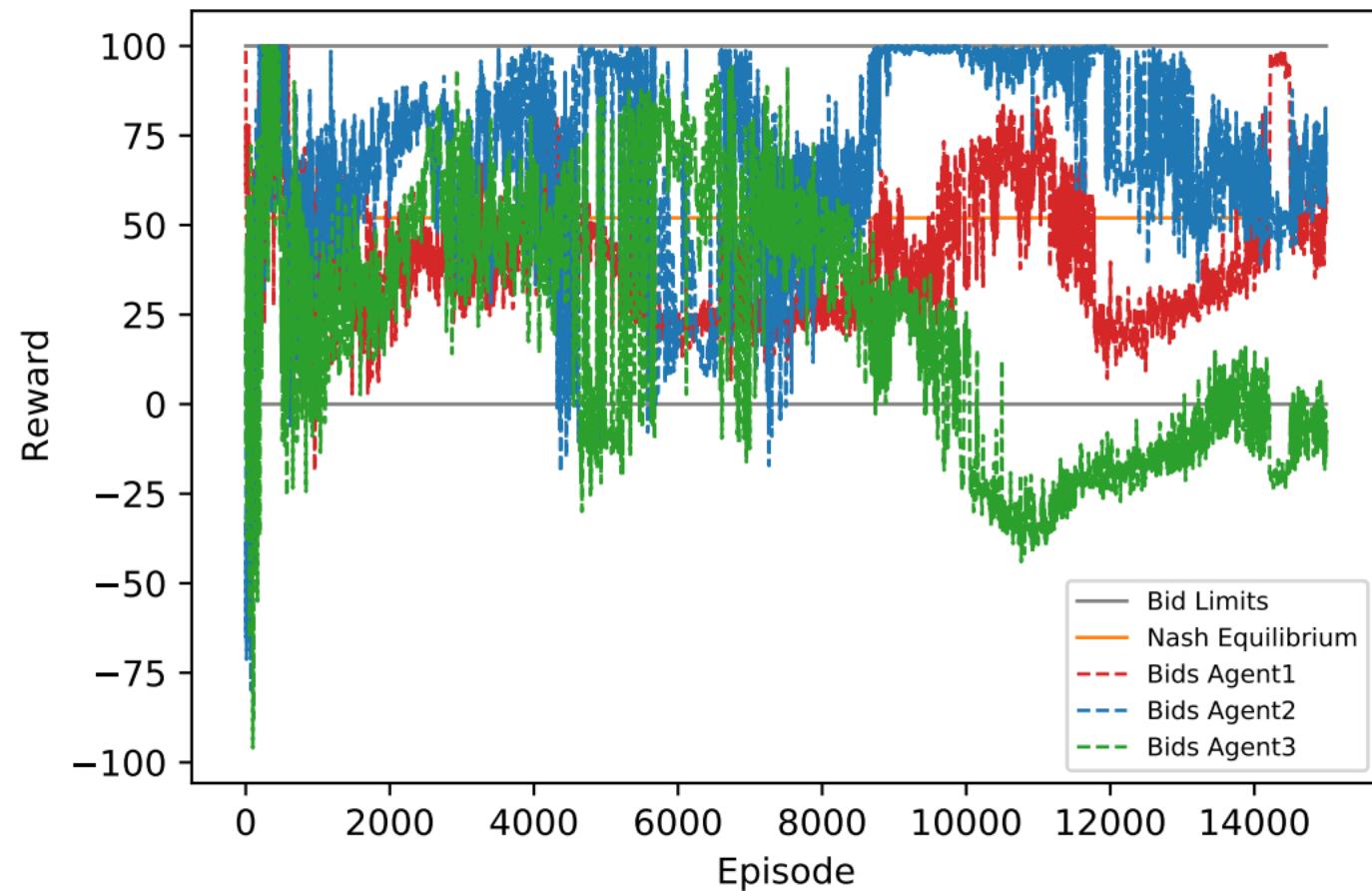
none lr4-3 wPast Action and 3 Agents: Run 4



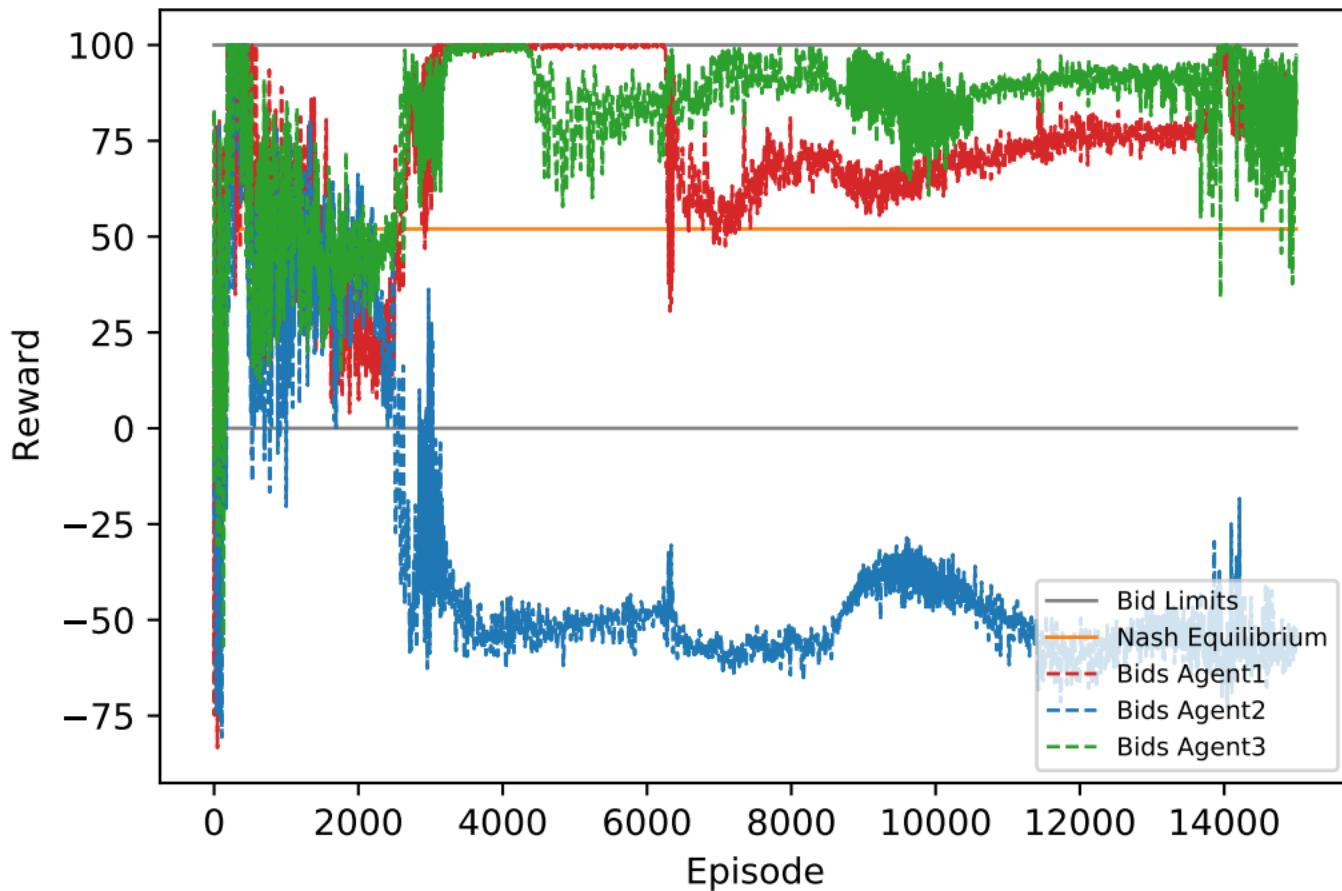
none lr4-3 wPast Action and 3 Agents: Run 5



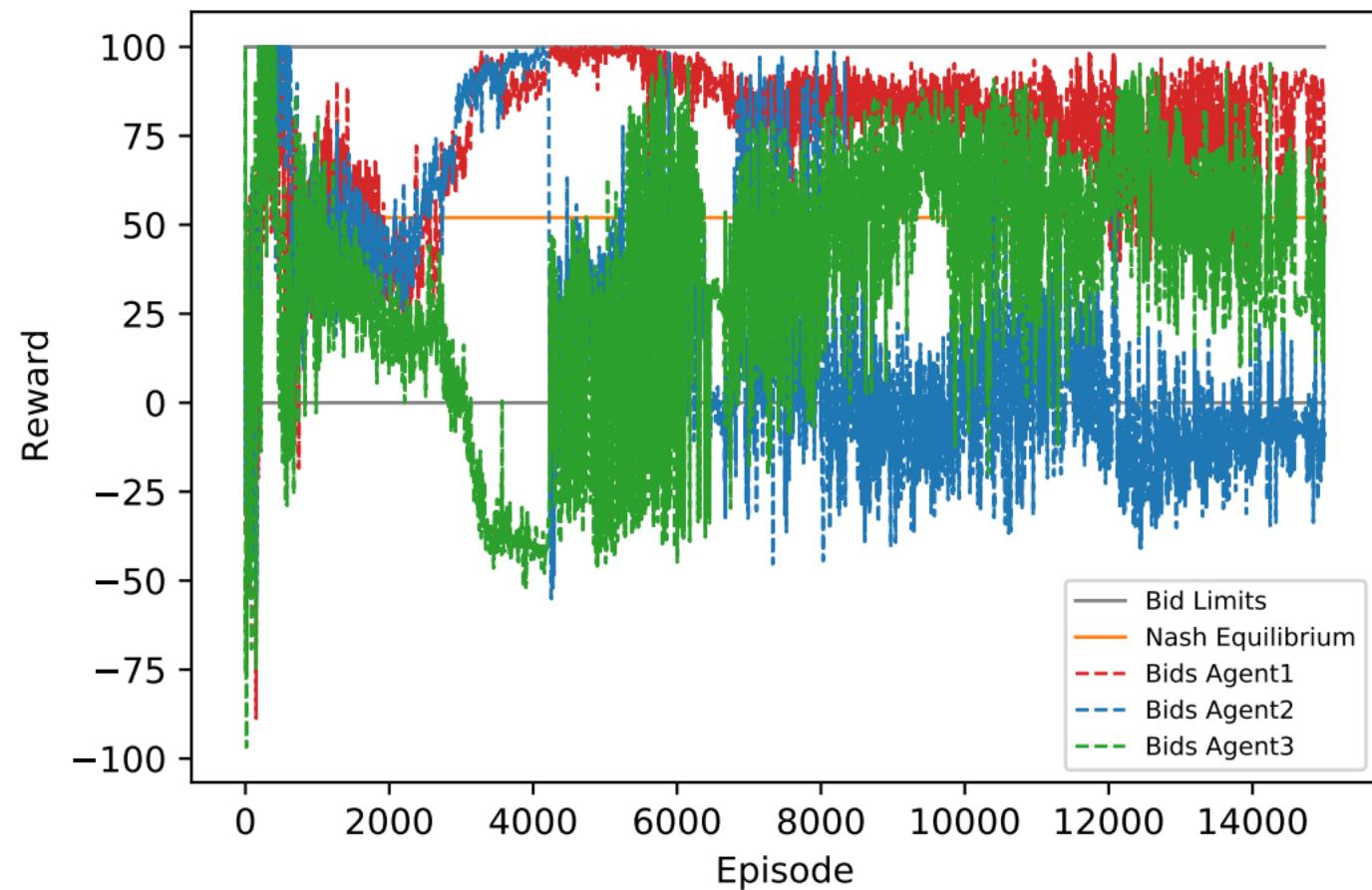
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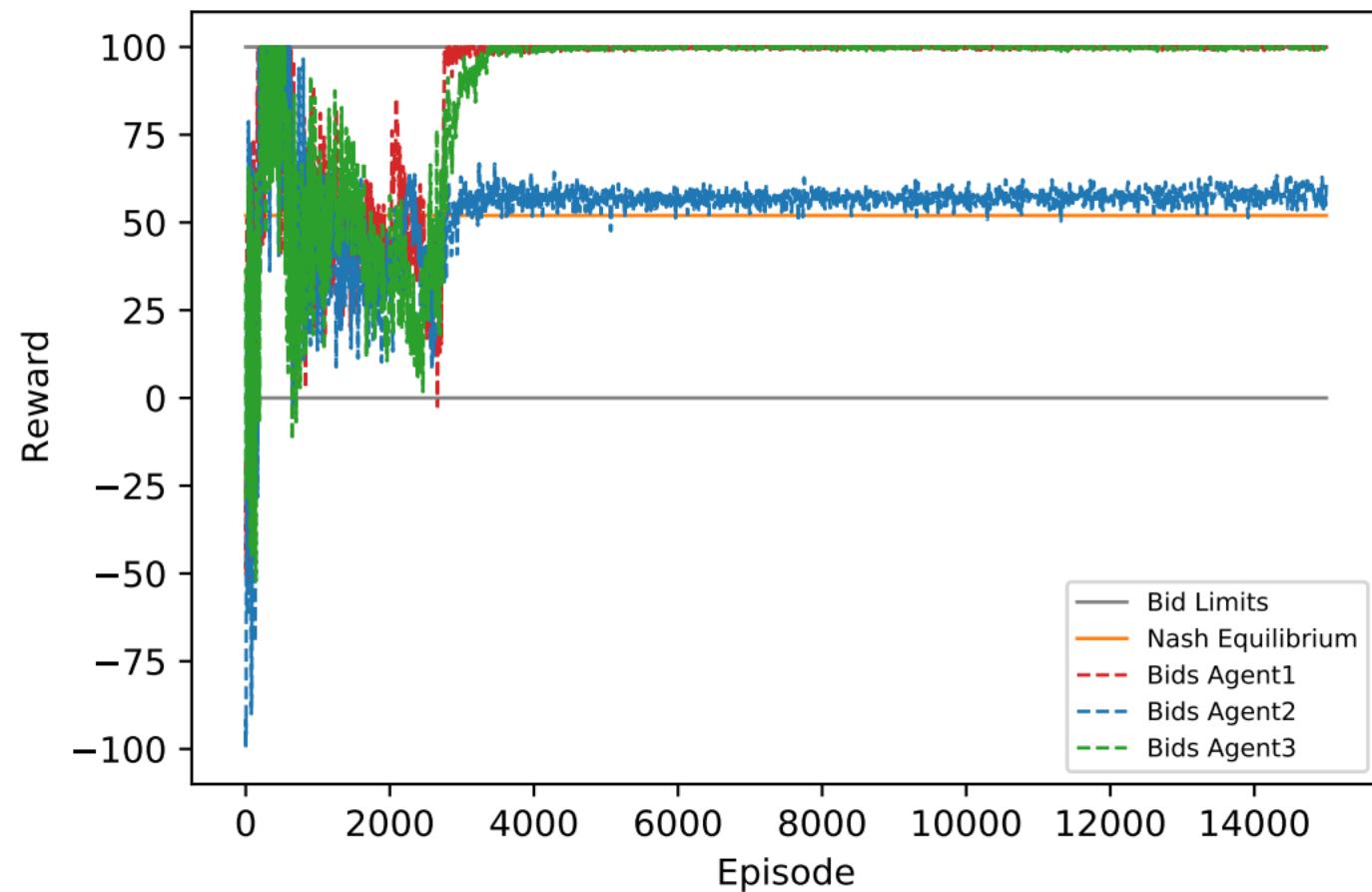
none lr4-3 wPast Action and 3 Agents: Run 7



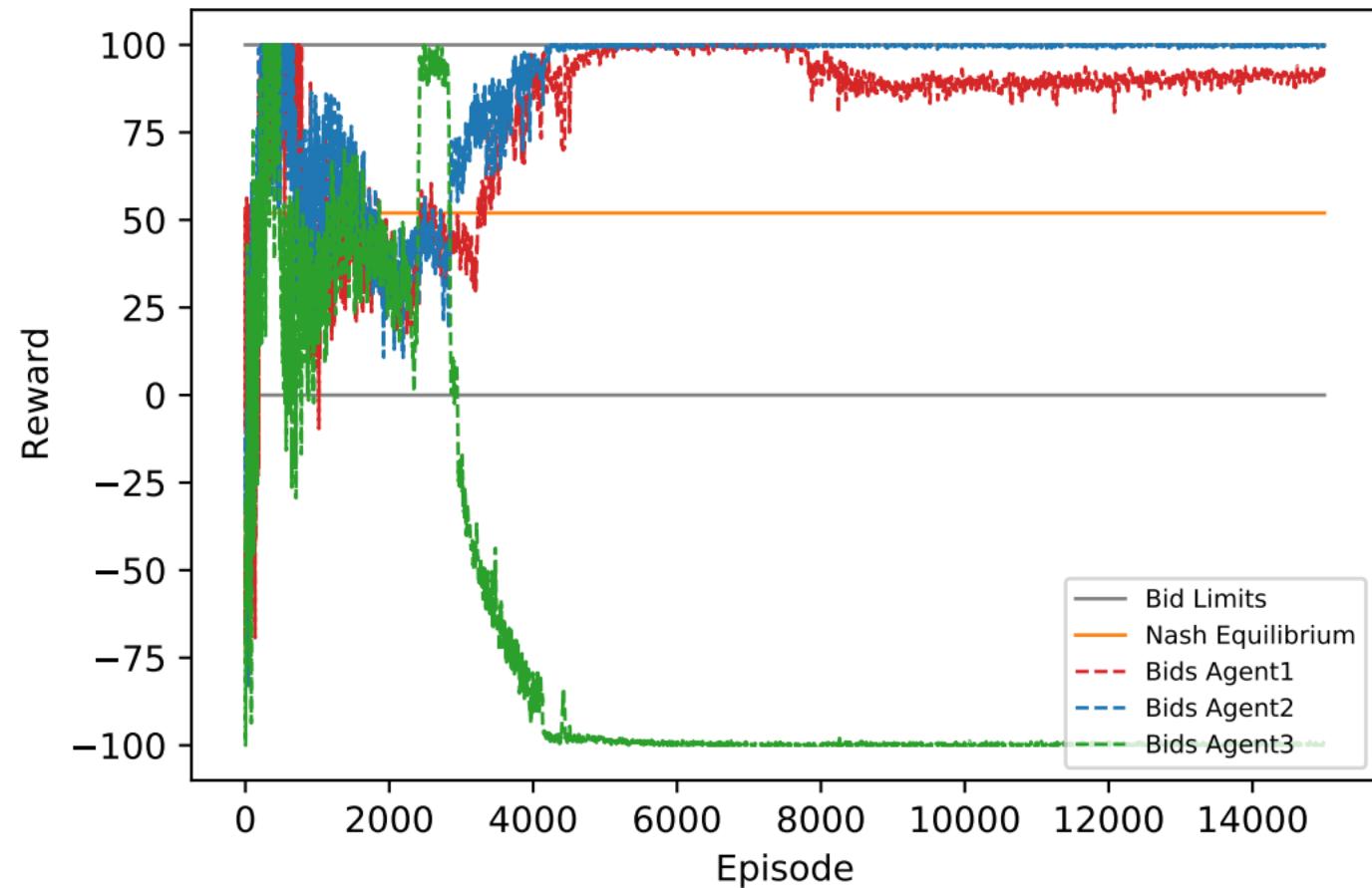
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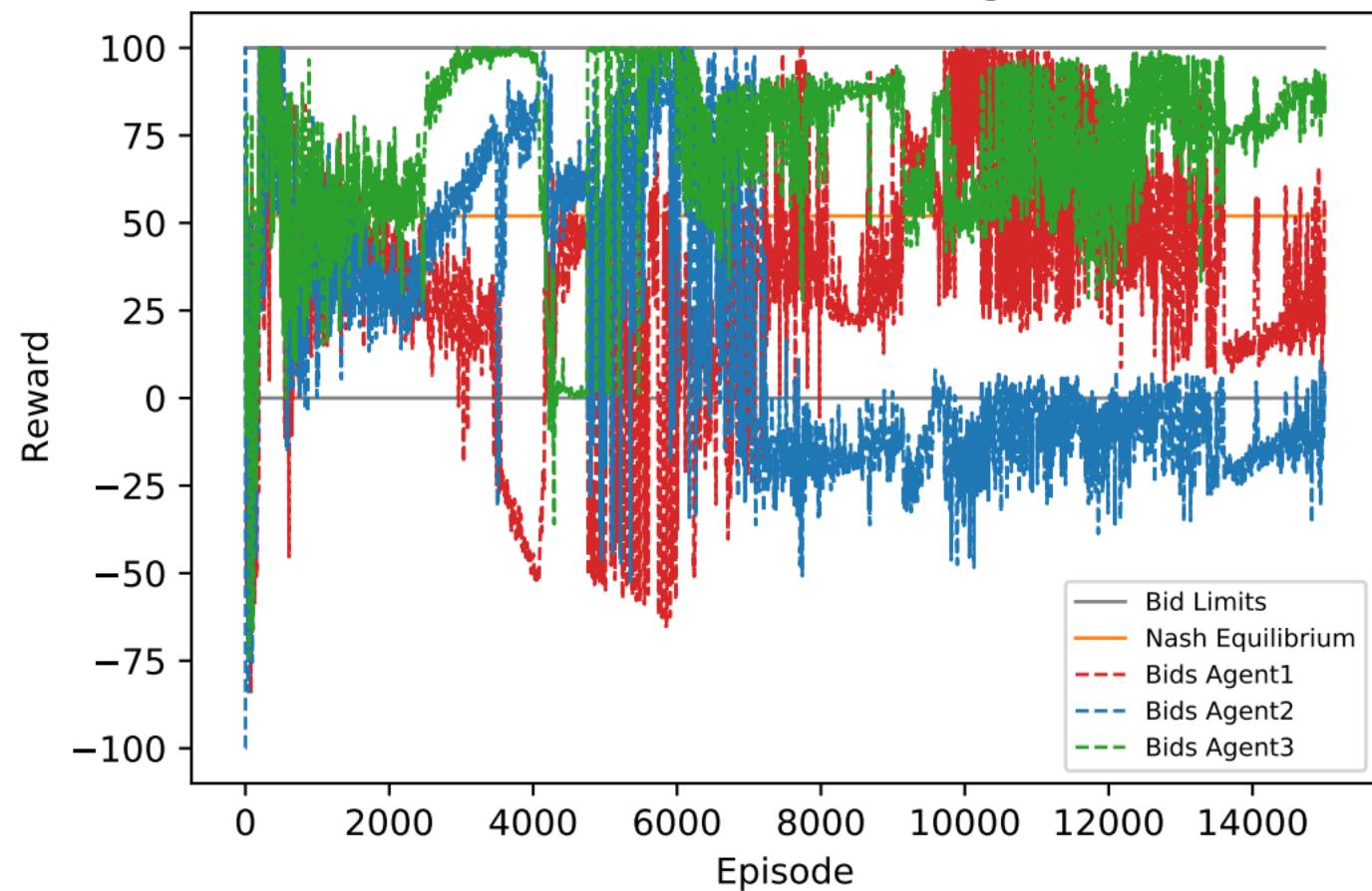
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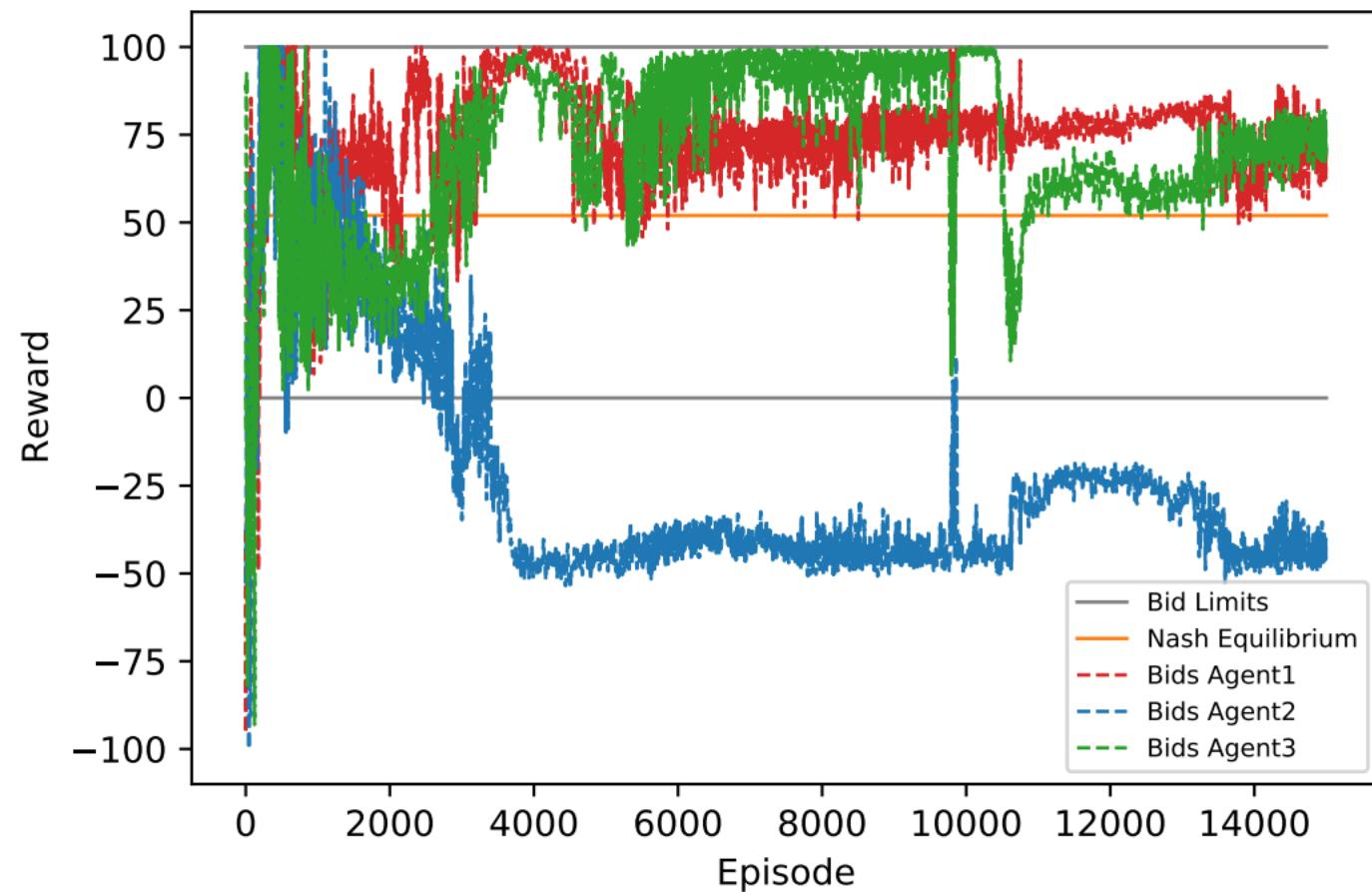
none lr4-3 wPast Action and 3 Agents: Run 10



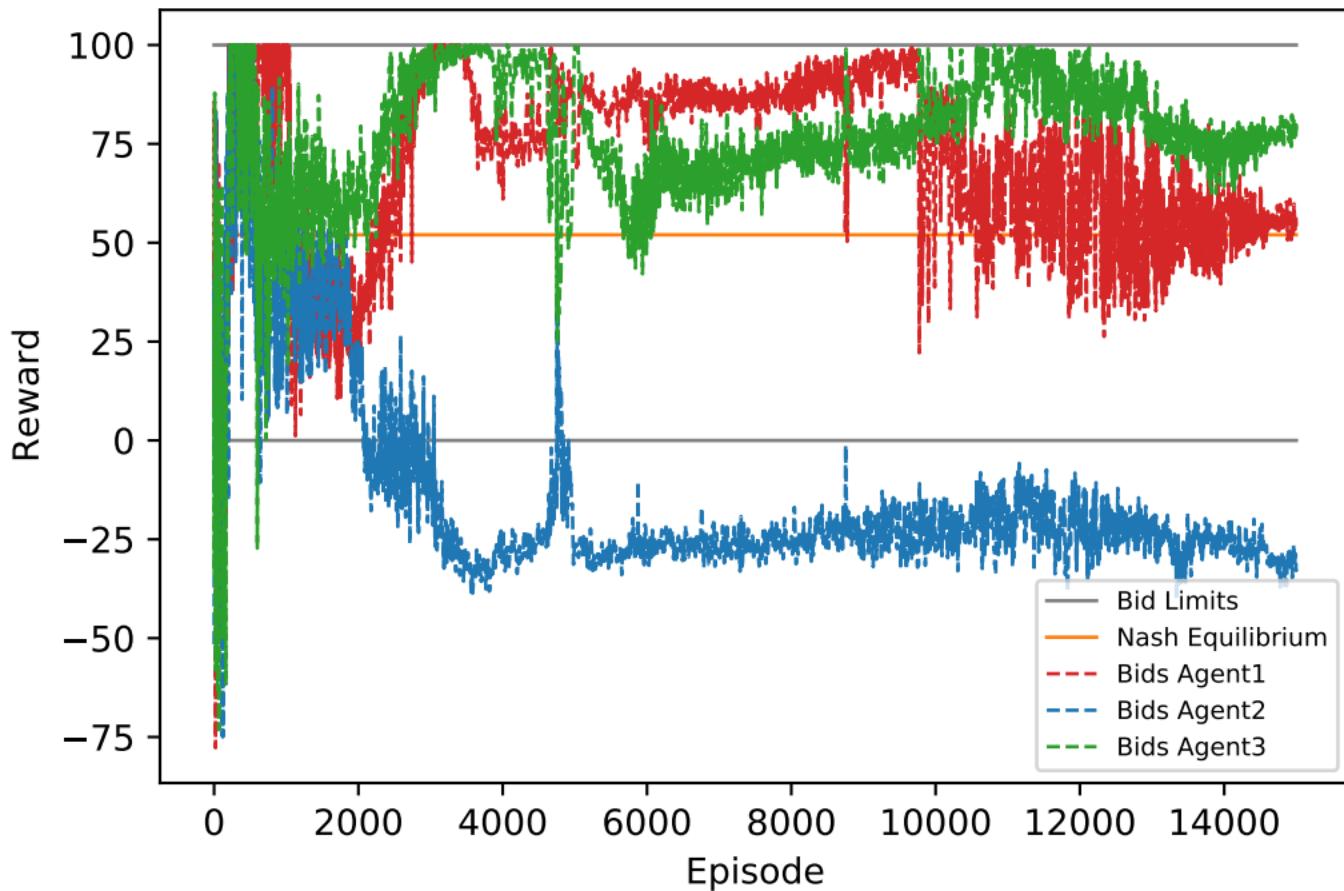
none lr4-3 wPast Action and 3 Agents: Run 11



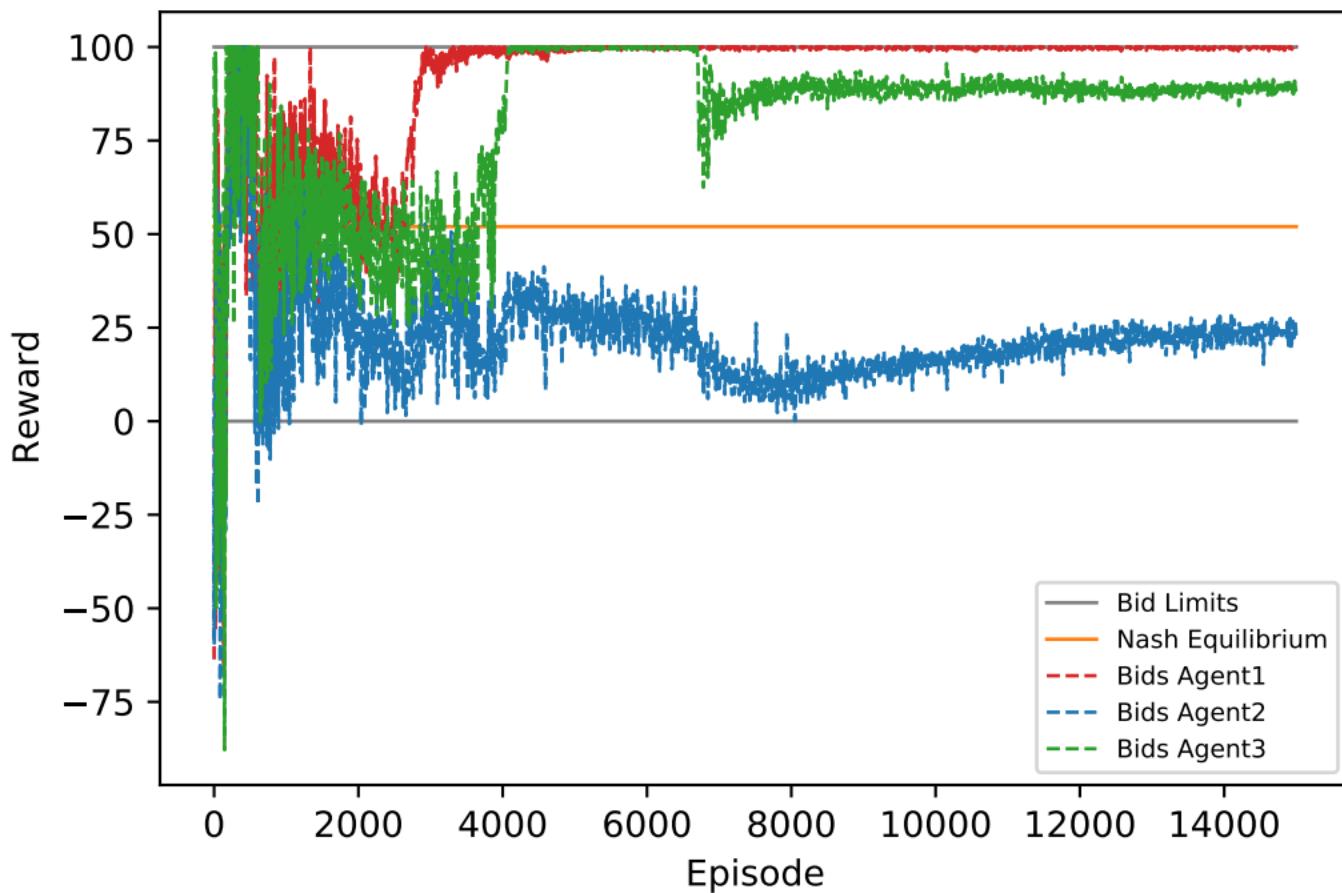
none lr4-3 wPast Action and 3 Agents: Run 12



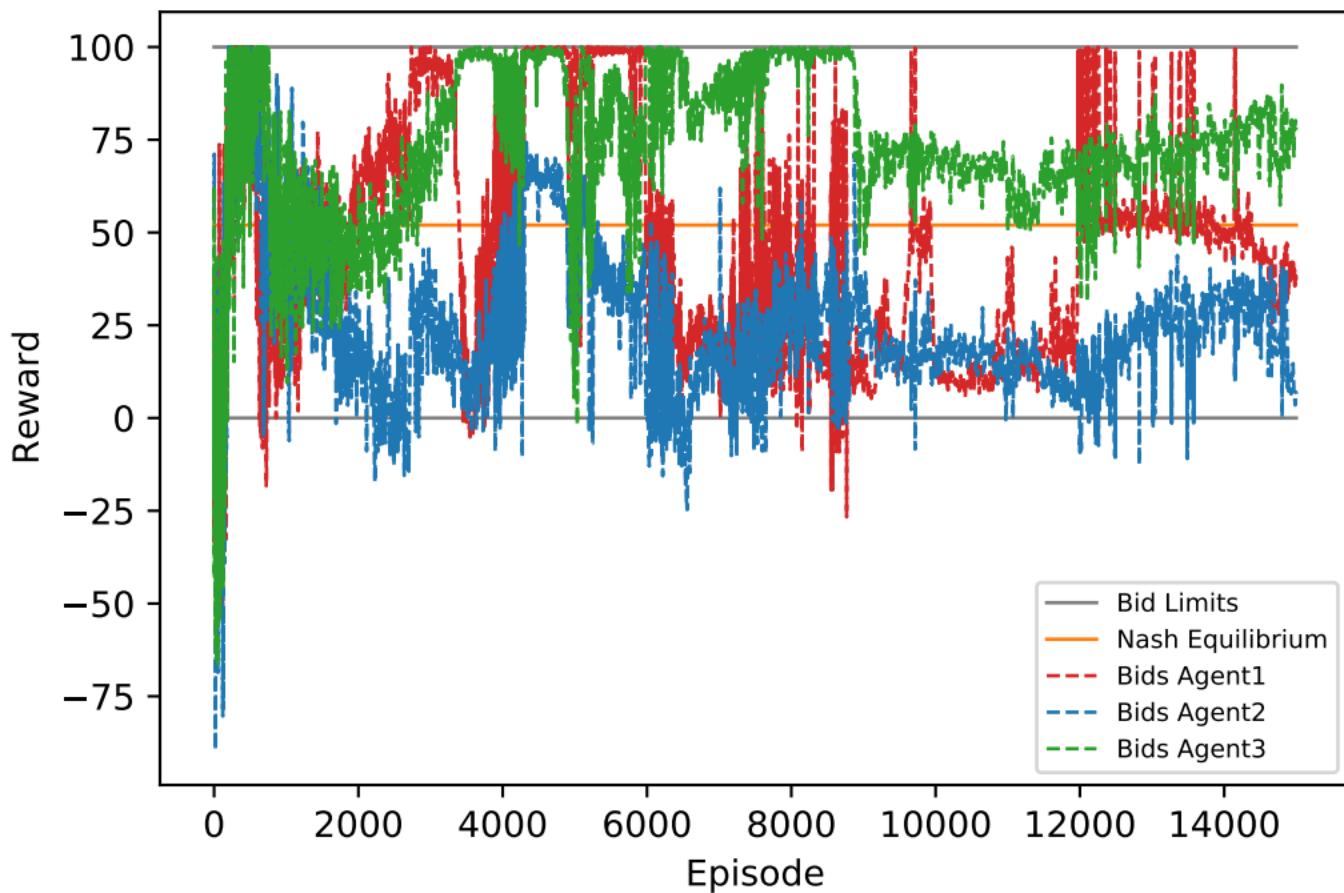
none lr4-3 wPast Action and 3 Agents: Run 13



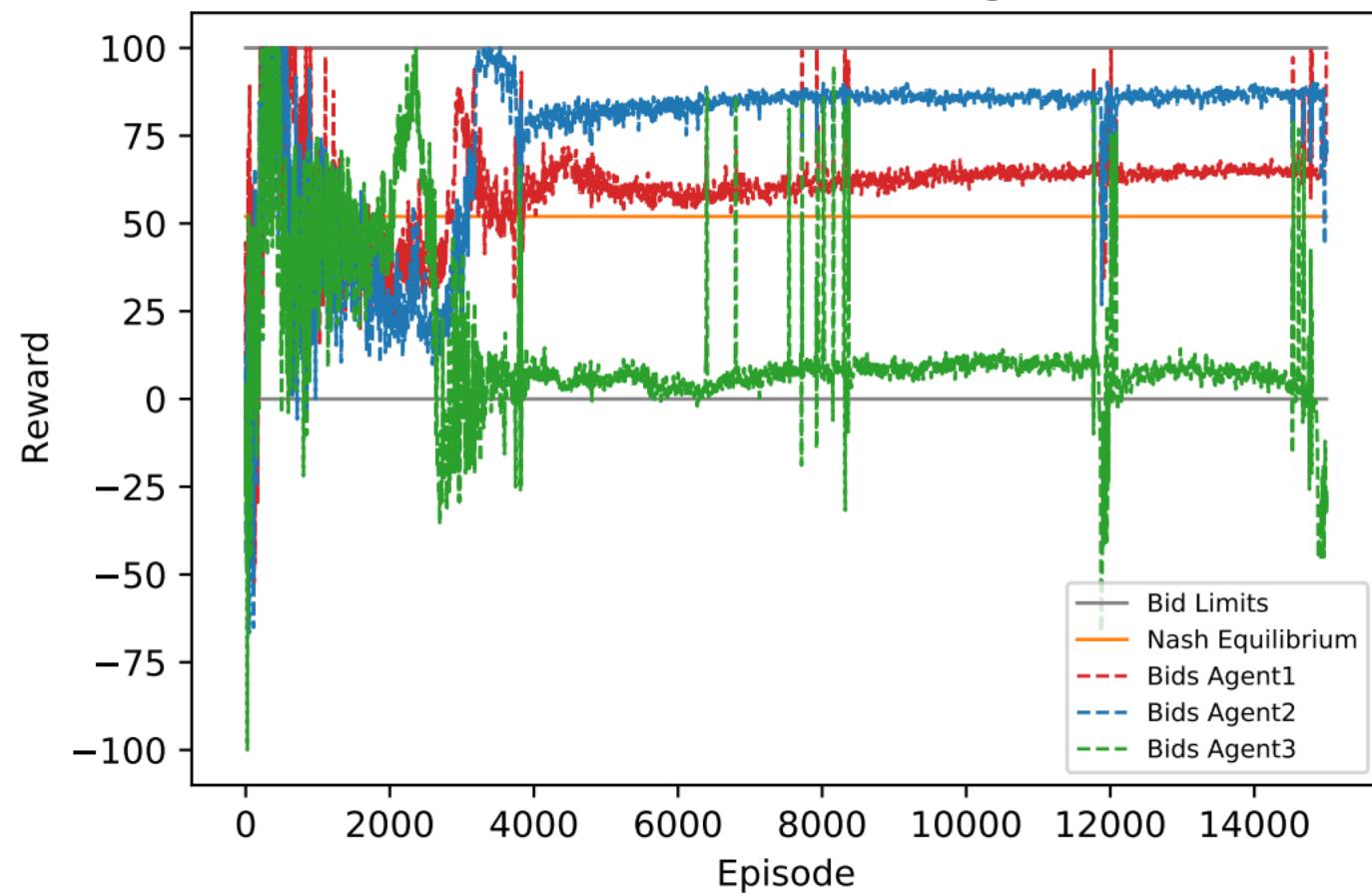
none lr4-3 wPast Action and 3 Agents: Run 14



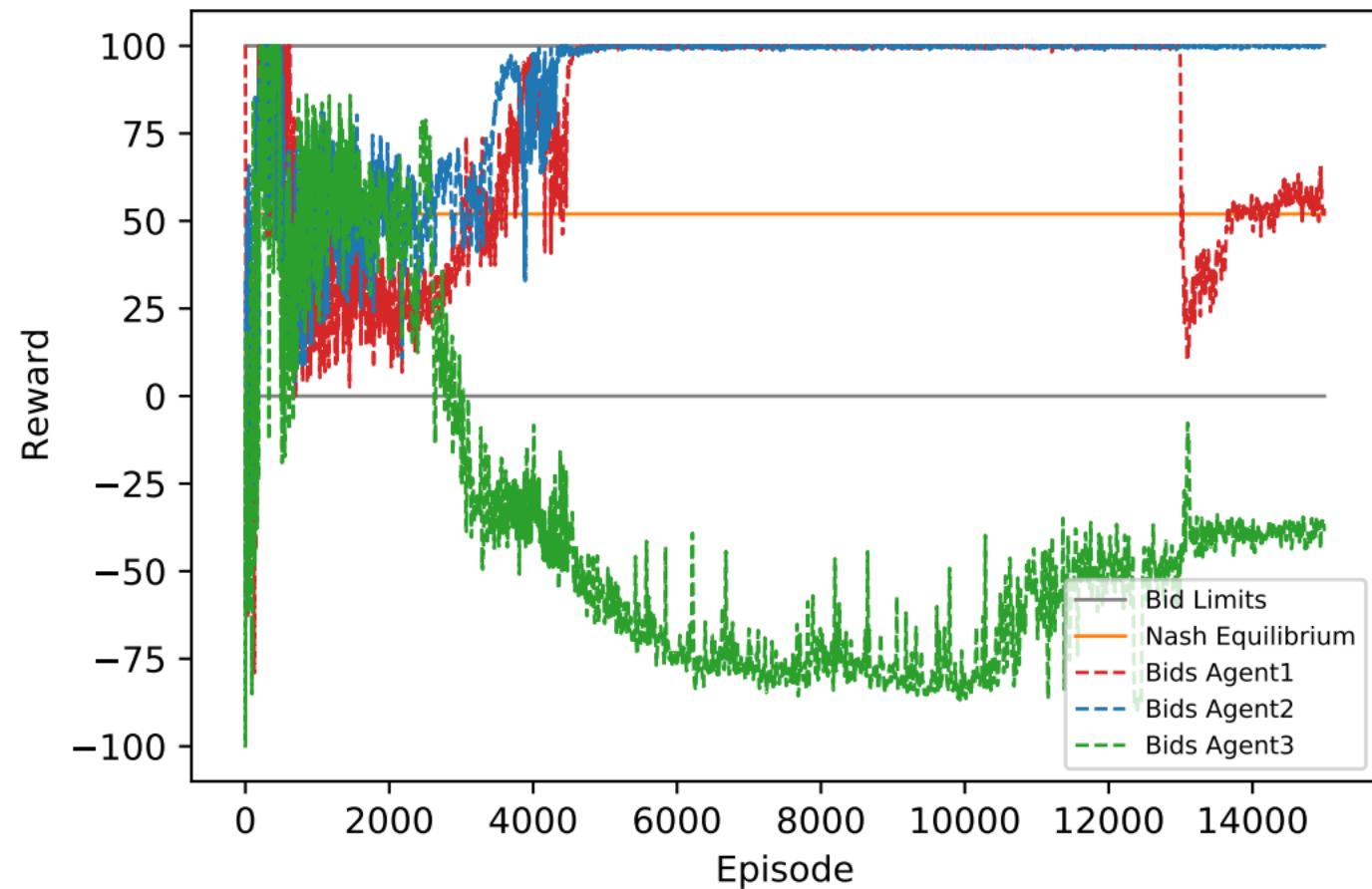
none lr4-3 wPast Action and 3 Agents: Run 15



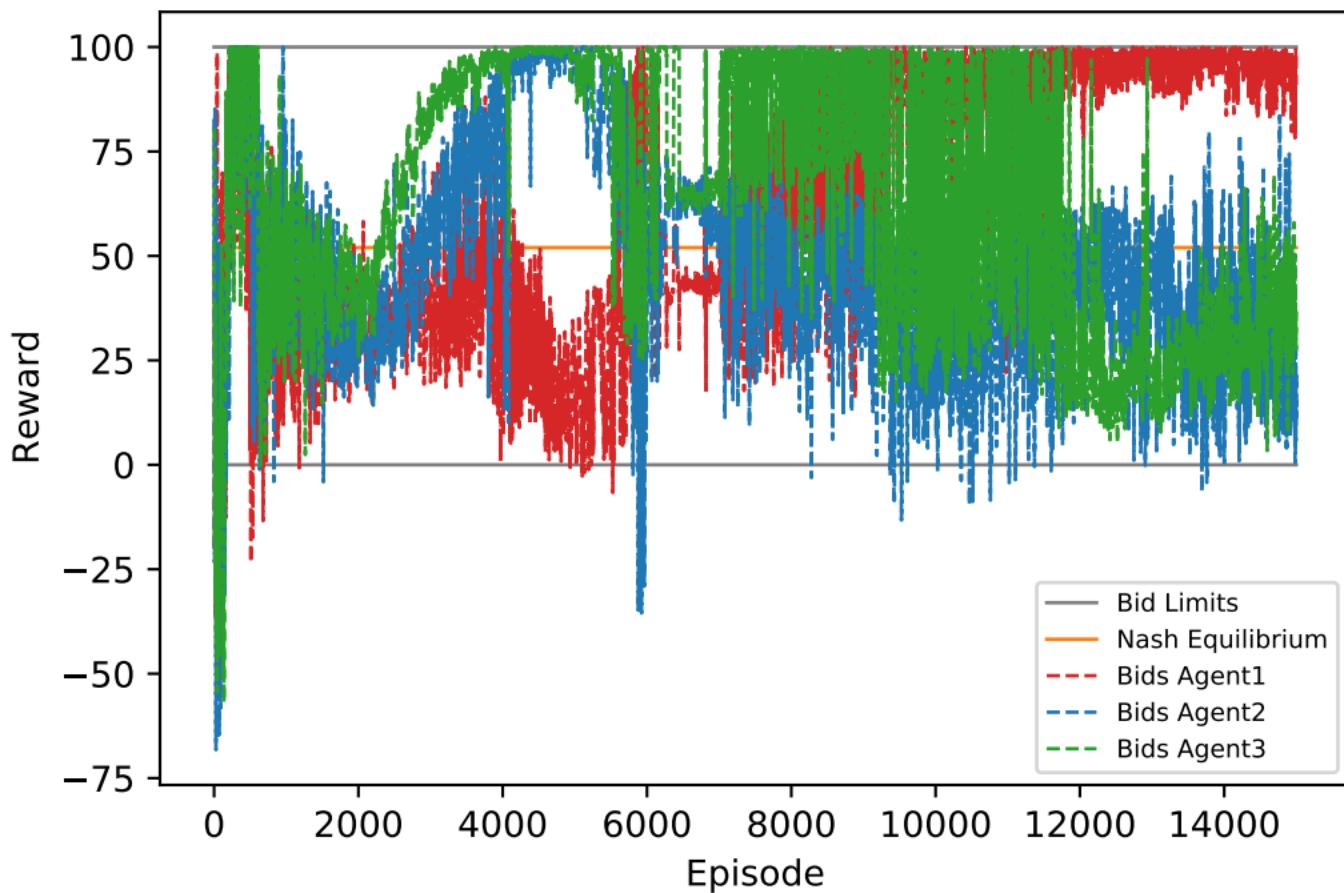
none lr4-3 wPast Action and 3 Agents: Run 16



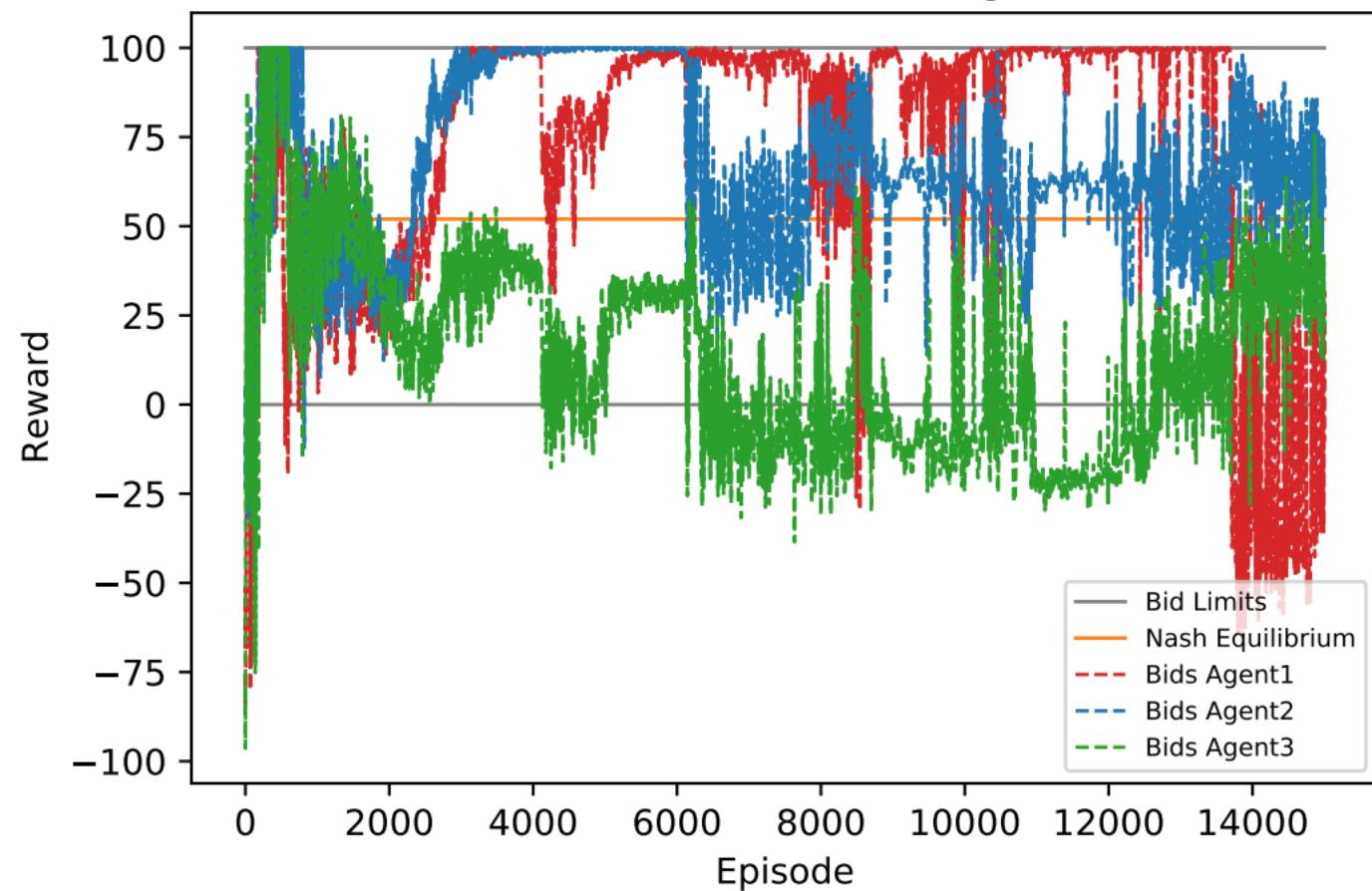
none lr4-3 wPast Action and 3 Agents: Run 17



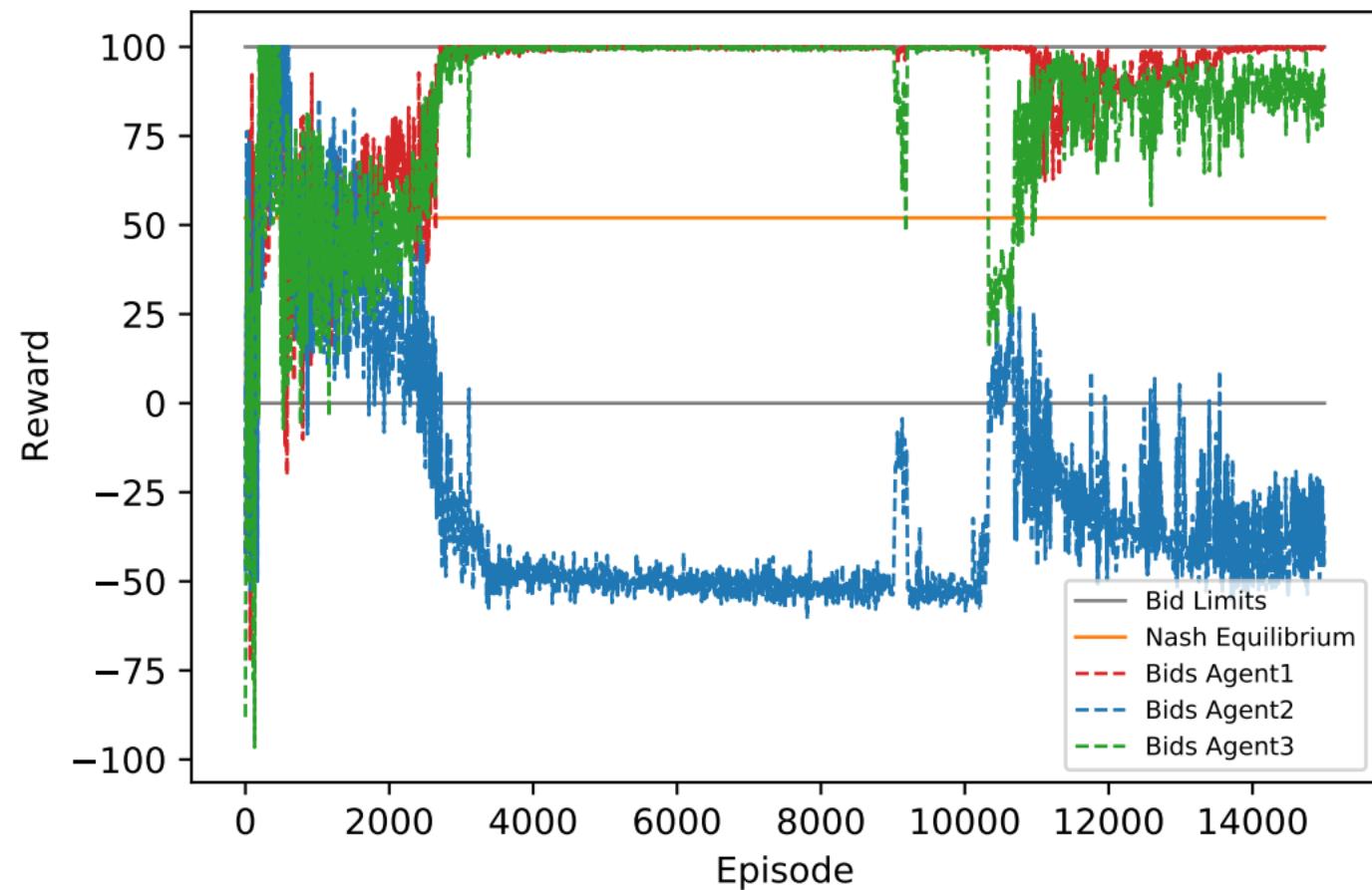
none lr4-3 wPast Action and 3 Agents: Run 18



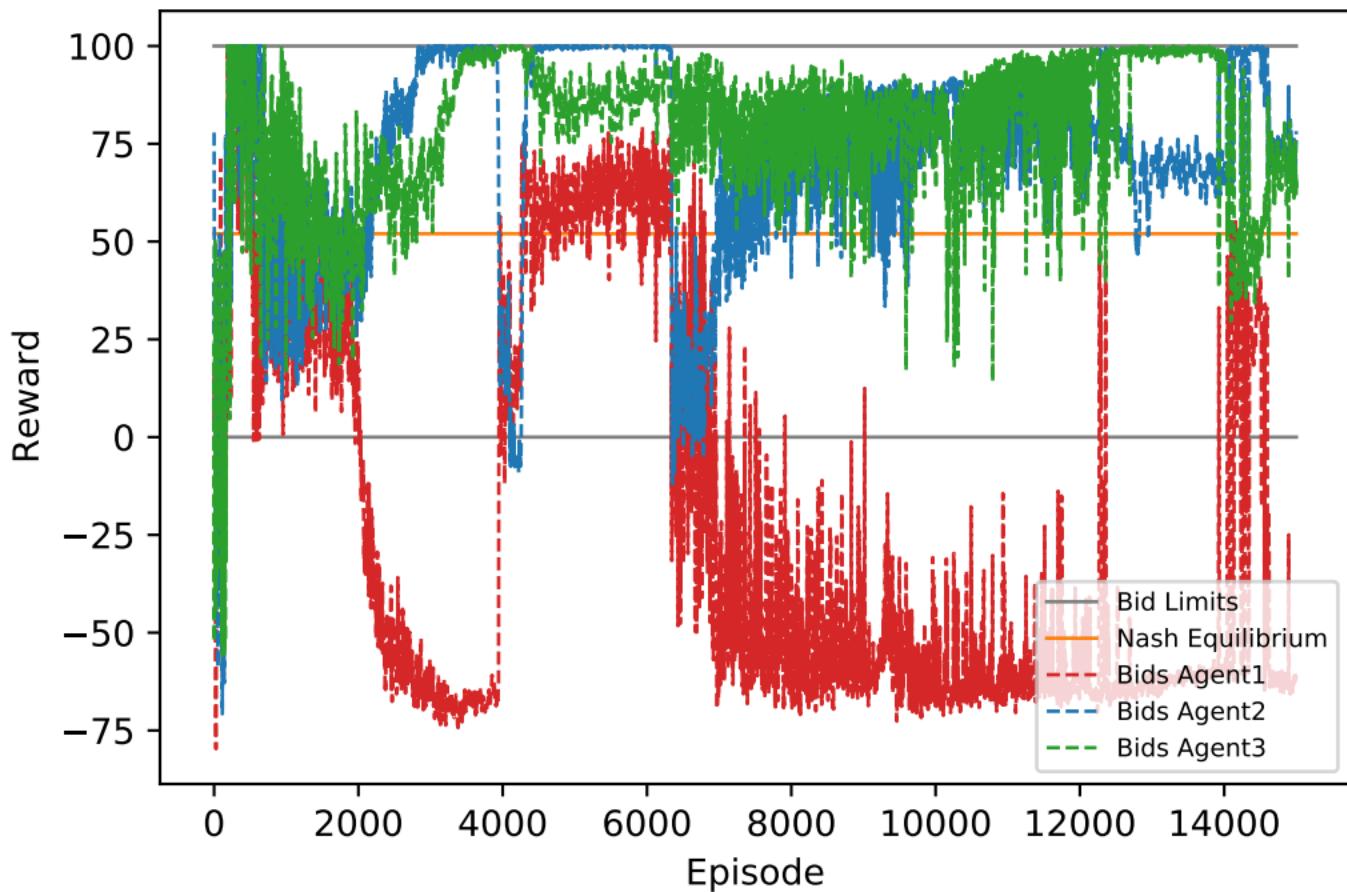
none lr4-3 wPast Action and 3 Agents: Run 19



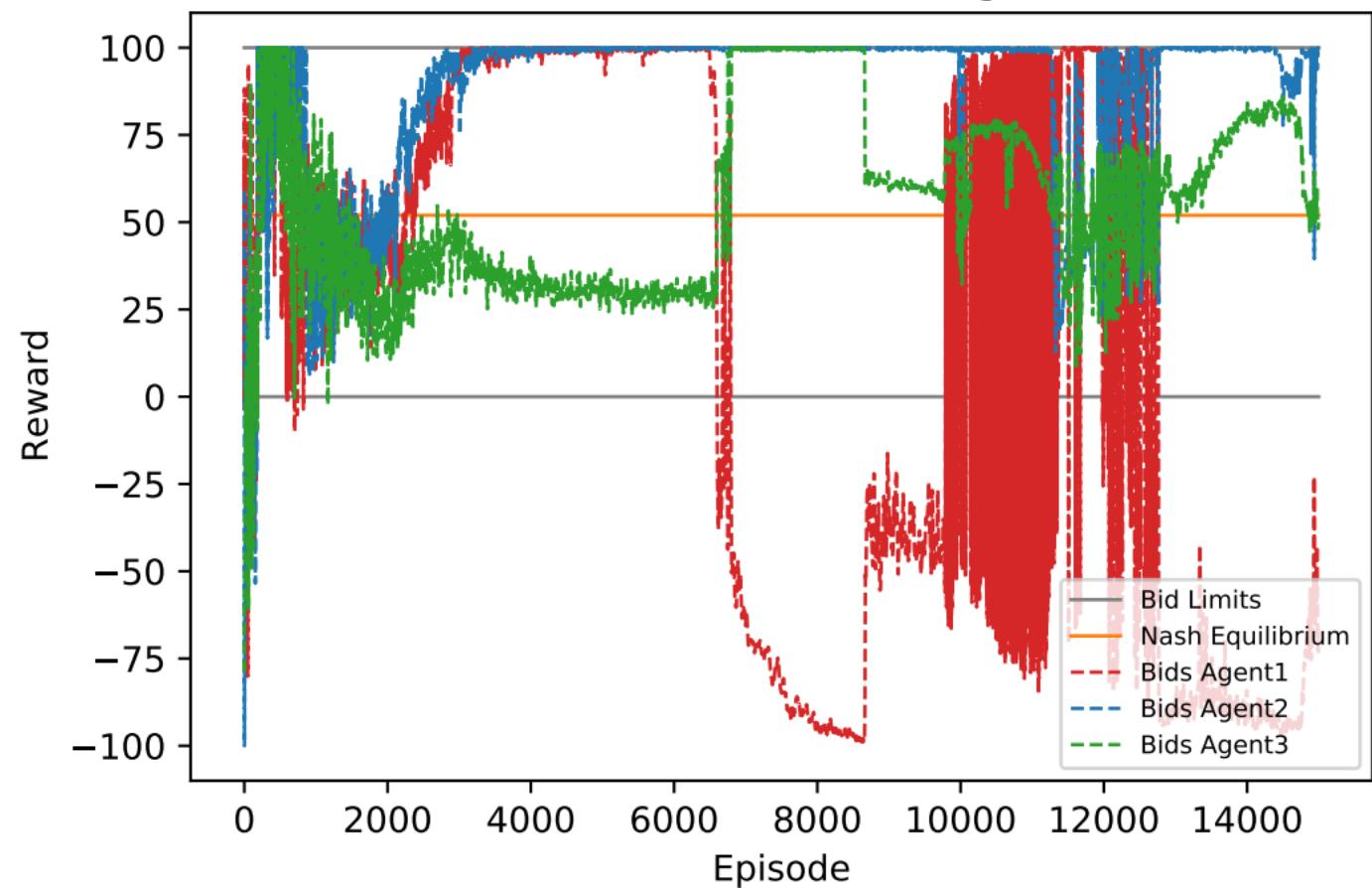
none lr4-3 wPast Action and 3 Agents: Run 20



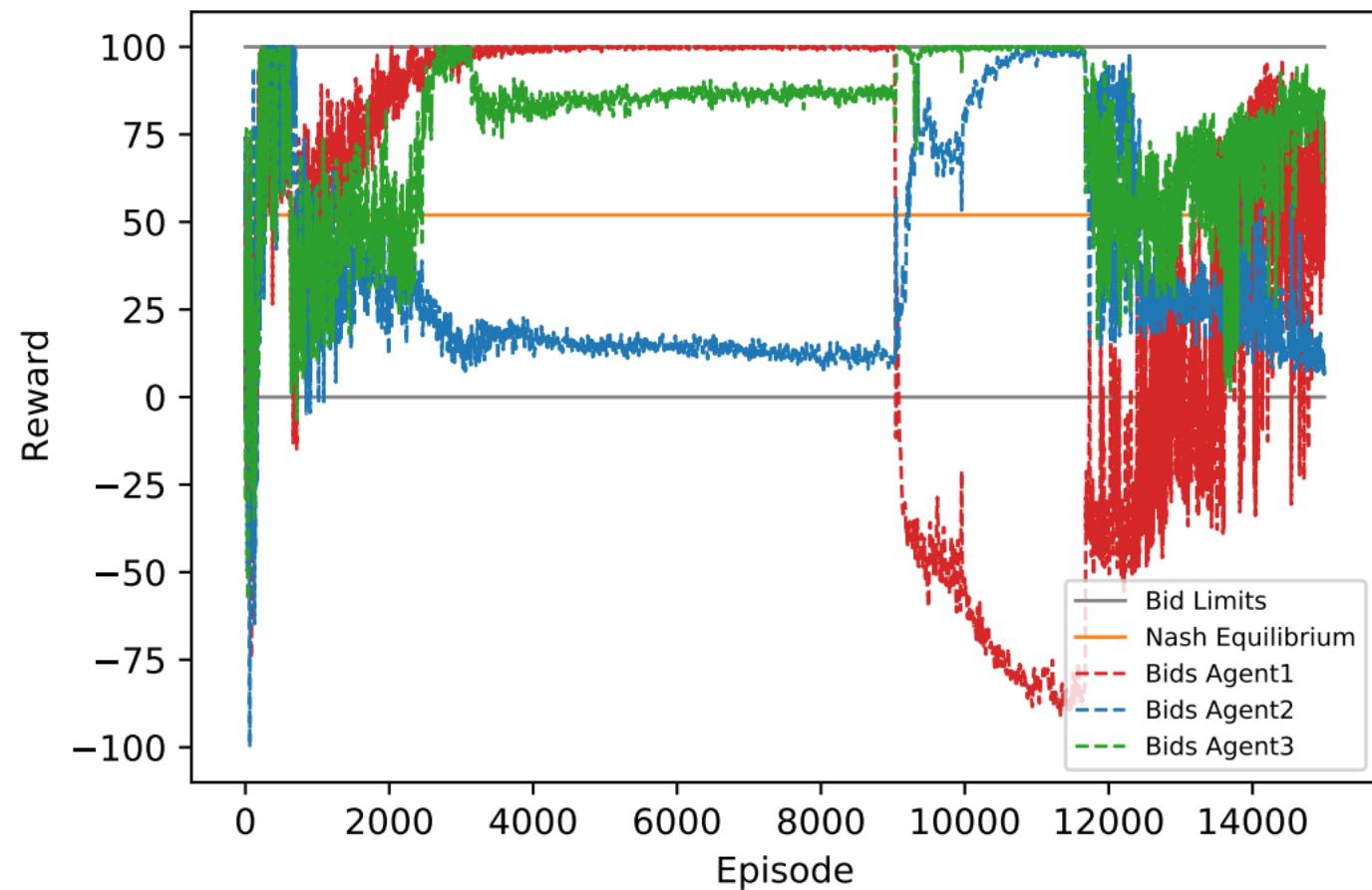
none lr4-3 wPast Action and 3 Agents: Run 21



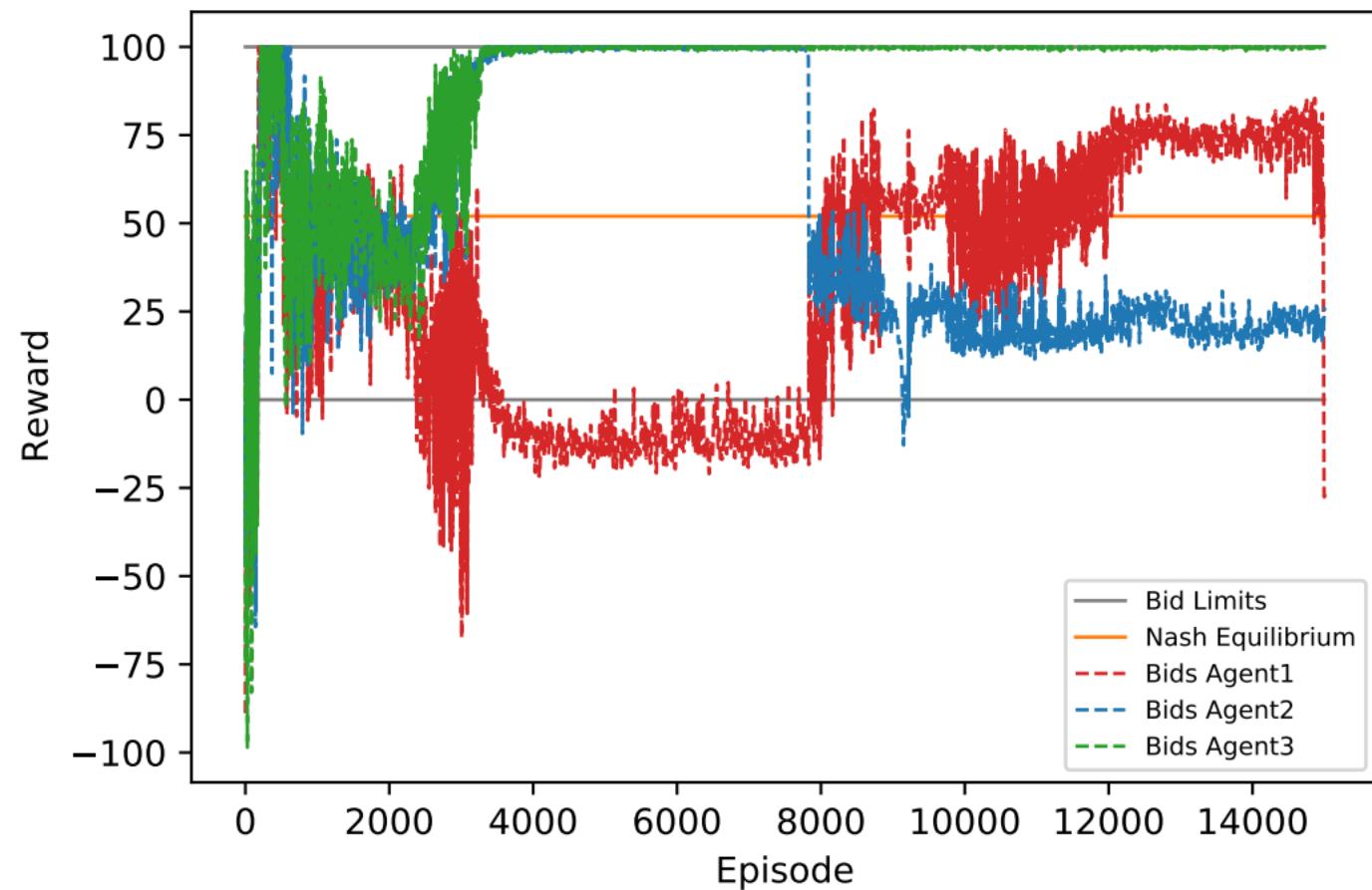
none lr4-3 wPast Action and 3 Agents: Run 22



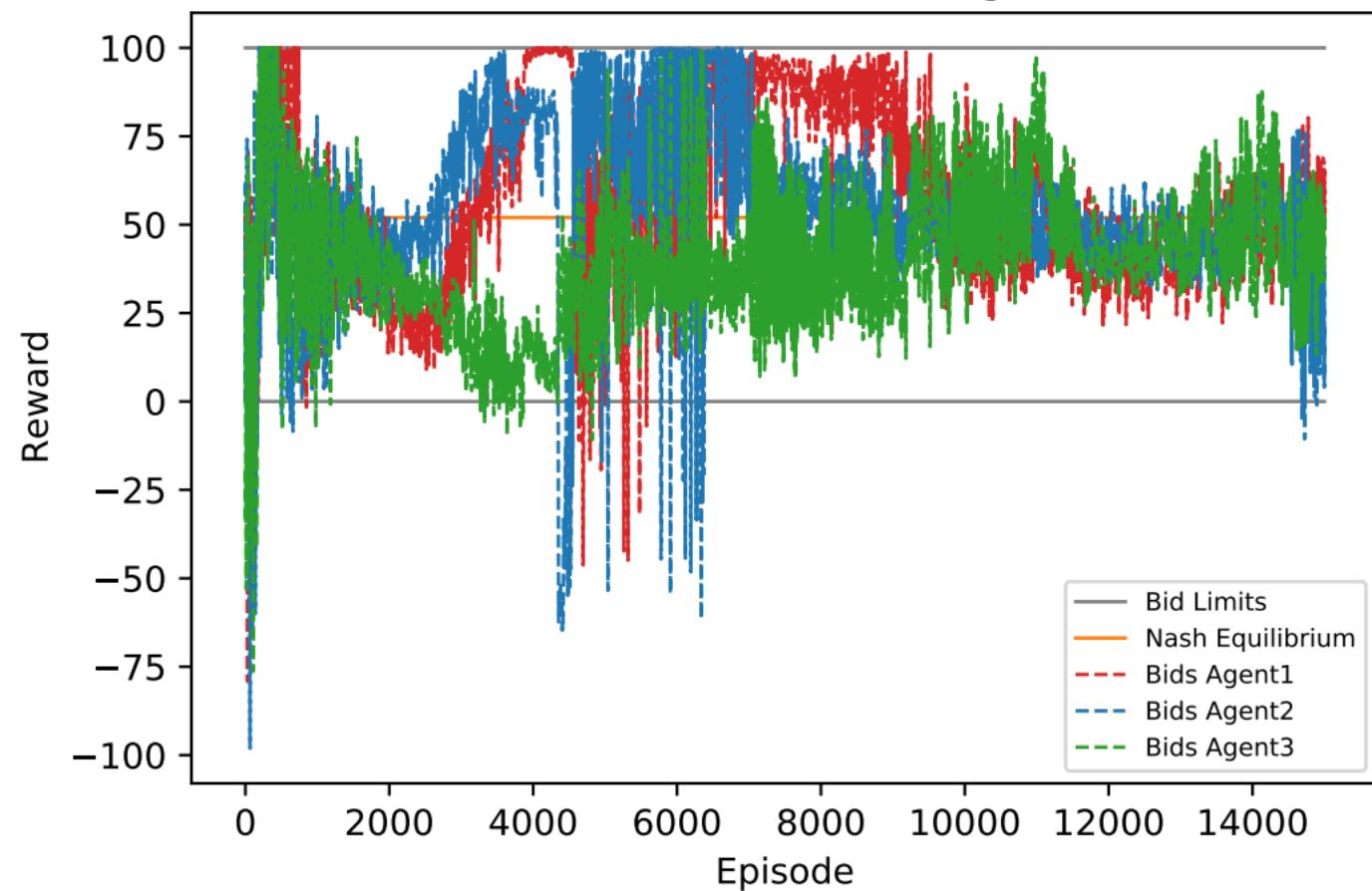
none lr4-3 wPast Action and 3 Agents: Run 23



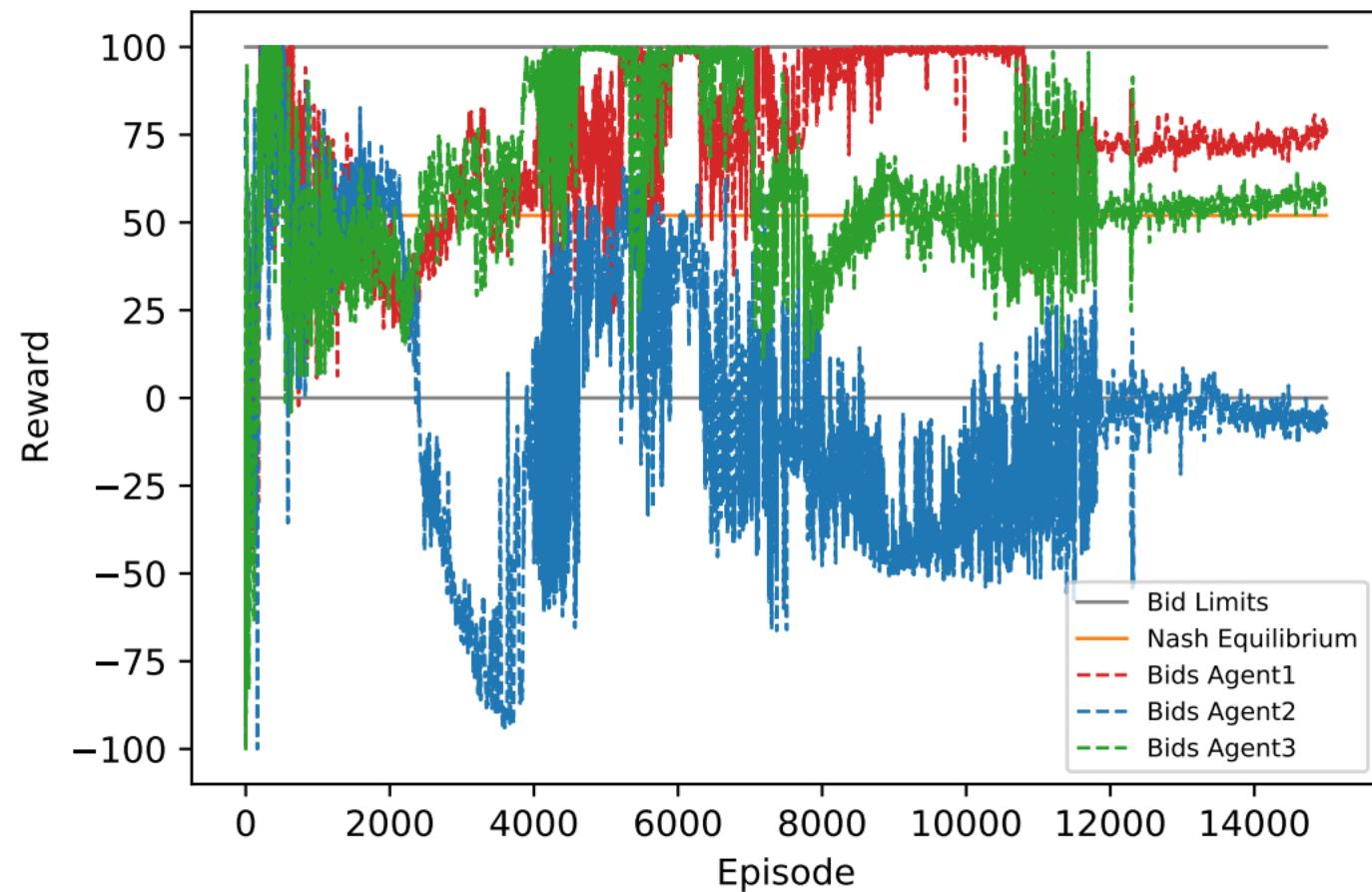
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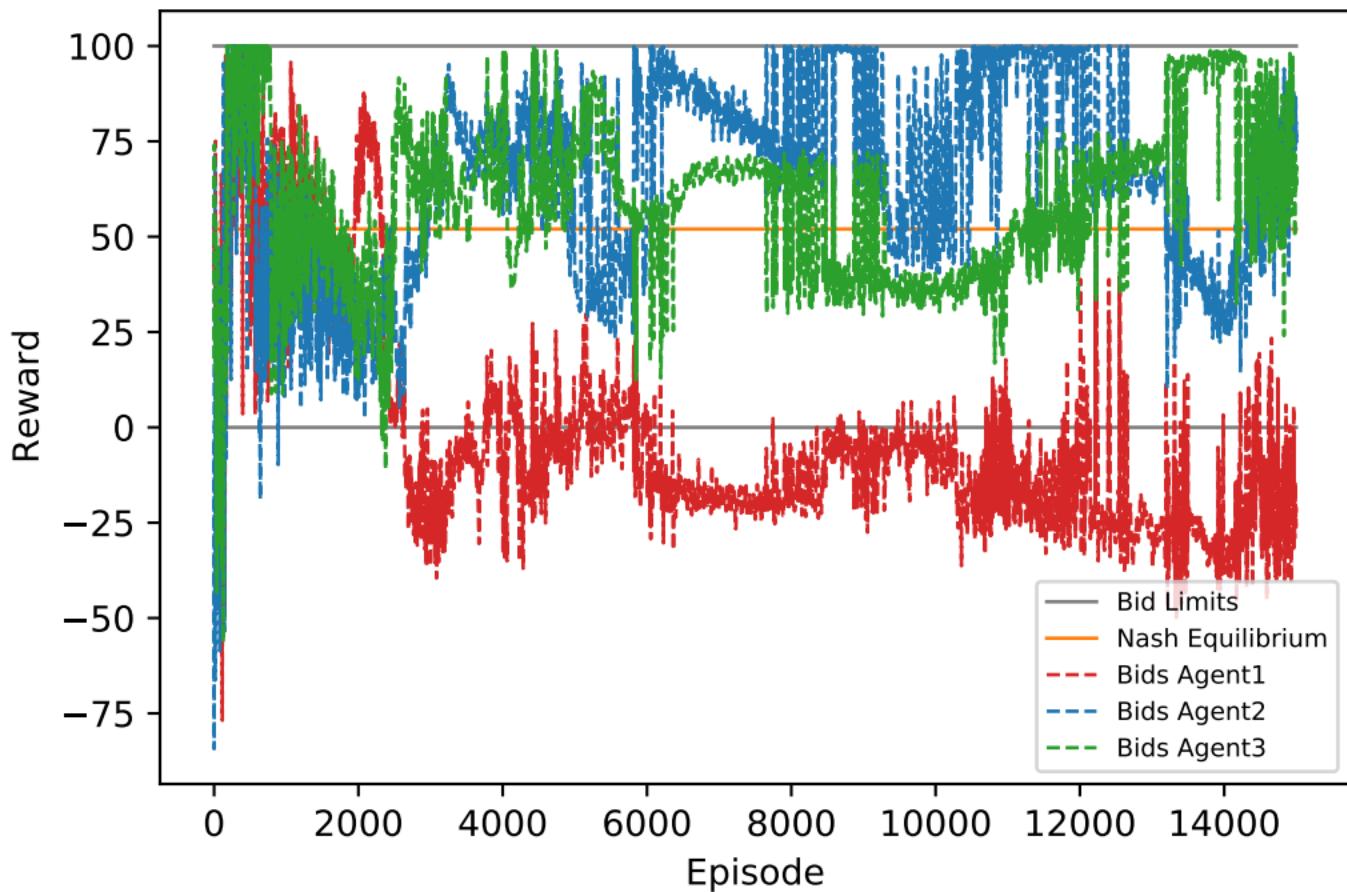
none lr4-3 wPast Action and 3 Agents: Run 25



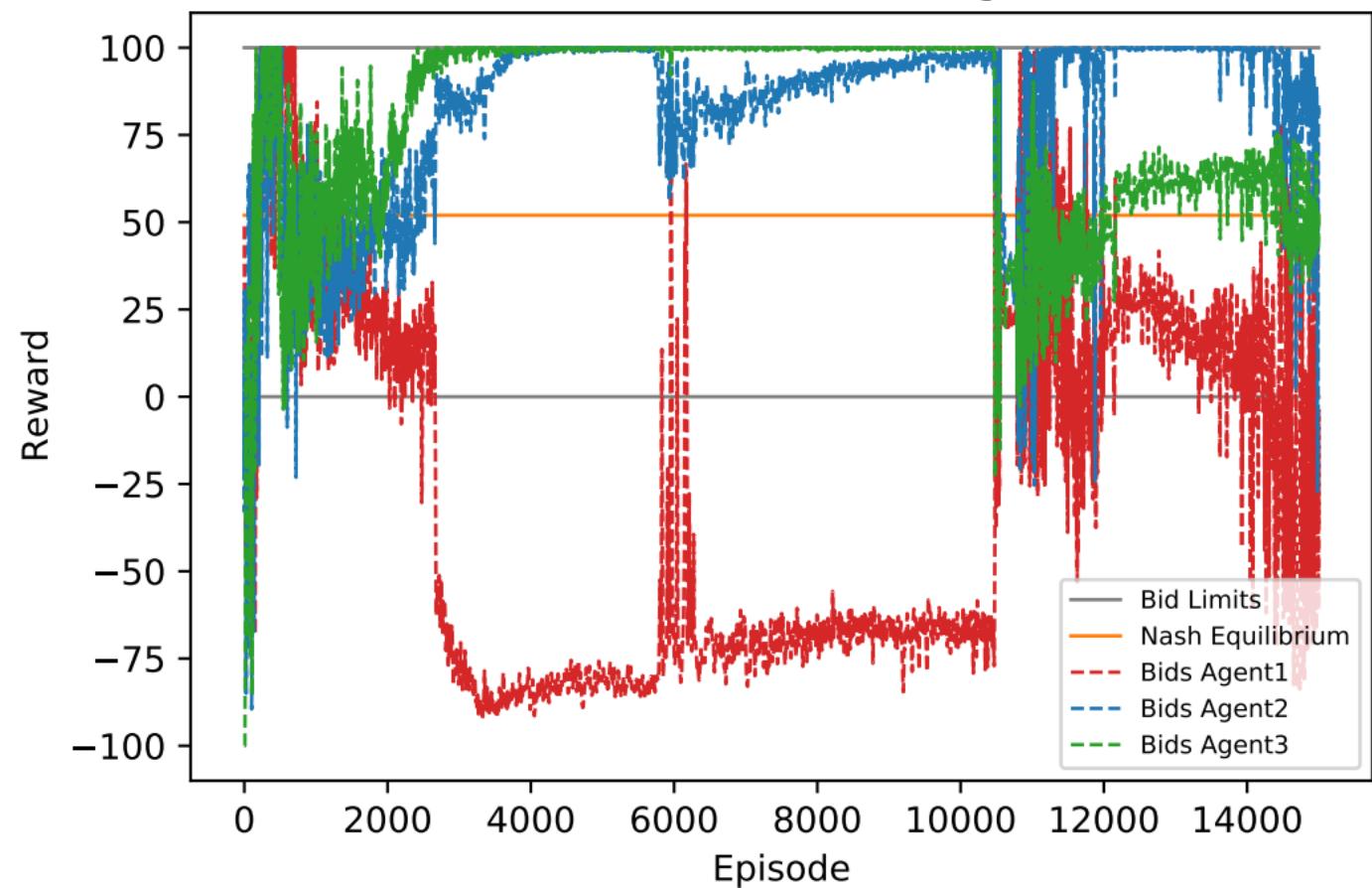
none lr4-3 wPast Action and 3 Agents: Run 26



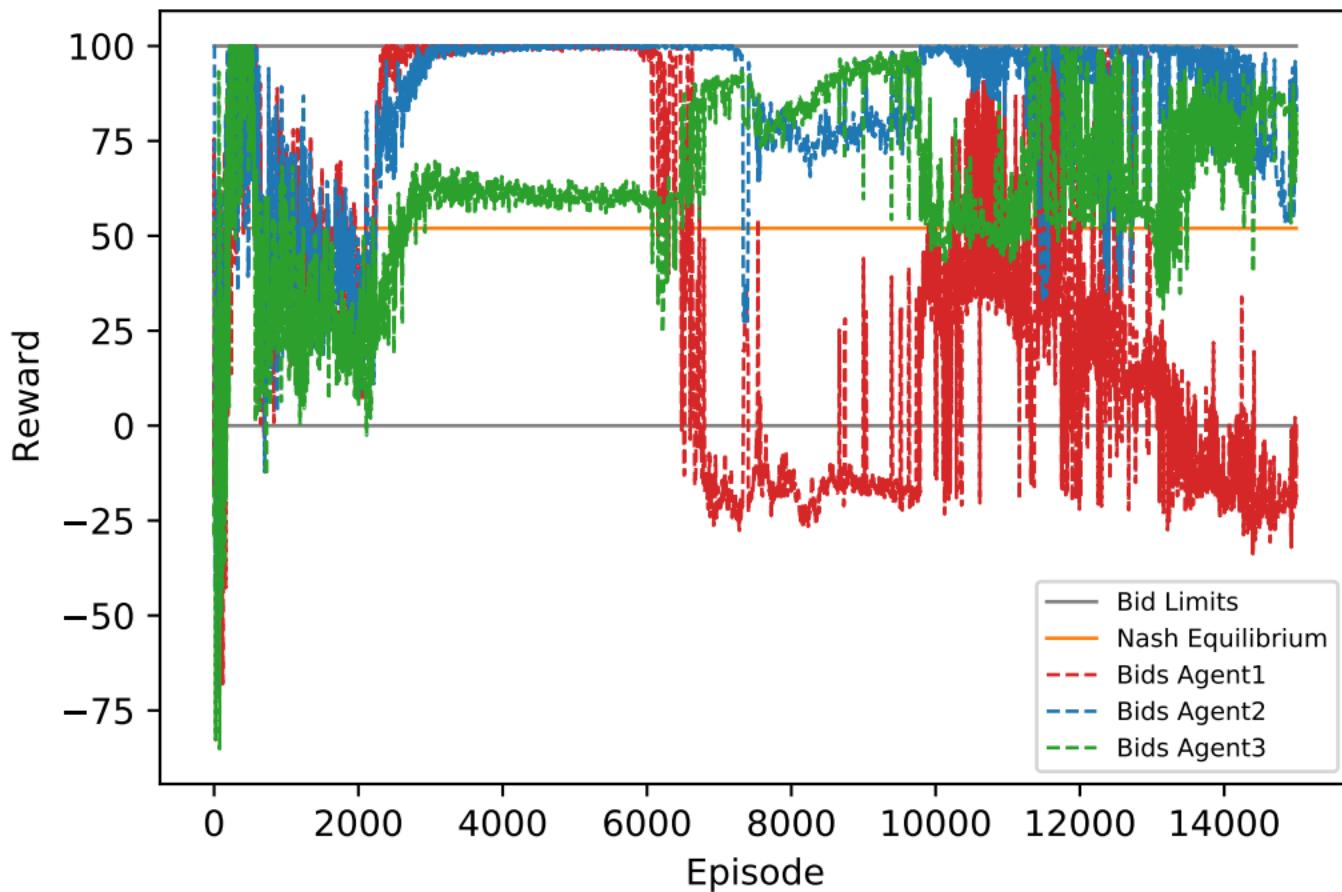
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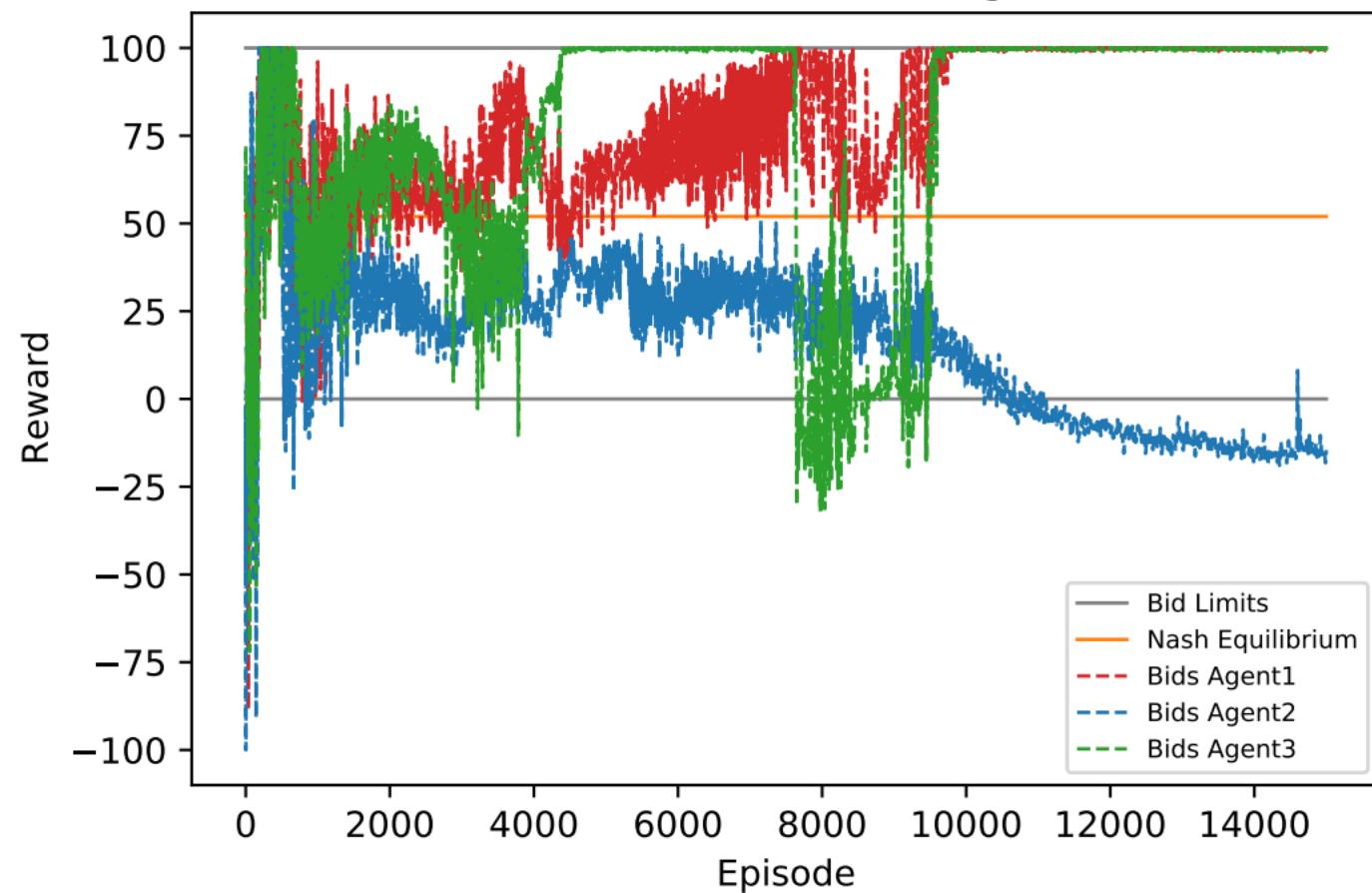
none lr4-3 wPast Action and 3 Agents: Run 28



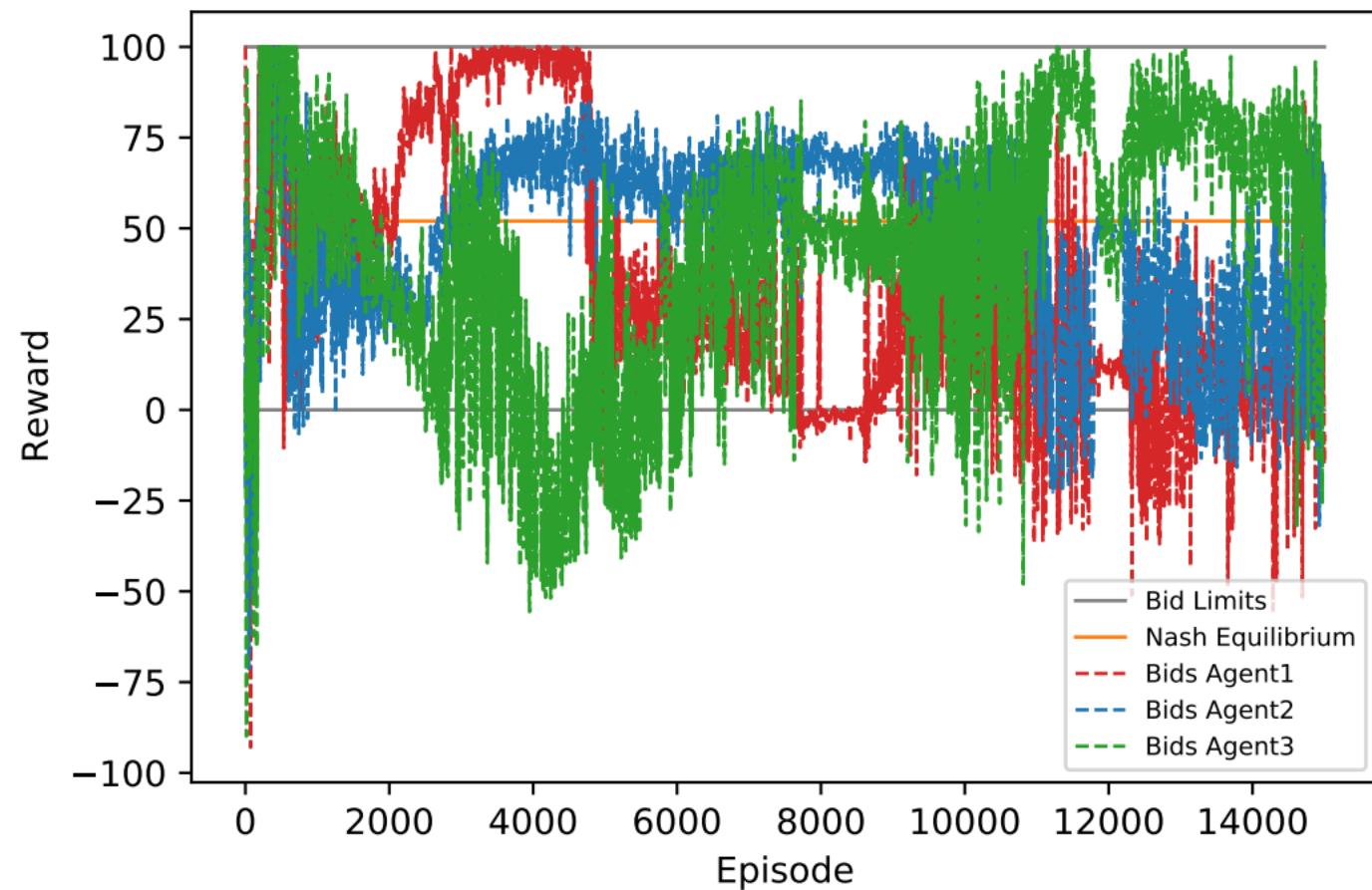
none lr4-3 wPast Action and 3 Agents: Run 29



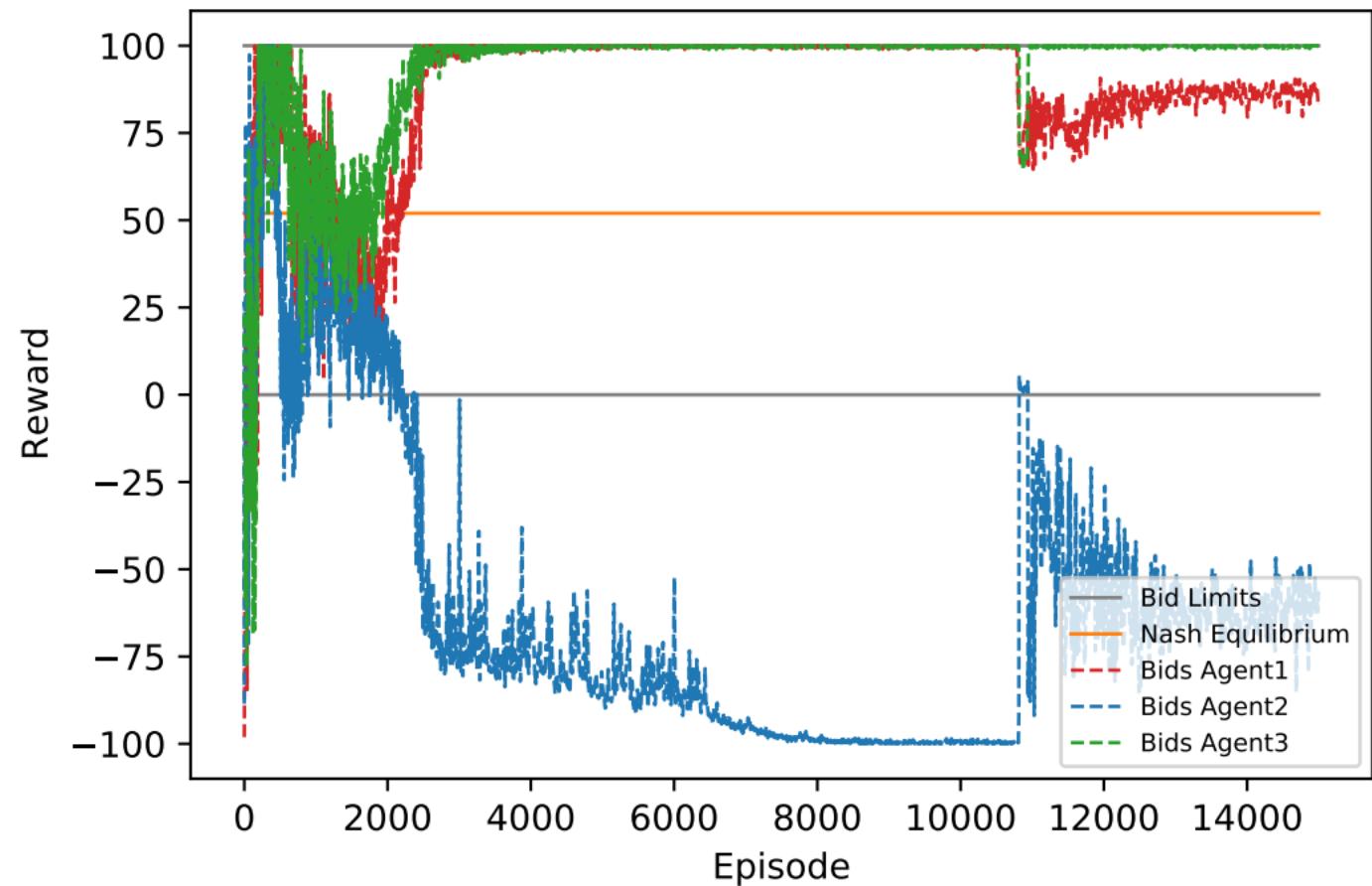
none lr4-3 wPast Action and 3 Agents: Run 30



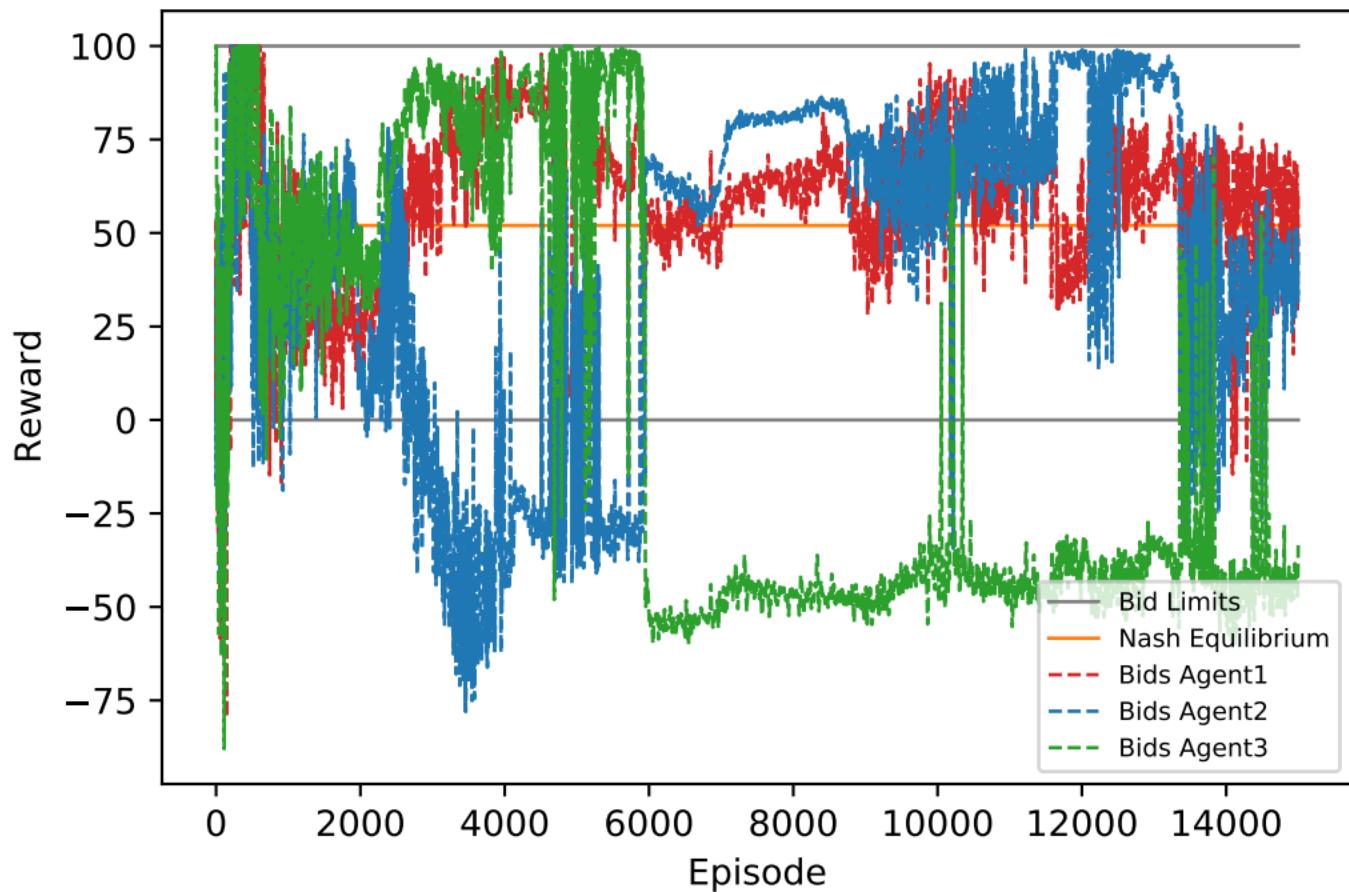
none lr4-3 wPast Action and 3 Agents: Run 31



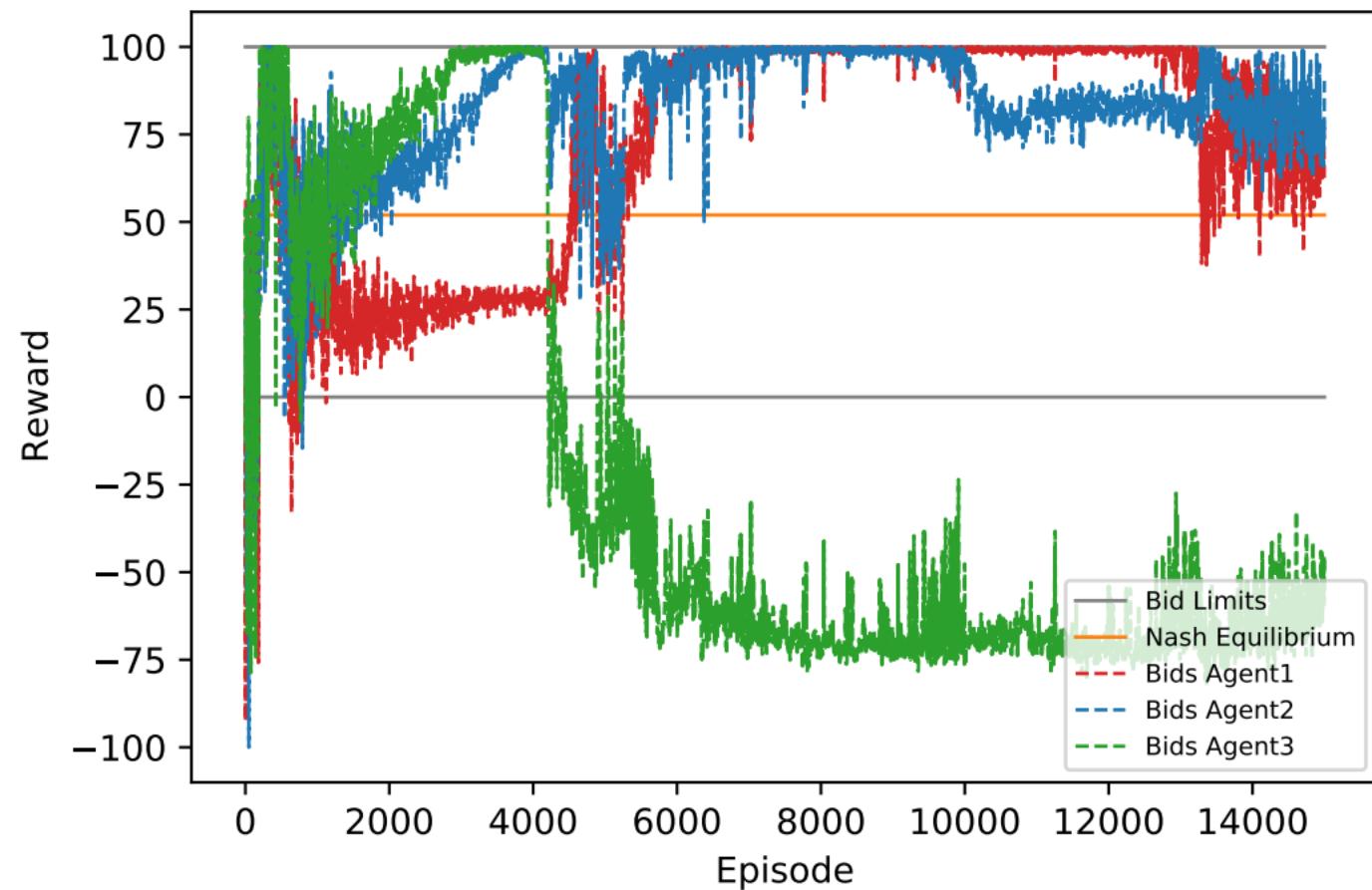
none lr4-3 wPast Action and 3 Agents: Run 32



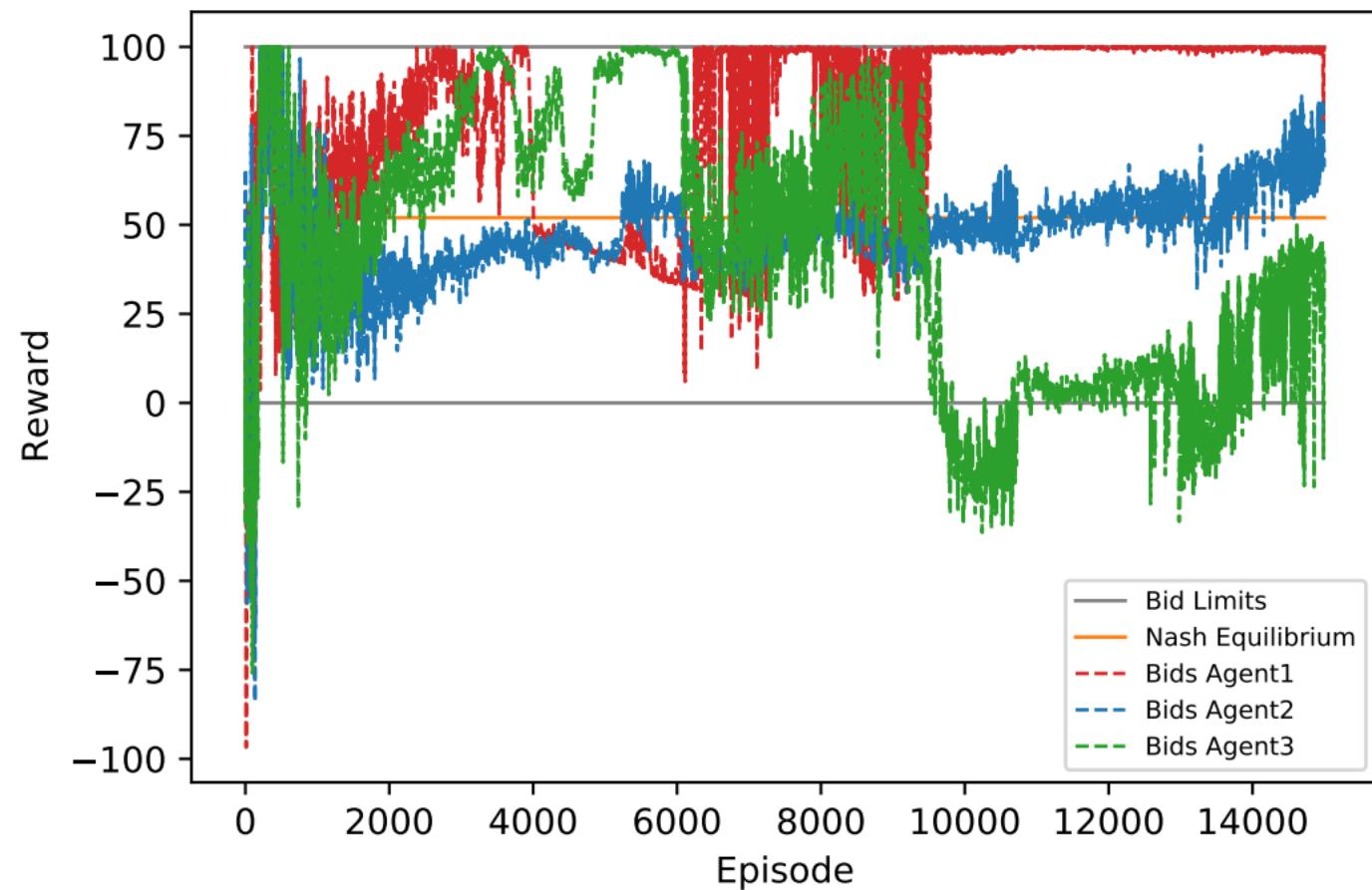
none lr4-3 wPast Action and 3 Agents: Run 33



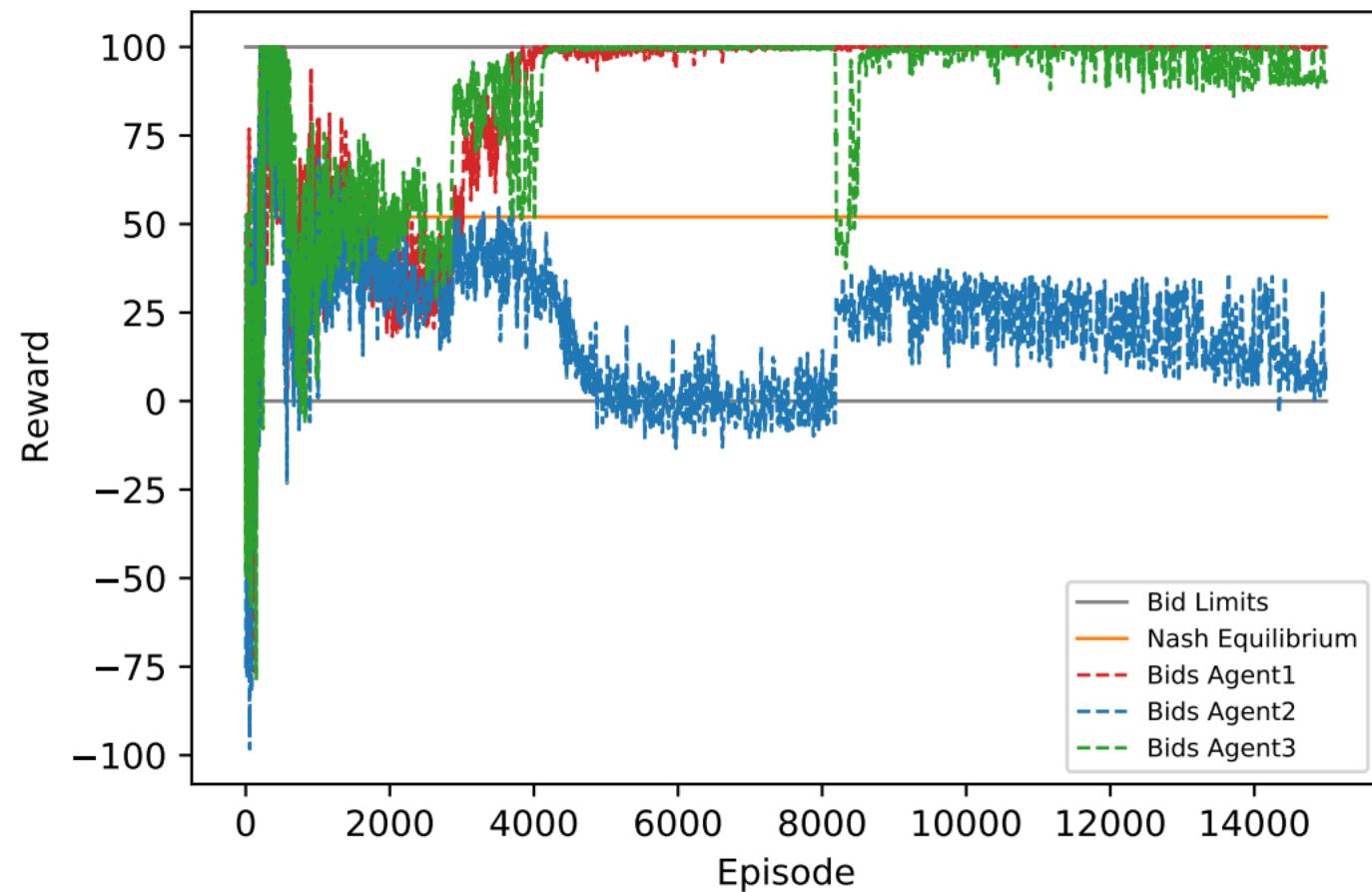
none lr4-3 wPast Action and 3 Agents: Run 34



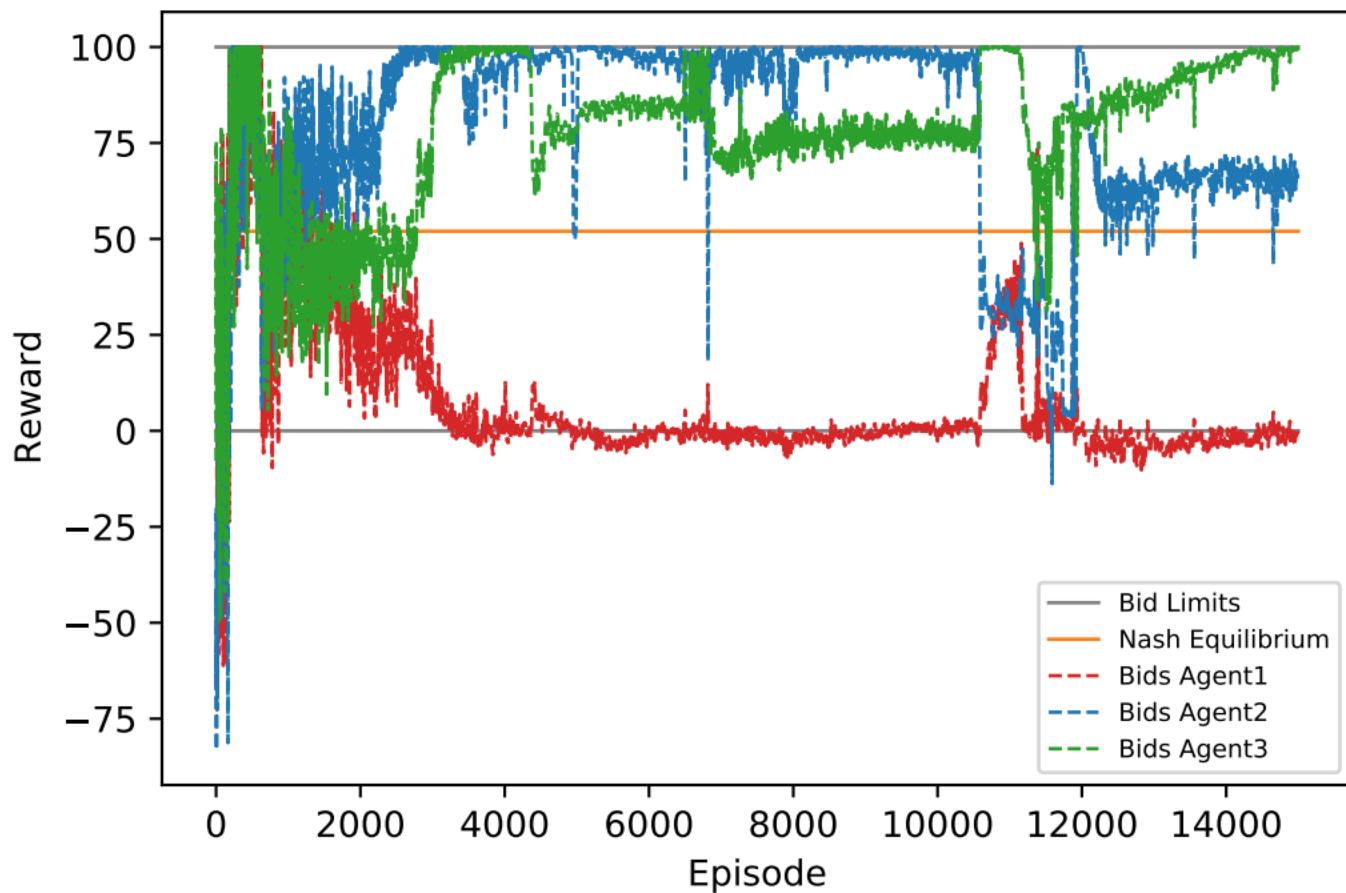
none lr4-3 wPast Action and 3 Agents: Run 35



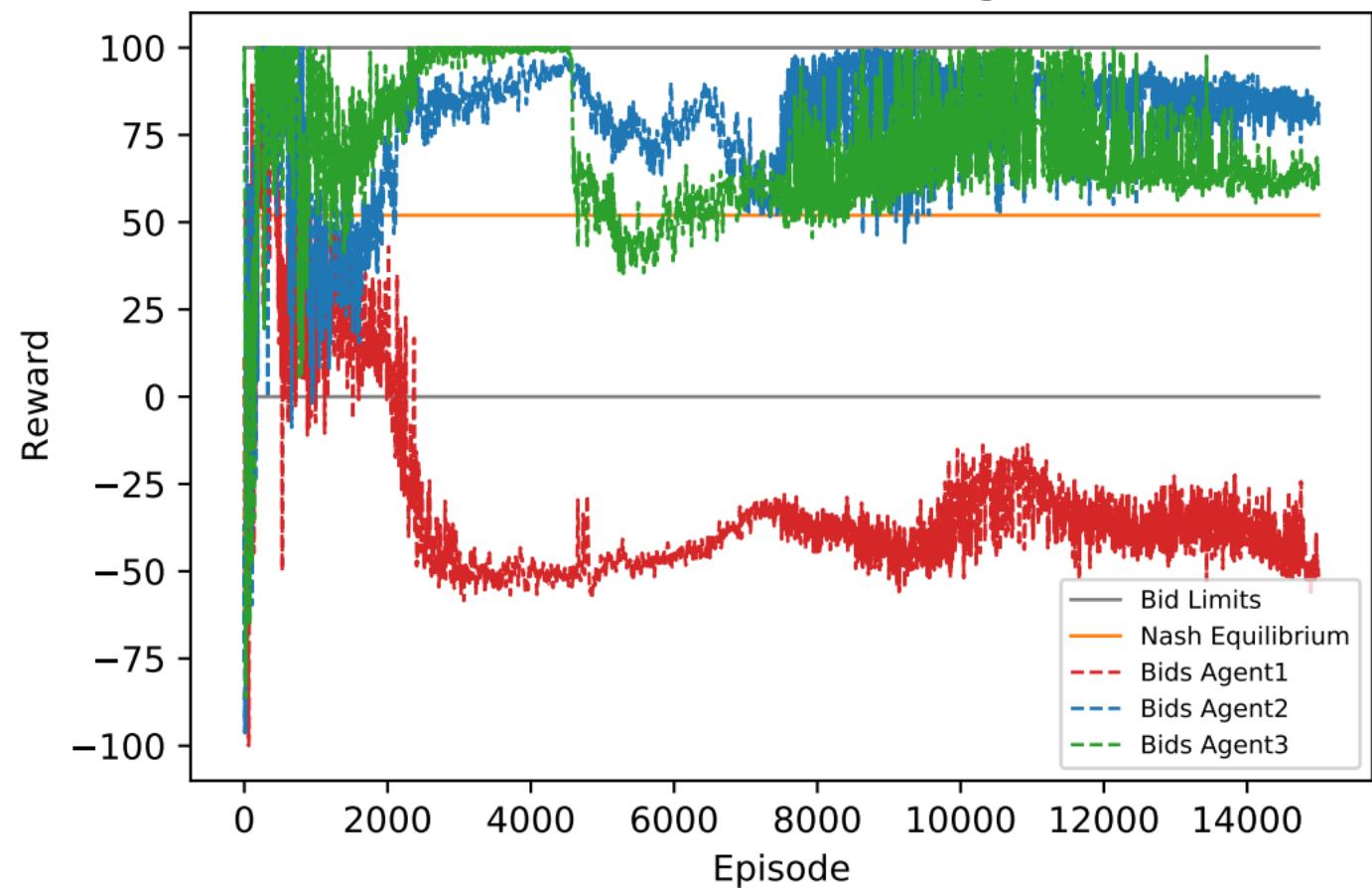
none lr4-3 wPast Action and 3 Agents: Run 36



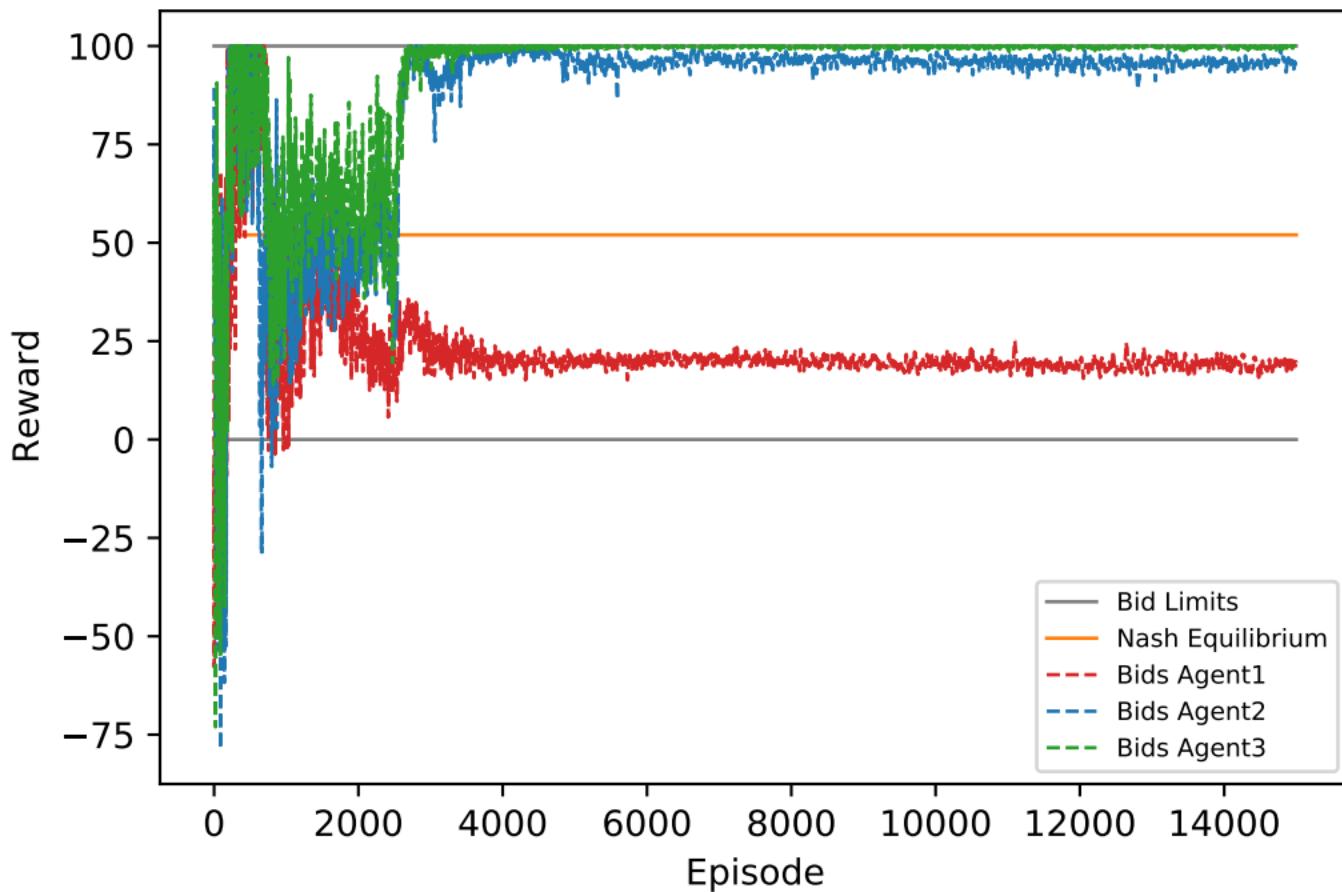
none lr4-3 wPast Action and 3 Agents: Run 37



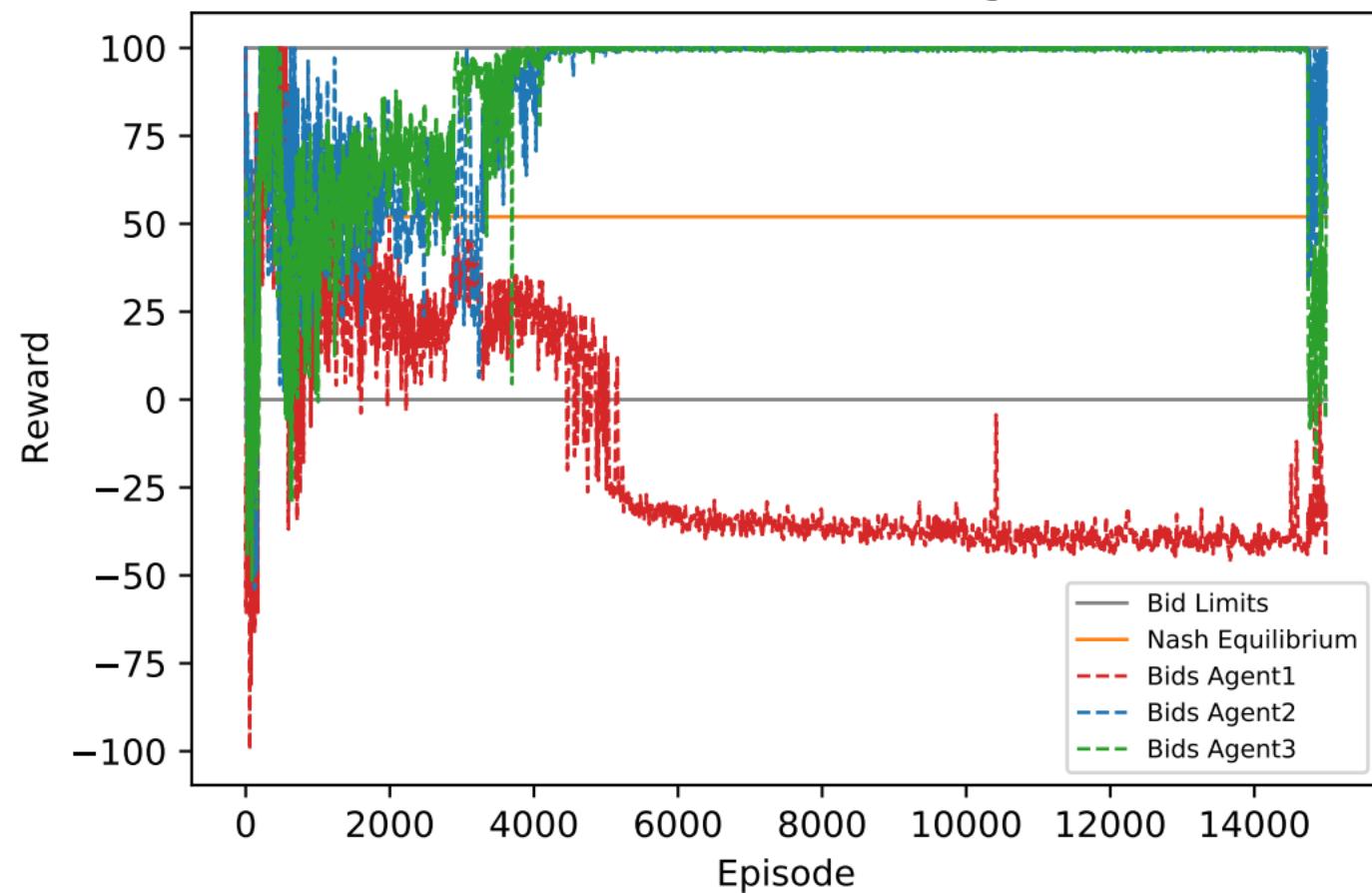
none lr4-3 wPast Action and 3 Agents: Run 38



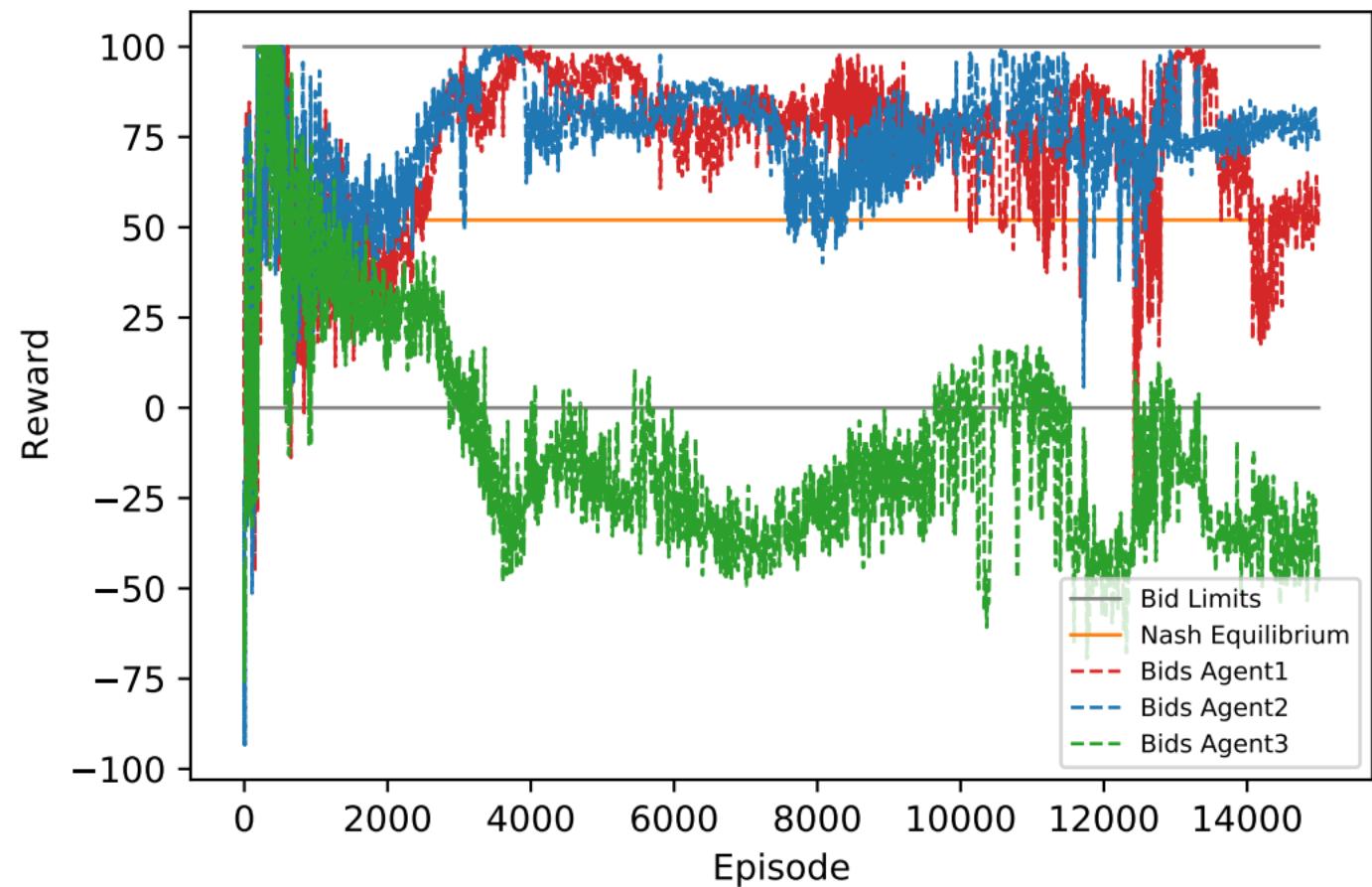
none lr4-3 wPast Action and 3 Agents: Run 39



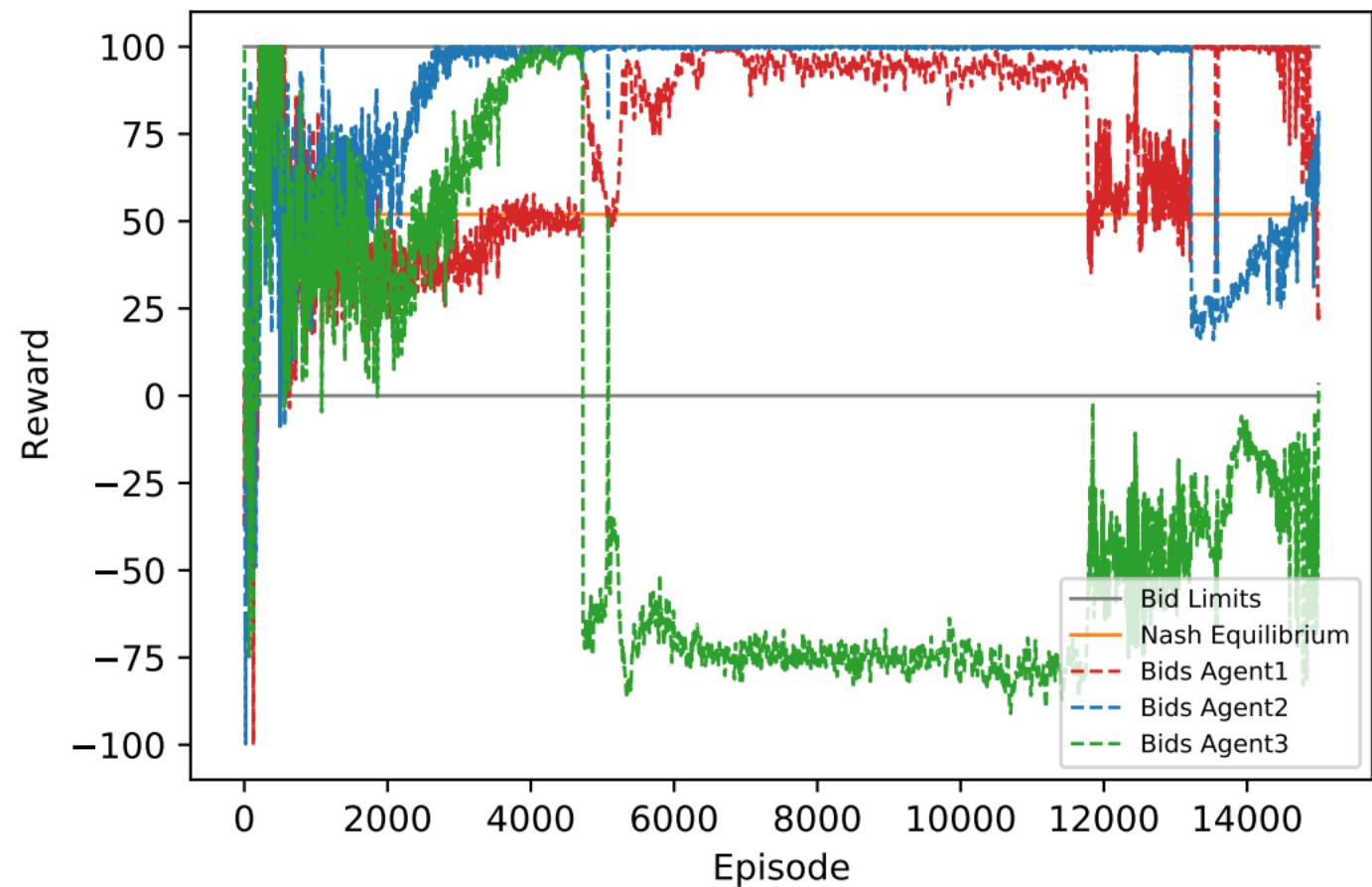
none lr4-3 wPast Action and 3 Agents: Run 40



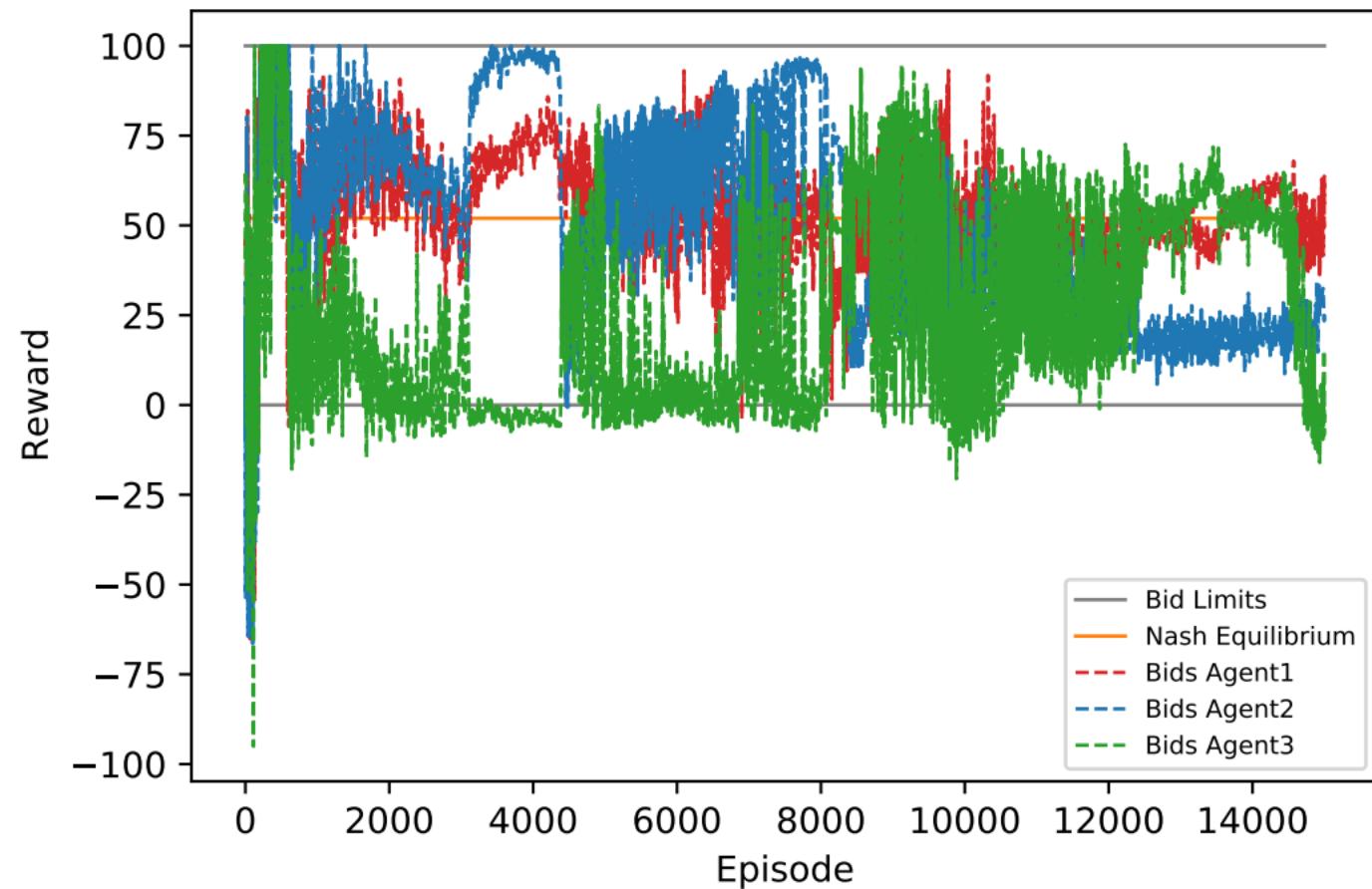
none lr4-3 wPast Action and 3 Agents: Run 41



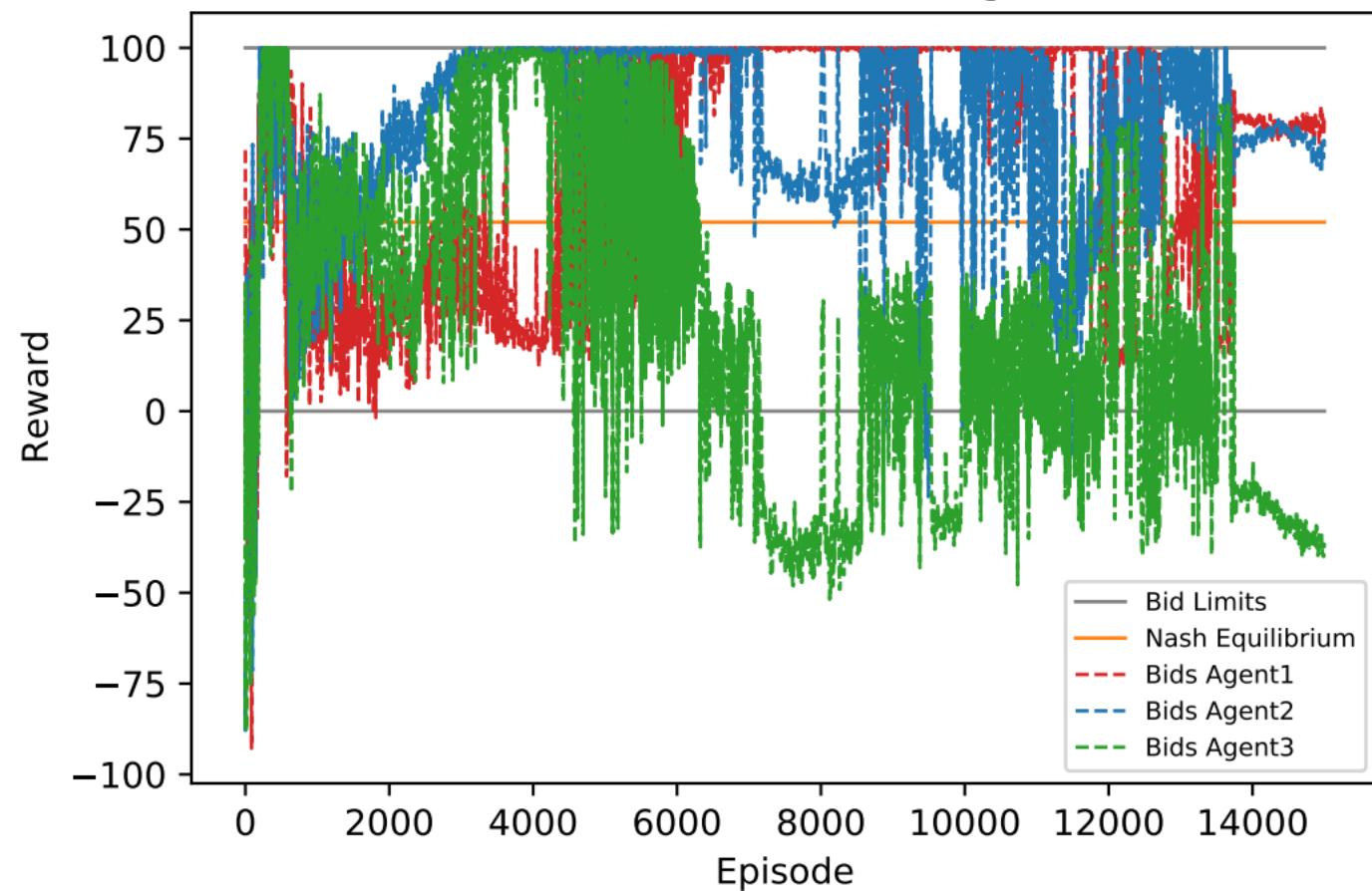
none lr4-3 wPast Action and 3 Agents: Run 42



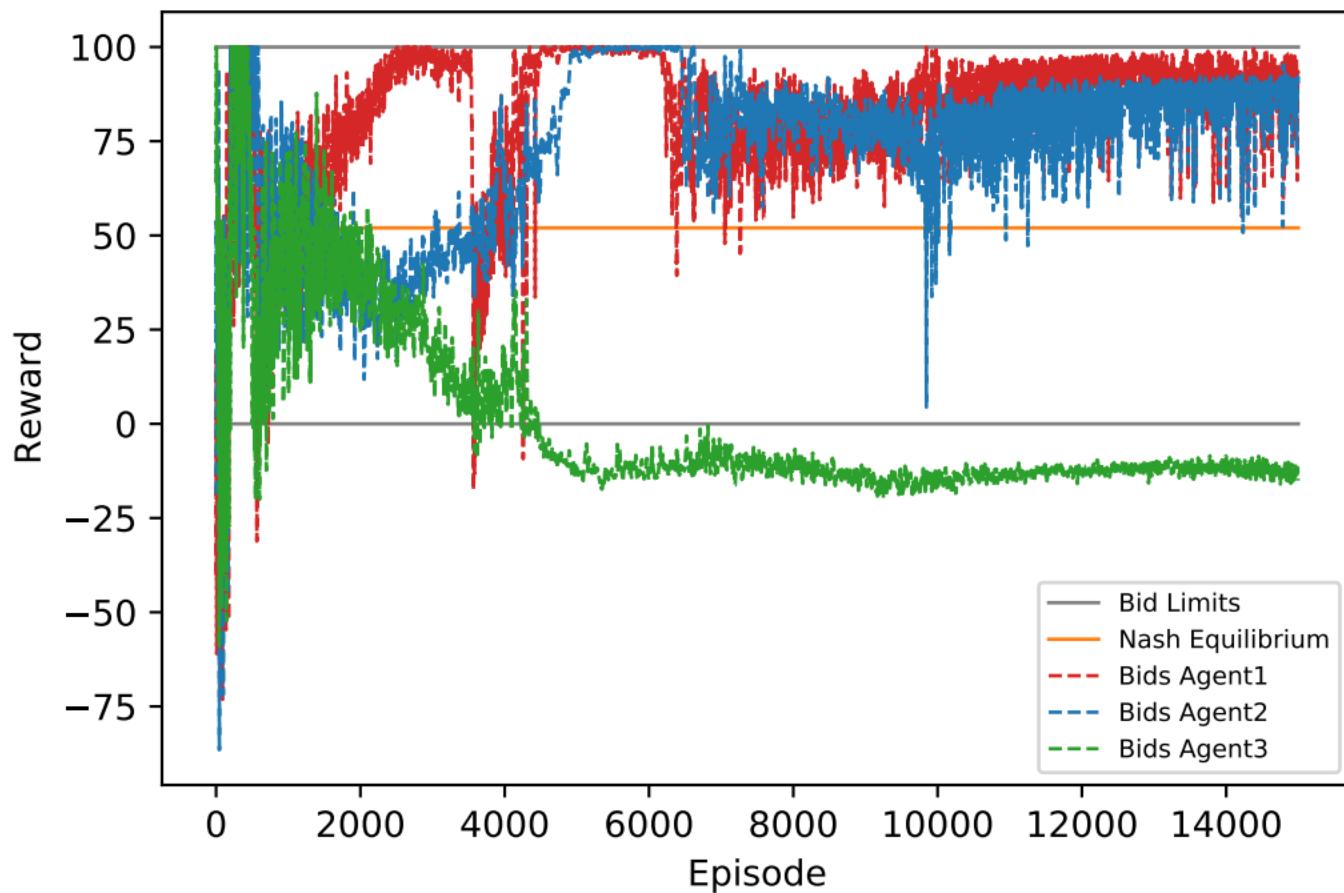
none lr4-3 wPast Action and 3 Agents: Run 43



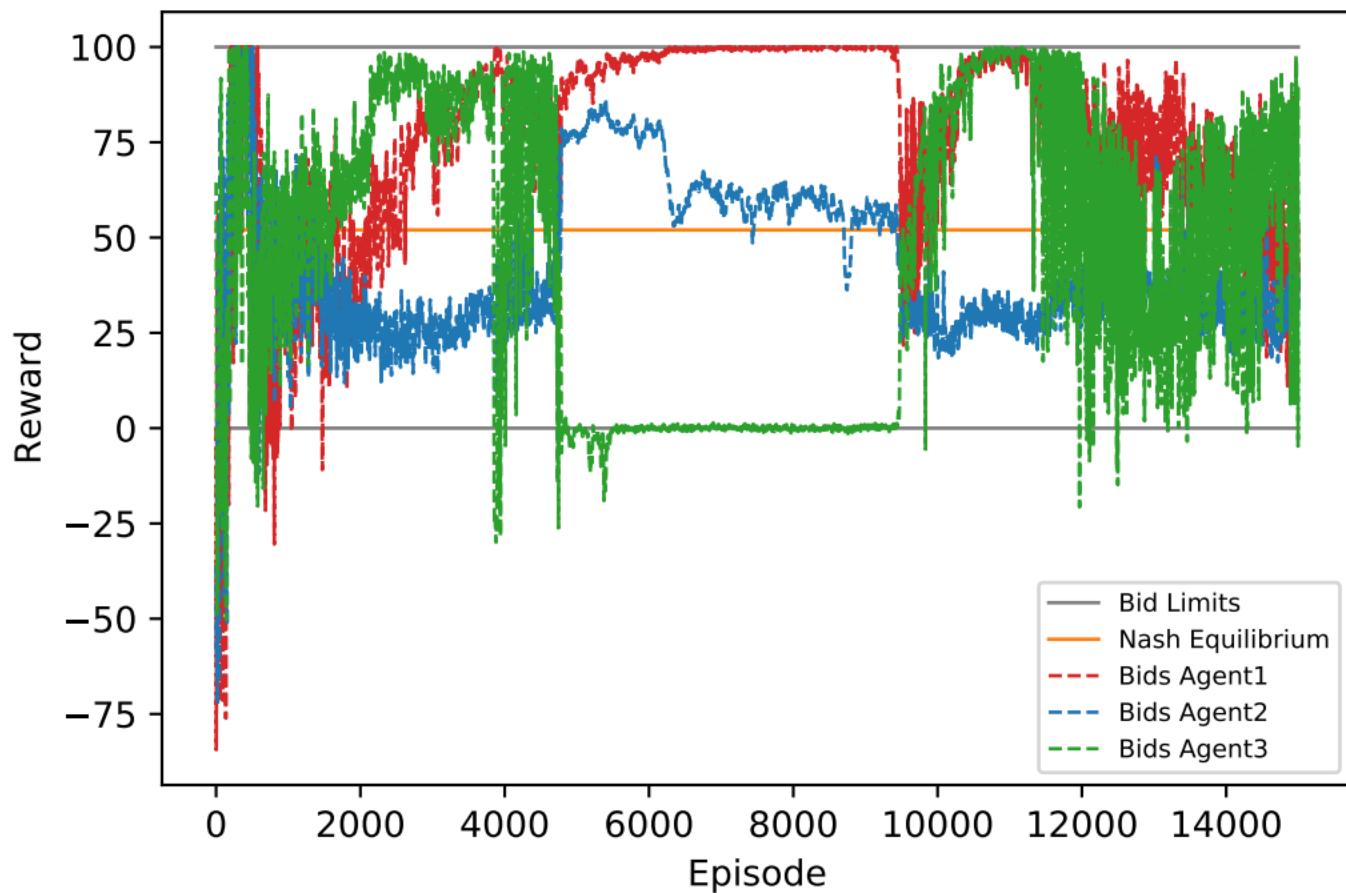
none lr4-3 wPast Action and 3 Agents: Run 44



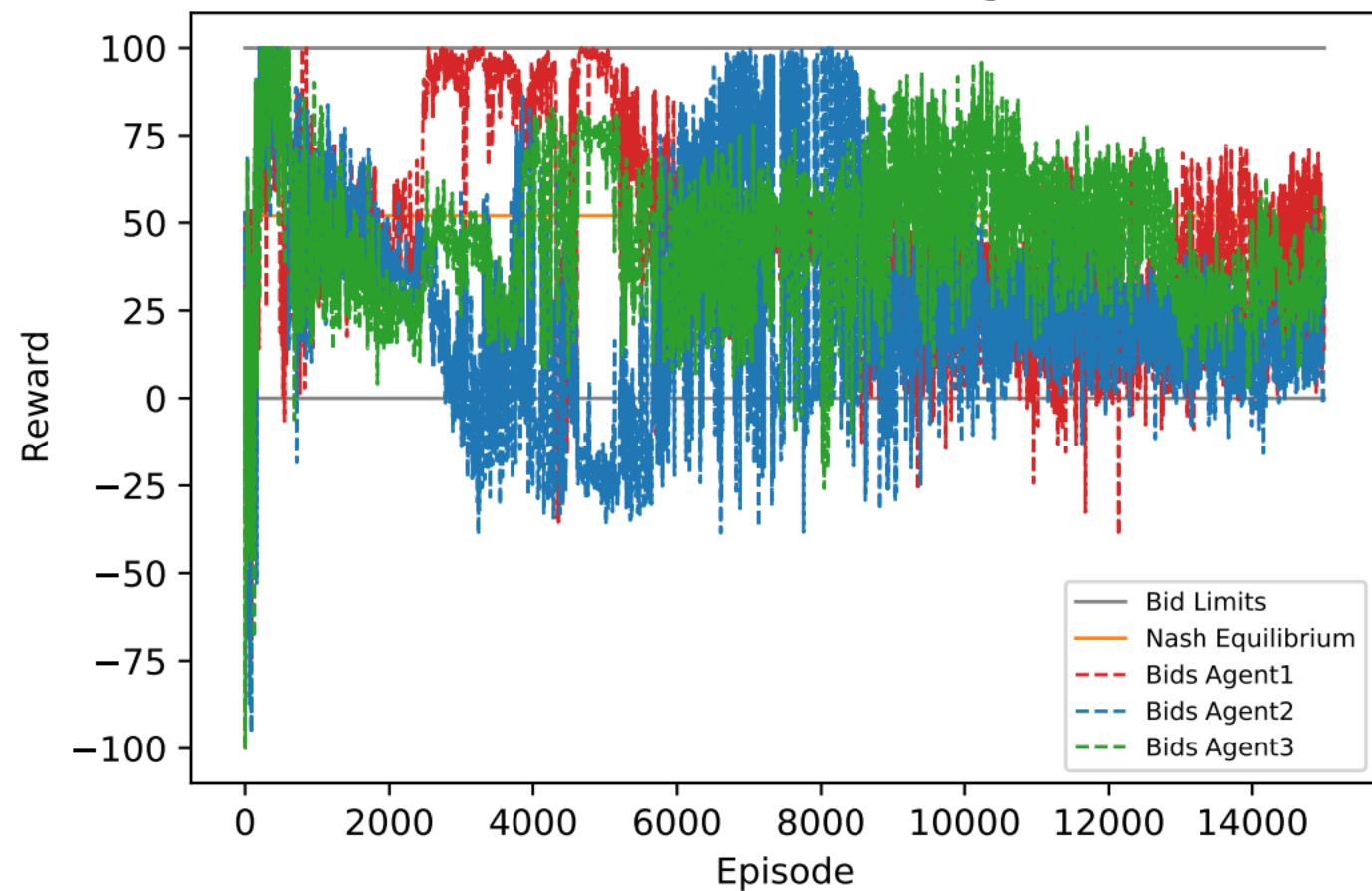
none lr4-3 wPast Action and 3 Agents: Run 45



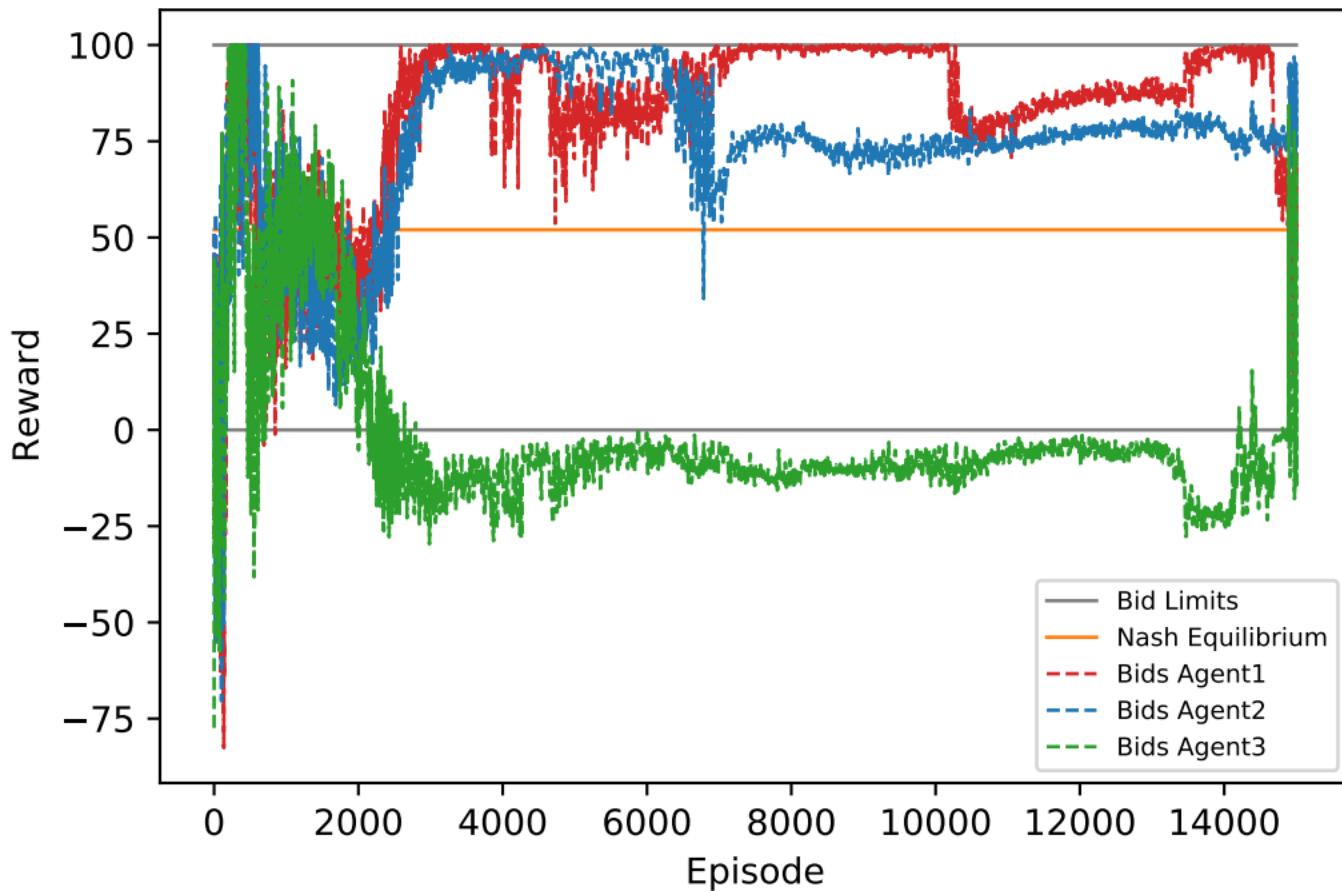
none lr4-3 wPast Action and 3 Agents: Run 46



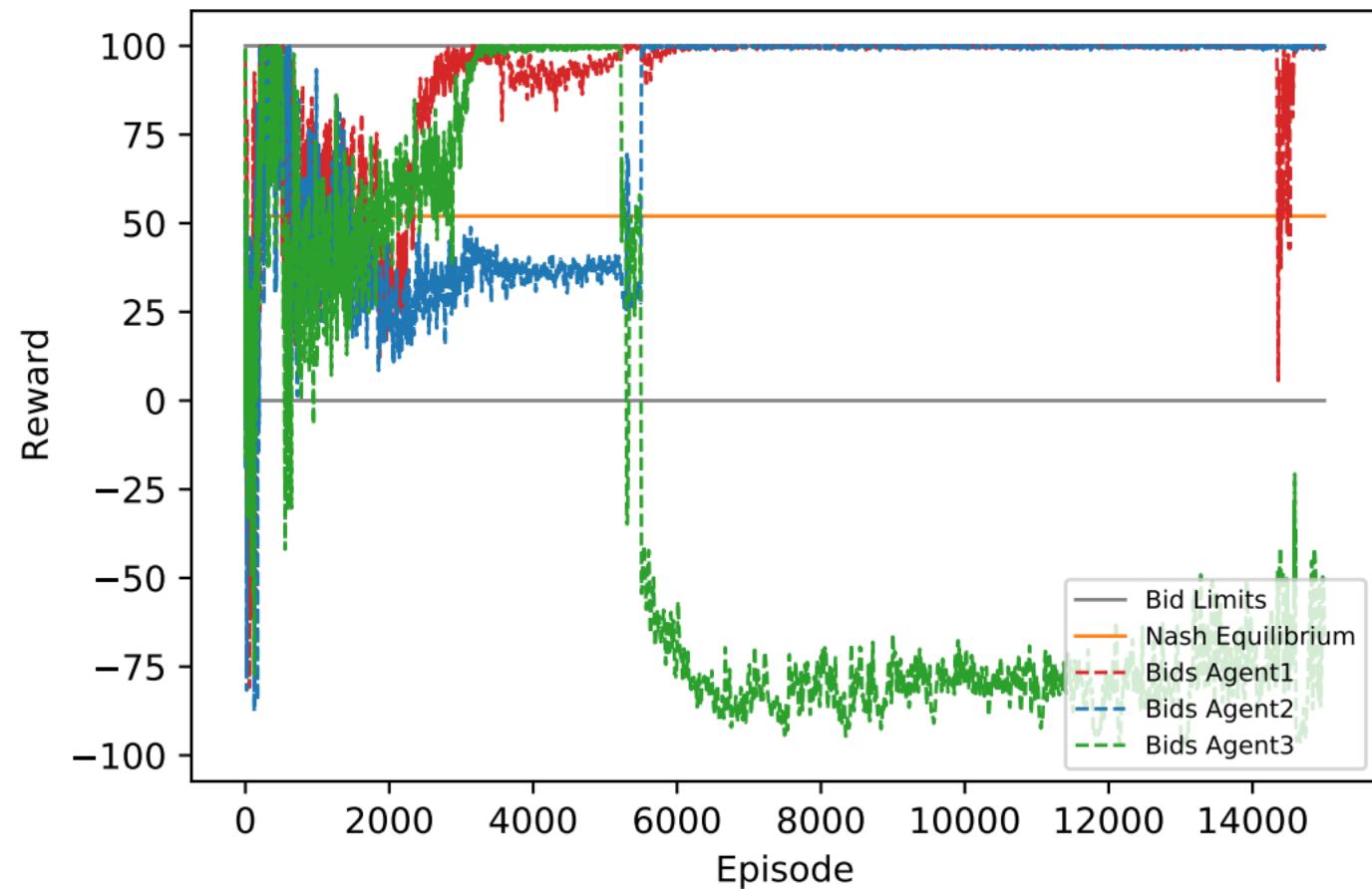
none lr4-3 wPast Action and 3 Agents: Run 47



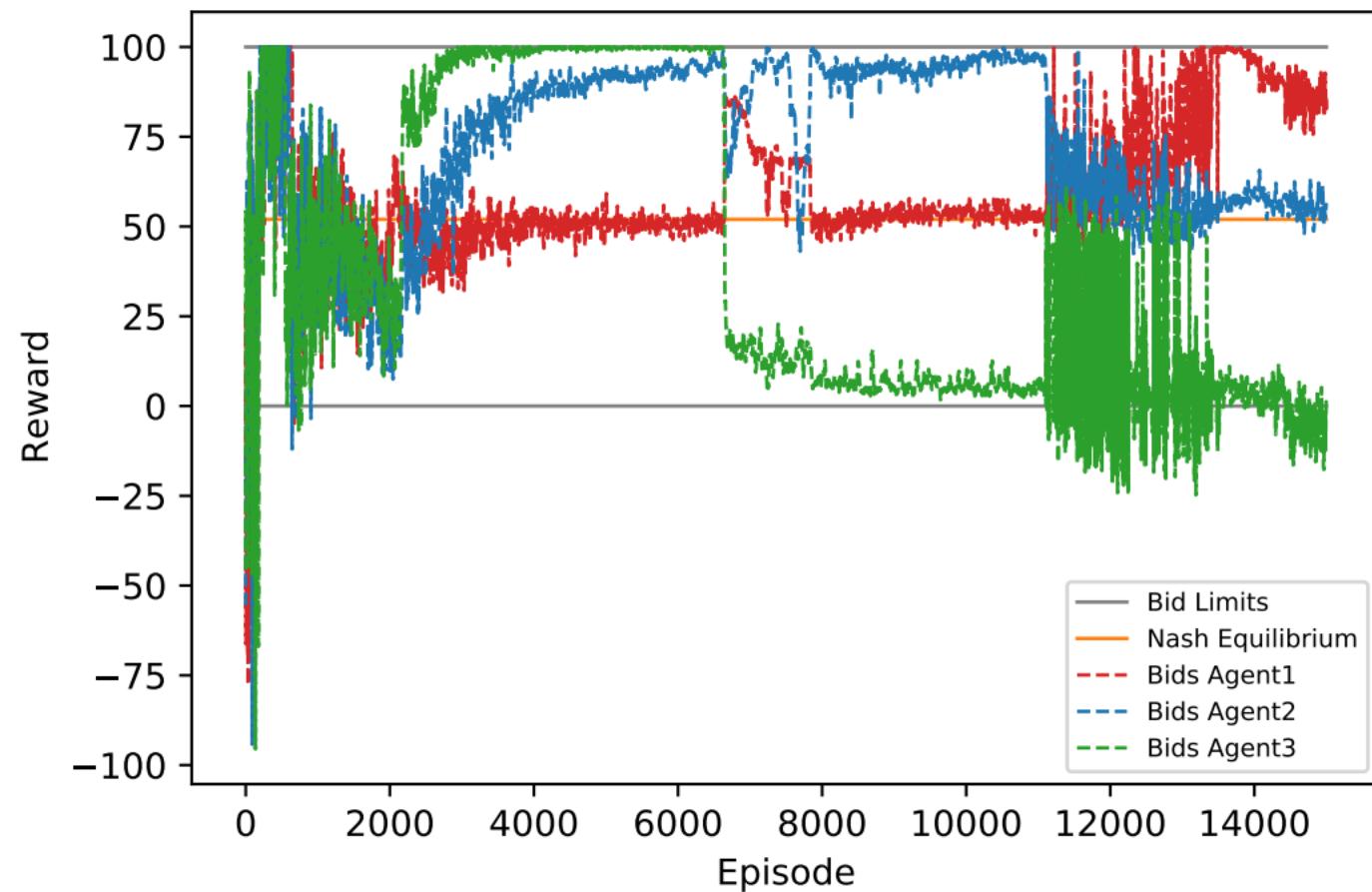
none lr4-3 wPast Action and 3 Agents: Run 48



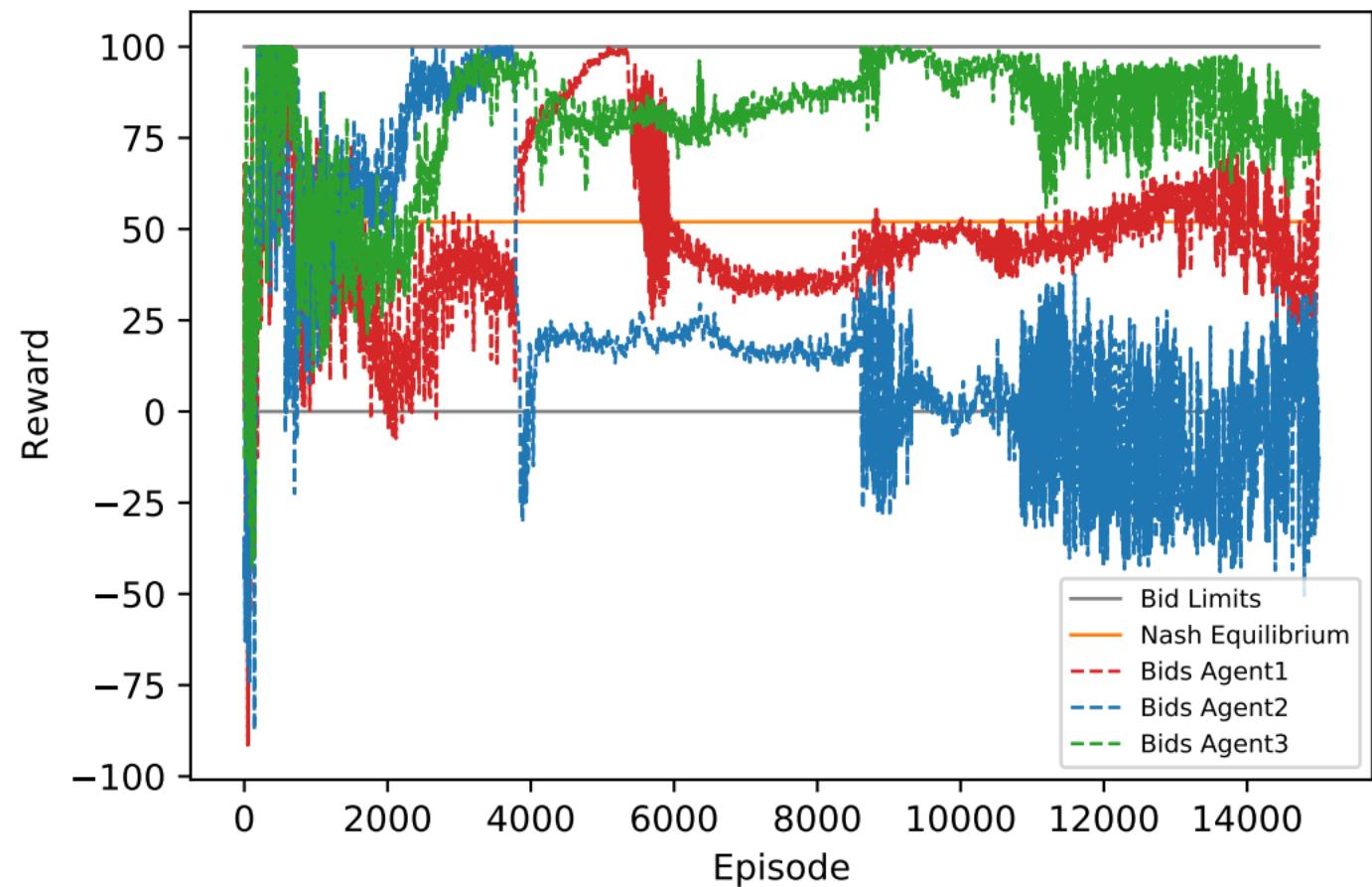
none lr4-3 wPast Action and 3 Agents: Run 49



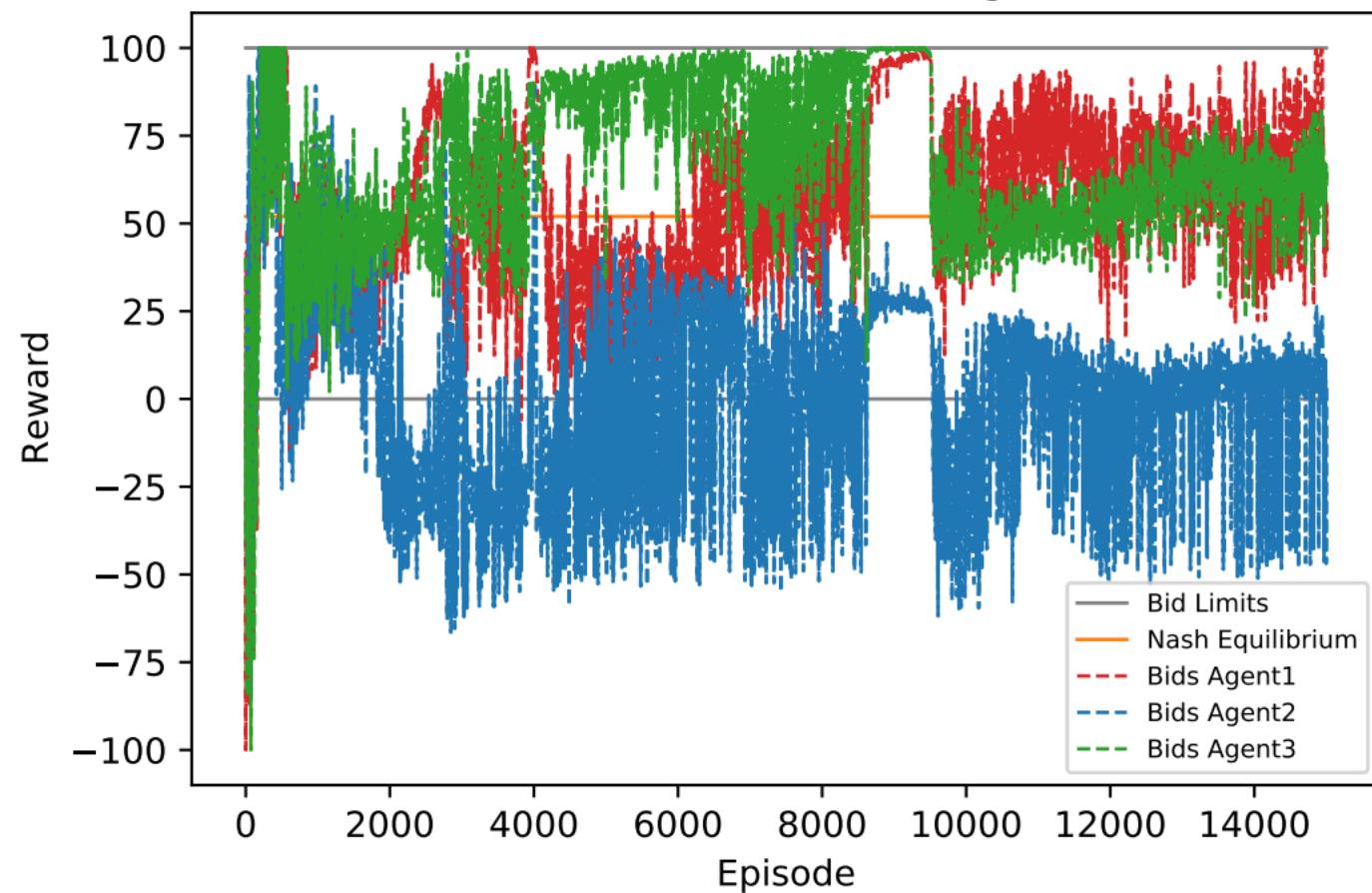
none lr4-3 wPast Action and 3 Agents: Run 50



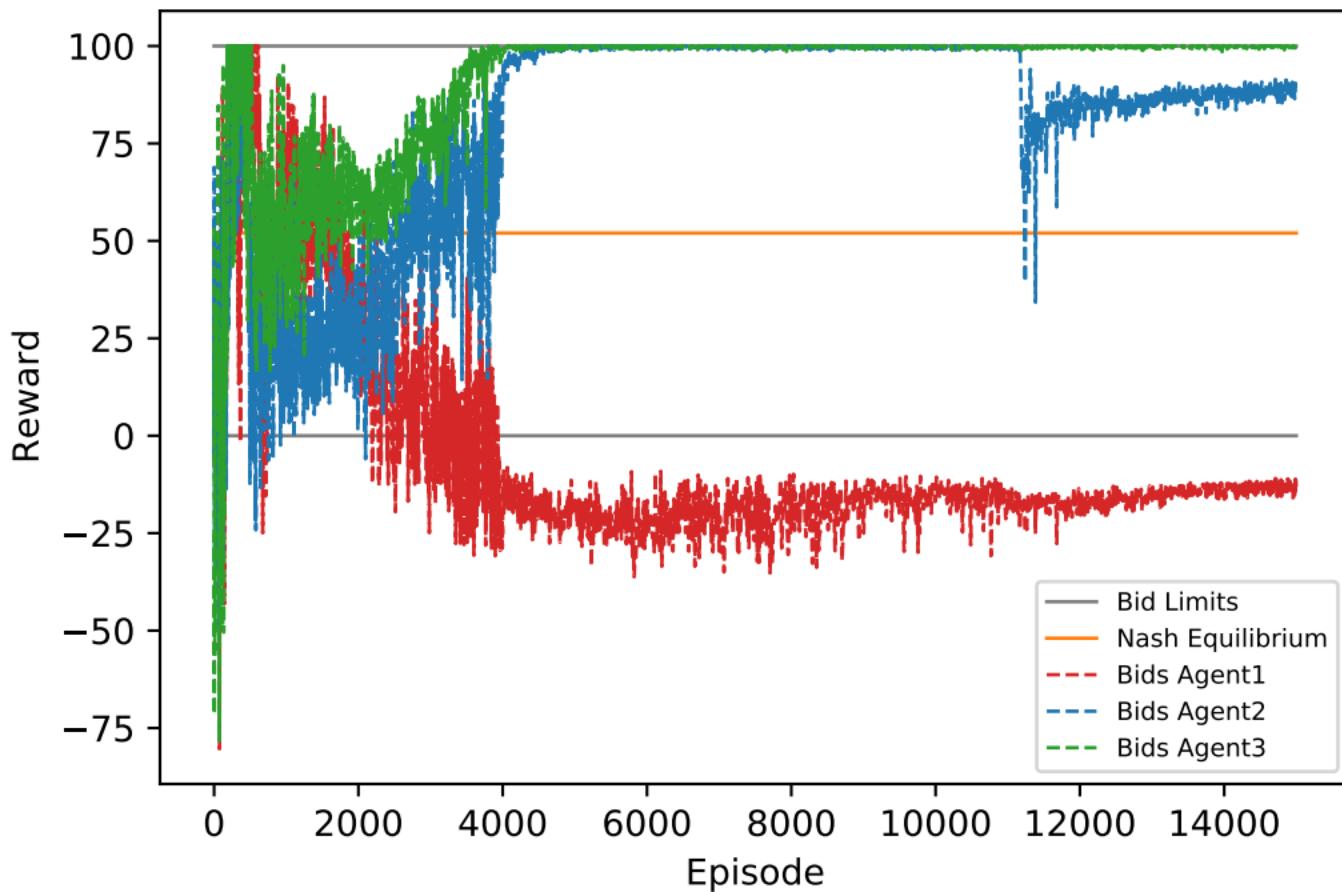
none lr4-3 wPast Action and 3 Agents: Run 51



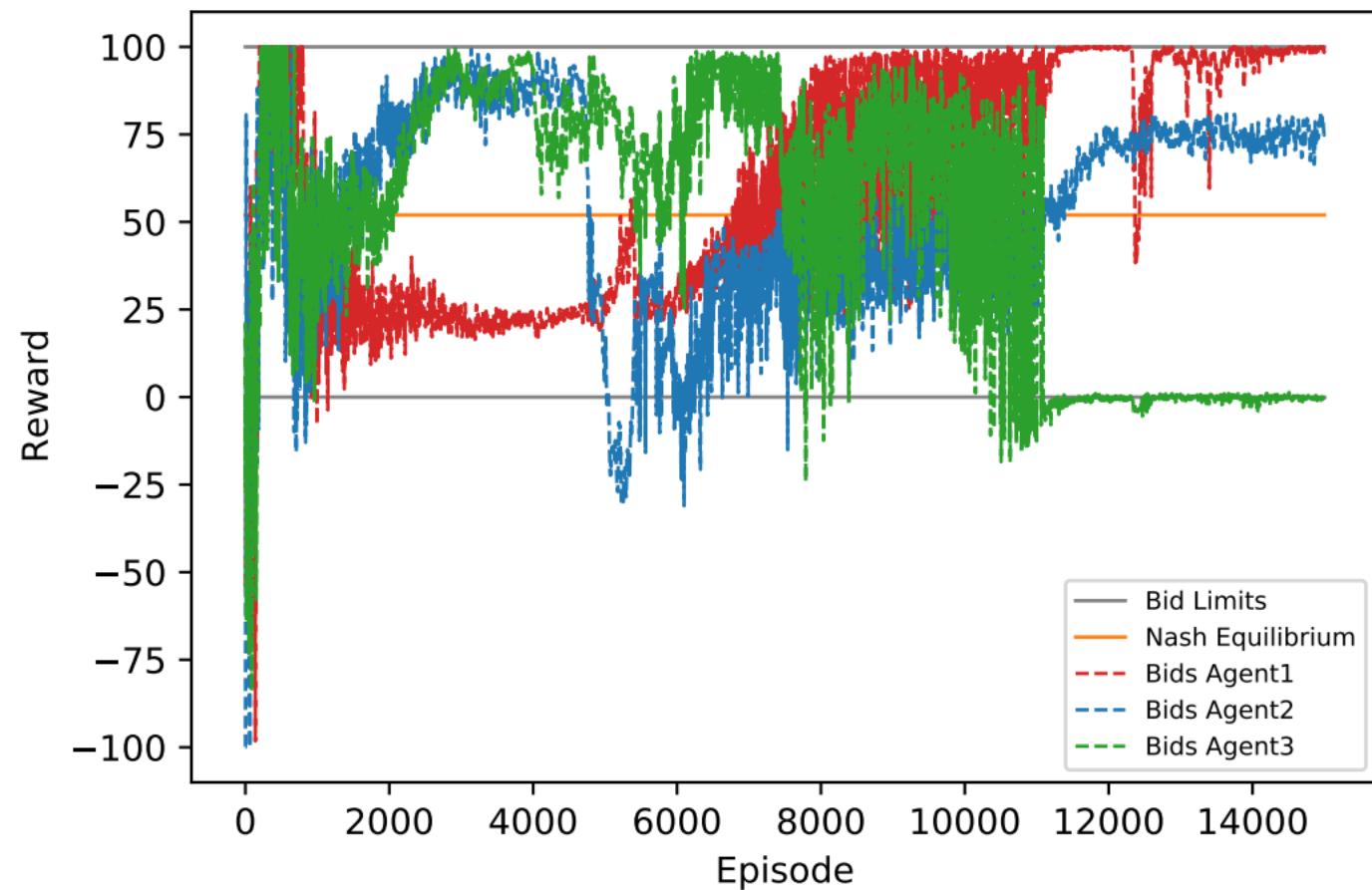
none lr4-3 wPast Action and 3 Agents: Run 52



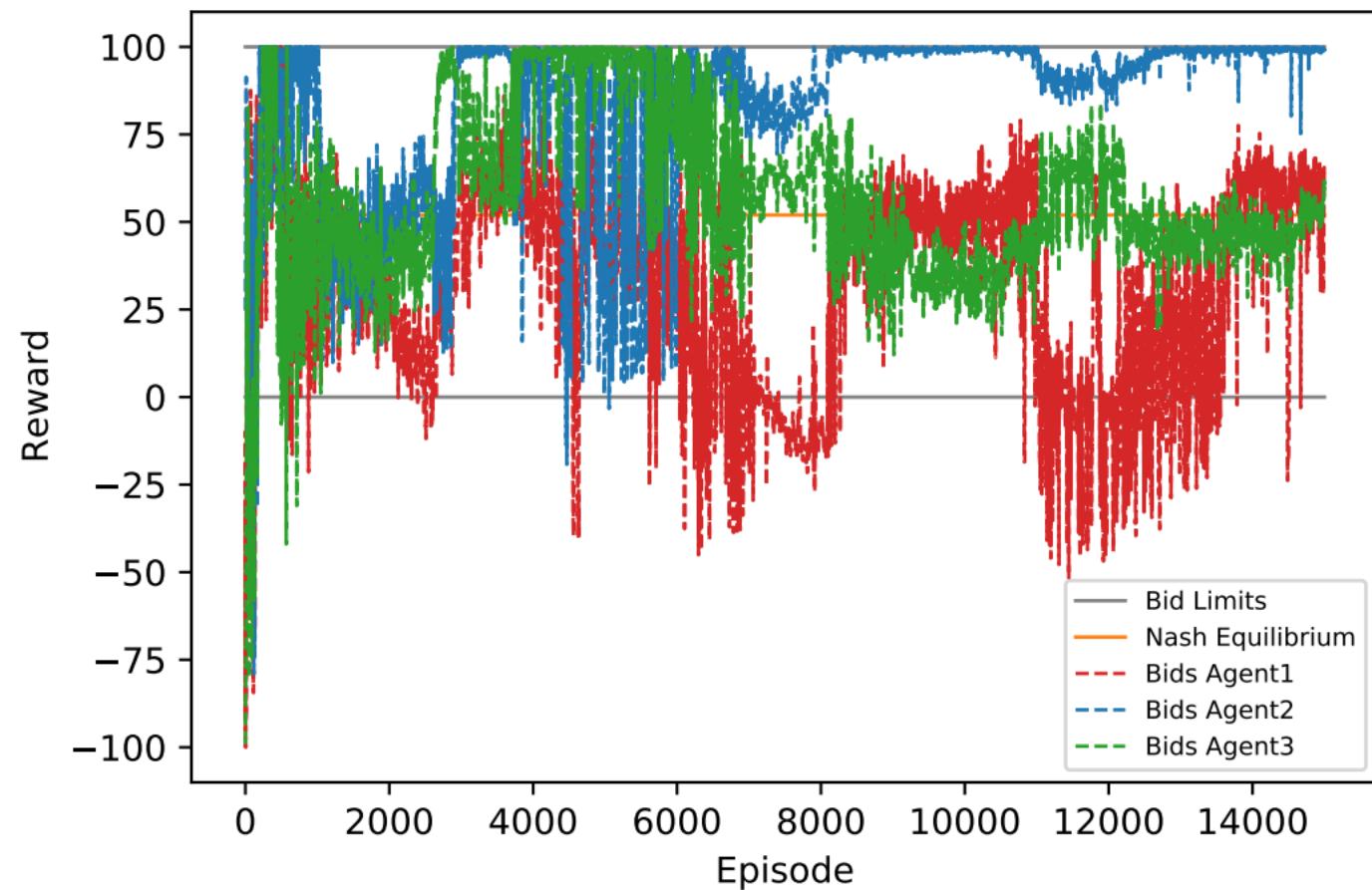
none lr4-3 wPast Action and 3 Agents: Run 53



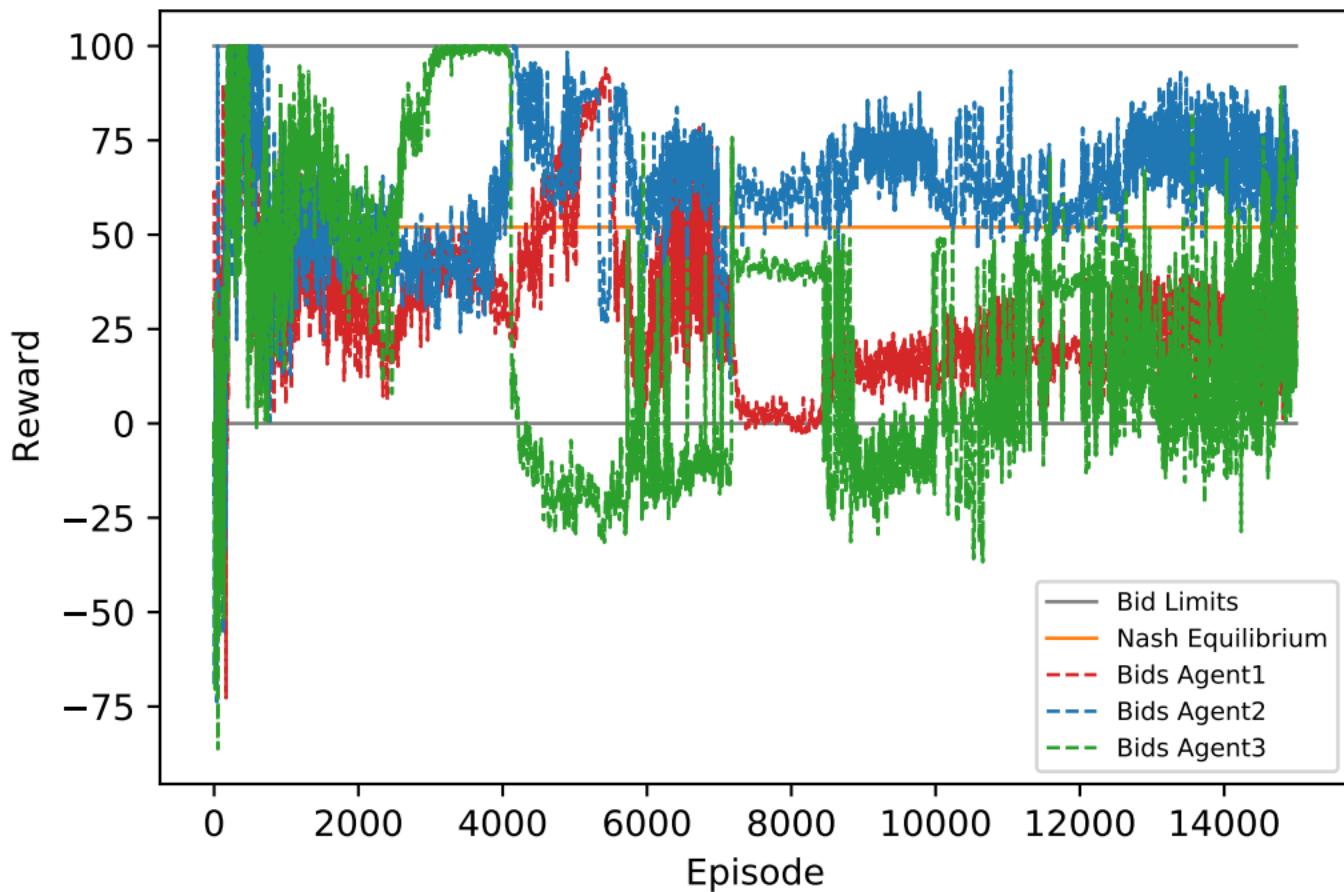
none lr4-3 wPast Action and 3 Agents: Run 54



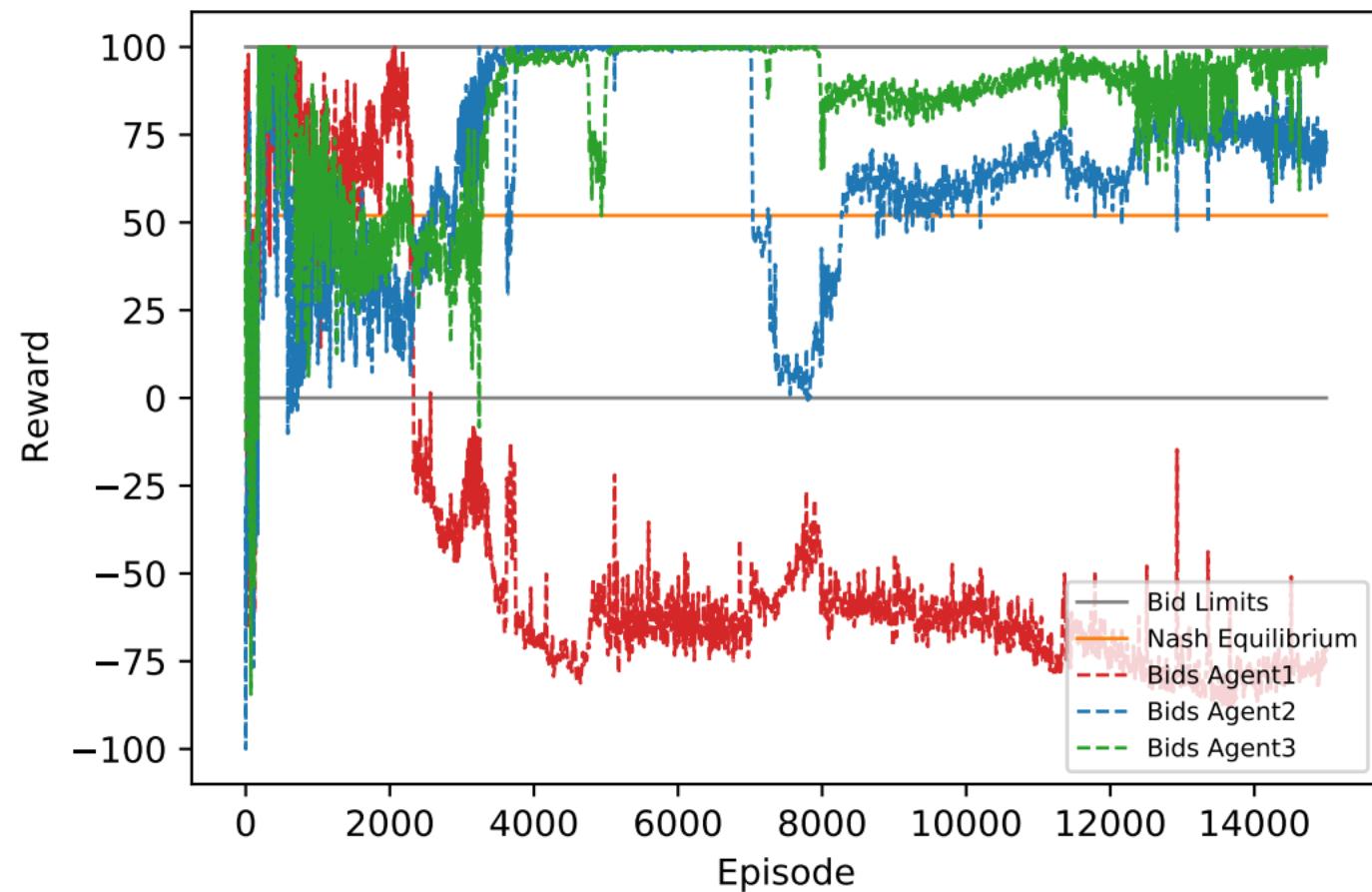
none lr4-3 wPast Action and 3 Agents: Run 55



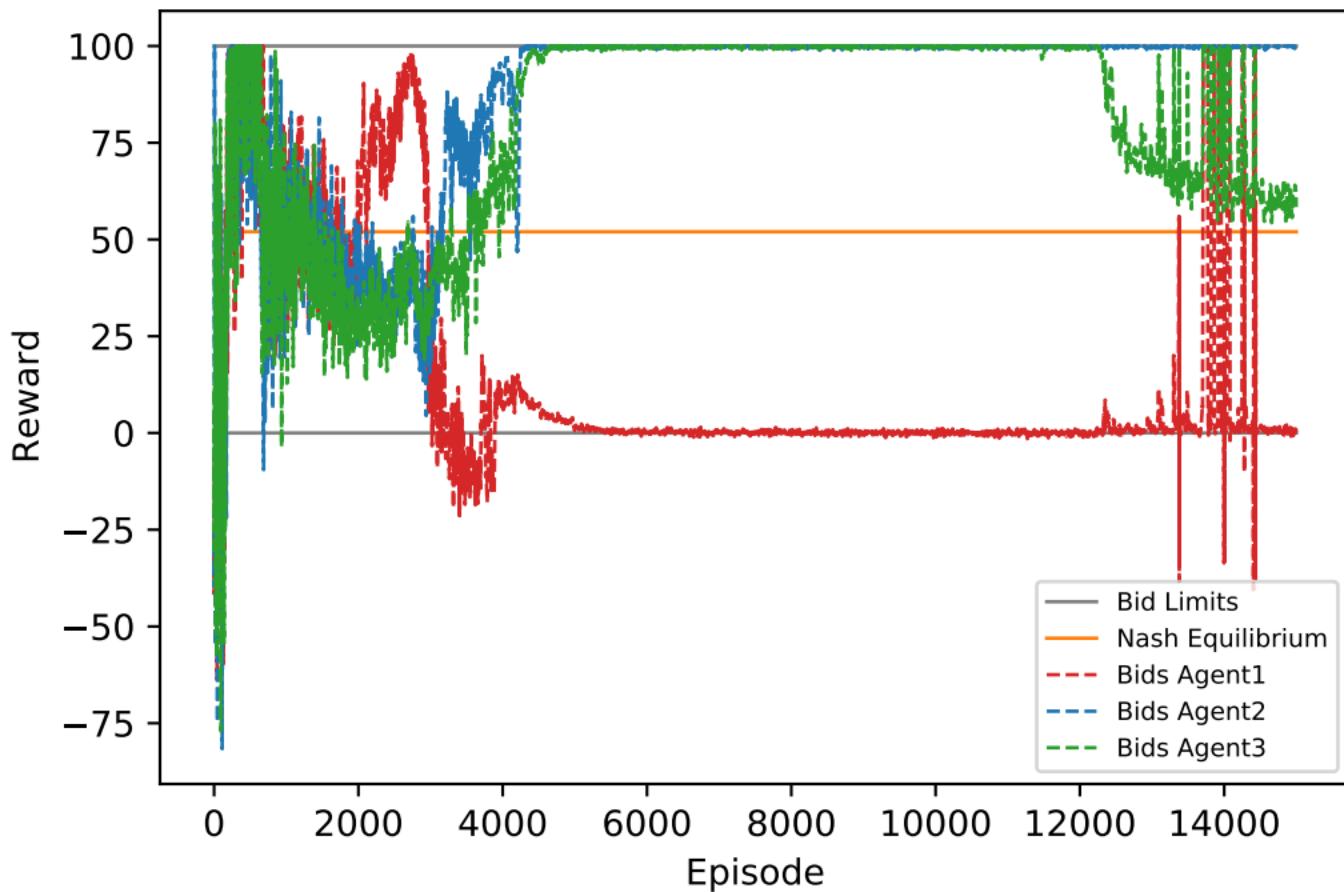
none lr4-3 wPast Action and 3 Agents: Run 56



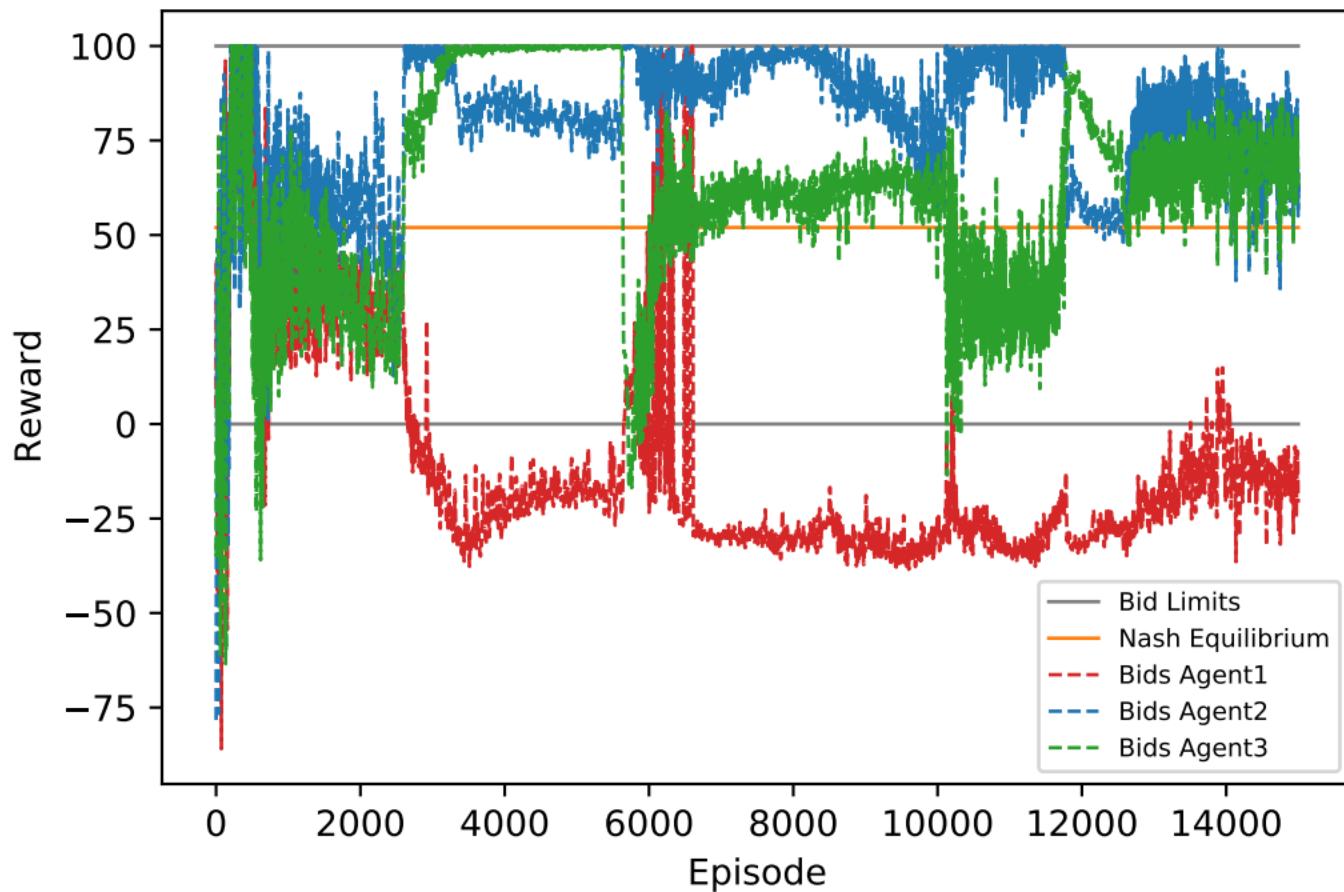
none lr4-3 wPast Action and 3 Agents: Run 57



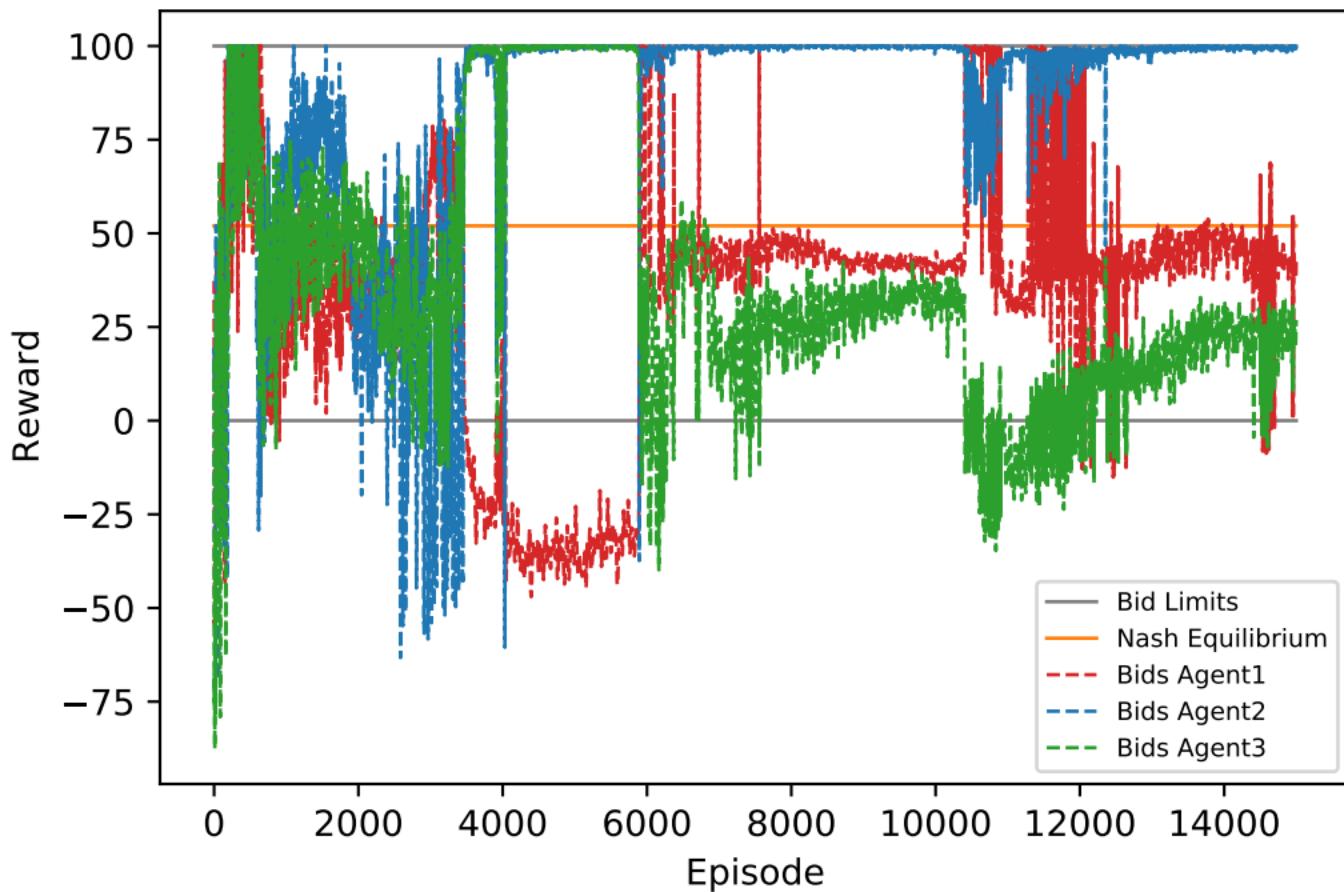
none lr4-3 wPast Action and 3 Agents: Run 58



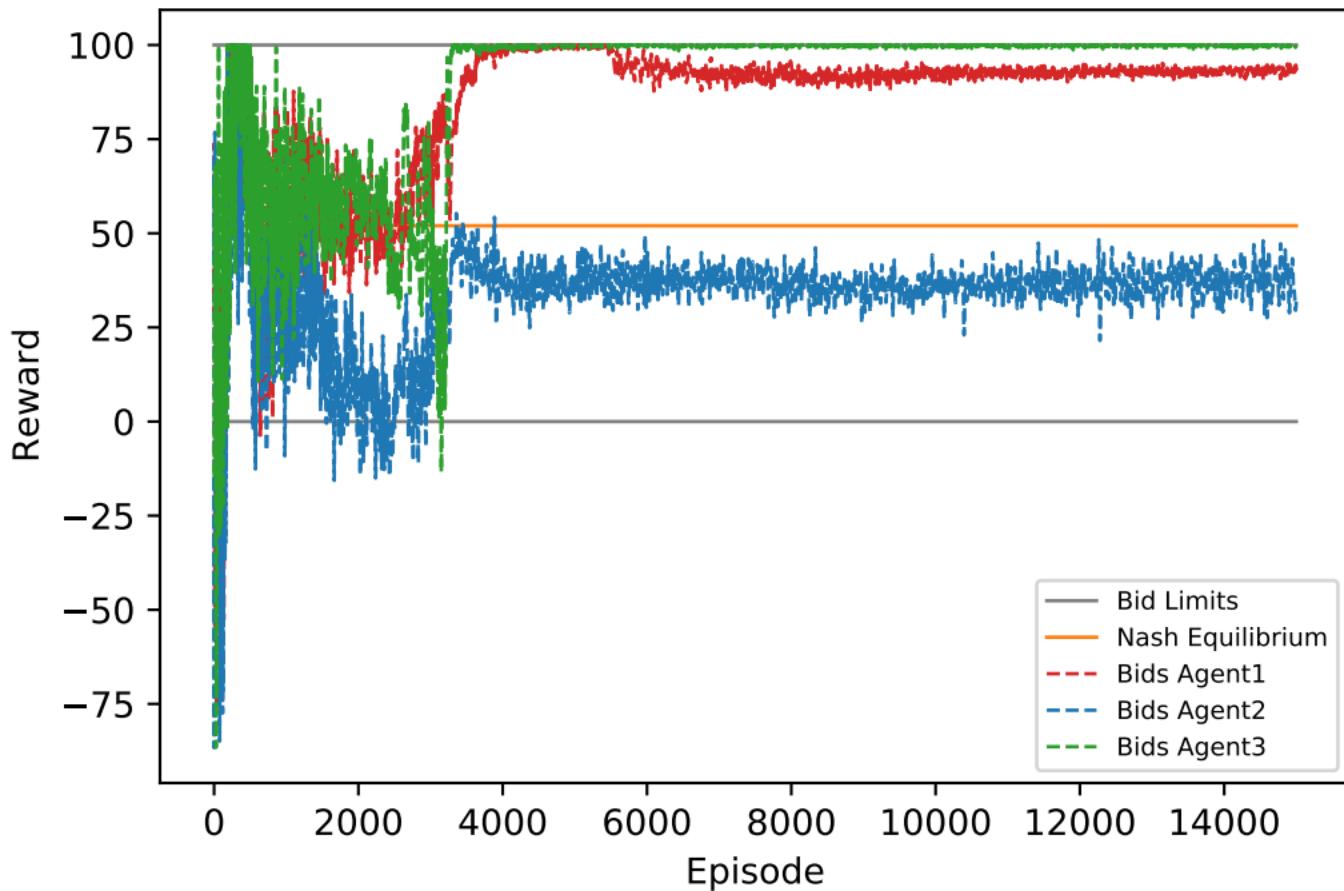
none lr4-3 wPast Action and 3 Agents: Run 59



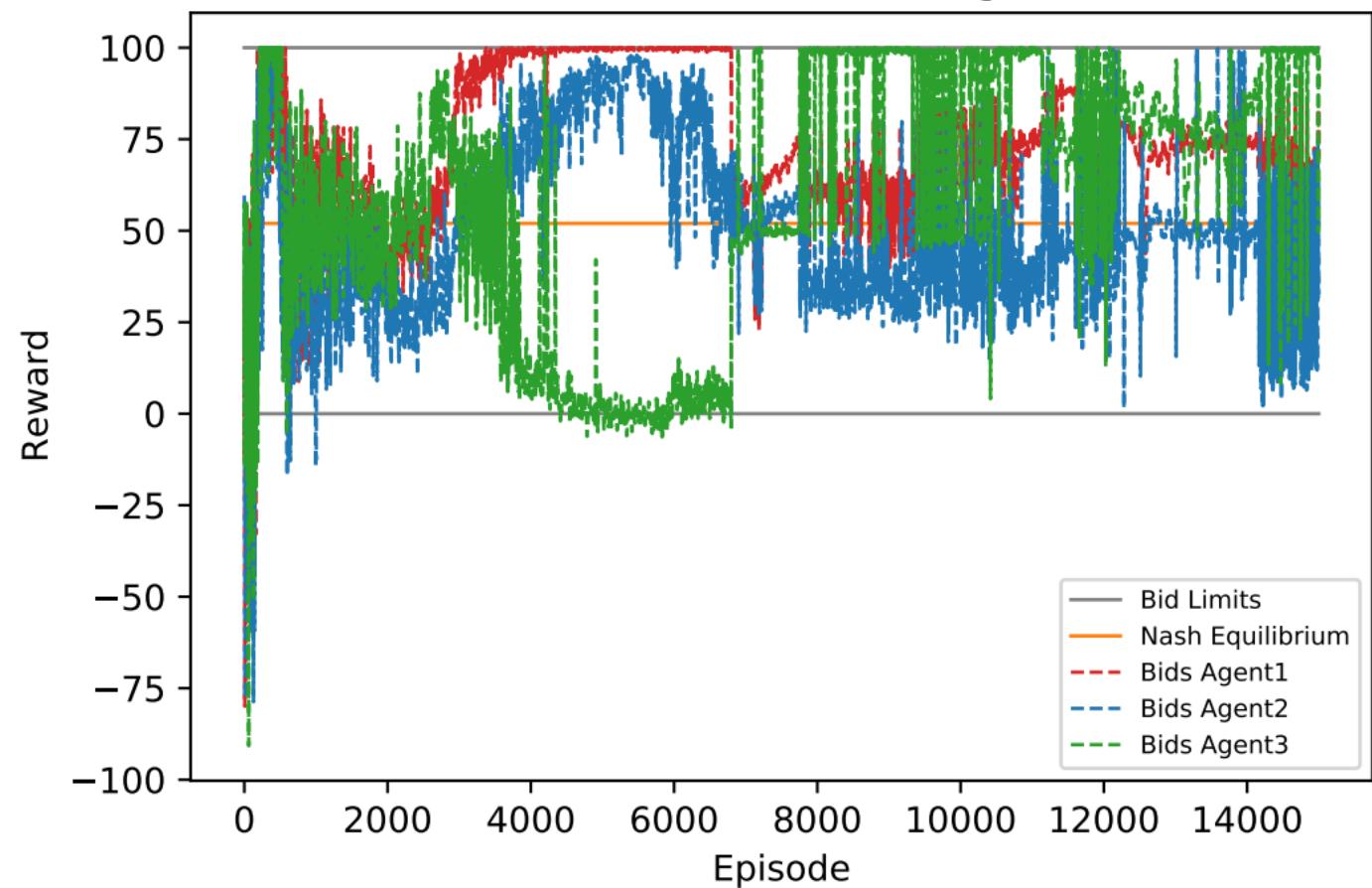
none lr4-3 wPast Action and 3 Agents: Run 60



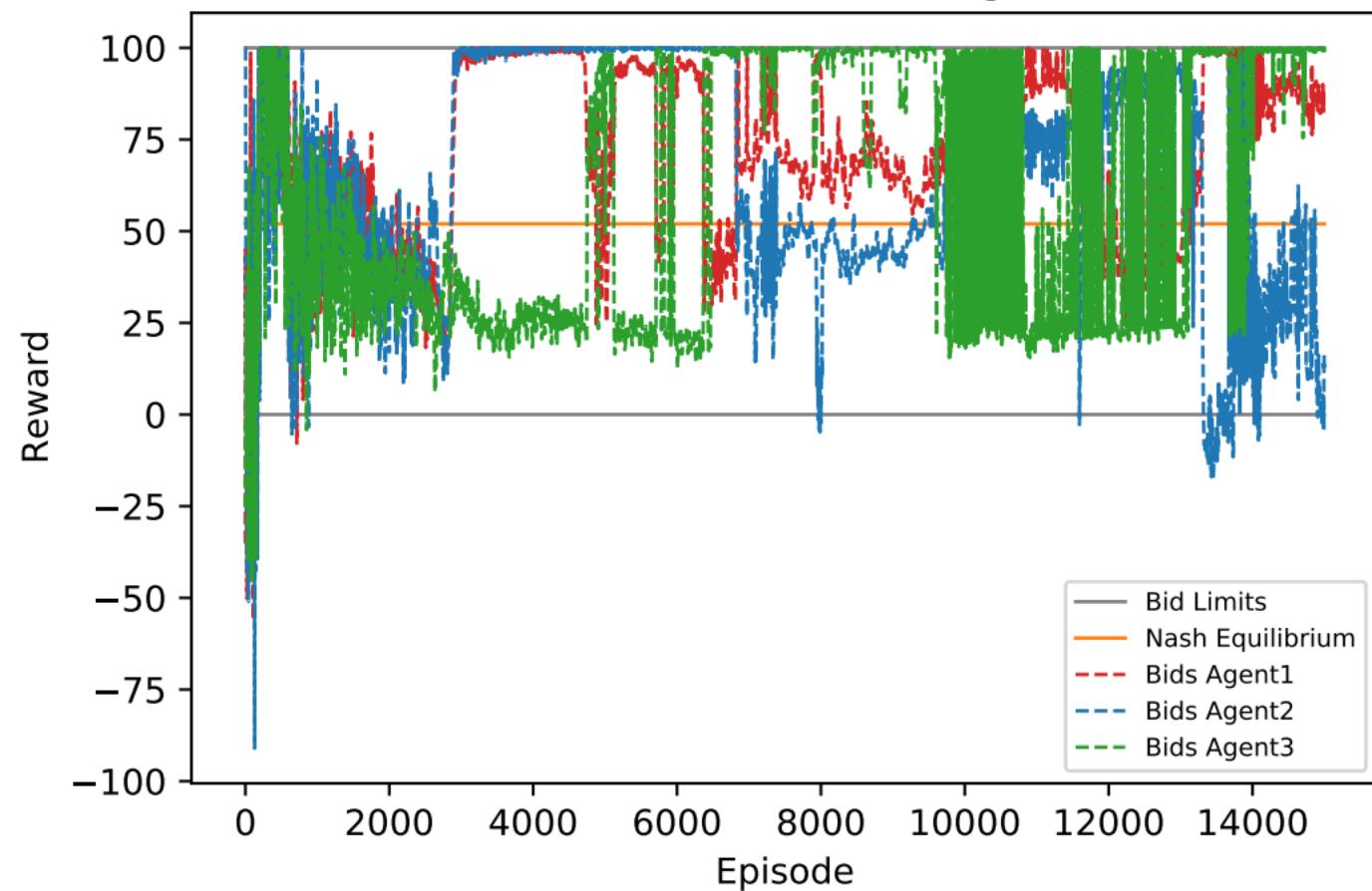
none lr4-3 wPast Action and 3 Agents: Run 61



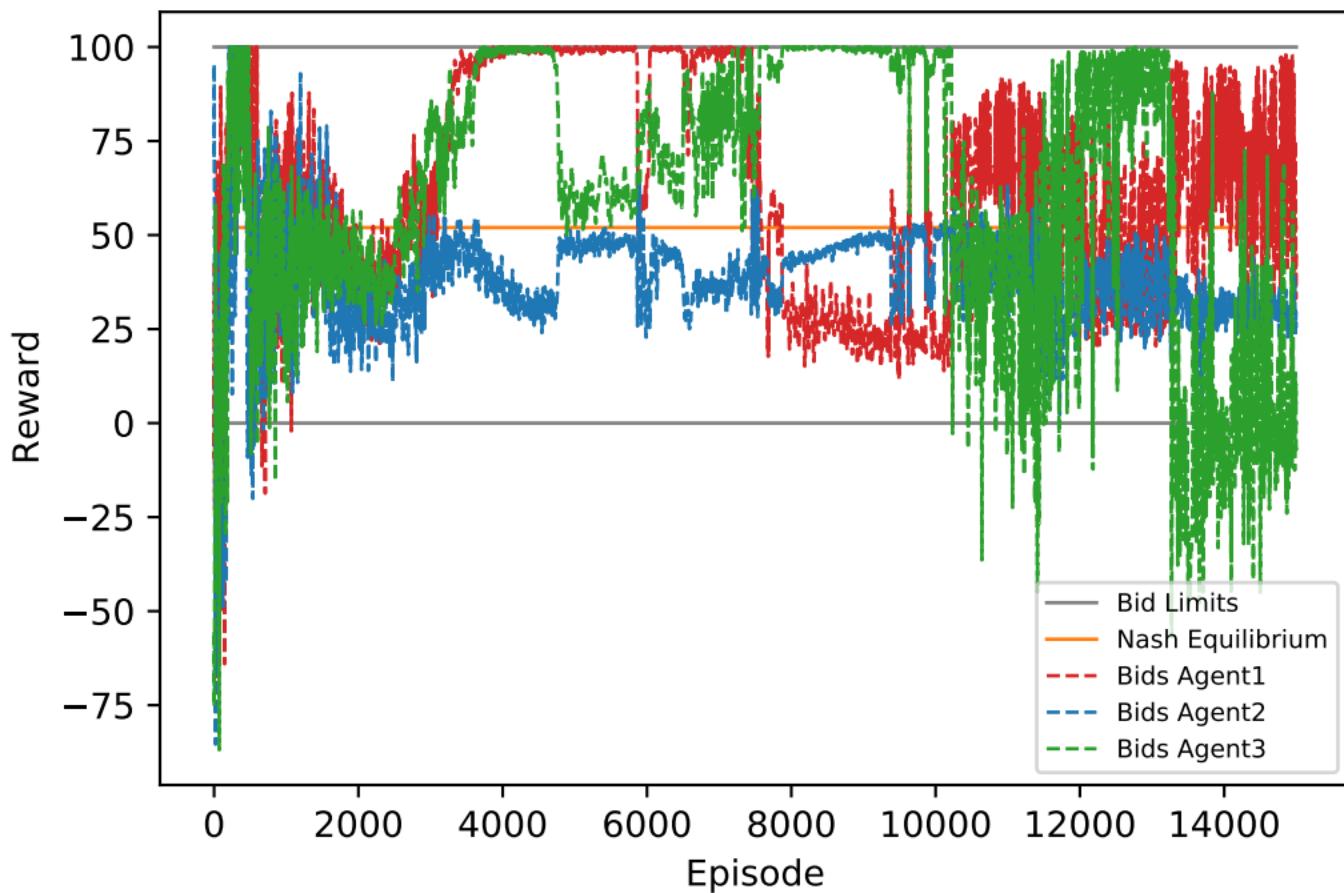
none lr4-3 wPast Action and 3 Agents: Run 62



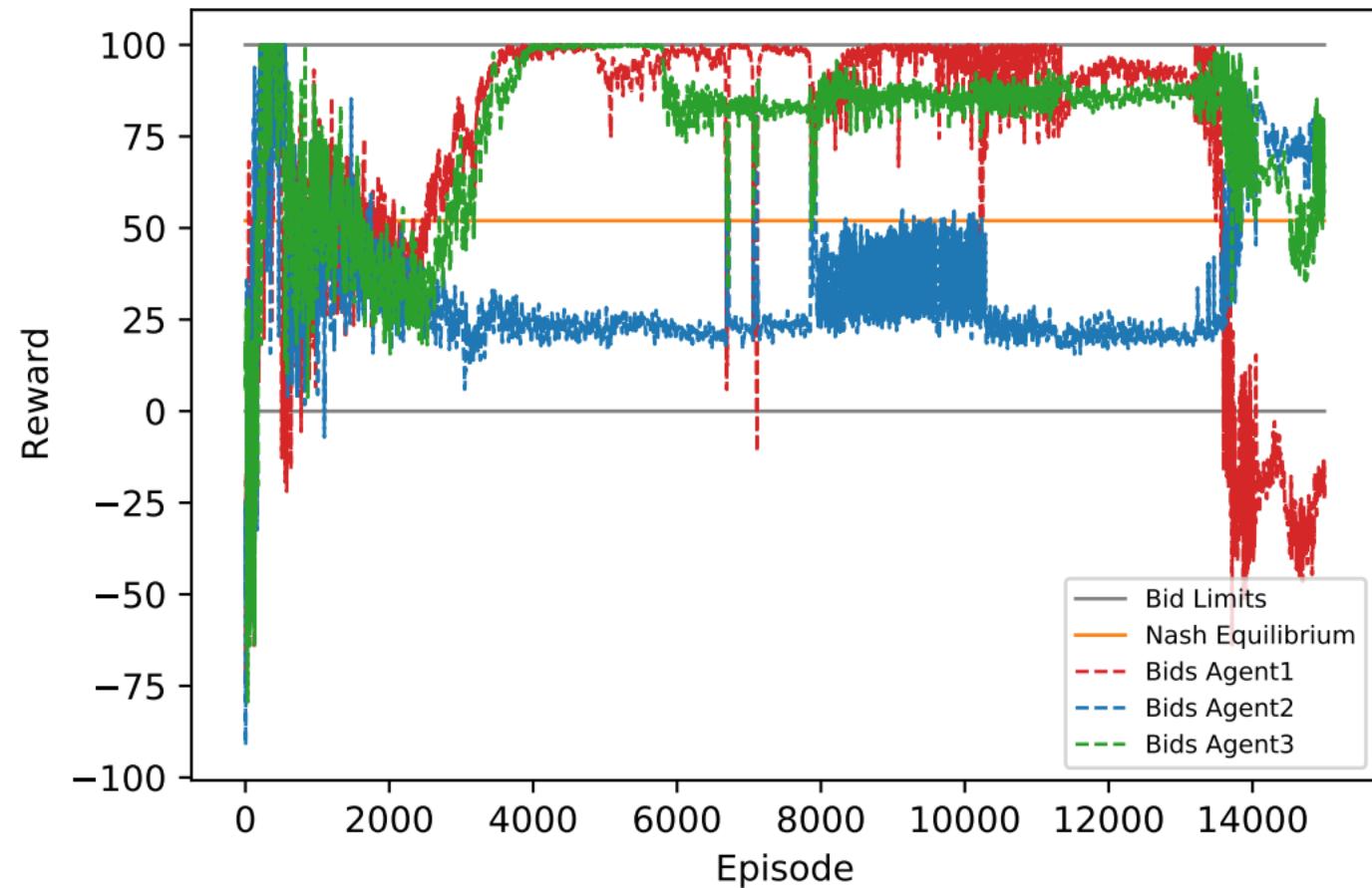
none lr4-3 wPast Action and 3 Agents: Run 63



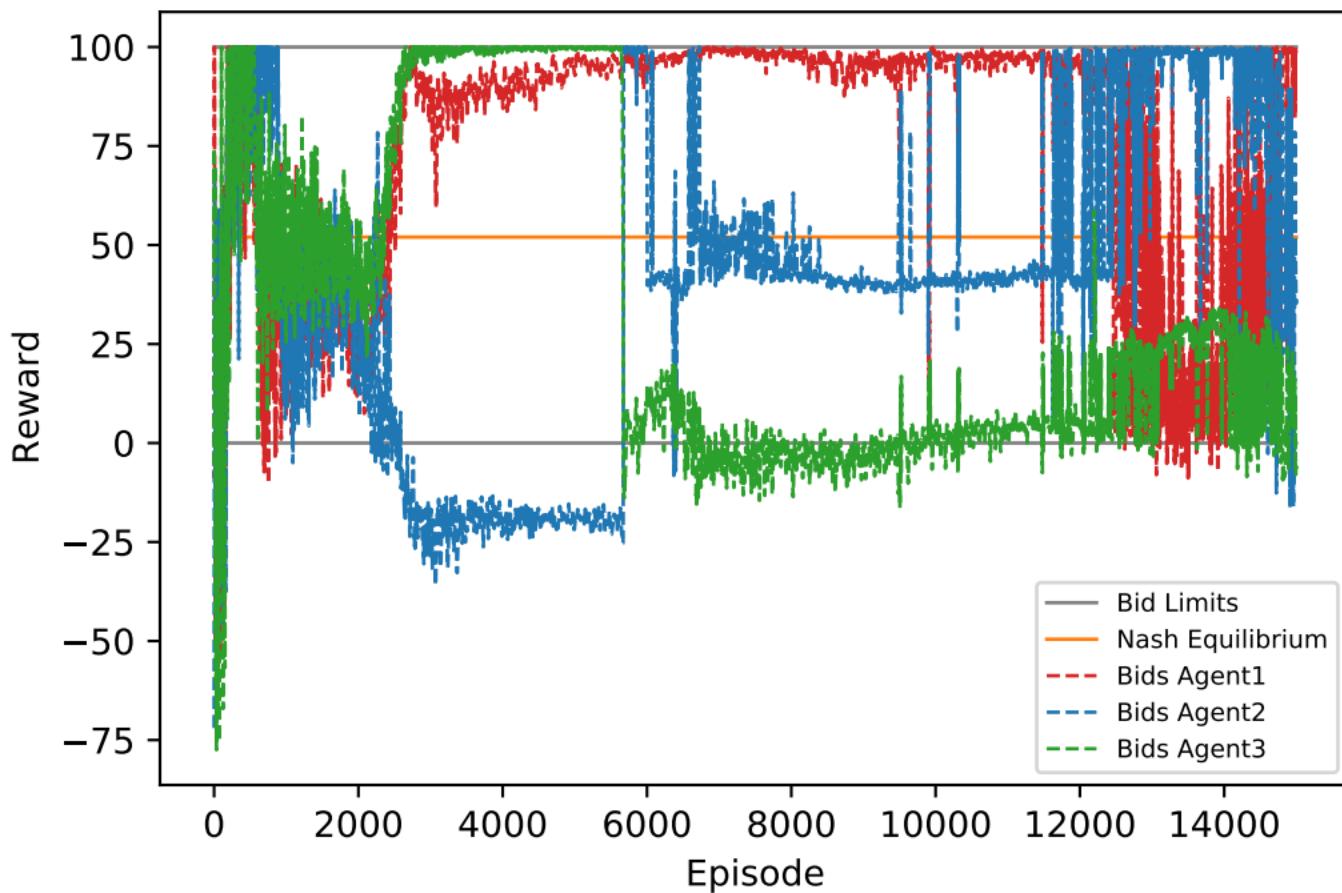
none lr4-3 wPast Action and 3 Agents: Run 64



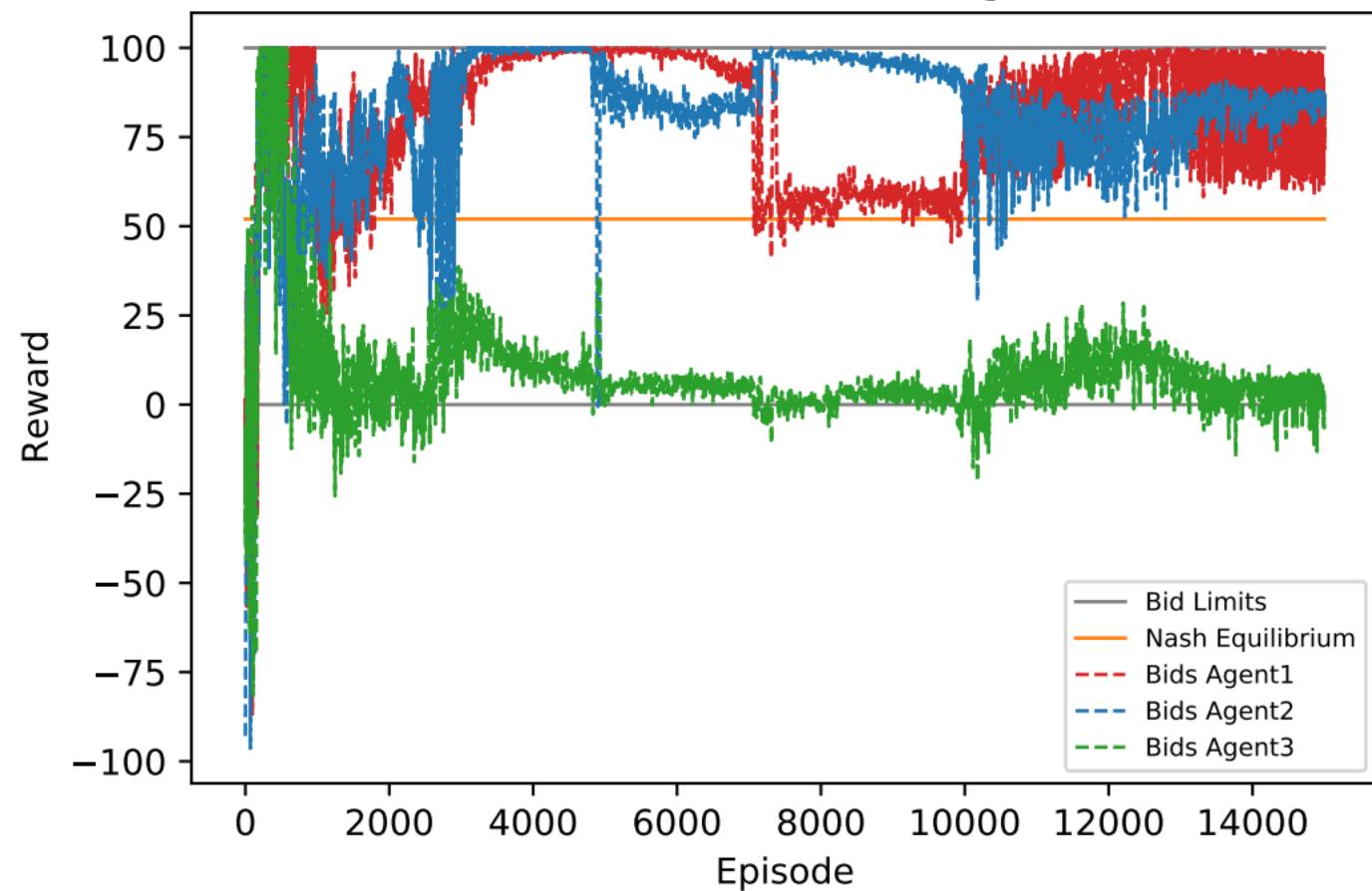
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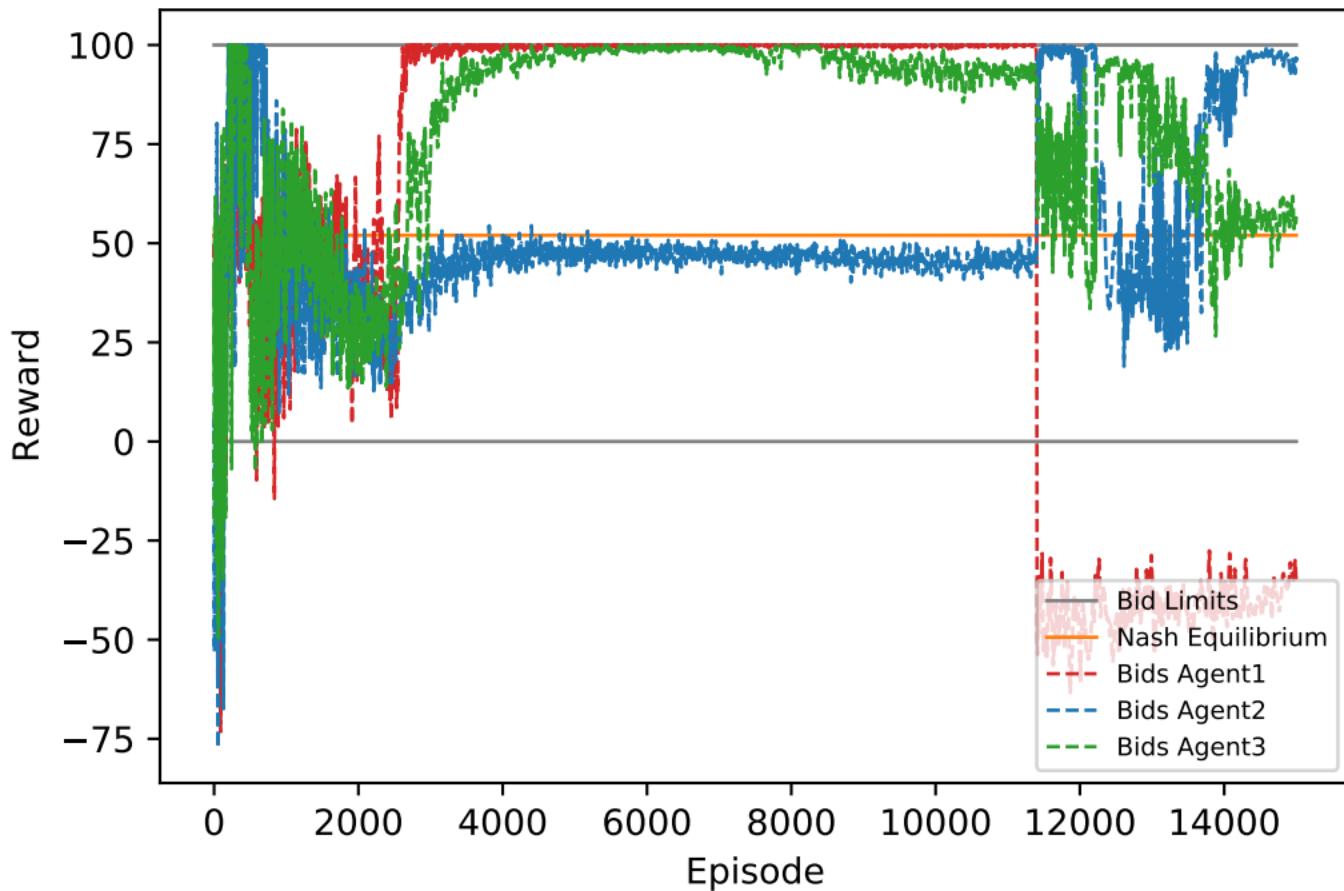
none lr4-3 wPast Action and 3 Agents: Run 66



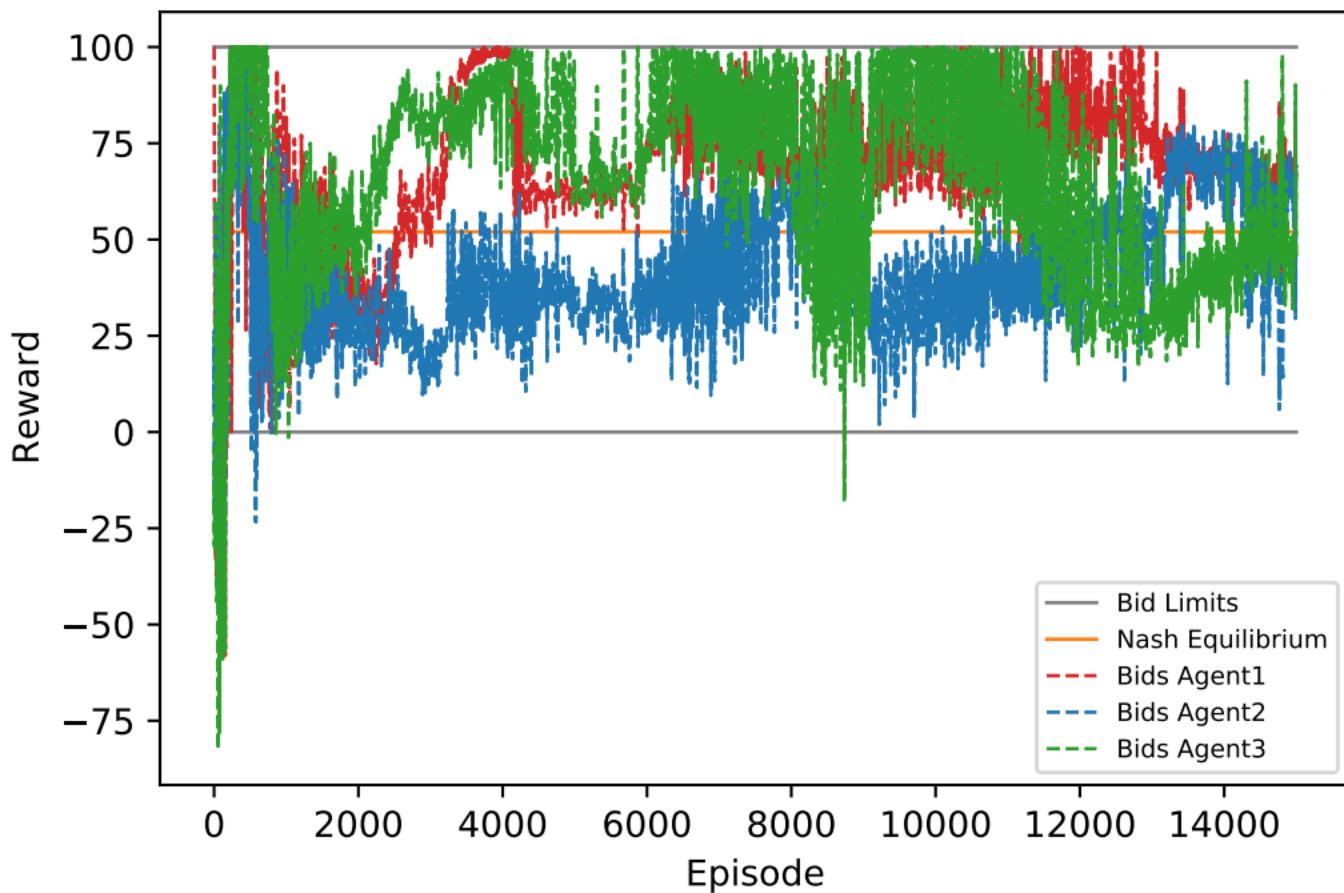
none lr4-3 wPast Action and 3 Agents: Run 67



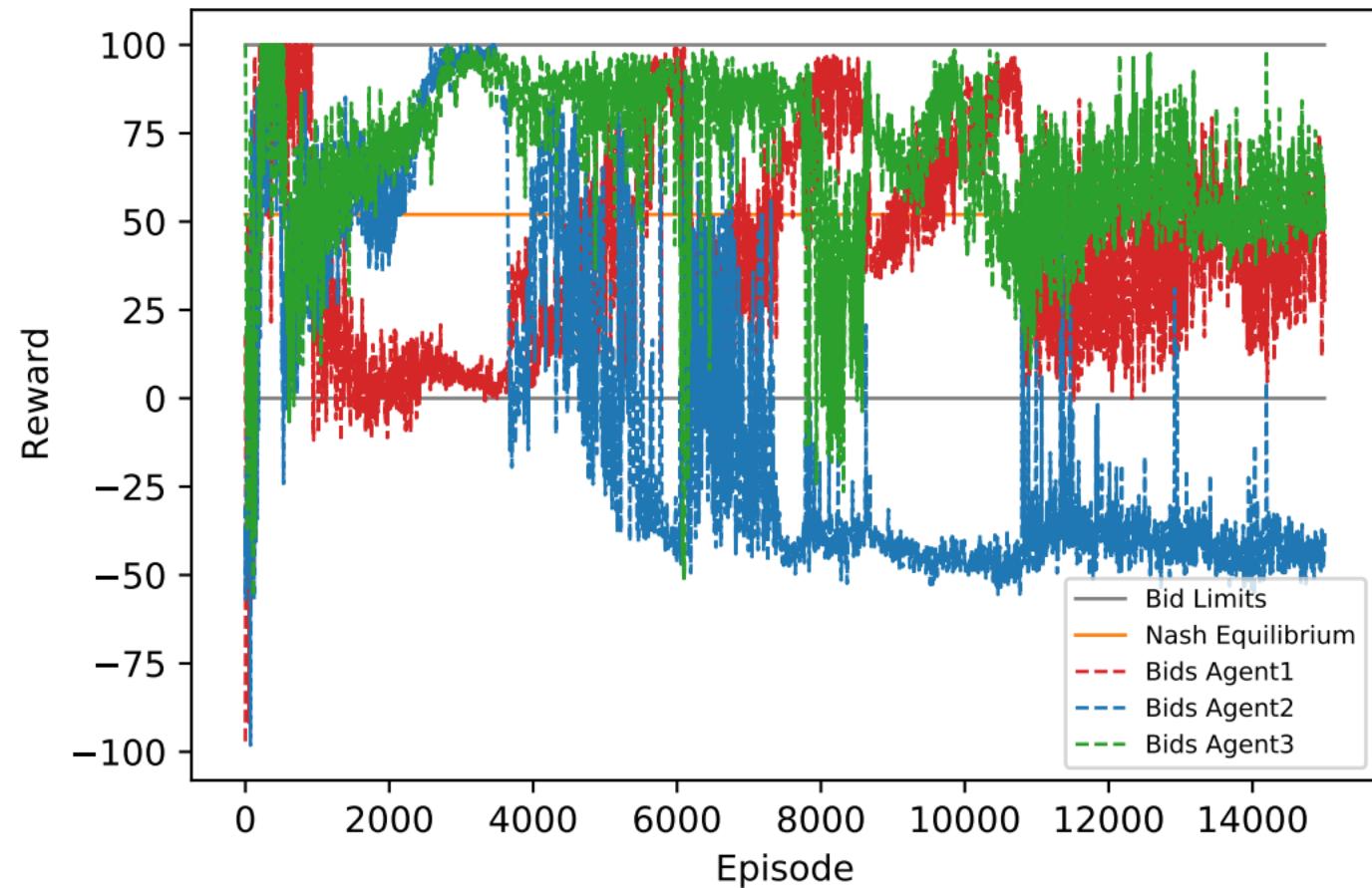
none lr4-3 wPast Action and 3 Agents: Run 68



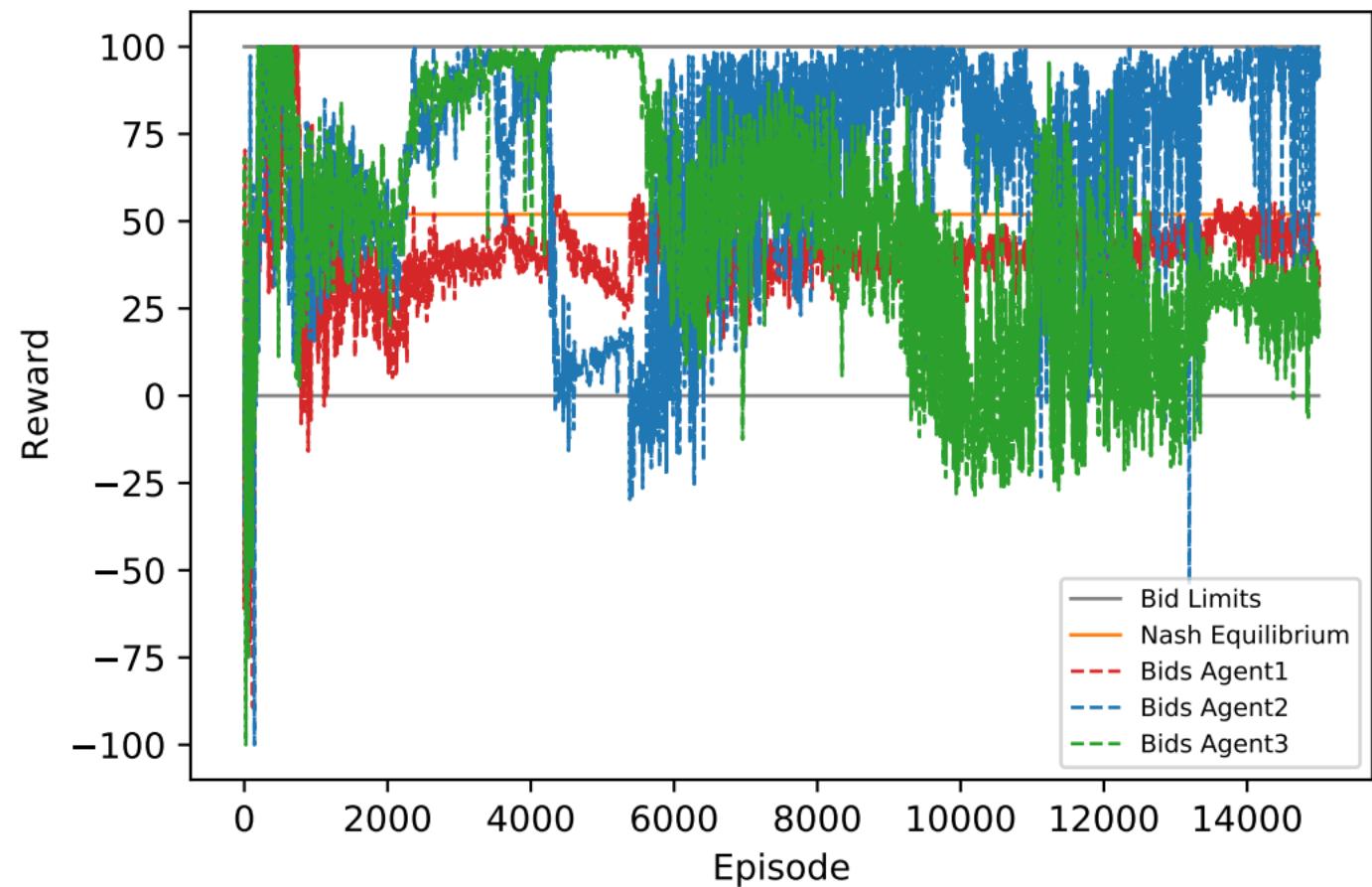
none lr4-3 wPast Action and 3 Agents: Run 69



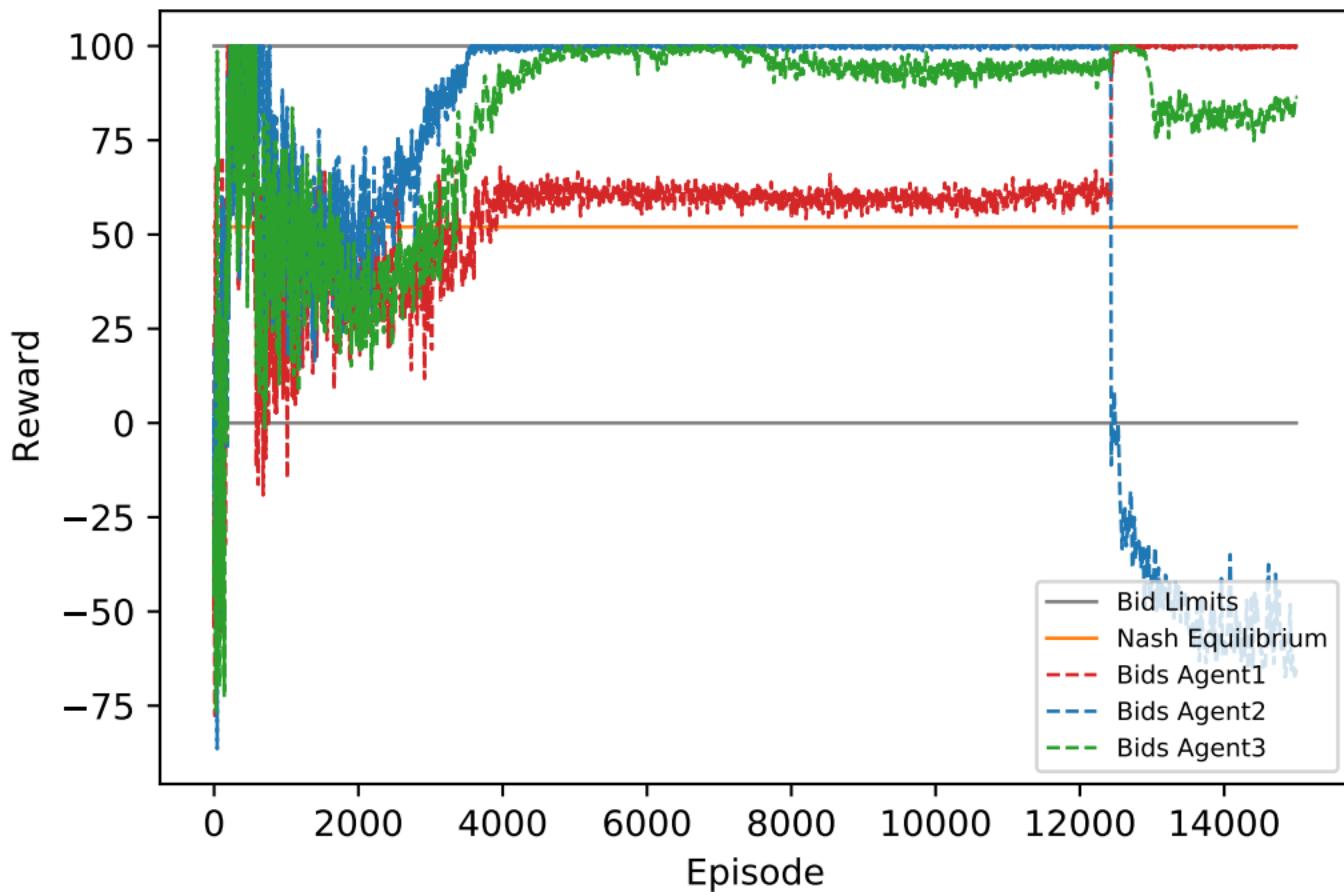
none lr4-3 wPast Action and 3 Agents: Run 70



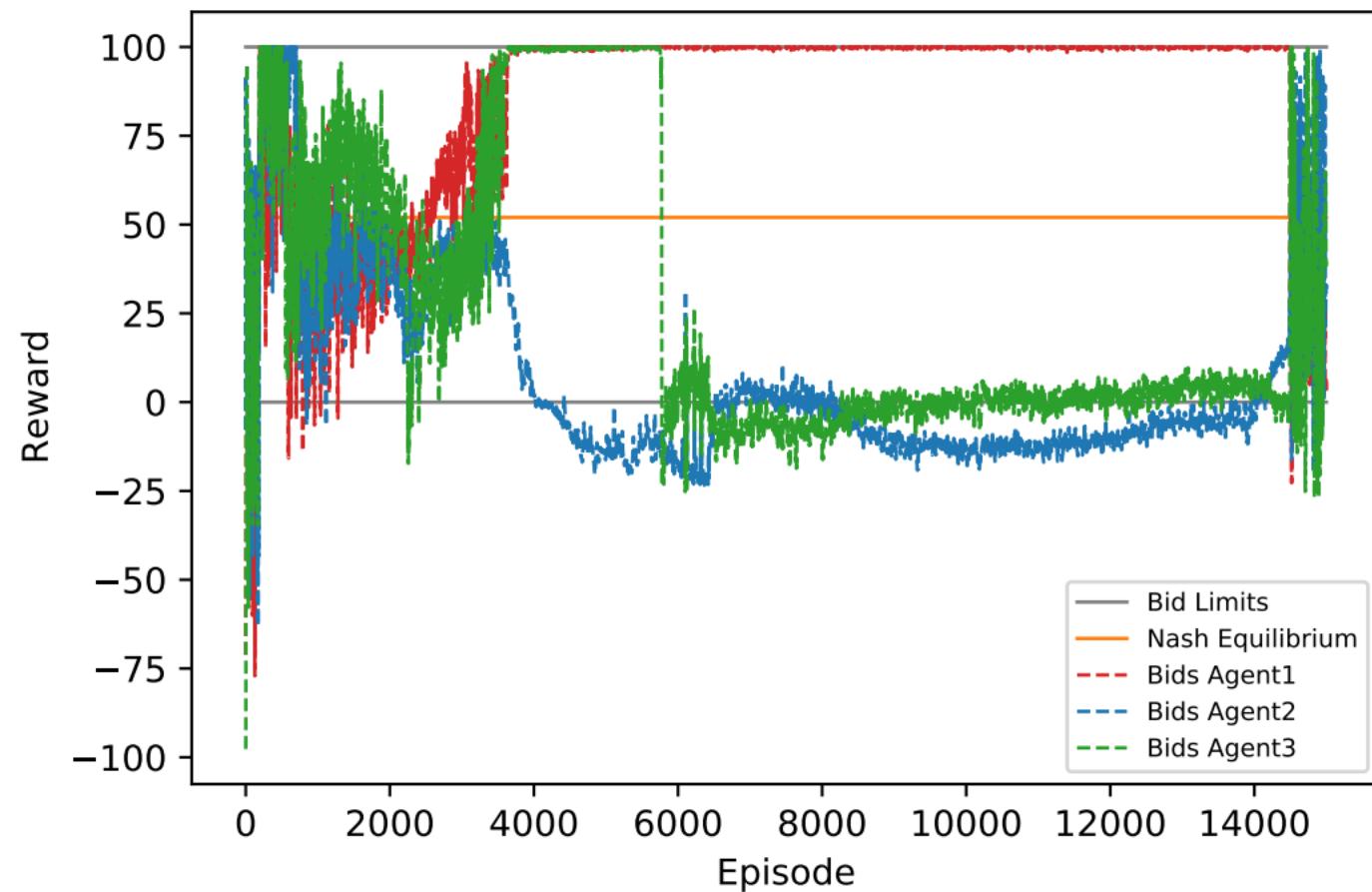
none lr4-3 wPast Action and 3 Agents: Run 71



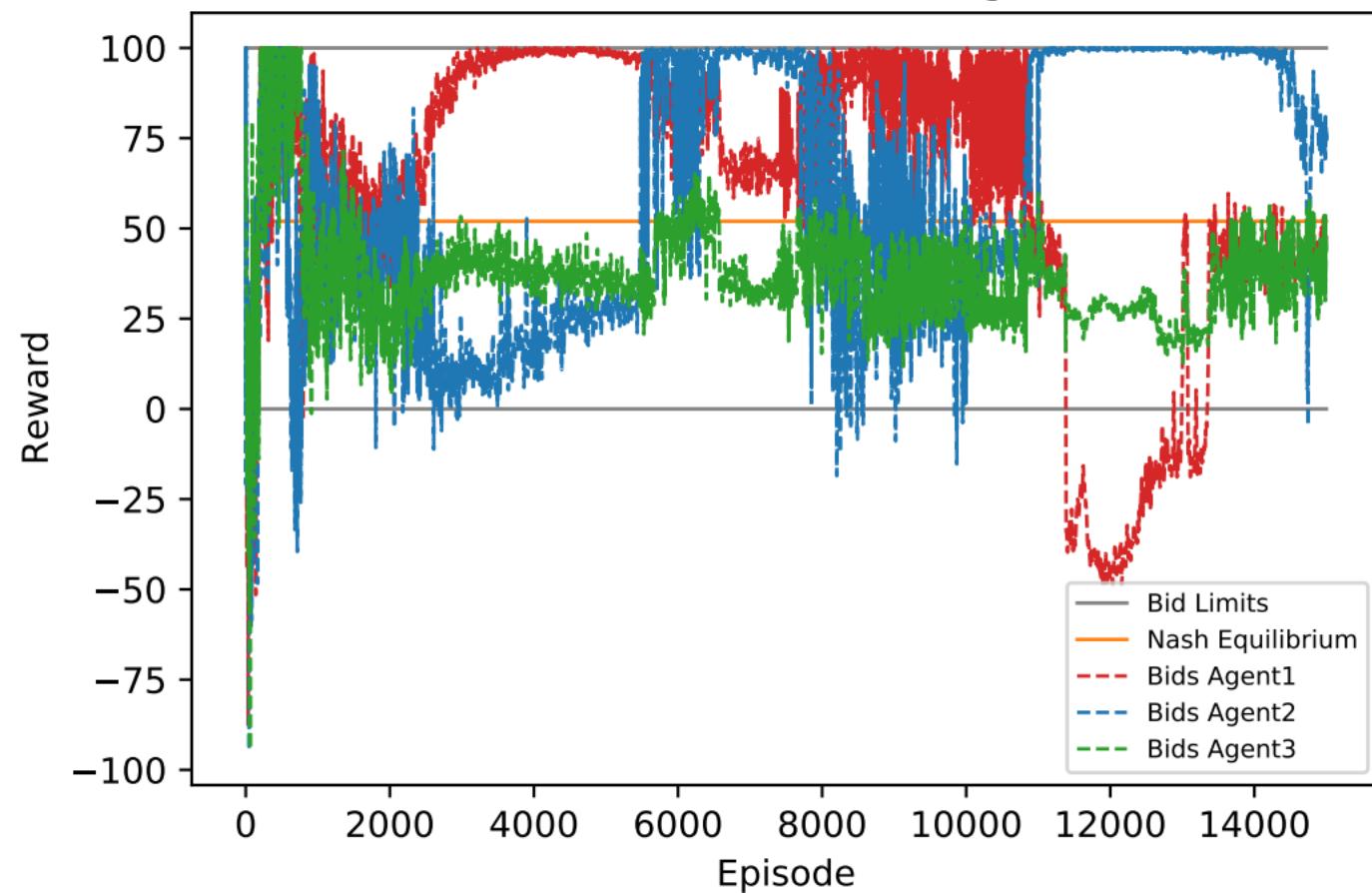
none lr4-3 wPast Action and 3 Agents: Run 72



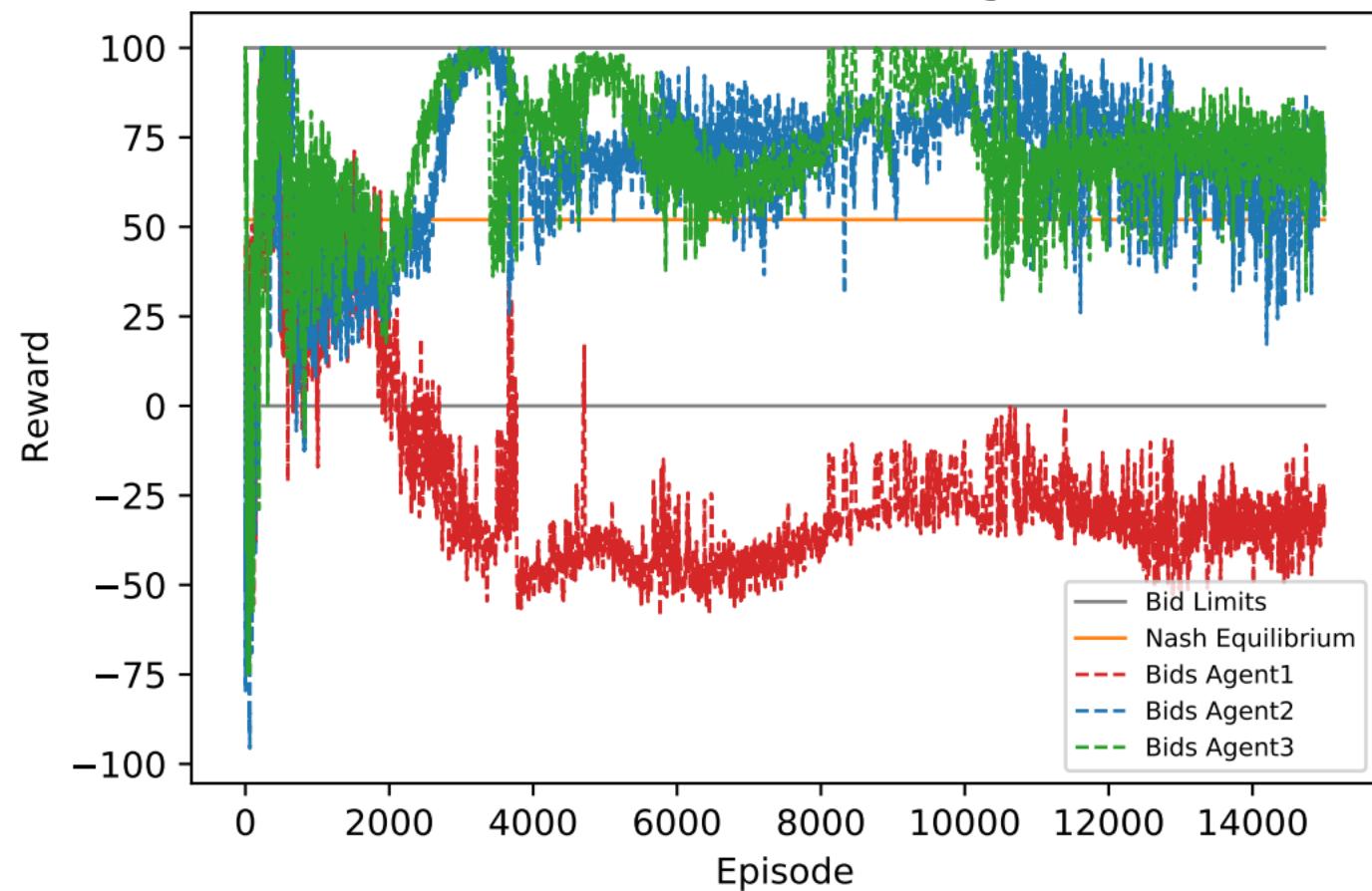
none lr4-3 wPast Action and 3 Agents: Run 73



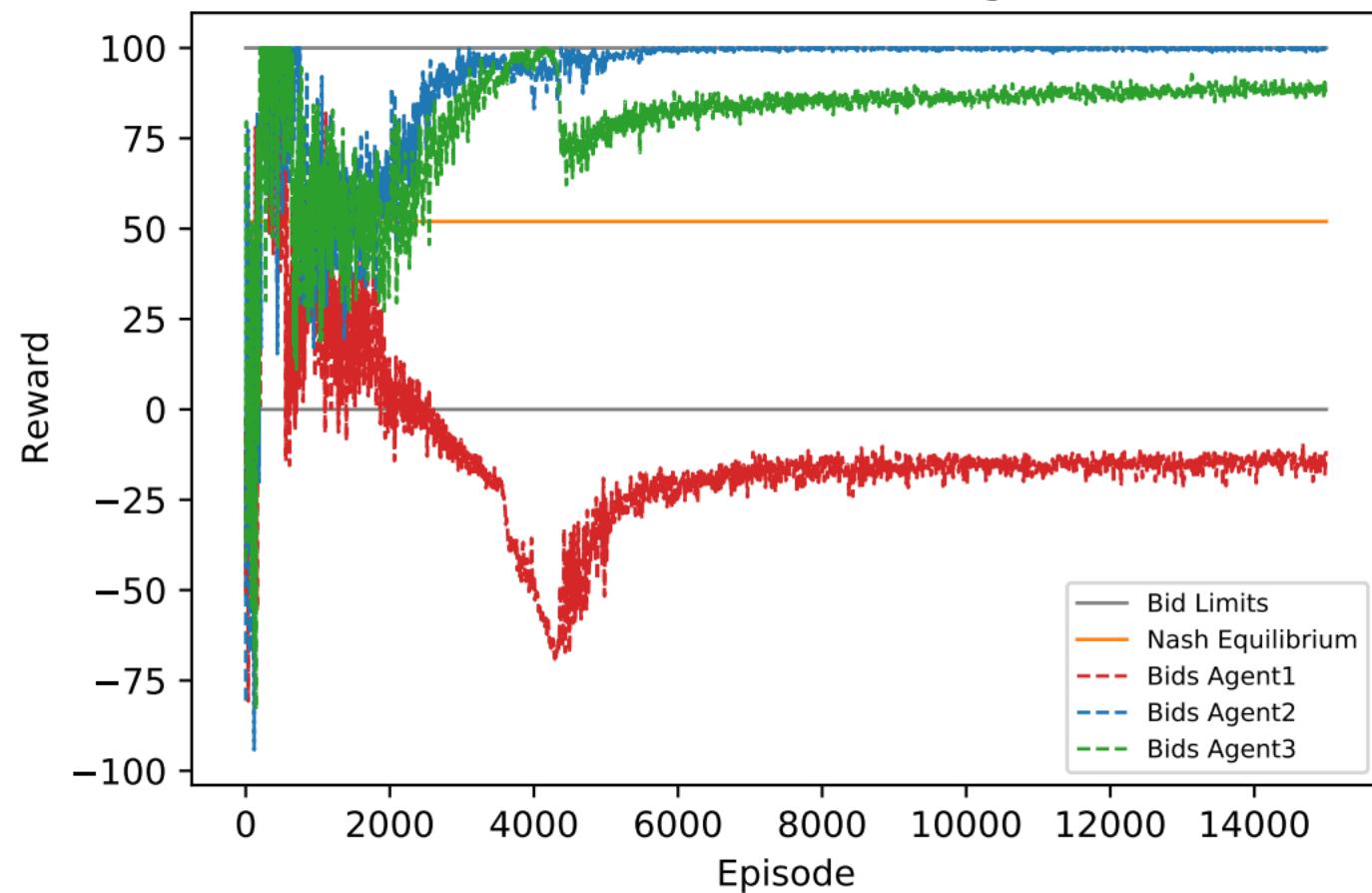
none lr4-3 wPast Action and 3 Agents: Run 74



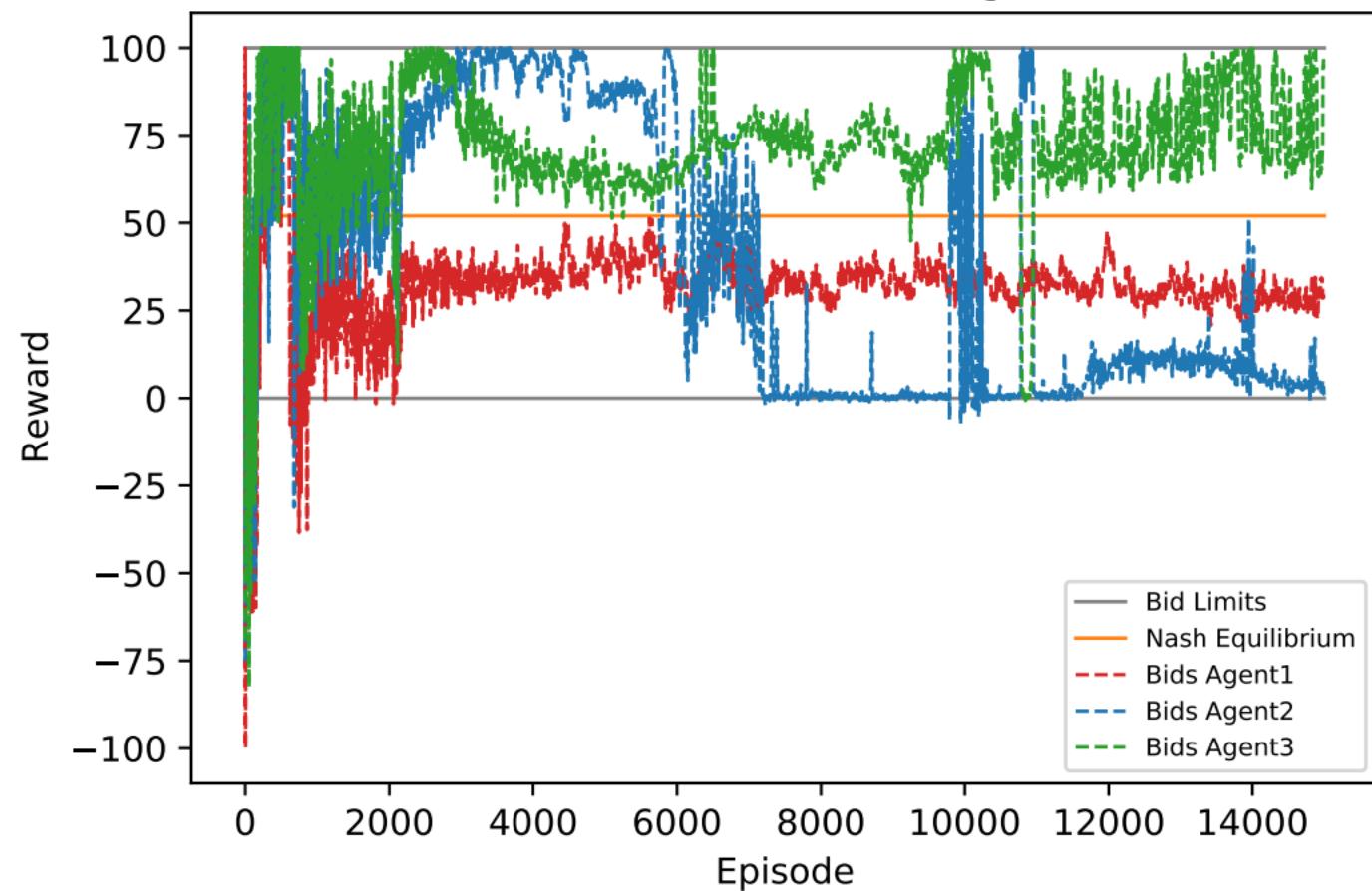
none lr4-3 wPast Action and 3 Agents: Run 75



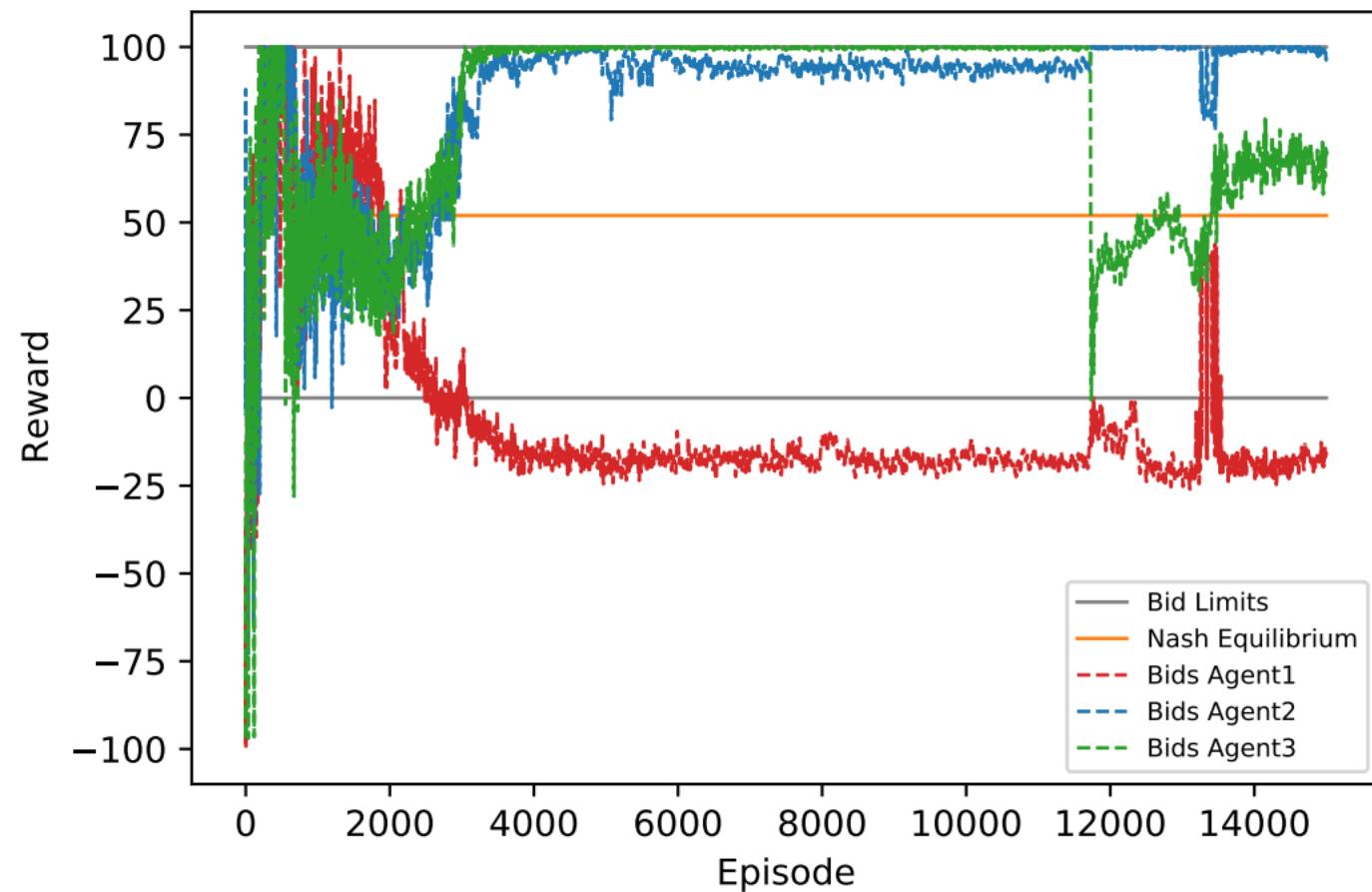
none lr4-3 wPast Action and 3 Agents: Run 76



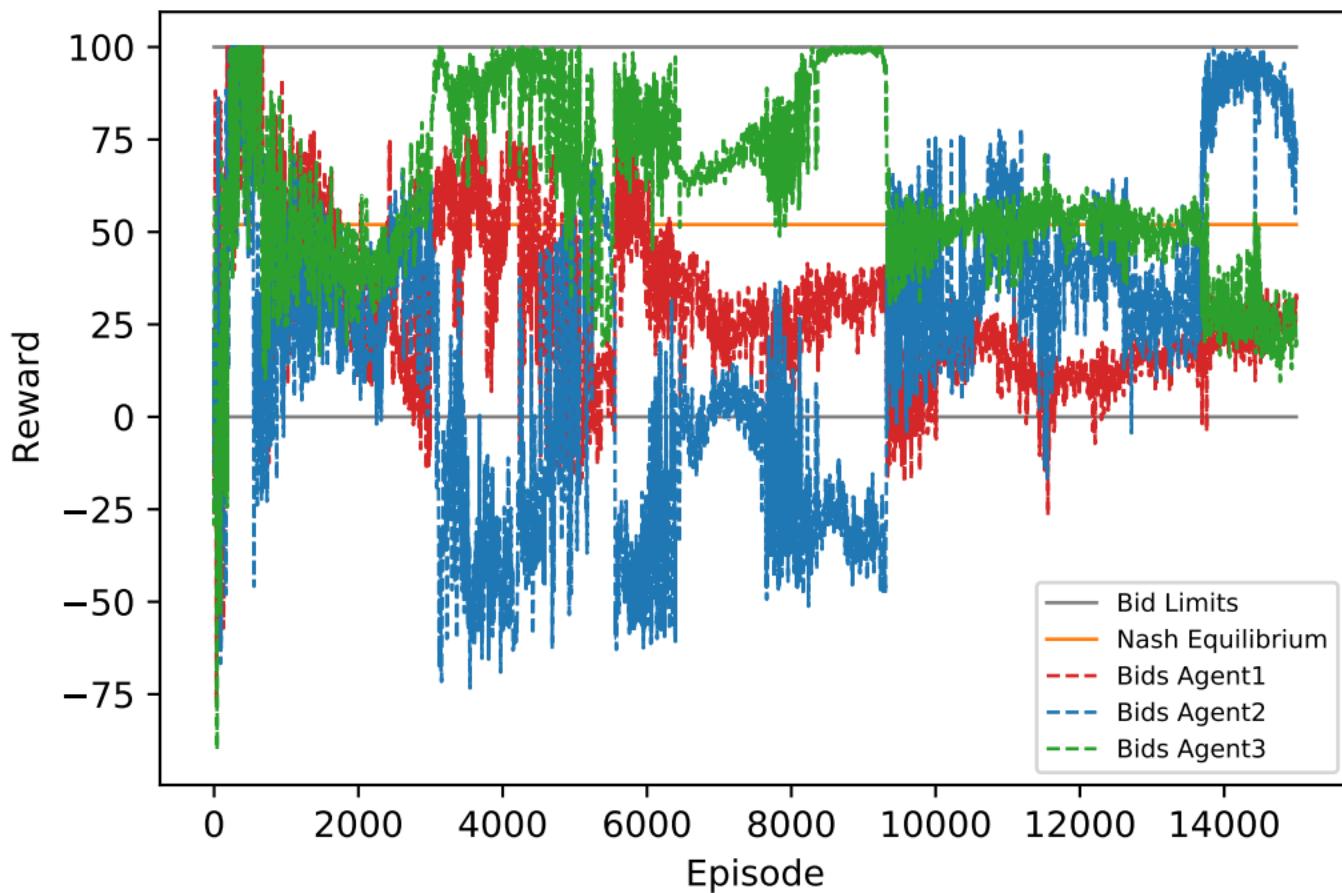
none lr4-3 wPast Action and 3 Agents: Run 77



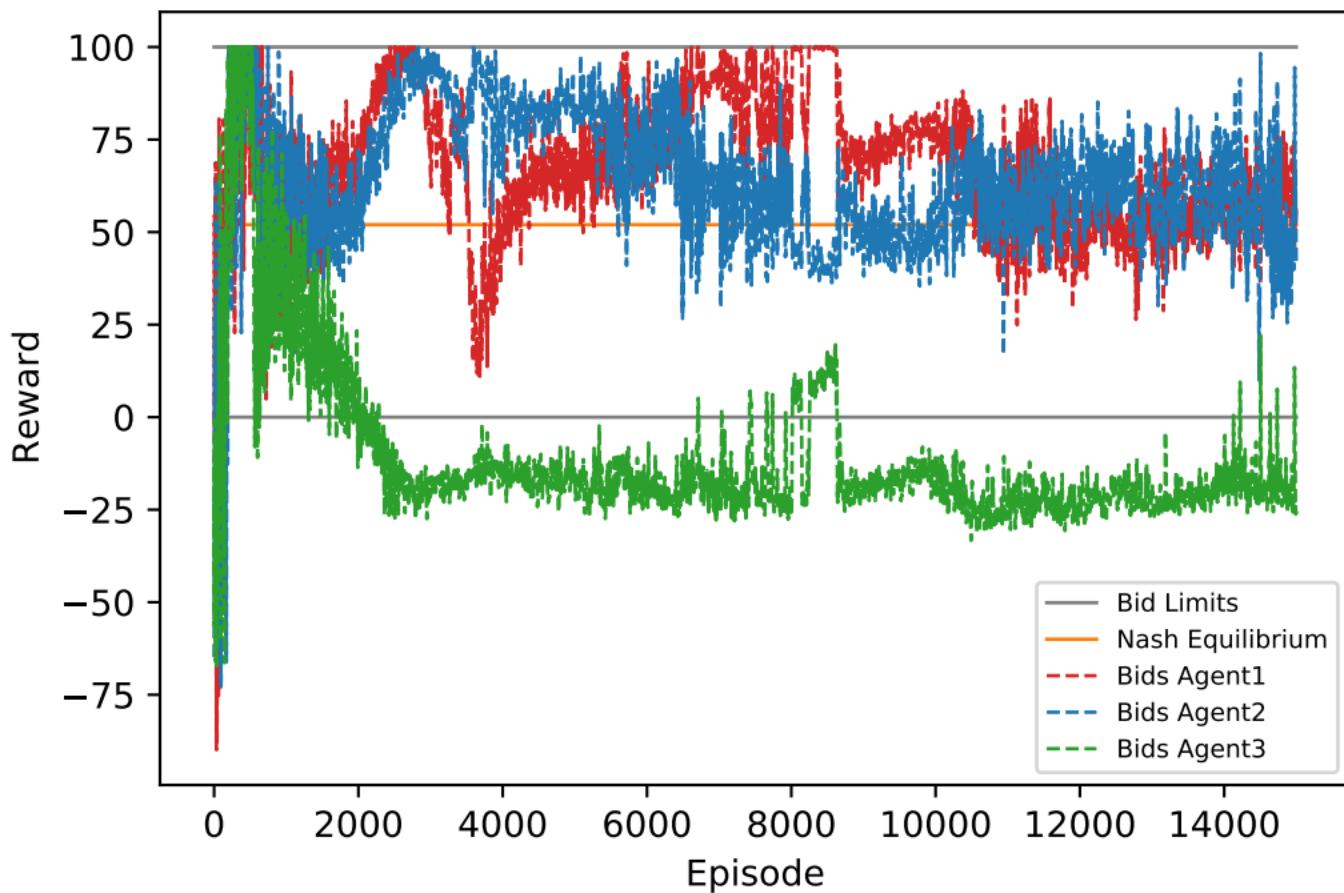
none lr4-3 wPast Action and 3 Agents: Run 78



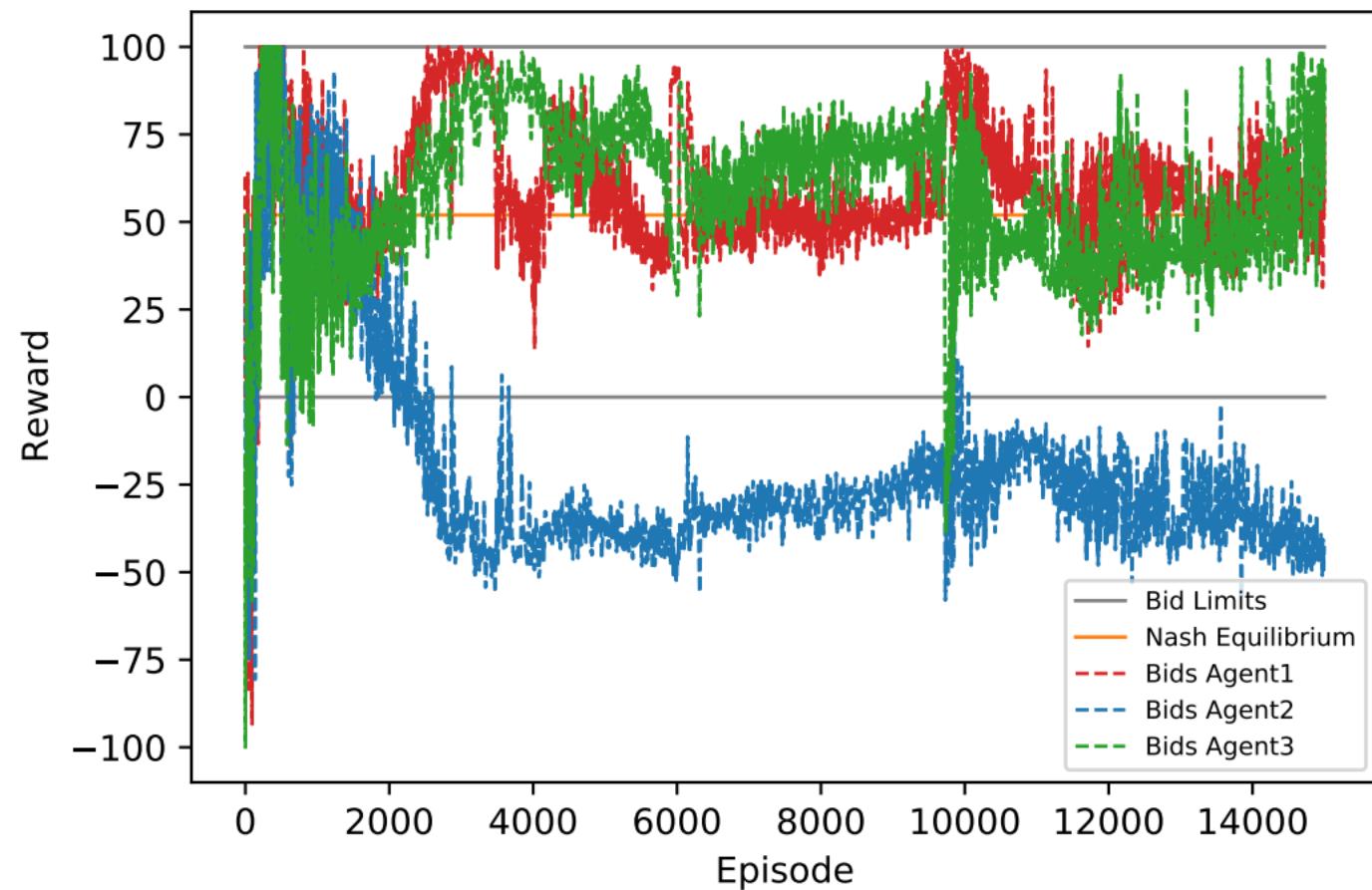
none lr4-3 wPast Action and 3 Agents: Run 79



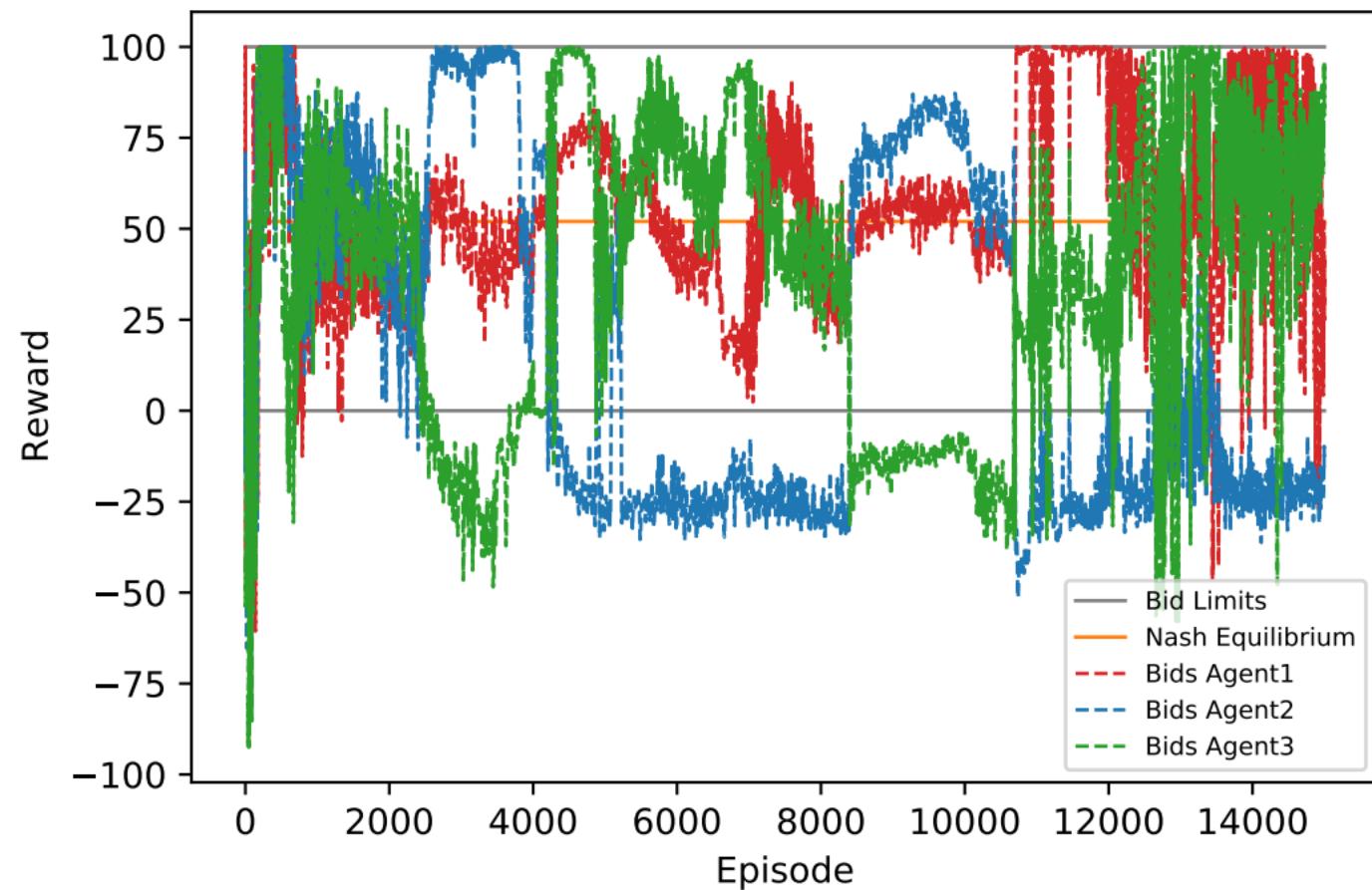
none lr4-3 wPast Action and 3 Agents: Run 80



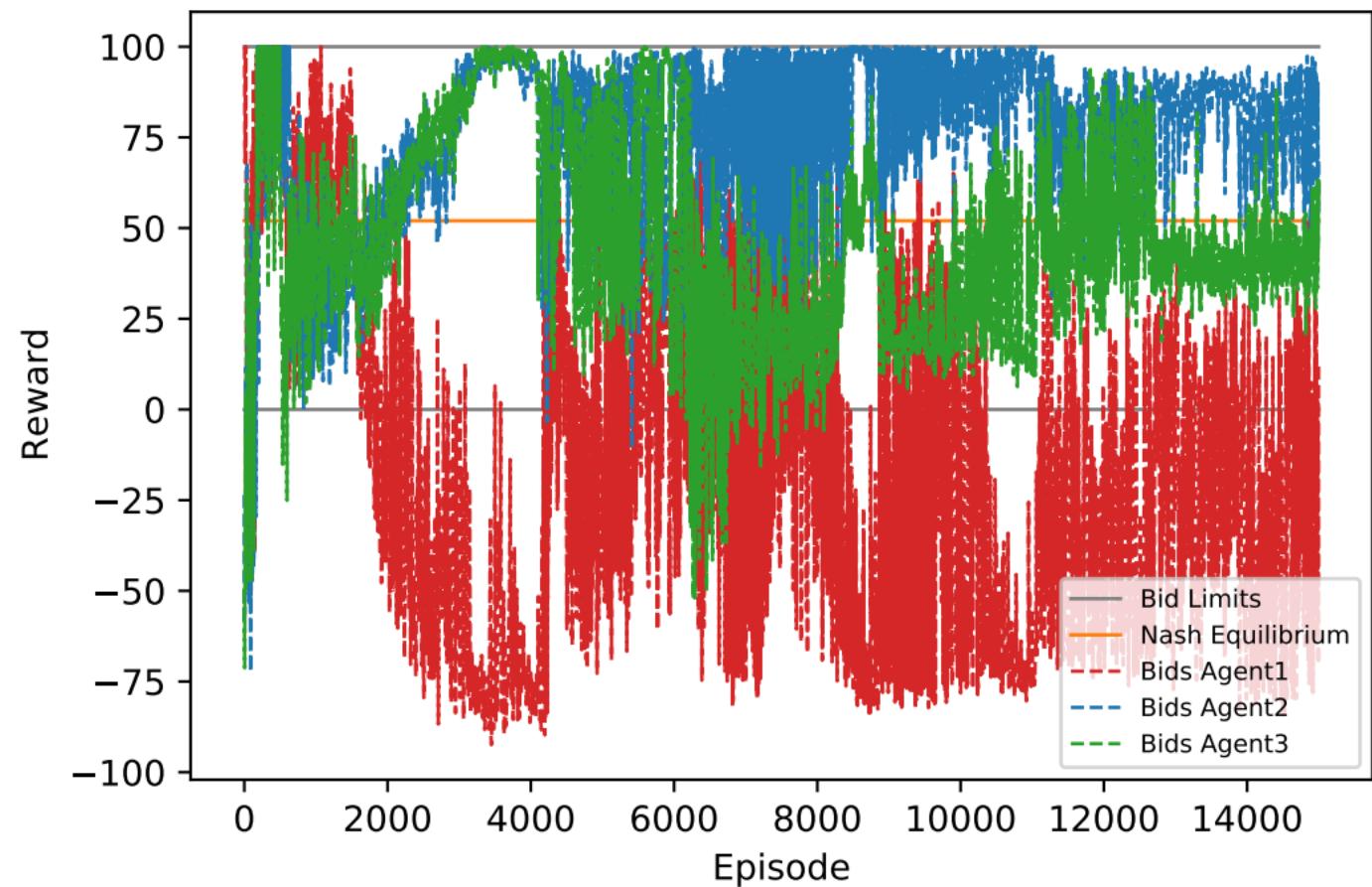
none lr4-3 wPast Action and 3 Agents: Run 81



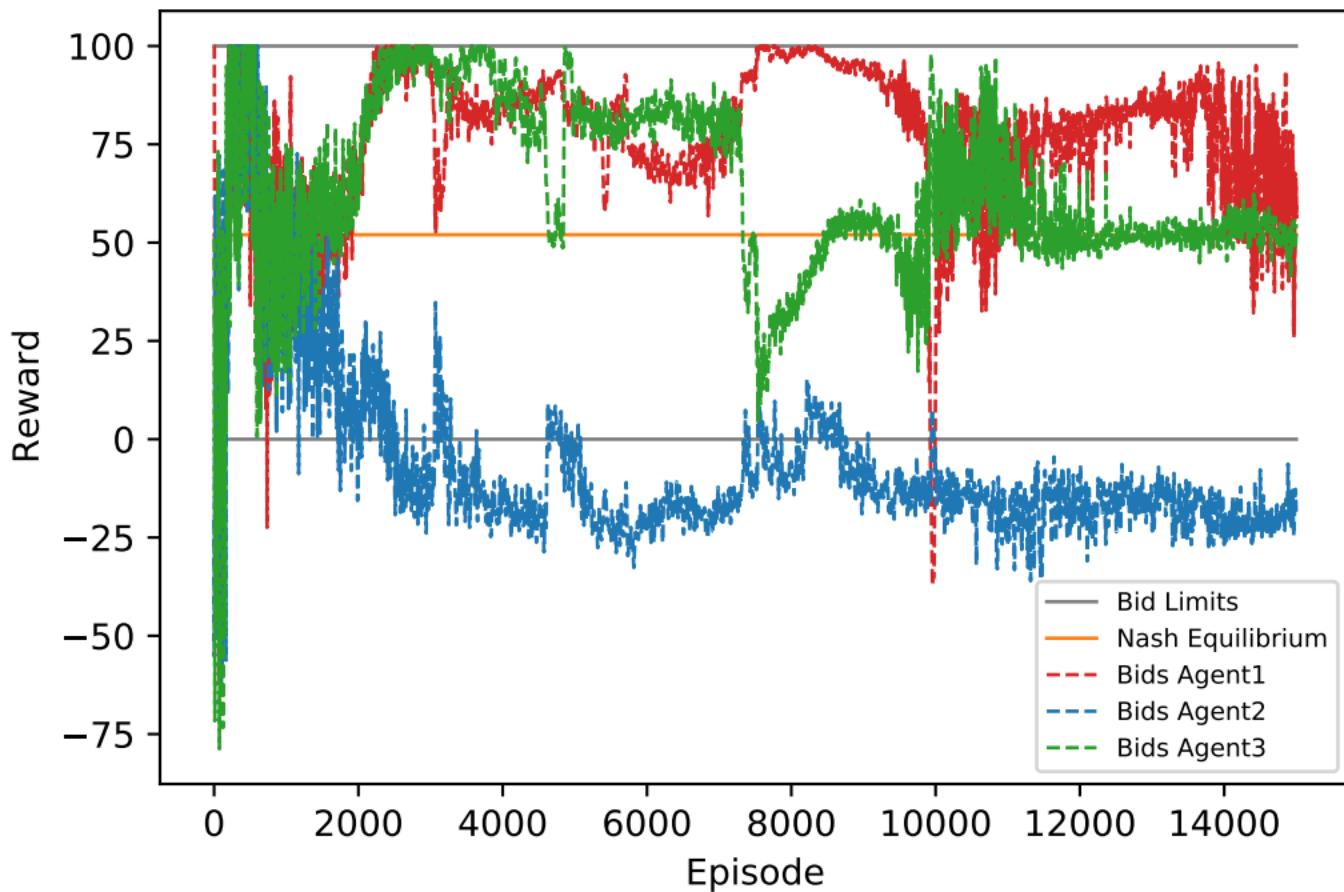
none lr4-3 wPast Action and 3 Agents: Run 82



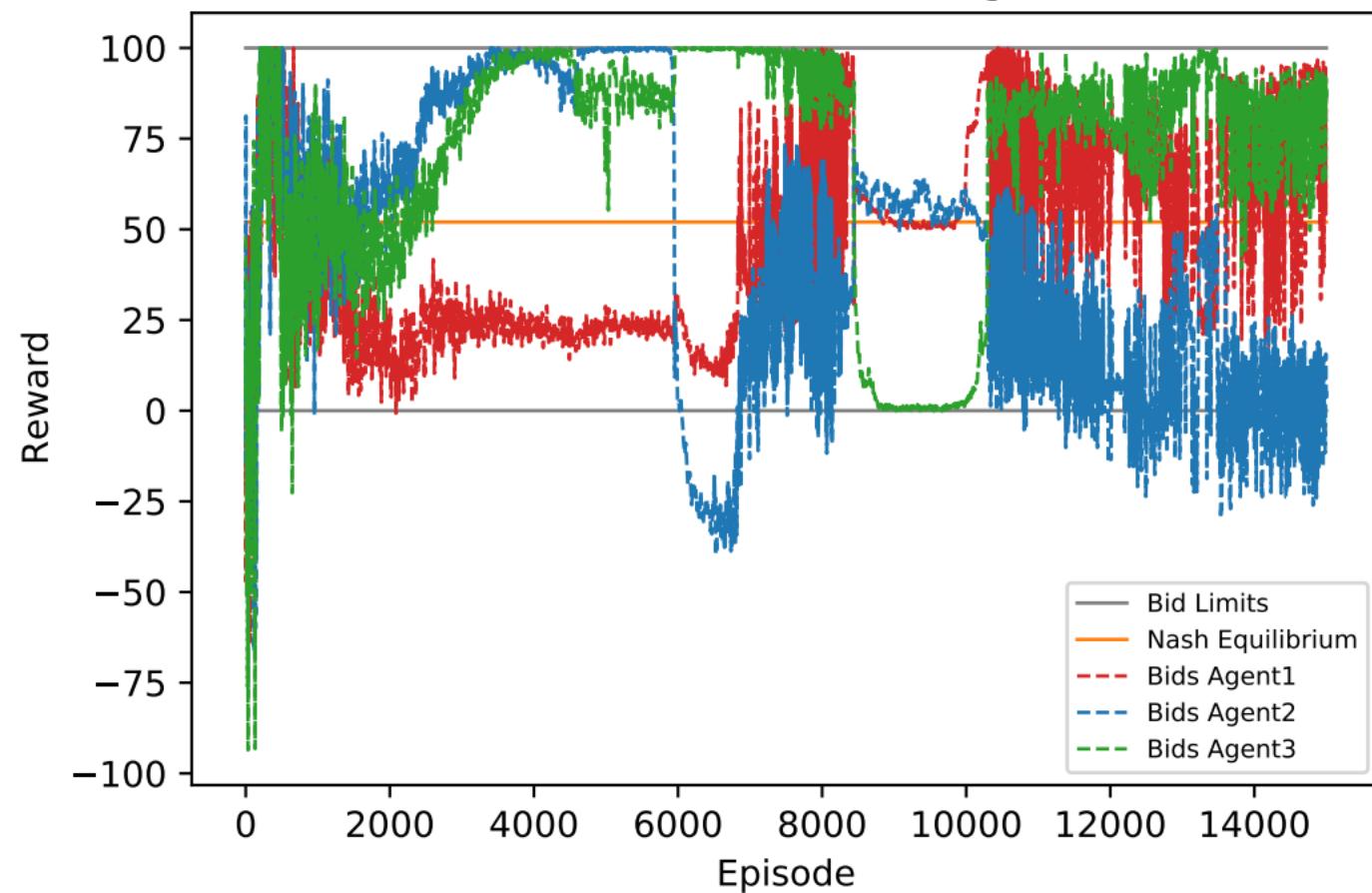
none lr4-3 wPast Action and 3 Agents: Run 83



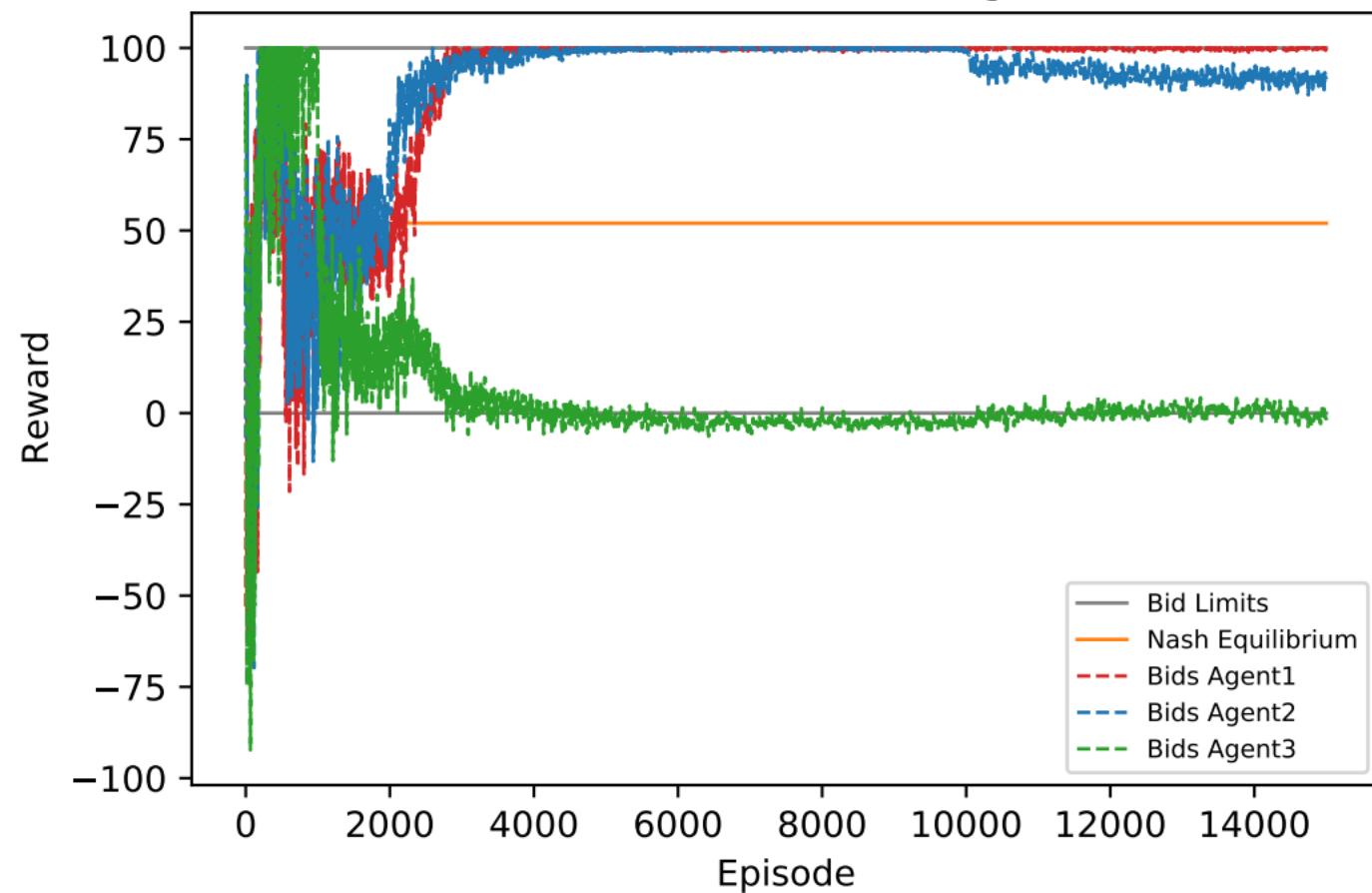
none lr4-3 wPast Action and 3 Agents: Run 84



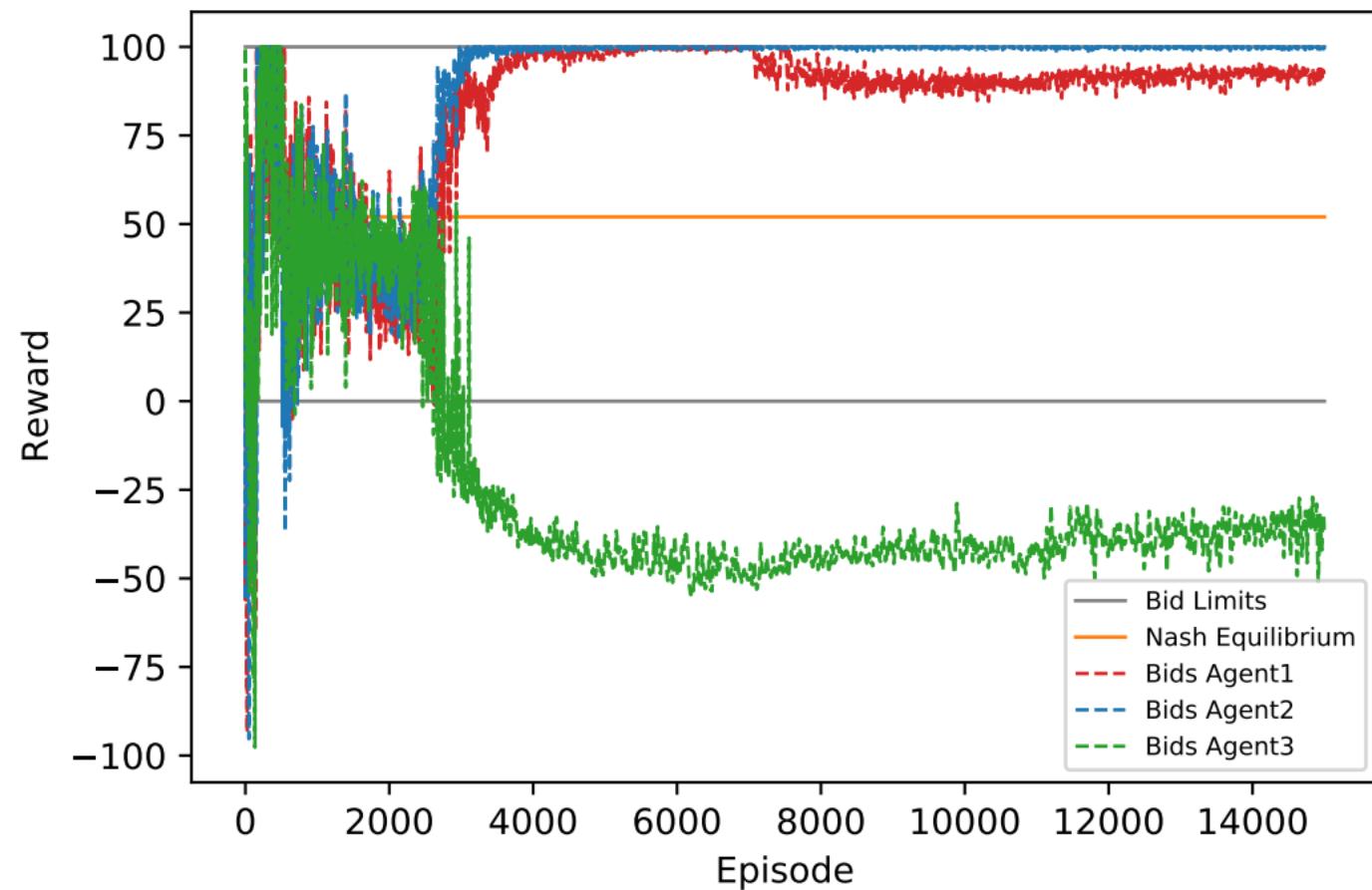
none lr4-3 wPast Action and 3 Agents: Run 85



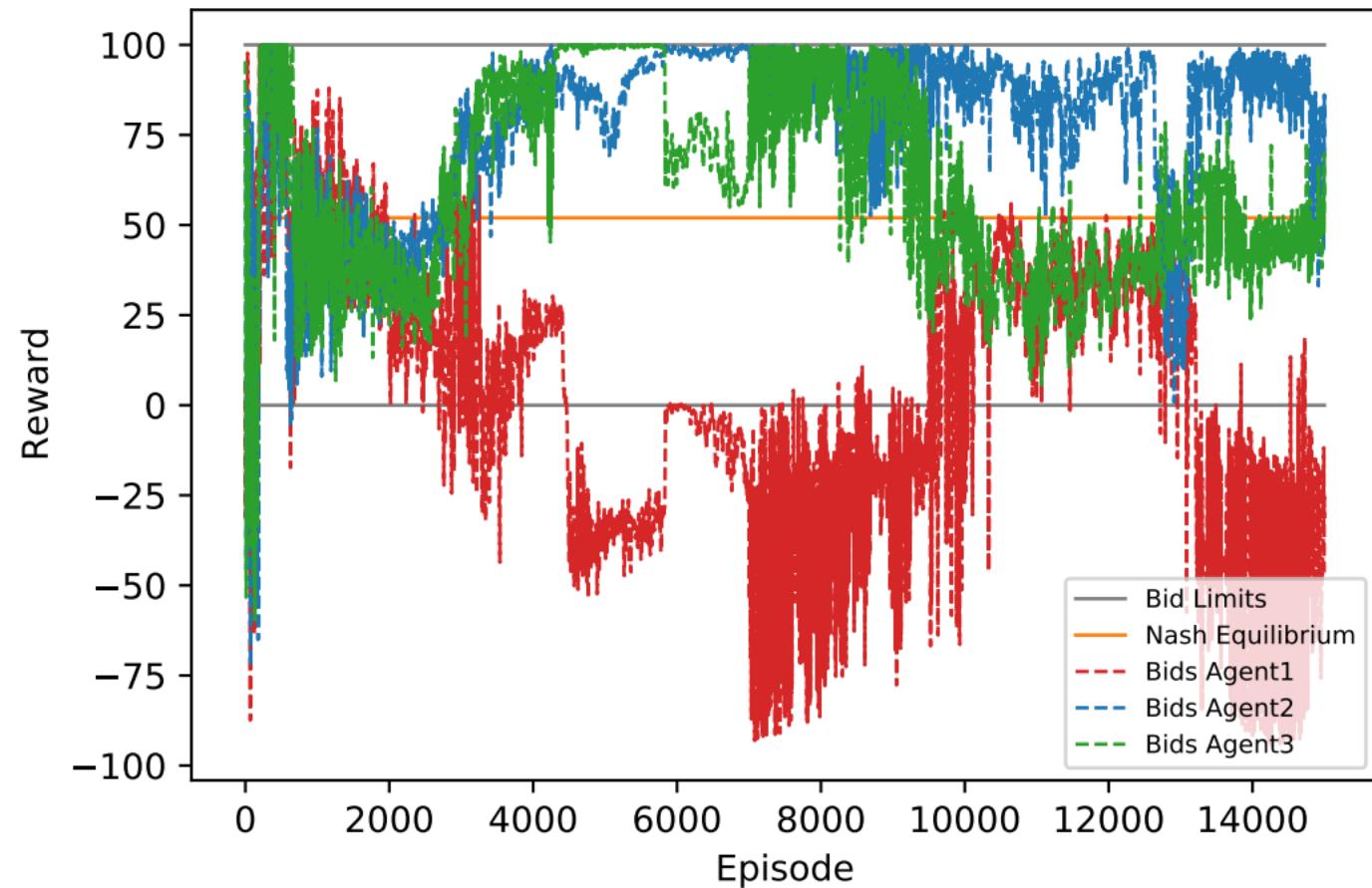
none lr4-3 wPast Action and 3 Agents: Run 86



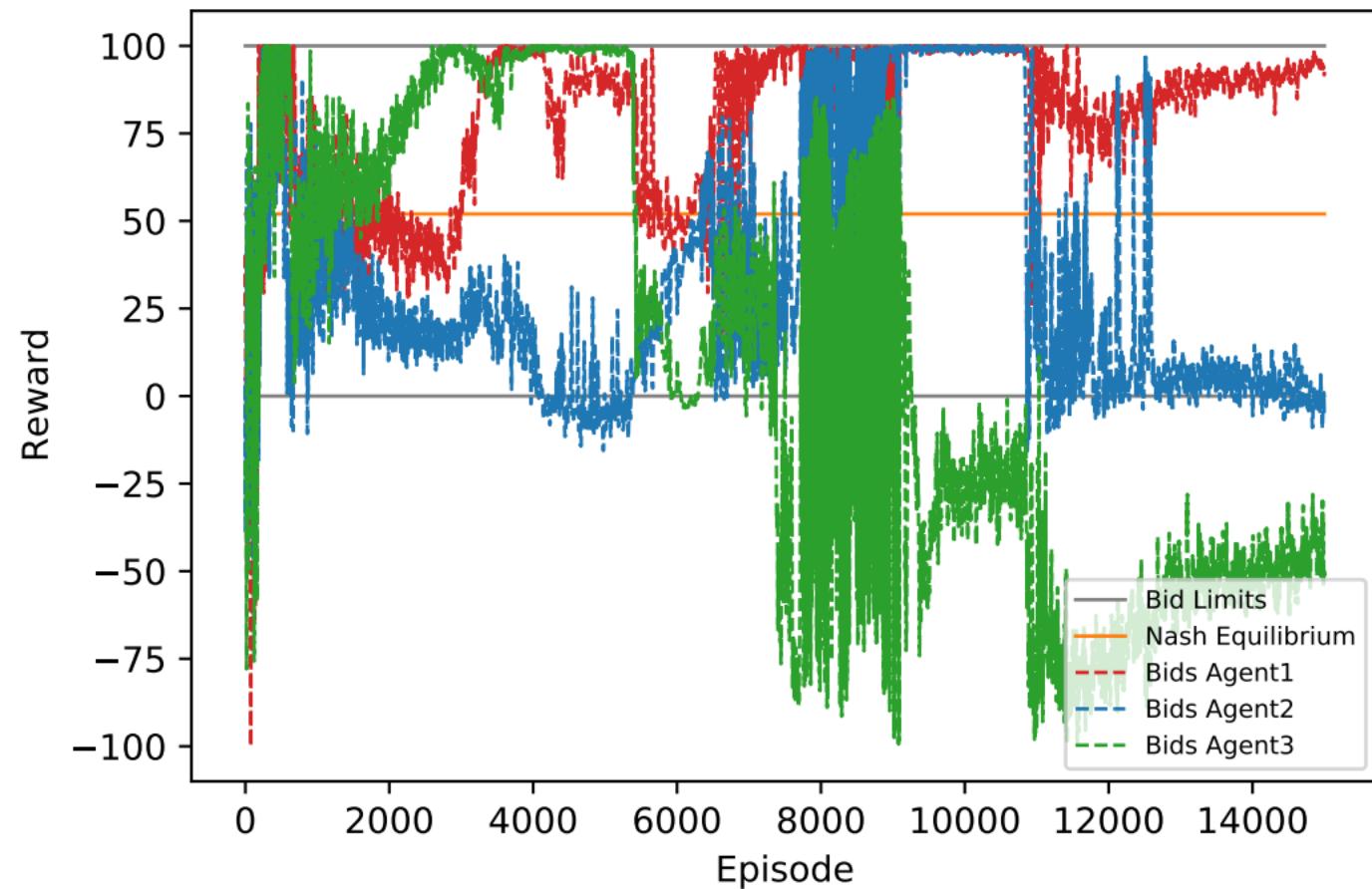
none lr4-3 wPast Action and 3 Agents: Run 87



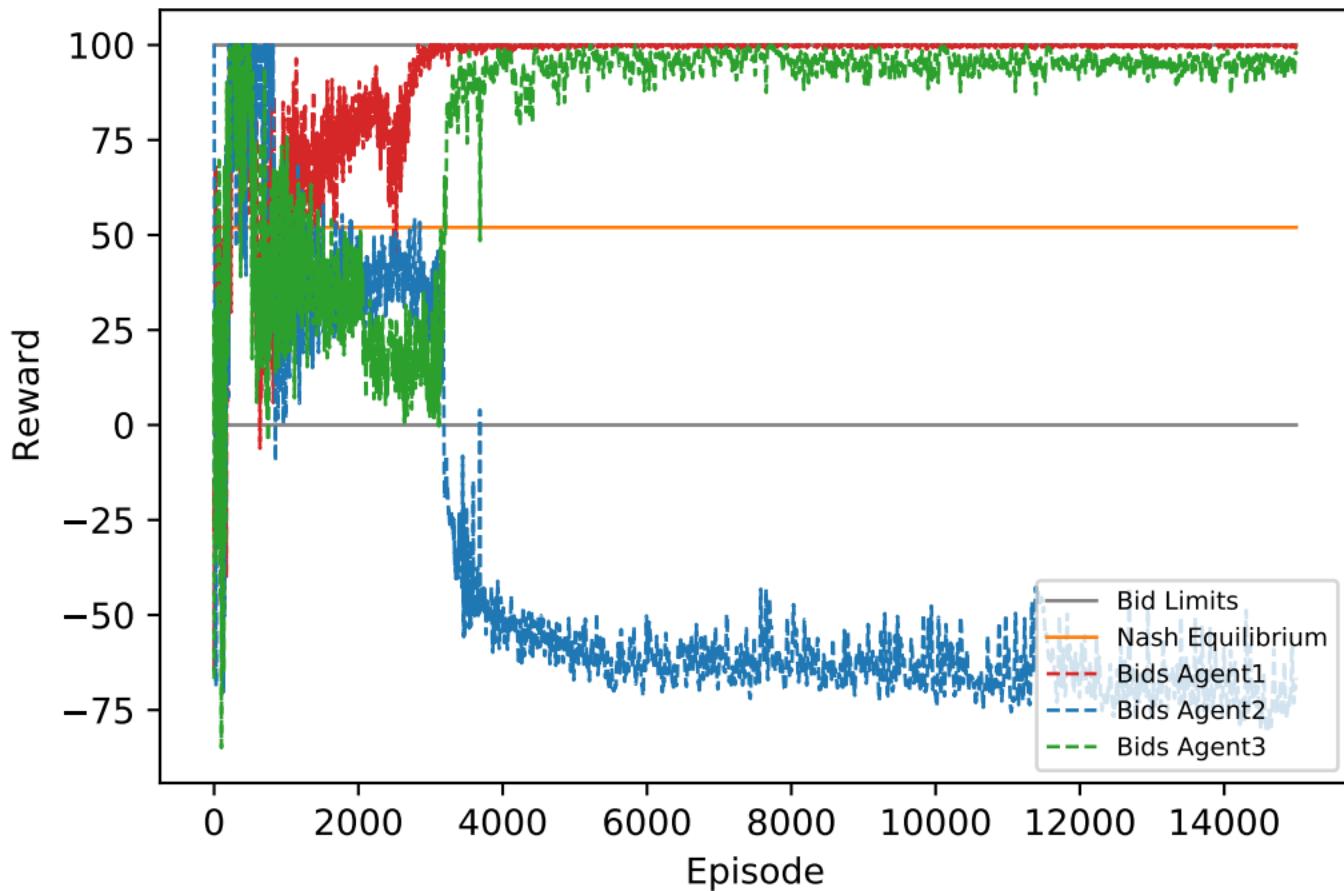
none lr4-3 wPast Action and 3 Agents: Run 88



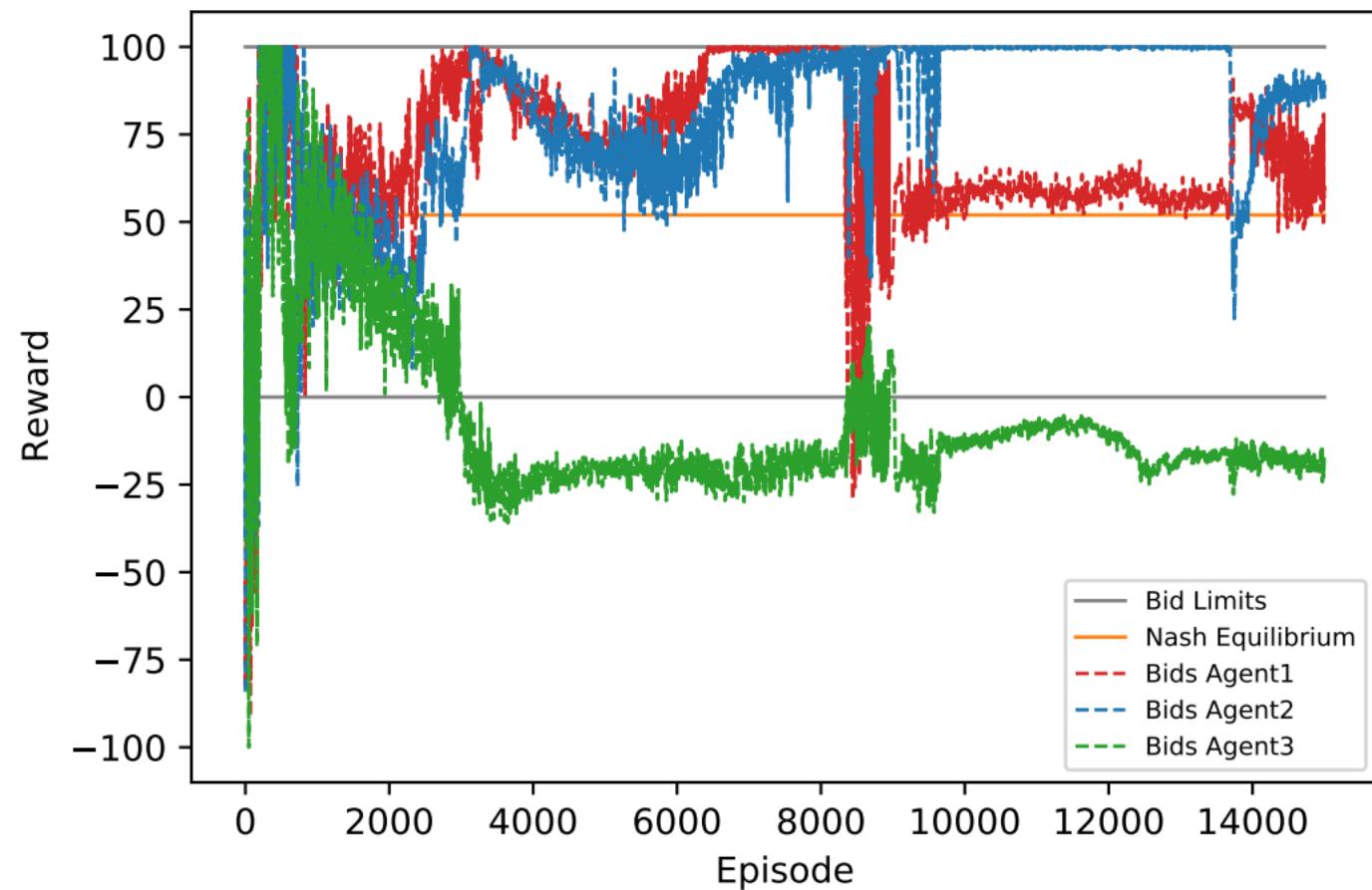
none lr4-3 wPast Action and 3 Agents: Run 89



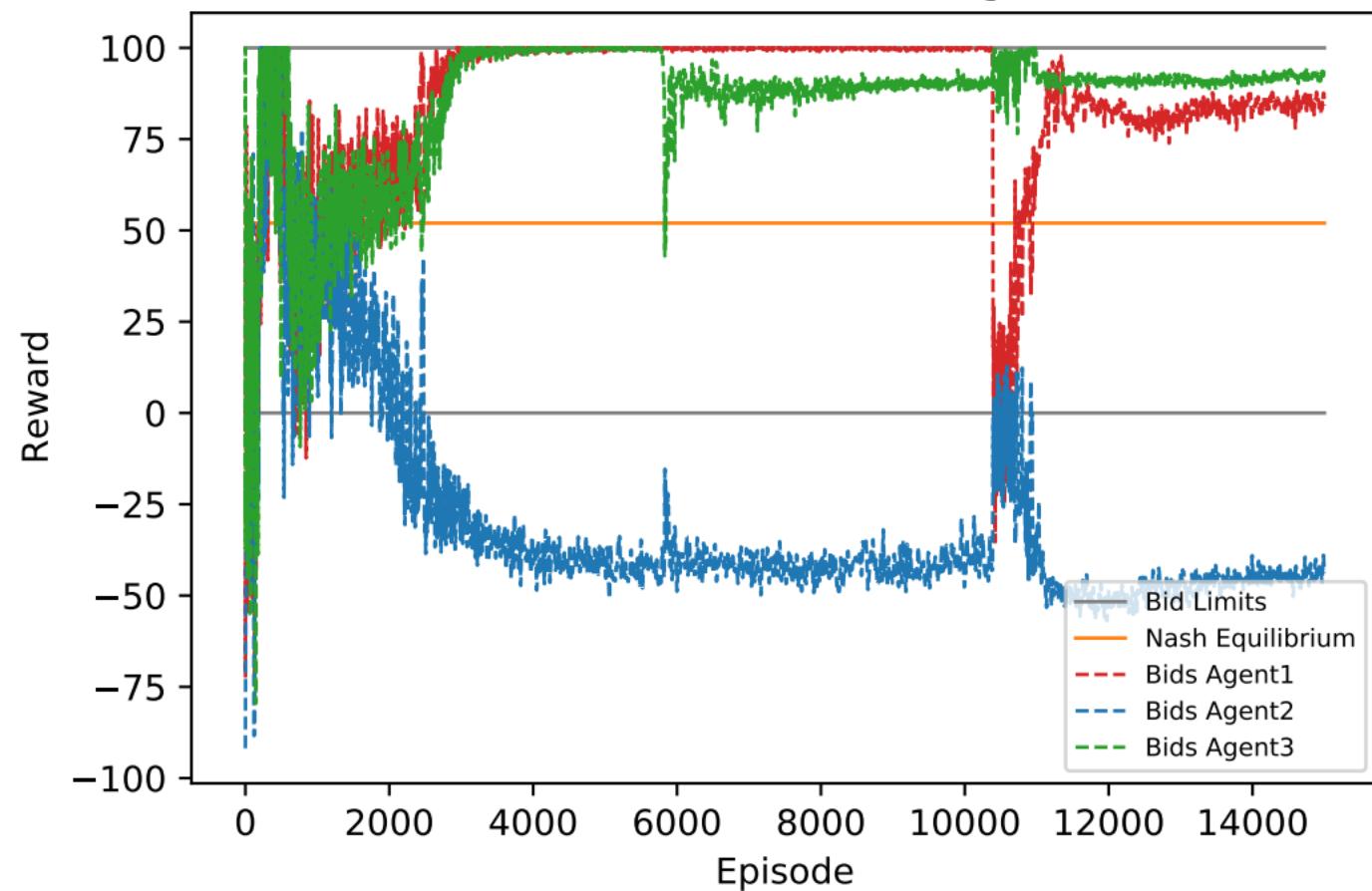
none lr4-3 wPast Action and 3 Agents: Run 90



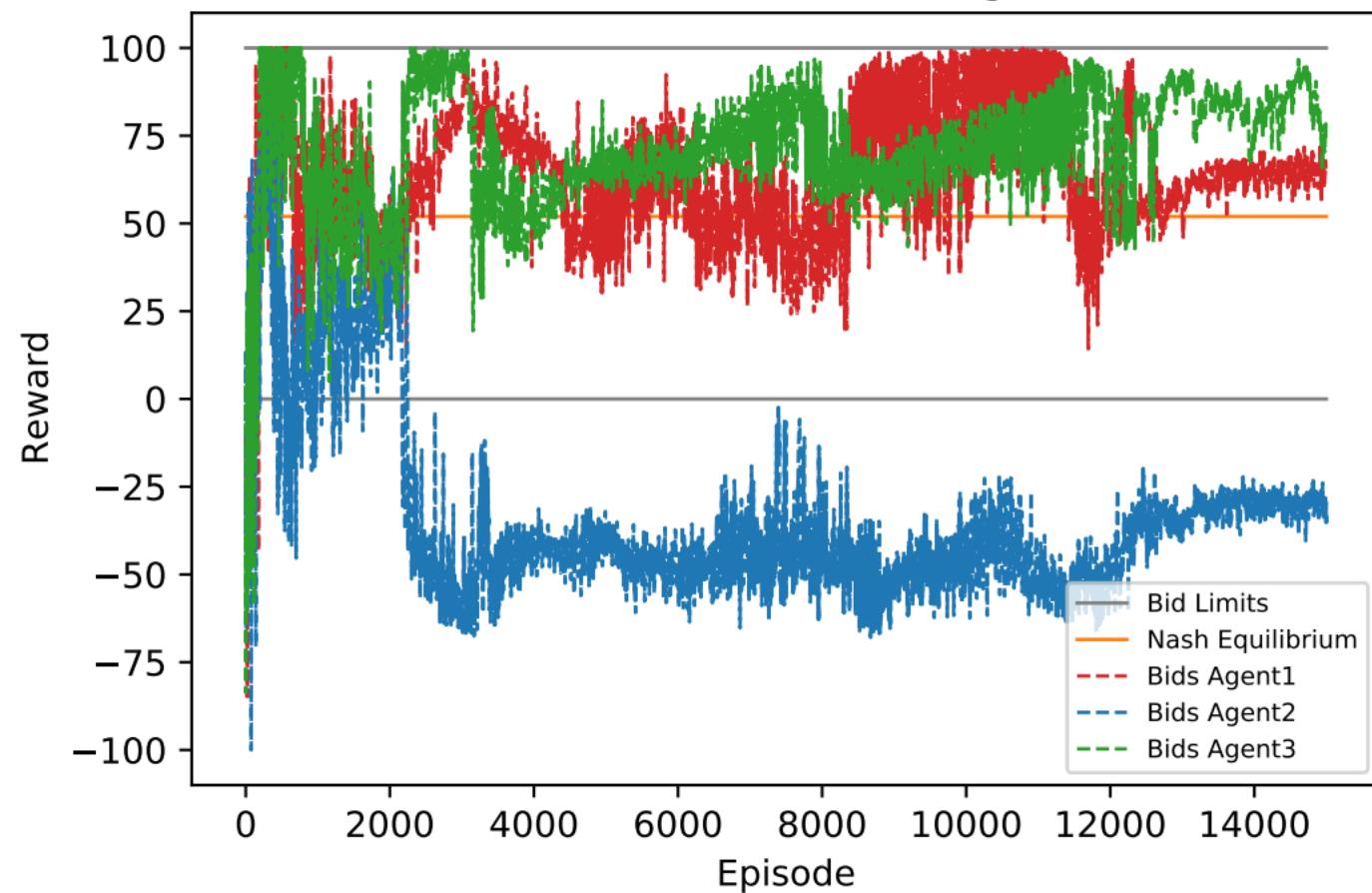
none lr4-3 wPast Action and 3 Agents: Run 91



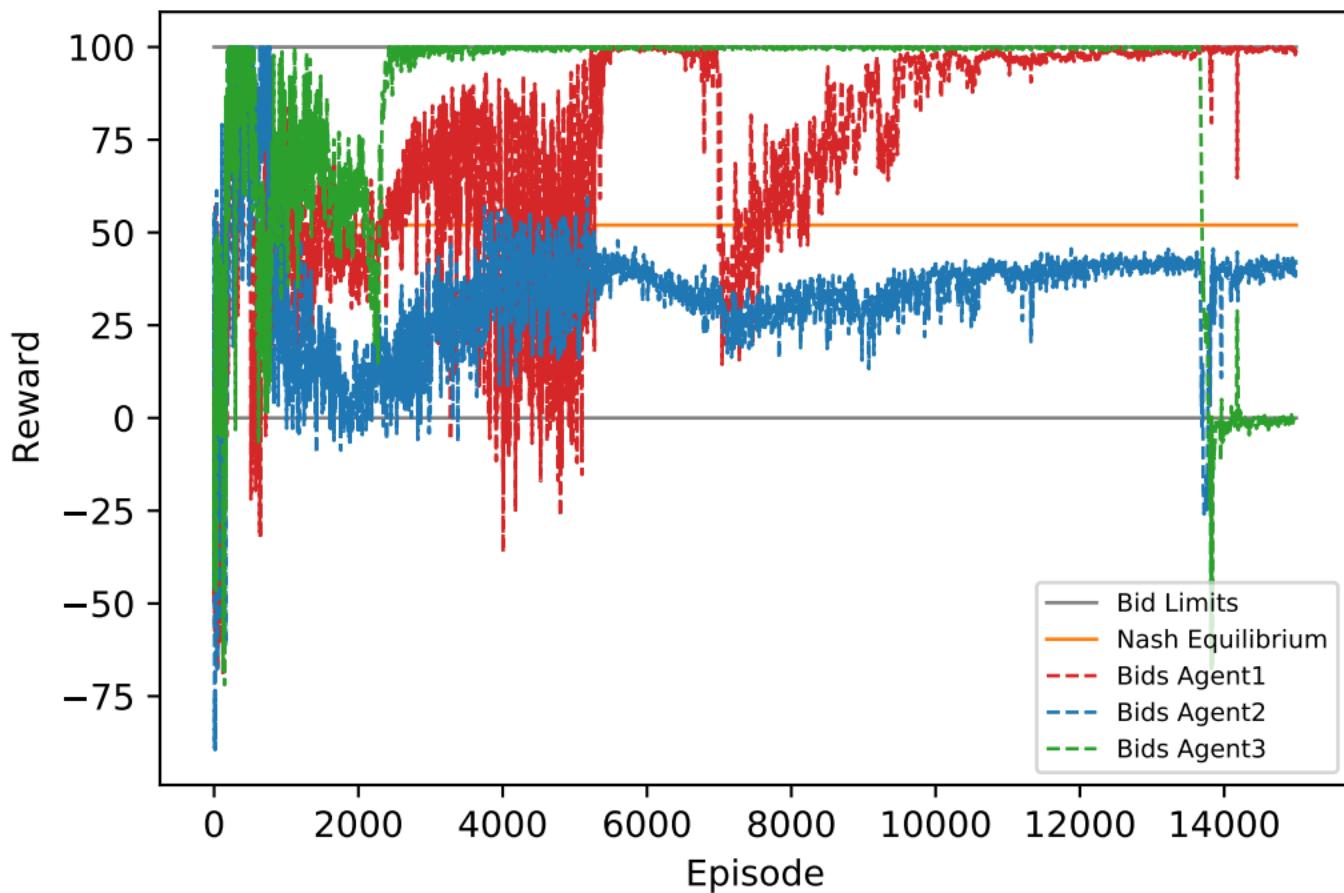
none lr4-3 wPast Action and 3 Agents: Run 92



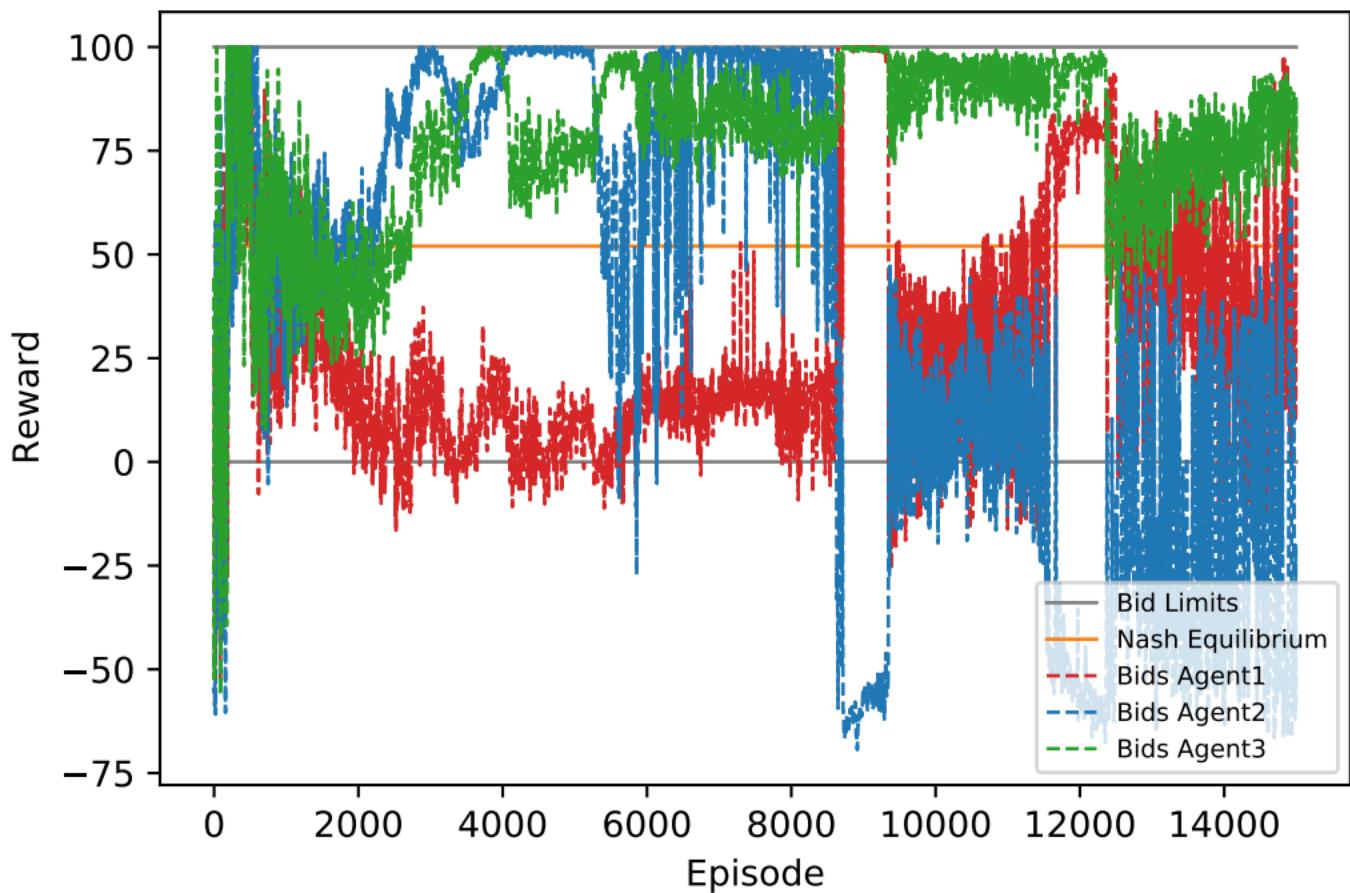
none lr4-3 wPast Action and 3 Agents: Run 93



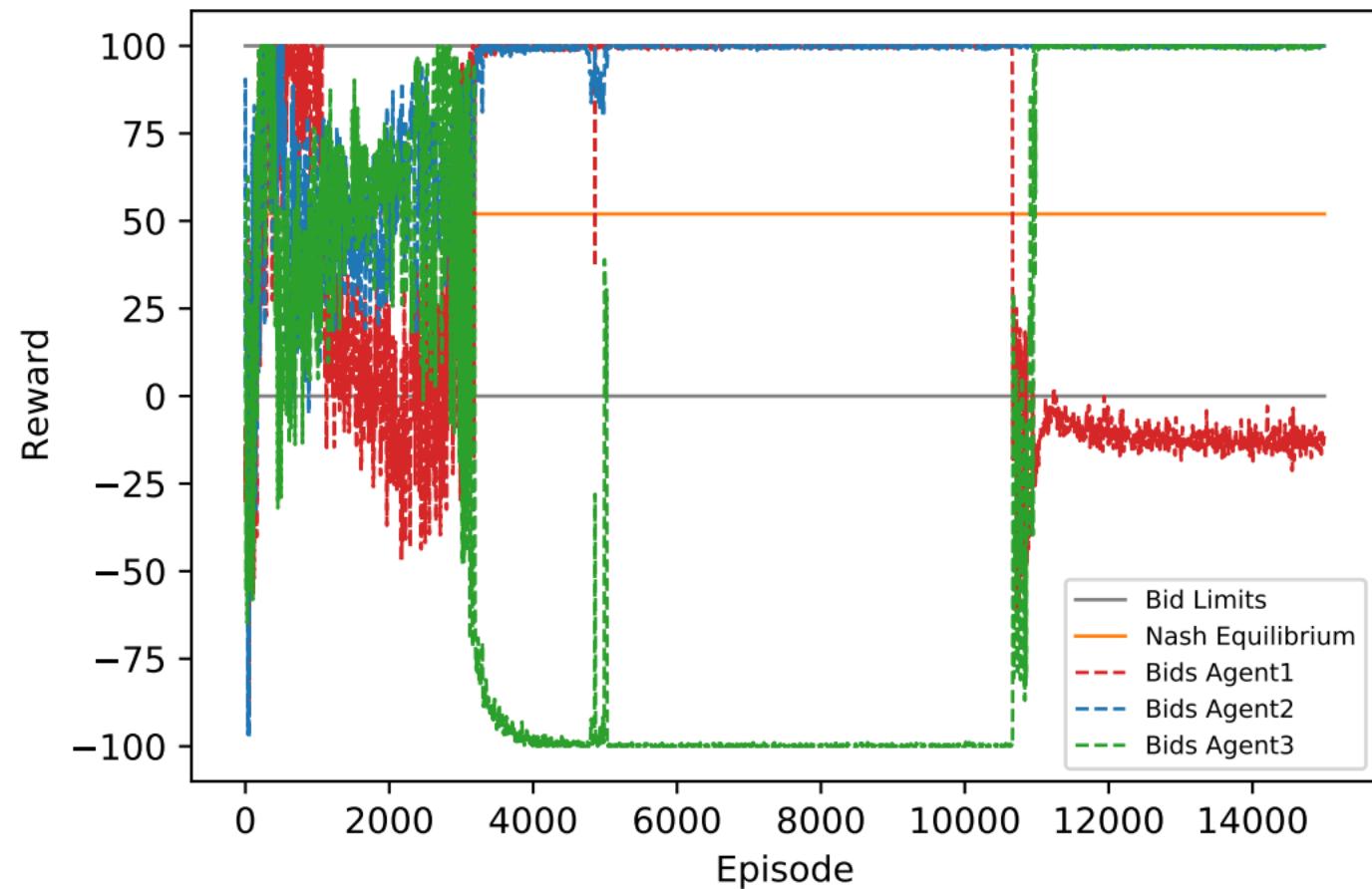
none lr4-3 wPast Action and 3 Agents: Run 94



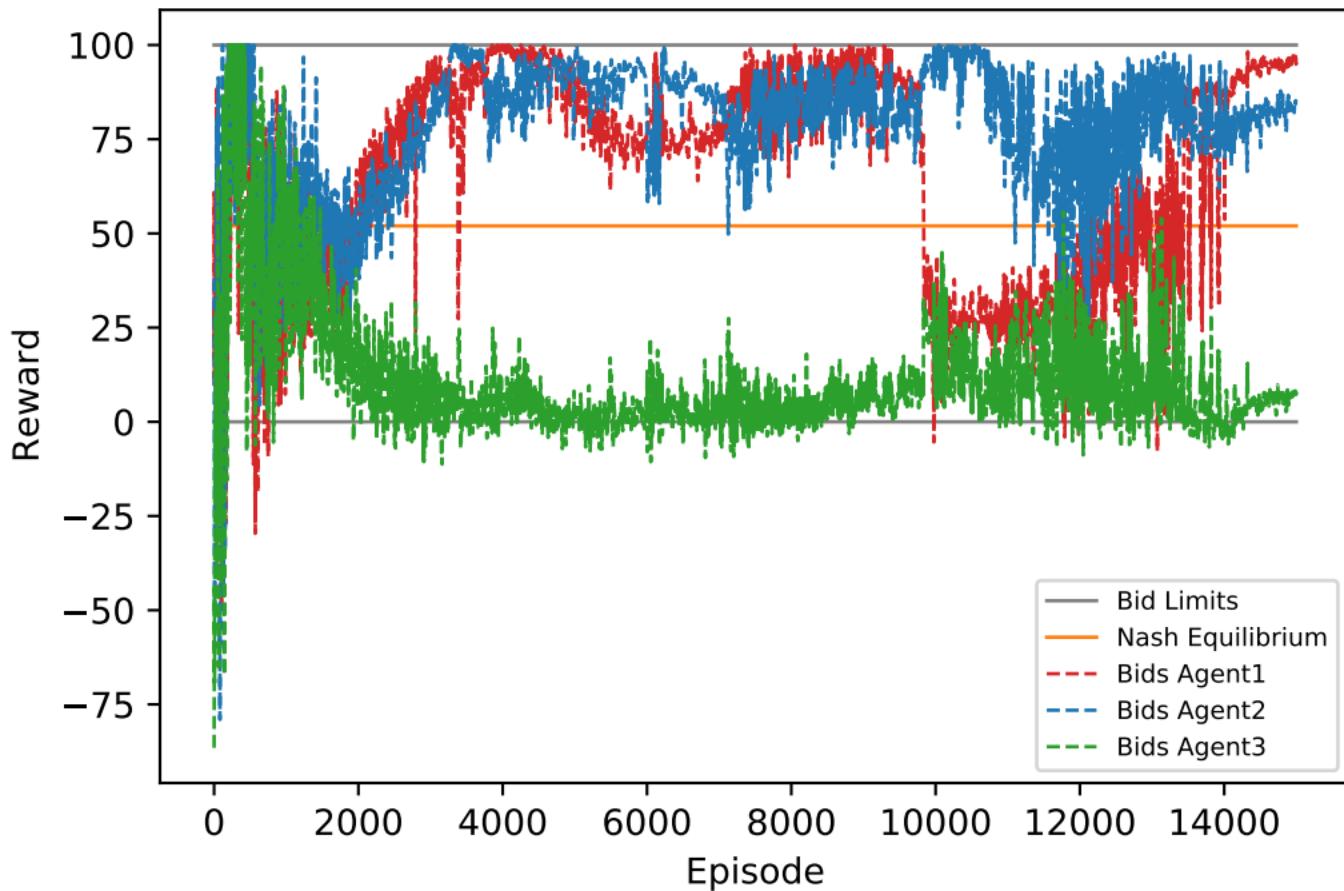
none lr4-3 wPast Action and 3 Agents: Run 95



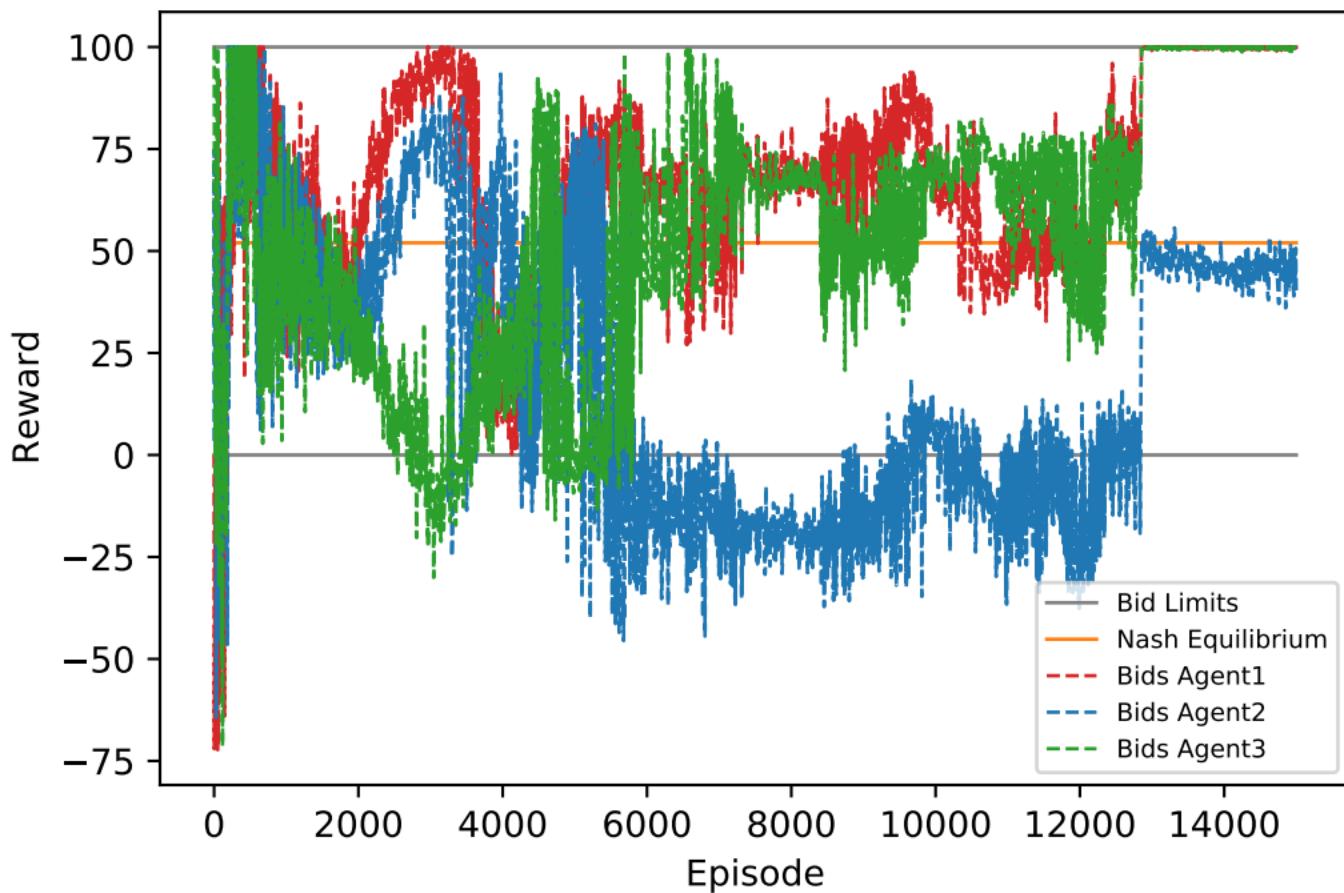
none lr4-3 wPast Action and 3 Agents: Run 96



none lr4-3 wPast Action and 3 Agents: Run 97



none lr4-3 wPast Action and 3 Agents: Run 98



none lr4-3 wPast Action and 3 Agents: Run 99

