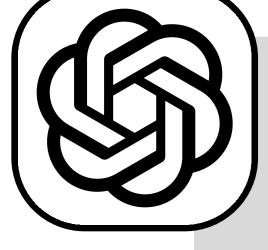
Game Description Generation



Write me a description of a two-player strategy game.



Capture the Flag

Setup: A 5x5 Grid with two flags at (1, 3) for Player 1 and (5, 3) for Player 2. Each player starts with 3 pawns placed on their home row.

Rules: A player can move a pawn one step horizontally...

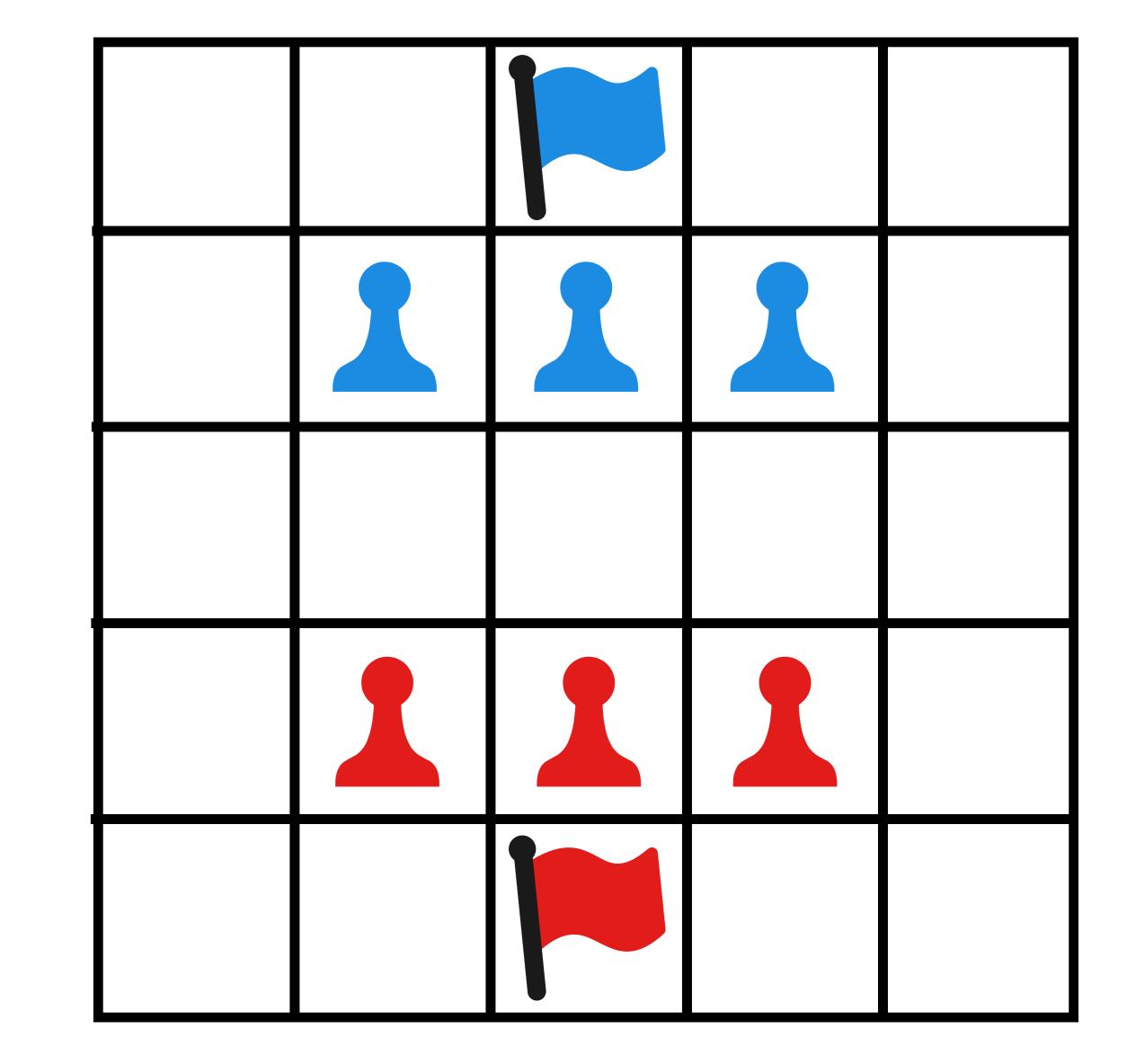
Implementation Generation



Can you implement "Capture the Flag" for me?



Self-Play Reinforcement Learning



 $rg \max_{ heta} \mathbb{E}_{ au \sim p_{ heta}(au)} \left[\Sigma_t r(s_t, \mathbf{a}_t)
ight]$