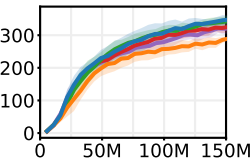
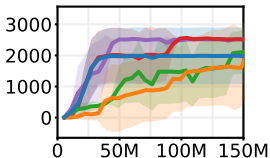


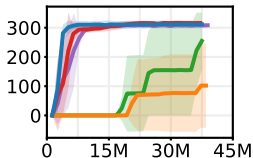
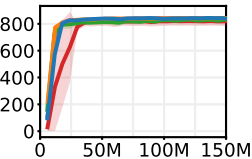
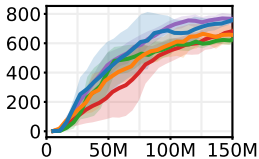
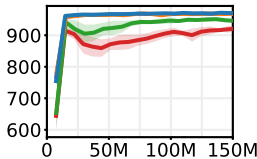
Breakout



Montezuma



PinPad Five

Cartpole  
Swingup SparseHumanoid Walk  
(Vision)Reacher Hard  
(Proprio)

— DreamerV3  
— reward norm

— cont regression  
— sqrt transform

— slow target