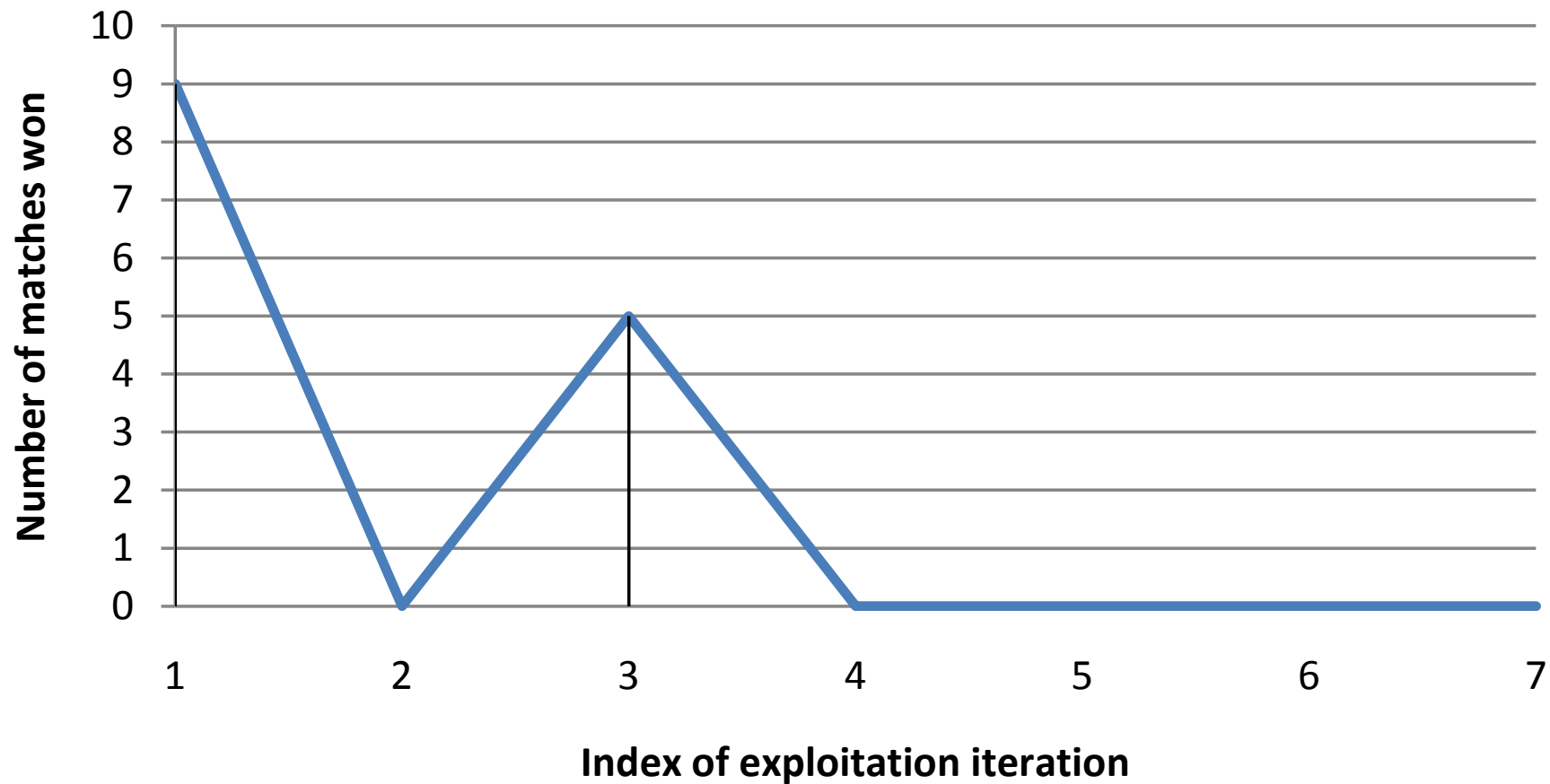


# 14 inputs (with continuous distance), reward: Hit opponent, loose hp



— 14 inputs (with continuous distance), reward: Hit opponent, loose hp