Inventory

Goal Ratings

Humans

	1	2
T	0.04	0.00
S	0.41	0.36
H	0.30	0.22
C	0.24	0.42

BToM Model

P(Goal | Actions)

	1	2
T	0.00	0.00
S	0.29	0.13
H	0.29	0.13
C	0.42	0.74

■ Triangle ■ Square ■ Hexagon ■ Circle

Belief Ratings

Humans

BToM Model

L(Bel | Actions)

— The player believes that there is
a red key in box 1.

— The player believes that there is
a blue key in either box 2 or box 3.