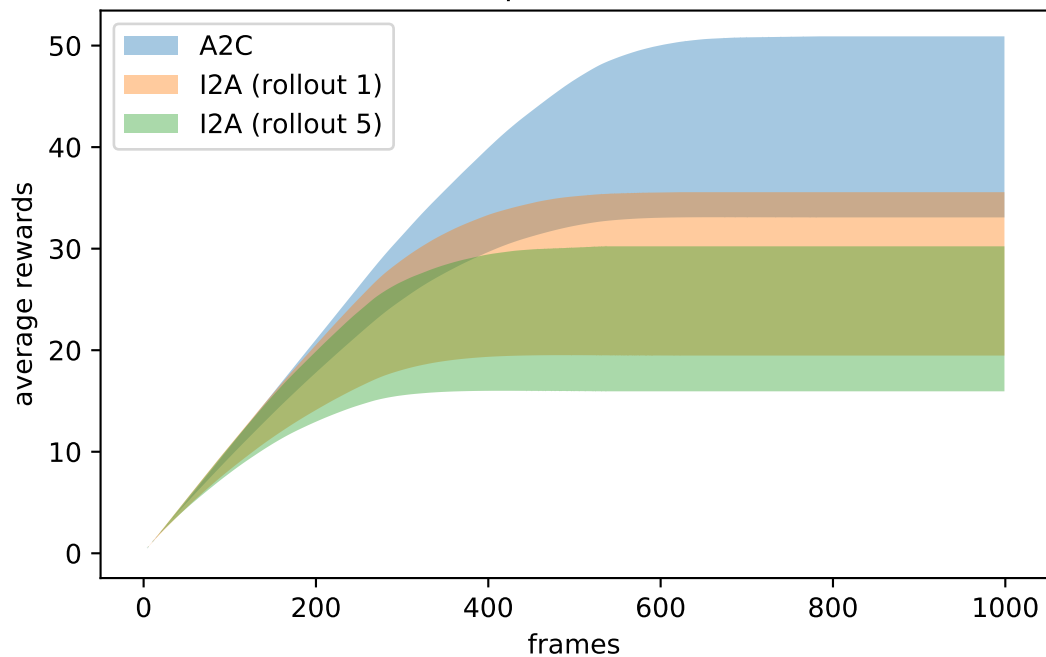
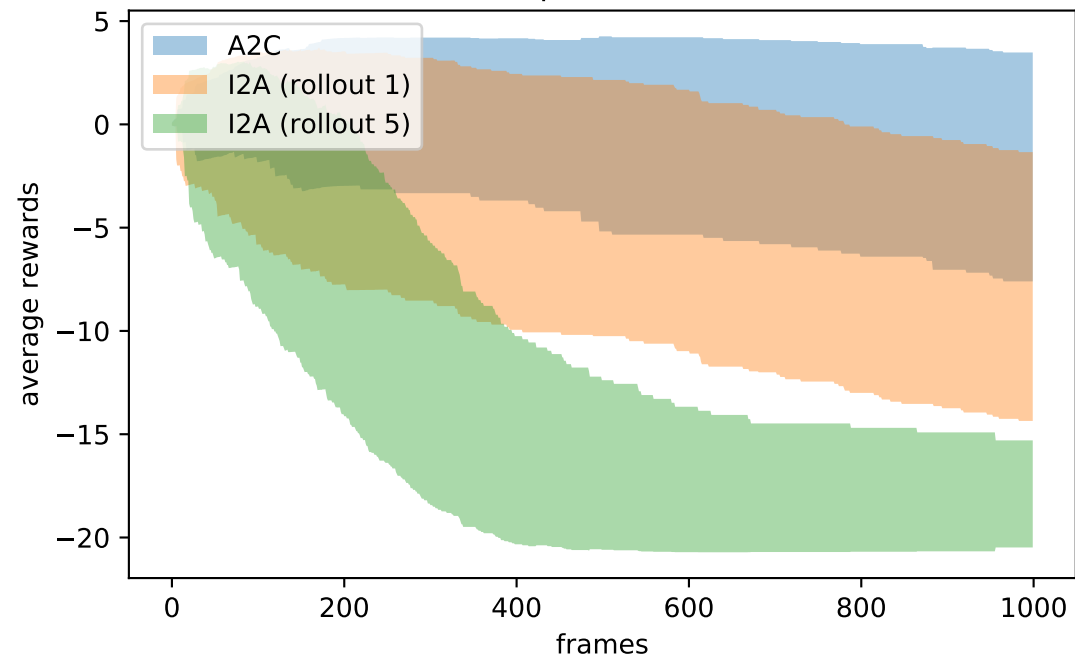


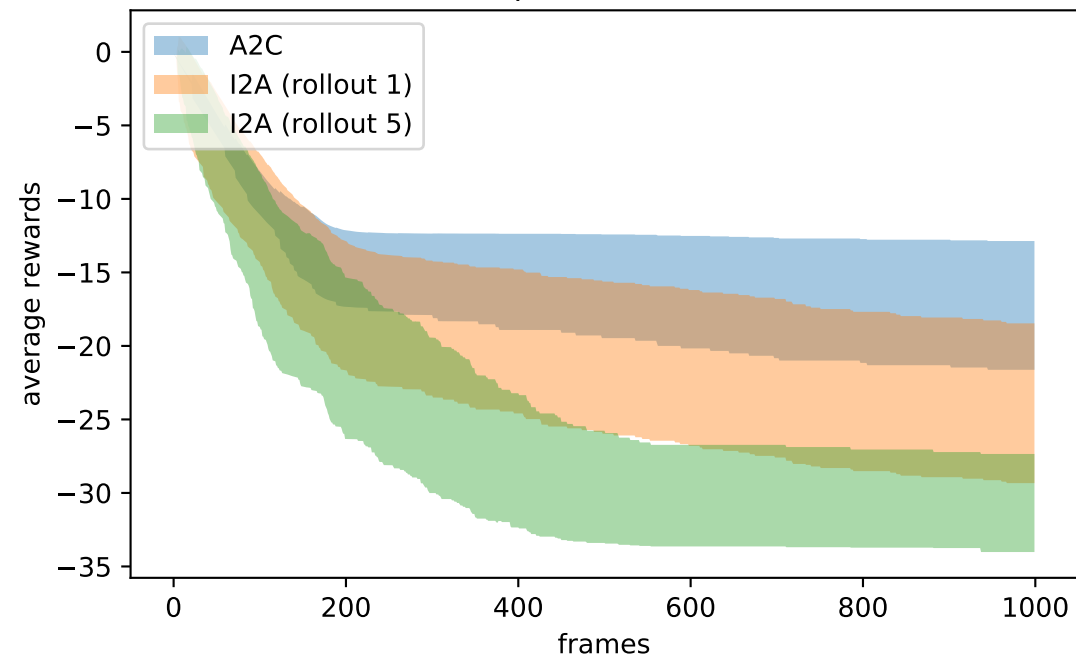
Rewards per Frame (avoid)



Rewards per Frame (hunt)



Rewards per Frame (ambush)



Rewards per Frame (rush)

