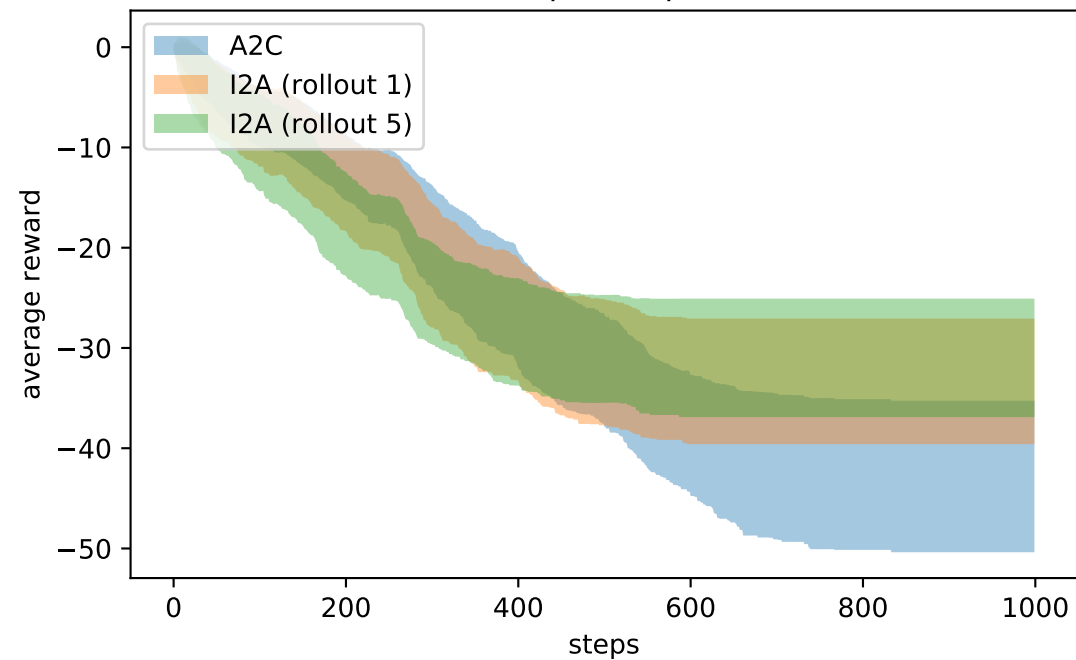
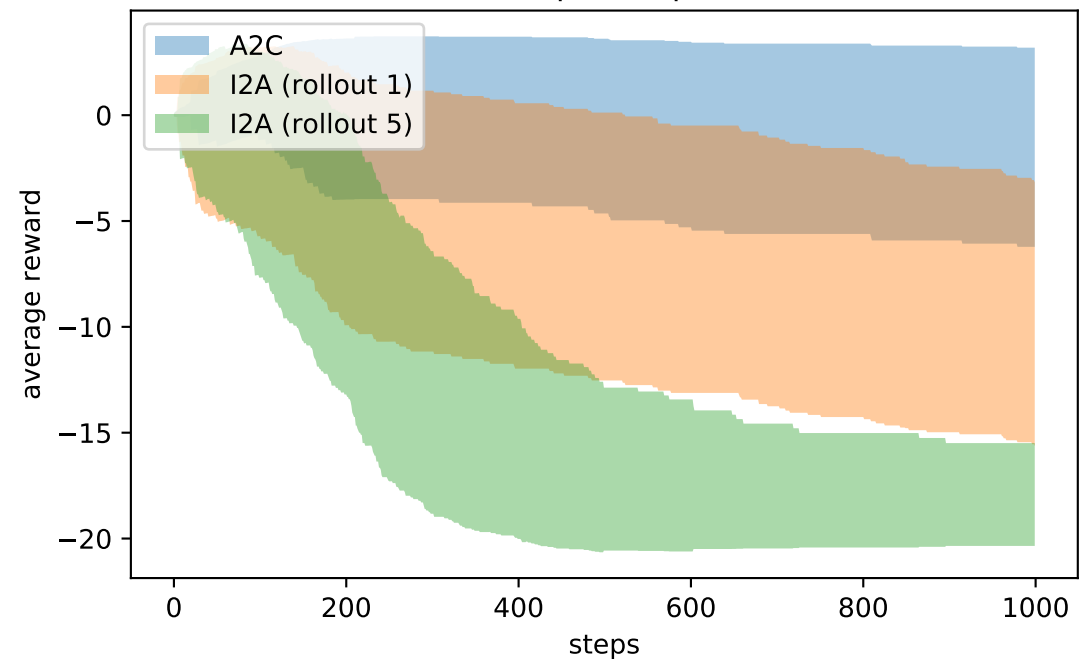


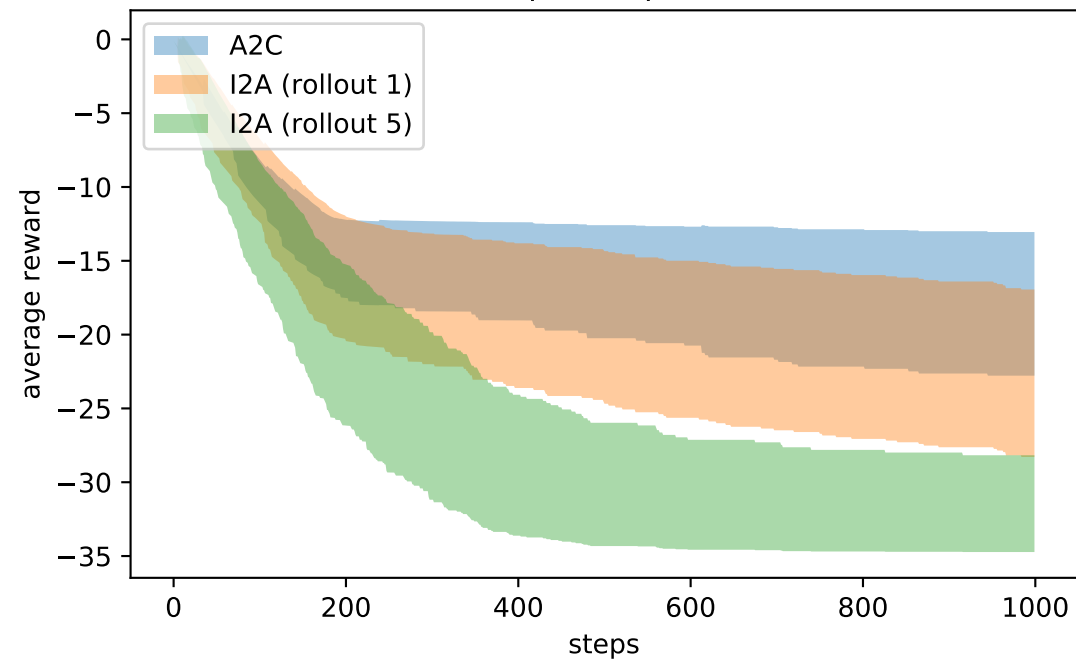
Rewards per Step (avoid)



Rewards per Step (hunt)



Rewards per Step (ambush)



Rewards per Step (rush)

