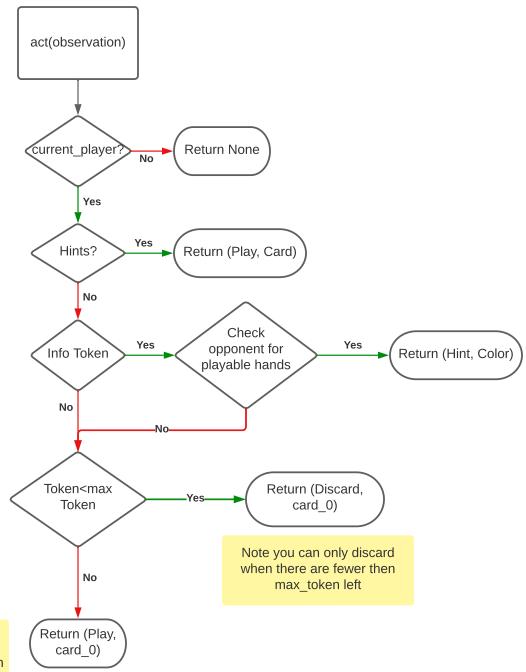
Note this a flowcahrt of the 'SimpleAgent' provided in by the environment adapted for the very-small version of the game. It is not an optimal solution and often gets forced to play an incorect card.



Here the agent plays a card that it does not know, often resulting in the one life token being lost