

# Game Status

Win

Loss

Tie

## Threshold

0.0 0.5 0.9 1.0  
0.0 0.5 0.9 1.0  
0.0 0.5 0.9 1.0  
0.0 0.5 0.9 1.0  
0.0 0.5 0.9 1.0

Outcome Percentage

100  
80  
60  
40  
20  
0

Constant  
Delay: 0

Constant  
Delay: 1

Constant  
Delay: 2

Constant  
Delay: 3

Random  
Delay: 3(max)

