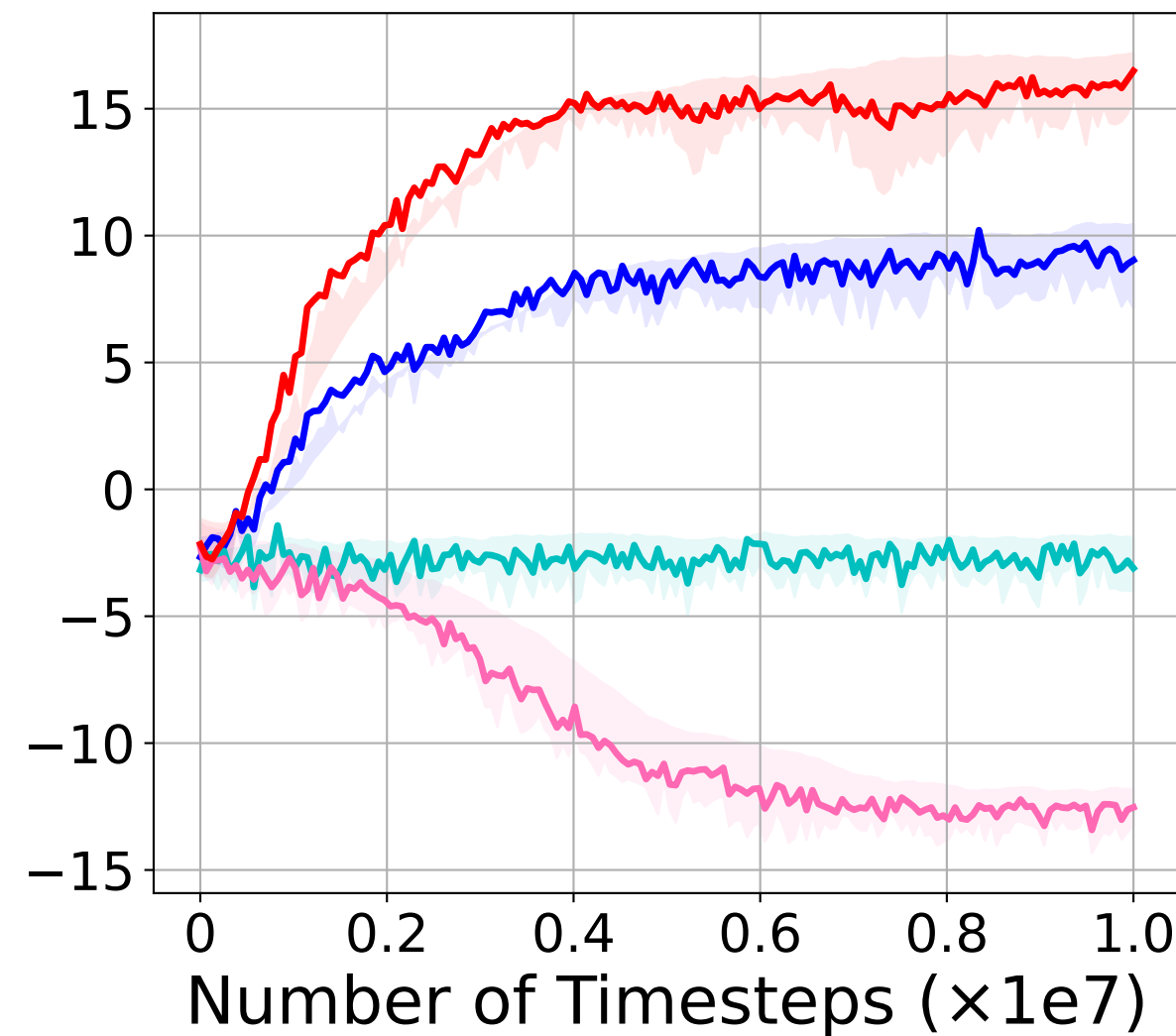
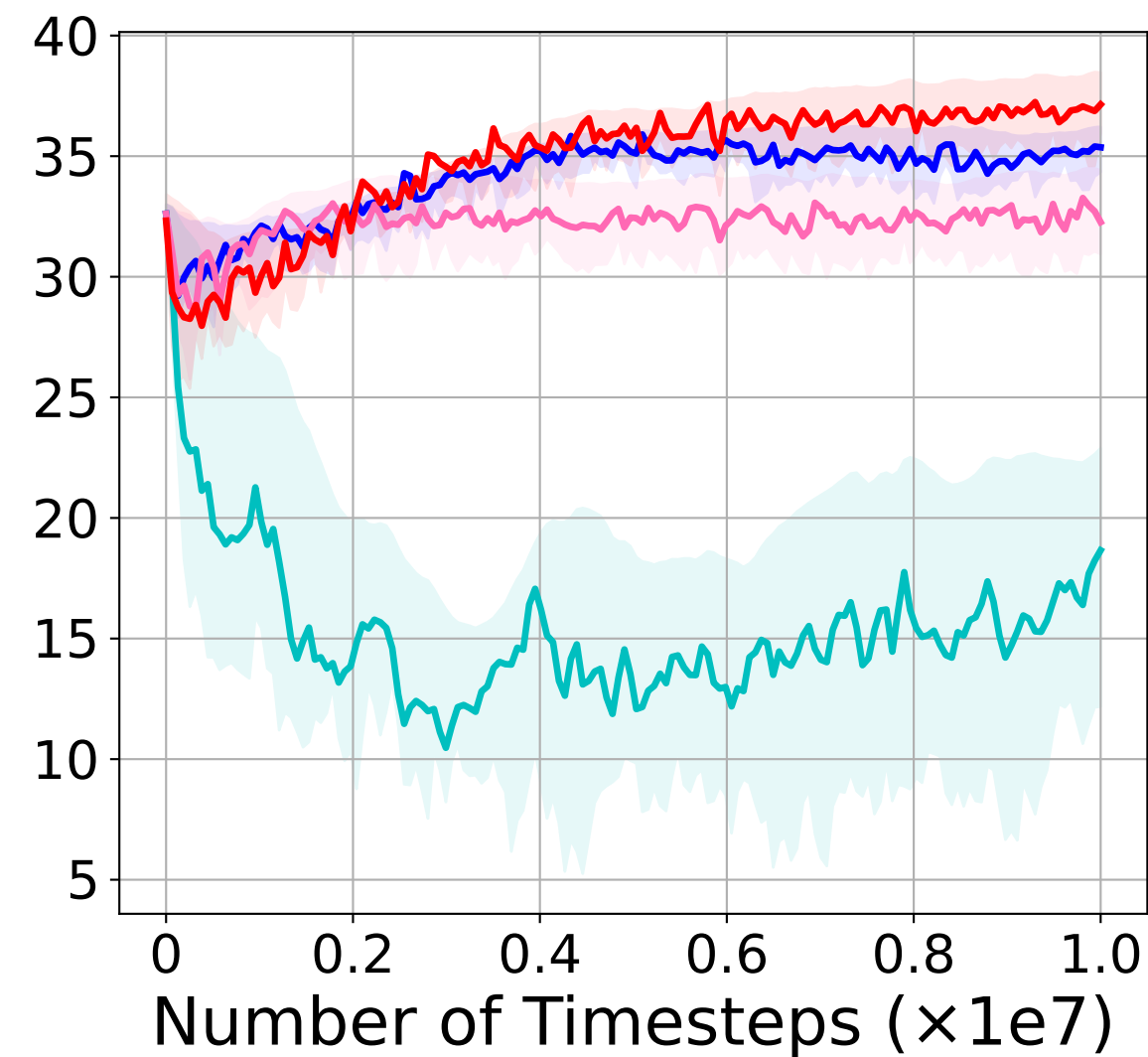


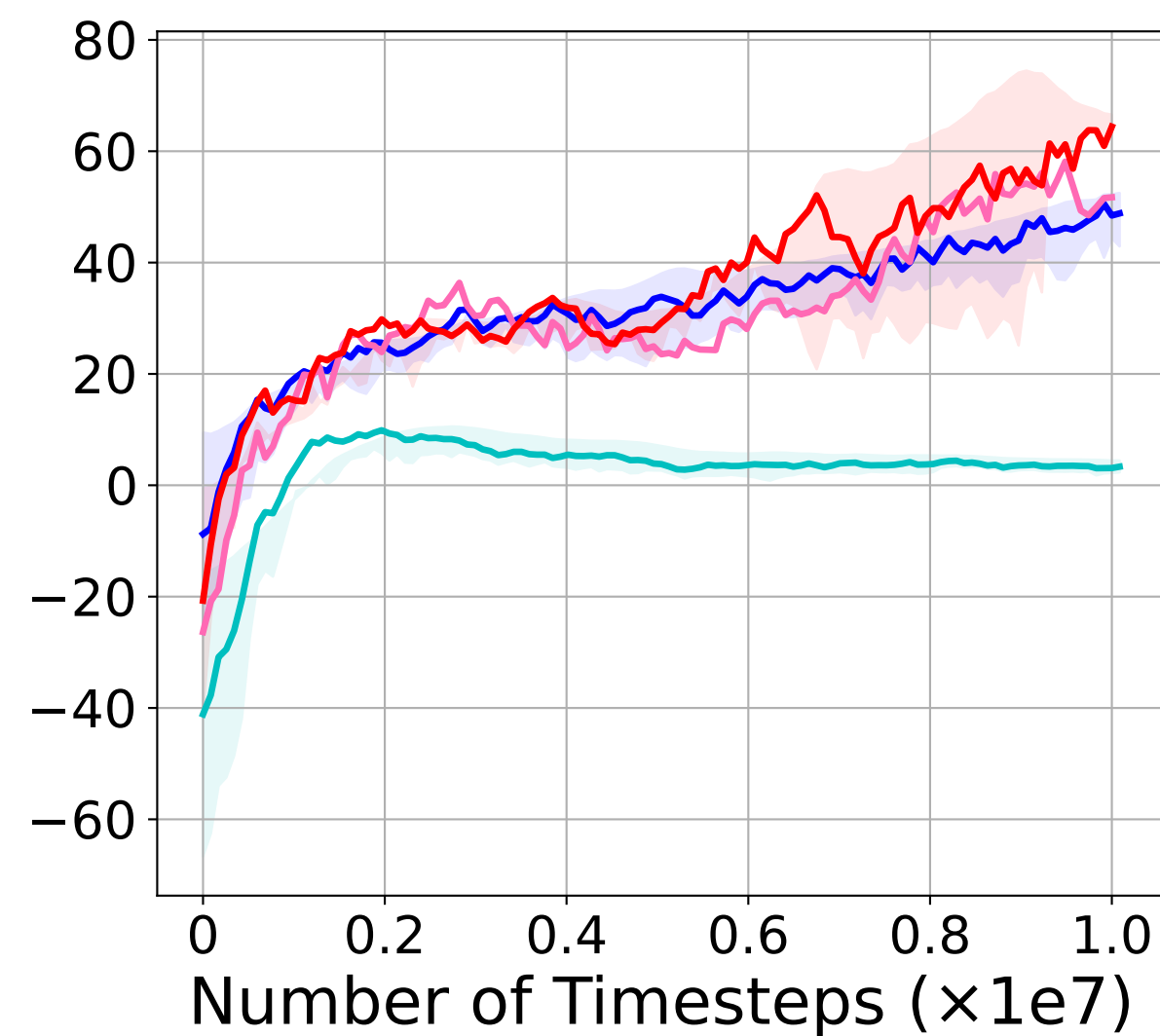
(a) Coin



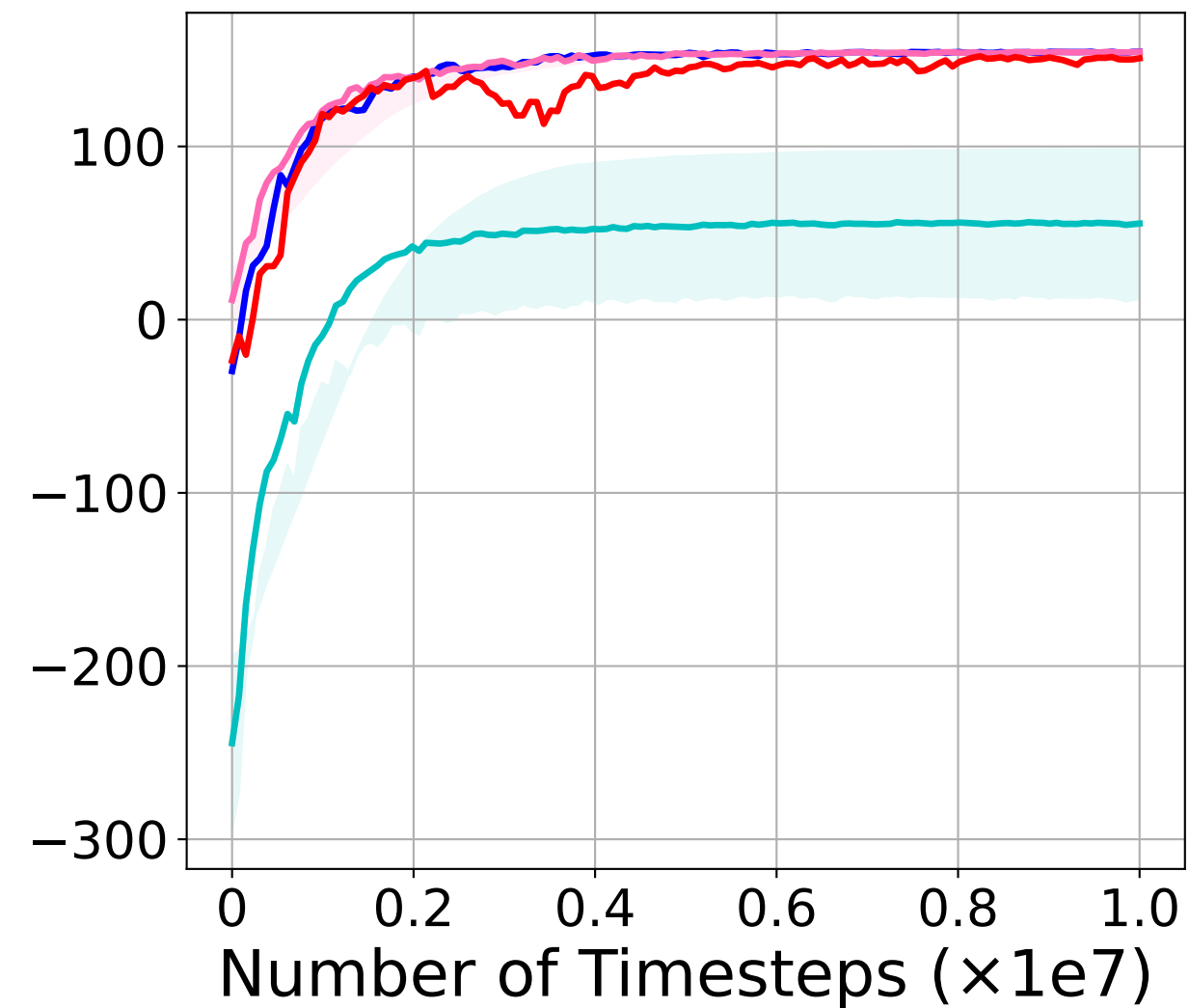
(b) Level-Based Foraging



(c) Cleanup



(d) Common\_Harvest



— Selfish — Inequity — SVO — CF