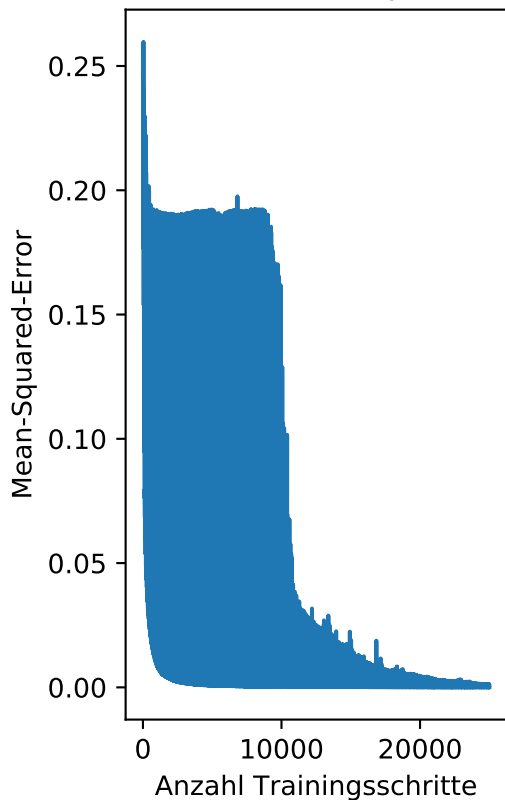


# Umgebung "One\_Room\_Many\_Goals"

Neural Map



Neural Map + extW

