

Scenario	Opponent(s)	Number of Rounds	Maximum new encountered states	Encountered states	Run time	Total run time
Coin-heaven	-	5,000	~100	100	~00:03:40	00:03:40
Sparse-crate	-	30,000	~560	660	~00:20:30	00:24:10
Sparse-crate	Peaceful-agent	40,000	~2290	2950	~00:47:35	01:11:45
classic	Peaceful-agent	40,000	0	2950	~00:27:28	01:39:13
classic	Peaceful-agent & rule-based-agent	40,000	~2530	5480	~01:15:17	02:54:30
classic	rule-based-agent & rule-based-agent & rule-based-agent	100,000	~5315	10795	~05:44:10	08:38:40
Doubled	Above in order	255,000	~16	10811	~04:20:40	12:59:20