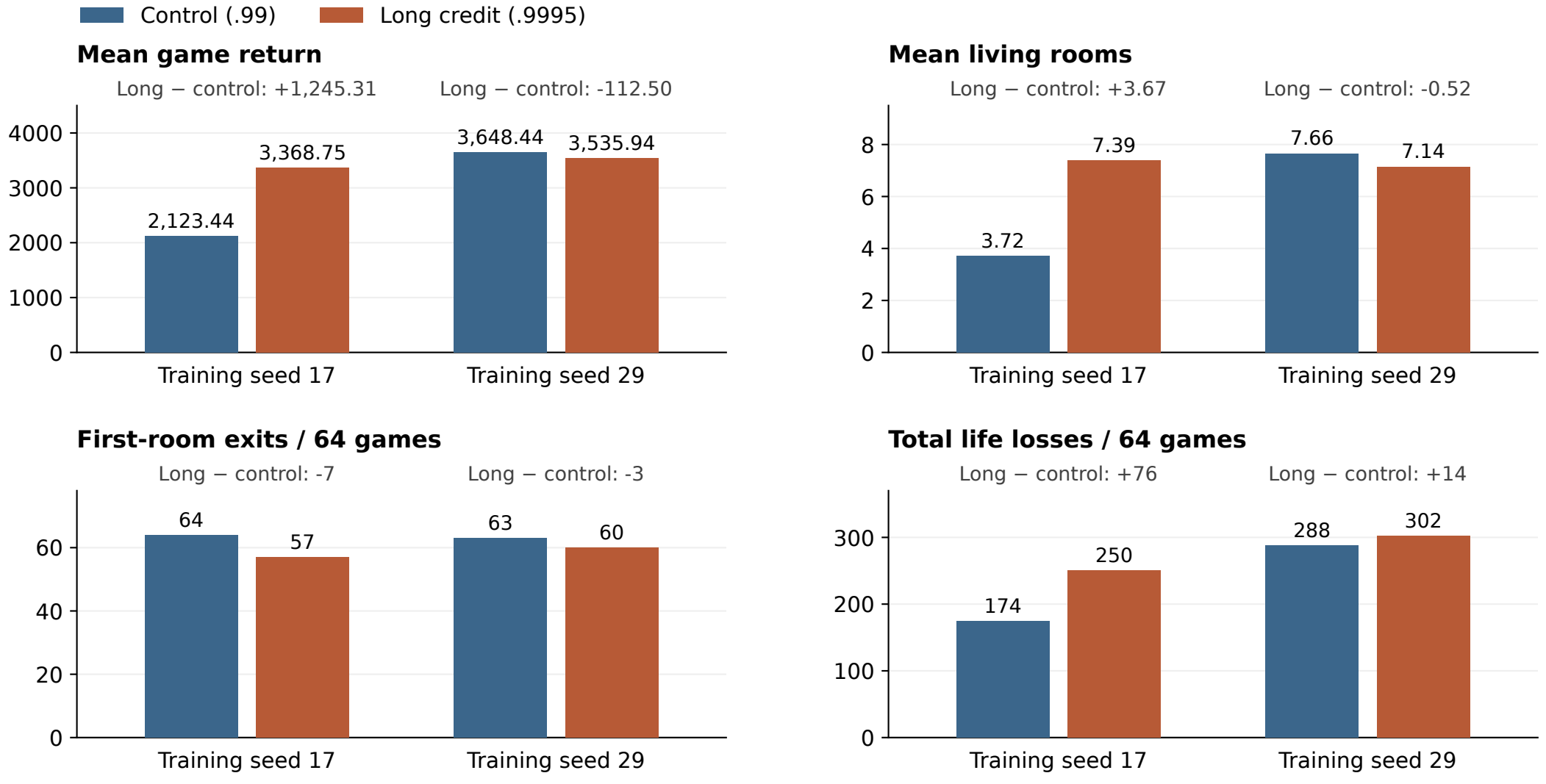
Long-credit gain in seed 17 did not repeat in seed 29

External discount .99 versus .9995; curiosity discount .99 in both arms

160M training transitions per arm; complete credit packages compared



All four agents: 0/64 first-level completions.

Descriptive endpoints from two training-seed pairs; no training-level uncertainty estimate.

Each arm: two 32-game ordinary-reset batches, shared novelty within each batch, ≤27,000 actions/game.

Evaluation actions sampled categorically; original-action replays verified. Source: credit_comparison.json.