For all of these steps, there should be appropriate wait times in-between

GYM:

Click gym (Text/icon)

Check for captcha

If captcha – download and complete captcha

If captcha incorrect – log off and retry

Find the strength, defense, speed and dexterity titles

Look for the nearest train button to that title

Search only beneath the y value of the title, otherwise the above train button could be closer

Find and label those buttons, then train them in order - Click each 5 times

This should use all available energy

CRIMES:

Click crimes (Text/icon)

Check for captcha

If captcha – download and complete captcha

If captcha incorrect – log off and retry

Plant a virus (Find and click icon) – 10 times should do it

CAPTCHA:

Check if image captcha activated – otherwise click image captcha

Right click image (Below validation text)

Save with pre-defined name

Wait…

Load that image into the program

Refine – if this fails – see below and treat as if the neural network guessed incorrectly

Run it through the neural network

Find the button of the number we believe it to be and press

If it fails:

Log off and back on - check if the image is the same afterwards

If it isn't try again, if it is, log off again

Repeat log off 10 times to find a different image before giving up

It could get stuck in a loop if only one image is in the captcha cycle