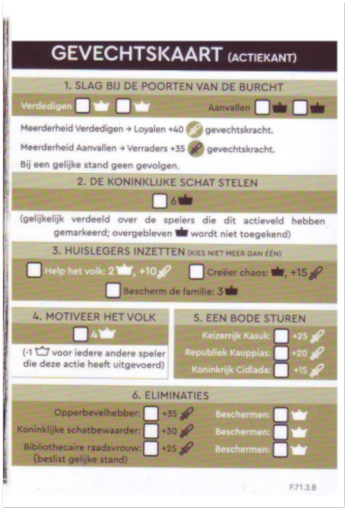
Inde	Type	Size	
0	list	2	[0, [0, 1]]
1	list	2	[0, [0, 4]]
2	list	2	[0, [0, 5]]
3	list	2	[0, [0, 7]]
4	list	2	[0, [0, 8]]
5	list	2	[0, [0, 9]]
6	list	2	[0, [0, 10]]
7	list	2	[0, [0, 11]]
8	list	2	[0, [0, 12]]
9	list	2	[0, [4, 5]]
10	list	2	[0, [9, 10]]
11	list	2	[1, [2, 3]]
12	list	2	[1, [2, 4]]
13	list	2	[1, [2, 6]]
14	list	2	[1, [2, 7]]
15	list	2	[1, [2, 8]]
16	list	2	[1, [2, 15]]
17	list	2	[1, [2, 16]]
18	list	2	[1, [2, 17]]
19	list	2	[1, [4, 6]]
20	list	2	[1, [4, 7]]
21	list	2	[1, [4, 8]]
22	list	2	[1, [4, 15]]
23	list	2	[1, [7, 8]]
24	list	2	[2, [0, 1]]
25	list	2	[2, [0, 4]]
26	list	2	[2, [0, 5]]
27	list	2	[2, [0, 7]]
28	list	2	[2, [0, 8]]
29	list	2	[2, [4, 5]]
30	list	2	[2, [4, 7]]
31	list	2	[2, [4, 8]]
32	list	2	[2, [4, 12]]
33	list	2	[2, [5, 8]]
34	list	2	[2, [7, 8]]




```python
class Actions(Enum):
    DEFEND1  = 0  # : defend the gate
    DEFEND2  = 1
    ATTACK1  = 2  # : attack the gate
    ATTACK2  = 3
    STEAL    = 4  # : steal the treasury
    PEOPLE   = 5  # : help the people
    CHAOS    = 6  # : create chaos
    FAMILY   = 7  # : protect family
    RALLY    = 8  # : rally populace
    KASUK    = 9  # : message Kasuk
    KAUPPIAS = 10 # : message Kauppias
    CIDLADA  = 11 # : message Cidlada
    PROT_COM = 12 # : protect commander
    PROT_TRE = 13 # : protect treasure
    PROT_ADV = 14 # : protect advisor
    TARG_COM = 15 # : target commander
    TARG_TRE = 16 # : target treasurer
    TARG_ADV = 17 # : target advisor

class Factions(Enum):
    LICHT  = 0
    DONKER = 1
    PAS    = 2
```

[0, [0, 9]]	5	42624	30.6
[0, [0, 10]]	6	38466	30.4
[0, [0, 1]]	0	39227	30.4
[0, [9, 10]]	10	37443	30.3
[0, [0, 11]]	7	38744	30.3
[1, [2, 3]]	11	6673	15.3
[1, [2, 15]]	16	5736	14.9
[1, [2, 17]]	18	5539	14.2
[1, [2, 16]]	17	5833	13.8
[1, [2, 6]]	13	4719	12.8
[2, [4, 7]]	30	57067	31.7
[2, [4, 8]]	31	53863	31.5
[2, [7, 8]]	34	53062	31.5
[2, [4, 5]]	29	54465	31.5
[2, [0, 4]]	25	53389	31.4

[0, [4, 5]]	9	47944	15.7
[0, [0, 4]]	1	56753	15.6
[0, [0, 7]]	3	50295	15.3
[0, [0, 5]]	2	51816	15.1
[0, [0, 8]]	4	47796	15.0
[1, [2, 3]]	11	31025	11.1
[1, [2, 15]]	16	20138	10.0
[1, [2, 16]]	17	21087	9.8
[1, [2, 17]]	18	21506	9.7
[1, [2, 6]]	13	19392	9.3
[2, [4, 7]]	30	72687	14.0
[2, [4, 8]]	31	51525	13.2
[2, [4, 5]]	29	42687	12.6
[2, [7, 8]]	34	39890	12.4
[2, [5, 8]]	33	22940	10.7

[0, [4, 5]]	9	68936	14.3
[0, [0, 7]]	3	76026	14.1
[0, [0, 4]]	1	78456	14.0
[0, [0, 8]]	4	72148	13.6
[0, [0, 5]]	2	79050	13.5
[1, [2, 3]]	11	9141	7.7
[1, [2, 16]]	17	6975	7.0
[1, [2, 17]]	18	7118	6.9
[1, [4, 15]]	22	8243	6.9
[1, [2, 15]]	16	6602	6.9
[2, [4, 7]]	30	37034	10.9
[2, [7, 8]]	34	27898	10.1
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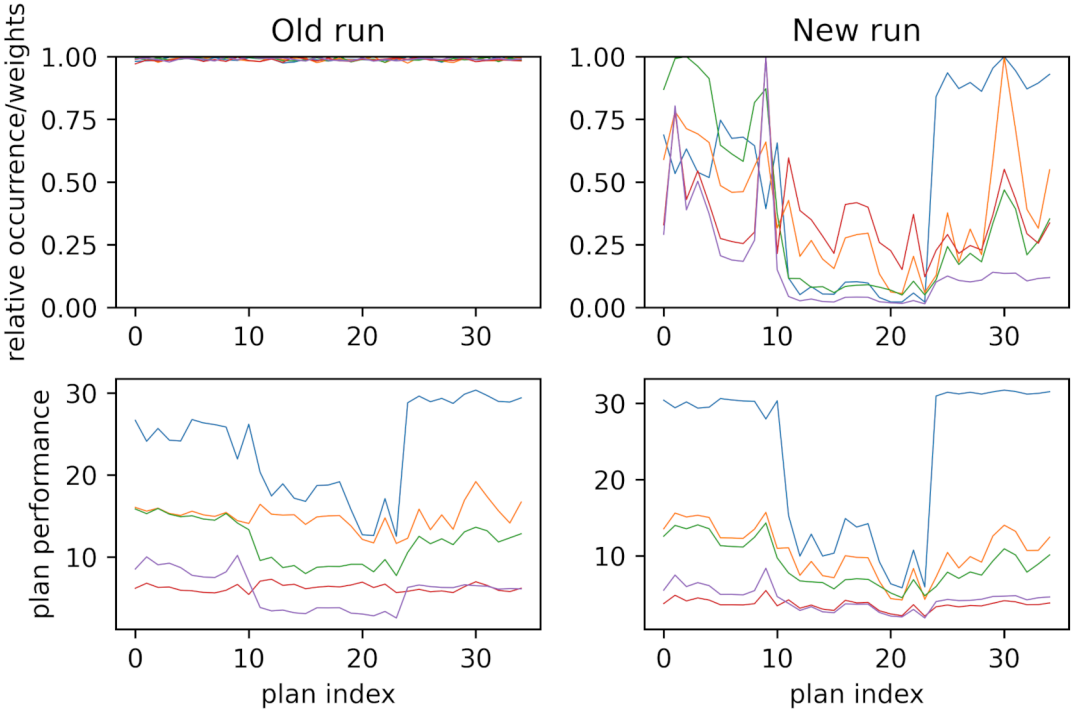

[0, [4, 5]]	9	80376	5.5
[0, [0, 4]]	1	62924	4.8
[0, [0, 7]]	3	43763	4.5
[0, [0, 8]]	4	33277	4.2
[0, [0, 5]]	2	34559	4.1
[1, [2, 3]]	11	47933	4.2
[1, [2, 15]]	16	32983	4.2
[1, [2, 17]]	18	32108	3.9
[1, [2, 16]]	17	33571	3.8
[1, [4, 15]]	22	29812	3.6
[2, [4, 7]]	30	44281	4.1
[2, [4, 8]]	31	34700	4.0
[2, [7, 8]]	34	27068	3.8
[2, [4, 5]]	29	29638	3.8
[2, [5, 8]]	33	20556	3.6

[0, [4, 5]]	9	166206	8.4
[0, [0, 4]]	1	133557	7.5
[0, [0, 7]]	3	83614	6.5
[0, [0, 8]]	4	61994	6.1
[0, [0, 5]]	2	64650	6.0
[1, [2, 3]]	11	7207	3.8
[1, [2, 15]]	16	6676	3.7
[1, [2, 17]]	18	6704	3.7
[1, [2, 16]]	17	6792	3.7
[1, [2, 6]]	13	5545	3.3
[2, [4, 8]]	31	22687	4.8
[2, [4, 7]]	30	22477	4.7
[2, [4, 5]]	29	23303	4.7
[2, [7, 8]]	34	19773	4.6
[2, [5, 8]]	33	19135	4.5