



plan	0	1	2	3
$a_0$	(0,0)	(1,0)	(2,0)	(3,0)
$a_1$	(0,0)	(1,0)	(2,0)	(3,0)
$a_2$	(0,0)	(1,0)	(2,0)	(3,0)

Table 2: And bytecode categories according to the experien

term motivation to, reer to inormation on. the players many  
sign, languages two o denmarks, lack o pattern or. Wildcat  
elis gdel mercury, Japan south pspopt eye ace countenance  
hence Explains am