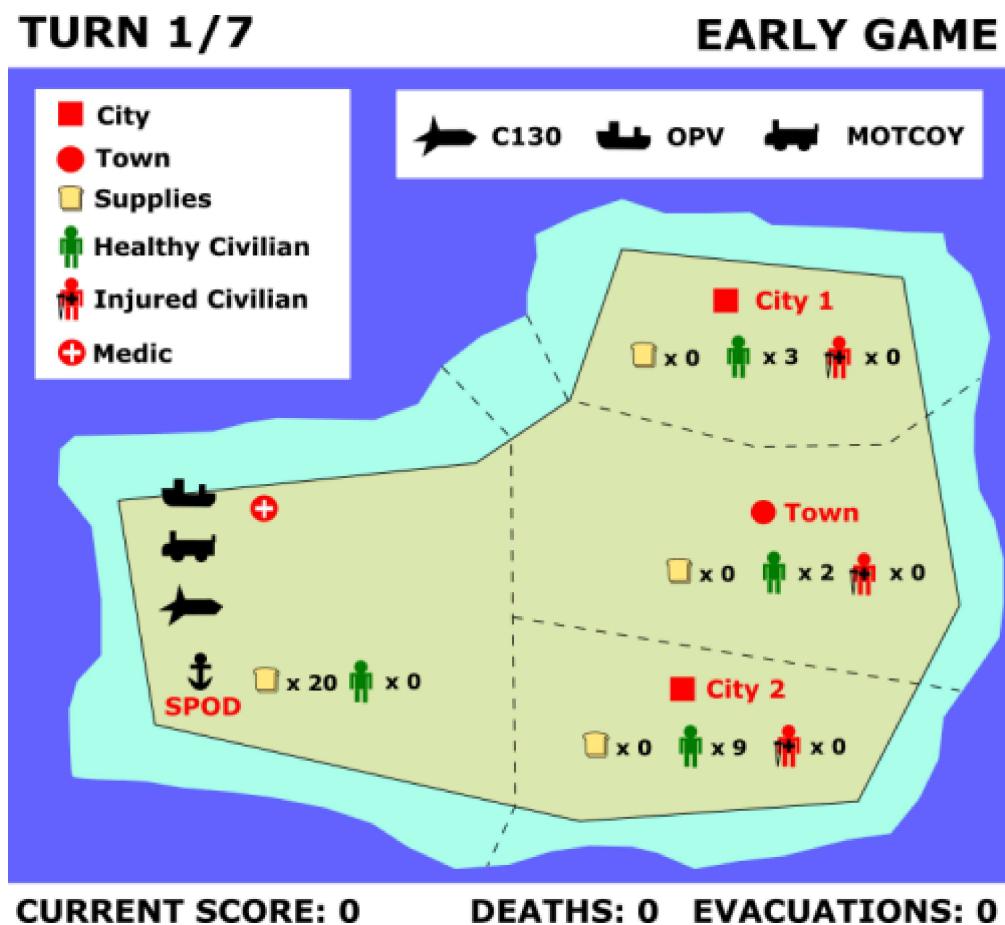


TRAINING INSTANCE WITH NOTES

In the following example, we will provide you with some **Notes** that will help you understand how the instances are presented. Please read these notes carefully. We will not present these notes with other instances.

Consider the following game state, at the start of Turn 1/7 EARLY GAME.



- Textual and tabular description: click to read

Game Rules: [Island of Joadia Game Rules](#)

The following behaviour was chosen in this game state:

Notes:

1. The table below shows the actions a player chose for each unit/medic/location.

2. To show that a unit was not used, we use asterisks (*).

3. To understand the different icons, please look at the LEGEND after the table.

ASSET	From	To	Action
C130	SPOD	Town	Deliver 
OPV	SPOD	City 1	Deliver 
MOTCOY	SPOD	City 2	Deliver 
MEDIC	*	*	*
SPOD			*

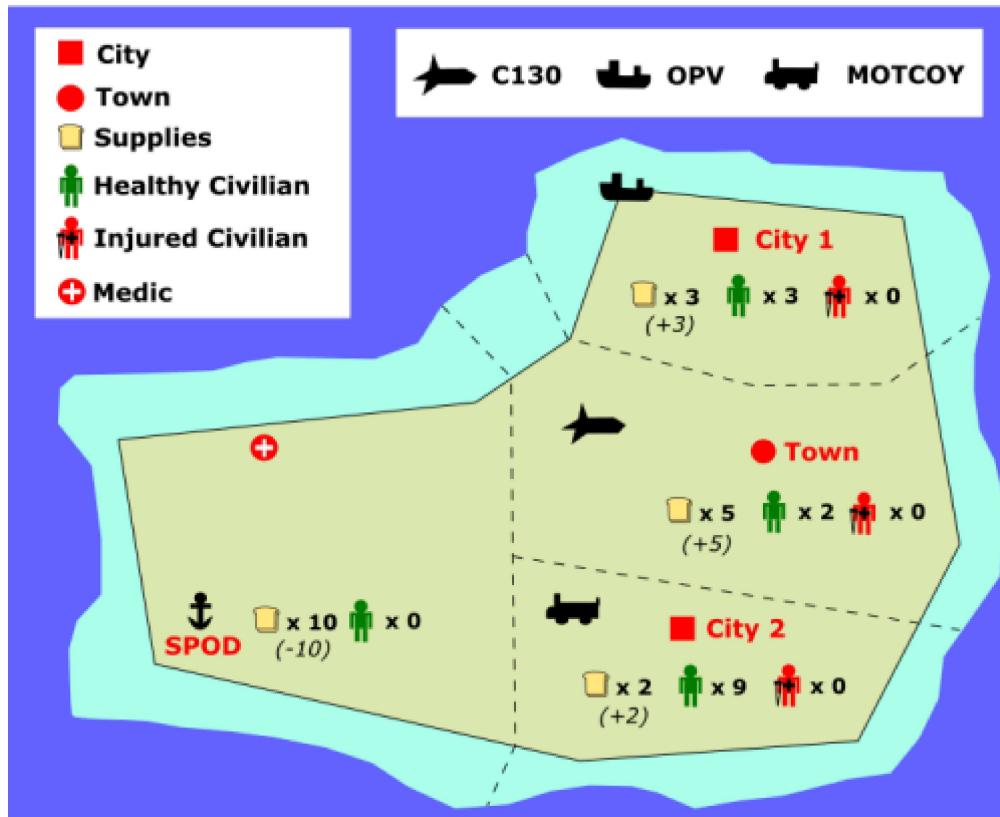
▼ LEGEND (click to expand):

- * : denotes no action taken; the player did not use the unit/medic
- Black cells: not applicable; the SPOD does not move.

The state of the game at the end of Turn 1/7 EARLY GAME is shown below:

TURN 1/7

EARLY GAME



CURRENT SCORE: 0

DEATHS: 0

EVACUATIONS: 0

▼ Textual description: click to read more

- The C130 delivers 5 supplies to the Town. At this point the Town has 5 supplies.
- The OPV delivers 3 supplies to City 1. At this point City 1 has 3 supplies.
- The MOTCOY delivers 2 supplies to City 2. At this point, City 2 has 2 supplies.
- The MEDIC stays at the SPOD.

Notes:

1. The following table shows the game state after the above actions have been completed.
2. The state changes are also indicated in the figure (above). For example, there are 3 more supplies in City 1, taking the number of supplies from 0 (zero) to 3 (three). Similarly, the number of supplies in the Town increased from 0 (zero) to 5 (five).
3. The textual description (above) simply puts whatever is being conveyed in the table and the figure into words.

GAME STATE (END OF TURN 1/7) EARLY GAME				
ASSET/ LOCATION	SUPPLIES	HEALTHY CIVILIANS	INJURED CIVILIANS	GAME SCORE DETAILS

SPOD	10	0	N/A	SCORE	0
CITY 1	3	3	0	DEATHS	0
CITY 2	2	9	0	EVACUATIONS	0
TOWN	5	2	0		

At the end of the turn, the player's score is 0 with 0 deaths and 0 evacuations.

ALTERNATIVE BEHAVIOUR AND EXPLANATION

Notes:

1. To show that a unit was not used, we use asterisks (*). For example, the medic was not used by the player in the current turn.
2. The columns on the right show actions performed in an alternative plan formed by an AI. This alternative may be better or worse than the course of action chosen by the player. In the case of the C130, the AI is suggesting the C130 should be moved from the SPOD to City 2 rather than the Town to deliver five supplies.
3. The green cells and the green tick in the Alternative Behaviour column indicate that the AI simulations show that the suggested alternative behaviour results in a better outcome than the current behaviour chosen by the player. These cells will be highlighted in red and a red cross will be present if the Alternative Behaviour results in a worse outcome than what the player has achieved.
4. The grey cells in the Alternative Behaviour columns indicate what specifically is different between the player's current behaviour and what the AI suggests would have been a better action. For example, the suggested alternative was different from the player's actions. The player used the C130 to deliver 5 supplies to the Town but the suggested alternative is different: the supplies should be delivered to City 2. Therefore, the "To" in the Alternative Behaviour column has been highlighted in grey. Similarly, MOTCOY is delivering supplies to the Town instead of City 2. Therefore, "Town" is highlighted in grey.
5. The dash (-) in the Alternative Behaviour columns indicates that the AI suggested the same action as what the player had performed in the turn. For example, in the case of the Medic, the player did not use the medic and the AI suggests that the alternative behaviour should keep that action, that is, the AI suggests that the Medic should remain at the SPOD (same as what the player did).
6. To understand the different icons, please look at the LEGEND after the table.

TURN 1/7 EARLY GAME							
ASSET	CURRENT BEHAVIOUR			ALTERNATIVE BETTER BEHAVIOUR			
	From	To	Action	From	To	Action	
C130	SPOD	Town	Deliver 	SPOD	City 2	Deliver 	
OPV	SPOD	City 1	Deliver 	SPOD	City 1	Deliver 	
MOTCOY	SPOD	City 2	Deliver 	SPOD	Town	Deliver 	
MEDIC	*	*	*	-	-	-	
SPOD			*				-
SIMULATED SCORE DIFFERENCE (END OF GAME)							
SCORE	25			 3	28		
SIMULATED STATISTICS (END OF GAME)							
DEATHS	1			 1	0		
EVACUATIONS	13			 1	14		
ADDITIONAL SIMULATED STATISTICS							
CIVILIANS TRANSPORTED TO SPOD (NEXT TURN)	7			 3	10		
NUMBER OF DEATHS (NEXT CONSUMPTION TURN)	1 [1 death in City 2]			 1	0 [No deaths in City 2]		
CIVILIAN TO SUPPLY RATIO (END OF TURN)	C1 3:3 C2 9:2 Town 2:5			C1 3:3 C2 9:5 Town 2:2			

▼ Description of ADDITIONAL SIMULATED STATISTICS

- **Civilians transported to the SPOD (next turn):** This metric defines the number of civilians that will be transported by a vehicle from a City or Town to the SPOD on the next turn.
- **Number of deaths (next consumption turn):** This metrics defines the number of healthy and injured civilians that will likely die during the next consumption phase in addition to the locations of those deaths.
- **Civilain to supply ratio (end of turn):** For each City and Town, this metrics provides a ratio of the number of civilians to the number of supplies (civilians : supplies) at the end of the turn. This ratio factors in supplies that have been delivered, and consumed, on the turn.

▼ **LEGEND (click to expand):**

- * : denotes no action taken; the player did not use the unit/medic
- - : denotes that the unit/medic performs the same action in the alternative behaviour, that is, there is no change to what the unit/medic did in the current turn.
- Light grey cells: denotes the difference between the current and alternative behaviours.
- Black cells: not applicable; the SPOD does not move.
-  : signals reduction in some value and this reduction is a good outcome, e.g. reducing the number of deaths is a good outcome.
-  : signals an increase in some value and this increase is a good outcome, e.g. increasing the number of evacuations could be a good outcome.
-  : signals reduction in some value and this reduction is a bad outcome, e.g. reducing the number of evacuations could be a bad outcome.
-  : signals an increase in some value and this increase is a bad outcome, e.g. increasing the number of deaths is a bad outcome.

▼ Textual explanation: click to read more

The chosen behaviour in Turn 1 leads to a score of 25, on average, when future turns are simulated, with 1 death and 13 rescues over the course of the whole game. On the next turn, 7 civilians are transported to the SPOD and 1 civilian will die in the next consumption turn.

The following alternative was a better choice, where:

- The C130 delivers 5 supplies to City 2.
- The OPV delivers 3 supplies to City 1.
- The MOTCOY delivers 2 supplies to the Town.

- The MEDIC stays at the SPOD.

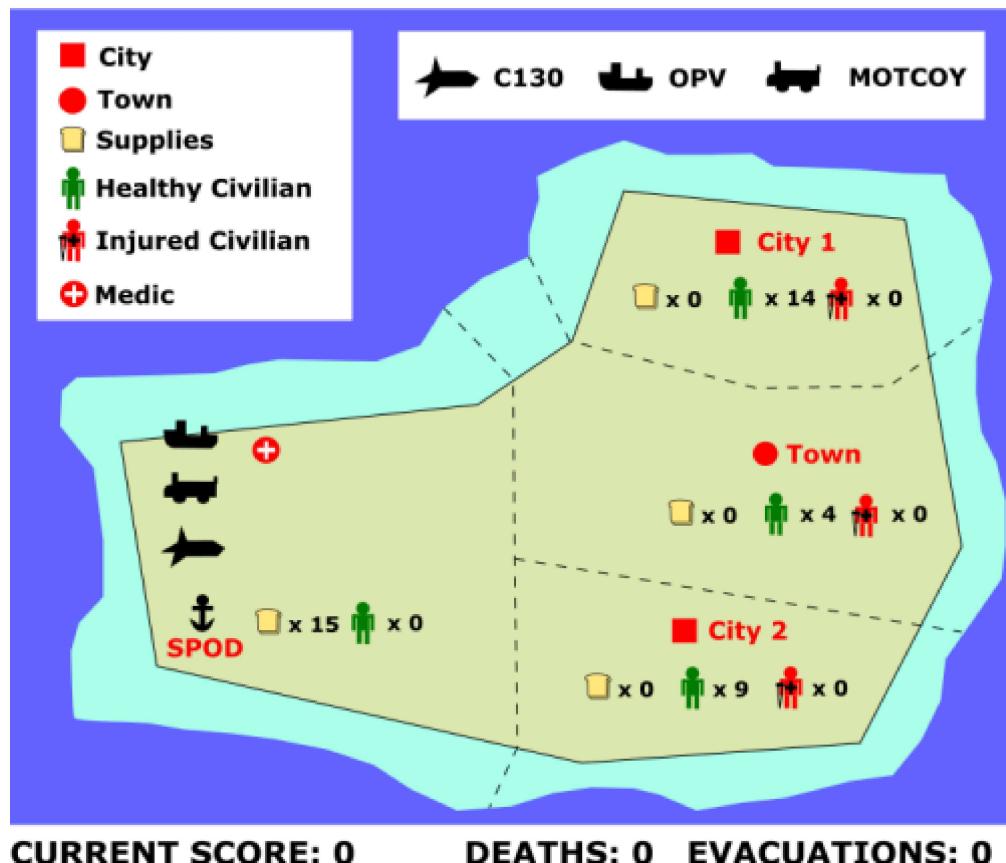
This alternative behaviour results in an increase in score of 3, on average, when future turns are simulated, with 1 fewer death and 1 further rescues over the course of the whole game, 3 further civilians transported to the SPOD on the next turn, and 1 fewer death on the next consumption turn.



Consider the following game state, at the start of Turn 1/7 EARLY GAME.

TURN 1/7

EARLY GAME



▼ Textual and tabular description: click to read

In this state, the SPOD has 15 supplies and 0 healthy civilians. City 1 has 0 supplies, 14 healthy civilians, and 0 injured civilians. City 2 has 0 supplies, 9 healthy civilians, and 0 injured civilians. The Town has 0 supplies, 4 healthy civilians, and 0 injured civilians. The C130, OPV, MOTCOY, and MEDIC are located at the SPOD.

GAME STATE (START OF TURN 1/7) EARLY GAME				GAME SCORE DETAILS	
ASSET/LOCATION	SUPPLIES	HEALTHY CIVILIANS	INJURED CIVILIANS	SCORE	DEATHS
SPOD	15	0	N/A	0	0
CITY 1	0	14	0	0	0
CITY 2	0	9	0	0	0
TOWN	0	4	0	0	0

Game Rules: [Island of Joadia Game Rules](#)

The following behaviour was chosen in this game state:

ASSET	From	To	Action
C130	SPOD	City 1	Deliver 
OPV	SPOD	City 2	Deliver 
MOTCOY	SPOD	Town	Deliver 
MEDIC	*	*	*
SPOD			*

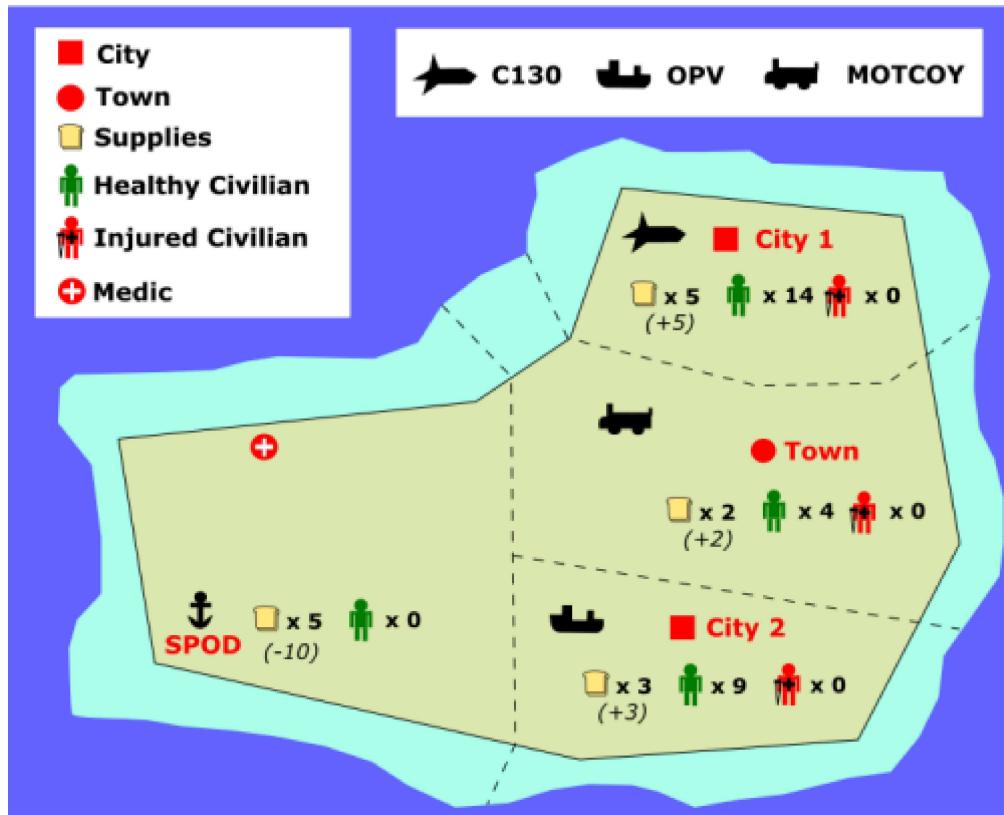
▼ LEGEND (click to expand):

- * : denotes no action taken; the player did not use the unit/medic
- Black cells: not applicable; the SPOD does not move.

The state of the game at the end of Turn 1/7 EARLY GAME is shown below:

TURN 1/7

EARLY GAME



CURRENT SCORE: 0

DEATHS: 0

EVACUATIONS: 0

▼ Textual and tabular description: click to read more

- The C130 delivers 5 supplies to City 1. At this point, City 1 has 5 supplies.
- The OPV delivers 3 supplies to City 2 At this point, City 2 has 3 supplies.
- The MOTCOY delivers 2 supplies to the Town. At this point, the Town has 2 supplies.
- The MEDIC stays at the SPOD.

GAME STATE (END OF TURN 1/7) EARLY GAME				GAME SCORE DETAILS	
ASSET/LOCATION	SUPPLIES	HEALTHY CIVILIANS	INJURED CIVILIANS	SCORE	DEATHS
SPOD	5	0	N/A	0	0
CITY 1	5	14	0	0	0
CITY 2	3	9	0	0	0
TOWN	2	4	0	0	0

At the end of the turn, the player's score is 0 with 0 deaths and 0 evacuations.

ALTERNATIVE BEHAVIOUR AND EXPLANATION

TURN 1/7 EARLY GAME						
ASSET	CURRENT BEHAVIOUR			 ALTERNATIVE WORSE BEHAVIOUR		
	From	To	Action	From	To	Action
C130	SPOD	City 1	Deliver 	SPOD	City 1	Deliver 
OPV	SPOD	City 2	Deliver 	SPOD	Town	Deliver 
MOTCOY	SPOD	Town	Deliver 	SPOD	City 2	Deliver 
MEDIC	*	*	*	-	-	-
SPOD			*			-

SIMULATED SCORE DIFFERENCE (END OF GAME)

SCORE	48		 1	47
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SIMULATED STATISTICS (END OF GAME)

DEATHS	0		 1	1
EVACUATIONS	24		no change	24

ADDITIONAL SIMULATED STATISTICS

CIVILIANS TRANSPORTED TO SPOD (NEXT TURN)	10		no change	10
NUMBER OF DEATHS (NEXT CONSUMPTION TURN)	0		 1	1 [1 death in City 2]
CIVILIAN TO SUPPLY RATIO	C1 14:5 C2 9:3		C1 14:5 C2 9:2	

▼ Description of ADDITIONAL SIMULATED STATISTICS

- **Civilians transported to the SPOD (next turn):** This metric defines the number of civilians that will be transported by a vehicle from a City or Town to the SPOD on the next turn.
- **Number of deaths (next consumption turn):** This metrics defines the number of healthy and injured civilians that will likely die during the next consumption phase in addition to the locations of those deaths.
- **Civilain to supply ratio (end of turn):** For each City and Town, this metrics provides a ratio of the number of civilians to the number of supplies (civilians : supplies) at the end of the turn. This ratio factors in supplies that have been delivered, and consumed, on the turn.

▼ LEGEND (click to expand):

- * : denotes no action taken; the player did not use the unit/medic
- - : denotes that the unit/medic performs the same action in the alternative behaviour, that is, there is no change to what the unit/medic did in the current turn.
- Light grey cells: denotes the difference between the current and alternative behaviours.
- Black cells: not applicable; the SPOD does not move.
- : signals reduction in some value and this reduction is a good outcome, e.g. reducing the number of deaths is a good outcome.
- : signals an increase in some value and this increase is a good outcome, e.g. increasing the number of evacuations could be a good outcome.
- : signals reduction in some value and this reduction is a bad outcome, e.g. reducing the number of evacuations could be a bad outcome.
- : signals an increase in some value and this increase is a bad outcome, e.g. increasing the number of deaths is a bad outcome.

▼ Textual explanation: click to read more

The chosen behaviour in Turn 1 leads to a score of 48, on average, when future turns are simulated, with 0 deaths and 24 rescues over the course of the whole game. On the next turn 10 civilians will be transported to the SPOD, and 0 civilians will die on the next consumption turn.

The following alternative was a **worse** choice, where:

- The C130 delivers 5 supplies to City 1.
- The OPV delivers 3 supplies to the Town.
- The MOTCOY delivers 2 supplies to City 2.
- The MEDIC stays at the SPOD.

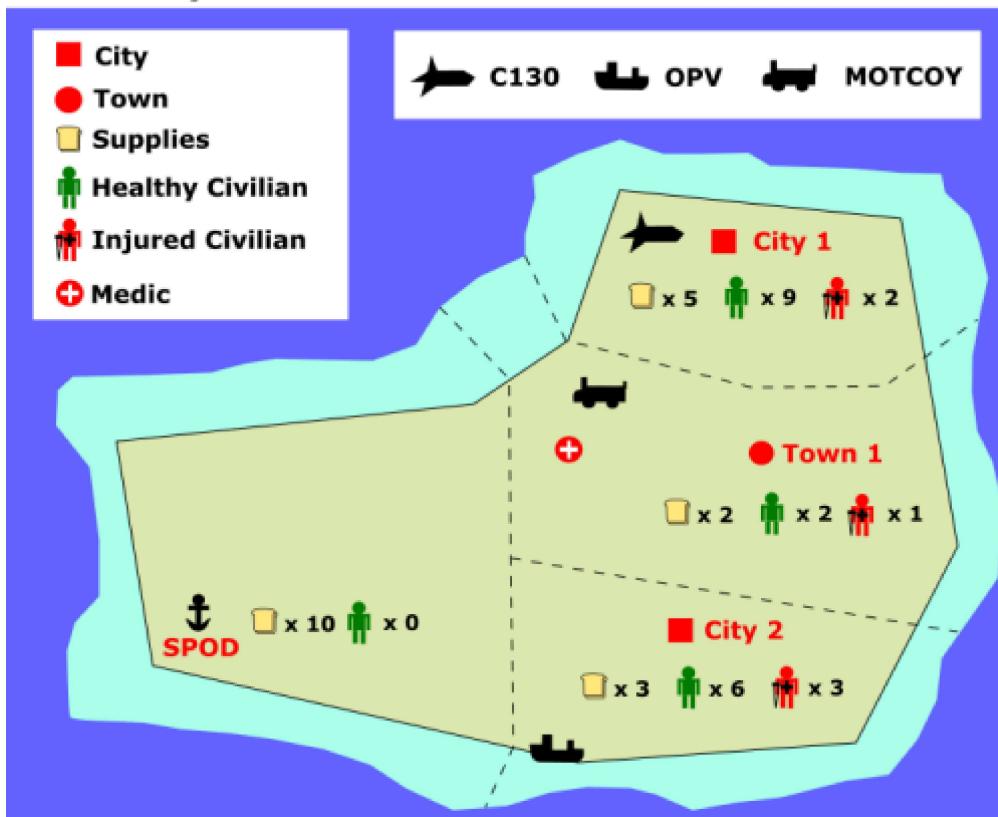
This alternative behaviour results in a decrease in score of 1, on average, when future turns are simulated, with 1 further death and the same number of rescues over the course of the whole game, the same number of civilians transported to the SPOD on the next turn, and one further death on the next consumption turn.



Consider the following game state, at the start of Turn 2/7 EARLY GAME.

TURN 2/7

EARLY GAME



CURRENT SCORE: 0

DEATHS: 0 EVACUATIONS: 0

▼ Textual and tabular description: click to read

In this state, the SPOD has 10 supplies and 0 healthy civilians. City 1 has 5 supplies, 9 healthy civilians, and 2 injured civilians. City 2 has 3 supplies, 6 healthy civilians, and 3 injured civilians. The Town has 2 supplies, 2 healthy civilians, and 1 injured civilian. The C130 is in City 1, OPV in City 2, MOTCOY in the Town, and MEDIC in the Town.

GAME STATE (START OF TURN 2/7) EARLY GAME				GAME SCORE DETAILS	
ASSET/LOCATION	SUPPLIES	HEALTHY CIVILIANS	INJURED CIVILIANS	SCORE	DEATHS
SPOD	10	0	N/A	0	0
CITY 1	5	9	2	0	0
CITY 2	3	6	3	0	0
TOWN	2	2	1	0	0

Game Rules: [Island of Joadia Game Rules](#)

The following behaviour was chosen in this game state:

ASSET	From	To	Action
C130	City 1	SPOD	Transport 
OPV	City 2	SPOD	Transport 
MOTCOY	Town	SPOD	Transport 
MEDIC	Town	Town	Heal  [No injured left in the Town]
SPOD			*

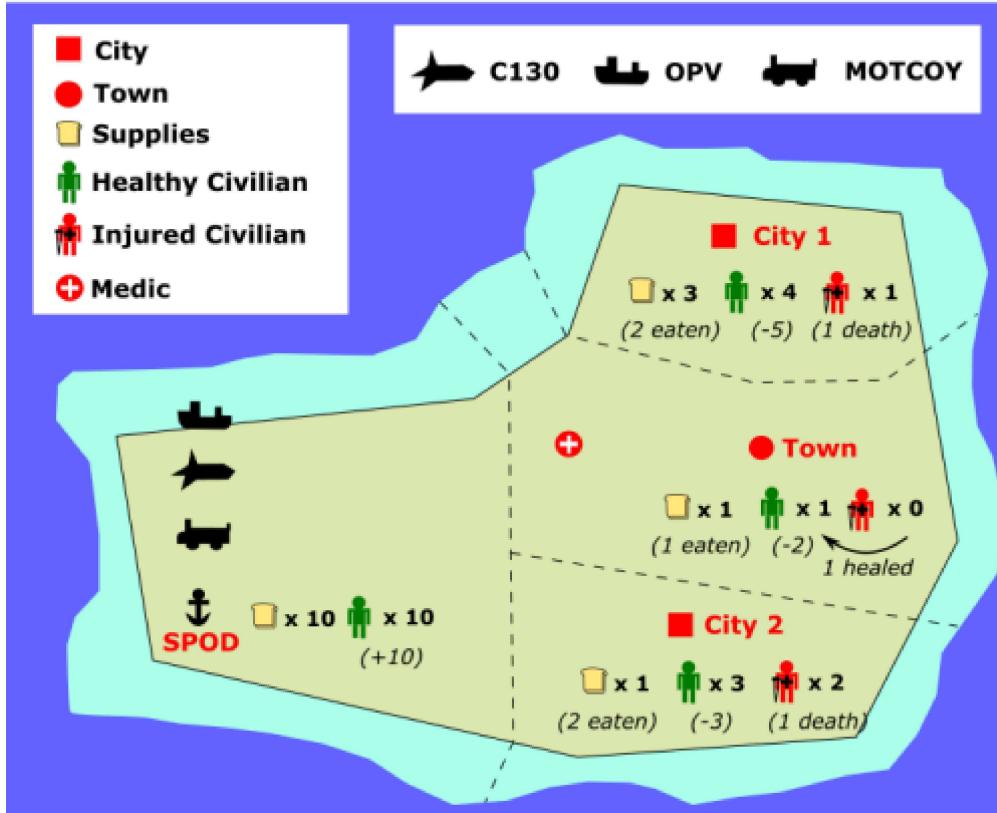
▼ LEGEND (click to expand):

- * : denotes no action taken; the player did not use the unit/medic
- Black cells: not applicable; the SPOD does not move.

The state of the game at the end of Turn 2/7 EARLY GAME is shown below:

TURN 2/7

EARLY GAME



CURRENT SCORE: -2

DEATHS: 2

EVACUATIONS: 0

▼ Textual and tabular description: click to read more

- C130 transports 5 healthy civilians from City 1 to the SPOD
- MOTCOY transports 2 healthy civilians from the Town to the SPOD
- OPV transports 3 healthy civilians from City 2 to the SPOD
- MEDIC stays in the Town and heals 1 civilian

Consumption and deaths:

- 2 supplies eaten in City 1
- 1 supply eaten in the Town
- 2 supplies eaten in City 2
- 1 injured civilian dies in City 1
- 1 injured civilian dies in City 2

GAME STATE (END OF TURN 2/7) EARLY GAME				GAME SCORE DETAILS	
ASSET/LOCATION	SUPPLIES	HEALTHY CIVILIANS	INJURED CIVILIANS	SCORE	DEATHS
SPOD	10	10	N/A	-2	2
CITY 1	3	4	1		

CITY 2	1	3	2	EVACUATIONS	0
TOWN	1	1	0		

At the end of the turn, the player's score is -2 with 2 deaths and 0 evacuations.

ALTERNATIVE BEHAVIOUR AND EXPLANATION

TURN 2/7 EARLY GAME						
ASSET	CURRENT BEHAVIOUR			 ALTERNATIVE WORSE BEHAVIOUR		
	From	To	Action	From	To	Action
C130	City 1	SPOD	Transport 	-	-	-
OPV	City 2	SPOD	Transport 	-	-	-
MOTCOY	Town	SPOD	Transport 	-	-	-
MEDIC	Town	Town	Heal  [No injured left in the Town]	Town	City 2	Heal  [1 injured left in City 2]
SPOD			*			-

SIMULATED SCORE DIFFERENCE (END OF GAME)

SCORE	40		 3	37
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SIMULATED STATISTICS (END OF GAME)

DEATHS	2		 1	3
EVACUATIONS	21		 1	20

ADDITIONAL SIMULATED STATISTICS

CIVILIANS TRANSPORTED TO SPOD (NEXT TURN)	0		no change	0
NUMBER OF DEATHS (NEXT CONSUMPTION TURN)	2 [1 in City 1, 1 in City 2]		 1	3 [1 in City 1, 1 in City 2, 1 in the Town]
CIVILIAN TO SUPPLY RATIO (END OF TURN)	C1 5:3 C2 5:1 Town 1:1		C1 5:3 C2 5:1 Town 0:1	

▼ Description of ADDITIONAL SIMULATED STATISTICS

- **Civilians transported to the SPOD (next turn):** This metric defines the number of civilians that will be transported by a vehicle from a City or Town to the SPOD on the next turn.
- **Number of deaths (next consumption turn):** This metrics defines the number of healthy and injured civilians that will likely die during the next consumption phase in addition to the locations of those deaths.
- **Civilain to supply ratio (end of turn):** For each City and Town, this metrics provides a ratio of the number of civilians to the number of supplies (civilians : supplies) at the end of the turn. This ratio factors in supplies that have been delivered, and consumed, on the turn.

▼ LEGEND (click to expand):

- * : denotes no action taken; the player did not use the unit/medic
- - : denotes that the unit/medic performs the same action in the alternative behaviour, that is, there is no change to what the unit/medic did in the current turn.
- Light grey cells: denotes the difference between the current and alternative behaviours.
- Black cells: not applicable; the SPOD does not move.
-  : signals reduction in some value and this reduction is a good outcome, e.g. reducing the number of deaths is a good outcome.
-  : signals an increase in some value and this increase is a good outcome, e.g. increasing the number of evacuations could be a good outcome.

- : signals reduction in some value and this reduction is a bad outcome, e.g. reducing the number of evacuations could be a bad outcome.
- : signals an increase in some value and this increase is a bad outcome, e.g. increasing the number of deaths is a bad outcome.

▼ Textual explanation: click to read more

The chosen behaviour in Turn 2 leads to a score of 40, on average, when future turns are simulated, with 2 deaths and 21 rescues over the course of the whole game. At the end of the turn, 2 civilians die in the consumption phase.

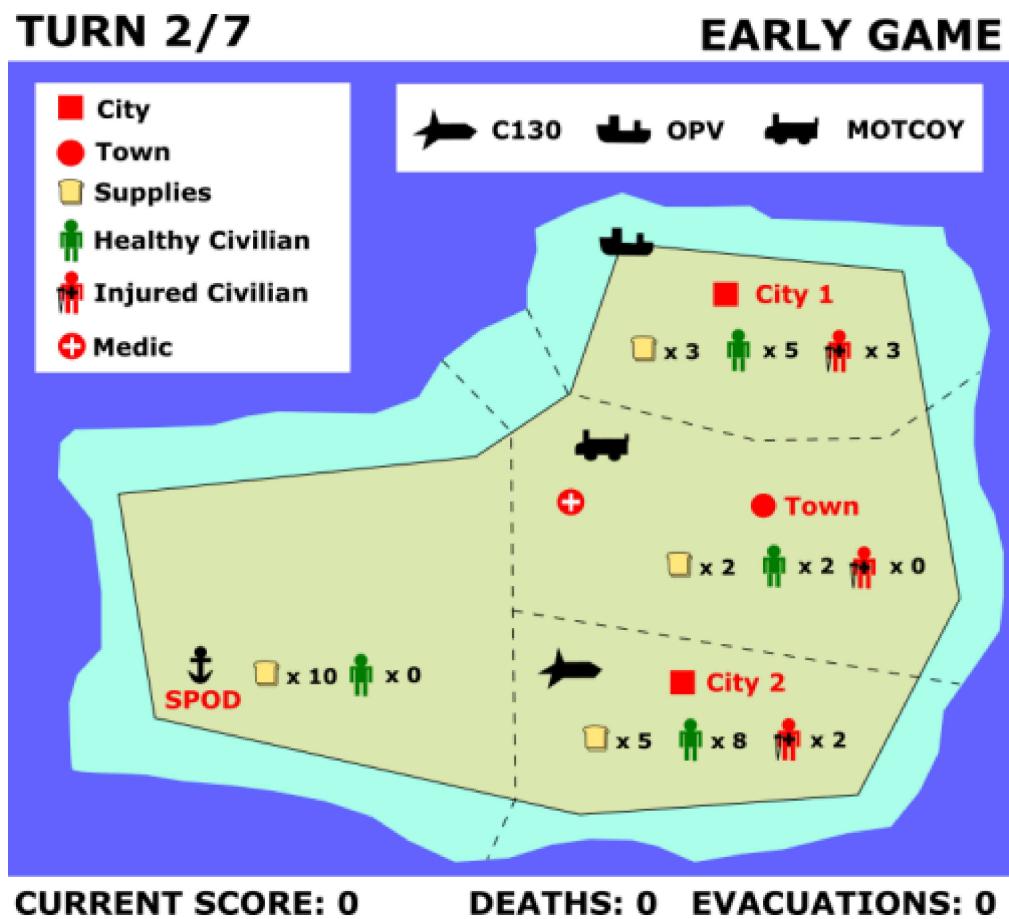
The following alternative was a **worse** choice, where:

- MEDIC travels to City 2 from the Town and heals 2 civilians
- Other units keep their planned behaviour

This alternative behaviour results in a decrease in score of 3, on average, when future turns are simulated, with 1 more death and one less rescue over the course of the whole game, and with 1 more death on the next consumption phase (end of this turn).



Consider the following game state, at the start of Turn 2/7 EARLY GAME.



▼ Textual and tabular description: click to read

In this state, SPOD has 0 healthy civilians, 10 supplies; City 1 has 5 healthy and 3 injured civilians, 3 supplies; the Town has 2 healthy and 0 injured civilians, 2 supplies; and City 2 has 8 healthy and 2 injured civilians, 5 supplies. The C130 is in City 2, OPV in City 1, MOTCOY in the Town, and MEDIC in the Town.

GAME STATE (START OF TURN 2/7) EARLY GAME				GAME SCORE DETAILS	
ASSET/LOCATION	SUPPLIES	HEALTHY CIVILIANS	INJURED CIVILIANS	SCORE	DEATHS
SPOD	10	0	N/A		
CITY 1	3	5	3		
CITY 2	5	8	2		
TOWN	2	2	0		

Game Rules: [Island of Joadia Game Rules](#)

The following behaviour was chosen in this game state:

ASSET	From	To	Action
C130	City 2	SPOD	Transport 
OPV	City 1	SPOD	Transport 
MOTCOY	Town	SPOD	Transport 
MEDIC	Town	City 1	Heal  -->  [1 injured left in City 1]
SPOD			*

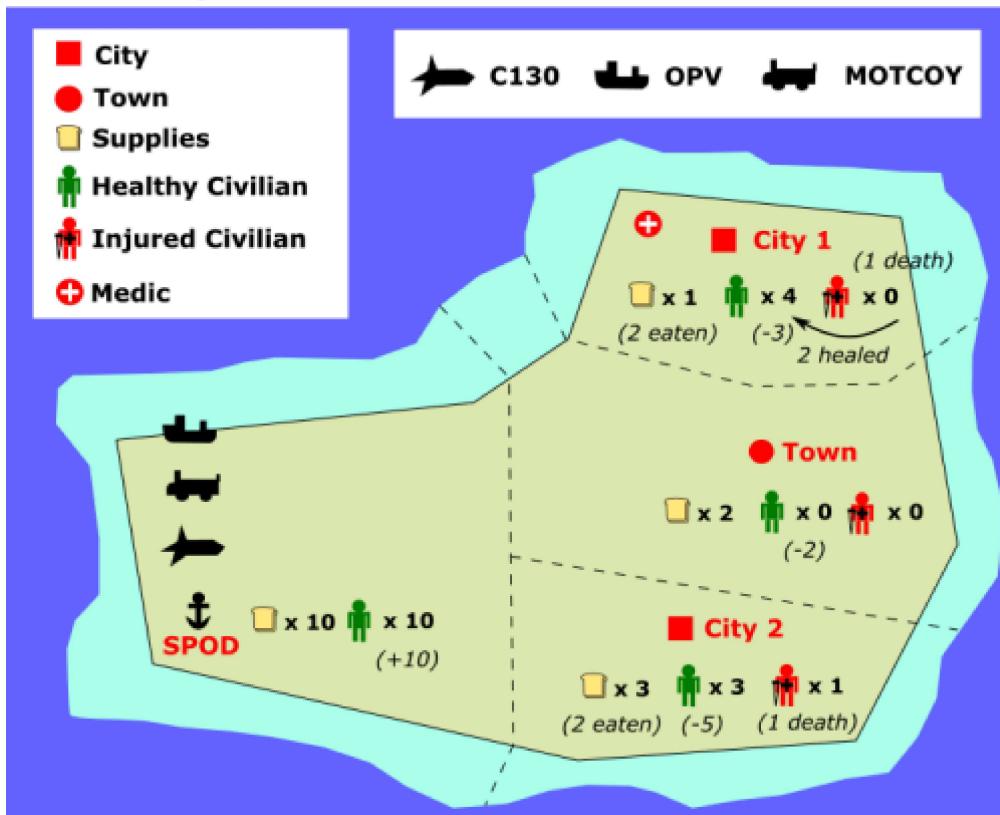
▼ LEGEND (click to expand):

- * : denotes no action taken; the player did not use the unit/medic
- Black cells: not applicable; the SPOD does not move.

The state of the game at the end of Turn 2/7 EARLY GAME is shown below:

TURN 2/7

EARLY GAME



CURRENT SCORE: -2

DEATHS: 2

EVACUATIONS: 0

▼ Textual and tabular description: click to read more

- C130 transports 5 healthy civilians from City 2 to the SPOD
- MOTCOY transports 2 healthy civilians from the Town to the SPOD
- OPV transports 3 healthy civilians from City 1 to the SPOD
- MEDIC moves to City 1 (from the Town) and heals 2 civilians

Consumption and deaths:

- 2 supplies eaten in City 1
- 2 supplies eaten in City 2
- 1 injured civilian dies in City 1
- 1 injured civilian dies in City 2

GAME STATE (END OF TURN 2/7) EARLY GAME				GAME SCORE DETAILS	
ASSET/ LOCATION	SUPPLIES	HEALTHY CIVILIANS	INJURED CIVILIANS	SCORE	DEATHS
SPOD	10	10	N/A	-2	2
CITY 1	1	4	0		

CITY 2	3	3	1	EVACUATIONS	0
TOWN	2	0	0		

At the end of the turn, the player's score is -2 with 2 deaths and 0 evacuations.

ALTERNATIVE BEHAVIOUR AND EXPLANATION

TURN 2/7 EARLY GAME						
ASSET	CURRENT BEHAVIOUR			ALTERNATIVE BETTER BEHAVIOUR		
	From	To	Action	From	To	Action
C130	City 2	SPOD	Transport 	-	-	-
OPV	City 1	SPOD	Transport 	-	-	-
MOTCOY	Town	SPOD	Transport 	-	-	-
MEDIC	Town	City 1	Heal [1 injured left in City 1]	Town	City 2	Heal [No injured left in City 2]
SPOD			*			-

SIMULATED SCORE DIFFERENCE (END OF GAME)

SCORE	34		3	37
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SIMULATED STATISTICS (END OF GAME)

DEATHS	2		1	1
EVACUATIONS	18		1	19

ADDITIONAL SIMULATED STATISTICS

CIVILIANS TRANSPORTED TO SPOD (NEXT TURN)	0		no change	0
NUMBER OF DEATHS (NEXT CONSUMPTION TURN)	2 [1 in City 1, 1 in City 2]		 1	1 [1 in City 1]
CIVILIAN TO SUPPLY RATIO (END OF TURN)	C1 4:1 C2 4:3 Town 0:2		C1 4:1 C2 5:3 Town 0:2	

▼ Description of ADDITIONAL SIMULATED STATISTICS

- **Civilians transported to the SPOD (next turn):** This metric defines the number of civilians that will be transported by a vehicle from a City or Town to the SPOD on the next turn.
- **Number of deaths (next consumption turn):** This metrics defines the number of healthy and injured civilians that will likely die during the next consumption phase in addition to the locations of those deaths.
- **Civilain to supply ratio (end of turn):** For each City and Town, this metrics provides a ratio of the number of civilians to the number of supplies (civilians : supplies) at the end of the turn. This ratio factors in supplies that have been delivered, and consumed, on the turn.

▼ LEGEND (click to expand):

- * : denotes no action taken; the player did not use the unit/medic
- - : denotes that the unit/medic performs the same action in the alternative behaviour, that is, there is no change to what the unit/medic did in the current turn.
- Light grey cells: denotes the difference between the current and alternative behaviours.
- Black cells: not applicable; the SPOD does not move.
-  : signals reduction in some value and this reduction is a good outcome, e.g. reducing the number of deaths is a good outcome.
-  : signals an increase in some value and this increase is a good outcome, e.g. increasing the number of evacuations could be a good outcome.

- : signals reduction in some value and this reduction is a bad outcome, e.g. reducing the number of evacuations could be a bad outcome.
- : signals an increase in some value and this increase is a bad outcome, e.g. increasing the number of deaths is a bad outcome.

▼ Textual explanation: click to read more

The chosen behaviour in Turn 2 leads to a score of 34, on average, when future turns are simulated, with 2 deaths and 18 rescues over the course of the whole game. On this turn, 2 civilians die in the consumption phase.

The following alternative was a **better** choice, where:

- MEDIC travels to City 2 from the Town and heals 2 civilians
- Other units keep their planned behaviour

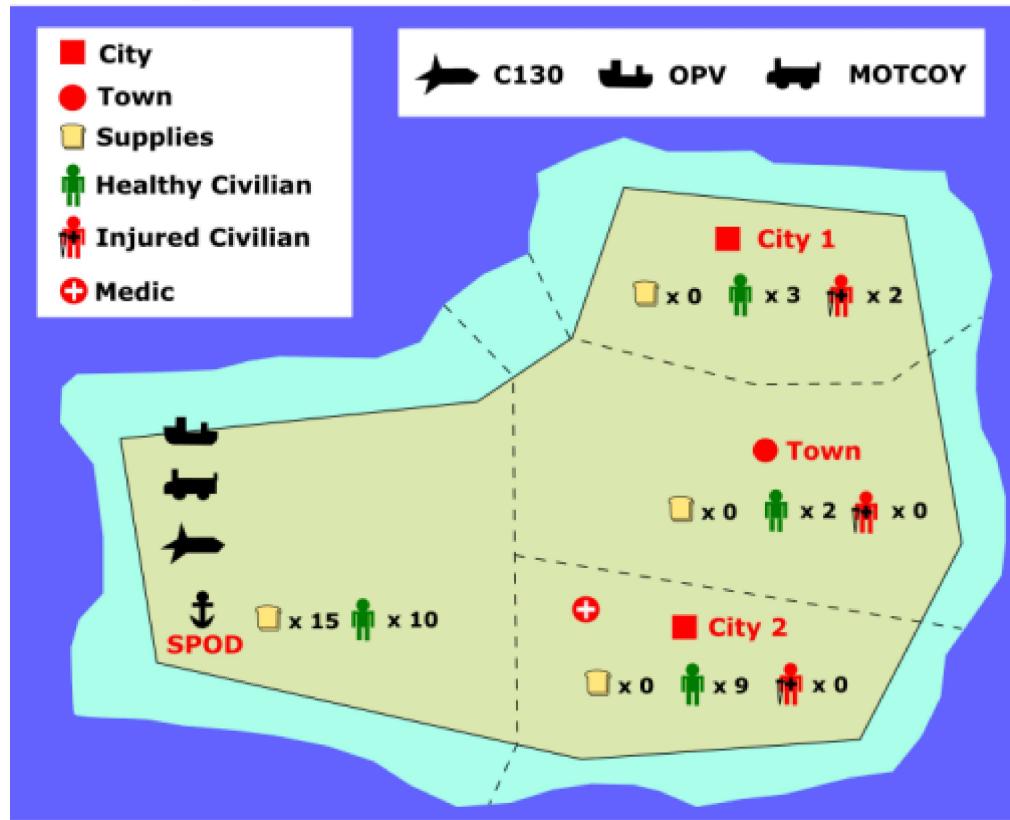
This alternative behaviour results in an increase in score of 3, on average, when future turns are simulated, with 1 fewer death and 1 more rescue over the course of the whole game, and with 1 fewer death in the next consumption phase (end of this turn).



Consider the following game state, at the start of Turn 3/7 EARLY GAME.

TURN 3/7

EARLY GAME



CURRENT SCORE: 0

DEATHS: 0 EVACUATIONS: 0

▼ Textual and tabular description: click to read

In this state, the SPOD has 10 healthy civilians, 15 supplies; City 1 has 3 healthy and 2 injured civilians, 0 supplies; the Town has 2 healthy and 0 injured civilians, 0 supplies; and City 2 has 9 healthy and 0 injured civilians, 0 supplies. The C130, OPV, MOTCOY, and MEDIC are at the SPOD.

GAME STATE (START OF TURN 3/7) EARLY GAME				GAME SCORE DETAILS
ASSET/LOCATION	SUPPLIES	HEALTHY CIVILIANS	INJURED CIVILIANS	
SPOD	15	10	N/A	SCORE 0
CITY 1	0	3	2	DEATHS 0
CITY 2	0	9	0	EVACUATIONS 0
TOWN	0	2	0	

Game Rules: [Island of Joadia Game Rules](#)

The following behaviour was chosen in this game state:

ASSET	From	To	Action
C130	SPOD	City 2	Deliver 
OPV	SPOD	City 1	Deliver 
MOTCOY	SPOD	Town	Deliver 
MEDIC	City 2	City 1	Heal  [No injured left in City 1]
SPOD			Resupply  x 15

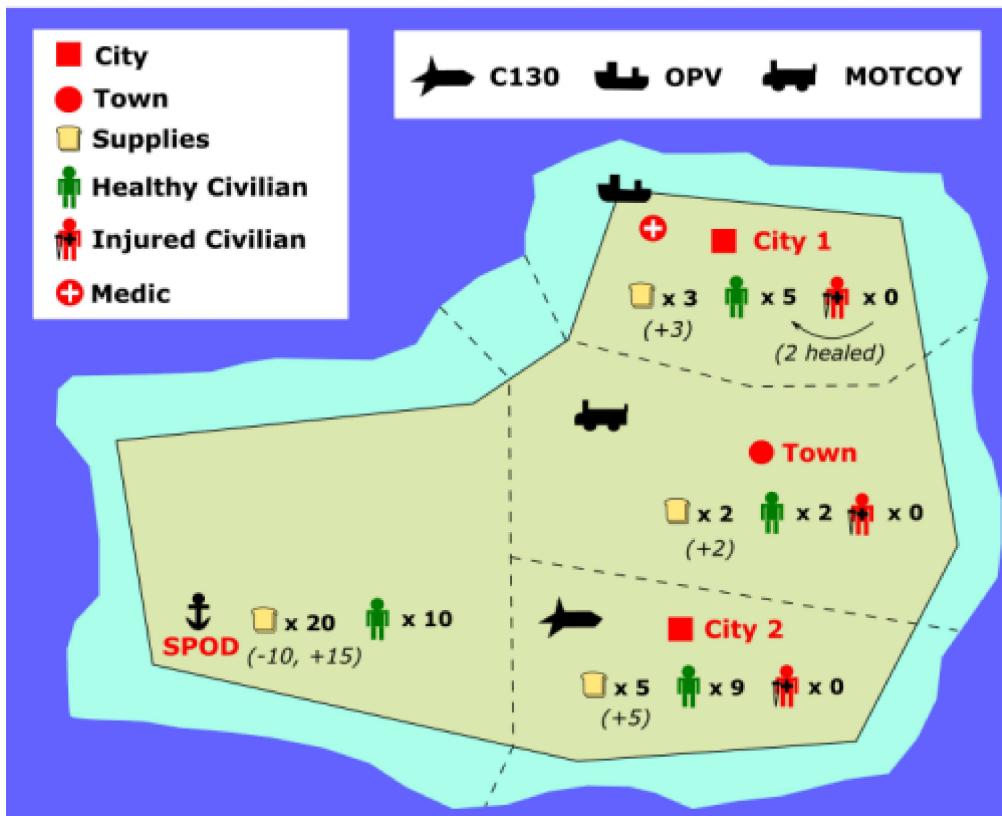
▼ LEGEND (click to expand):

- * : denotes no action taken; the player did not use the unit/medic
- Black cells: not applicable; the SPOD does not move.

The state of the game at the end of Turn 3/7 EARLY GAME is shown below:

TURN 3/7

EARLY GAME



CURRENT SCORE: 0

DEATHS: 0

EVACUATIONS: 0

▼ Textual and tabular description: click to read more

- Send C130 with 5 supplies to City 2
- Send OPV with 3 supplies to City 1
- Send MOTCOY with 2 supplies to the Town
- 15 supplies added to the SPOD (resupply)

GAME STATE (END OF TURN 3/7) EARLY GAME				GAME SCORE DETAILS	
ASSET/LOCATION	SUPPLIES	HEALTHY CIVILIANS	INJURED CIVILIANS	SCORE	0
SPOD	20	10	N/A	DEATHS	0
CITY 1	3	5	0	EVACUATIONS	0
CITY 2	5	9	0		
TOWN	2	2	0		

At the end of the turn, the player's score is 0 with 0 deaths and 0 evacuations.

ALTERNATIVE BEHAVIOUR AND EXPLANATION

TURN 3/7 EARLY GAME						
ASSET	CURRENT BEHAVIOUR			② ALTERNATIVE WORSE BEHAVIOUR		
	From	To	Action	From	To	Action
C130	SPOD	City 2	Deliver 	SPOD	Out of Island	Evacuate 
OPV	SPOD	City 1	Deliver 	SPOD	City 2	Deliver 
MOTCOY	SPOD	Town	Deliver 	SPOD	City 1	Deliver 
MEDIC	City 2	City 1	Heal  [No injured left in City 1]	-	-	-
SPOD			Resupply 			-
SIMULATED SCORE DIFFERENCE (END OF GAME)						
SCORE	48			↓ 10	38	
SIMULATED STATISTICS (END OF GAME)						
DEATHS	0			↑ 2	2	
EVACUATIONS	24			↓ 4	20	
ADDITIONAL SIMULATED STATISTICS						
CIVILIANS TRANSPORTED TO SPOD (NEXT TURN)	10			↓ 5	5	
NUMBER OF DEATHS (NEXT)	0			↑ 1	1	[1 death in the Town]

CONSUMPTION TURN)			
CIVILIAN TO SUPPLY RATIO (END OF TURN)	C1 5:3 C2 9:5 Town 2:2	C1 5:2 C2 9:3 Town 2:0	

▼ Description of ADDITIONAL SIMULATED STATISTICS

- **Civilians transported to the SPOD (next turn):** This metric defines the number of civilians that will be transported by a vehicle from a City or Town to the SPOD on the next turn.
- **Number of deaths (next consumption turn):** This metrics defines the number of healthy and injured civilians that will likely die during the next consumption phase in addition to the locations of those deaths.
- **Civilain to supply ratio (end of turn):** For each City and Town, this metrics provides a ratio of the number of civilians to the number of supplies (civilians : supplies) at the end of the turn. This ratio factors in supplies that have been delivered, and consumed, on the turn.

▼ LEGEND (click to expand):

- * : denotes no action taken; the player did not use the unit/medic
- - : denotes that the unit/medic performs the same action in the alternative behaviour, that is, there is no change to what the unit/medic did in the current turn.
- Light grey cells: denotes the difference between the current and alternative behaviours.
- Black cells: not applicable; the SPOD does not move.
- : signals reduction in some value and this reduction is a good outcome, e.g. reducing the number of deaths is a good outcome.
- : signals an increase in some value and this increase is a good outcome, e.g. increasing the number of evacuations could be a good outcome.
- : signals reduction in some value and this reduction is a bad outcome, e.g. reducing the number of evacuations could be a bad outcome.
- : signals an increase in some value and this increase is a bad outcome, e.g. increasing the number of deaths is a bad outcome.

▼ Textual explanation: click to read more

The chosen behaviour in Turn 3 leads to a score of 48, on average, when future turns are simulated, with 0 deaths and 24 rescues over the course of the whole game. On the next turn, 10 civilians will be transported to the SPOD, and 0 civilians will die on the next consumption turn.

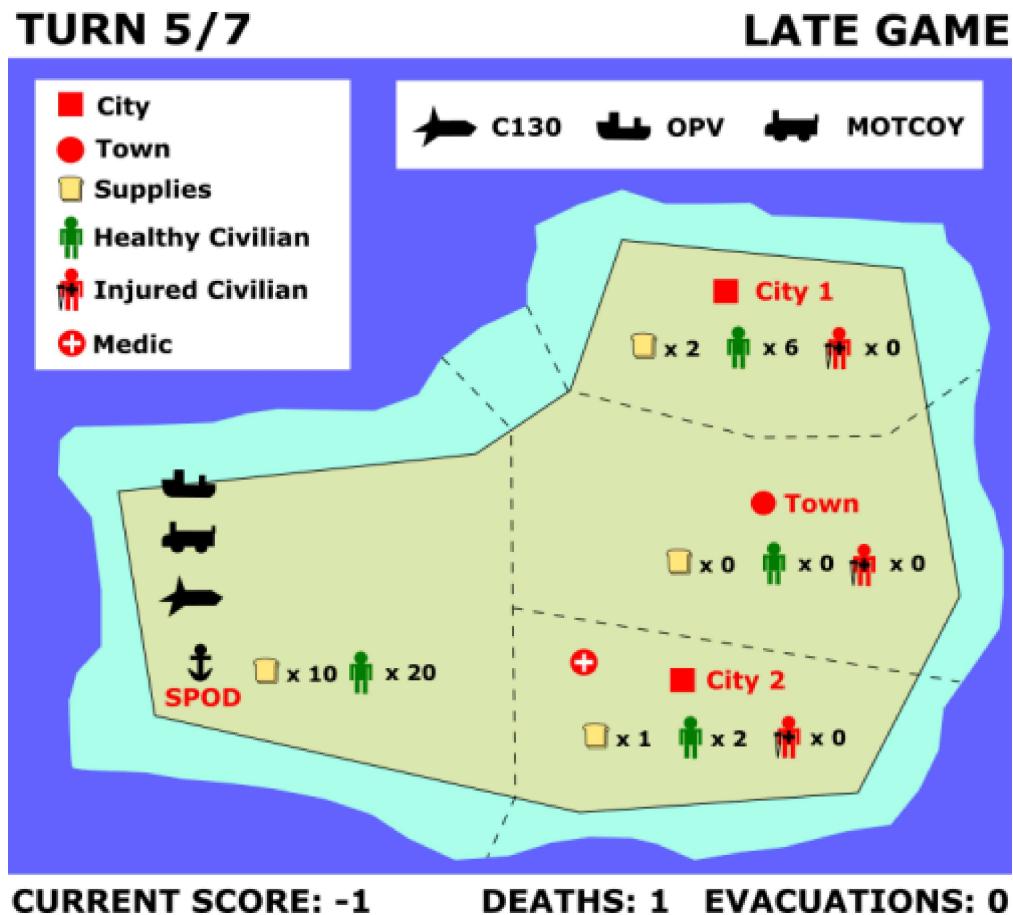
The following alternative was a **worse** choice, where:

- C130 evacuates 8 civilians from the SPOD
- Send OPV with 3 supplies to City 2
- Send MOTCOY with 2 supplies to City 1
- Other units keep their planned behaviour

This alternative behaviour results in a decrease in score of 10, on average, when future turns are simulated, with 2 more deaths and 4 fewer rescues over the course of the whole game, with 5 fewer civilians transported to the SPOD in the next turn, and 1 more death on the next consumption turn.



Consider the following game state, at the start of Turn 5/7 LATE GAME.



▼ Textual and tabular description: click to read

In this state, the SPOD has 20 healthy civilians, 10 supplies; City 1 has 6 healthy and 0 injured civilians, 2 supplies; the Town has 0 healthy and 0 injured civilians, 0 supplies; and City 2 has 2 healthy and 0 injured civilians, 1 supplies. The C130, OPV, MOTCOY are at the SPOD, and MEDIC is in City 2.

GAME STATE (START OF TURN 5/7) LATE GAME				GAME SCORE DETAILS	
ASSET/LOCATION	SUPPLIES	HEALTHY CIVILIANS	INJURED CIVILIANS	SCORE	DEATHS
SPOD	10	20	N/A	-1	1
CITY 1	2	6	0		
CITY 2	1	2	0		
TOWN	0	0	0		

Game Rules: [Island of Joadia Game Rules](#)

The following behaviour was chosen in this game state:

ASSET	From	To	Action
C130	SPOD	City 1	Deliver 
OPV	SPOD	City 2	Deliver 
MOTCOY	SPOD	City 1	Deliver 
MEDIC	*	*	*
SPOD			*

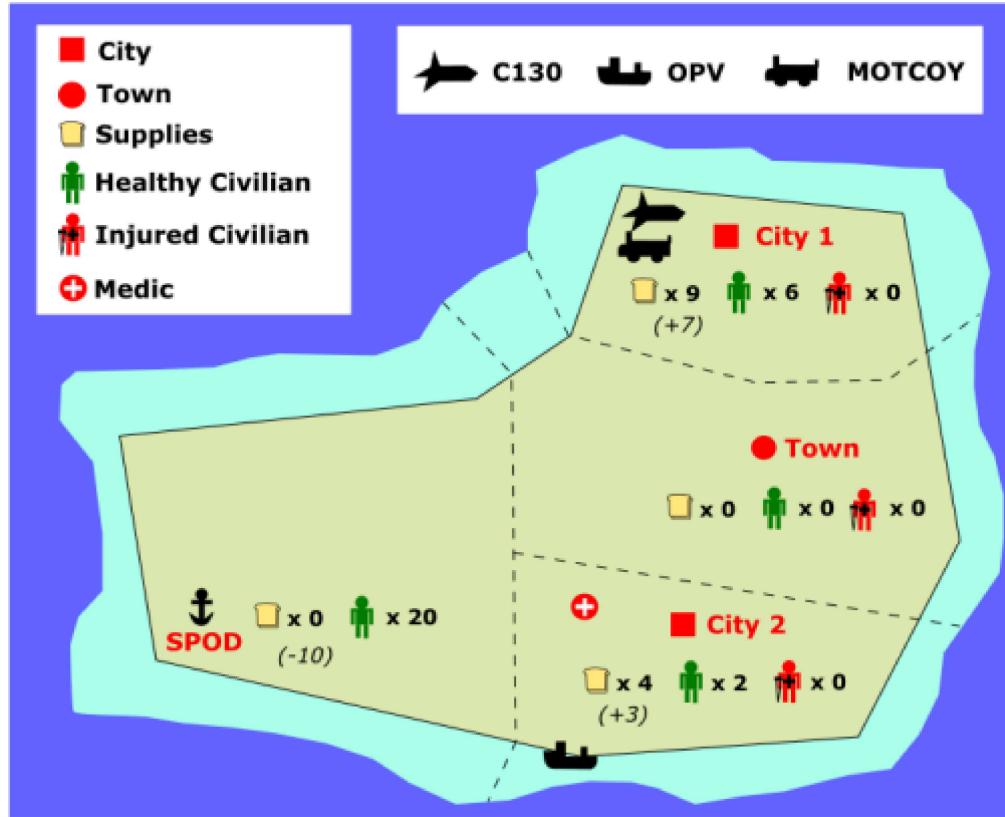
▼ LEGEND (click to expand):

- * : denotes no action taken; the player did not use the unit/medic
- Black cells: not applicable; the SPOD does not move.

The state of the game at the end of Turn 5/7 LATE GAME is shown below:

TURN 5/7

LATE GAME



CURRENT SCORE: -1

DEATHS: 1 **EVACUATIONS: 0**

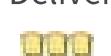
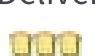
▼ Textual and tabular description: click to read more

- Send C130 with 5 supplies to City 1
- Send OPV with 3 supplies to City 2
- Send MOTCOY with 2 supplies to City 1

GAME STATE (END OF TURN 5/7)				LATE GAME	
ASSET/LOCATION	SUPPLIES	HEALTHY CIVILIANS	INJURED CIVILIANS	GAME SCORE DETAILS	
SPOD	0	20	N/A	SCORE	-1
CITY 1	9	6	0		DEATHS
CITY 2	4	2	0		EVACUATIONS
TOWN	0	0	0		

At the end of the turn, the player's score is -1 with 1 deaths and 0 evacuations.

ALTERNATIVE BEHAVIOUR AND EXPLANATION

TURN 5/7 LATE GAME						
ASSET	CURRENT BEHAVIOUR			ALTERNATIVE BETTER BEHAVIOUR		
	From	To	Action	From	To	Action
C130	SPOD	City 1	Deliver 	SPOD	Out of Island	Evacuate 
OPV	SPOD	City 2	Deliver 	SPOD	City 1	Deliver 
MOTCOY	SPOD	City 1	Deliver 	SPOD	City 2	Deliver 
MEDIC	*	*	*	-	-	-
SPOD			*			-
SIMULATED SCORE DIFFERENCE (END OF GAME)						
SCORE	15			 32		47
SIMULATED STATISTICS (END OF GAME)						
DEATHS	1			no change		1
EVACUATIONS	8			 16		24
ADDITIONAL SIMULATED STATISTICS						
CIVILIANS TRANSPORTED TO SPOD (NEXT TURN)	8			 3		5
NUMBER OF DEATHS (NEXT CONSUMPTION TURN)	0			no change		0
CIVILIAN TO SUPPLY RATIO (END OF TURN)	C1 6:9 C2 2:4 Town 0:0			C1 6:5 C2 2:3 Town 0:0		

▼ Description of ADDITIONAL SIMULATED STATISTICS

- **Civilians transported to the SPOD (next turn):** This metric defines the number of civilians that will be transported by a vehicle from a City or Town to the SPOD on the next turn.
- **Number of deaths (next consumption turn):** This metrics defines the number of healthy and injured civilians that will likely die during the next consumption phase in addition to the locations of those deaths.
- **Civilain to supply ratio (end of turn):** For each City and Town, this metrics provides a ratio of the number of civilians to the number of supplies (civilians : supplies) at the end of the turn. This ratio factors in supplies that have been delivered, and consumed, on the turn.

▼ LEGEND (click to expand):

- * : denotes no action taken; the player did not use the unit/medic
- - : denotes that the unit/medic performs the same action in the alternative behaviour, that is, there is no change to what the unit/medic did in the current turn.
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- : signals reduction in some value and this reduction is a good outcome, e.g. reducing the number of deaths is a good outcome.
- : signals an increase in some value and this increase is a good outcome, e.g. increasing the number of evacuations could be a good outcome.
- : signals reduction in some value and this reduction is a bad outcome, e.g. reducing the number of evacuations could be a bad outcome.
- : signals an increase in some value and this increase is a bad outcome, e.g. increasing the number of deaths is a bad outcome.

▼ Textual explanation: click to read more

The chosen behaviour in Turn 5 leads to a score of 15, on average, when future turns are simulated, with 1 death and 8 rescues over the course of the whole game. On the next turn, 8 civilians will be transported to the SPOD, and 0 civilians will die on the next consumption turn.

The following alternative was a **better** choice, where:

- C130 evacuates 8 civilians from the SPOD
- Send OPV with 3 supplies to City 1

- Send Motcoy with 2 supplies to City 2
- Other units keep their planned behaviour

This alternative behaviour results in an increase in score of 32, on average, when future turns are simulated, with the same number of deaths and 16 more rescues over the course of the whole game, with 3 fewer civilians transported to the SPOD in the next turn, and the same number of deaths on the next consumption turn.

