Decisions

For Decision we used Helios Base Defaults [3]. But in Jiling Base [4] conf(is)4gure f(is)4les f(is)or decisions and it could be change in game cycles, so that is really good algorithm f(is)or machine learning and team experience. Also f(is)or extra Decisions we have written a library and use it in our teams.

Pass Strategy

As we mentioned above, we had

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