Defensive Cores, Turn Advantage, and Prediction

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Abstract

In Pokémon battles, the core of strategy lies in how to maximize one's own advantages and effectively weaken the opponent through rational resource allocation and precise tactical deployment. This article systematically dissects the core strategic tiers in battles: Firstly, a stable Defensive Core serves as the cornerstone and buffer for all tactical execution, providing the team with necessary stability and operational space; furthermore, building upon this foundation, by mastering "node" offensive/defensive efficiency—which is significantly influenced by factors such as Speed—one can proactively create and accumulate favorable Turn Advantage, thereby gradually seizing battlefield initiative; moreover, employing the wisdom of Prediction—which includes precise anticipation as well as sound "middle ground" choices—to navigate risk-reward gambits, in order to most effectively utilize existing advantages, mitigate potential risks, or break stalemates. Finally, the article deeply explores how to strategically integrate these interconnected and progressively layered tactical elements to serve the higher-level analysis and planning of Win Conditions, thereby constructing a complete strategic logical framework to guide practical battles.

1 Defensive Cores: Mutual Checks and Balances Between Pokémon

A defensive core (or defensive chain) is a model in Pokémon battles that describes the relationship of mutual checks and balances between both sides' Pokémon. Simply put, it is a dynamic network of counters and checks used to analyze the interactions between Pokémon in a battle. In practice, defensive cores are often more complex than single linear chains, potentially forming multi-core, multi-layered complementary network structures.

Assume your team is a, b, c, d, e, f, and your opponent's team is 1, 2, 3, 4, 5, 6. In this model, your Pokémon 'a' is countered by the opponent's Pokémon '1' (i.e., '1' can effectively defeat 'a'), while your Pokémon 'b' is responsible for countering the opponent's Pokémon '1', and so on, forming a chain. This chain can be linear or cyclical.

The stability of a defensive core depends significantly on the **"breaking time"** of its core constituent units—in this discussion, we shall refer to those Pokémon undertaking critical offensive and defensive tasks in specific matchups as **"Nodes"**. This **"breaking time"** then refers to the number of effective turns a specific 'node' Pokémon can remain active or functional when facing suppression from a particular opponent (be it enduring super-effective attacks or attempting to break through the opponent's defensive wall). This duration is profoundly influenced not only by direct damage exchange but also by numerous factors such as status conditions, field effects, items, and PP consumption. If a Pokémon cannot break through its counter, its breaking point can be considered infinite. To simplify thinking, we often assume a single-chain model, making it easier to analyze the overall stability of the chain. Furthermore, the "breaking" of a chain might not always be a passive KO; sometimes, it can be an active switch or adjustment for tactical purposes (like changing weather/terrain or creating opportunities for teammates).

Practical Application: In battles, the stability of the defensive chain determines the rate at which both sides consume resources. For example, if your Pokémon 'a' is countered by the opponent's Pokémon '1', and your Pokémon 'b' can counter '1', you need to switch or maneuver 'b' onto the field at a critical moment to protect 'a' and break the opponent's defensive chain.

2 Turn Advantage: Creating Asymmetry in Node Offensive/Defensive Efficiency and Optimizing Resource Allocation

The essence of turn advantage stems from the asymmetry in offensive/defensive efficiency between the Pokémon "nodes" that constitute each team's defensive core when they actually clash. Specifically, it refers to the favorable differential between the number of turns one side's Pokémon (or tactical combination) needs to break a specific defensive node of the opponent, and the number of turns the opponent needs to counter the corresponding node on one's own side (or break through one's own defensive node). For example, if your core attacker 'B' can effectively "break" (e.g., KO or force out) the opponent's key node 'X' (which specifically counters your lead Pokémon 'A') in just 1 turn, while the opponent's backup node 'Y' (used to counter 'B') requires 3 turns to effectively suppress or "break" 'B', then in this specific comparison of "node exchange" and "breaking time," your side has gained potential turn advantage through efficient node processing.

Therefore, in battles, the strategic core of acquiring and expanding this favorable differential lies in systematically pursuing the following two complementary objectives through careful team building and flexible tactical operations:

1. **Shortening the turns required for your side to break through the opponent's nodes:** This calls for precise Pokémon selection—for example, by including high-speed, high-attack Pokémon or members with burst-damage moves in the team to directly strike the opponent's weak points; or choosing attackers with high firepower and wide type coverage—as well as optimized move combinations (such as setup moves, Z-Moves), suitable item support (e.g., Choice Specs/Scarf, Life Orb), and keen predictive judgment, all aimed at quickly and efficiently dismantling key pivot points in the opponent's defensive chain.

2. **Extending the effective survival turns of your nodes when facing the opponent's advantageous attacks:** This relies on rational team composition (such as excellent type synergy for resistances, high base bulk, and targeted EV spreads to withstand specific hits), appropriate defensive moves (like Protect, recovery moves), suitable items (e.g., Leftovers, Sitrus Berry, resistance Berries), and through active and effective defensive synergy and switching operations, to enhance the "break resistance" of crucial defensive nodes, thereby buying more time for the team to maneuver and adjust.

To achieve the above objectives, a crucial tactical skill is precise "Resource Allocation." Given that Pokémon on both sides have only one valuable action opportunity per turn, skilled players will, through meticulous tactical deployment—for instance, by strategically forgoing the current direct action opportunity of individual Pokémon in certain situations (such as opting for a protective switch instead of forcing an attack)—aim to concentrate key offensive opportunities, advantageous setup moments, or important turns of field presence onto those Pokémon that can most efficiently handle the opponent's nodes or most durably resist the opponent's core pressure. This optimization of action opportunities is key to systematically gaining and accumulating a favorable turn advantage based on node efficiency.

In specific situations, especially when one's side has already accumulated a certain "turn advantage," this "resource allocation" might also manifest as adopting **"middle ground actions"**: i.e., not pursuing high-risk, explosive gains in "turn advantage" within a single turn, but instead choosing robust plays to consolidate existing advantages, avoid reversals due to mistakes, and thereby ensure that the acquired "turn advantage" can be stably converted into a winning position.

This primitive "turn advantage," based on the offensive/defensive and survival efficiency of nodes within the defensive structure, is the cornerstone of all subsequent tactical advantages. As this favorable "turn differential" accumulates through practical operations, it will significantly accelerate the collapse of the opponent's defensive chain and translate into broader battlefield initiative—such as forcing the opponent into more frequent passive switches, creating pressure-free opportunities for your side to set up, lay hazards, or control the field, making it easier to achieve key KOs through focused fire, and ultimately controlling the entire battle's tempo, leading to victory.

Practical Application: Suppose the opponent's Pokémon '3' is completely countered by your Pokémon 'c', and your 'c' can also KO '3' with a single burst damage move (meaning your 'c' processes the opponent's node '3' with extremely high efficiency, possibly requiring only 1 turn). If you can, through precise maneuvering, bring 'c' onto the field at the opportune moment (e.g., by seizing the interval when the opponent switches in '3', or by safely transitioning 'c' in through defensive pivoting), and concentrate

resources (e.g., by ensuring 'c' can act safely, or by further increasing its one-hit KO probability with items or stat boosts) to quickly defeat '3', then you can create a significant turn advantage based on this efficient node processing. This turn advantage might not only open up opportunities for your subsequent Pokémon but could even directly weaken a crucial link in the opponent's defensive chain, hastening its overall collapse.

3 Prediction: Accurate Judgment and Resource Concentration

Prediction is the key means to achieve turn advantage. Its core purpose is to act on the turn where the opponent's chain (or node) breaking point is shortest, or to take the most advantageous action when the opponent makes a specific move (like switching or using a particular skill), thereby maximizing one's own gains. Specifically, the functions of prediction can be divided into the following points:

1. Accurately judging the opponent's strategy: Observe the opponent's Pokémon selection and move usage to determine which links in their defensive chain are most vulnerable, and what actions the opponent is most likely to take currently. For example, whether the opponent tends to preserve certain Pokémon or frequently uses specific moves.

2. Concentrating resources to break key points: Focus your Pokémon and move resources on the weakest links in the opponent's chain, or on vulnerabilities the opponent is about to expose, forcing it to collapse faster.

3. Optimizing turn allocation: Through switching and Pokémon positioning, concentrate your Pokémon's opportunities to act on turns where they can maximize output, while reducing ineffective actions. For example, if your Pokémon 'd' is ineffective against the opponent's Pokémon '4', you can choose to switch 'd' out and focus resources on a more threatening Pokémon.

In the practice of "prediction," beyond making high-precision anticipations of an opponent's specific actions, there is also a widespread decision-making approach. This approach is closely related to the "middle ground actions" previously mentioned in the "Turn Advantage" section and can be termed **"robust prediction" or "option-coverage decision-making."** The core of this thinking, similarly, is not to rely entirely on the opponent making a single, specific, high-risk play. Instead, it involves assessing an opponent's various common or reasonable courses of action and choosing a response strategy where one's own side will not fall into significant disadvantage in most scenarios, and may even secure stable gains or maintain an even position. While this predictive method might not yield the maximum possible single-turn benefit, it reduces the risk of being counter-predicted by the opponent or being disrupted by unexpected plays. It is particularly suitable when the game state is still unclear, information is lacking, or when one's side has already gained an advantage and needs to operate with stability. This approach reflects a consideration for risk control and situational stability within the broader concept of "prediction."

Practical Application: When the opponent's Pokémon '1' is countered by your Pokémon 'b', you can use prediction to judge whether the opponent will switch '1' out, and bring 'b' in preemptively to seize the initiative. If the opponent chooses to keep '1' in, you can quickly defeat '1' with 'b's moves; if the opponent switches '1' out, you can use the turn gained from their switch, for example, by using a move more beneficial for future plays (like setting hazards or boosting your own stats), to further optimize your resource allocation.

4 Speed and its Special Relationship with Turn Advantage

Besides strategic positioning and resource allocation, Speed is also an important factor in creating turn advantage. When your Pokémon defeats an opponent's Pokémon by moving first due to a Speed advantage, it effectively creates an extra turn out of thin air.

Practical Application: If your team includes fast Pokémon (like 'c'), you can concentrate resources to boost their Speed or offensive power, ensuring they can move first and defeat opposing Pokémon at critical moments. This Speed advantage not only creates turn advantage but can also force the opponent to adjust their strategy, further weakening the stability of their defensive chain. In battles,

careful construction of the overall team's speed tiers (e.g., a rational mix of fast, medium-speed, and slow members to handle different opponents and environments), and even the strategic use of speed control moves or abilities (like Sticky Web, Trick Room, Paralysis), holds higher tactical value for seizing initiative, optimizing "node" processing efficiency, and accumulating turn advantage.

5 Win Condition Analysis and Planning: Integrating Tactics, Leading to Victory

After profoundly understanding the construction of defensive cores, the accumulation of turn advantage, and the art of prediction, an excellent Pokémon trainer also needs to effectively integrate these tactical elements to serve a more macroscopic goal: identifying, creating, and ultimately achieving their own "Win Condition" (often abbreviated as WinCon). A win condition is not simply about having strong Pokémon; rather, it refers to a specific game state or a series of plays that, if achieved, makes victory highly probable or even inevitable. It is a dynamic strategic blueprint that needs continuous analysis, assessment, and adjustment during team building, team preview, and every turn of an actual battle.

5.1 Identifying Win Conditions: Knowing Yourself and Your Opponent to Define Direction

Identifying win conditions is the prerequisite for planning. This usually involves two aspects:

Analyzing Your Own Win Conditions: Examine your team composition to determine which Pokémon have the potential to end the game under specific circumstances (e.g., after their main threats are removed, a crucial setup is completed, or an opponent's core defensive Pokémon's HP is brought into KO range). This might be a high-speed late-game cleaner or a setup sweeper. Clarify what support this WinCon Pokémon needs: Do teammates need to clear specific entry hazards, weaken a particular opposing defensive "node," or provide speed control (like Paralysis, Sticky Web) and a safe opportunity to switch in or set up? This directly relates to one of the construction purposes of a defensive core: beyond basic defensive pivoting, a forward-thinking defensive core will consciously protect and support its own potential WinCons.

Anticipating the Opponent's Win Conditions: Based on understanding the metagame and information gradually revealed during the battle (opponent's lead, moves, items, etc.), determine what an opponent is most likely to rely on to win. Is it a specific setup sweeper, or a tactical system that's hard to break conventionally? After identifying these potential threats, your defensive core needs to have corresponding countermeasures ready, ensuring that key defensive "nodes" can effectively limit or counter the opponent's WinCons.

5.2 Integrating Core Tactical Concepts to Achieve Win Conditions

Achieving a win condition is by no means a simple feat; it is the result of the comprehensive application of the aforementioned core tactical concepts:

The Defensive Core—Guardian and Incubator of Win Conditions

A stable defensive core is the cornerstone for achieving win conditions. It not only bears the fundamental defensive task of absorbing damage and resolving crises but, more profoundly:

1. **Protects the Core:** Ensures that Pokémon established as WinCons can enter the field in a healthy state or at a safe moment before the decisive phase.

2. **Creates Opportunities:** Through resilient pivoting and maneuvering, it wears down the opponent's key defensive resources (like HP, PP, items) or baits out specific Pokémon, thereby "clearing the path" for your WinCon to activate or sweep.

3. **Provides Tactical Support:** Sometimes, the defensive core itself can constitute a slow-paced win condition, for example, by using the Regenerator ability in conjunction with entry hazards and status conditions to gradually wear down the opponent, ultimately achieving an advantage in numbers or HP.

Turn Advantage—Paving the Path to Victory

The favorable "turn advantage" we pursue, stemming from the "asymmetry in node offensive/defensive efficiency," demonstrates its strategic value most vividly in win condition planning. Every bit of turn advantage earned through efficient node processing is:

1. **A Critical Window of Action:** It can translate into an unopposed setup (Swords Dance, Dragon Dance, Nasty Plot, etc.), a safe switch for the WinCon to enter, crucial field clearing (removing hazards, setting weather), or field control (setting hazards, inflicting status).

2. **Efficient Removal of Obstacles:** Leveraging the initiative gained from turn advantage to focus fire or specifically deal with opposing core defensive "nodes" or countermeasures that hinder your WinCon. At this point, the aforementioned "Resource Allocation" will entirely serve the core objective of "clearing the path for the WinCon."

3. **Suppression of Opponent's Tempo:** Continuous favorable turn advantage can force the opponent into a reactive state, making it difficult for them to organize effective counterattacks or calmly execute their own win plans.

Prediction—The Decisive Blow or Key Defense at Critical Moments

Throughout the entire match, especially during the critical turns of initiating a win condition, executing a sweep, or stopping the opponent's win condition, "prediction" often plays the decisive role.

1. **Offensive Prediction:** Accurately anticipating the opponent's switch or defensive action, choosing the optimal attacking move or setup timing to break through the opponent's last line of defense at one stroke, allowing your WinCon to sweep smoothly.

2. **Protective Prediction:** During your WinCon's setup or offensive output, anticipating potential countermeasures from the opponent (such as switching to a resistant type, using Trick or Encore, or using high-speed control moves) and taking evasive or counter-actions in advance.

3. **Defensive Prediction:** When discerning that the opponent is attempting to activate their WinCon (e.g., their setup sweeper is about to boost), dismantling it through accurate prediction (e.g., reading their setup and using Taunt or Haze, or switching to a perfect counter).

In these high-risk, high-reward critical turns, risk assessment and decision-making based on a Kelly Criterion-like thinking framework are self-evidently important.

Speed—The Accelerator and Safeguard for Win Conditions

Speed advantage is not only a direct means of creating turn advantage but is also often a core element in win condition planning. Whether ensuring your high-speed WinCon (like a Choice Scarf user or a naturally fast setup sweeper) can move first to complete a sweep, or creating a safe offensive environment for a mid-to-low-speed but highly destructive WinCon through speed control measures (like Tailwind, Thunder Wave, Sticky Web), mastering speed is an indispensable part of achieving specific win plans.

5.3   Dynamic Adjustment and Elevation of Holistic Perspective

It must be emphasized that win conditions are not static, unchanging plans. Pokémon battles are ever-changing; an unexpected KO, an unforeseen move or ability, a lucky critical hit (CT) or HAX (a general term for unexpected effects from random elements in the game), can all completely alter the game state, rendering original win conditions inapplicable or giving rise to new possibilities. Therefore, excellent trainers must possess strong adaptability, continuously reassessing both sides' win conditions during the match, and flexibly adjusting their tactical deployment.

This "flexible adjustment" is also profoundly reflected in risk management and advantage conversion strategies under different situations. For instance, when one's side has accumulated a significant advantage through proactive plays in the early to mid-game and is progressively nearing the preset "win condition," the subsequent focus of action and decision-making patterns may require dynamic adjustment. At this point, **shifting from pursuing high-risk, high-reward creative plays to more robust "middle ground actions" is often the wise choice.**

The core of so-called "middle ground actions" lies in not overly relying on extreme predictions of a single, specific opponent action. Instead, priority is given to low-risk operations that can cover multiple common counterattacks or desperate moves by the opponent, ensure existing advantages are not eroded, and steadily lead to victory. At this juncture, the goal of decision-making is no longer to desperately seek maximum single-turn gains, but to ensure that the acquired "turn advantage" can be stably converted into a winning position, avoiding the squandering of a favorable game through unnecessary risks. **This ability to assess the situation and appropriately employ "middle ground actions" in different phases of the battle (especially during advantage consolidation and endgame scenarios) is likewise an important manifestation of a trainer's dynamic adjustment capabilities and mature holistic perspective.**

Masterfully integrating the stability of the defensive core, the active accumulation of turn advantage, the intelligent play of prediction (whether precise anticipation or sound middle-ground choices), and the effective control of speed, all while consistently thinking about and planning around dynamically changing`win conditions," is the hallmark of transitioning from tactical proficiency to strategic mastery.

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6 Summary

Victory in Pokémon battles is not the isolated display of a single skill but a systemic endeavor built upon a profound understanding and flexible application of a series of core strategic principles, especially on a platform like Singles 6v6 with numerous team members and volatile situations.

A solid and resilient defensive core provides the foundational guarantee and operational space for all complex tactics to be executed, forming the lifeline for the team to maintain endurance and respond to diverse threats in protracted battles. Building upon this, by constructing teams and making subtle plays to pursue and expand the favorable turn advantage generated by the "asymmetry in node offensive/defensive efficiency," trainers can seize battlefield initiative, gradually accumulate advantages, and ultimately overwhelm the opponent; herein, speed control often directly dictates the flow of turn advantage and precious priority.

The wisdom of prediction, akin to deep deliberation in a chess game, combined with a pervasive awareness of resource allocation, enables trainers to turn passivity into proactivity, convert fleeting opportunities into significant advantages, and navigate risks to break stalemates in complex psychological and informational warfare.

However, all these tactical considerations and operations—from constructing defensive cores to fighting for turns, from controlling speed to engaging in predictive battles—must ultimately serve a more macroscopic, guiding strategic objective: clear win condition analysis and planning. Profoundly understanding every subtle change on the field, accurately judging and resolutely executing one's own path to victory, while keenly identifying and actively dismantling the opponent's winning schemes—this is the key to consolidating tactical Glimmers of advantage into ultimate strategic victory.

Therefore, in the ever-changing landscape of Singles 6v6 battles, only by thoroughly understanding these theoretical concepts, applying them flexibly according to specific battle situations, and continuously making dynamic adjustments and self-optimizations based on rich battle experience, can one truly grasp the strategic essence of Pokémon battles, steadily advance to higher competitive levels, and experience the joy of masterminding victory.

Supplementary Content

How to Predict: Decision Optimization Based on the Kelly Criterion

In Pokémon battles, prediction is a key means to achieve turn advantage, and the Kelly Criterion offers a mathematical framework to help players find theoretically optimal decisions between risk and reward. The following is a specific analysis:

1. Principle of the Kelly Criterion

The core idea of the Kelly Criterion is to maximize the compound growth of long-term returns while balancing risk and reward. Its formula is:

$$f^* = \frac{bp - q}{b}$$

Where:

- f^* is the optimal betting fraction;

- b is the net odds (payout ratio if won);

- p is the probability of winning;

- q is the probability of losing ($q = 1 - p$).

The goal of the Kelly Criterion is to calculate the optimal betting fraction to avoid over-risking (leading to ruin) while fully capitalizing on favorable opportunities.

2. Relevance of Kelly Criterion to Prediction Strategy

In Pokémon battles, prediction can be likened to a "betting" action, where players decide whether to take a risk based on the assessed probability of the opponent's decision and the reward-to-risk ratio. Specifically:

- Probability of winning (p): The probability of a successful prediction, e.g., whether the opponent will switch Pokémon.

- Net odds (b): The ratio of the gain from a successful prediction to the loss from a failed one, e.g., the benefit of KOing an opponent's Pokémon versus the detriment of being out-predicted. In Pokémon battles, evaluating b is particularly complex and dynamic; it includes not only HP exchange but also the board state (like weather, terrain, stat boosts, entry hazards), future tempo, and psychological factors, making precise quantification difficult.

- Probability of losing (q): The probability of a failed prediction, e.g., the opponent choosing to stay in.

Using the Kelly Criterion, players can calculate whether it's worth risking a prediction, thereby optimizing their decision.

3. How to Predict

Probability Assessment (p and q values): Calculate the probability of a successful prediction (p) and a failed one (q). For example, when Landorus-T faces Heatran, an Earthquake can KO it; in this scenario, the offensive pressure is high, and the probability of the opponent switching Pokémon (a successful read if you attack the switch-in) is relatively high. However, accurate assessment of p heavily relies on the player's game experience, understanding of current metagame trends, and analysis of the specific opponent's habits (especially in Best-of-3 matches).

Benefit and Loss Assessment (b value): Evaluate the potential gain from a successful prediction and the potential loss from a failed one. As mentioned, this requires considering multiple factors such as HP trade, survival of key Pokémon, establishment or removal of field control elements, and gaining or losing setup opportunities.

Application of the Kelly Criterion: Substitute these parameters into the Kelly Criterion to calculate the optimal "betting" fraction f^*. If $f^* > 0$, it theoretically suggests the prediction is worth risking; otherwise, it may not be. Of course, this is not absolute, as the estimation of p and b is subjective. The Kelly Criterion here serves more as a structured thinking framework than a precise instruction for action.

Opponent Psychology Analysis: Players with a significant advantage tend to be more conservative, wary of the losses from being out-predicted. Conversely, players on the verge of losing are often more aggressive, as not making a risky play might mean a certain loss, so they must take chances. This difference in risk preference under varying circumstances is an important psychological factor influencing prediction decisions and can be seen as an adjustment to risk tolerance within the Kelly framework.

Leveraging Information Asymmetry: Create an information gap to bait the opponent into mis-judging value. For example, the opponent might expect you to switch out a certain Pokémon, but you choose to keep it in, thereby disrupting their rhythm. This is often the role of a "lure" (an unconventional set); the core of a lure is to break the opponent's perception of a Pokémon's usual function or threat level, thereby creating an unexpected "reward-loss structure" (i.e., changing the opponent's judgment of the b value for your specific action), causing their experience-based intuitive "Kelly calculation" to err, and inducing them to make mistakes, thereby creating an advantage.

4. Summary (Kelly Criterion Supplement)

Prediction is not solely reliant on intuition but can be approached through rational thought based on probability assessment and decision optimization frameworks like the Kelly Criterion. By accurately judging the opponent's strategy, evaluating risks and rewards, and leveraging information asymmetry, players can maximize the success rate of their predictions in dynamic battles, thereby gaining an advantage in turns.

When facing high-level opponents, their thought processes often incorporate similar considerations. This is when we see plays like a Heatran using Stealth Rock against a Landorus-T, predicting the Landorus-T to U-turn out. Although we can view the layers of prediction (reads, counter-reads, etc.) as a sort of rock-paper-scissors, it's not truly a 50/50 guessing game. In a best-of-3 match, the opponent's thought process from earlier games provides feedback, allowing you to identify certain operational habits and make more advantageous decisions.

Of course, the above content is still somewhat idealized. Real situations are often more complex, variable, and it's difficult to precisely quantify the value of b and the exact probability of p. This requires extensive practical experience, improving team proficiency and overall game sense, to more effectively integrate this decision-making framework with intuition and experience, and thus better calculate and grasp the whole picture.

Furthermore, it is also important to note that the Kelly Criterion primarily guides the decision of whether it is worth making a "gambit-style" or "betting-style" prediction with a clear expected outcome, after assessing probability (p) and the specific action's benefit-risk ratio (b). When the calculated optimal betting fraction f^* is low, or when a subjective assessment deems the risk too high (e.g., the b value is unattractive, the p value has high uncertainty, or the current situation is not suitable for risk-taking) and such "bets" are considered inappropriate, trainers may, and indeed often should, turn to the **"middle ground actions"** discussed in the 'Prediction' chapter of the main text. These actions aim to achieve situational stability or slight advantages by covering multiple common possibilities of the opponent, their focus differing from the potentially higher efficacy based on predicting a single specific outcome that the Kelly Criterion targets. Therefore, **the analytical framework of the Kelly Criterion and the robust choice of 'middle ground actions' are not mutually exclusive but rather complementary, together constituting a trainer's complete toolbox for making "prediction" decisions under different situations and informational conditions, reflecting decisional flexibility and layering.**