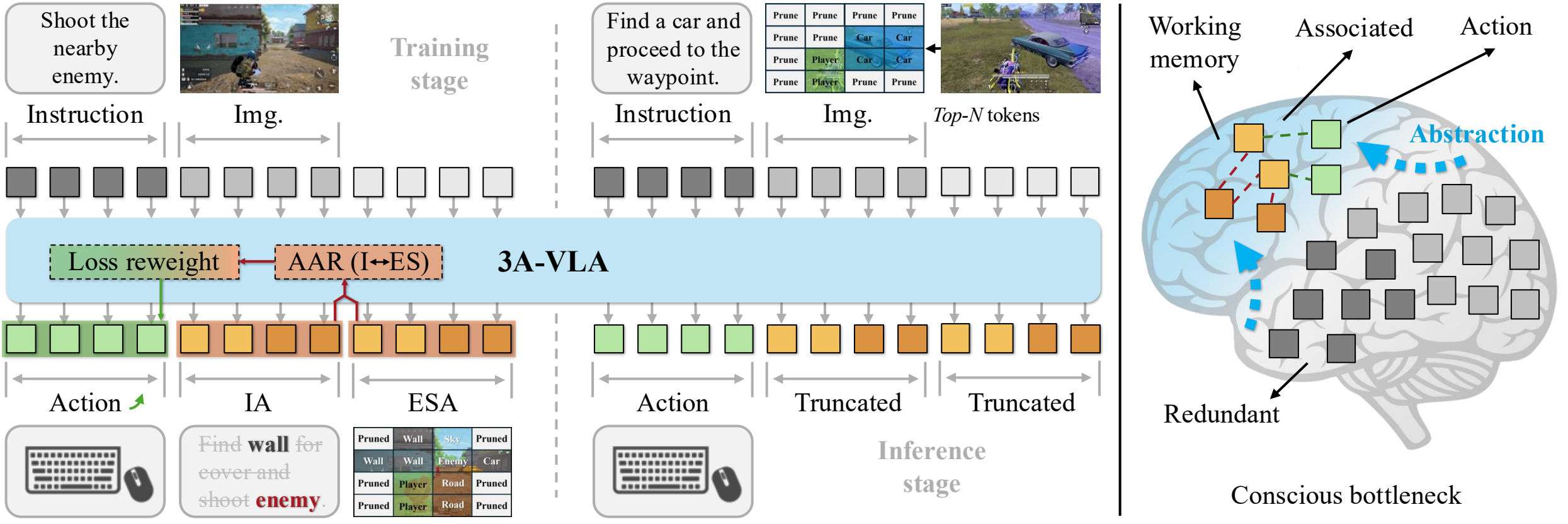

Shoot the nearby enemy.
Training stage
Find a car and proceed to the waypoint.
Prune Prune Prune Prune
Prune Prune Car Car
Prune Player Car Car
Prune Player Prune Prune
Instruction
Img.
Instruction
Img.
Top-N tokens
Loss reweight
AAR (I↔ES)
3A-VLA
Action
IA
ESA
Action
Truncated
Truncated
Find wall for cover and shoot enemy.
Pruned Wall Sky Pruned
Wall Wall Enemy Car
Pruned Player Road Pruned
Pruned Player Road Pruned
Inference stage
Working memory
Associated
Action
Abstraction
Redundant
Conscious bottleneck