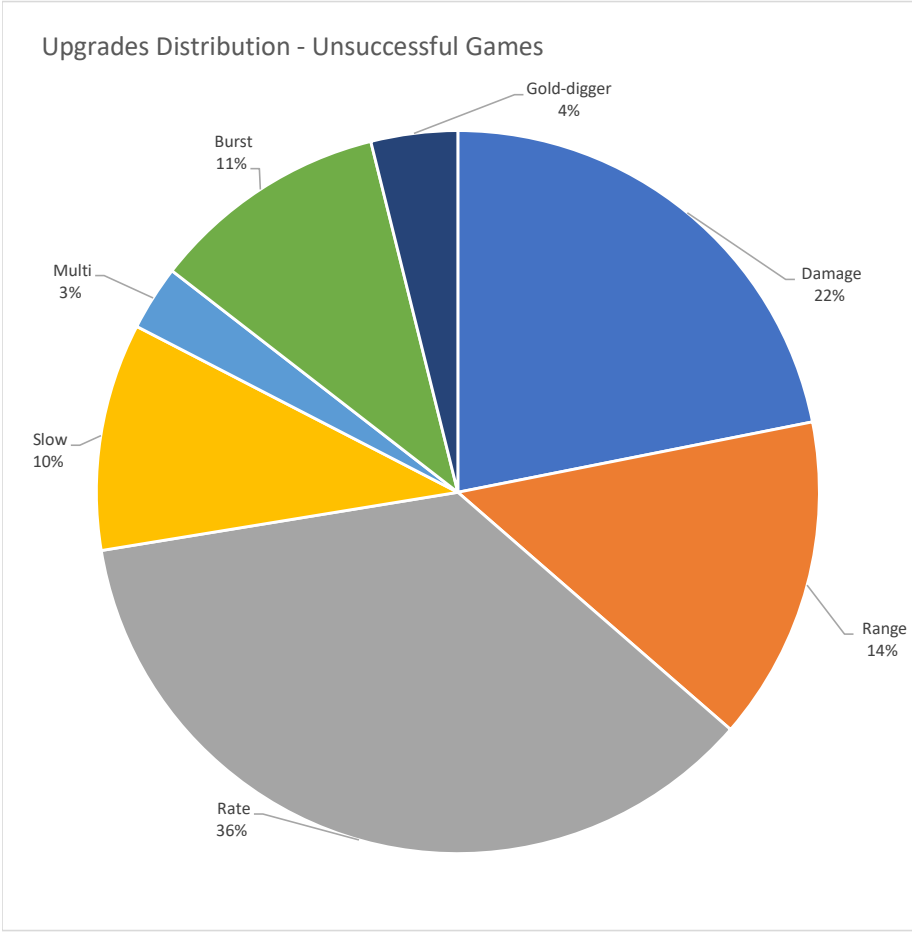


Unsuccessful Games - 22

Game (Set)	Gold	Time	Upgrade No.	Kills	Number of Upgrades							Total Score
					Damage	Range	Rate	Slow	Multi	Burst	Gold-digger	
20	1,100	1,971	7	579	4	-	3	-	-	-	-	13
41	1,500	1,969	8	578	4	-	4	-	-	-	-	16
6	650	965	6	237	0	3	2	-	1	-	-	17
45	650	941	5	233	0	-	3	-	-	2	-	21
42	1,000	1,349	8	364	3	3	(0)	-	-	2	-	21
13	800	965	7	239	0	3	3	-	-	1	-	21
12	1,650	1,929	10	557	4	-	2	4	-	-	-	26
4	1,150	1,652	8	460	0	-	5	3	-	-	-	27
17	800	1,107	8	279	0	2	2	3	1	-	-	27
29	1,550	1,862	10	536	4	2	2	-	-	1	1	27
37	1,800	1,983	10	586	4	-	4	-	-	2	-	28
43	1,250	1,737	9	493	2	1	4	-	-	2	-	28
24	1,100	1,391	7	376	0	-	4	1	-	2	-	28
25	700	1,043	7	264	0	2	2	-	-	3	-	28
30	2,050	1,969	12	578	4	3	4	-	-	-	1	29
38	1,550	1,943	11	570	0	3	7	-	-	1	-	33
26	1,600	2,039	10	609	1	-	4	3	2	-	-	35
9	3,450	1,979	12	582	4	-	6	-	-	-	2	36
8	1,550	1,841	11	528	2	-	4	3	-	2	-	38
2	2,550	1,742	16	498	4	8	2	-	-	-	2	40
16	2,450	1,966	11	582	1	-	5	-	2	2	1	45
21	2,250	1,959	14	571	4	-	3	4	-	2	1	48



Average Kills per Game :	9
Average Number of Upgrades per Game :	1,650
Average Gold Cost for the two towers :	23

Comparing least with most upgrades Games		
Game	45	21
Rate	3	3
Burst	2	4
Damage		3
Rate		4
Slow		2
Burst		1
Gold D.		