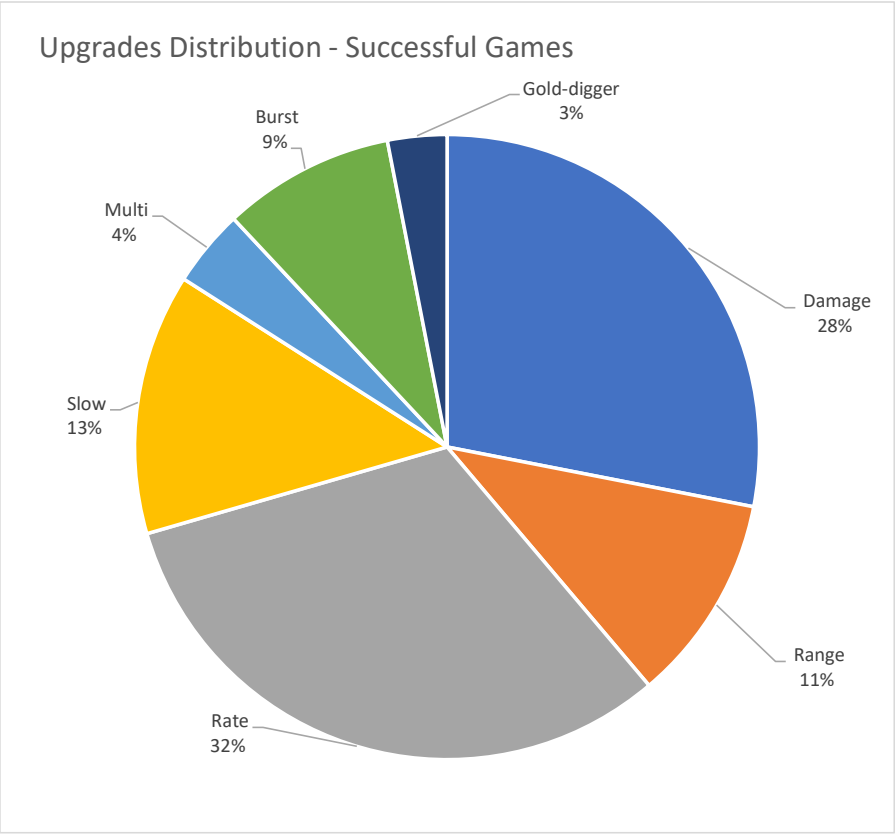


Successful Games - 23

Game (Set)	Gold	Time	Upgrade No.	Kills	Number of Upgrades							Total Score
					Damage	Range	Rate	Slow	Multi	Burst	Gold-digger	
36	1,950	2,205	8	700	4	-	(0)	-	4	-	-	24
31	1,400	2,209	10	691	5	-	3	-	1	1	-	25
39	1,800	2,205	13	703	7	-	3	3	-	-	-	28
32	1,950	2,209	12	687	6	3	(0)	-	-	3	-	30
33	1,550	2,208	9	699	0	-	7	-	2	-	-	31
44	1,600	2,209	12	663	5	-	2	3	-	2	-	35
34	1,950	2,205	15	703	6	-	6	3	-	-	-	36
10	1,800	2,209	15	704	4	2	7	2	-	-	-	37
5	2,300	2,208	13	642	4	-	4	4	-	-	1	39
7	2,100	2,208	12	692	4	-	4	-	2	-	2	40
11	1,900	2,208	14	643	3	3	4	2	-	2	-	41
23	2,800	2,208	16	686	3	4	8	-	-	-	1	42
15	2,650	2,186	16	650	4	4	4	3	-	-	1	43
40	2,600	2,208	18	703	7	3	3	4	-	-	1	45
18	2,000	2,209	13	630	0	-	6	7	-	-	-	46
27	1,800	2,209	14	698	4	-	4	2	-	4	-	48
28	1,900	2,209	15	697	5	1	2	3	1	3	-	48
1	2,700	2,208	17	701	3	3	8	-	2	-	1	50
14	2,750	2,209	17	703	7	-	6	-	-	3	1	50
3	2,600	2,208	15	688	3	-	8	-	-	3	1	52
19	2,900	2,208	20	686	4	7	6	-	-	2	1	55
22	1,700	2,209	16	645	1	2	6	5	-	2	-	55
35	1,950	2,205	16	626	2	3	3	3	1	4	-	58



Average Kills per Game :	680
Average Number of Upgrades per Game :	14
Average Gold Cost for the two towers :	2,115

Comparing least with most upgrades Games		
Game	36	19
Damage	4	4
Multi	4	
Range		7
Rate		6
Burst		2
Gold D.		1