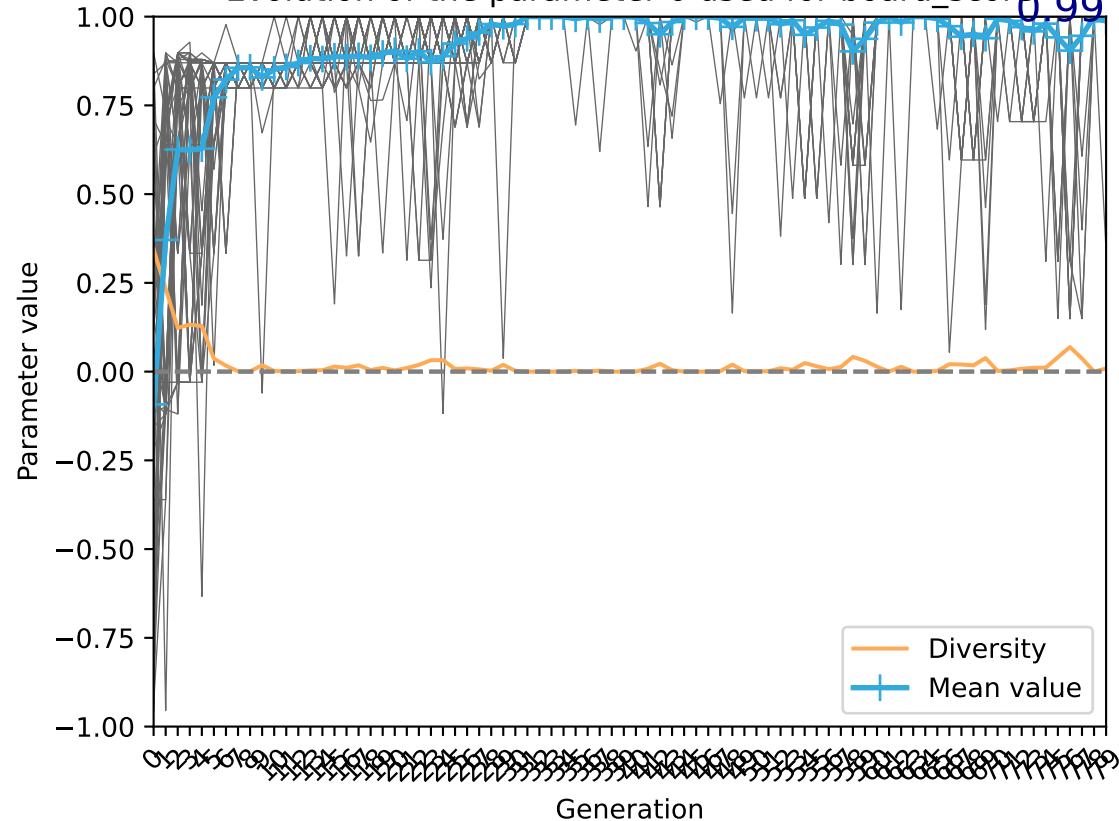
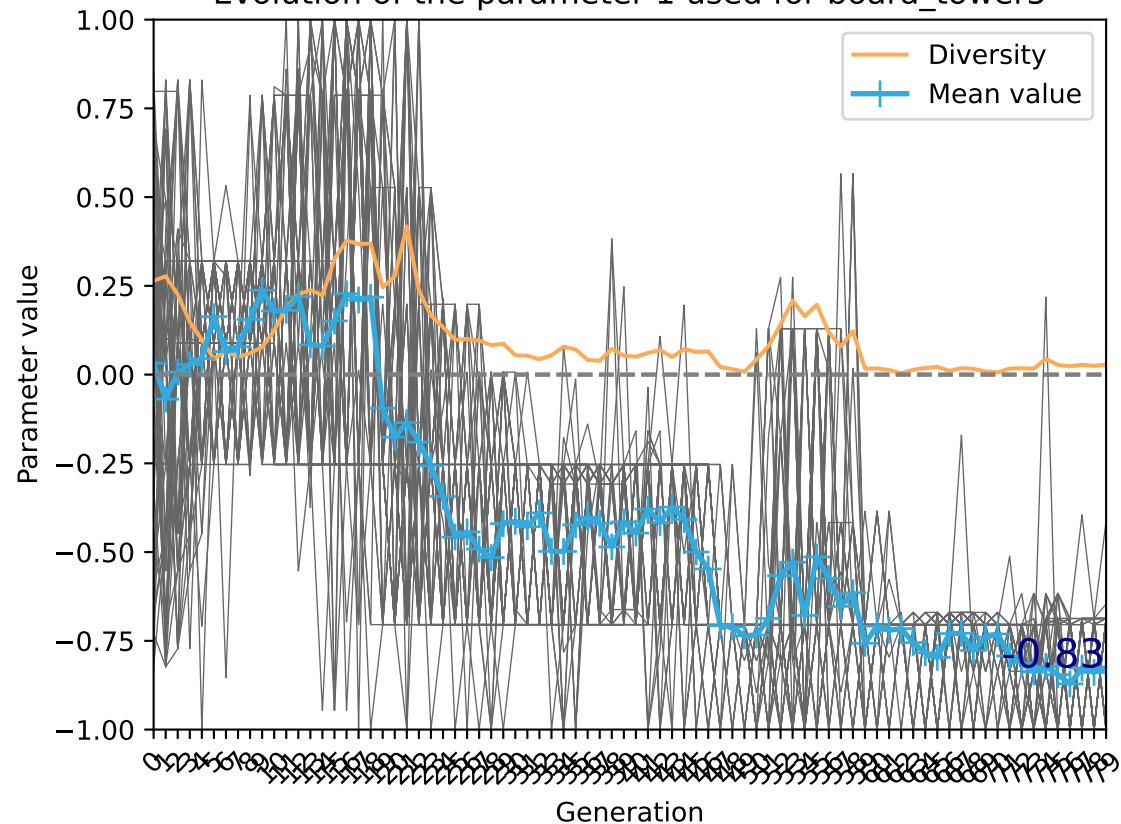


links

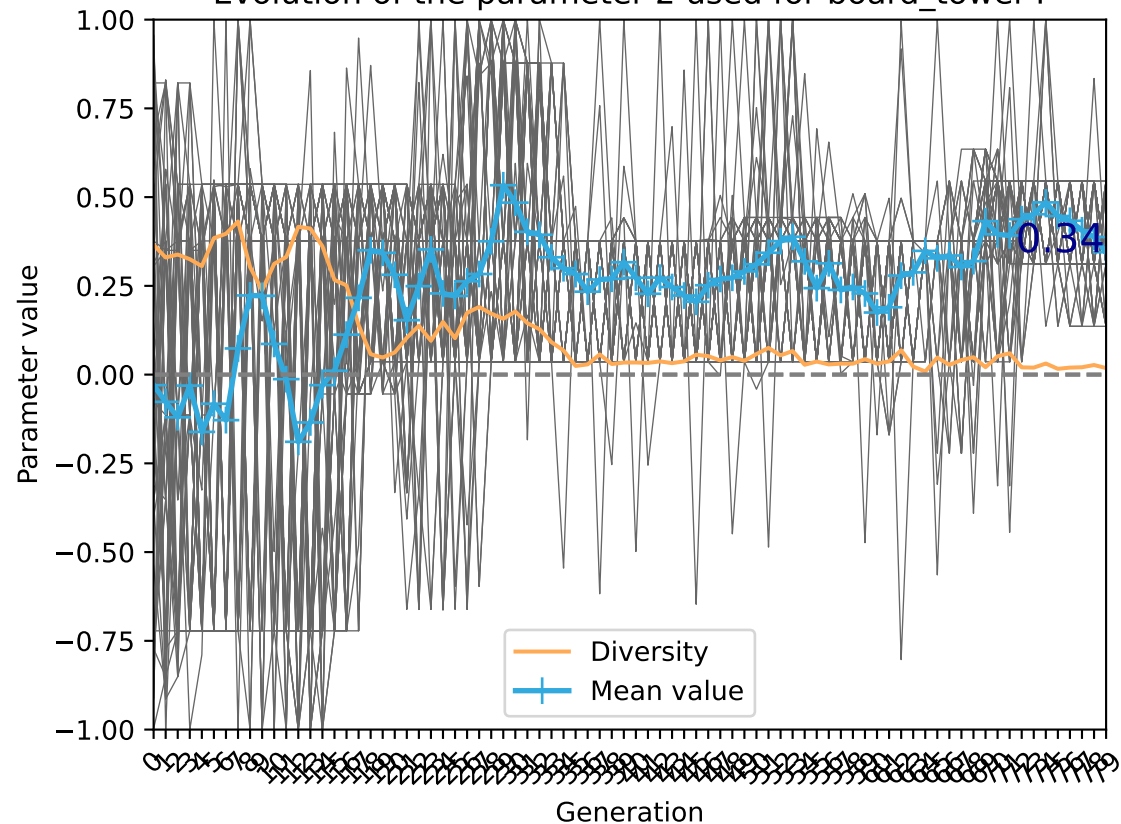
Evolution of the parameter 0 used for board_score



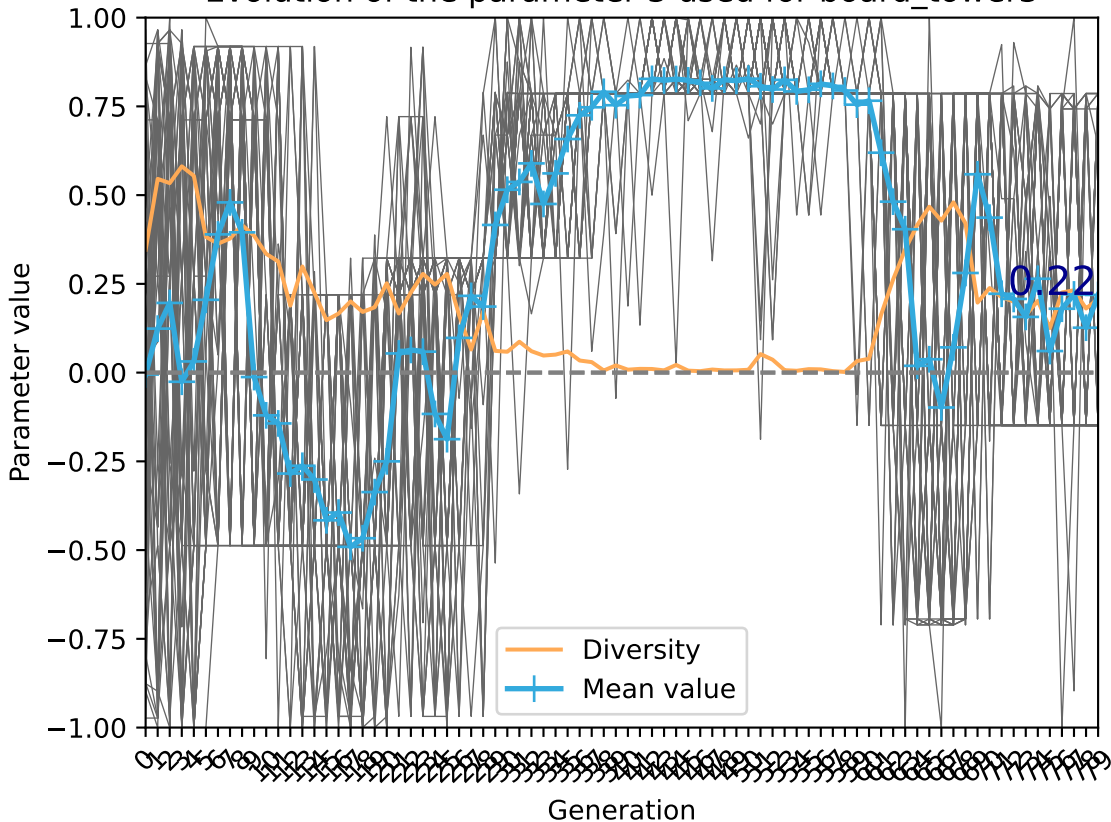
Evolution of the parameter 1 used for board_tower5



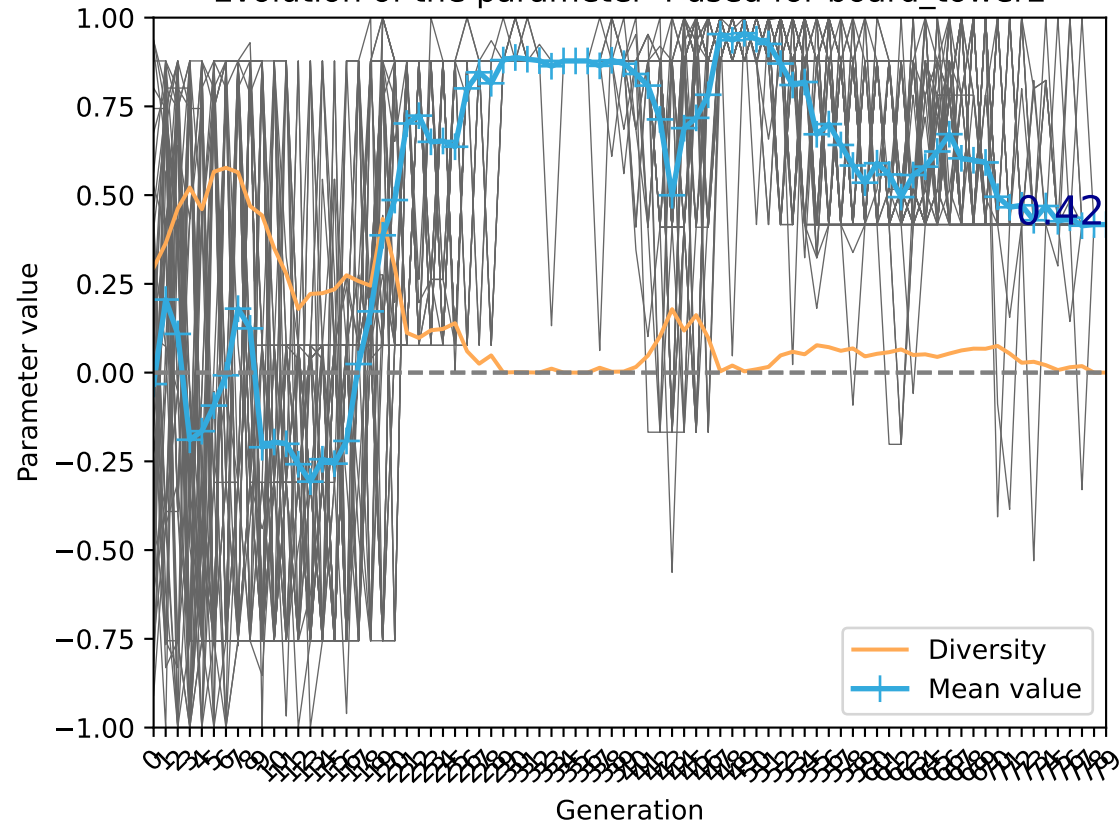
Evolution of the parameter 2 used for board_tower4



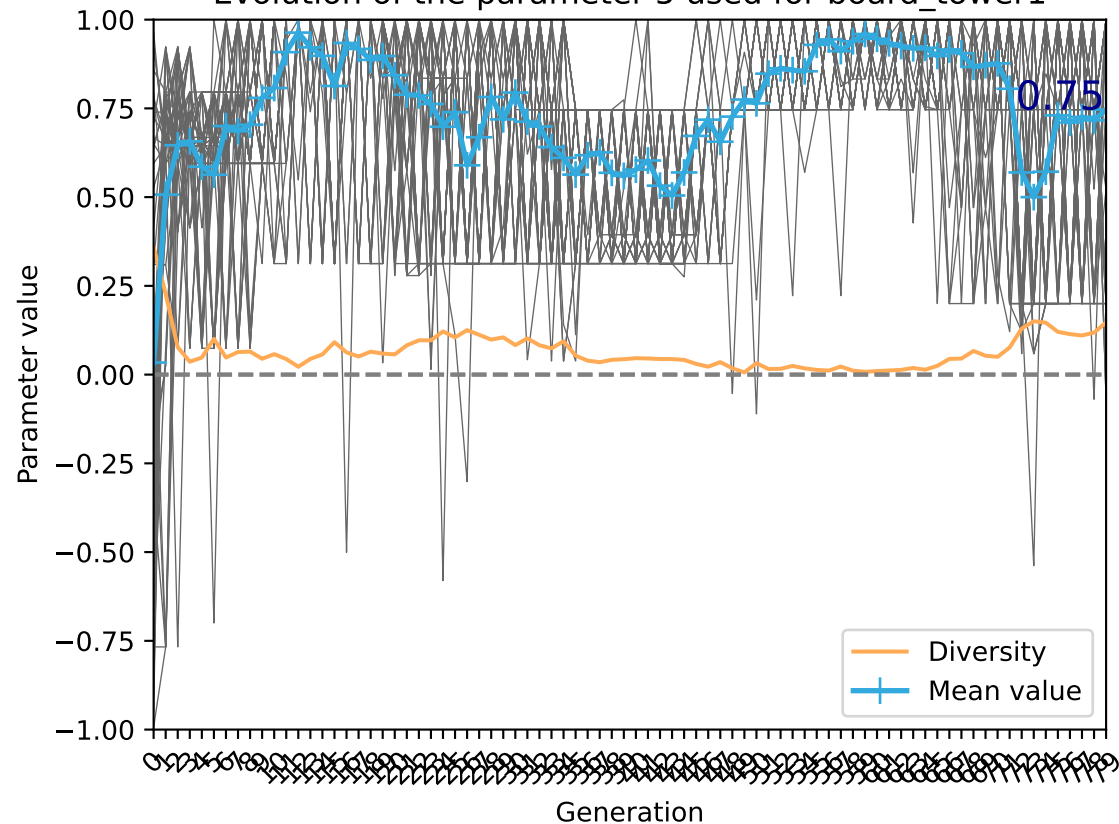
Evolution of the parameter 3 used for board_tower3



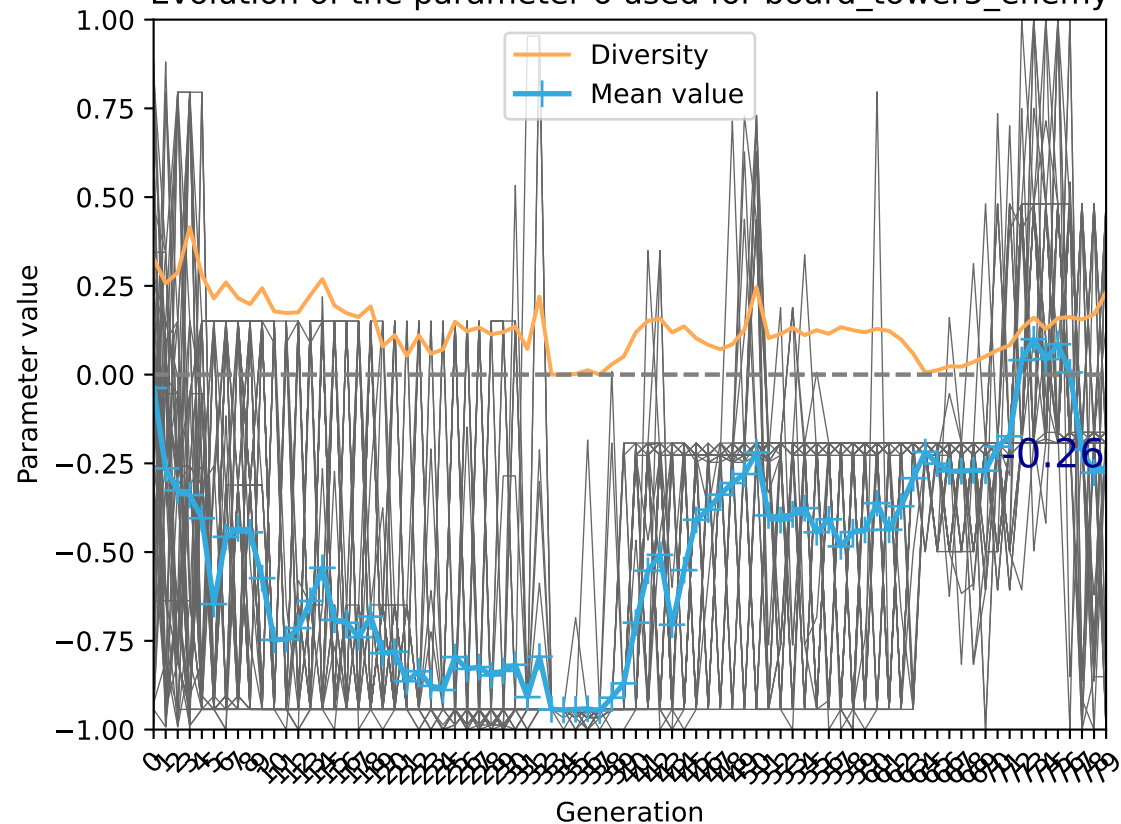
Evolution of the parameter 4 used for board_tower2



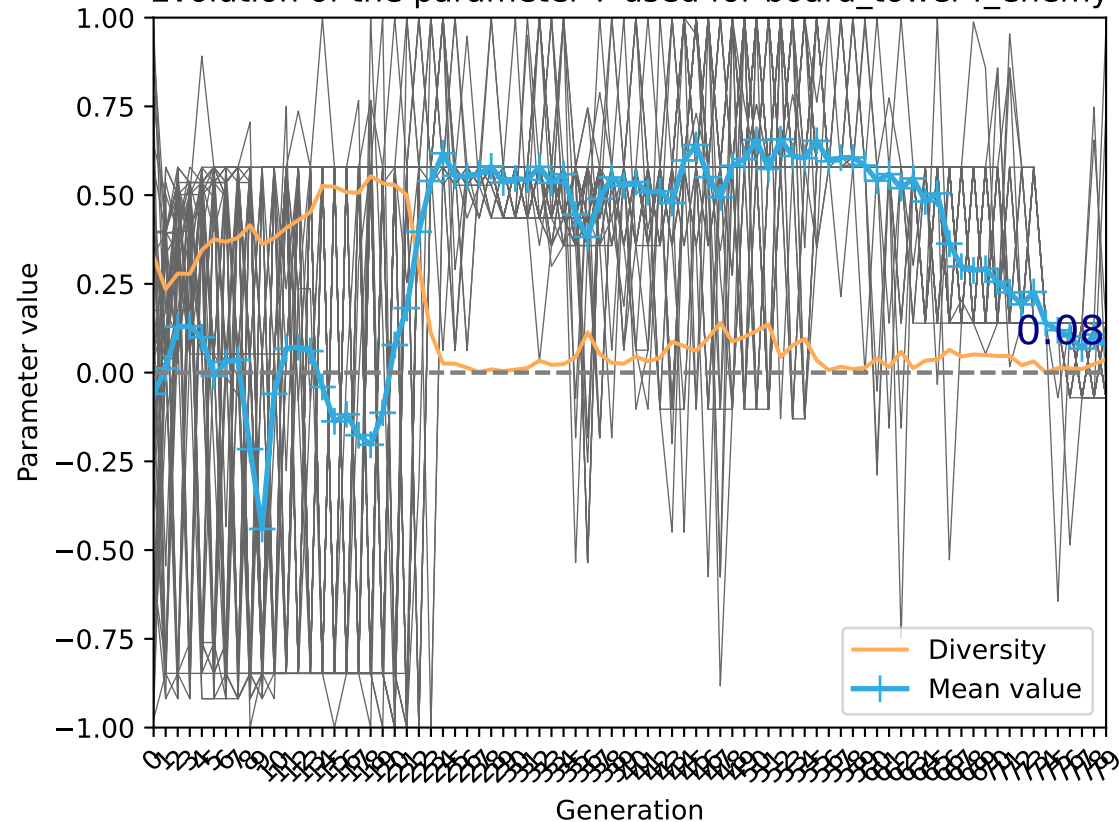
Evolution of the parameter 5 used for board_tower1



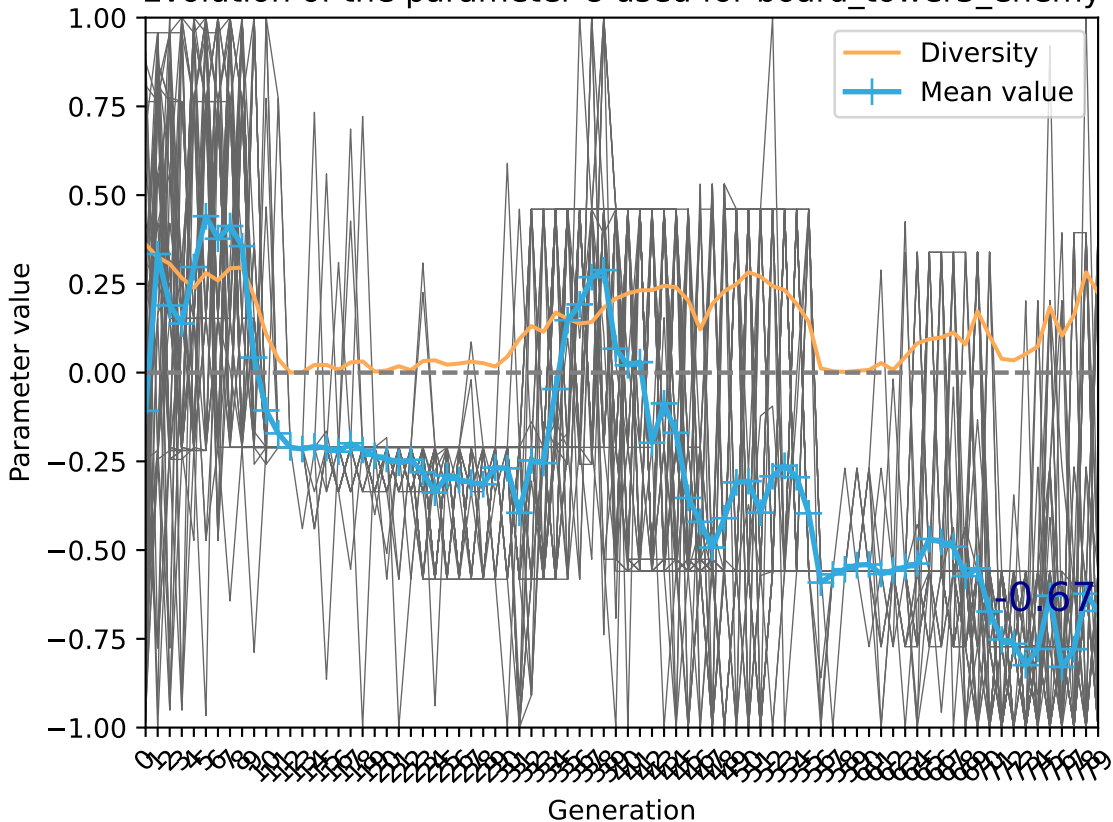
Evolution of the parameter 6 used for board_tower5_enemy



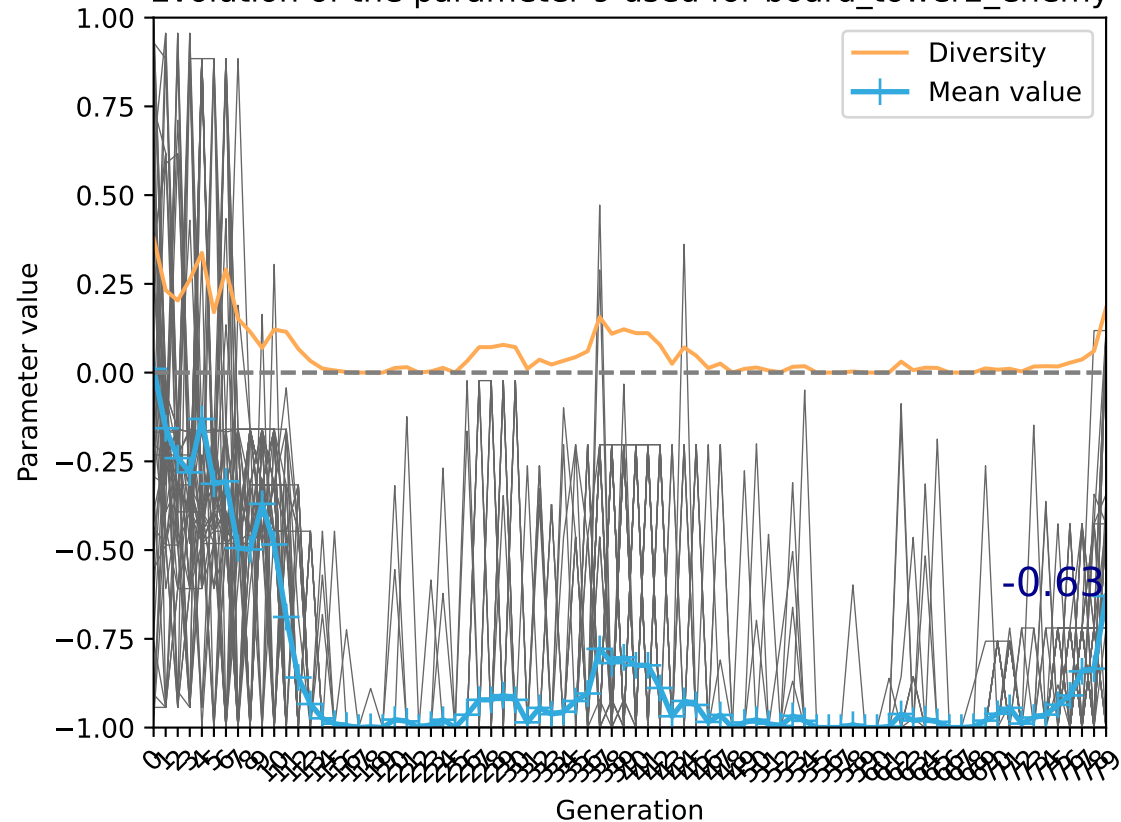
Evolution of the parameter 7 used for board_tower4_enemy



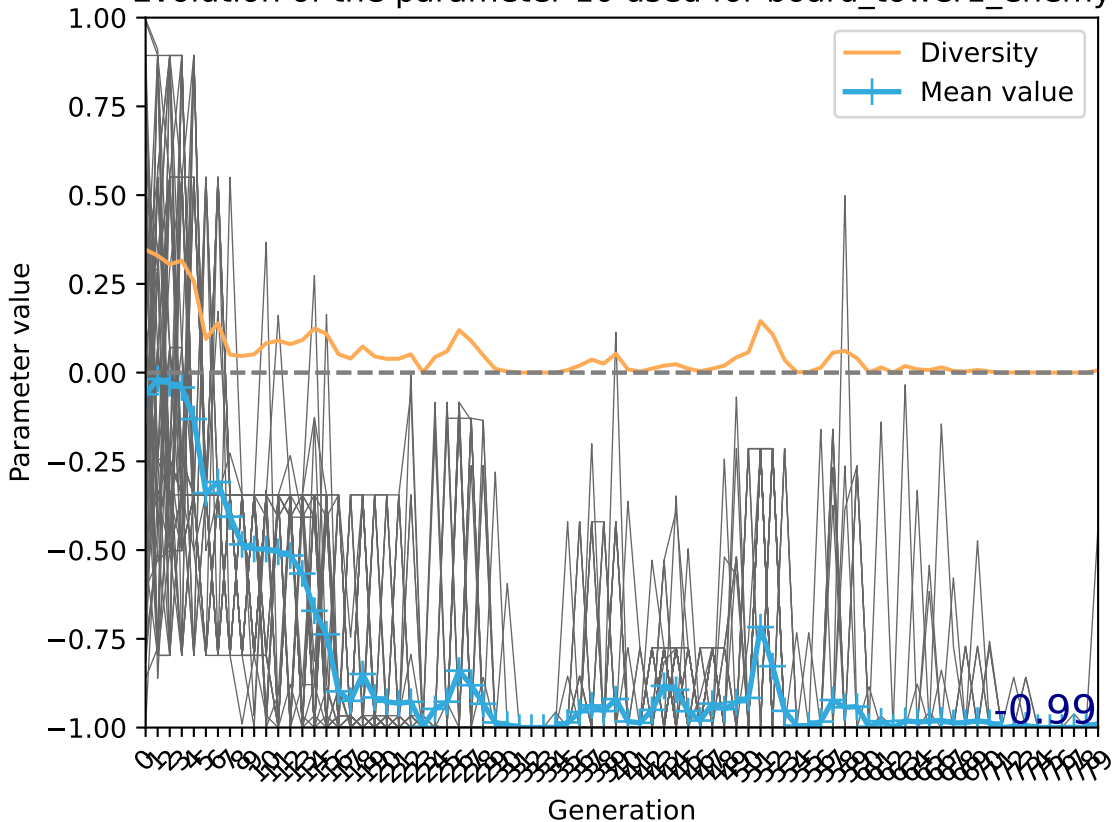
Evolution of the parameter 8 used for board_tower3_enemy



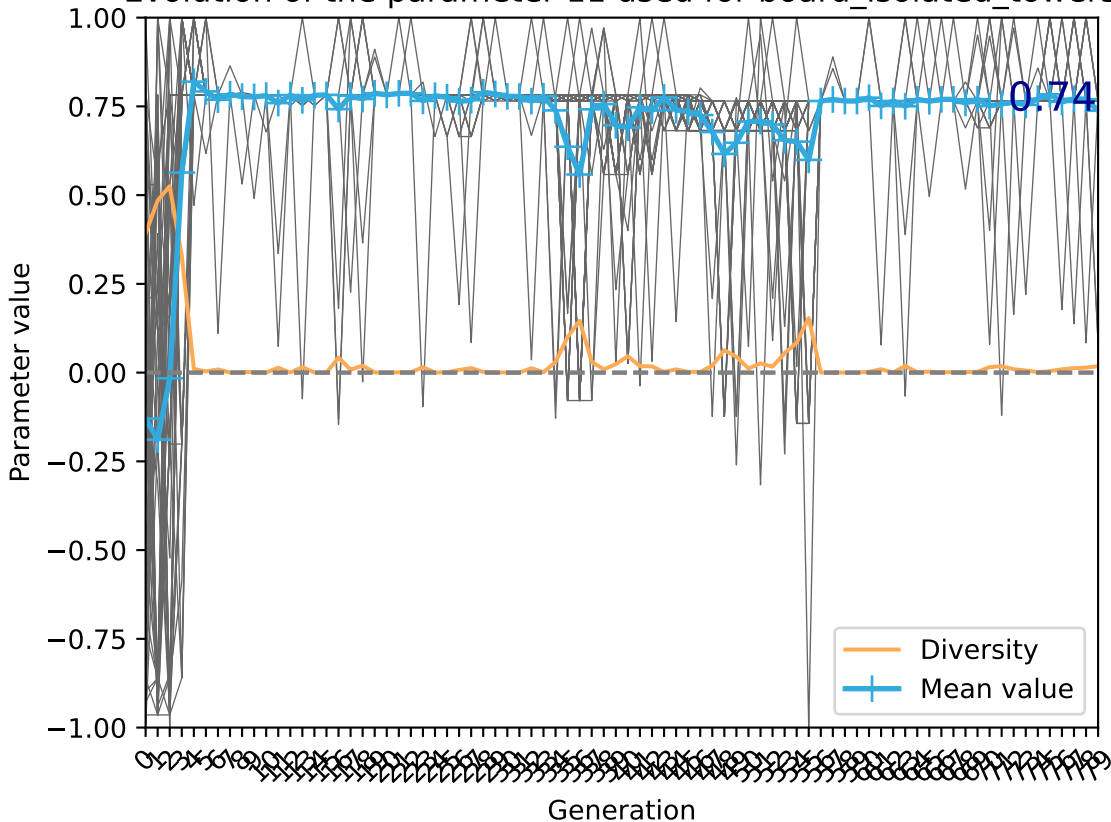
Evolution of the parameter 9 used for board_tower2_enemy



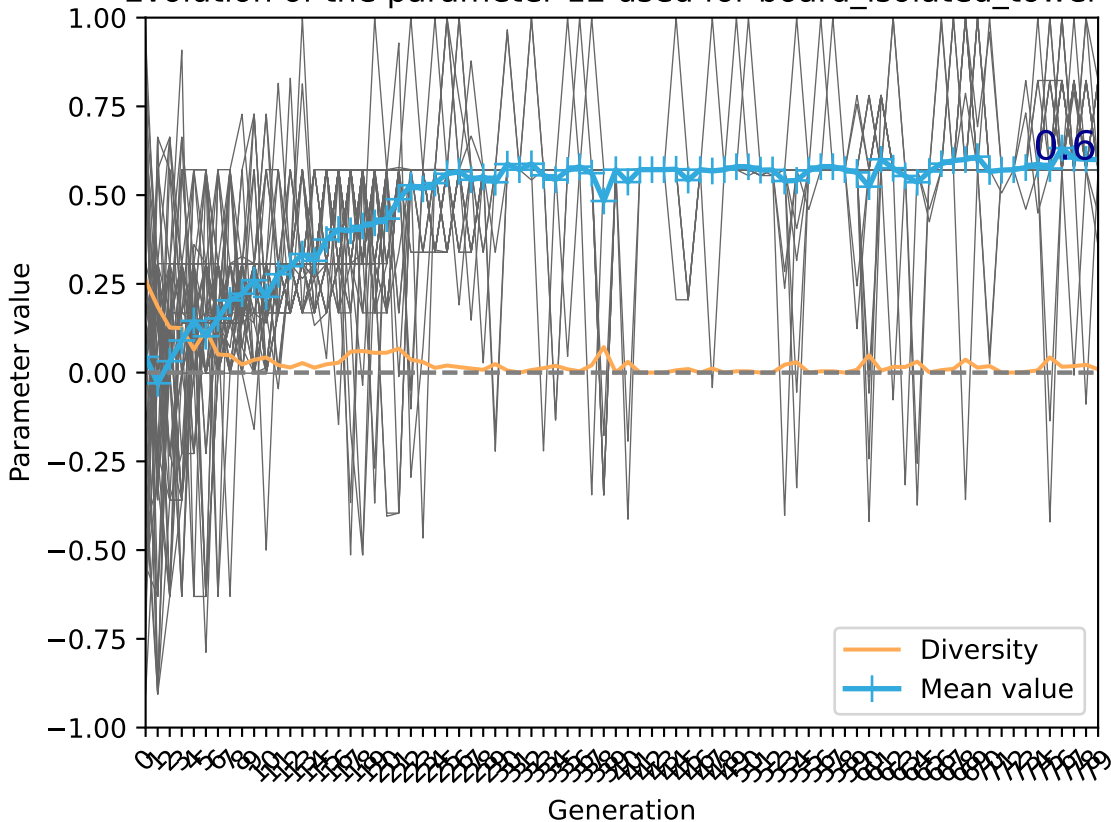
Evolution of the parameter 10 used for board_tower1_enemy



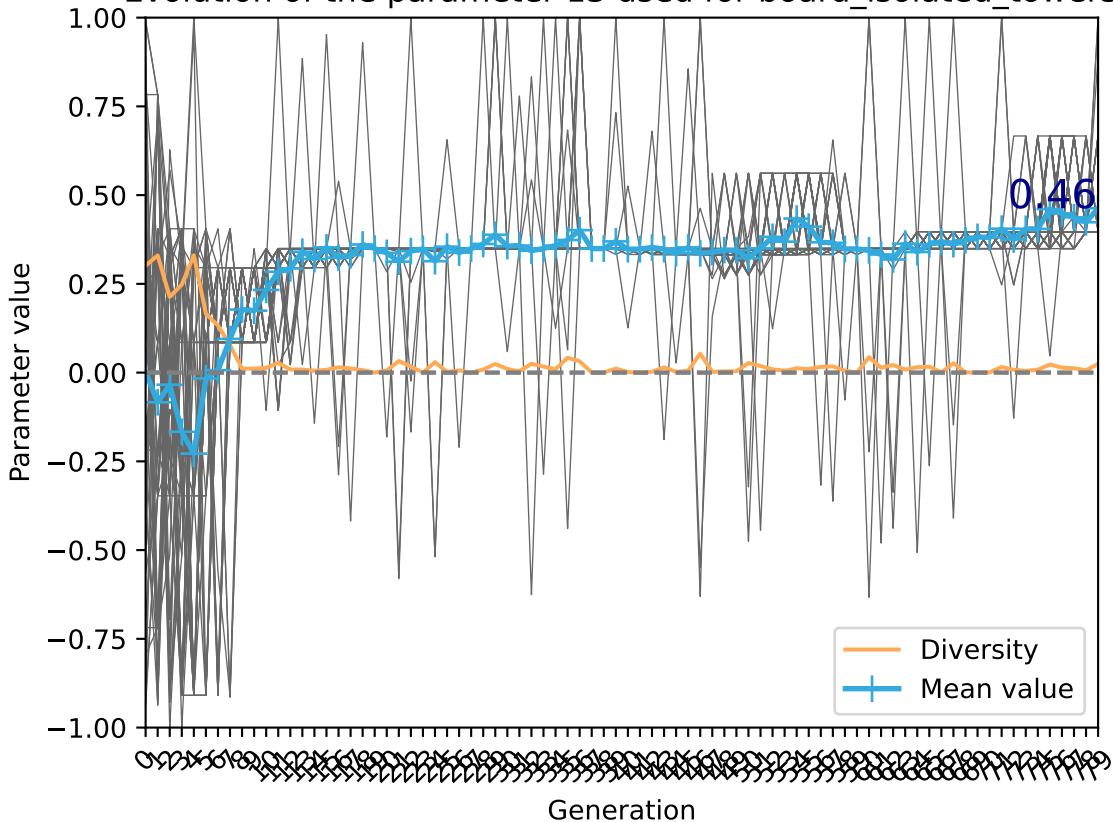
Evolution of the parameter 11 used for board_isolated_tower5



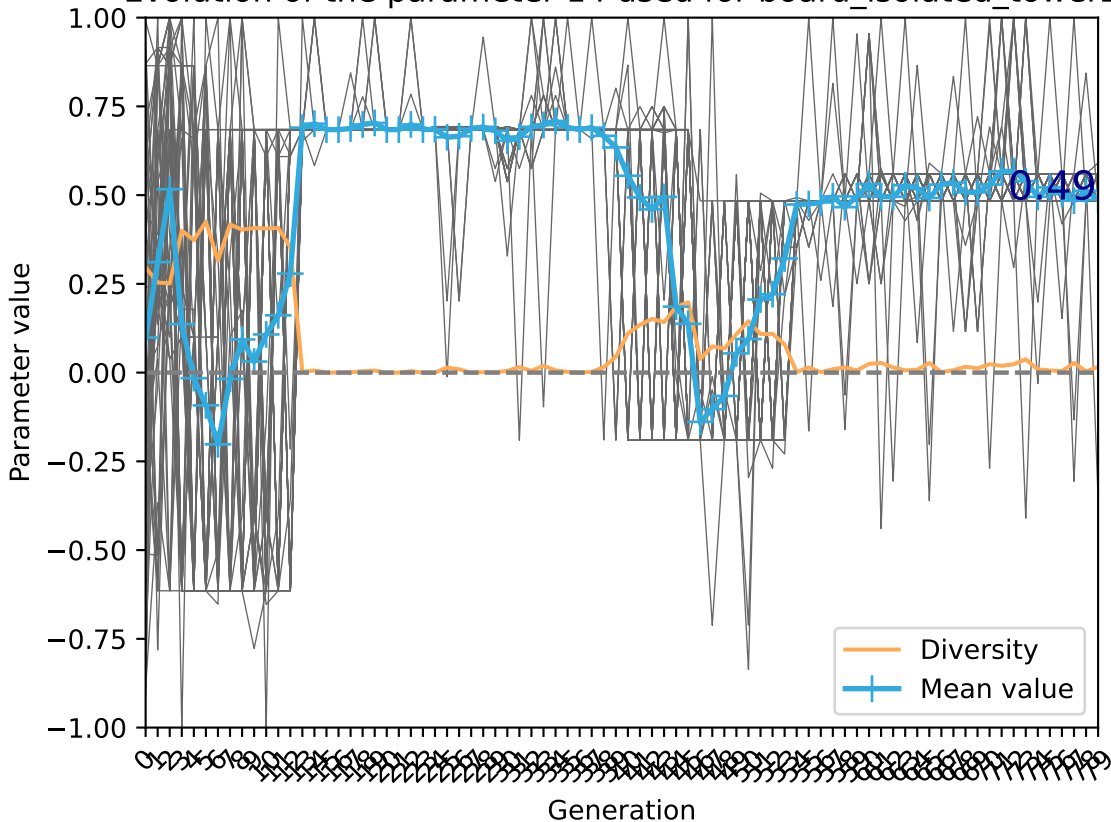
Evolution of the parameter 12 used for board_isolated_tower4



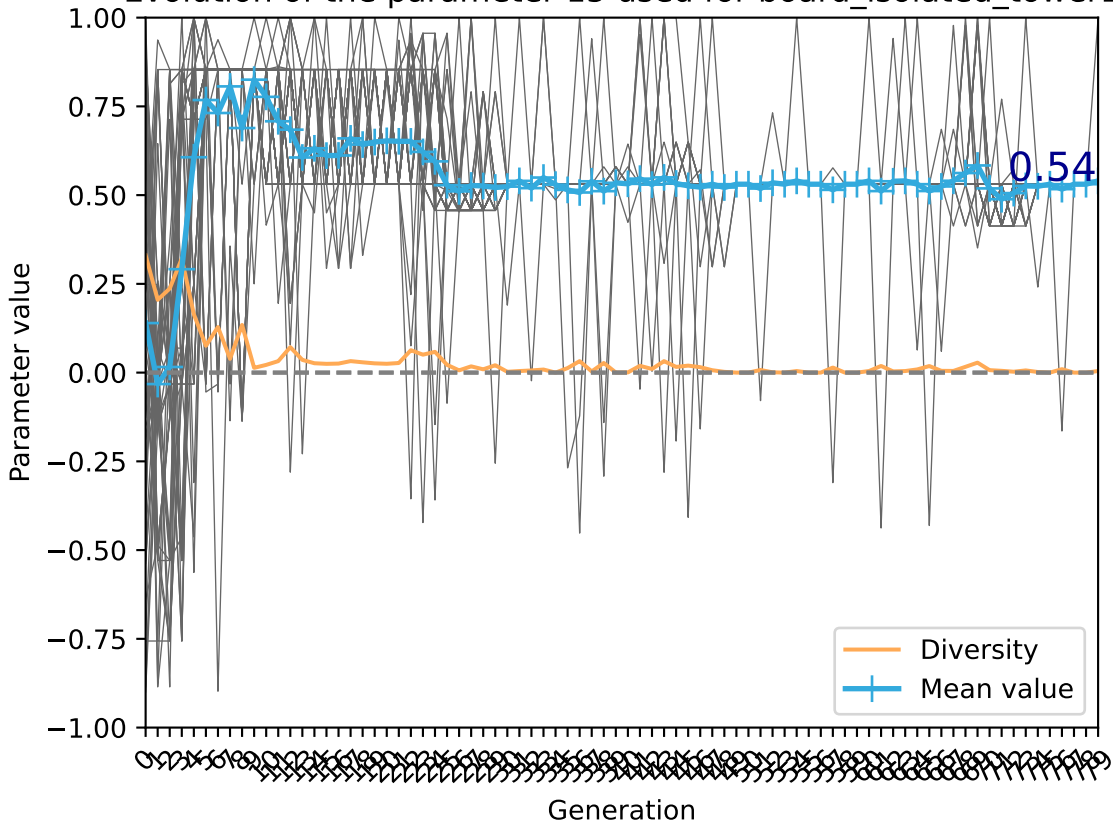
Evolution of the parameter 13 used for board_isolated_tower3



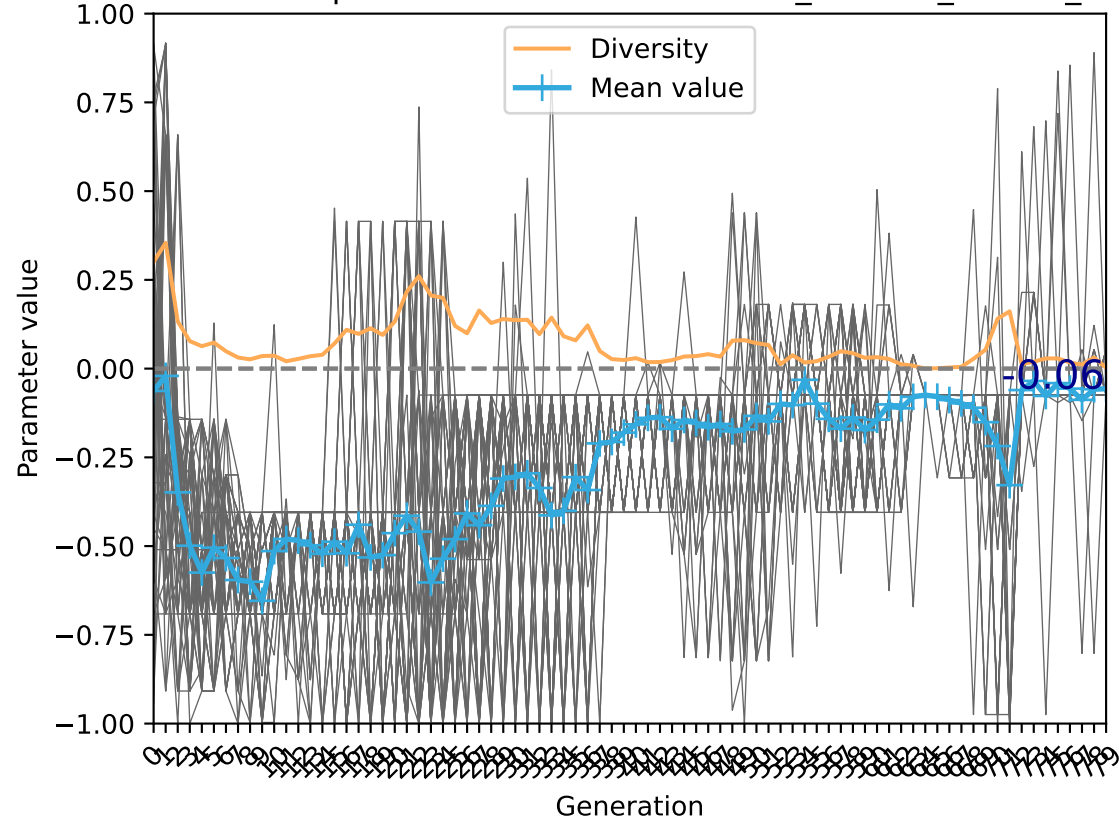
Evolution of the parameter 14 used for board_isolated_tower2



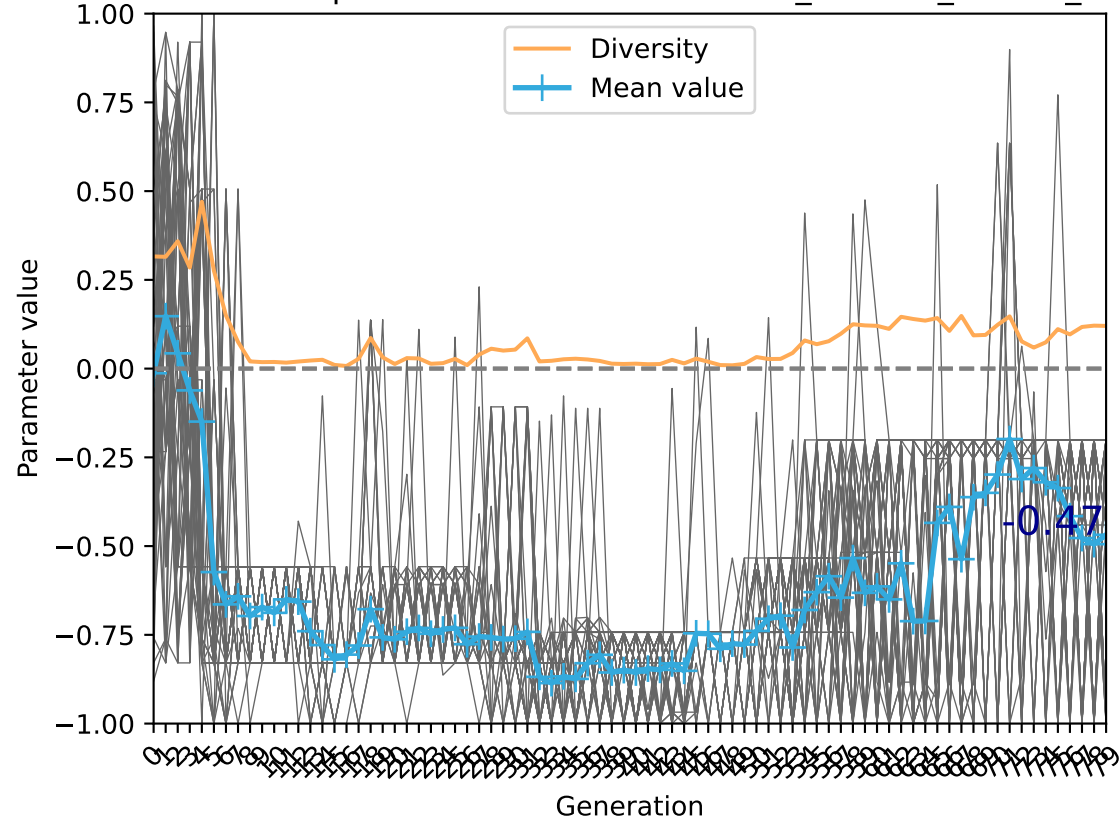
Evolution of the parameter 15 used for board_isolated_tower1



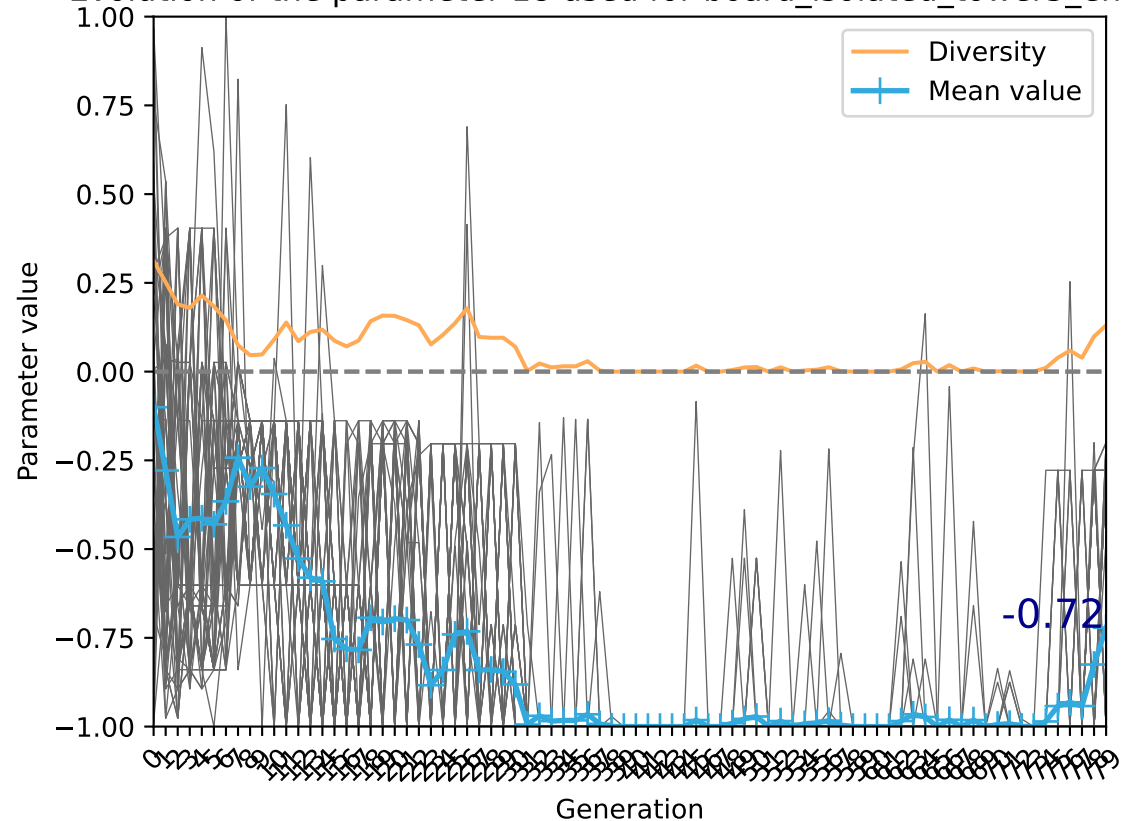
Evolution of the parameter 16 used for board_isolated_tower5_enemy



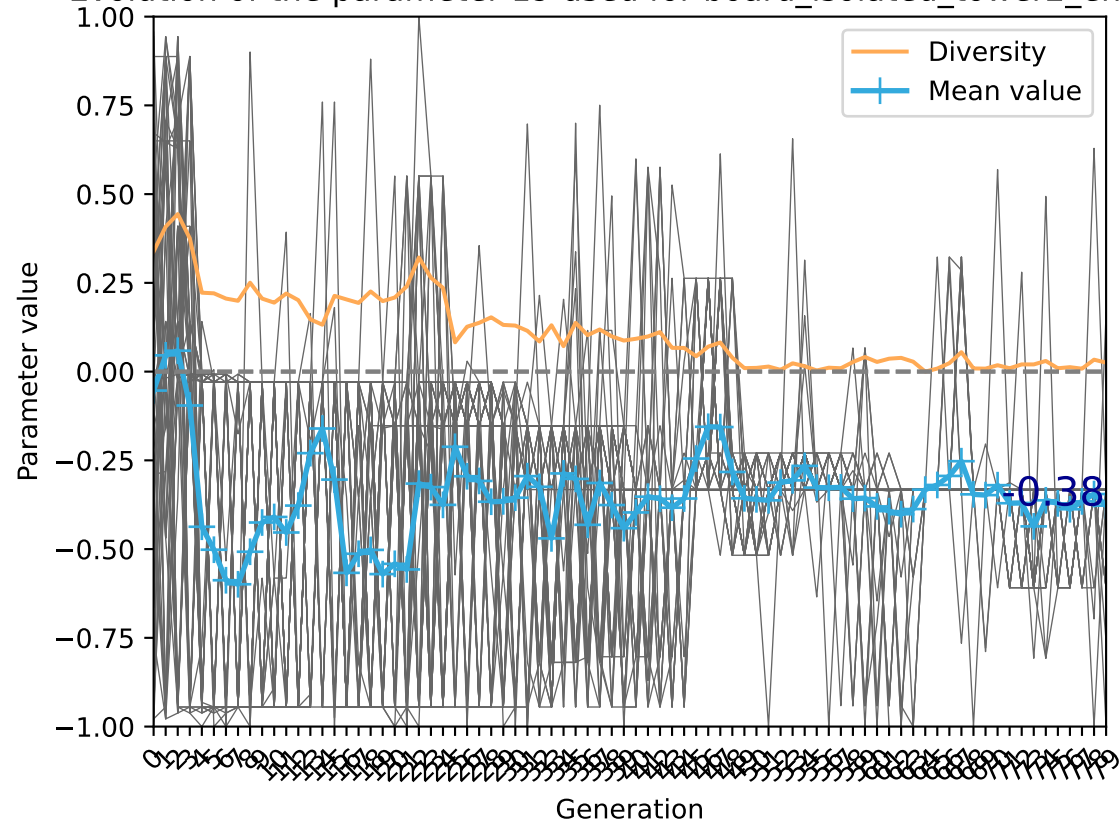
Evolution of the parameter 17 used for board_isolated_tower4_enemy



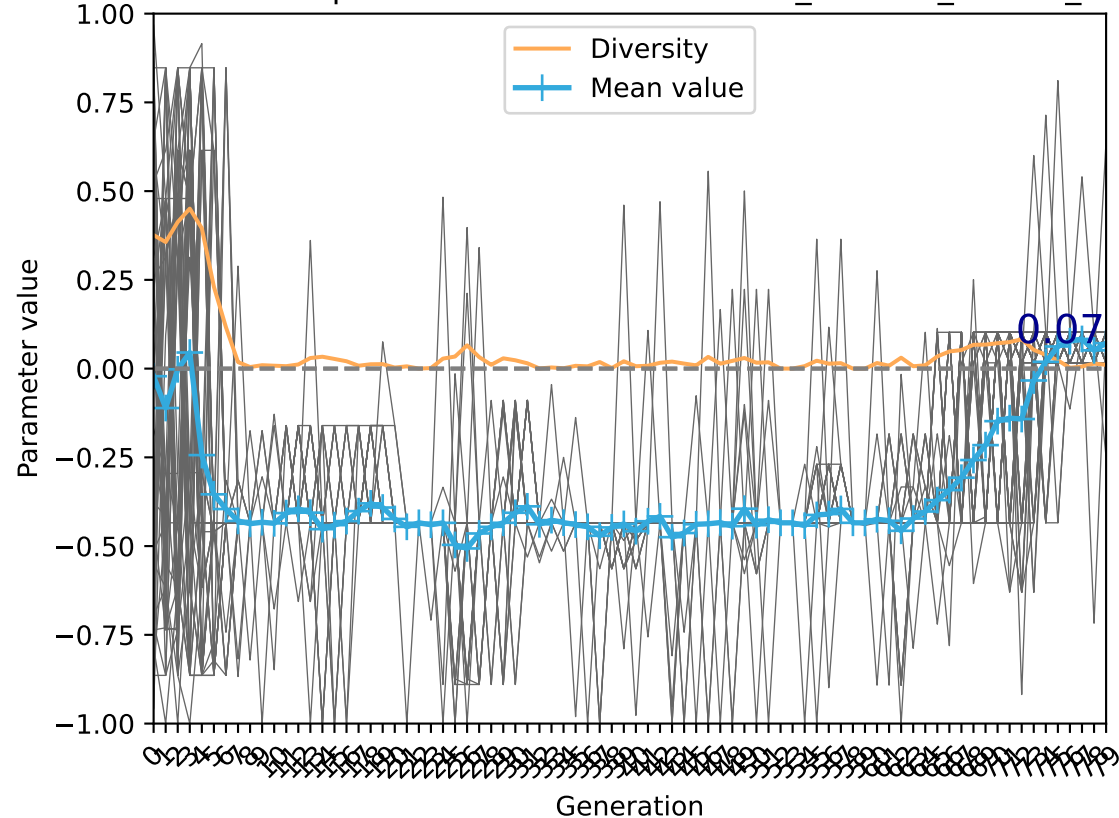
Evolution of the parameter 18 used for board_isolated_tower3_enemy



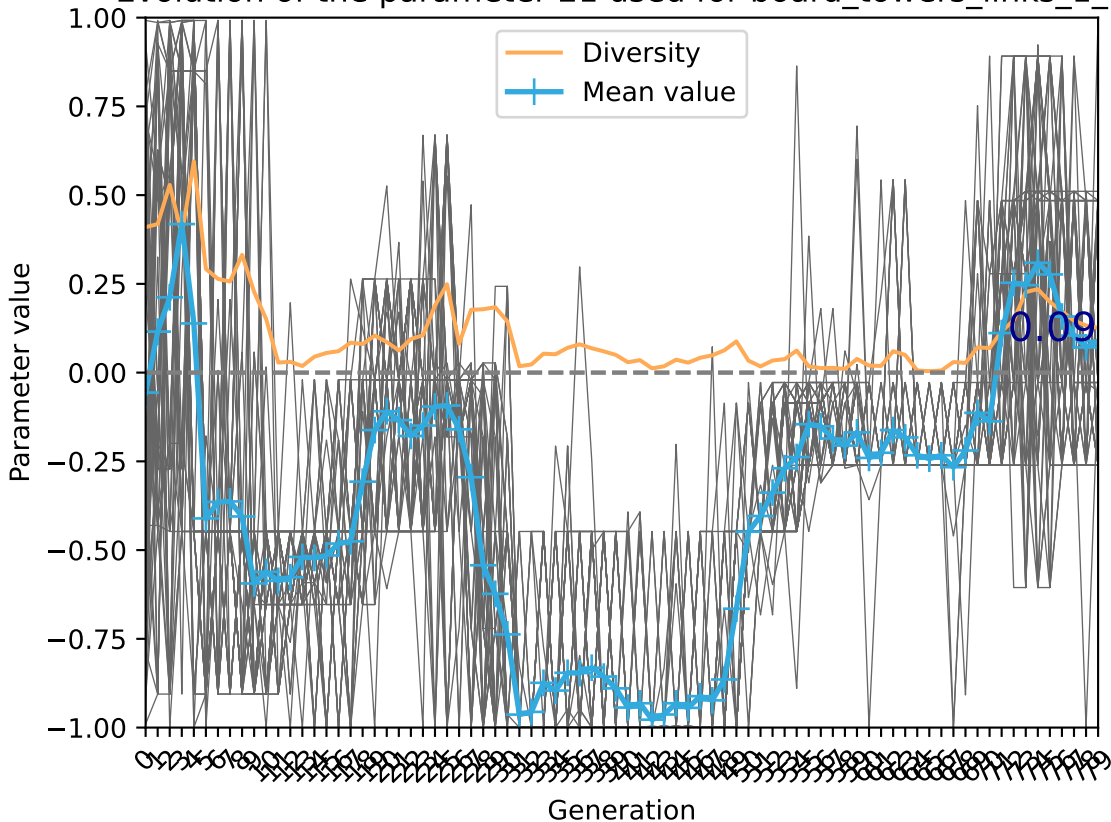
Evolution of the parameter 19 used for board_isolated_tower2_enemy



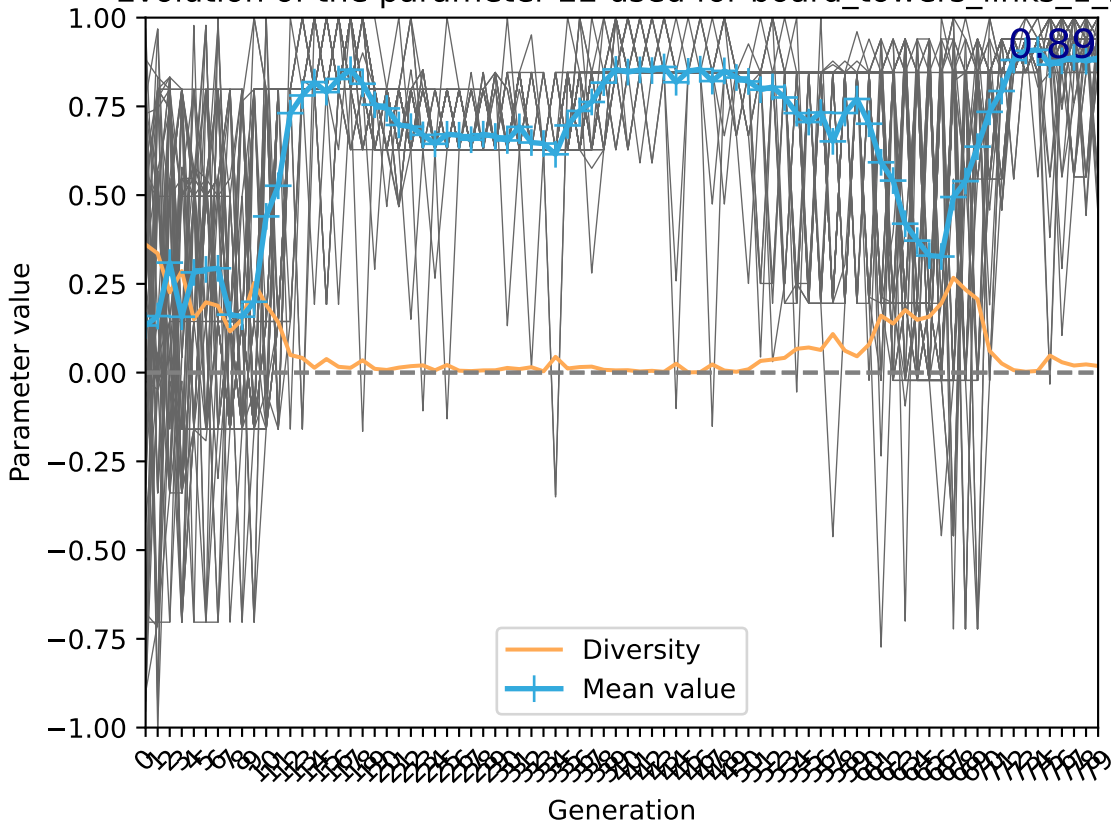
Evolution of the parameter 20 used for board_isolated_tower1_enemy



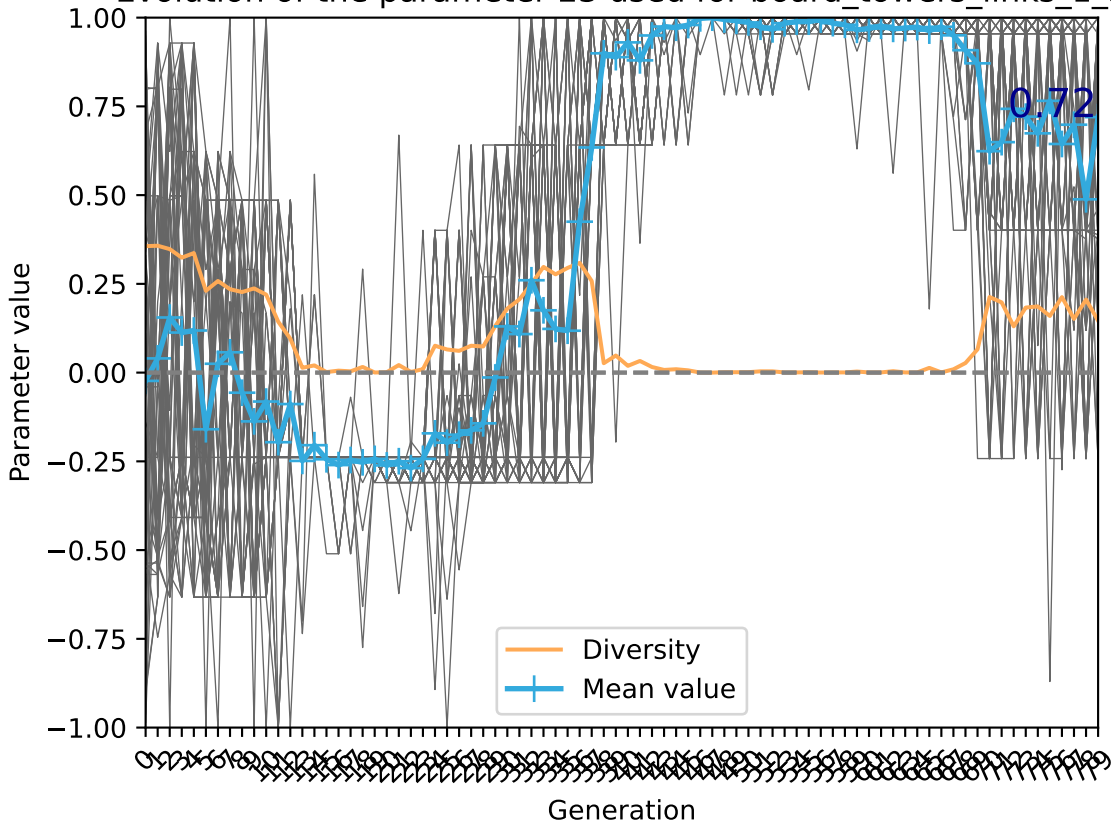
Evolution of the parameter 21 used for board_towers_links_1_1



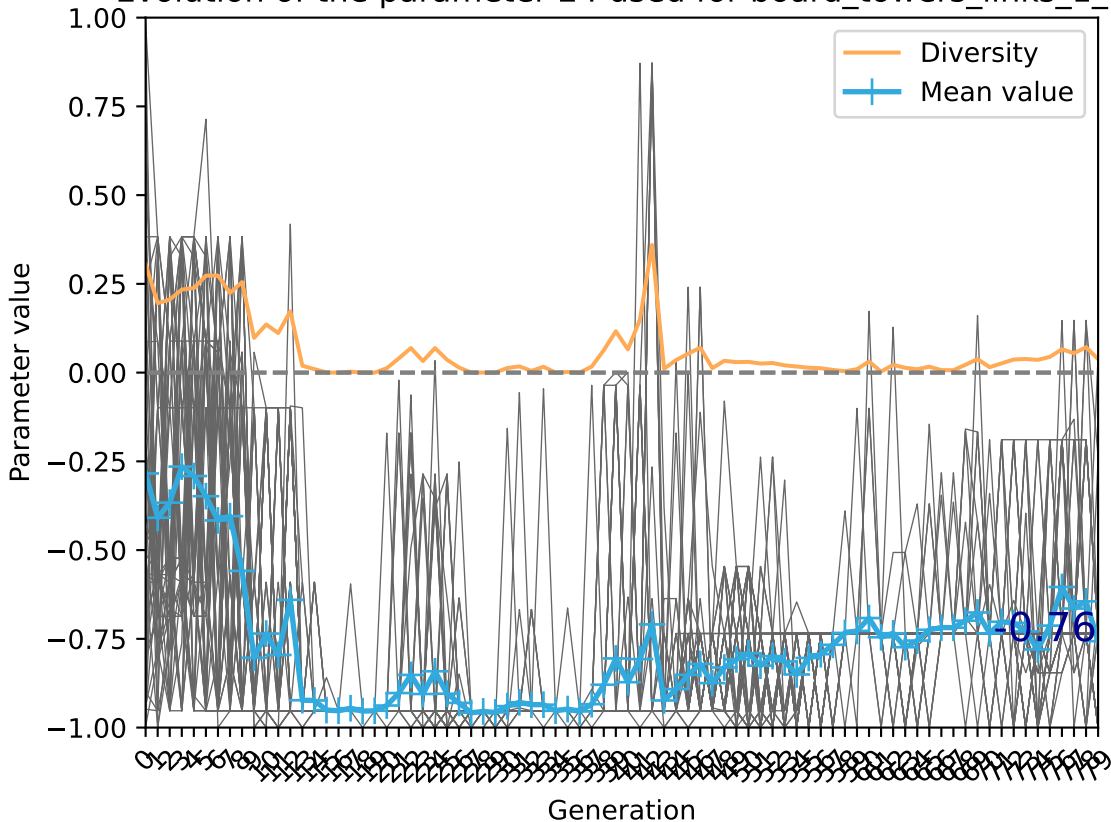
Evolution of the parameter 22 used for board_towers_links_1_2



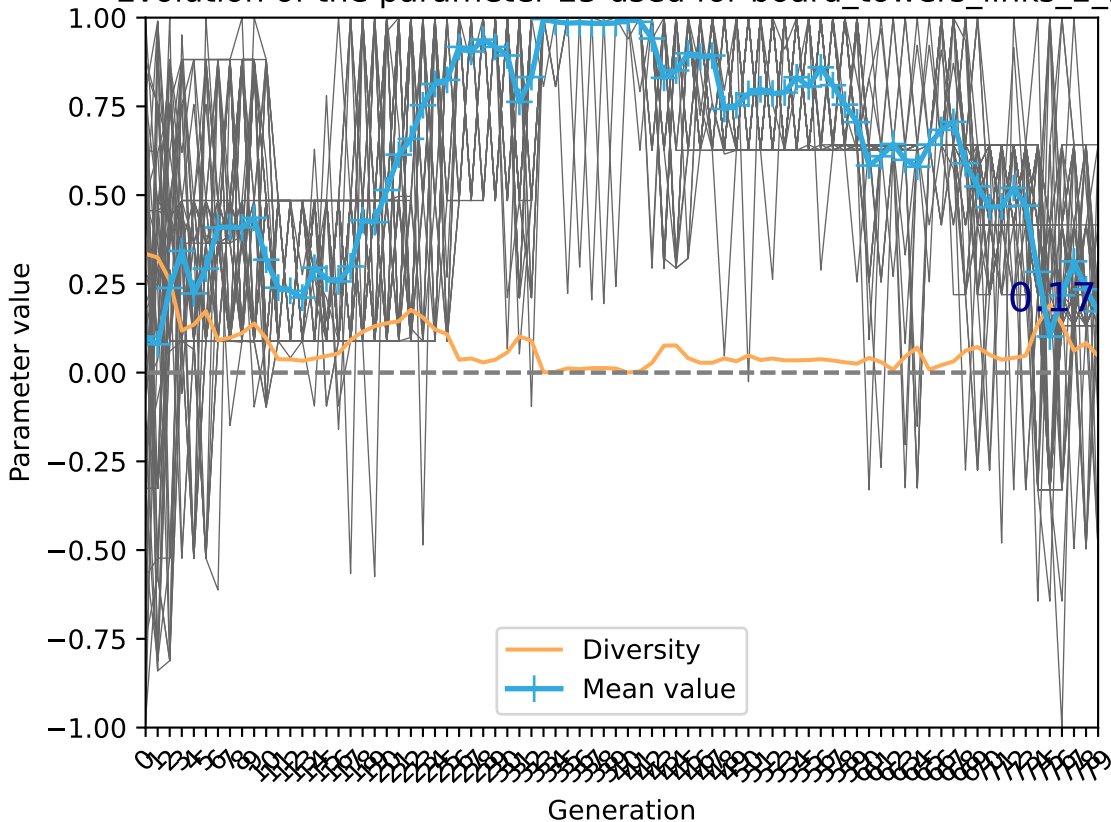
Evolution of the parameter 23 used for board_towers_links_1_3



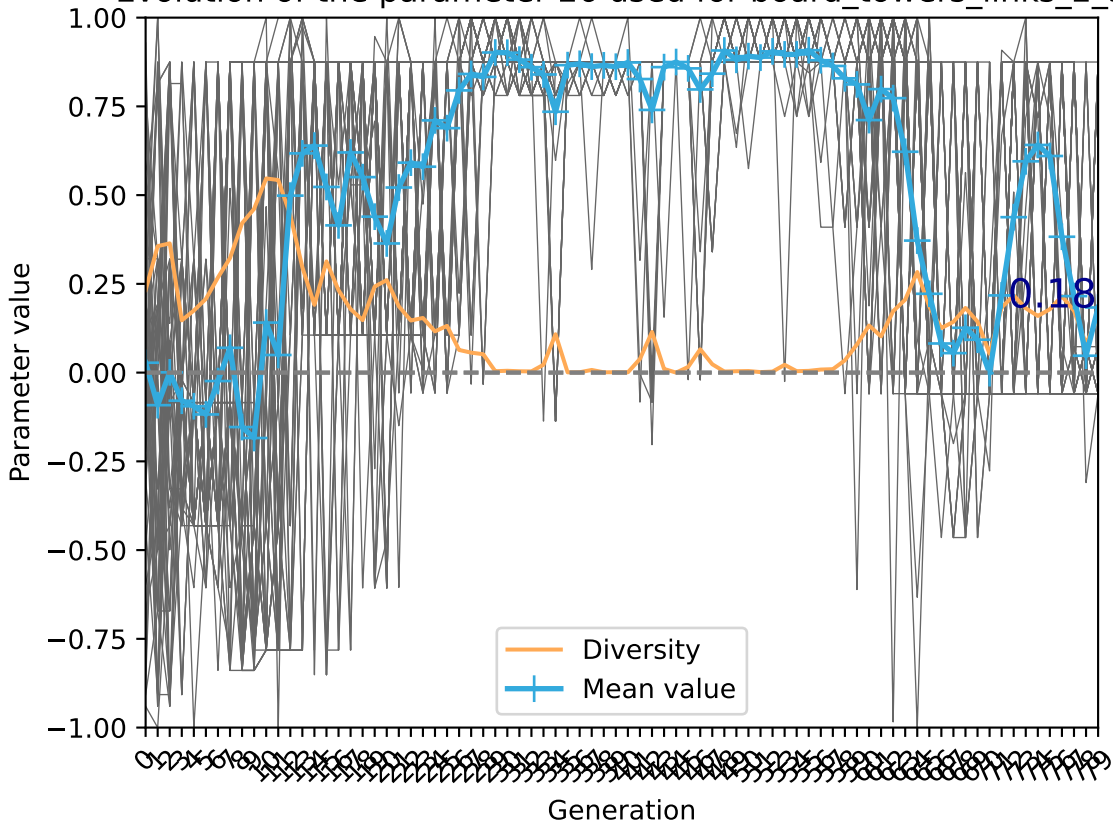
Evolution of the parameter 24 used for board_towers_links_1_4



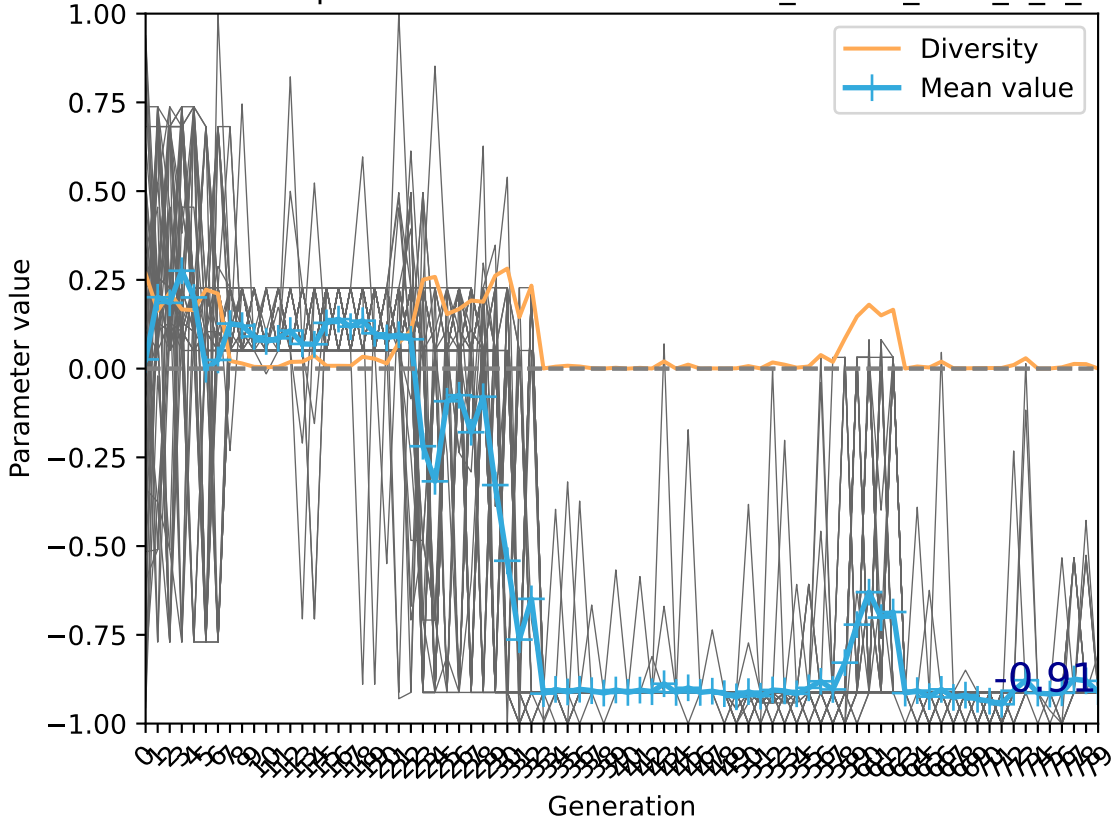
Evolution of the parameter 25 used for board_towers_links_2_2



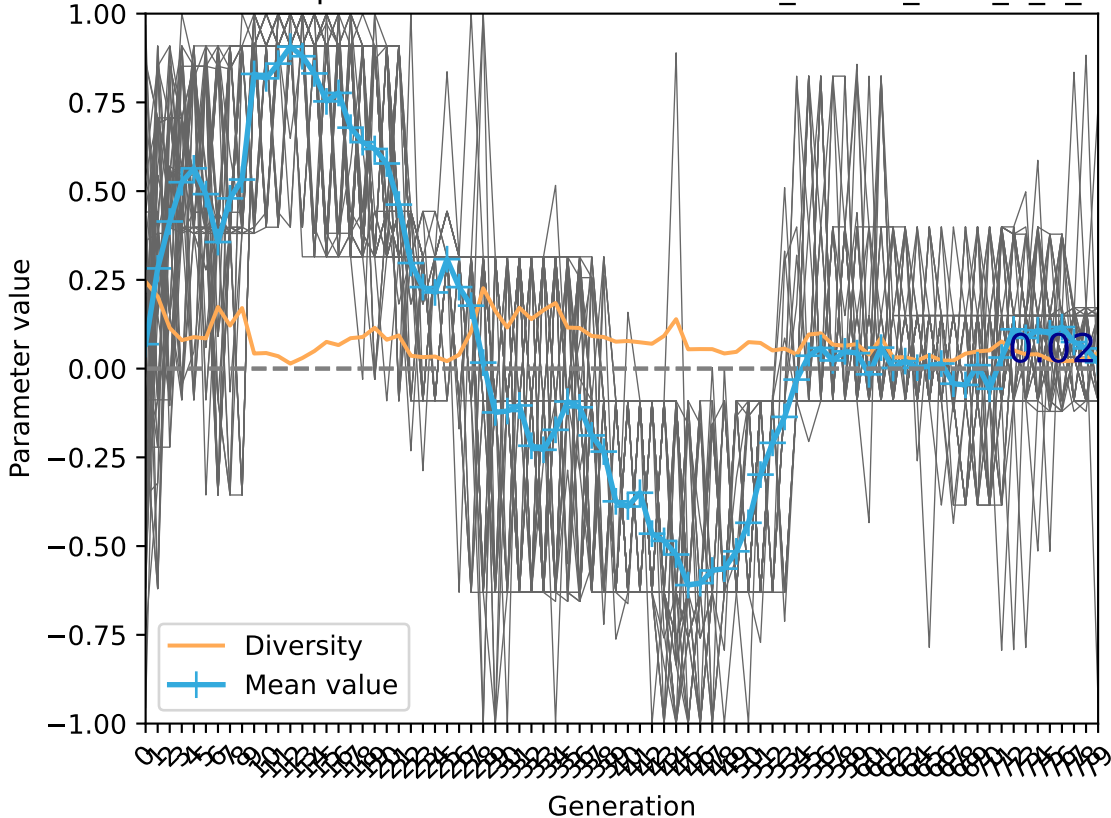
Evolution of the parameter 26 used for board_towers_links_2_3



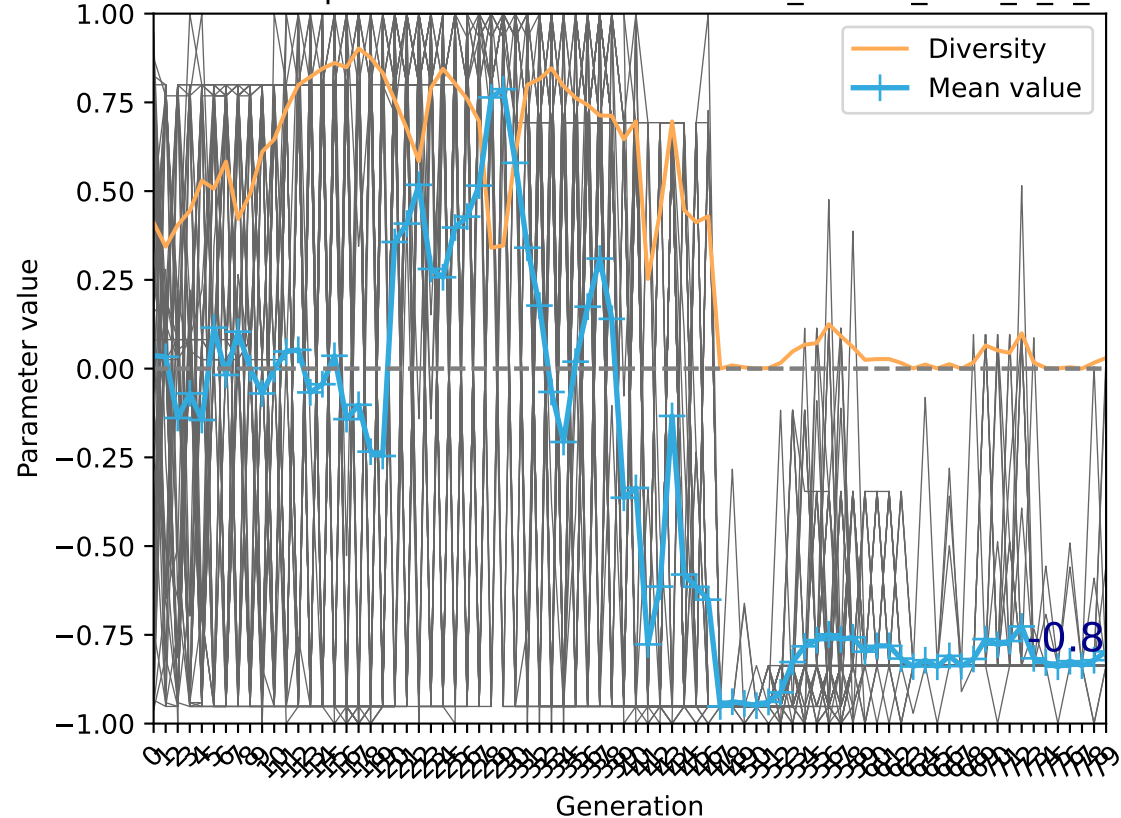
Evolution of the parameter 27 used for board_towers_links_1_1_enemy



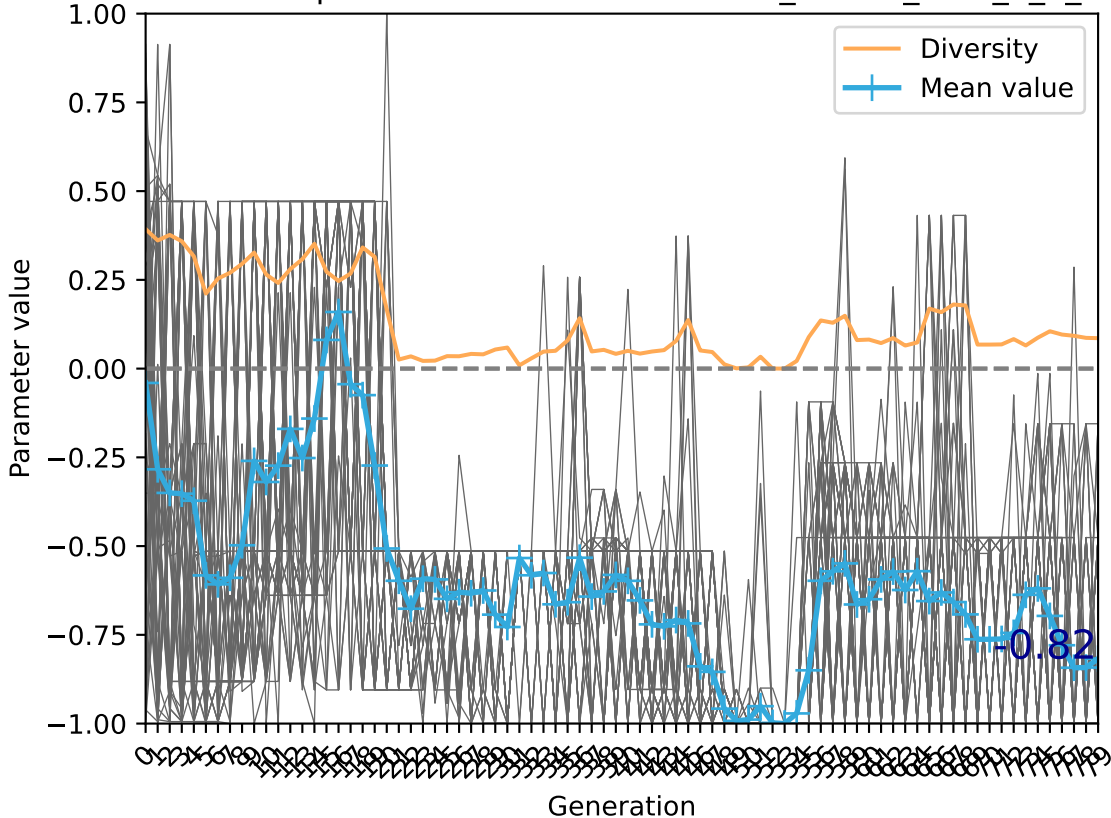
Evolution of the parameter 28 used for board_towers_links_1_2_enemy



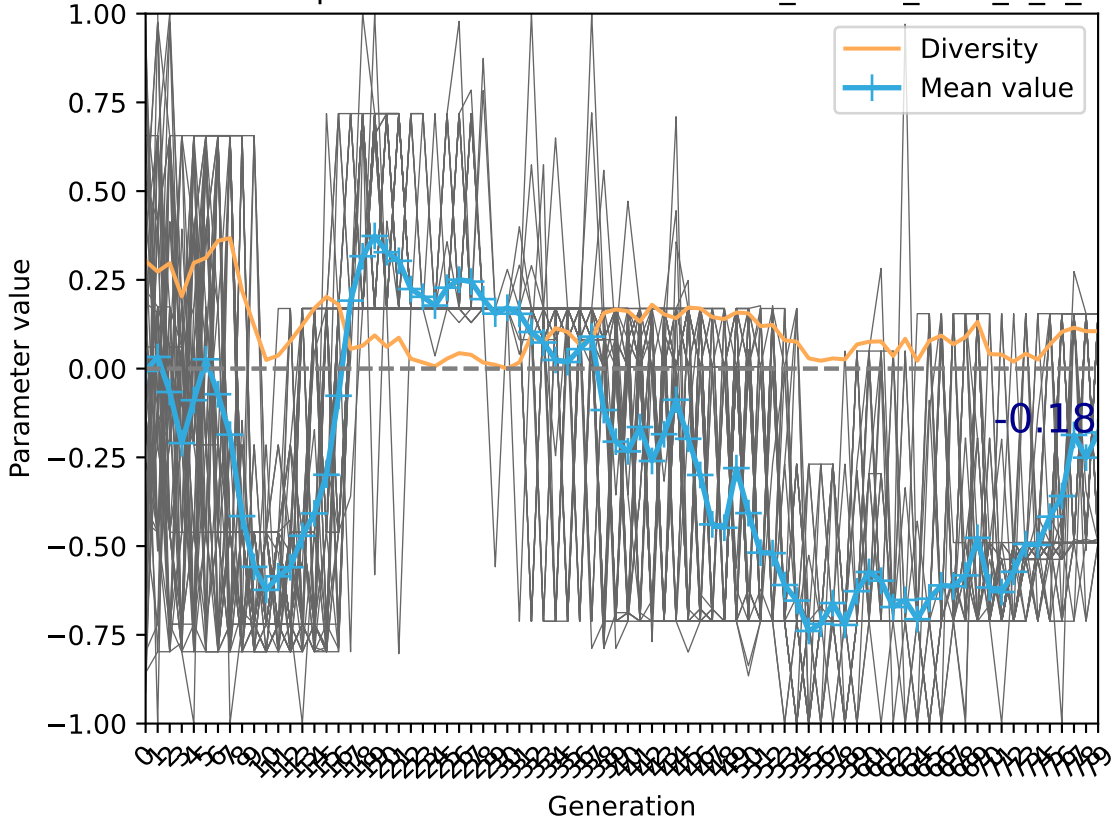
Evolution of the parameter 29 used for board_towers_links_1_3_enemy



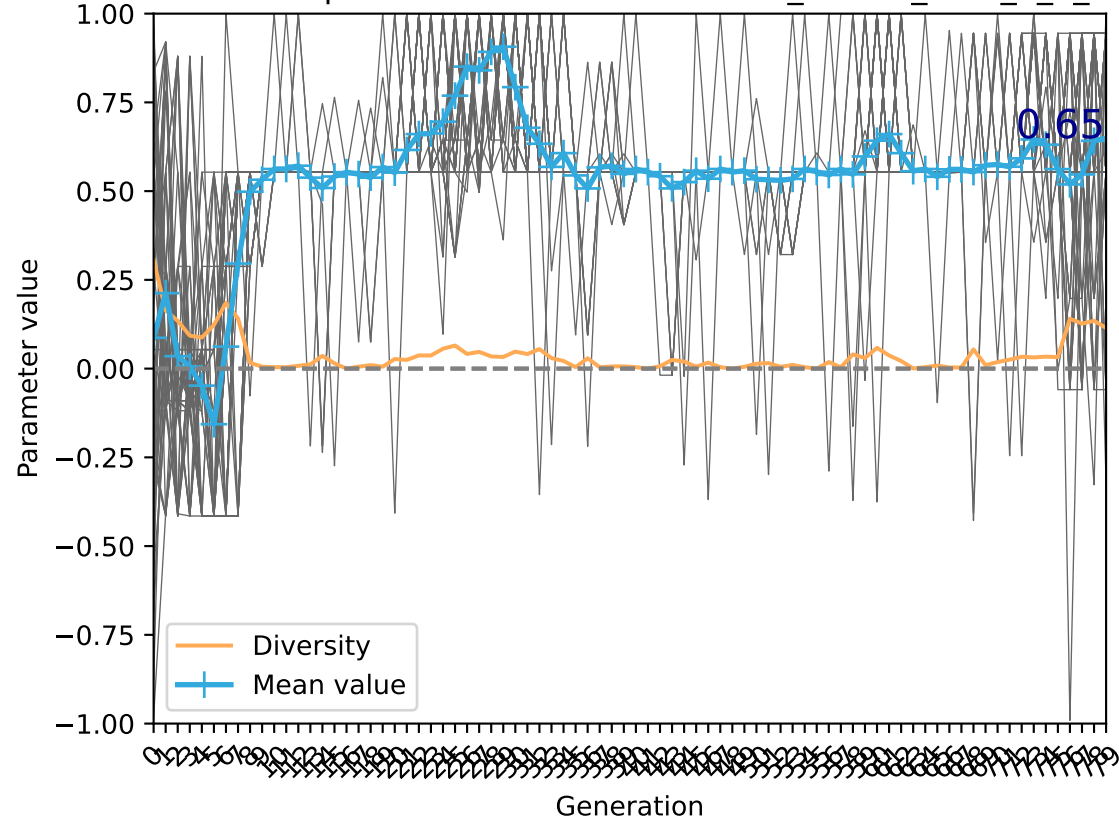
Evolution of the parameter 30 used for board_towers_links_1_4_enemy



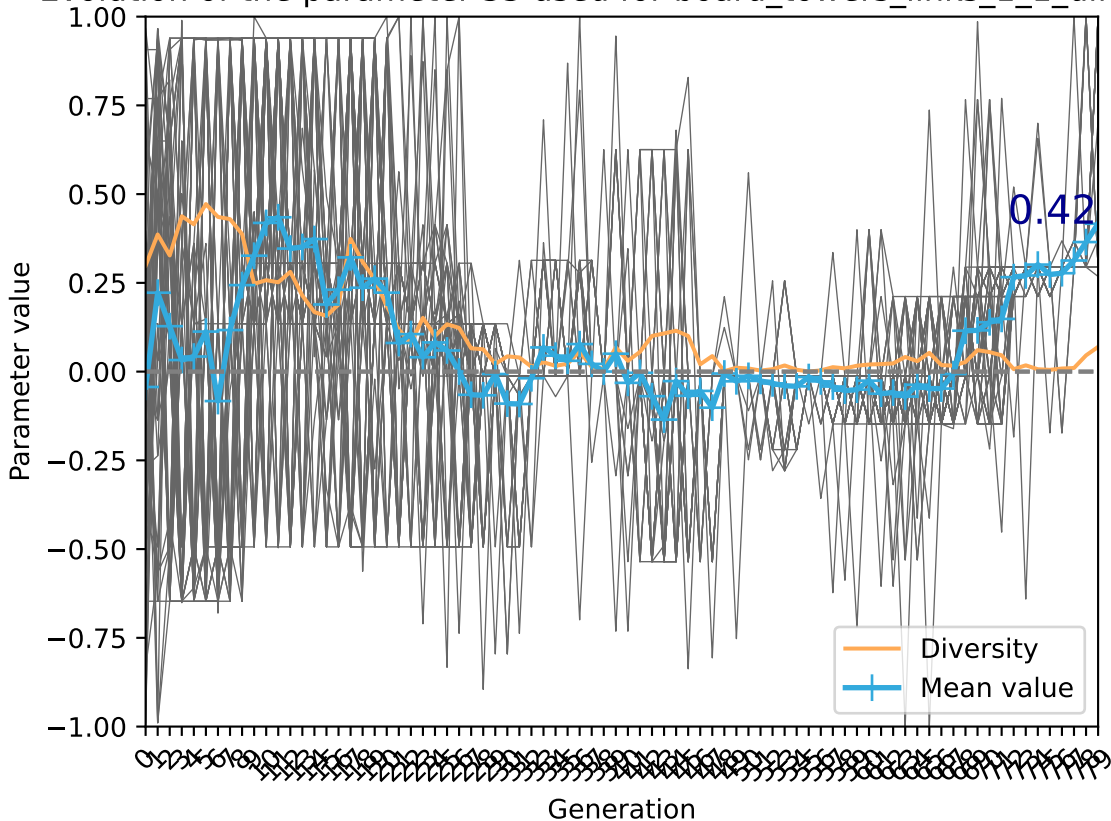
Evolution of the parameter 31 used for board_towers_links_2_2_enemy



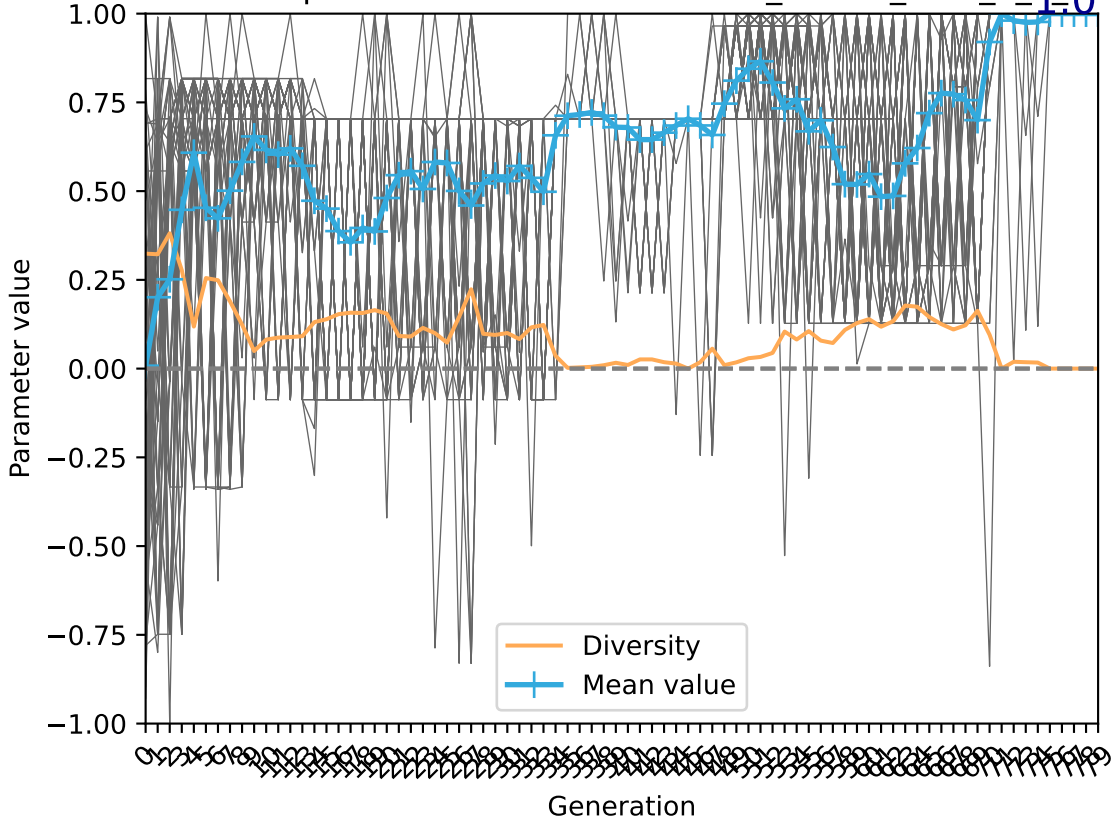
Evolution of the parameter 32 used for board_towers_links_2_3_enemy



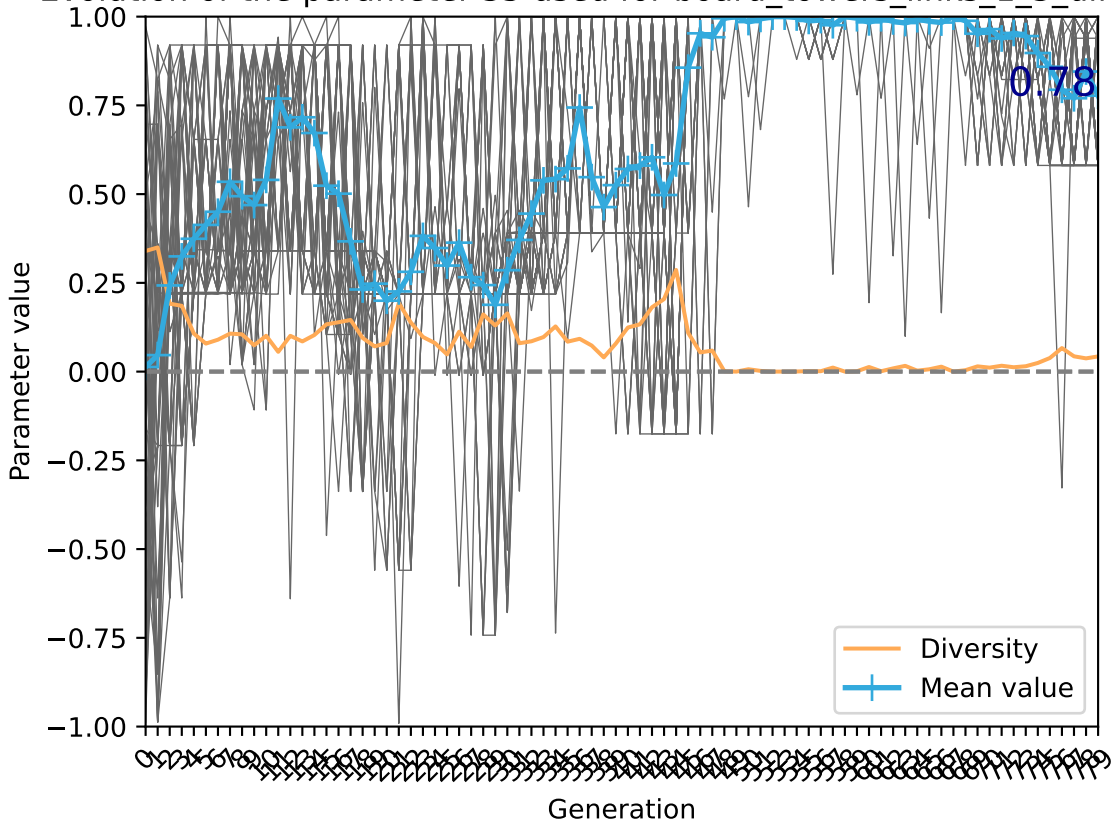
Evolution of the parameter 33 used for board_towers_links_1_1_different



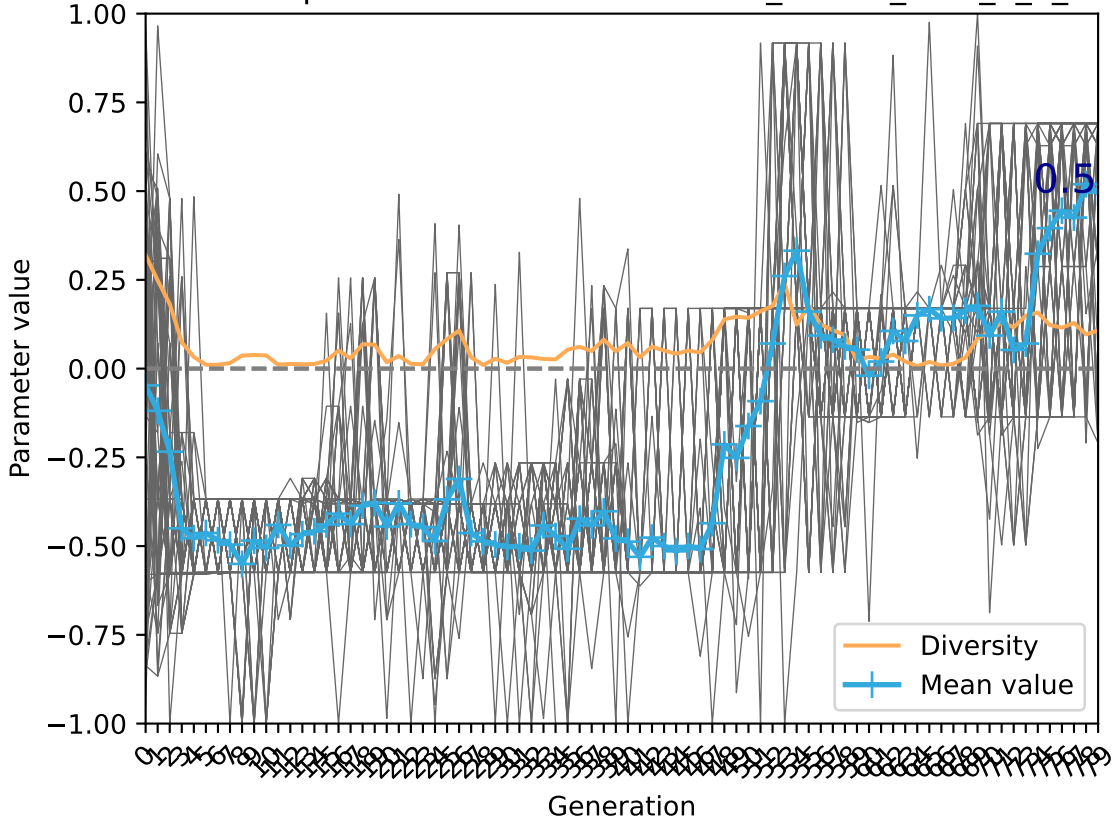
Evolution of the parameter 34 used for board_towers_links_1_2 different



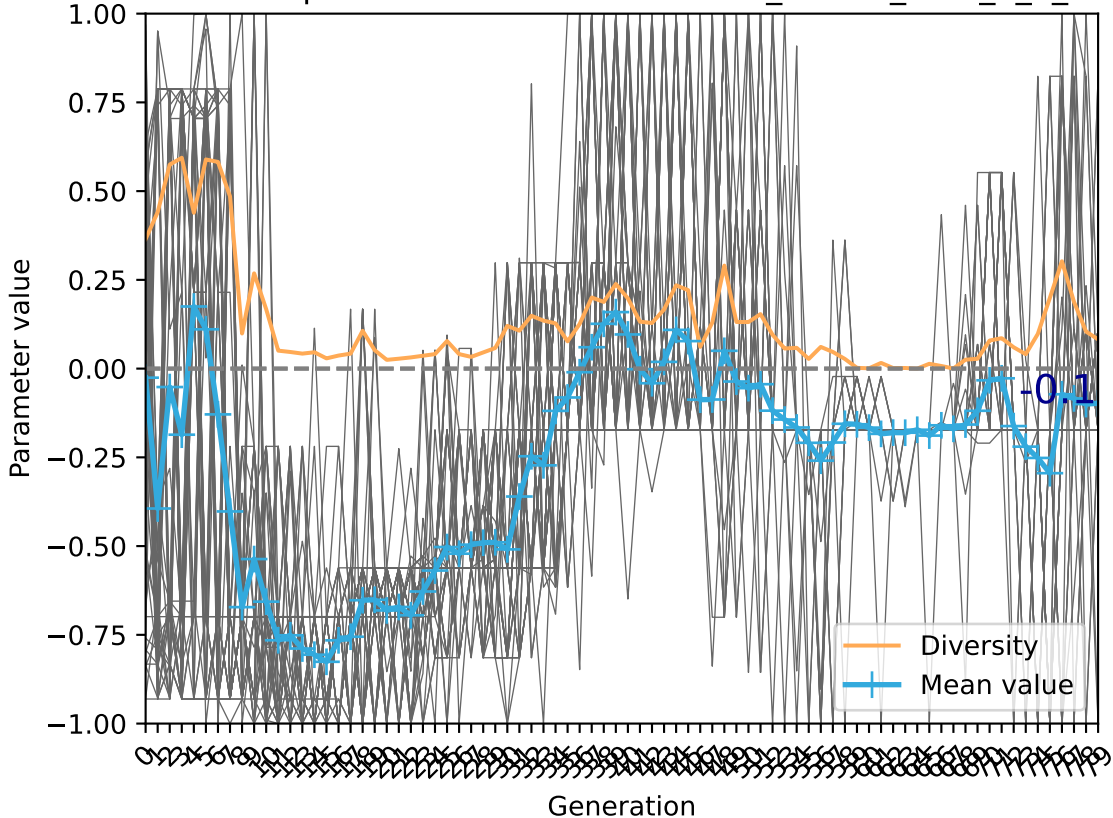
Evolution of the parameter 35 used for board_towers_links_1_3_different



Evolution of the parameter 36 used for board_towers_links_1_4_different



Evolution of the parameter 37 used for board_towers_links_2_2_different



Evolution of the parameter 38 used for board_towers_links_2_3_different

