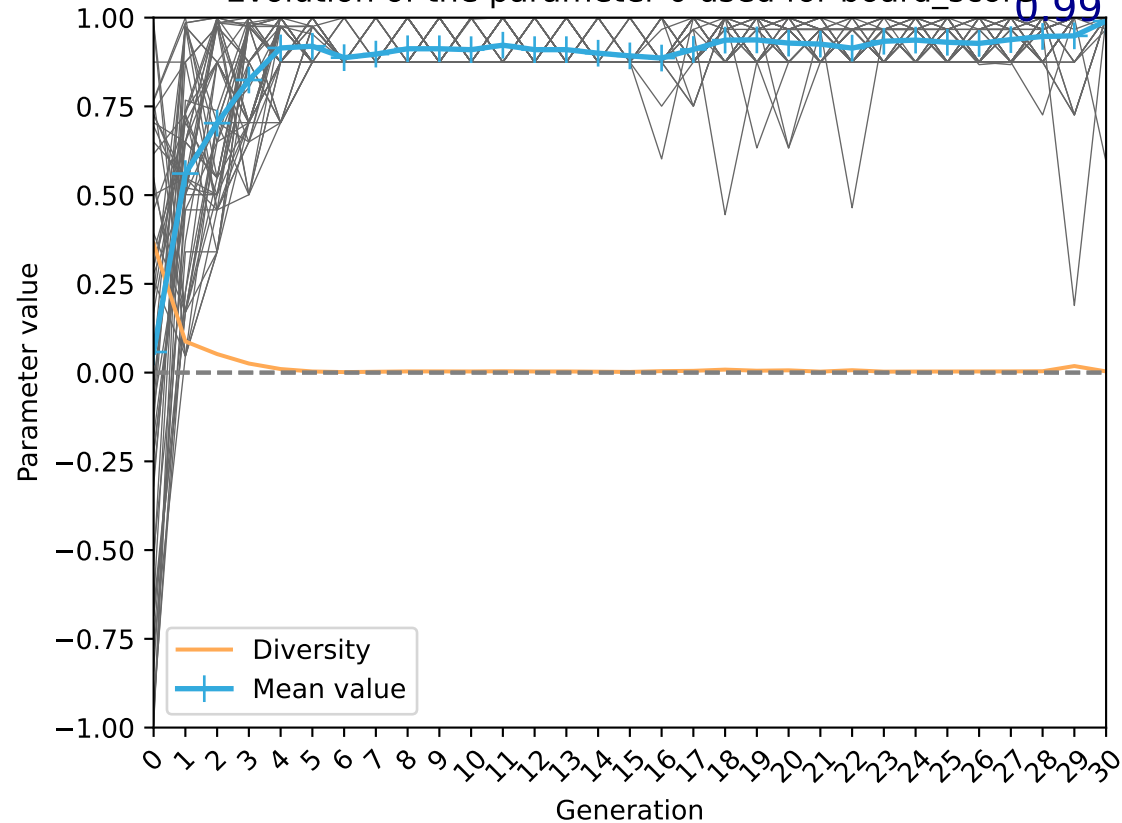


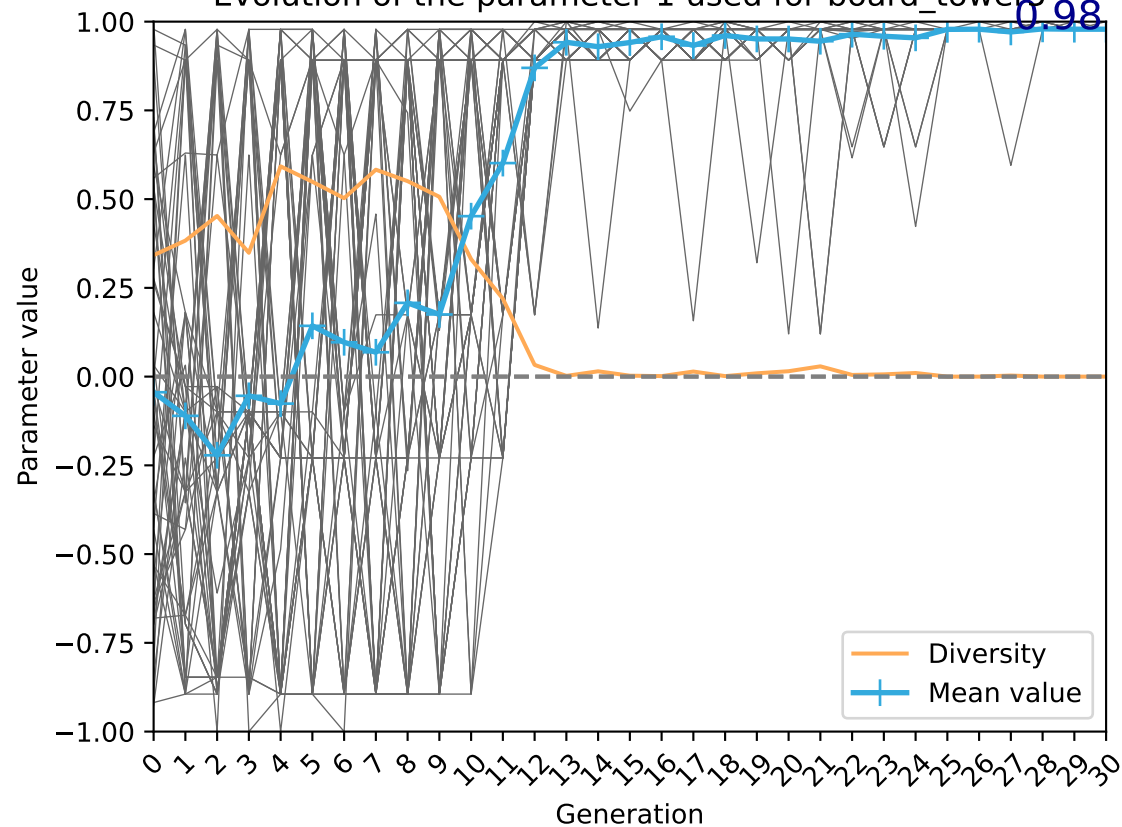
mctsSimulationIso

Evolution of the parameter 0 used for board_score

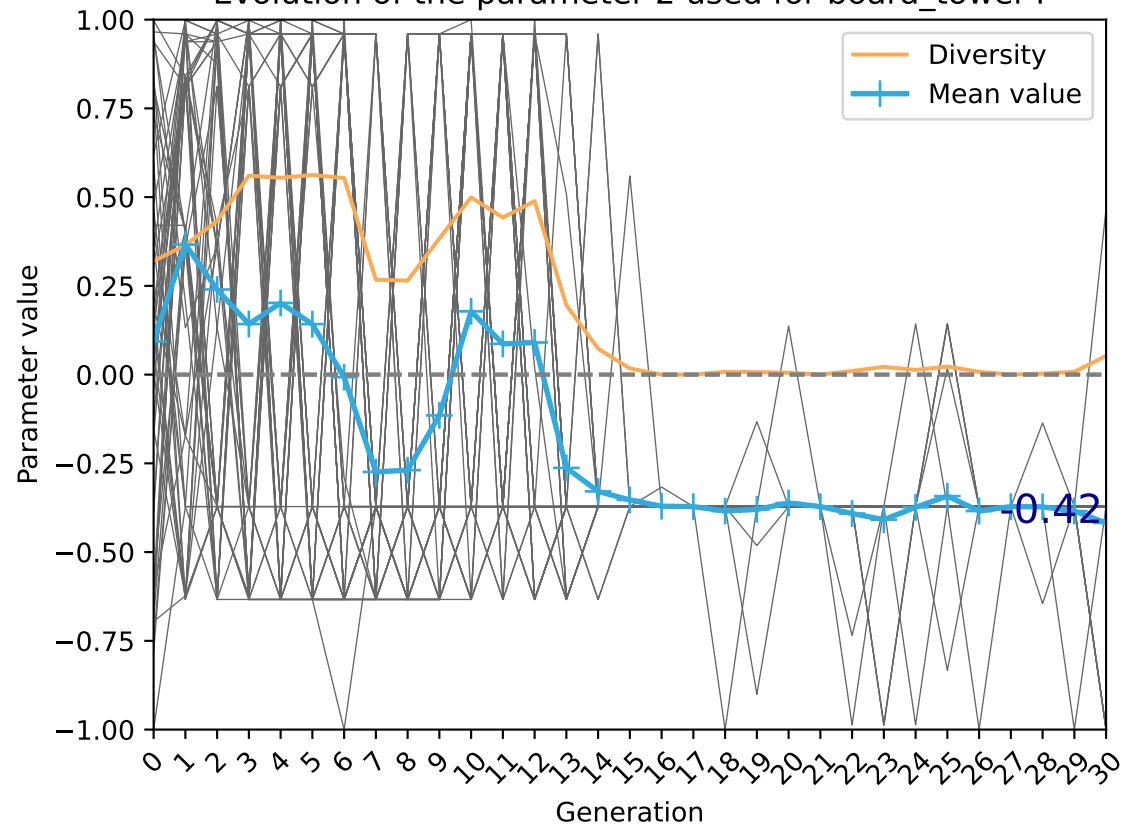
0.99



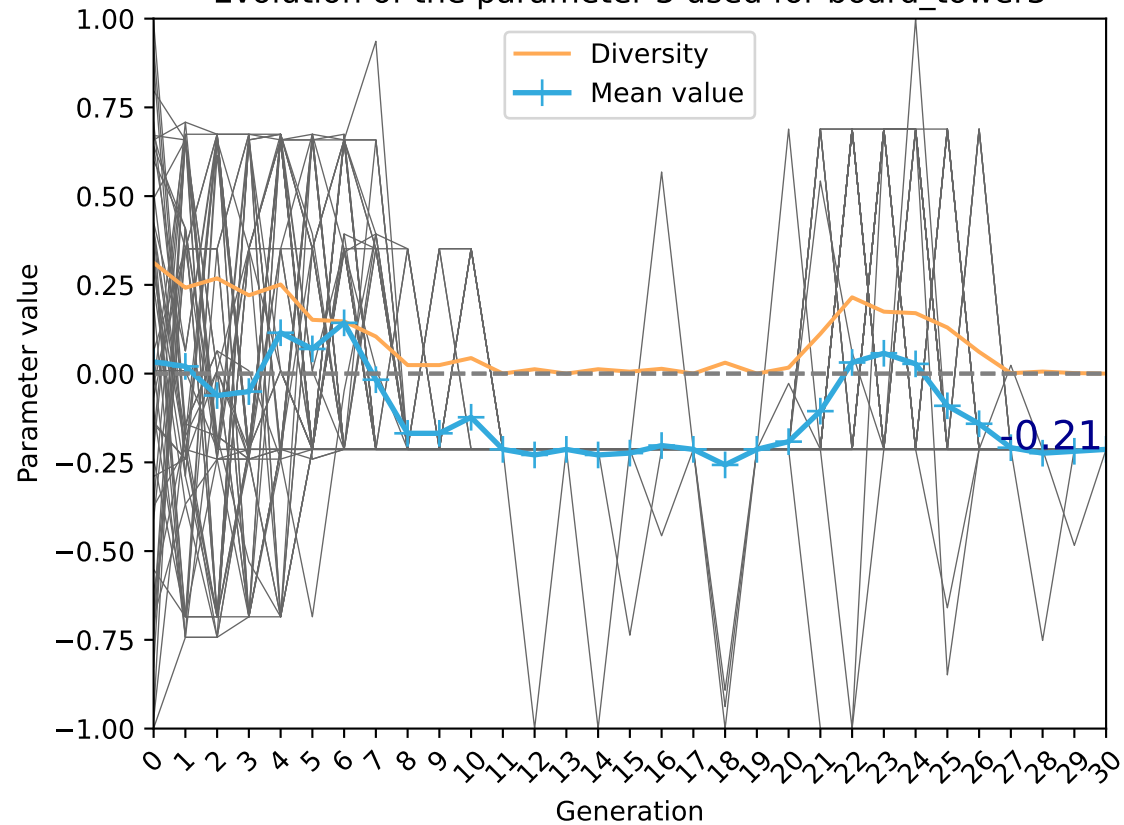
Evolution of the parameter 1 used for board_tower5



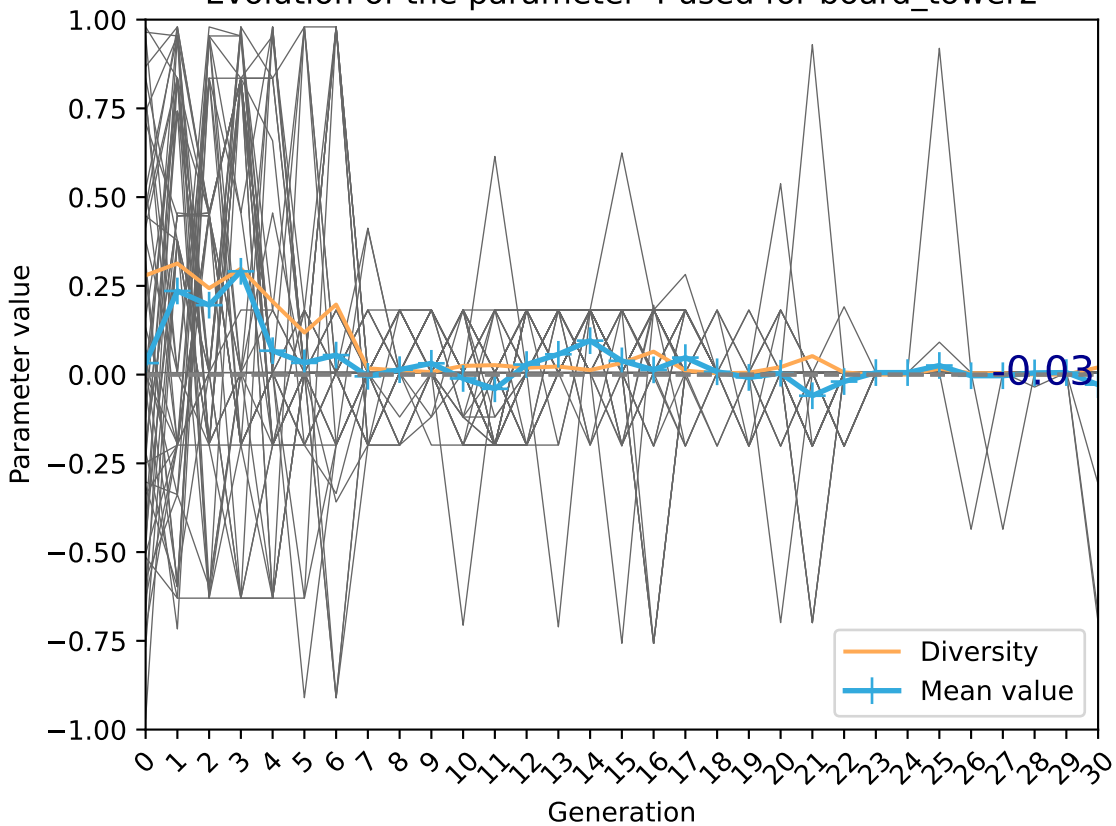
Evolution of the parameter 2 used for board_tower4



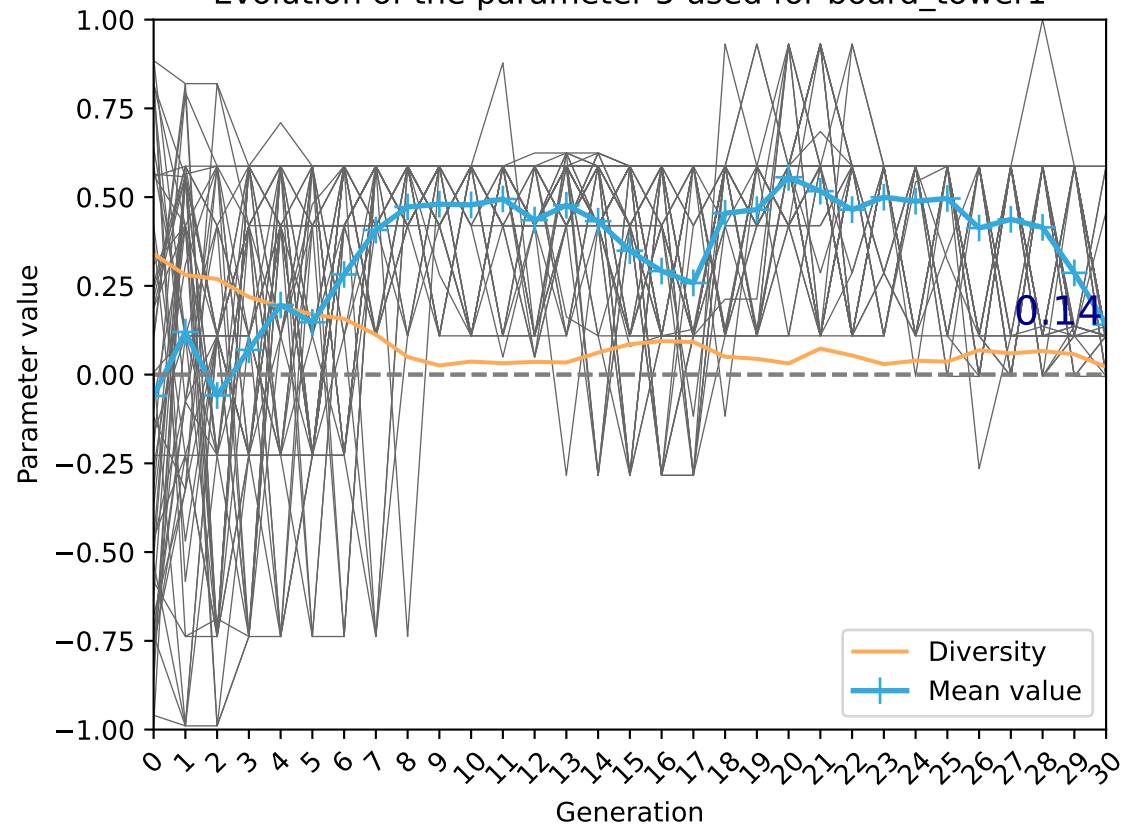
Evolution of the parameter 3 used for board_tower3



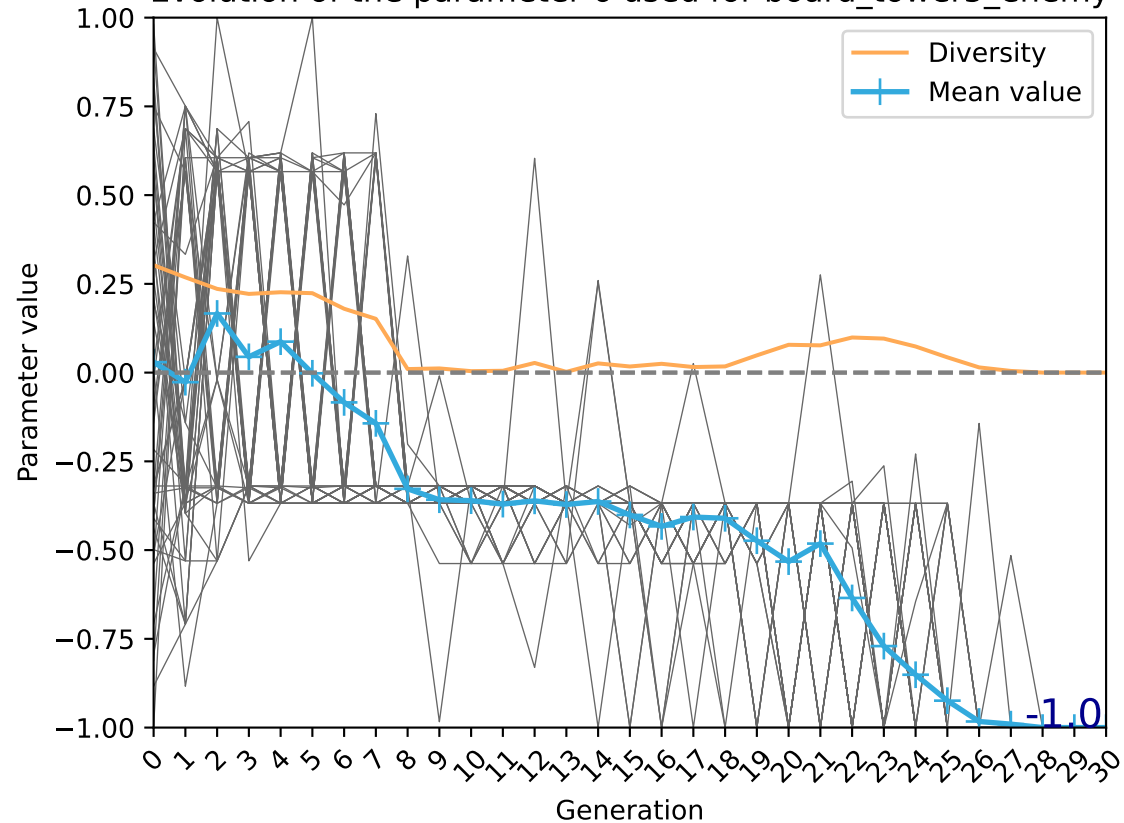
Evolution of the parameter 4 used for board_tower2



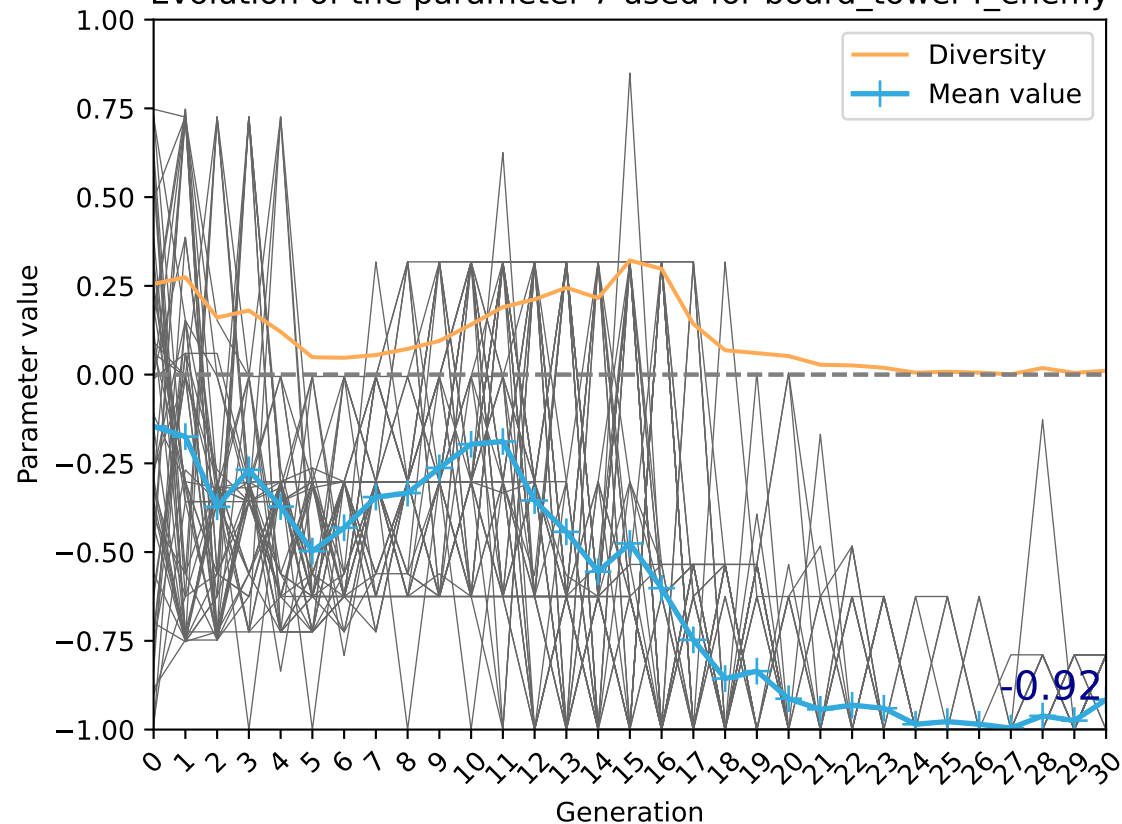
Evolution of the parameter 5 used for board_tower1



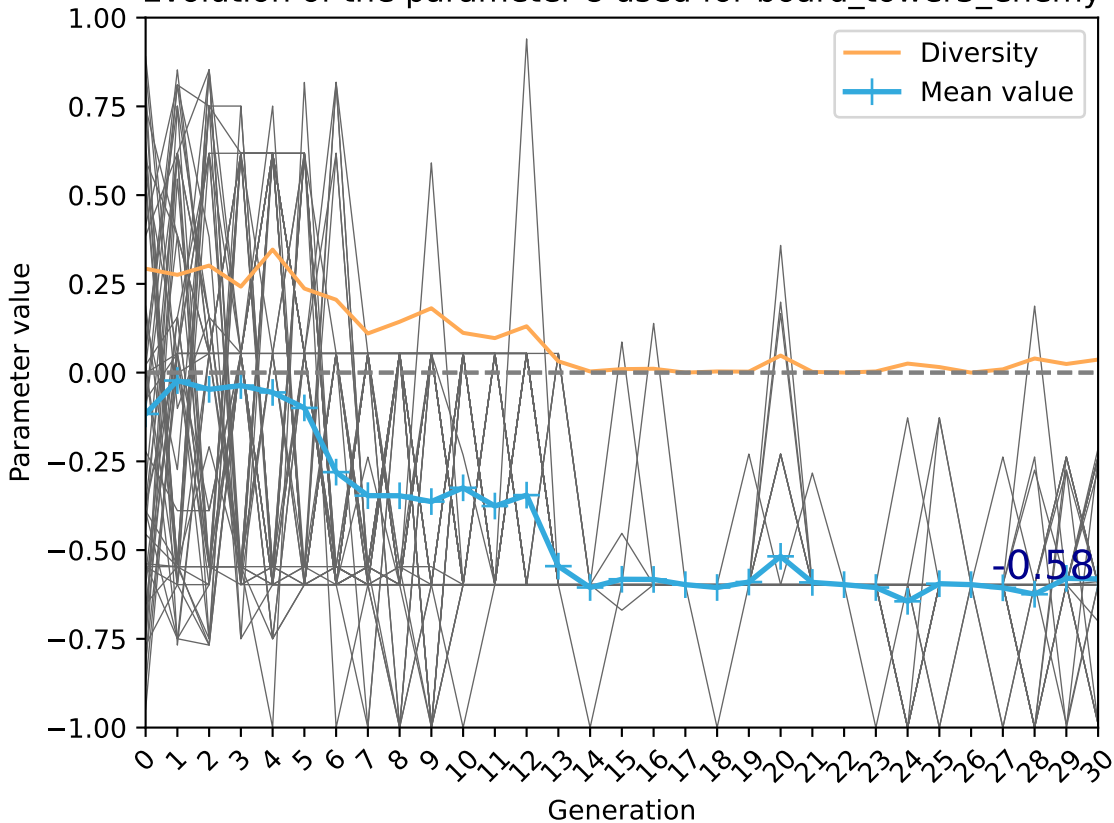
Evolution of the parameter 6 used for board_tower5_enemy



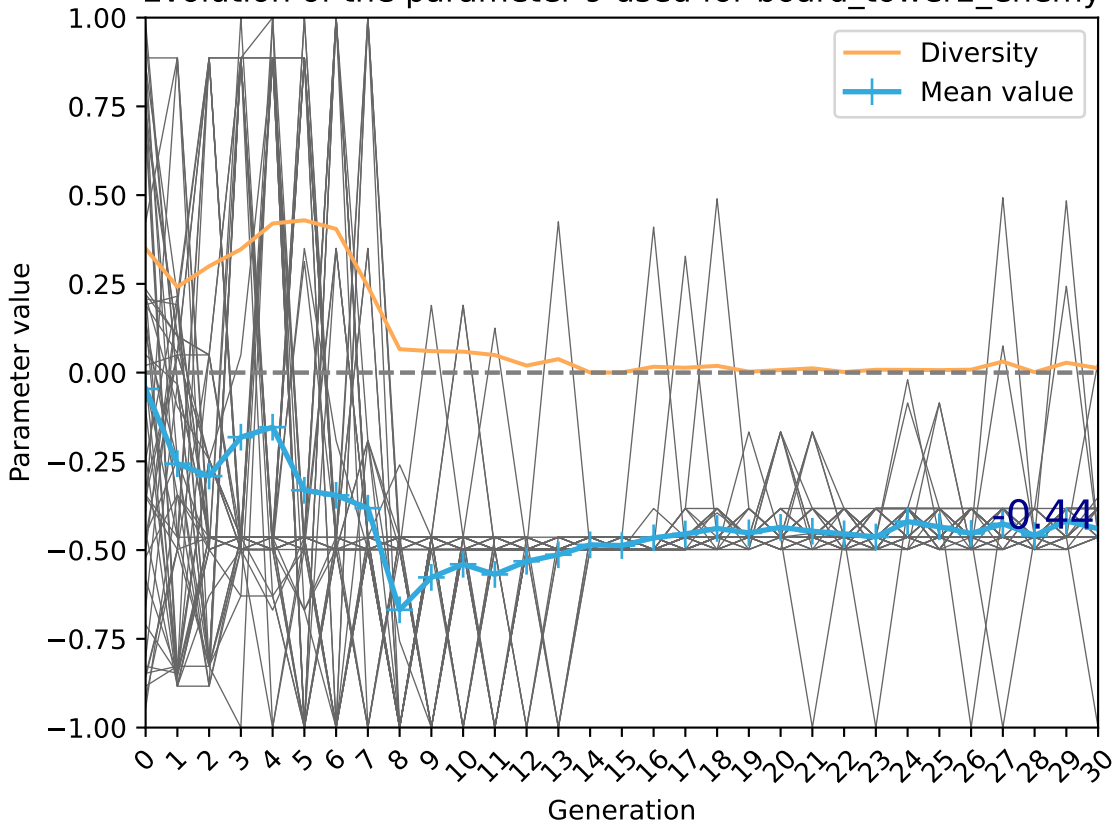
Evolution of the parameter 7 used for board_tower4_enemy



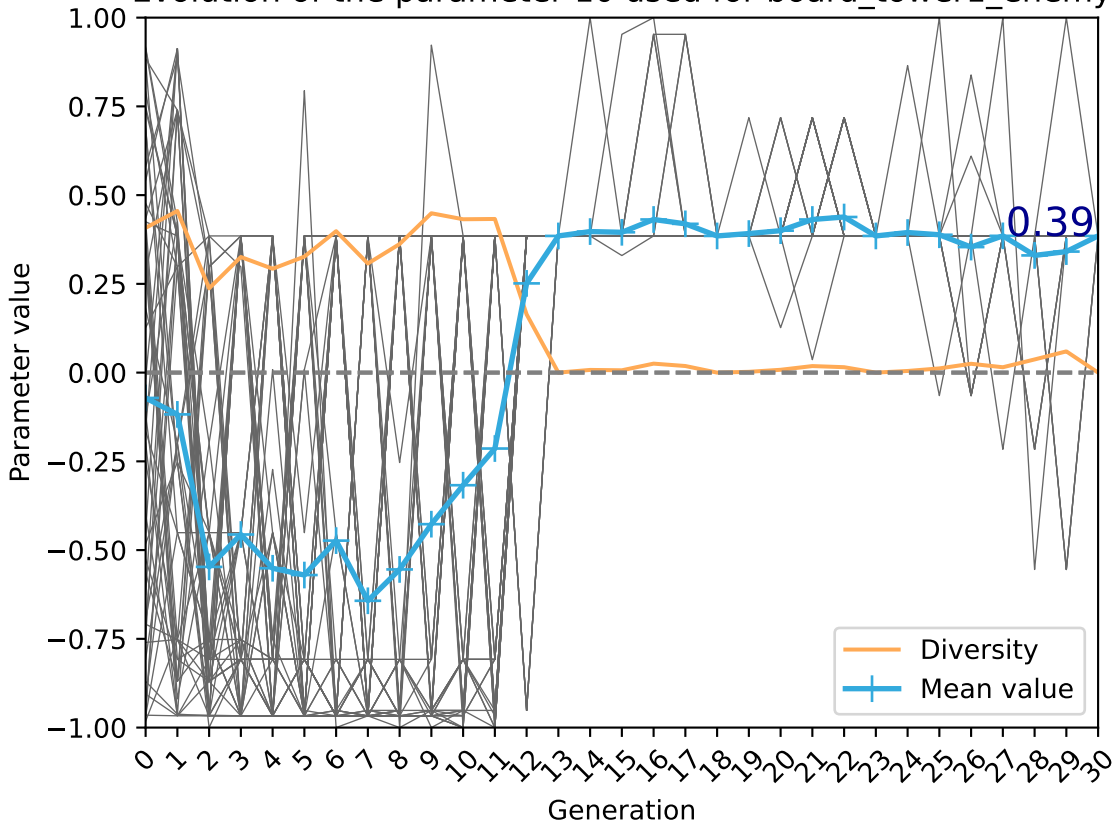
Evolution of the parameter 8 used for board_tower3_enemy



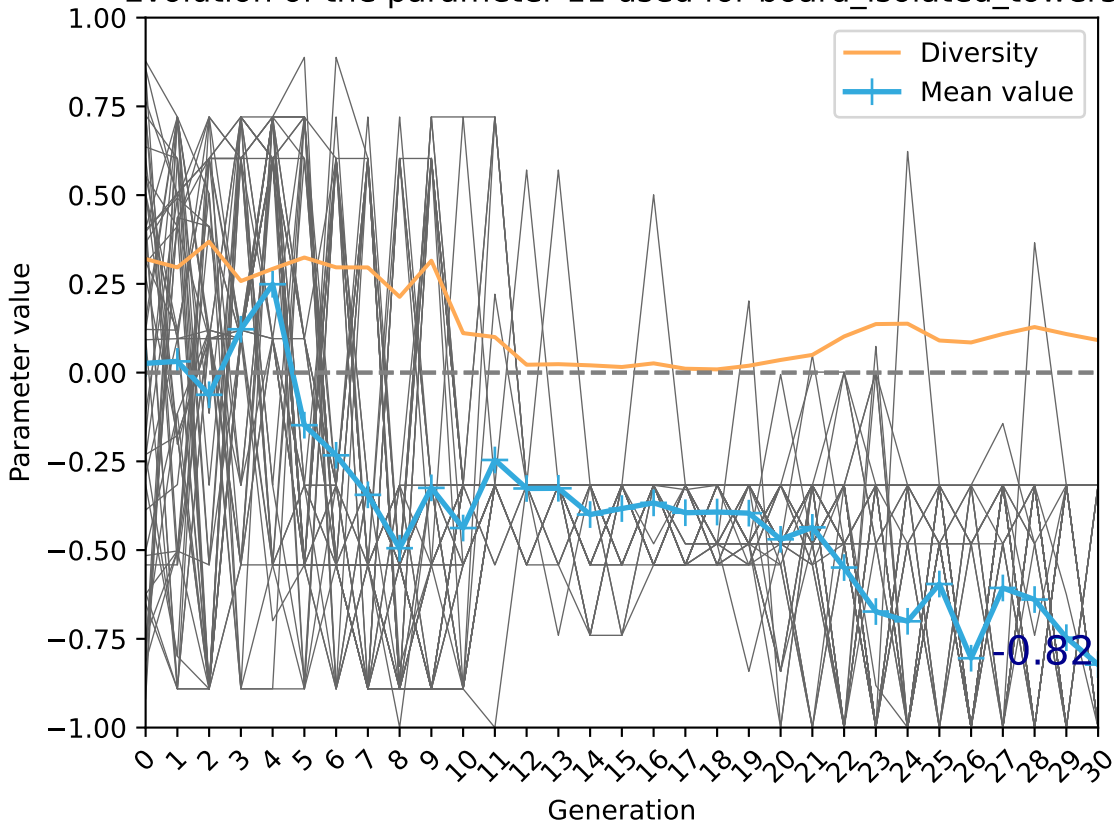
Evolution of the parameter 9 used for board_tower2_enemy



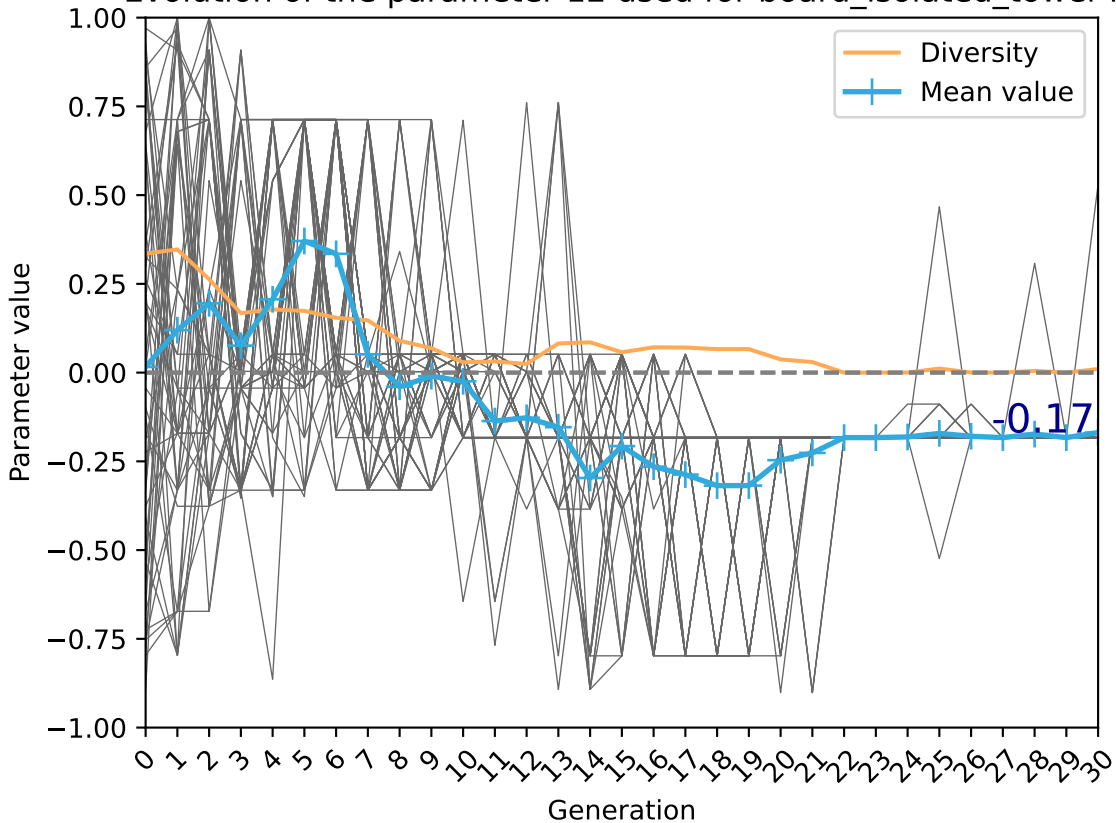
Evolution of the parameter 10 used for board_tower1_enemy



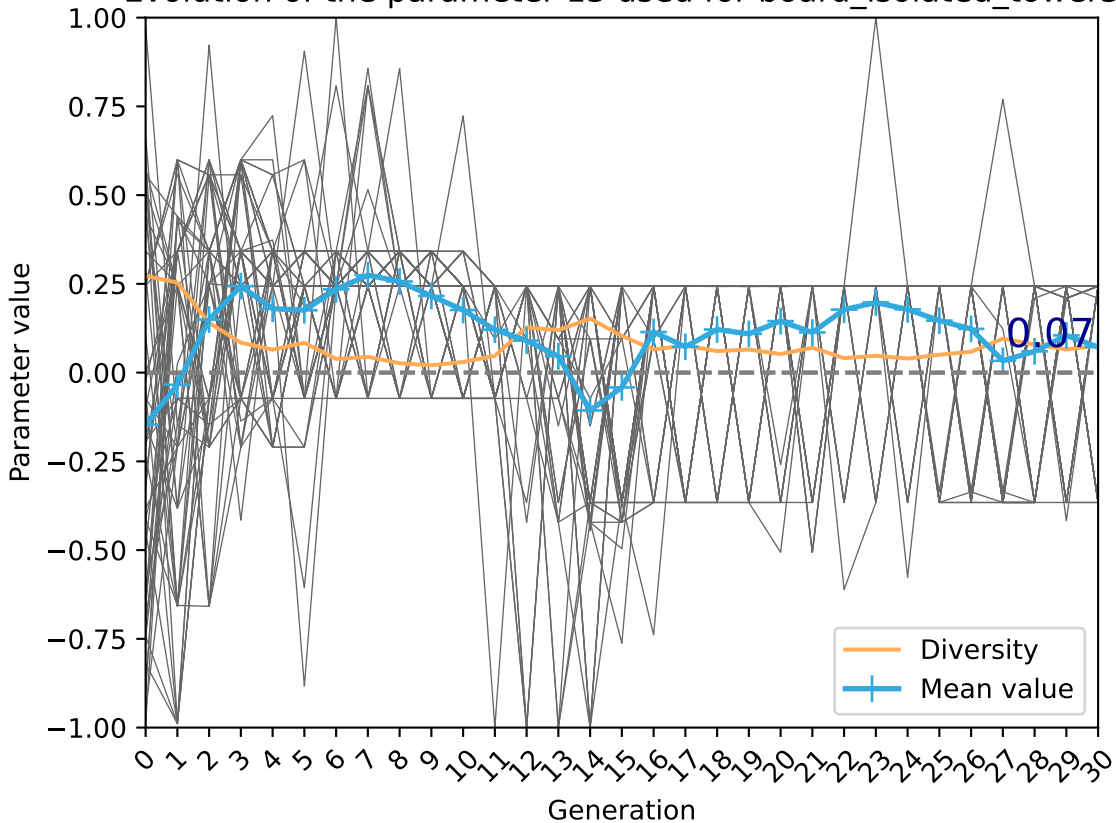
Evolution of the parameter 11 used for board_isolated_tower5



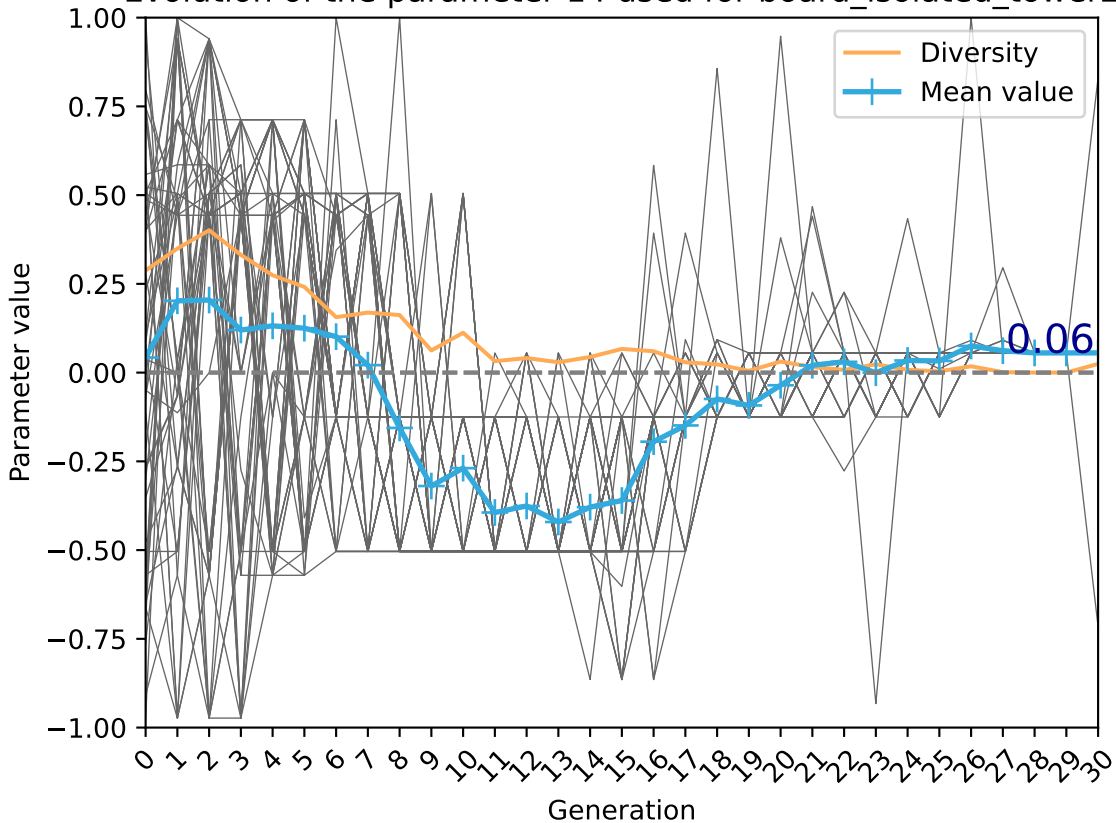
Evolution of the parameter 12 used for board_isolated_tower4



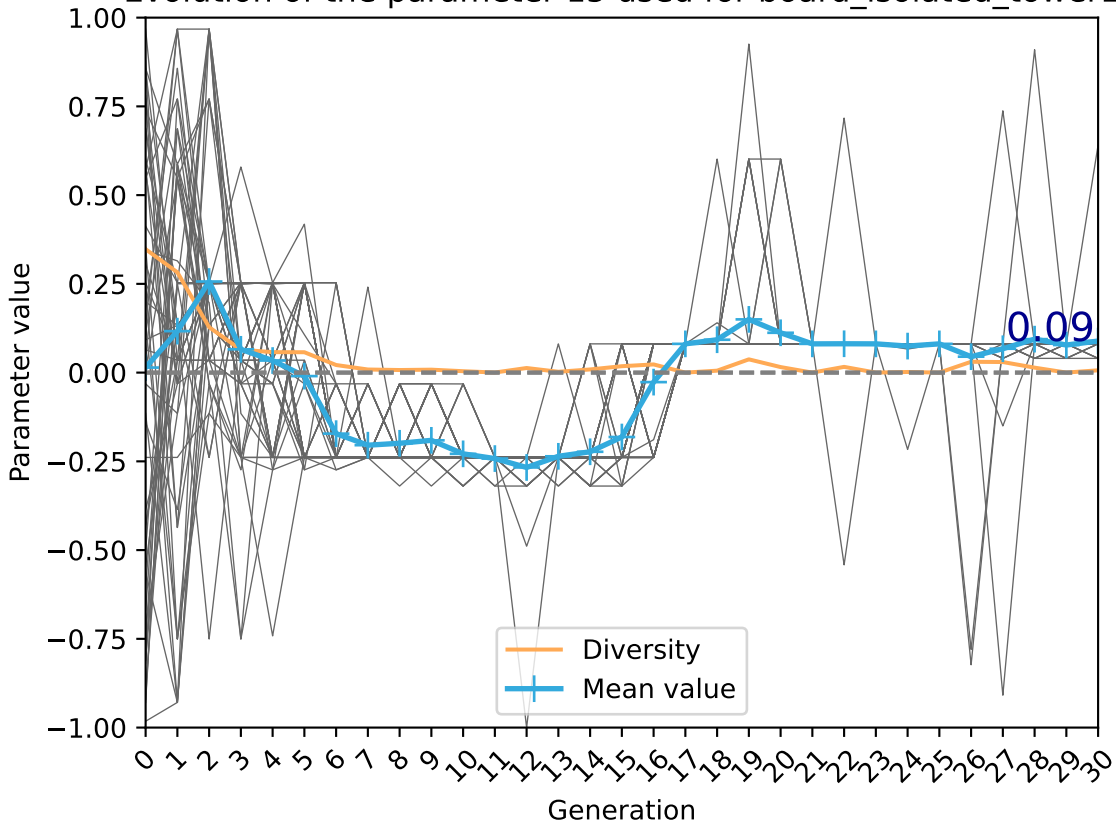
Evolution of the parameter 13 used for board_isolated_tower3



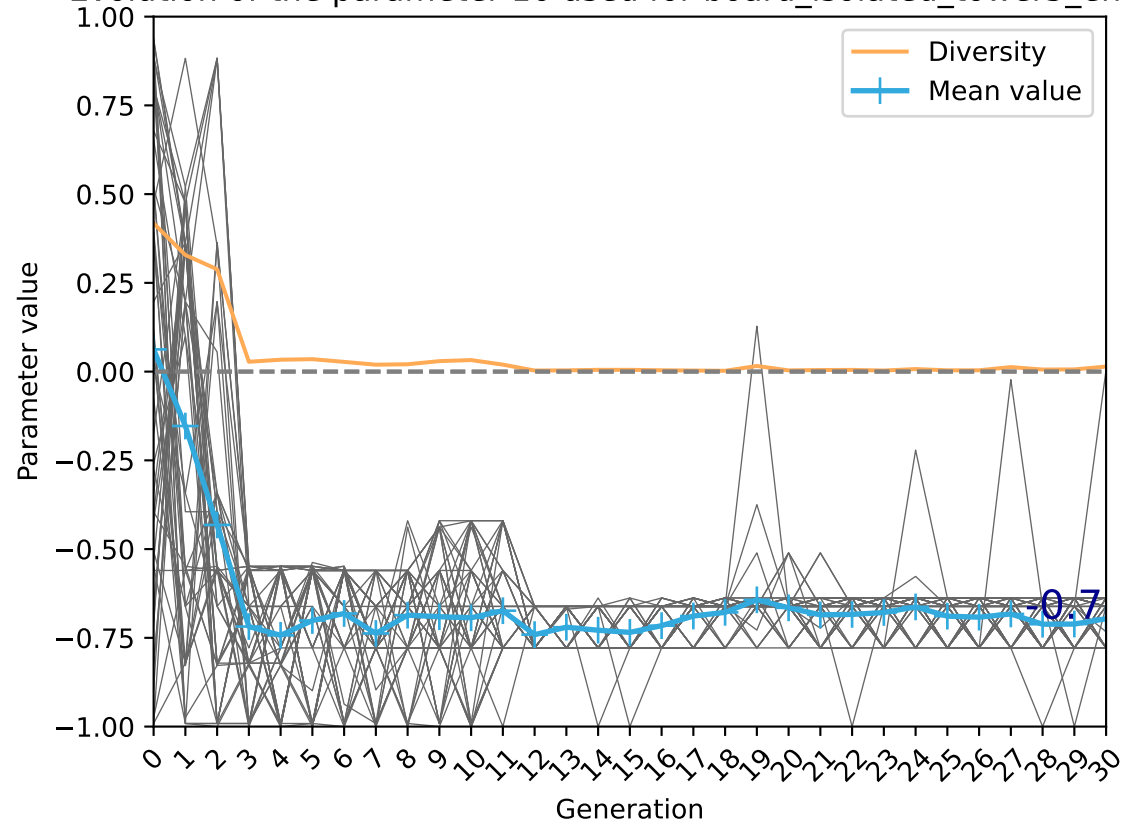
Evolution of the parameter 14 used for board_isolated_tower2



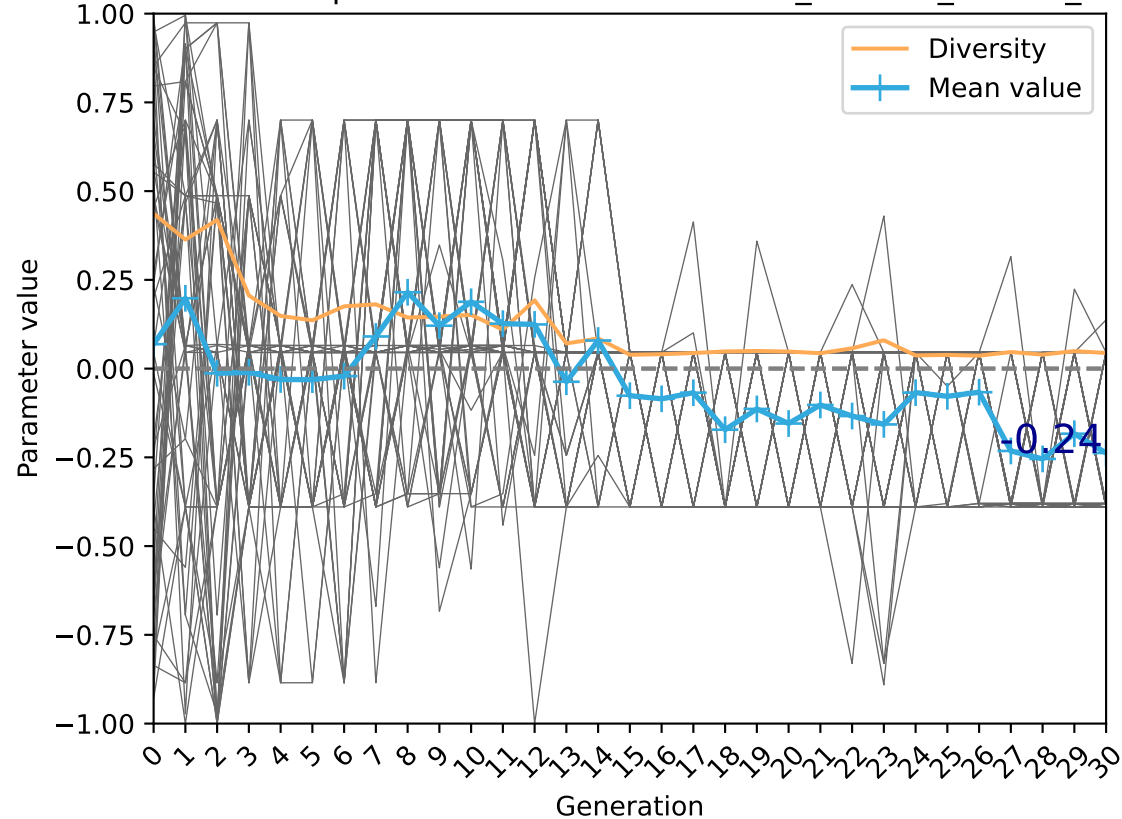
Evolution of the parameter 15 used for board_isolated_tower1



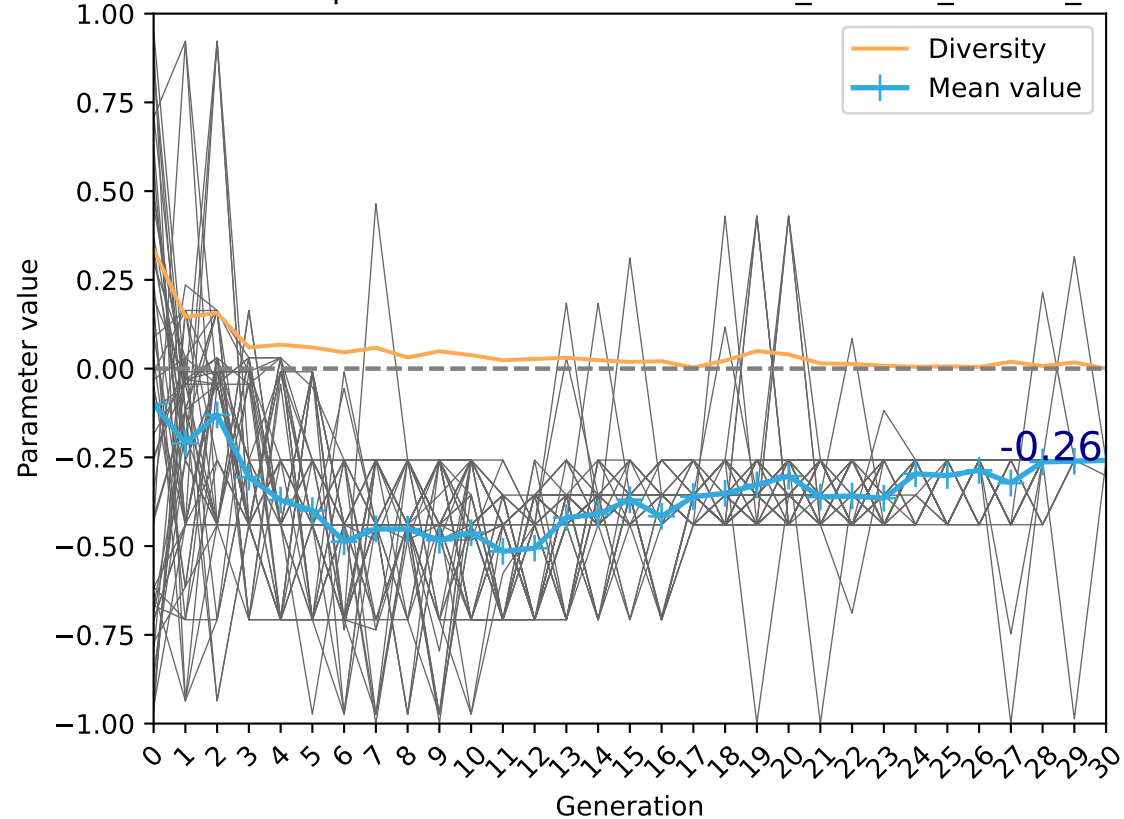
Evolution of the parameter 16 used for board_isolated_tower5_enemy



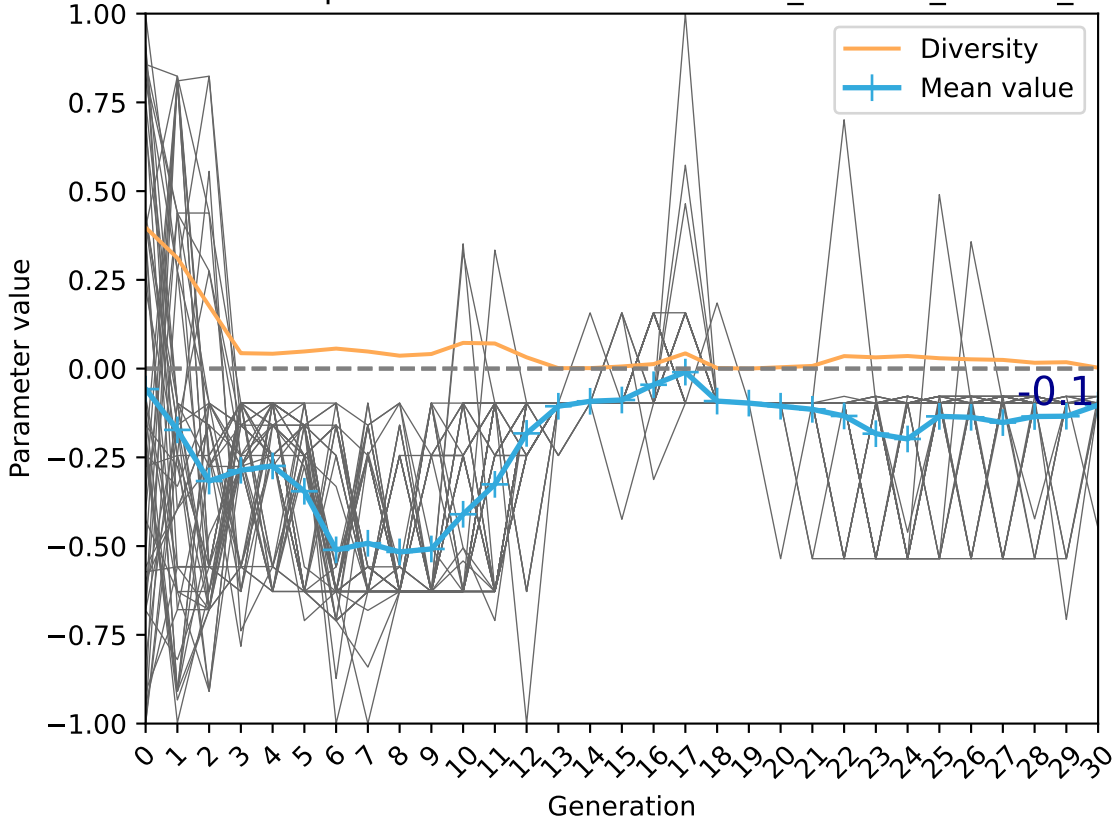
Evolution of the parameter 17 used for board_isolated_tower4_enemy



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

