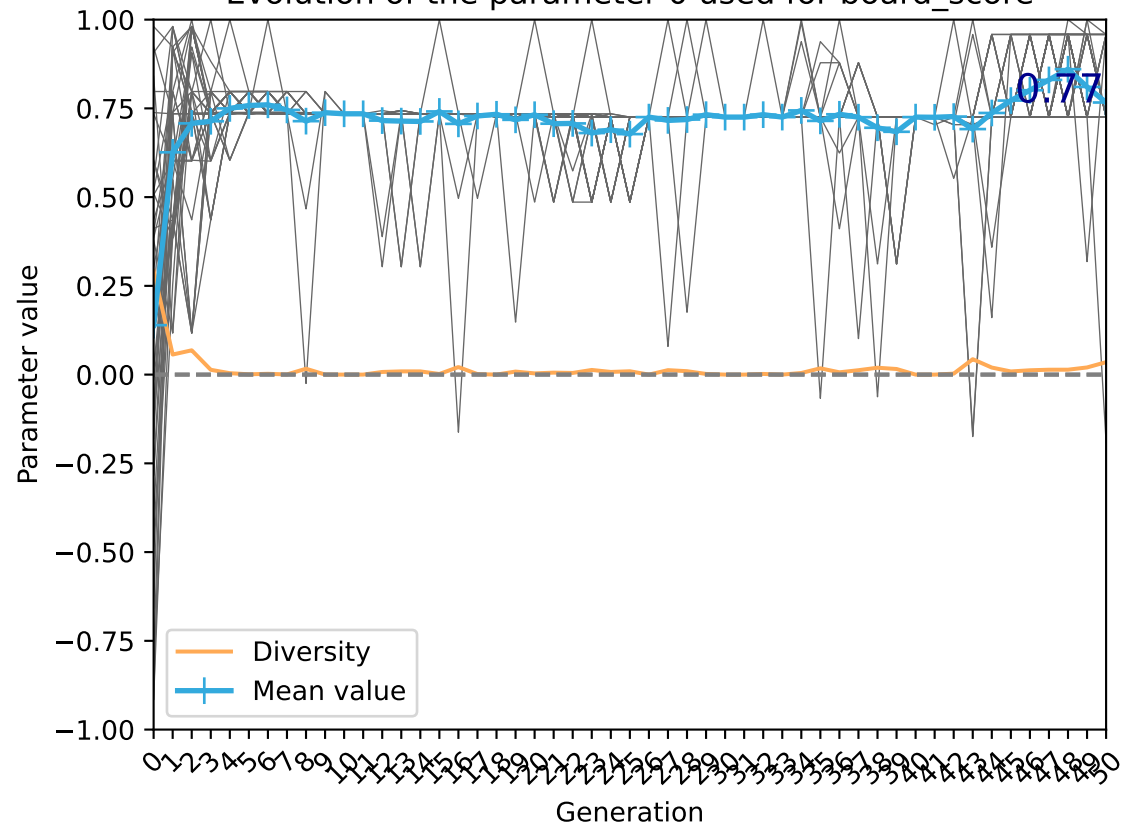
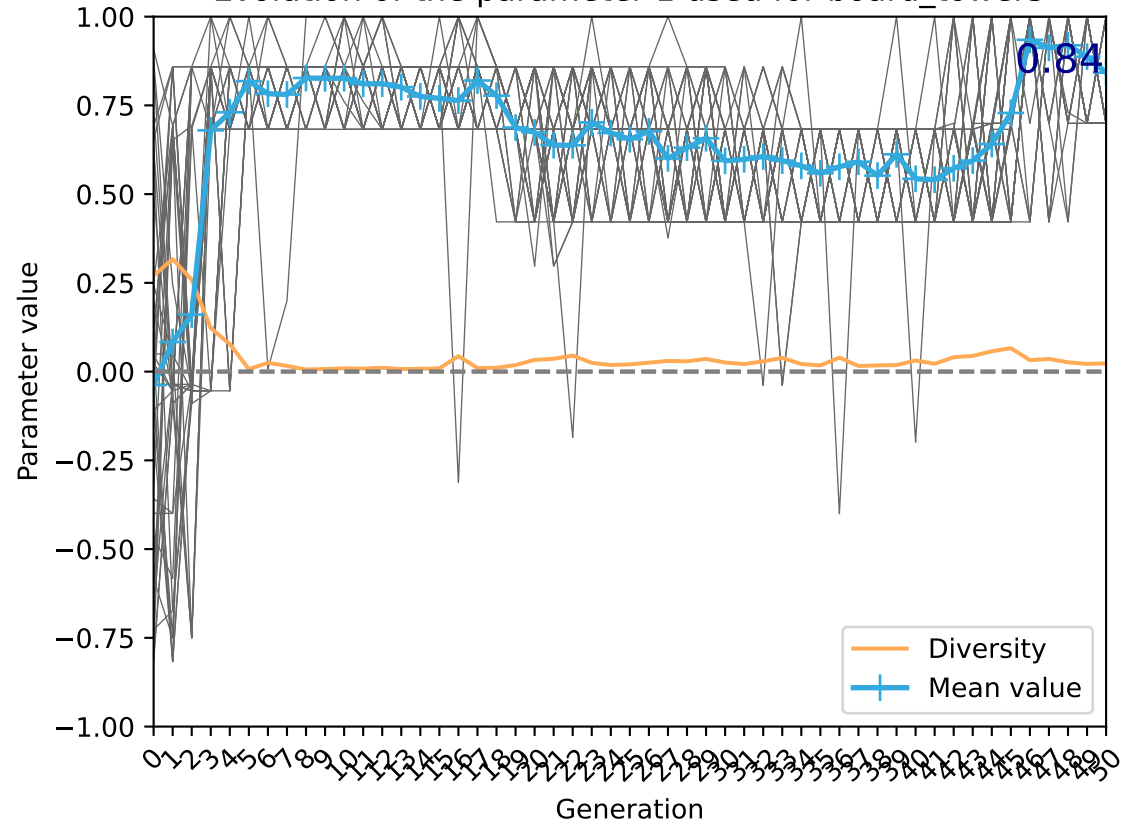


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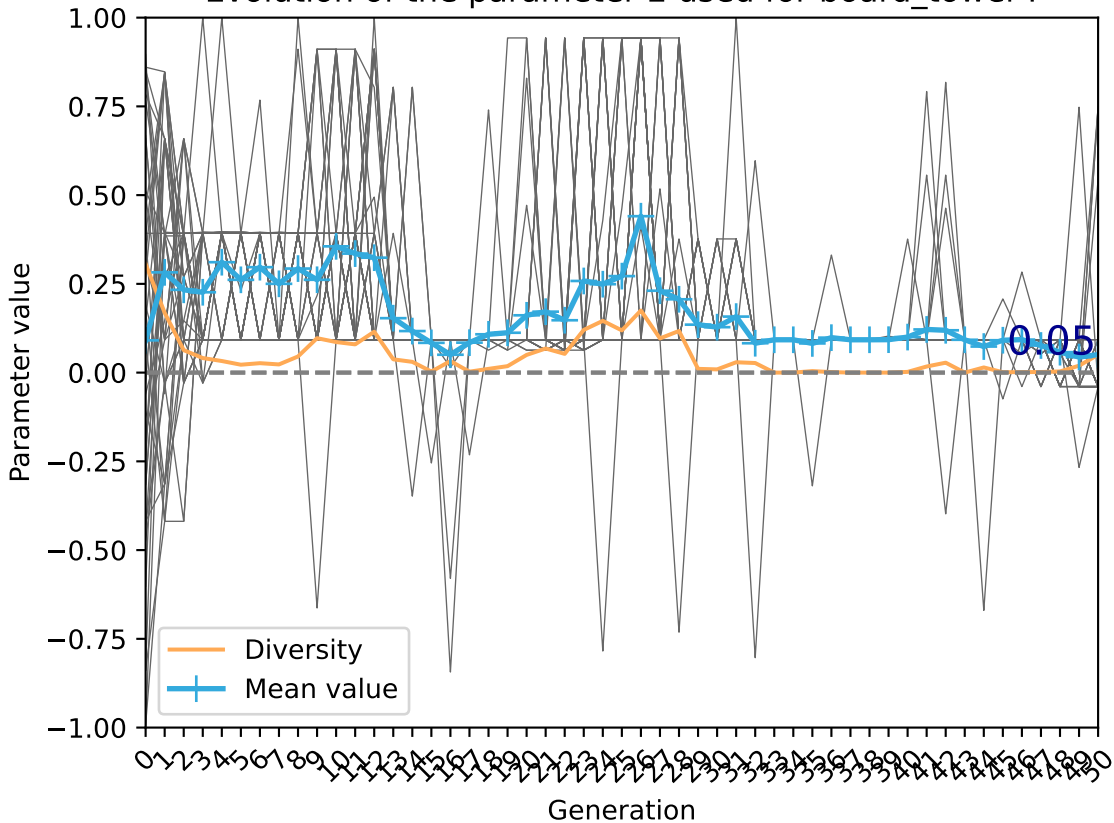
Evolution of the parameter 0 used for board\_score



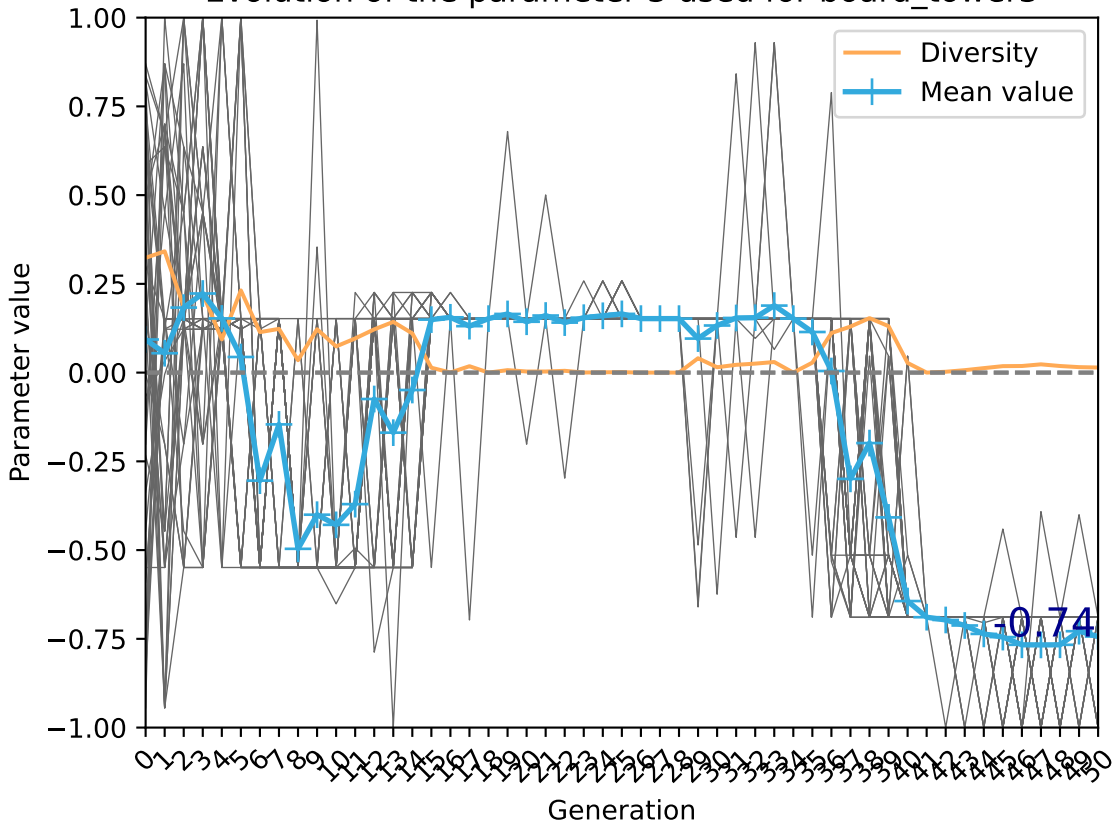
Evolution of the parameter 1 used for board\_tower5



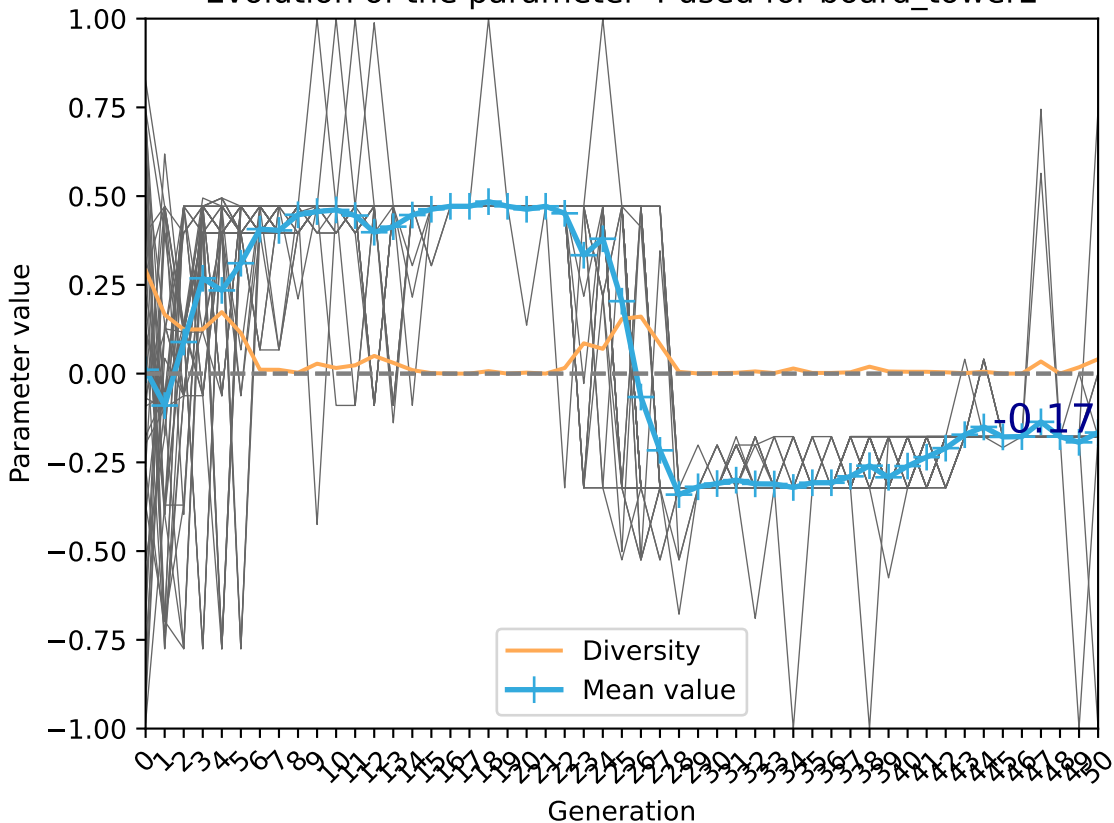
Evolution of the parameter 2 used for board\_tower4



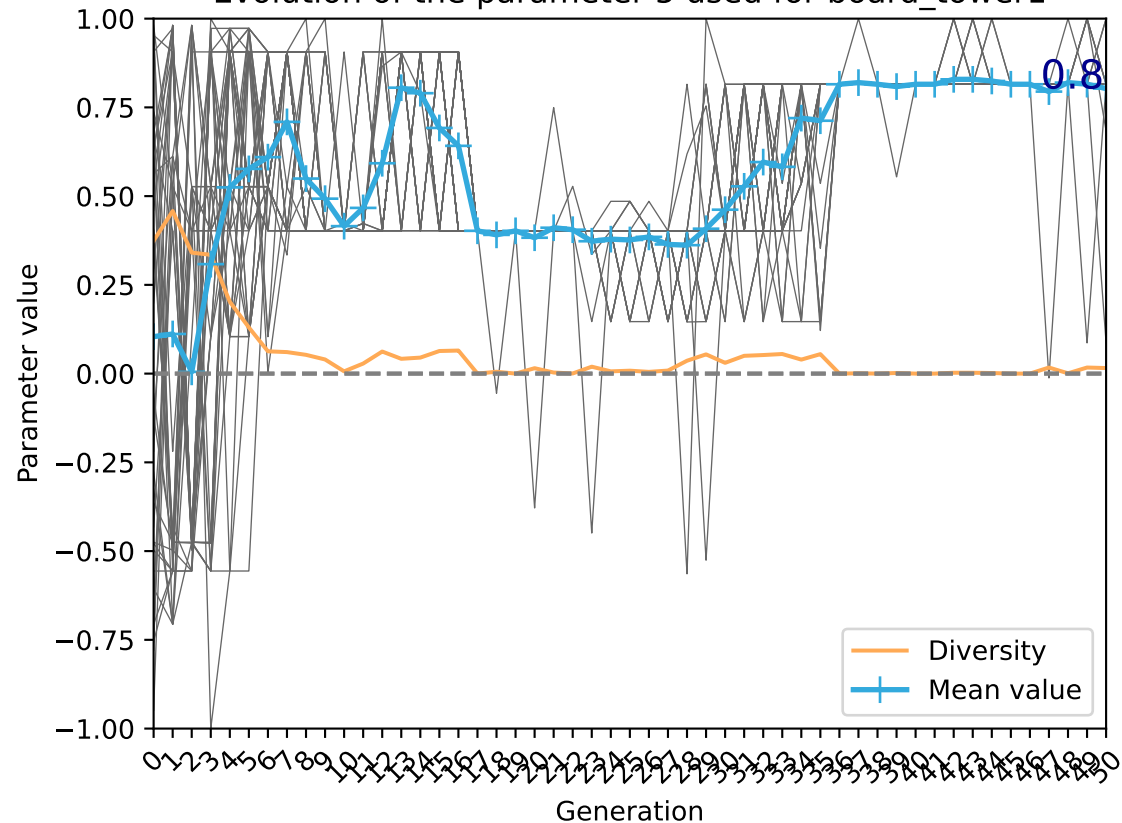
Evolution of the parameter 3 used for board\_tower3



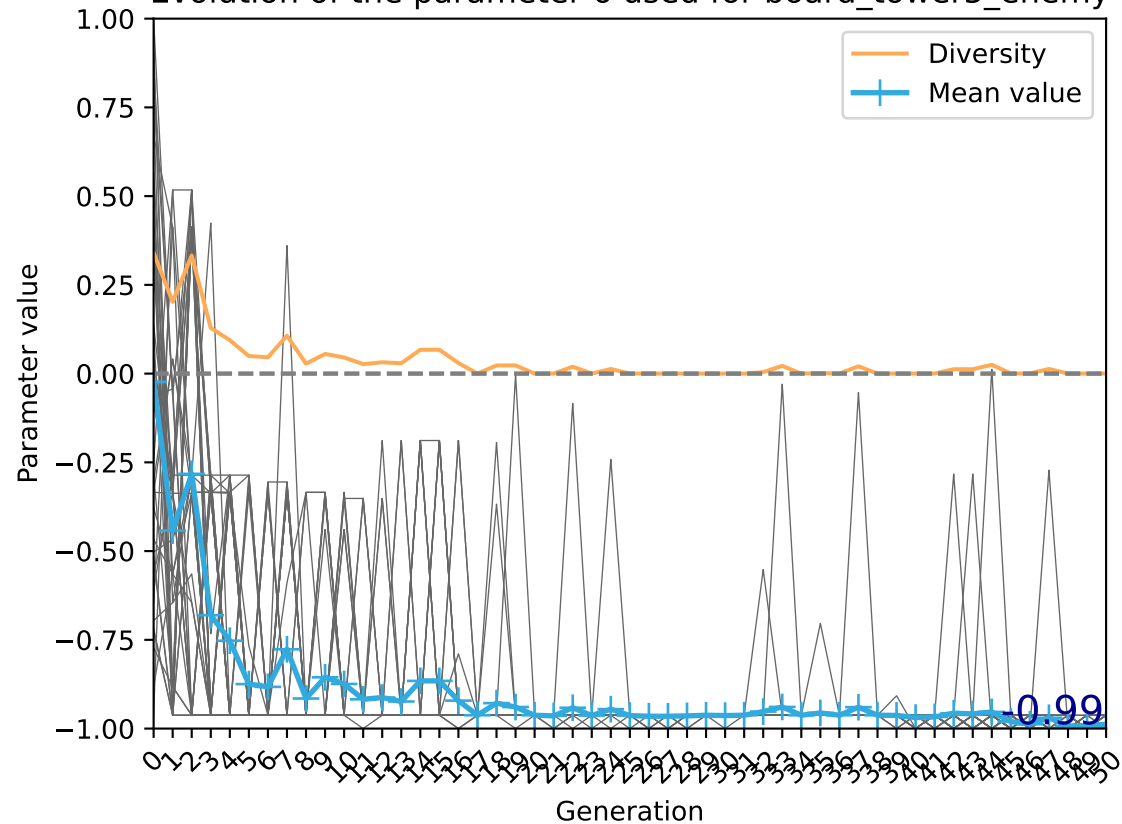
Evolution of the parameter 4 used for board\_tower2



Evolution of the parameter 5 used for board\_tower1

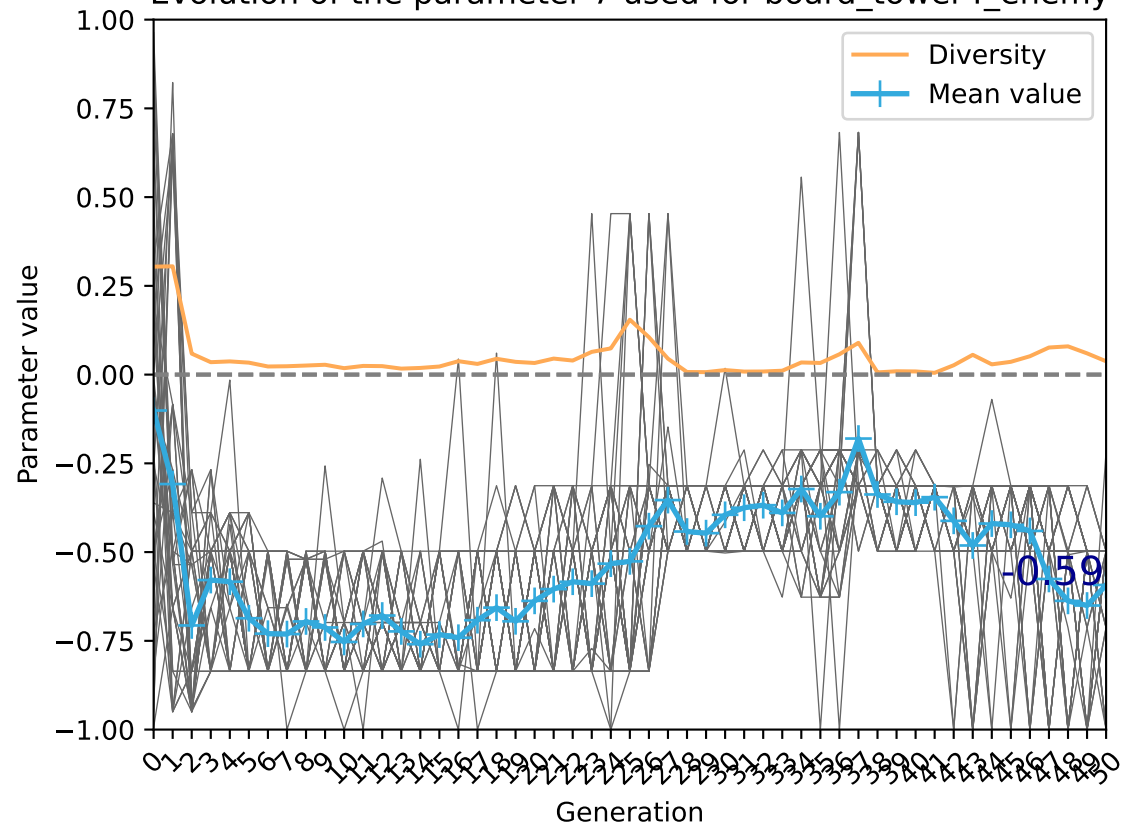


Evolution of the parameter 6 used for board\_tower5\_enemy

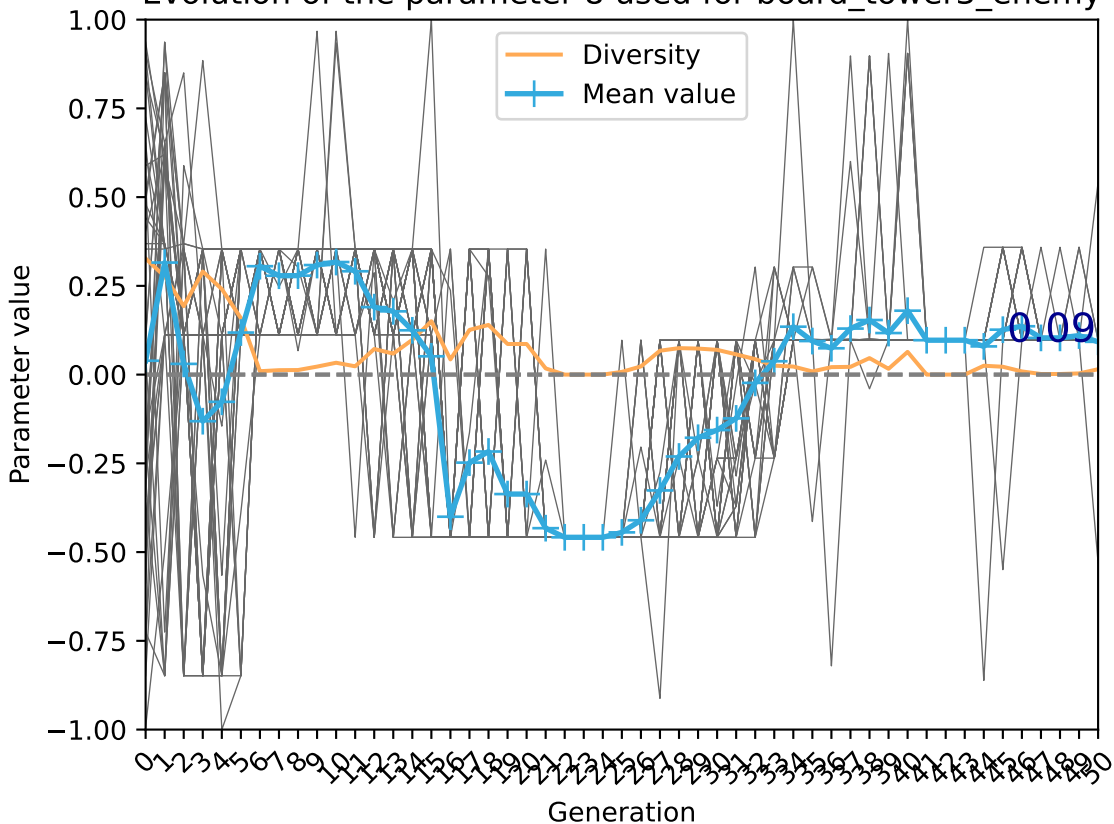




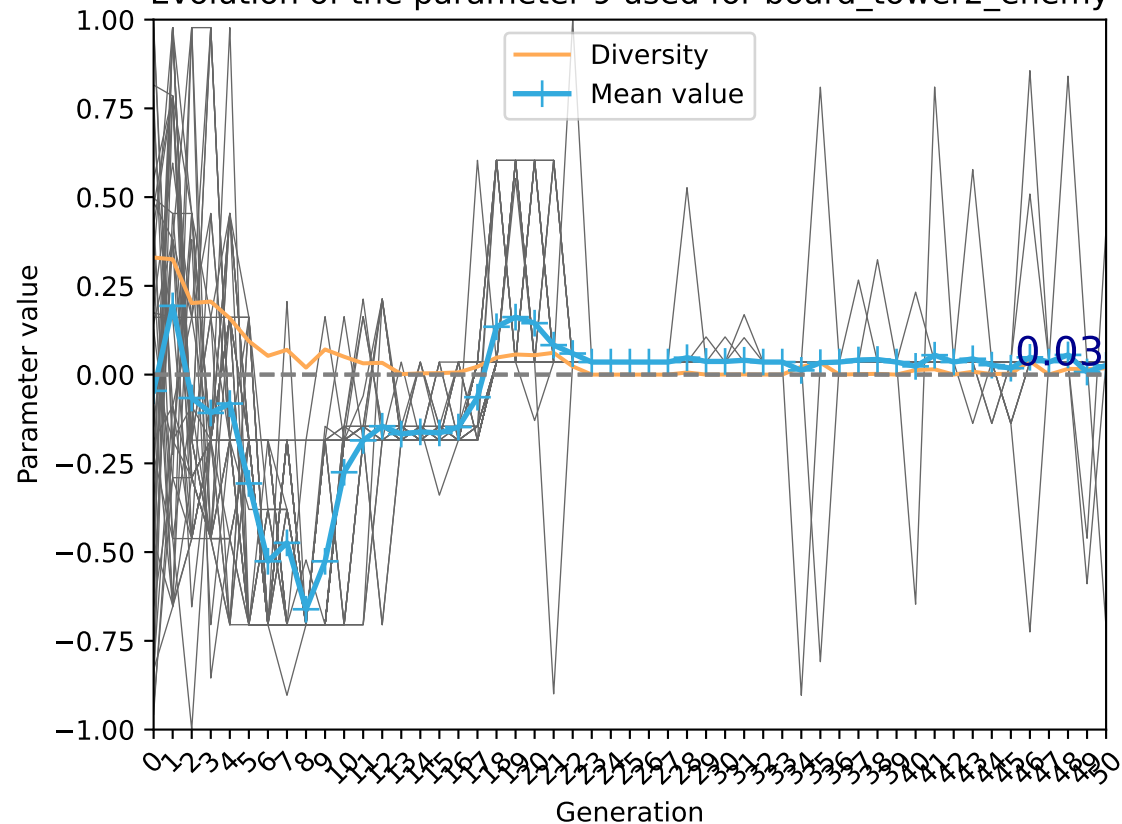
Evolution of the parameter 7 used for board\_tower4\_enemy



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

