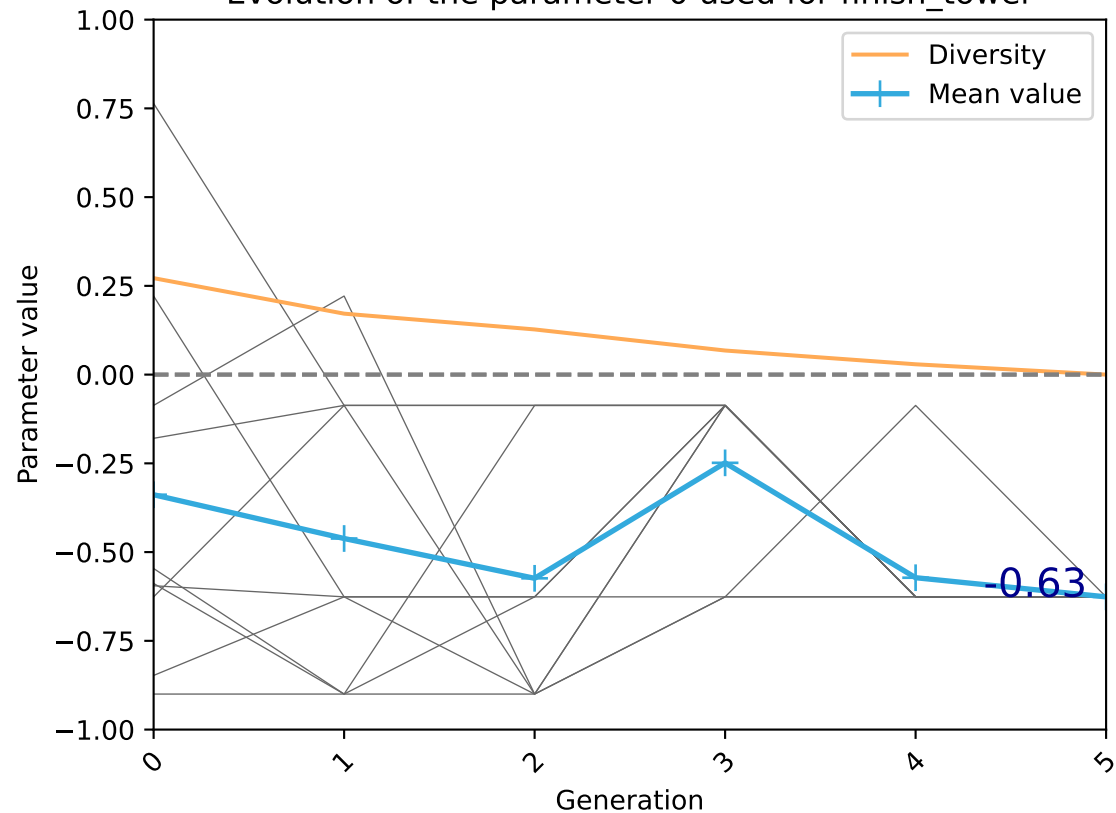
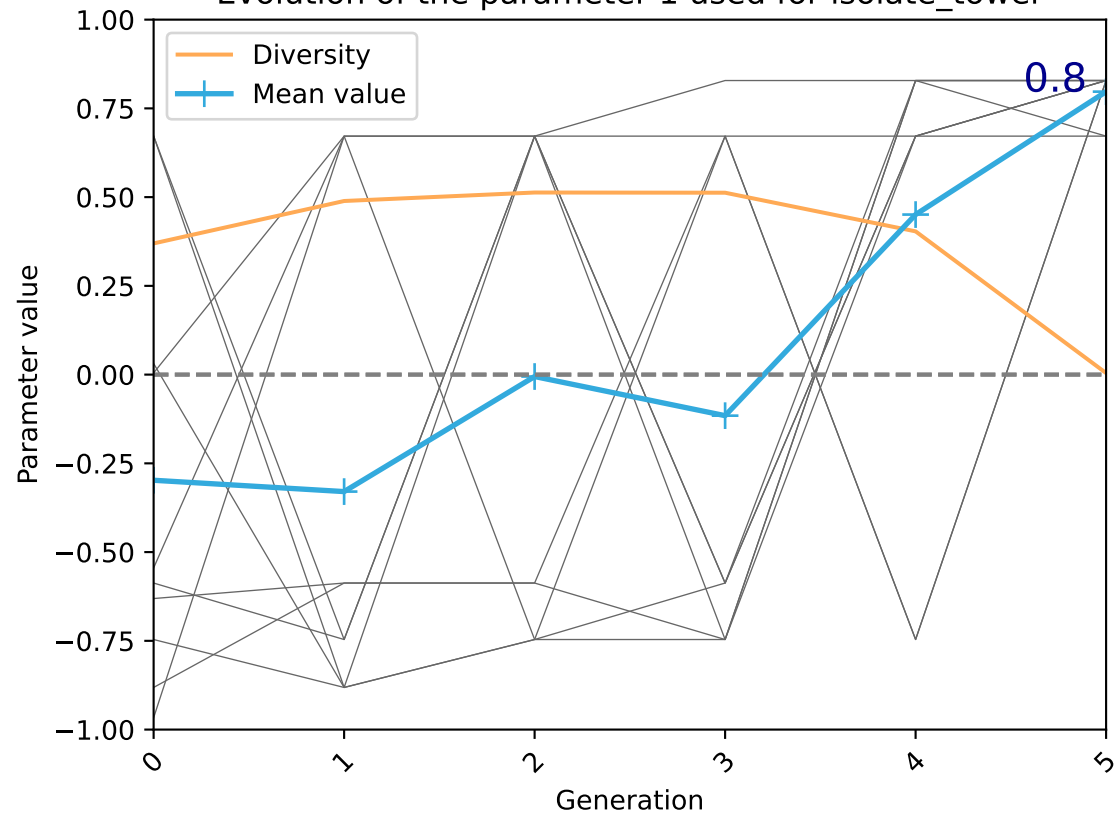


NN\_MT10

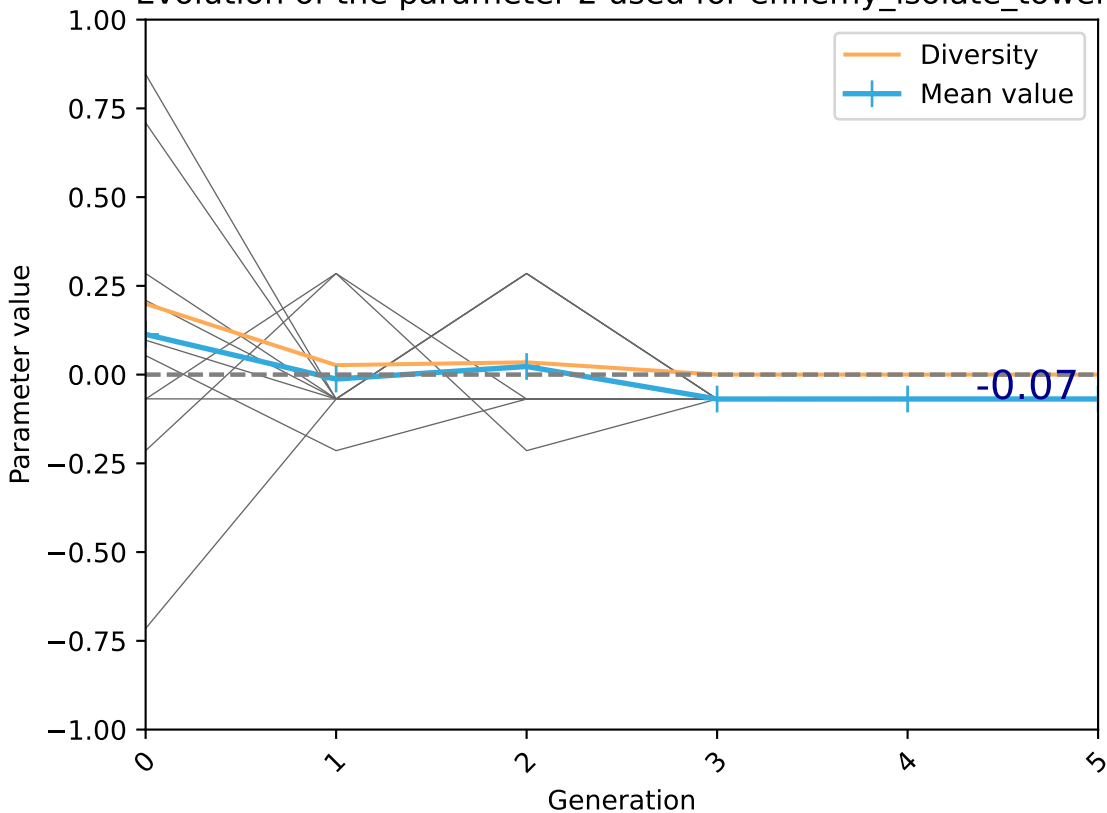
Evolution of the parameter 0 used for finish\_tower



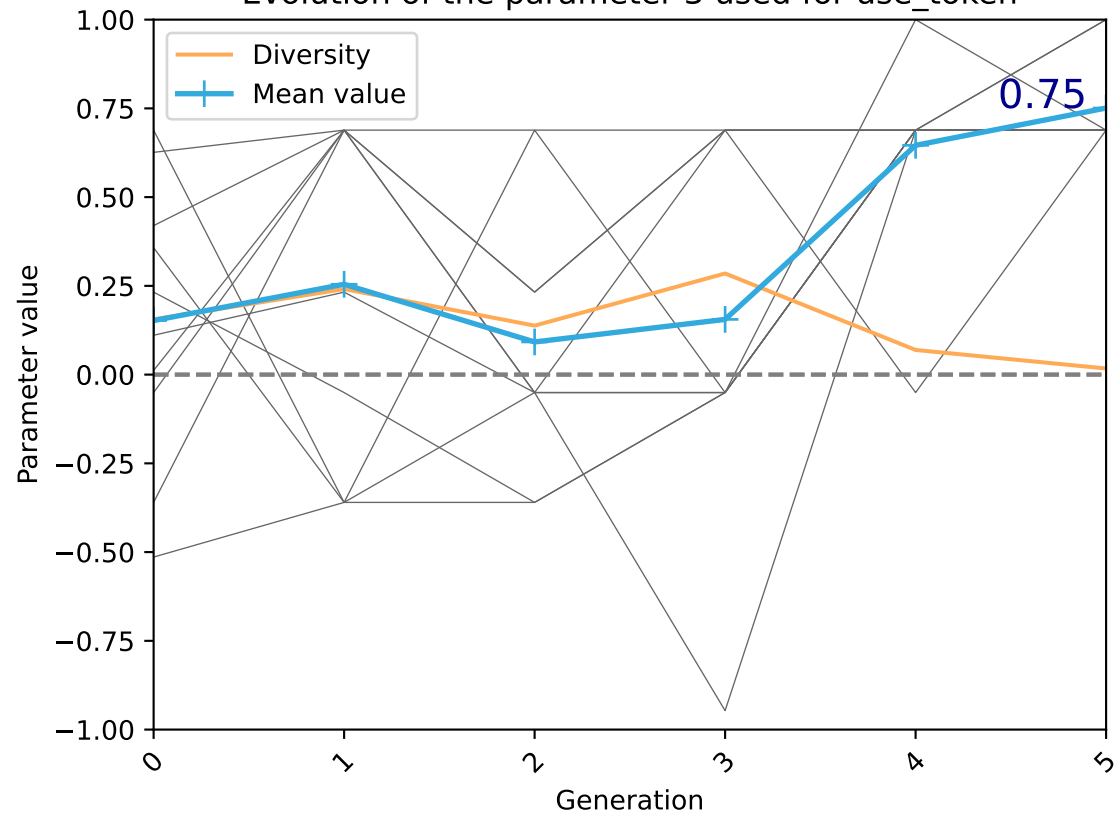
Evolution of the parameter 1 used for isolate\_tower



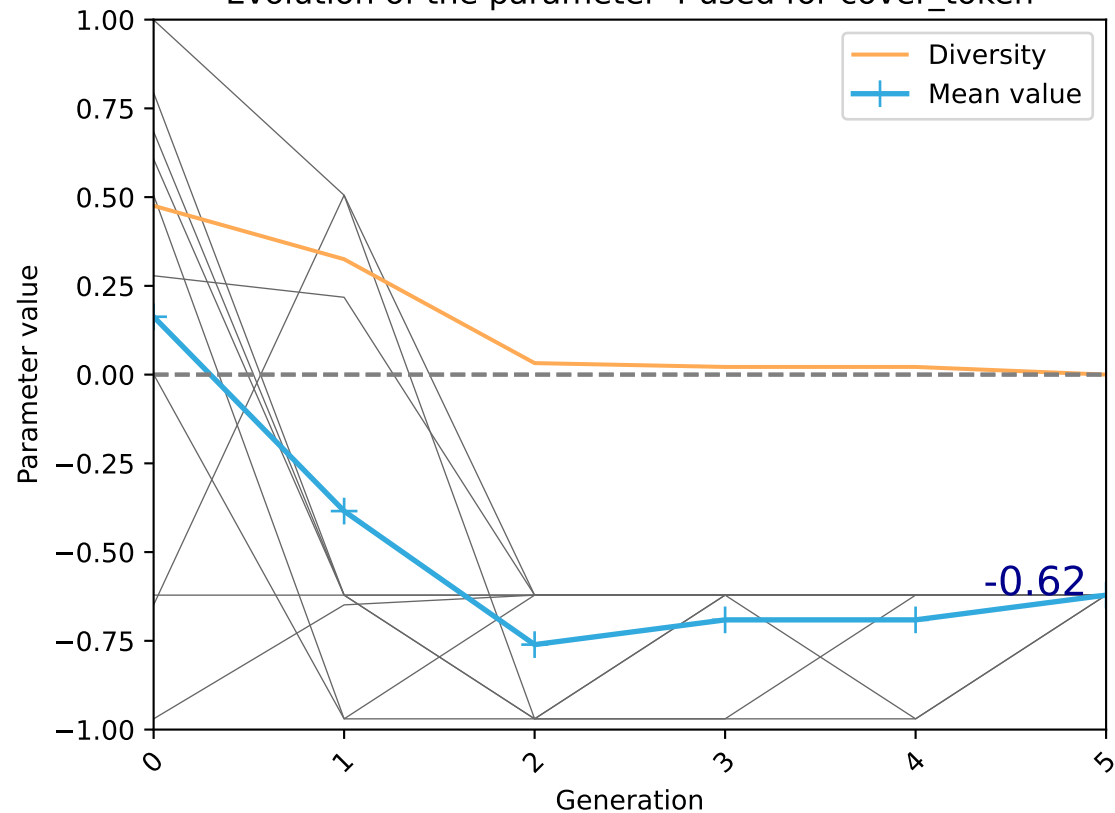
Evolution of the parameter 2 used for ennemy\_isolate\_tower



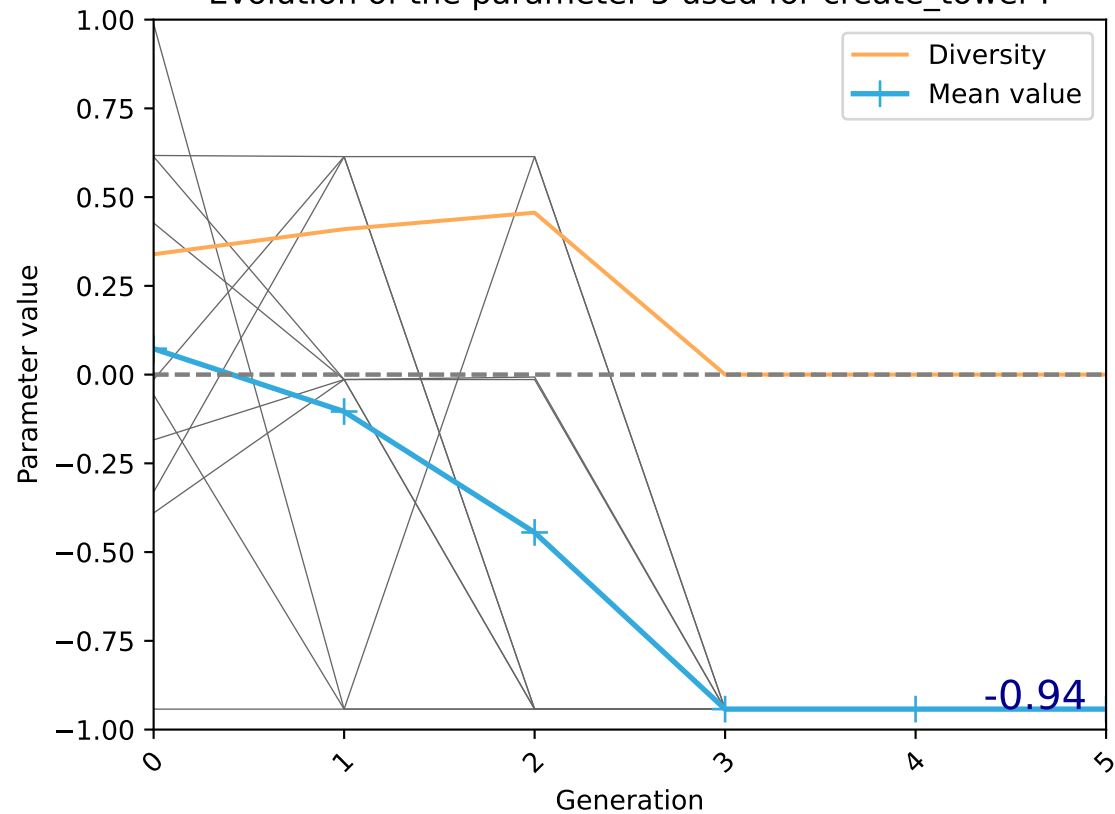
Evolution of the parameter 3 used for use\_token



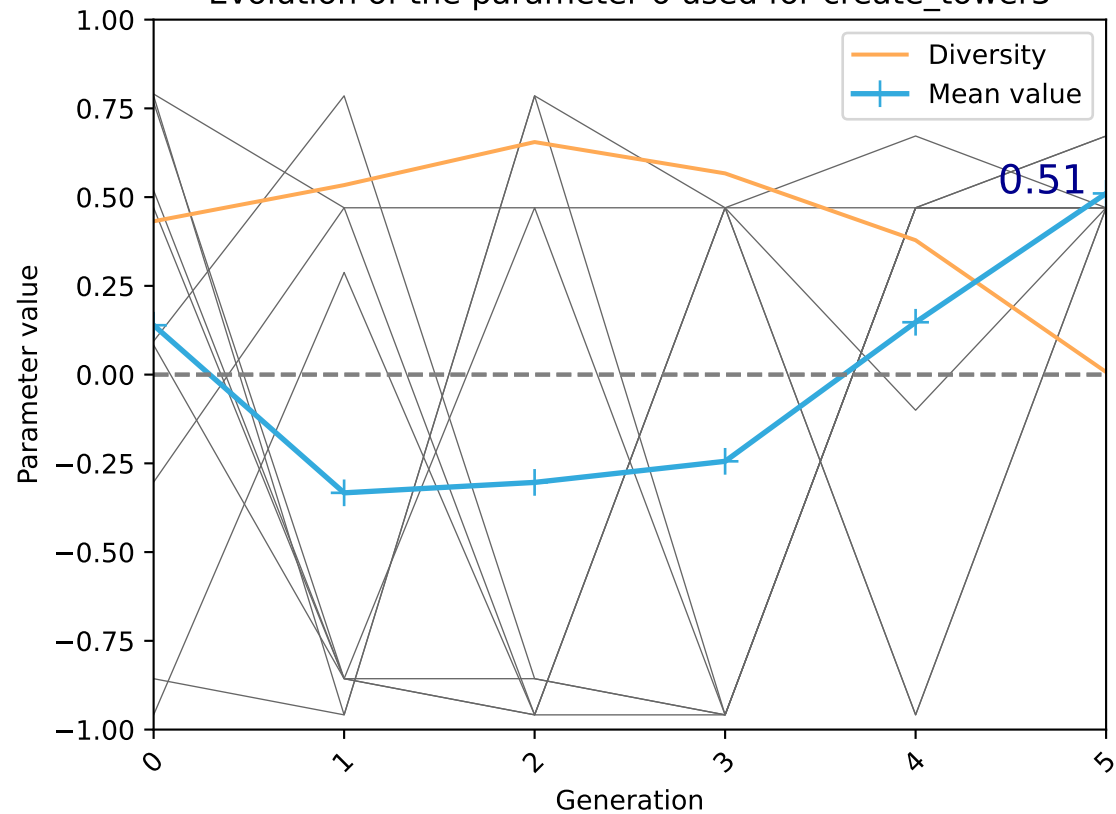
Evolution of the parameter 4 used for cover\_token



Evolution of the parameter 5 used for create\_tower4

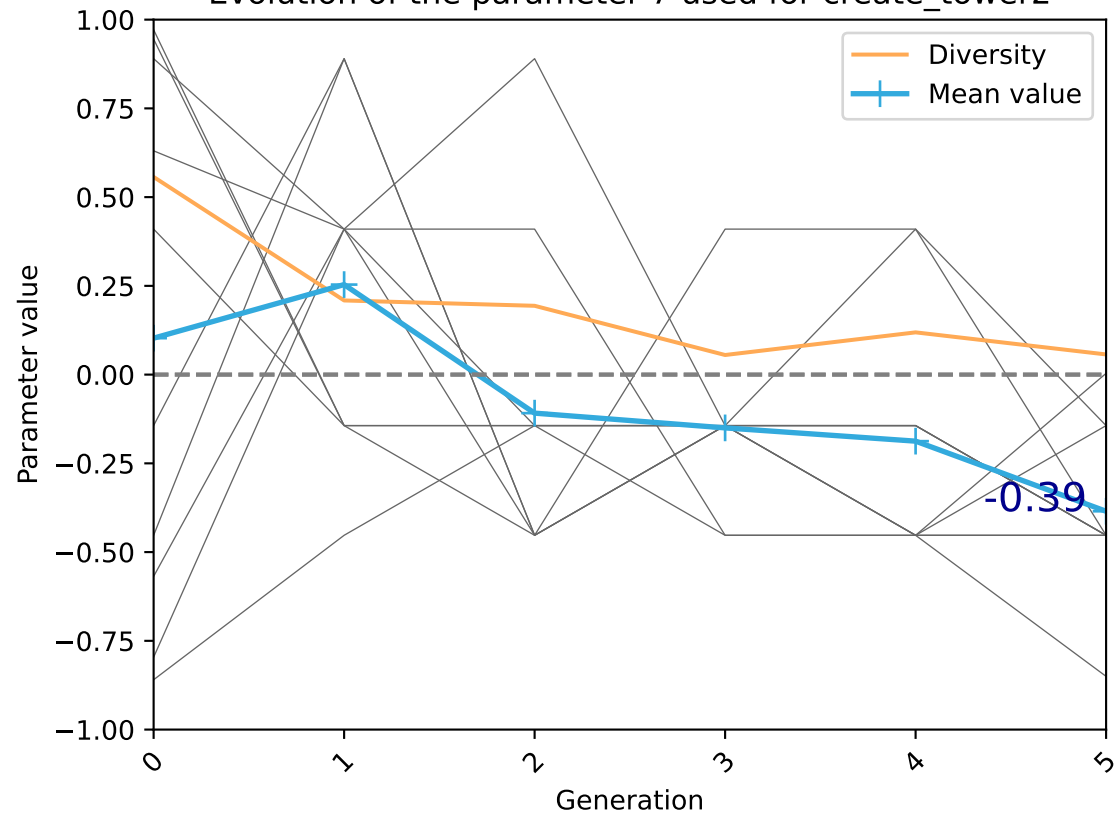


Evolution of the parameter 6 used for create\_tower3

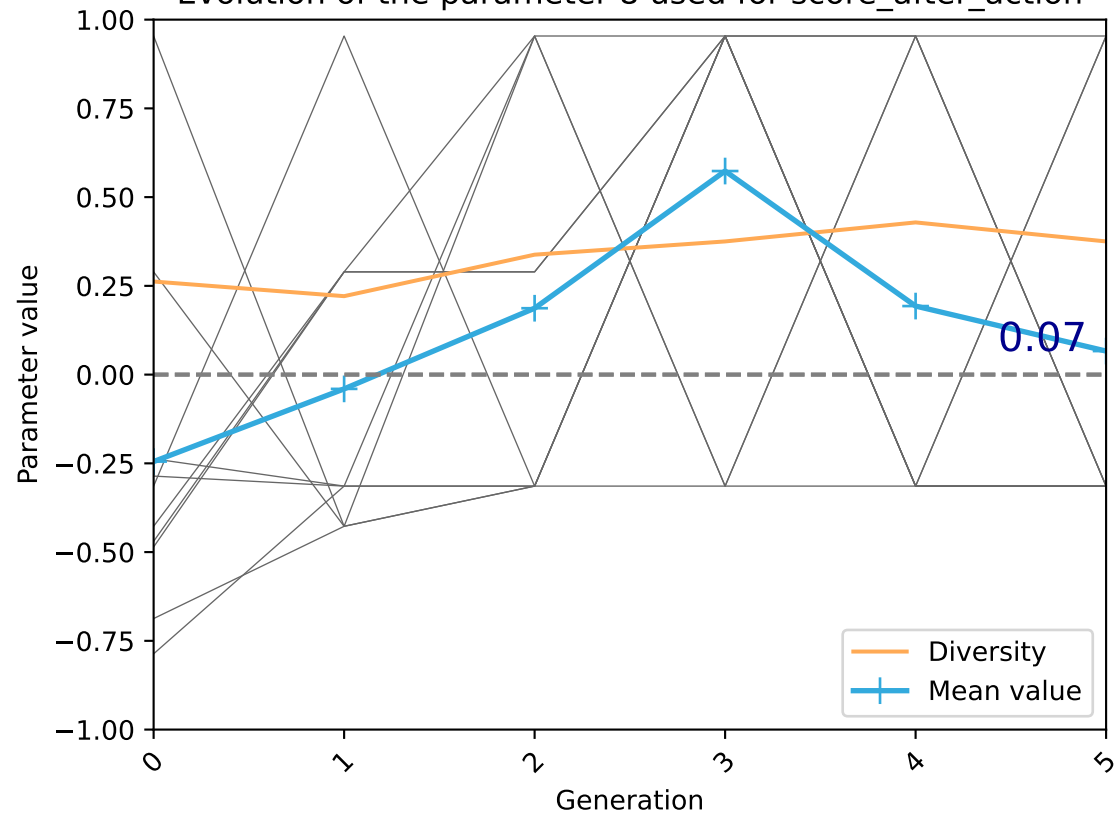




Evolution of the parameter 7 used for create\_tower2



Evolution of the parameter 8 used for score\_after\_action



Evolution of the parameter 9 used for remaining\_actions

