population: 100  
Generations: 500  
Best fitness is 64  
mute rate = 1/(gene size \* 0.5)  
Rule 1: 01##0# = 0  
Rule 2: 110### = 0  
Rule 3: 10#0## = 0  
Rule 4: 00###0 = 0  
Rule 5: ###### = 1

Rule 1: 10#0## = 0  
Rule 2: 00###0 = 0  
Rule 3: 01##0# = 0  
Rule 4: 110### = 0  
Rule 5: ###### = 1

Rule 1: 111### = 1  
Rule 2: 00###1 = 1  
Rule 3: 01##1# = 1  
Rule 4: 10#1## = 1  
Rule 5: ###### = 0

Rule 1: 00###1 = 1  
Rule 2: 10#1## = 1  
Rule 3: 01##1# = 1  
Rule 4: 111### = 1  
Rule 5: ###### = 0

Mute rate = 1/gene size  
Rule 1: 01##0# = 0  
Rule 2: 10#0## = 0  
Rule 3: 110### = 0  
Rule 4: 00###0 = 0  
Rule 5: ###### = 1

Wilds only added through mutation  
Rule 1: 00###0 = 0  
Rule 2: 110### = 0  
Rule 3: 01##0# = 0  
Rule 4: 10#0## = 0  
Rule 5: ###### = 1

Rule 1: 10#1## = 1  
Rule 2: 111### = 1  
Rule 3: 00###1 = 1  
Rule 4: 01##1# = 1  
Rule 5: ###### = 0