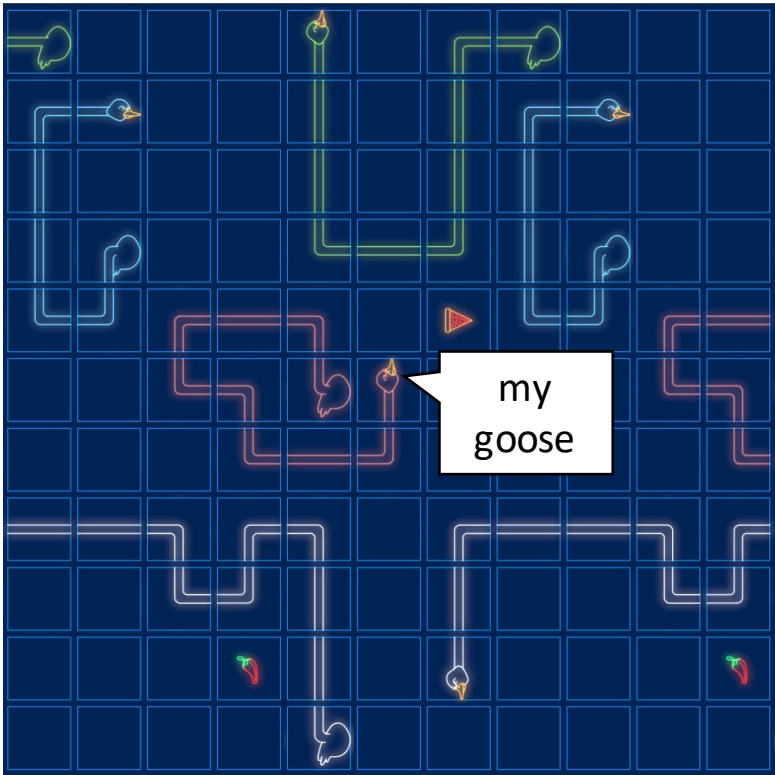




centering & rotation



index	input features
00	head of player goose
01-08	n^{th} segment of player goose from the tail
09	head of the longest opponent goose
10-17	n^{th} segment of the longest opponent goose from the tail
18	potential moves of the longest opponent goose
19-28	positional features of the 2 nd longest opponent goose
29-38	positional features of the 3 rd longest opponent goose
39	head of all opponent geese
40-47	n^{th} segment of all opponent geese from the tail
48	potential moves of all opponent geese
49	segments where collisions will occur
50	segments of potential collisions
51-65	heads of opponent geese which are n longer (or shorter).
66	food
67-74	remaining steps to hungry turn
75-82	remaining steps to the game end
83-92	current step
93-94	direction of player goose (vertical or horizontal)
95-97	number of alive geese