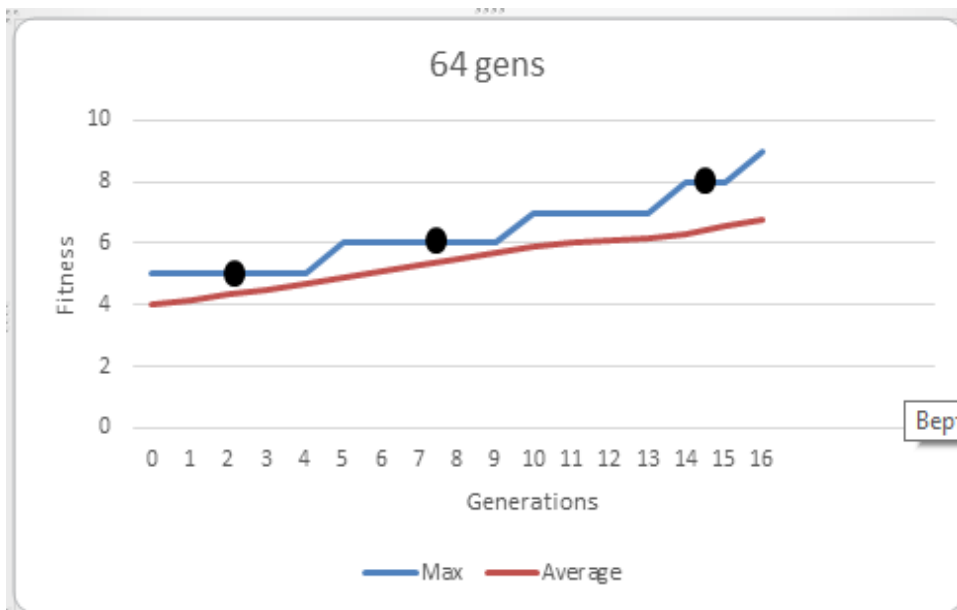


Iterated Prisonner's Dillemma

Gen	Generation	Max	Average
64	0	5	4
64	1	5	4,17
64	2	5	4,34
64	3	5	4,51
64	4	5	4,68
64	5	6	4,9
64	6	6	5,1
64	7	6	5,3
64	8	6	5,5
64	9	6	5,7
64	10	7	5,9
64	11	7	6
64	12	7	6,1
64	13	7	6,2
64	14	8	6,3
64	15	8	6,6
64	16	9	6,8



1 point:

BEST	A	010001011	11
RANDOM	B	111101110	26
BEST	A	010001011	22
RANDOM	C	011010100	22
BEST	A	010001011	14
RANDOM	D	111100011	24
BEST	A	010001011	25
RANDOM	E	001011000	20
BEST	A	010001011	20
RANDOM	F	110001001	20
BEST	A	010001011	18
RANDOM	G	001101110	23
BEST	A	010001011	29
RANDOM	H	001000100	19
BEST	A	010001011	24
RANDOM	I	010101000	19
BEST	A	010001011	20
RANDOM	J	010011010	20
BEST	A	010001011	28
RANDOM	K	000011000	18

2 point:

BEST	A	100000110	13
RANDOM	B	110110011	28
BEST	A	100000110	9
RANDOM	C	111010111	29
BEST	A	100000110	23
RANDOM	D	000101100	23
BEST	A	100000110	17
RANDOM	E	011011100	27
BEST	A	100000110	15
RANDOM	F	011111001	30
BEST	A	100000110	18
RANDOM	G	100010110	23
BEST	A	100000110	26
RANDOM	H	101000000	21
BEST	A	100000110	20
RANDOM	I	010110100	25
BEST	A	100000110	12
RANDOM	J	110110110	27
BEST	A	100000110	24
RANDOM	K	010100001	24

3 point:

BEST	A	001110010	21
RANDOM	B	000101011	21
BEST	A	001110010	25
RANDOM	C	100010100	20
BEST	A	001110010	24
RANDOM	D	100010010	19
BEST	A	001110010	17
RANDOM	E	001010111	22
BEST	A	001110010	17
RANDOM	F	101101010	22
BEST	A	001110010	25
RANDOM	G	010010001	20
BEST	A	001110010	23
RANDOM	H	000110010	18
BEST	A	001110010	25
RANDOM	I	010000110	20
BEST	A	001110010	15
RANDOM	J	111001011	25
BEST	A	001110010	28
RANDOM	K	000010001	18