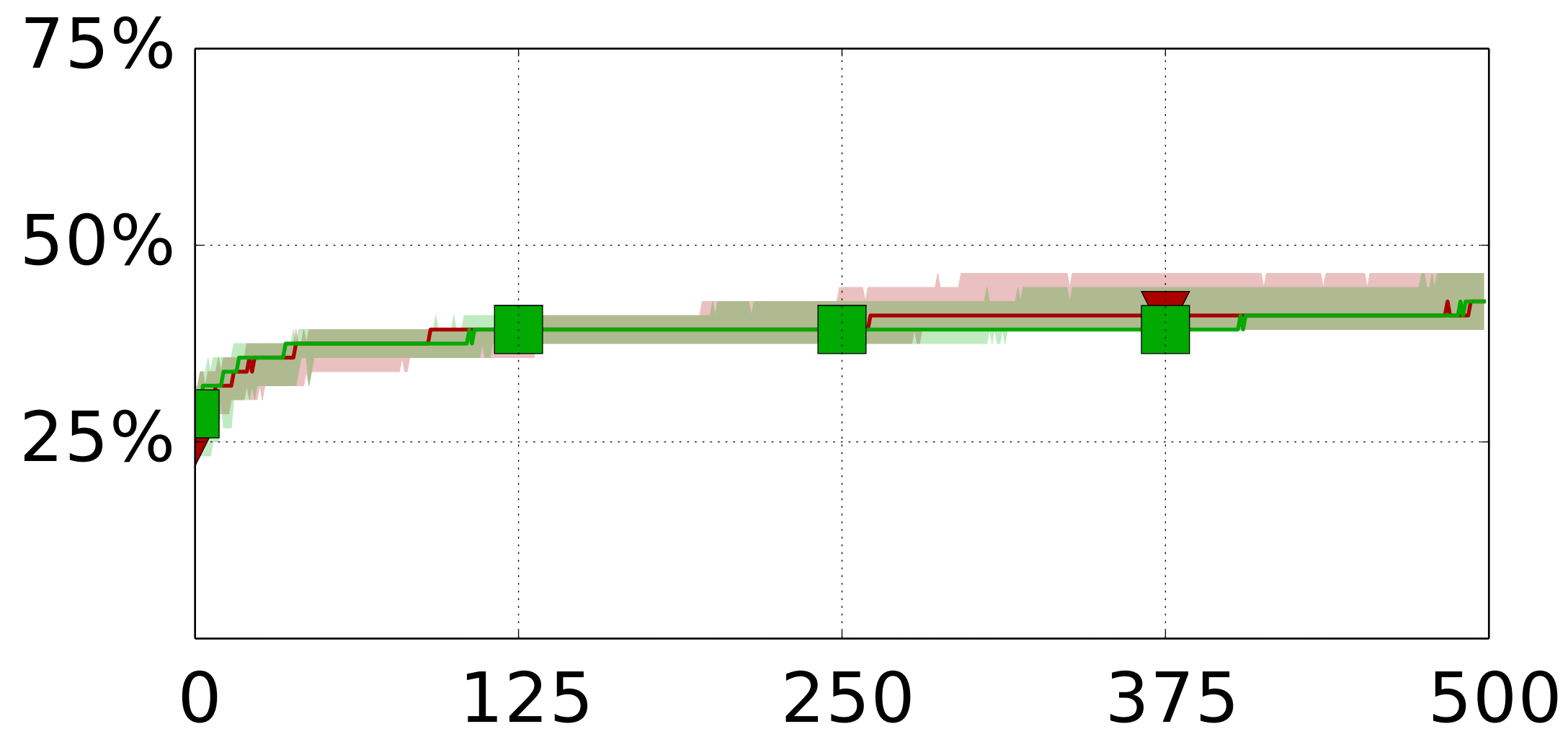
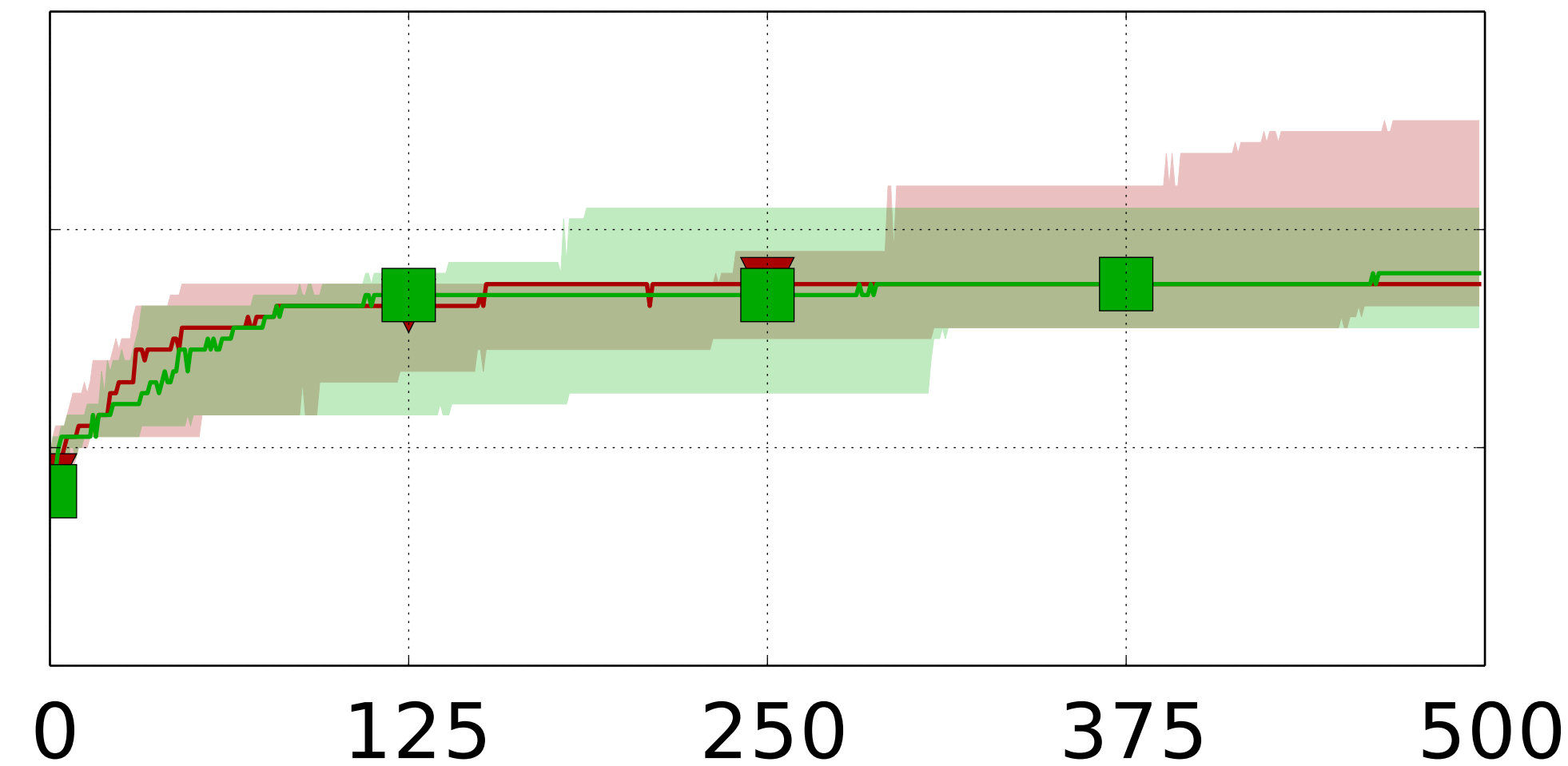


Transfer Fitness, Best Individuals, Evolution via Curiosity Search

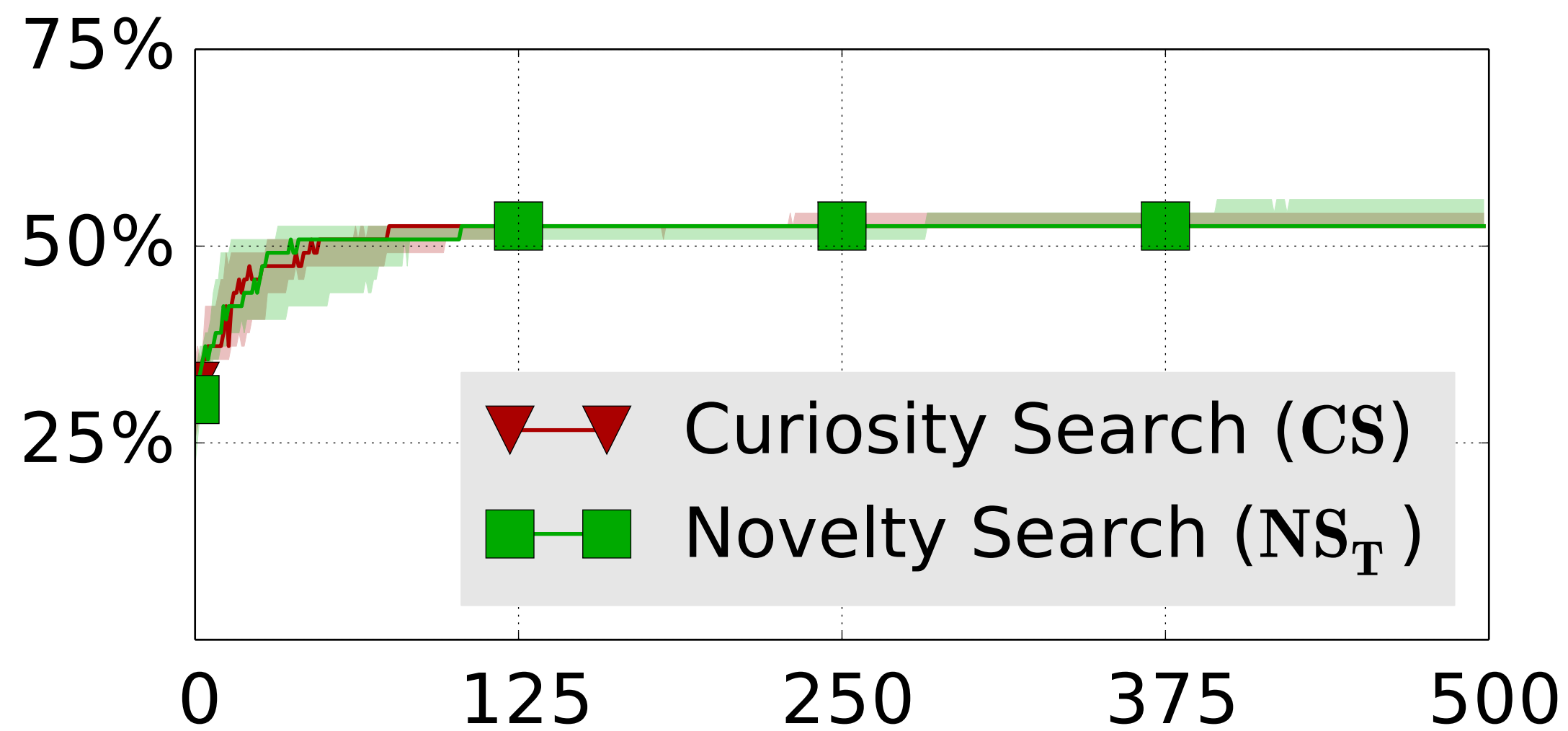
Exploration Percentage (Tiles + Doors Opened)



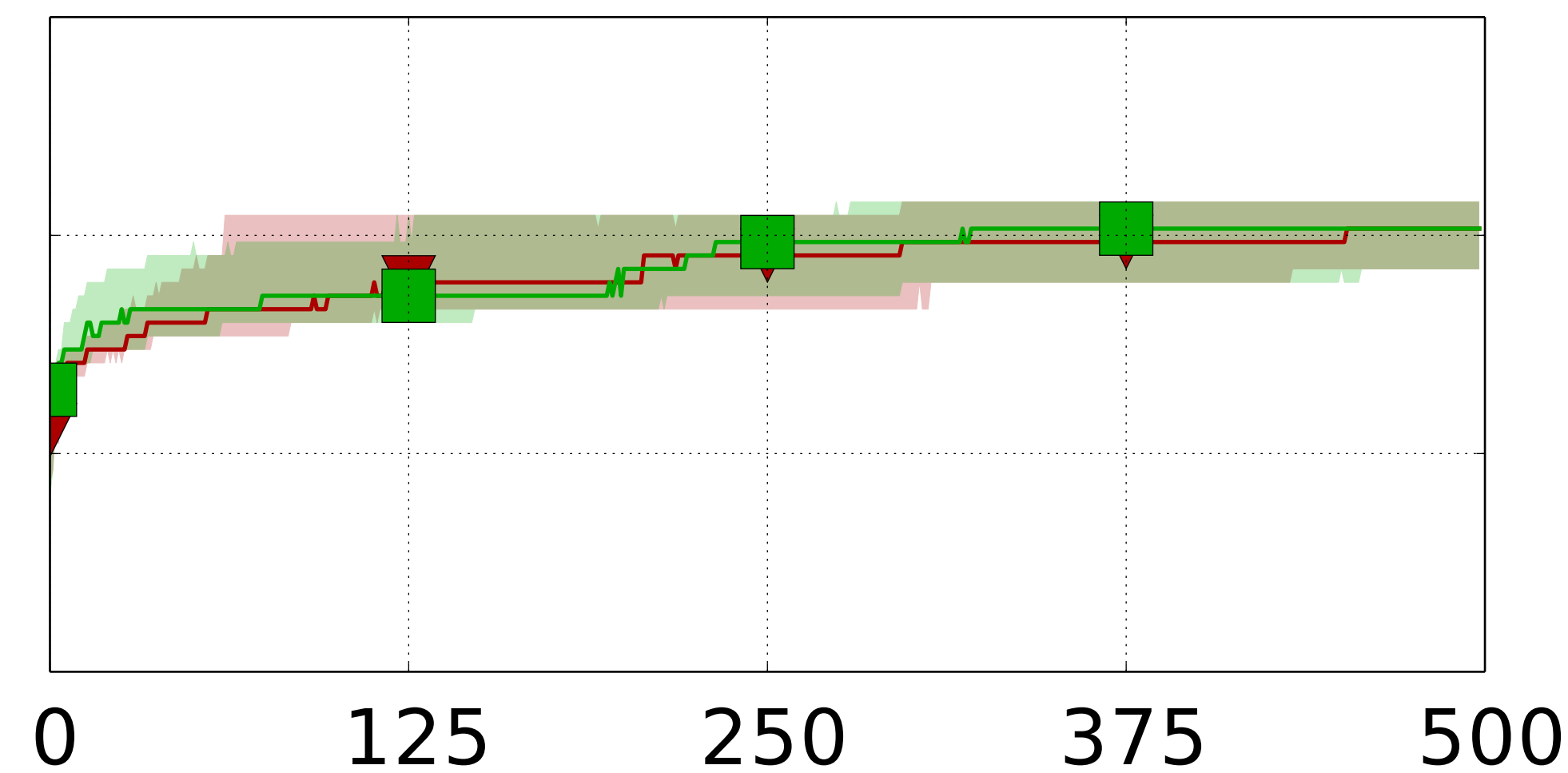
Finger Maze, Generations



Hard Maze, Generations



S Maze, Generations



Tri Maze, Generations

$p < 0.05$