I-SPY
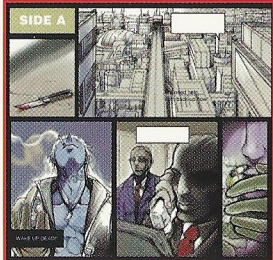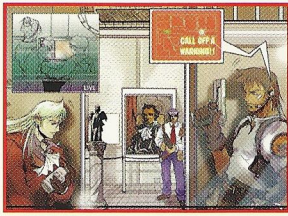Operation Espionage ™

SIDE A

NEC
UFO

RATING PENDING
™
RP
Visit www.esrb.org or call
1-800-771-3772 for more info.
CONTENT RATED BY
ESRB

SEGA®

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SEVENTH CROSS
EVOLUTION ™

UFO

TEEN
™
T
CONTENT RATED BY
ESRB

T-41301N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.
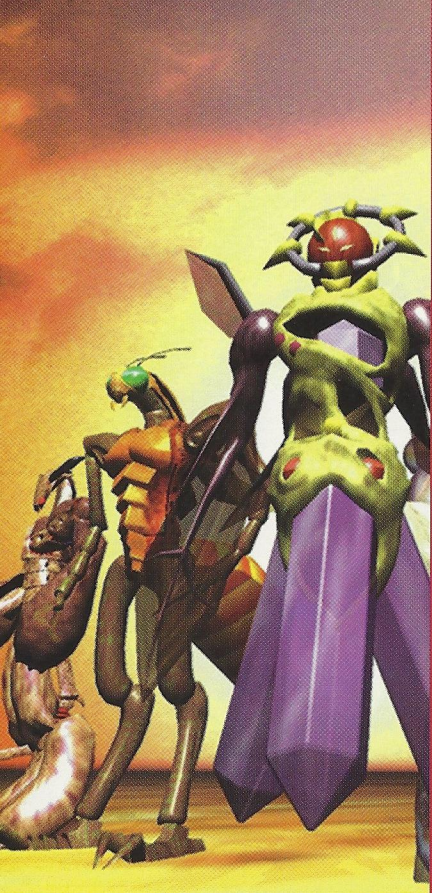
SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

SEVENTH CROSS EVOLUTION

Life begins in the vast wilderness

Grass, trees, and flowers begin to grow, and a variety of creatures begin their evolutionary journey, with infinite possibilities, in the oceans and sky and on land. Another seed, also with infinite possibilities, is ready to grow. What will the seed become? For what purpose does the seed exist? As a witness to this world, you will provide the answer...

CONTENTS

INTRODUCTION

Seventh Cross is a survival game in which the player defeats enemies, preys on other creatures, and grows and evolves into a stronger creature.

The player begins the game as a weak organism called a protist. Because a protist does not have any offensive weapons, it must prey on micro-organisms without engaging in any fighting. If the protist encounters enemies capable of fighting, it must hide behind rocks or flee at full speed. After three protist stages, the character evolves into the ORIGIN stage. Although possessing only a small amount of strength, the origin knows how to fight so that it can deal with enemies. The evolutionary stage after the origin stage varies for each player and depends on the DNA sheet.

Origin

The three protist stages
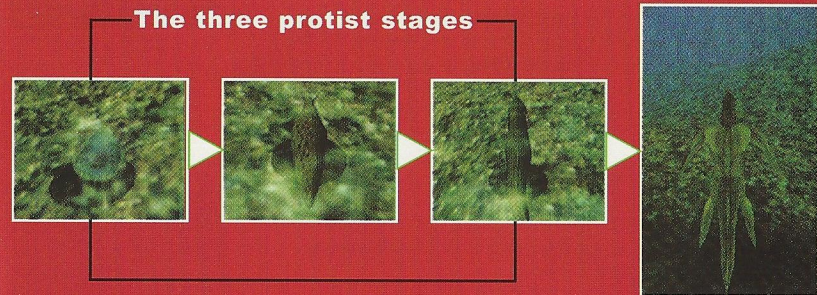
GETTING STARTED

After the opening demo, press the Start button to display the Start Game menu. To start a new game, select START. To continue a game that you have saved, select CONTINUE, then press the Start button.

Conditions for playing a game can be set with OPTION. (An explanation of available settings is provided in the OPTION command window.)

Playing a new game: **[START]**

When you select START, six wall paintings appear. Choose a color for each wall painting.

First, use right and left on the Direction button to select a wall painting, then press the A button to confirm your choice. Next, use right and left on the Direction button to select the color ball. Choose the color you want for the painting and confirm your choice with the A button. After you have chosen a color for each wall painting, input a name for the creature you will create. Select each letter with the Direction button and then confirm it by pressing the A button. Finally, place cursor on END, and press the A button. The game begins:

Continuing a saved game: **[CONTINUE]**

When you select CONTINUE, the names of files that have been saved are displayed. Select the file you want with the Direction button, and confirm your choice with the A button.
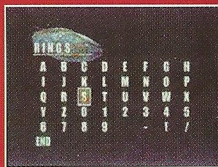


USING SEGA DREAMCAST CONTROLLER & VMU

Basic Sega Dreamcast Controller Operations

Seventh Cross is an single-player game. Before turning the Sega Dreamcast power ON, connect the controller to the control or other peripheral equipment into the control port of the Sega Dreamcast. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

SEGA DREAMCAST CONTROLLER

Overhead View

Analog Thumb Pad

Directional Button
(D-Button)

Start Button

X Button
Y Button
B Button
A Button
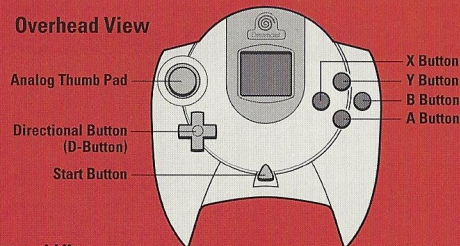
Start Button
Starts and pauses game.

Directional Button
Character movement
Moves pointer cursor in the DNA sheet
Command selection

X Button
ORDER BUTTON
Indirect attack command.

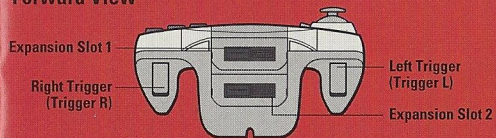Y Button
EXPOWER BUTTON
Register an operation.

A Button
DECISION BUTTON
Order close-range attacks.

B Button
CANCEL BUTTON
Open command window and cancel attack command.

Forward View

Expansion Slot 1

Right Trigger
(Trigger R)

Left Trigger
(Trigger L)

Expansion Slot 2

VISUAL MEMORY UNIT (VMU)

Cap

Connector

LCD Screen

Sleep Button

Mode Button

Direction Button
(D-Button)

B Button

A Button
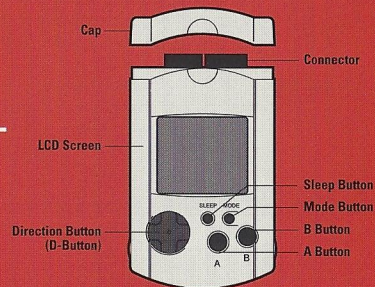
Visual Memory Unit

While saving a VMU/VM Specific Game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller or other peripheral equipment.

6

7

FIELDS

[How to Play on the Screen]

Seventh Cross consists of 360° full polygon fields. To move, use the Direction button. Up, left, right, and down on the button represent movement forward, left, right, and backward, respectively. If you press the B button, the Command window opens.

Normal Screen

Command Window

HP Meter: The HP meter indicates the player's physical strength. If the indicator bar is short, it indicates that strength is declining. Physical strength decreases after suffering injury in a fight. Physical strengthen is restored by consuming PROTEIN, CALCIUM, or HARD CELL. (Speed of recovery depends on healing ability.)

EP Meter: The EP meter indicates the player's mental strength. Mental strength is needed to use EXPOWER, but it also decreases whenever EXPOWER is used. Mental strength is restored by consuming one of the body constituents: WATER, FIBER, or NEURO BIO. (Speed of recovery depends on healing ability.)

Direction Indicator: The direction indicator indicates the direction in which the player is heading. Red represents north; blue represents south.

[Command window]

The following five commands are available in the Command window.

1. EXPOWER
2. MUTATION
3. STATUS
4. OPTION
5. EXIT

1. EXPOWER COMMAND

You can use EXPOWER if it is available for the scene. (EXPOWER for attack can be used only when an enemy is in range.) There are many types of EXPOWER, each with its own EP, consumption rate. If the player's EP is not sufficient, EXPOWER will not be available.

To change the page, use right and left on the Direction button. To select an item, use up and down on the Direction button. When you find the type of EXPOWER you want, select it and press the A button.

The player is advised to memorize the effect of EXPOWER when it is used in survival struggles. Note also that some types of EXPOWER are not always an advantage to the player. By understanding disadvantages of such types of EXPOWER, you may be able to find other useful applications for them.
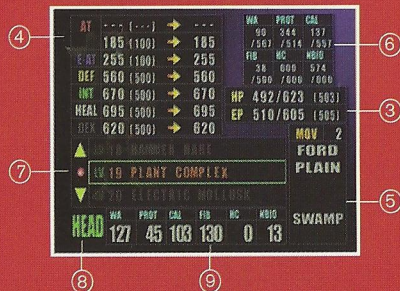
2. MUTATION COMMAND

Evolution points are earned by defeating enemy. Using these points, the player creature can evolve to another level. After you have obtained the right of mutation into new parts on the DNA sheet, you can change your creature's physical form on the MUTATION screen. Once mutation is available for a physical part, that part can evolve into any form as long as there are enough body constituents to make the mutation. It is important for a player to adapt to an environment by transforming itself.

The MUTATION screen consists of the following two screens.

Block Selection Screen

Parts Selection Screen

1. Block Selection command
2. Parts display area
3. HP and EP display area
4. ABILITY display area
5. Movement Parameter display area
6. Body Composition display area
7. Parts Selection area
8. Selected part display
9. Body Constituents Consumption display area

---

1. Block Selection Command

The body of a player is divided into four blocks: HEAD, ARM, BODY and LEG. The Block Selection command lets you decide which parts in a block will be replaced. Make your selection with the Direction button and confirm your choice with the A button. You can exit the MUTATION screen by pressing the A or B button in EXIT.
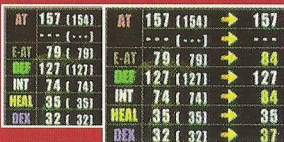
2. Parts Display Area

The current evolutionary form of the player is displayed by blocks.

3. HP and EP Display Area

The player's current HP and EP are displayed in the HP and EP display area. Values are in the form "current value/maximum value (basic value)." During parts replacement using the Parts Selection screen, the color of a value changes after replacement to yellow when it is increased and to red when it is decreased.

4. ABILITY Display Area

A variety of performance values for the player are listed in the ABILITY display area. In the right column, values in parentheses represent basic values while to the left represent corrected values after parts replacement. During parts replacement, a corrected value is displayed in yellow when the value has increased and in red when it has decreased. The color of ABILITY items corresponds to the image color that was set at the beginning of the game.

AT: Attack Power. The upper value is for close-range attack. The lower value is for indirect attack. The mark "-" is indicated if there are no attack tools.

E•AT: Attack power of EXPOWER. The higher the value, the stronger the attack type of EXPOWER available.

DEF: Defense Power. The higher the value, the lighter the damage that can be caused by an enemy.

INT: Intellectual power. The higher the value, the more types of EXPOWER are available for use. In addition, this value is effective in eliminating damage caused by a distant attack by an enemy, and has some influence on the performance of EXPOWER.

HEAL: Healing power. The higher the value, the faster HP and EP recovers. In Seventh Cross Evolution, the player can be poisoned, in which case HP's cure and the HEAL type of EXPOWER will have no effect. THE HEAL value affects recovery from a poisoned condition; that is, the higher the HEAL value, the faster the poison can be removed.

DEX: Dexterity. The DEX value affects the amount of body constituents gained when getting grey. The value also affects the amount of damage sustained by an enemy.

5. Movement Parameter Display Area

The Movement Parameter display area indicates the player's performance regarding movement. The value for MOV represents speed of movement. The greater the value, the faster the player can move. Under MOV is the land-form on which the player can walk. During parts (LEG) replacement using the Parts Selection screen, the color of the value changes to yellow if the value is increased and to red if it is decreased. The land-form indication also changes according to the selected part.

FORD--Ford, SEA--Sea, PLAIN--Flat Ground, SWAMP--Swamp
SLOPE--Slope, Float--Land-form (where a creature must float)

6. Body Constituents Display Area

Body constituents consist of elements and nutrients that are necessary to form a living body. Here, the amount displayed are for the body of the player's creature. The total amount is indicated by the lower value, and the amount remaining is indicated by the upper value. In addition, during parts replacement using the Parts Selection Screen, a value is indicated if the selected parts are used. On this screen, if a constituent for a part is insufficient, a red hyphen, indicating that it is impossible to replace the existing part with a new part, is displayed.

WA: Water
PROT: Protein
CAL: Calcium

FIB: Fiber
HC: Hard Cell, which is a special constituent
NBIO: Neuro-bio, which is a special constituent

7. Parts Selection Area

It is possible to replace existing parts with mutable parts selected with the Block Selection command. In the Parts Selection area shown, the highlighted part in the middle is the selected type. If there are three or more parts, move the part you want to the middle, and press the A button to confirm your choice and replace the part.

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8. Selected Block Display

The name of the block for the currently replaceable parts selected with the Block Selection command are displayed in the Selected Block Display.

9. Body constituents consumption display area.

The necessary amounts of body constituents for the selected parts are displayed in the Part Selection area. If the required amount for replacement has been met, the value is displayed in white. If replacement can be done by removing other block parts, the value is display in yellow. If replacement cannot be done with the current composition of the body, the value is display in red.

### Parts Replacement Steps

Select the block in which you want to replace a part on the Block Selection Screen, and press the A button.

Setting Items

The screen changes from the Block Selection Screen to the Parts Selection Screen. Up and Down on the Direction button can be used to scroll the Parts Selection area. Put the parts you want changed in the middle setting box. During the replacement procedure, each display area indicates the corrected value if the existing parts were to be replaced with the parts in the setting box.

13
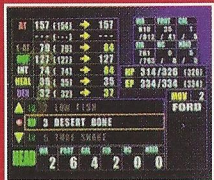
When you have decided which parts you want to replace, press the A button to confirm your choices. Since all parts to be replaced have preset required amounts for body constituents, parts with insufficient body constituent amounts cannot be substituted. (To confirm amounts, see item 6. Body Constituents can be obtained by preying on enemies, although which creature contains which nutrient is unknown.) Try to determine the nutrition patterns of enemies as the game progresses.
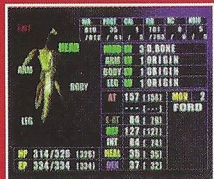
After you have made your decision, return to the Block Selection screen. The graphic of your creature will change as you replace parts.
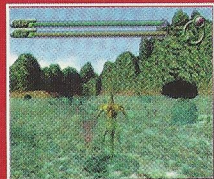
To close the MUTATION screen, select EXIT on the BLock Selection screen, and press the A or B button.

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3. STATUS

You can check the current status of your creature on the STATUS screen. To return to the FIELD screen from the STATUS screen, press the B button.

1. Name of the player

2. Current status

   HP   : Left is current value and right is max. value.
   EP   : Left is current value and right is max. value.
   EVP   : Current evolutionary point
   MOVE : Current walking speed

3. Performance ability
   See page 11 for an explanation of the items. The color of ABILITY corresponds to the color that was set at the beginning of the game.

4. Current stage of evolution

5. Current EXPOWER is displayed. Left and right on the Direction button can be used to change pages.

6. Land-form on which the player can move. See page 12 for an explanation of land-forms.

4. OPTION COMMAND

You can set the following aspects of the game environment on the OPTION screen. Select an item using up and down on the Direction button and make changes using left and right on the Direction button. To exit the OPTION screen, press the A button in EXIT.

SOUND
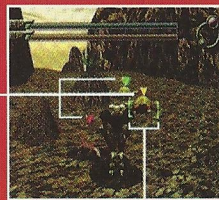Sound can be set to stereo mode or mono mode.

CAMERA WORK
Camera angles can be changed while the player is moving, and the camera work can be changed during a fight. MOVE sets the camera angles, MELEE sets the camera work for a close-range attack, and MISSILE sets the camera work for an indirect attack and an attack using EXPOWER.

5. EXIT COMMAND

The EXIT command closes the command window.
(The command window can also be closed with the B button.)

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Fighting [Methods of Fighting]

Since the fighting in Seventh Cross proceeds in real time, it is important for the player to react quickly to time-critical situations such as an encounter with an enemy or issuing a command to fight. When an enemy is defeated, the player obtains EVP (evolution points), which is input for the DNA sheet, and the upper limits for HP and EP may be increased.

Target Pointer

Lock Cursor

Close-quarter attack, indirect-attack, and EXPOWER are available.

* Indirect attack and EXPOWER are available.

* EXPOWER is available

Depending on the type of ARM used, either close-quarters attack or indirect attack is available.

1. Enemy Creature in Range
The attack method depends on the type of ARM the player uses. Available attack methods are:
• Close-range attack (such as hitting and cutting).
• Indirect attack (distant attack, such as shooting and jet spray).
• EXPOWER (distant attack using EXPOWER for attack).
When an enemy comes into range, a target pointer, which indicates that attack is possible, appears at the top of the enemy.

2. Target Lock
If there is more than one enemy target on the screen, set the lock cursor on the enemy you want to attack. Use the L or R trigger to move the lock cursor. Pressing the L trigger moves the lock cursor to the enemy on the left; conversely, pressing the R trigger moves the lock cursor to the enemy on the right.

3. Giving Command to Attack
After the target has been locked on, give the command for the player to attack.

A button: Close-range attack

X button: Indirect attack

Y button: Registered EXPOWER
(page 19 explains the registration procedure.)

At this moment, available attack methods are determined based on the color of the target pointer that locks on an enemy. An attack will not start when the attack button is pressed if the commanded attack is not available.

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4. Auto-Battle

After the command to fight is given, the player starts fighting. Because the battle proceeds automatically, you cannot stop it once it has begun. The battle continues until one of the following occurs: the player cancels the fight command, the player defeats the enemy, the enemy defeats the player, or the enemy escapes by moving out of range.

For EXPOWER, however, after it is used, the status returns to what it was before EXPOWER was used.

5. Canceling the Command to Attack

During a battle, press the B button to change a command to attack or to escape from the battle. A cancellation allows the player to escape from an auto-battle and then to repeat the attack or to move.

6. How to Use EXPOWER Other Than Using the Y Button

After looking on to an enemy as a target, weapons other than those registered for the Y button can be used by calling EXPOWER in the command with the B button. If EXPOWER for attack is activated, it is an effective means against an enemy when there is a lock on the target. In addition, EXPOWER for healing and other types of EXPOWER automatically affects the player.

• How to register EXPOWER for the Y Button

Set the cursor on the EXPOWER listed in the command window, then press the Y button to execute.

## • Stage Effect of Camera during Auto-Battle

During an auto-battle, the camera shoots a variety of fighting scenes from angles other than the normal moving screen as a stage effect. You can change these camera angels by using the L trigger or R trigger. Battles in Seventh Cross can occur at any location that consists of 360˚ full polygonal fields. In some situations, the camera will even penetrate obstacles or walls. If you want

Fighting [Enemy as Prey]

The player can obtain body constituents by treating an enemy defeated in battle as prey. You can obtain nutrition from an enemy only by touching the body of an enemy you have defeated. Besides the body of an enemy, you can obtain body constituents from foods that are present in each scene. Edible foods are not explained here, so the player should try to identify things that are edible by touching them.
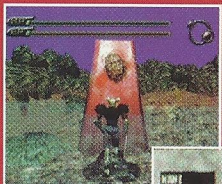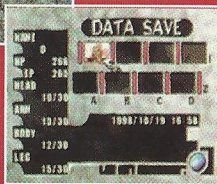
Stone Monument
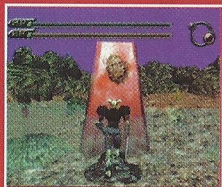
Stone monuments are found in many places in the world. In the process of playing Seventh Cross, you will use the important function EVOLUTION, which enables you to transfer information to the DNA sheet, and SAVE, which allows you to save the date for the game you have been playing. Although the Stone Monument has important functions other than those already described, you should find them for yourself while playing Seventh Cross. To return to the field without using the Stone Monument, press the B button.

Note: The Stone Monument may have some features that are not usable unless certain conditions are met.

Stone Monument [Saving Data]

If you select SAVE on the Stone Monument screen and press the A button, the SAVE screen will appear. Specify the location where the game you have been playing is to be saved. Pressing the B button enables you to move once again.

At the beginning of a game, the only available point for saving is the Stone Monument where your creature was born. Make sure that you do not lose sight of it. Saving requires 172 blocks.

A Visual Memory Unit (VMU) [SOE: Visual Memory (VM) unit] is a separately sold type of memory card that is used to save game files. When referring to units of memory use the term "memory block".
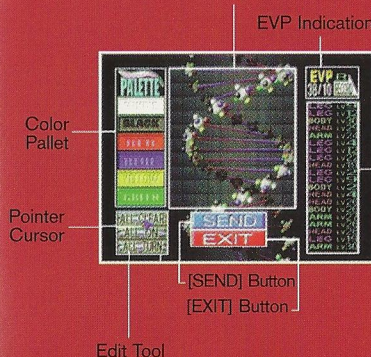
While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

Stone Monument [DNA Sheet]

By selecting EVOLUTION and inputting a design for the DNA sheet, the player can create parts and increase the number of parts that can be mutated. Inputs to the DNA sheet, however, must be EVP (evolution value points), which can be obtained through fighting with enemies. EVP is indicated at the top right of the EDIT screen. The value on the left indicates the current EVP level. The value on the right indicates the EVP that is consumed by one input. Inputs can be continued more than once as long as the consuming EVP is within the current EVP, and the value of the consumed EVP increases every time the number of inputs exceeds the set value.
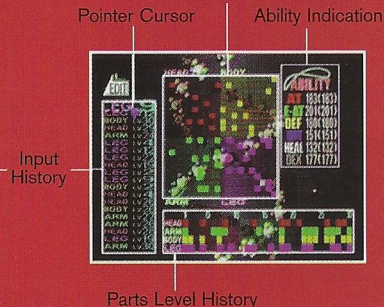
[EDIT SCREEN]
10 x 10 sheet
EVP Indication

[RECORD SCREEN]
20 x 20 sheet
Pointer Cursor
Ability Indication

Color Pallet

Pointer Cursor

Input History

[SEND] Button
[EXIT] Button

Parts Level History

Edit Tool

The DNA sheet consists of the EDIT and RECORD screens. The EDIT screen is used for input, and the RECORD is used to refer to the results of past inputs and to the present performance values for the player.

Select the screen you want by moving the pointer cursor with the Direction button and pressing the A button. The left and right triggers alternate display of the EDIT and RECORD screens.

EDIT Screen Operations

Color Pallet

Edit Tool

10 x 10 sheet

EVP Indication
Current Total EVP/Consuming EVP

ポインタカーソル

Input History

[EXIT] Button   [SEND] Button

To start with, you need to select the color you want to use for your inputs. Set the pointer cursor on the color in the pallet you want to use, and press the A button. The color of the pointer cursor changes to the color you selected.

* The color links to the color of the canvas registered at the start of the game, and the selected color of the ABILITY will be UP after executing the SEND.

Next, moving the pointer cursor to the frame in the 10x10 sheet, and pressing the A button on the frame cell changes the frame color to the color of the pointer cursor.

If you move the pointer cursor with the A button held down, all the cells that you have selected with the pointer cursor will be painted.

To erase a color, place the pointer cursor in the cell whose color you want to erase, and press the B button. If you move the pointer cursor with the B button held down, the colors of all cells selected with the pointer cursor will be erased.

To color a sheet with more than one color, select a color in the color pallet with the pointer cursor by pressing the A button.

When your design is complete, place the pointer cursor on SEND and press the A button.

When you switch to the RECORD screen, you will find that the parts available for evolution for the design have been added to the Input History, 20x20 sheet, and the Parts Level History together with an updated figure reflecting the latest input in the ABILITY Indication box.

If you press the L trigger or the A button, you will return to the EDIT screen. If you press the B button, you will return to the field screen.

How to Use the Edit Tool

The following functions are available by placing the pointer on an indicated icon and pressing the A button.

[ALL CLEAR]: All colors for the 10x10 sheet will be erased. The sheet will have no colors.

[ALL ON] : All of the cells in the 10x10 sheet will have the same color as the pointer color.

[ALL TURN] : Painted cells and unpainted cells in the 10x10 sheet are reversed. (Colors are uniformly set to the pointer color.)

Transferring the Design from Input History

The Input History column displays the parts that can evolve as the result of the past 20 inputs (with the latest part at the top). Placing the pointer on a part number displays on the right of the SEND button the design of the 10x10 sheet when this part was obtained. Press the A button to transfer the selected design to the current 10x10 sheet so that you can use the transferred design for your design work.

RECORD Screen Operations

Pointer Cursor

20 x 20 Sheet

Part Level History

Ability Indication
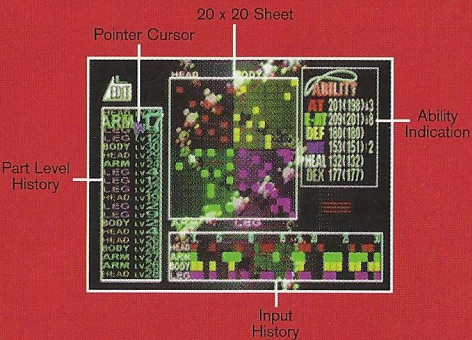
Input History

As with the EDIT screen, setting the pointer cursor on a part number in the Input History column displays the design when it was obtained. The design is displayed under the Ability indication. Setting the pointer cursor on a part number also displays the layout in the 20x20 sheet as well.

The 20x20 sheet consists of four parts: HEAD, ARM, BODY, and LEG. Each one of these parts is divided into detail parts from LV2 to LV30, with better quality being in the middle.

Where your design in the 10x10 sheet will be placed in the 20x20 sheet will determine the type of parts that can evolve.

The Parts Level History box displays those parts that will be able to evolve, while the Ability Indication box displays your current ability as a player.

The color of the ability items relates to the color image set at the start of the game. The image on the memory card during play will display EVP (evolution points).

End of Game

In Seventh Cross, there is no point at which the game is over. When HP has become zero because of an attack by an enemy, the body constituents used in this evolutionary state will be lost, requiring the player to start over again from the ORIGIN form. However, the records and ability level of evolved parts gained from the DNA sheet will not be lost. Regaining a body constituent will result in its restoration to its previous state. Also note that if an enemy attack takes place before an ORIGIN state, the part returns to the most primitive state of the protist.

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DNA SHEET

Tendencies and How to Handle Them.

The SOM (Self-Organization Map) is the self-organizing neural network proposed by Mr. T. Kohonen, which is mainly used to classify patterns in a certain form.

The DNA sheet uses an SOM (artificial life) that is based on neural technology. The SOM takes a design that you produce on the 10 x 10 sheet, and it lays itself out on the 20 x 20 sheet provided with parts for determining the next evolutionary step. The SOM does not perform layout randomly. Instead, it compares your designs to determine the design system step by step so that a design that the SOM determines to be a design of a similar nature can be located in the near cells in the 20 x 20 sheet. To obtain the parts that you want to use, you need to know the design system rules that SOM uses. We will explain some points that will help you determine the SOM rules. Note, however, that for some of your design inputs the SOM may develop rules for which the following points may not apply. If this happens, you should check your past Input History to find the rules.

IMPORTANT!

Point 1.

The SOM at the beginning of the game is just like a new-born baby, requiring a certain level of inputs until a pattern forms. You may discover that the SOM behaves randomly in the beginning.

Point 2.

The SOM sorts the design on the 10 x10 sheet by shape only. It does not give consideration to the color of the cell. If you input a design with a different color, the SOM will identify it as the same design. Color information will be reflected in the ABILITY to be UP.

Point 3.

The SOM tends to layout designs from the cells around the edge on the 20 x20 sheet. As sorting progresses, the SOM tends to layout the designs in the inner part of the sheet.

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Point 4.

Basically, the SOM tends to lay out the same design in the same cell, and a similar design in a near cell. However, it does not necessarily lay out the same cell until its ability to sort reaches the level of perfection.

Point 5.

In order for you to obtain higher quality parts, the design that you want and that is most centrally located should be transferred to the 10x10 sheet (provided it is still in the Input History). Allocating one more or one less cell for the design will increase the chances that the design will be located near (not always located in the inner side, and with a greater likelihood that it will be placed in the same locations). An effective procedure is to try for an inner location with a partially modified design.

Point 6.

When the layout on a 20x20 sheet is concentrated in a particular area, we suggest that you draw an entirely different design after reviewing the Input History. For example, changing the design colored in multiple cells to a design colored in a single cell, or a design with many dots and lines to a design with many colored cells tends, to a large degree, to produce a layout in a different area. If a change such as this does not work, your design may have your personality in unknown areas. Inputs by another person could result in a change, but since the creature is your creation, the creature should evolve according to your design.

Point 7.

To find a pattern or to search for parts, it is better to have as much of EVP stored in memory as possible, and to start continuous inputs. This may help you find a rule that you have not noticed for individual inputs.

Point 8.

We do not recommend that you restart from saved data all <u>over</u> again because you were not able to get your desired parts. If you do, your original pattern will have deviations, making it difficult for SOM to create the pattern. As a result, future evolutionary patterns may become unreadable. Once you have input data, we recommend that you do not change it.

For questions and information
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