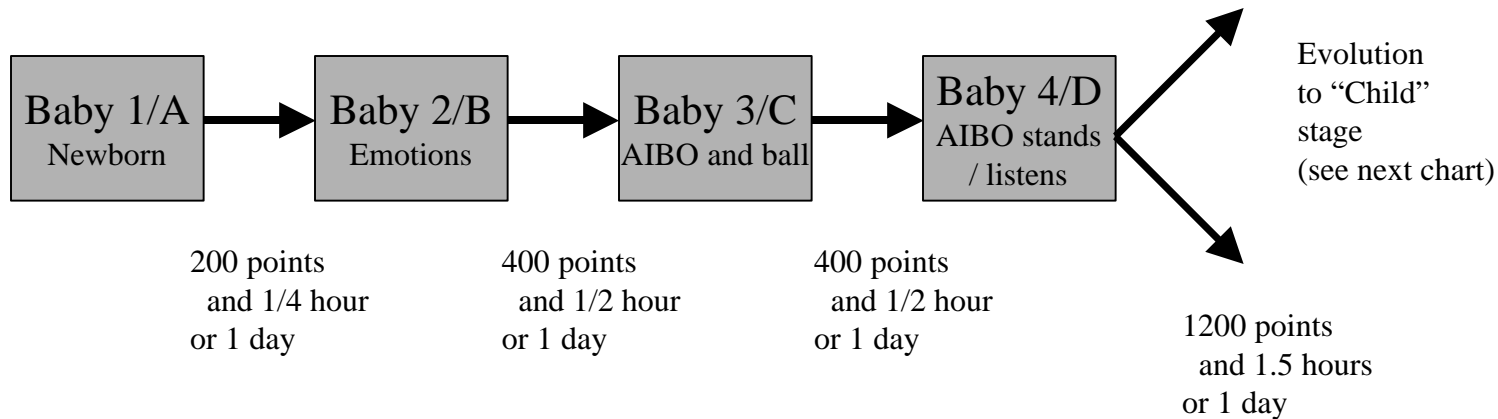


AiboLife 1 Evolution (ERF-210AW01)

using semi-official names - part 1

Baby grows up fast



"points" are experience points that increase as you interact with AIBO

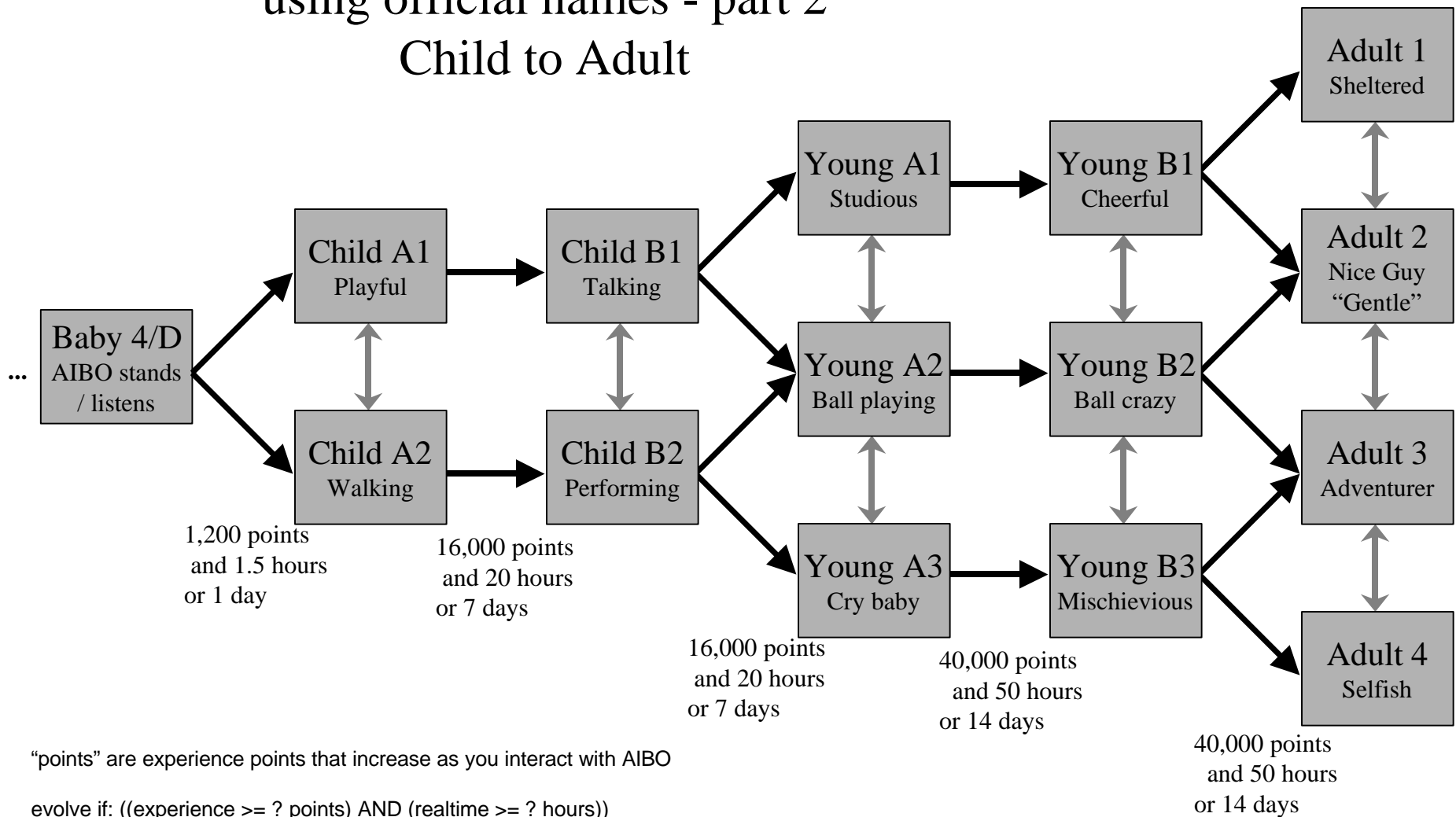
evolve if: ((experience >= ? points) AND (realtime >= ? hours))
OR (days_played_with >= ? Days)

The day count is a maximum number of active days the dog/cat will stay at that stage before evolving

AiboLife 1 Evolution (ERF-210AW01)

using official names - part 2

Child to Adult



“points” are experience points that increase as you interact with AIBO

evolve if: ((experience >= ? points) AND (realtime >= ? hours))
OR (days_played_with >= ? Days)

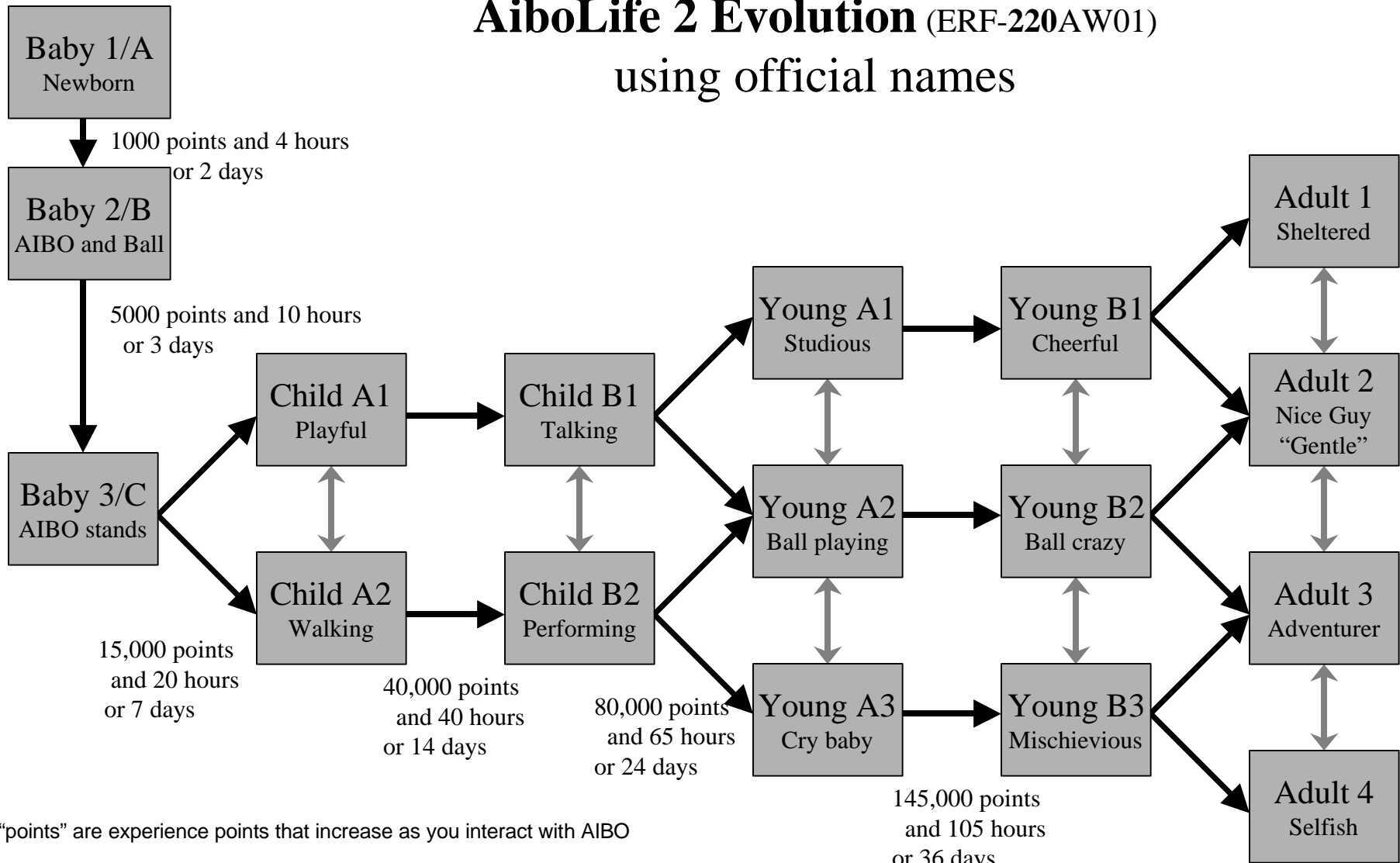
The day count is a maximum number of active days the cat/dog will stay at that stage before evolving (regardless of experience points or time spent).

Grey lines are personality type changes that can happen at any time.
Break-even is 800 experience points per hour (Quality Factor = 22.2)

**Totals are not cumulative
(they will reset to zero at each new stage)**

AiboLife 2 Evolution (ERF-220AW01)

using official names



"points" are experience points that increase as you interact with AIBO

evolve if: ((experience >= ? points) AND (realtime >= ? hours))
OR (days_played_with >= ? Days)

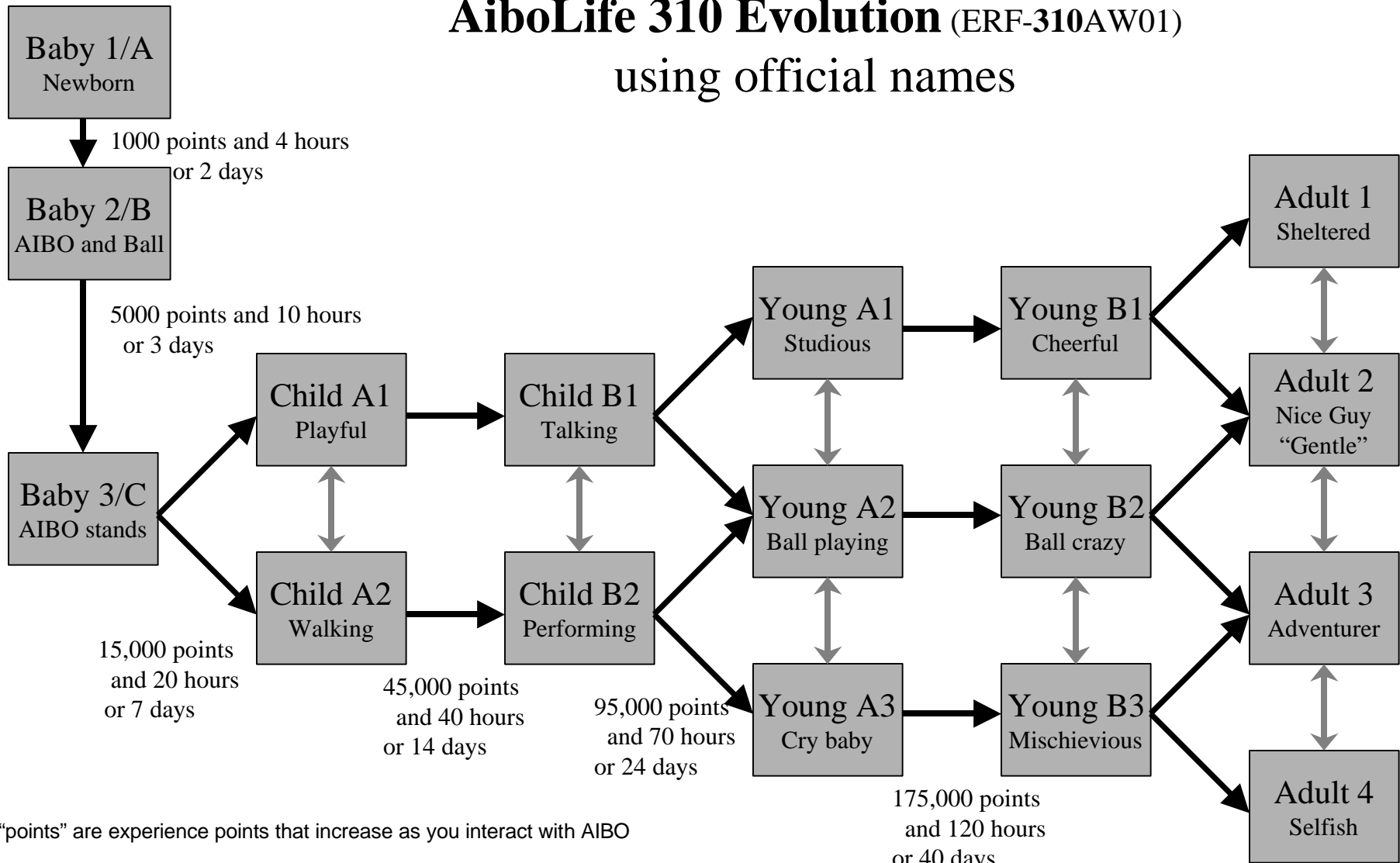
The day count is a maximum number of active days AIBO will stay at that stage before evolving (regardless of experience points or time spent).

Grey lines are personality type changes that can happen at any time.
Break-even "Quality Factor" varies by stage

Totals are cumulative (unlike the ERS-111 or ERS-210)

AiboLife 310 Evolution (ERF-310AW01)

using official names



"points" are experience points that increase as you interact with AIBO

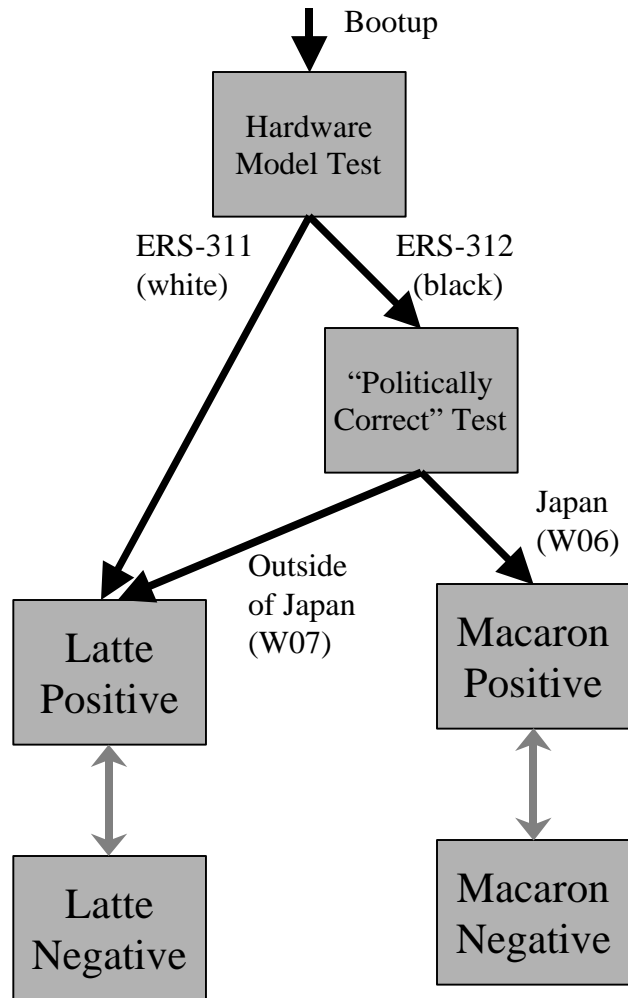
evolve if: ((experience >= ? points) AND (realtime >= ? hours))
OR (days_played_with >= ? Days)

The day count is a maximum number of active days AIBO will stay at that stage before evolving (regardless of experience points or time spent).

Grey lines are personality type changes that can happen at any time.
Break-even "Quality Factor" varies by stage

Totals are cumulative (unlike the ERS-111 or ERS-210)

AiboPal Personalities



Experience points or time do not cause AiboPal personalities to “evolve”, but how you interact may switch between the positive and negative moods.

Grey lines are personality type changes that can happen at any time.

Japanese edition (ERF-310AW06J) has 4 different personalities

Outside of Japan (ERF-310AW07E) has 2 different personalities (Latte+/Latte-)