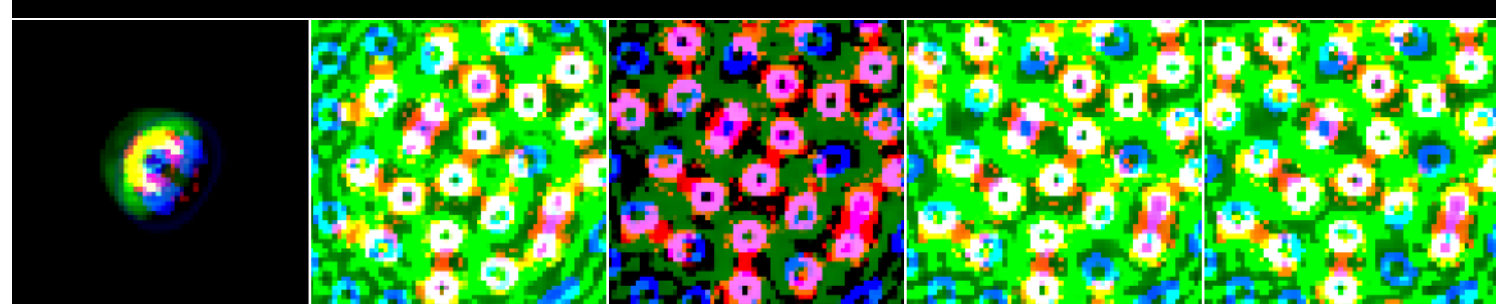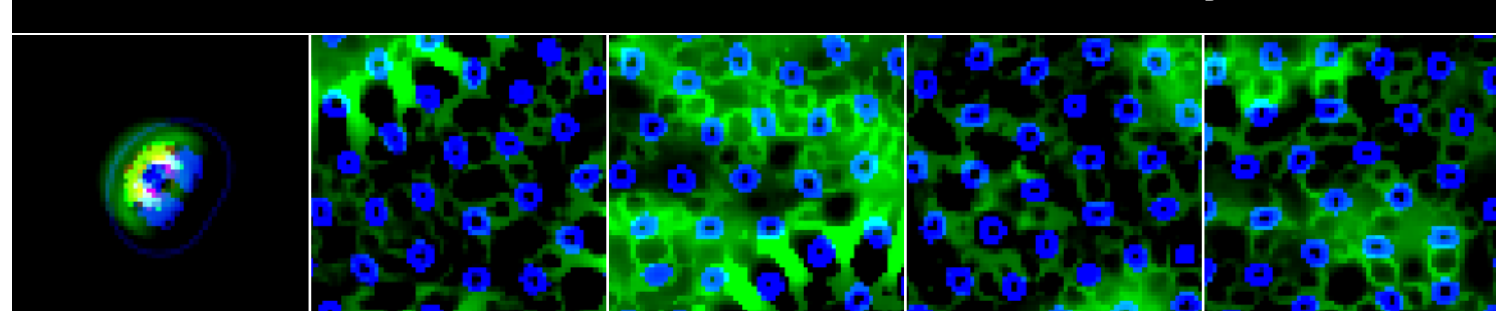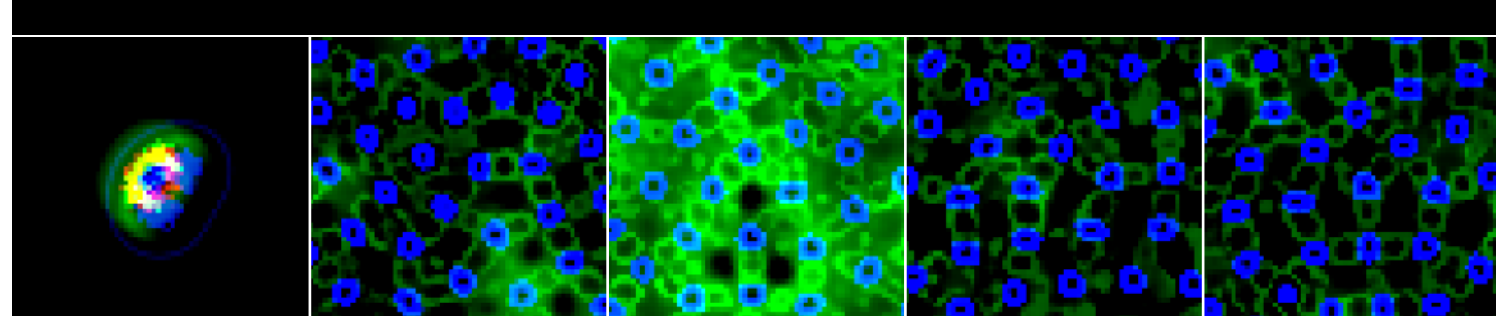# Non-temporally Evolved Supervised Target
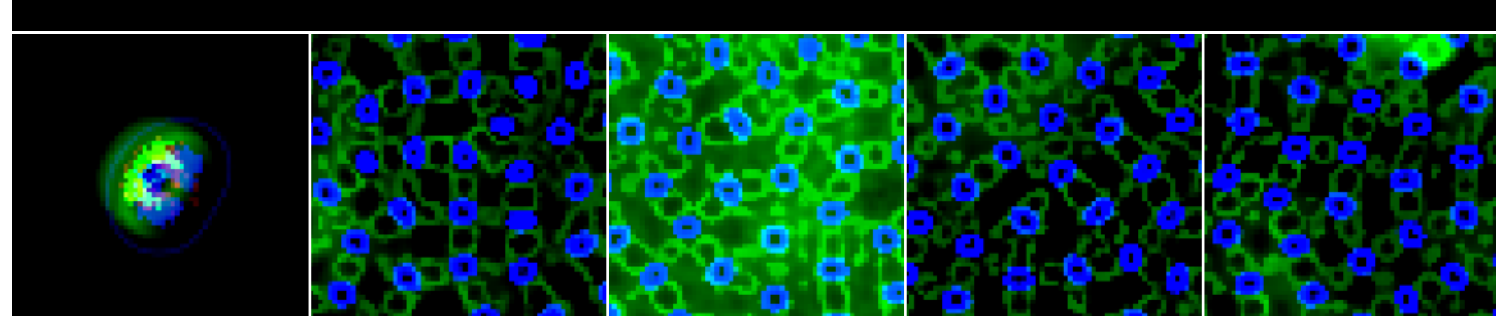

"the garden of eden"

"simulate fungal networks bioluminescent communication subterranean ecosystems"
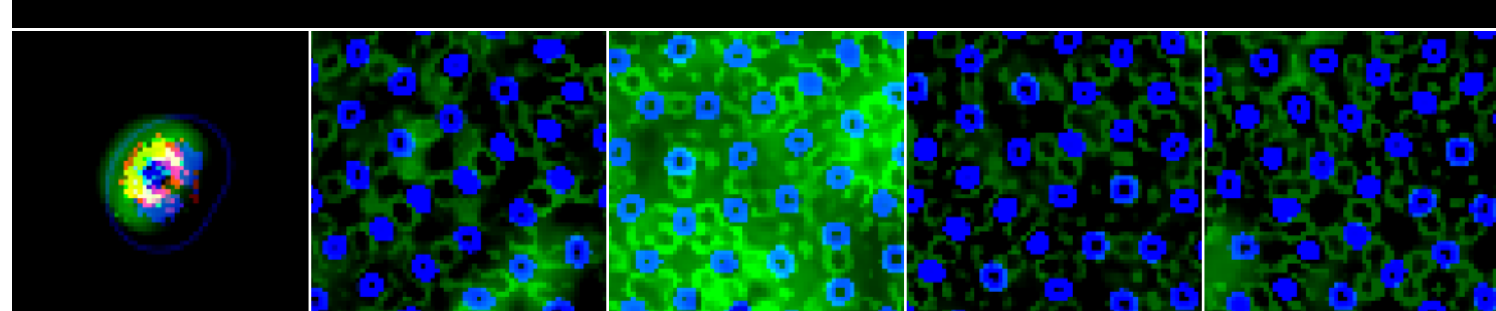

"simulate fungal networks bioluminescent communication subterranean mineral processing"
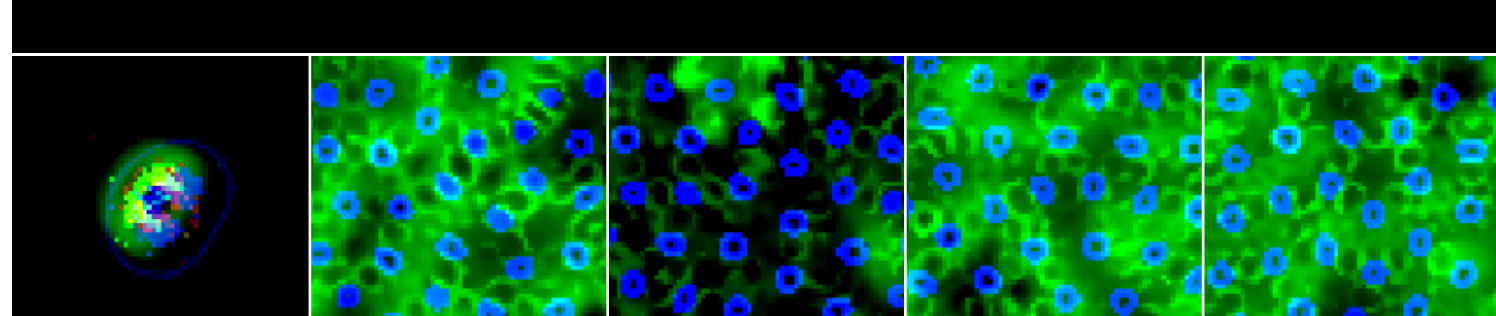

"simulate fungal networks symbiotic mineralbased exoskeletons distributed intelligence"
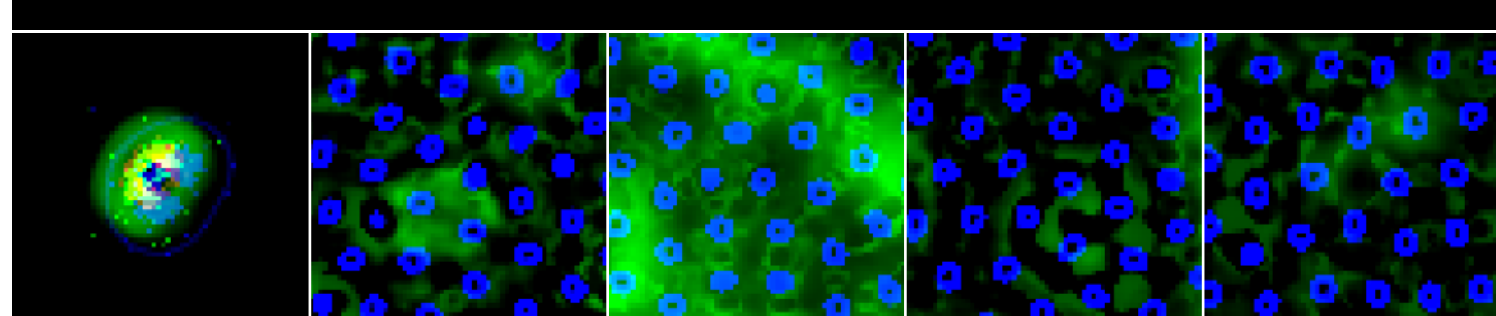

"simulate mineralized fungal colonies distributed processing emergent swarm intelligence"

"simulate mineralized fungal colonies emergent swarm intelligence bioluminescent communication crystalline structures"

"mineralized fungal networks directed crystal growth distributed computation"

"distributed computation bioluminescent mineral accretion"