

The Crucible General History

Epochs 1-240

A compact history of the archived epoch results, organized by project and phase.

June 16, 2026

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1. Executive overview

The formal Crucible General History archive covers 240 study epochs, running from epoch 1 through epoch 240. Across the formal study record, the mean peak world population is 2,237,606, while the mean final world population is 65,951. The largest recorded peak population is 3,344,336 in epoch 45, within Project 1 - Baseline Crucible / Baseline Synthesis Set.

At the final archived pulse, 223 formal study epochs have one surviving tribe and 17 have more than one surviving tribe. No formal study epoch ends with zero final surviving tribes. The largest final archived pulse is 80,000, which occurs in the 80,000-pulse extension and later Epilogue climate-feedback runs.

The tables that follow serve as a readable historical index rather than a full statistical analysis. Each project and phase keeps the core signals visible: the rise, the endpoint, the maximum regime reached, and the tribe or tribes that remained alive latest.

Metric	Value
Epochs covered	1-240 (240 formal study epochs)
Average peak world population	2,237,606
Average final world population	65,951
Highest peak world population	3,344,336 (epoch 45)
Single-survivor epochs	223
Multi-survivor epochs	17
Extinction epochs in summary	0
Largest final archived pulse	80,000

The overview shows a formal archive dominated by single-survivor endpoints.

The Epilogue adds longer horizons and tighter climate-tail variants.

2. Terms used in this report

The following terms are used throughout the history tables. They describe model outputs and project labels, not real-world groups.

Term	Meaning
Epoch	One complete simulation run under a specific project or set condition.
Pulse	The time step used by the simulation. Most earlier epochs end at 40,000 pulses; later Epilogue runs may extend to 80,000 pulses.
Peak world population	The largest total population reached by the whole world during an epoch.
Final world population	The total population at the final archived pulse.
Final surviving tribes	Tribes still alive at the final archived pulse, using final population and survival-summary flags.
Last to survive	The tribe or tribes that lived to the latest pulse in that epoch. In normal survival epochs this is the same as the final survivor list.
Regime 1 (Foraging)	The lowest-complexity subsistence state.
Regime 2 (Agrarian)	A settled low-energy state. Many post-collapse refugia are agrarian.
Regime 3 (Industrial)	A fossil/industrial expansion state.
Regime 4 (Technological)	A high-complexity, networked, advanced-energy state.
Climate heat / damage / chaos	Archived climate-pressure measures used to compare environmental stress across epochs.
Set	A named block of epochs with a shared experimental purpose.

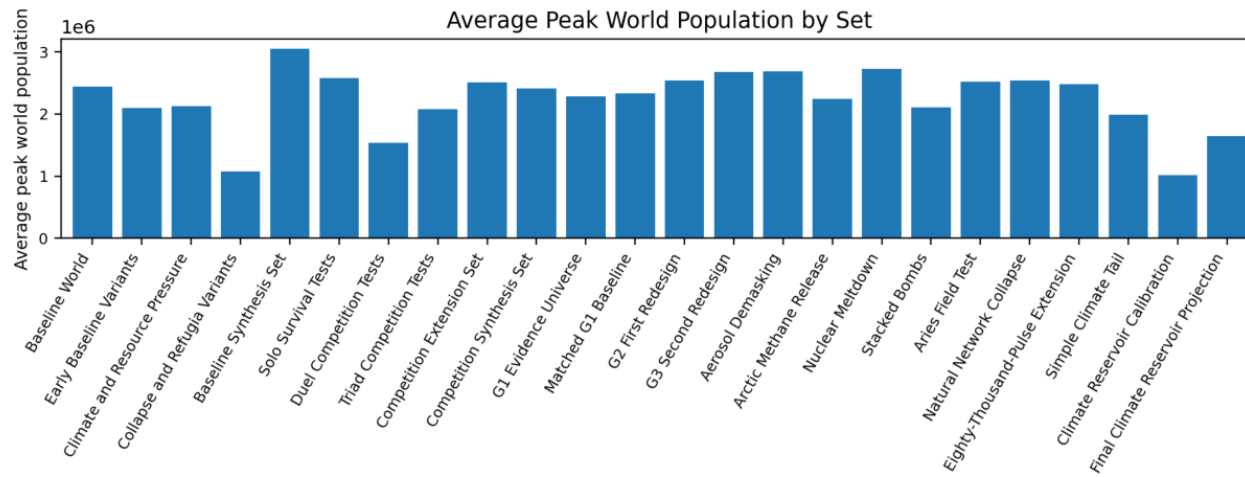
These definitions make the history table readable without requiring the detailed project reports.

3. Project summary

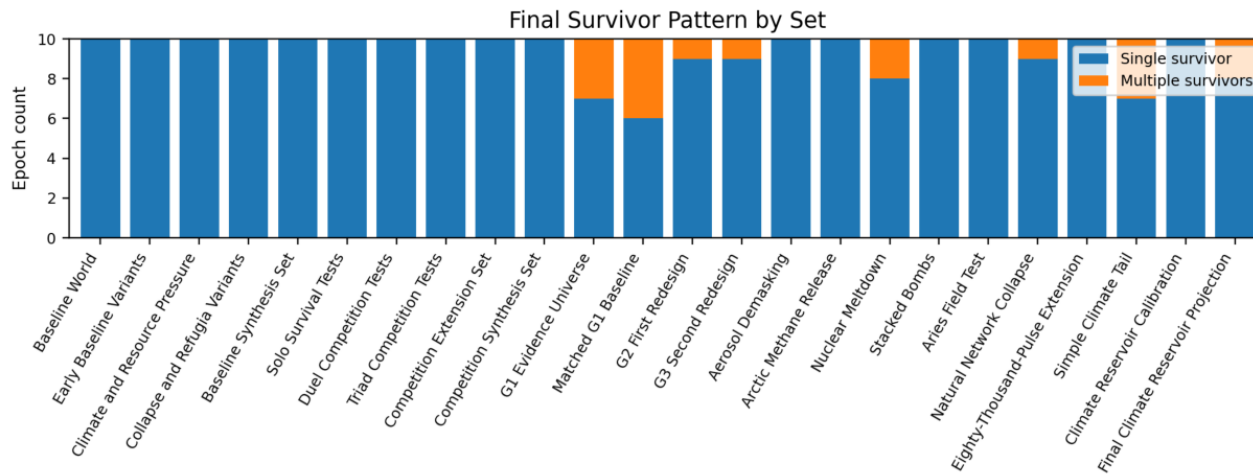
The project-level view compresses the 240-epoch record into the main study arcs. It shows how many epochs belong to each project, the average scale reached, and the final-survivor pattern across that project.

Project	Epochs	Epoch count	Average peak population	Average final population	Single survivor epochs	Multiple survivor epochs	Extinction epochs	Maximum final pulse
Project 1 - Baseline Crucible	1-50	50	2,158,487	228,886	50	0	0	40,000
Project 2 - Competition	51-100	50	2,224,006	28,930	50	0	0	40,000
Project 3 - Evolution	101-140	40	2,458,110	46,915	31	9	0	40,000
Project 4 - Bombs	141-180	40	2,441,063	16,394	38	2	0	40,000
Epilogue	181-240	60	2,032,230	6,752	54	6	0	80,000

The projects form a progression from baseline survival and competition through evolution, abrupt climate bombs, and the Epilogue's post-collapse projection work.



Average peak population varies substantially by set, especially once the project moves into bomb and reservoir conditions.



Most sets are dominated by single-survivor endpoints, but multi-survivor outcomes appear in later competition, bomb, and Epilogue phases.

4. Phase / set rollup

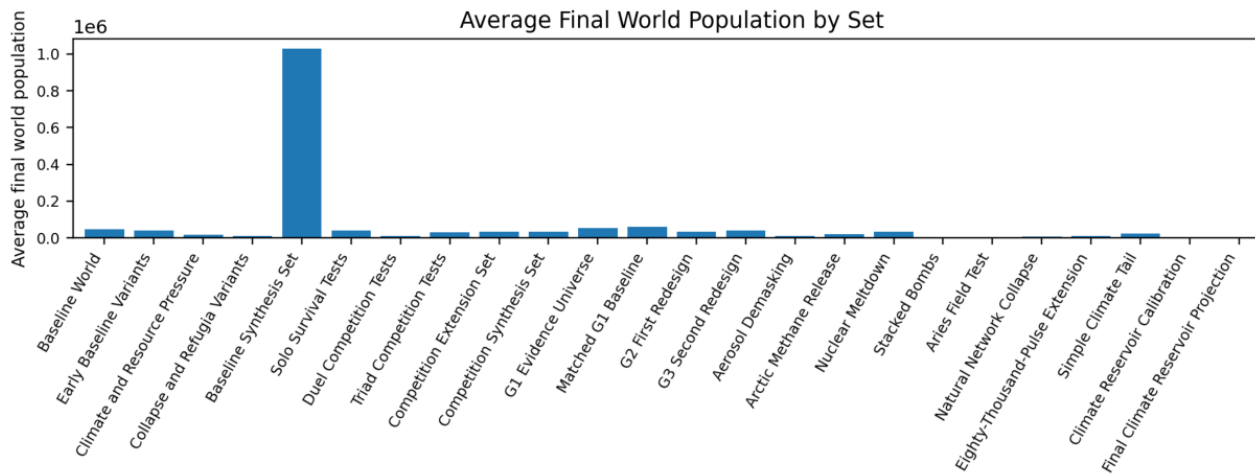
The phase rollup gives one row per set. It is the most compact view of the full history and is the best starting point for comparing the major experimental blocks.

Project	Set	Epochs	Average peak	Peak range	Average final	Final range	Average final survivors	Single	Multiple	Extinction	Max pulse
Project 1 - Baseline Crucible	Baseline World	1-10	2,439,589	1,970,041-2,645,623	45,840	31,535-64,967	1.00	10	0	0	40,000
Project 1 - Baseline	Early Baseline Variants	11-20	2,094,010	1,477,517-	39,467	1,526-56,231	1.00	10	0	0	40,000

Project	Set	Epochs	Average peak	Peak range	Average final	Final range	Average final survivors	Single	Multiple	Extinction	Max pulse
Crucible				2,672,472							
Project 1 - Baseline Crucible	Climate and Resource Pressure	21-30	2,125,006	2,033,145-2,237,526	17,990	7,599-23,149	1.00	10	0	0	40,000
Project 1 - Baseline Crucible	Collapse and Refugia Variants	31-40	1,076,045	972,676-1,213,148	9,920	115-14,781	1.00	10	0	0	40,000
Project 1 - Baseline Crucible	Baseline Synthesis Set	41-50	3,057,787	2,903,059-3,344,336	1,031,214	376,287-1,894,952	1.00	10	0	0	40,000
Project 2 - Competition	Solo Survival Tests	51-60	2,584,717	2,356,224-2,830,372	38,957	31,458-44,181	1.00	10	0	0	40,000
Project 2 - Competition	Duel Competition Tests	61-70	1,535,442	1,123,481-1,777,409	9,381	117-26,113	1.00	10	0	0	40,000
Project 2 - Competition	Triad Competition Tests	71-80	2,079,032	1,202,724-2,907,981	29,087	183-59,555	1.00	10	0	0	40,000
Project 2 - Competition	Competition Extension Set	81-90	2,510,676	2,037,040-2,866,581	34,732	19,198-55,356	1.00	10	0	0	40,000
Project 2 - Competition	Competition Synthesis Set	91-100	2,410,162	1,558,902-2,744,336	32,493	3,859-47,189	1.00	10	0	0	40,000
Project 3 - Evolution	G1 Evidence Universe	101-110	2,281,546	1,765,889-2,618,511	52,421	25,021-94,989	1.30	7	3	0	40,000
Project 3 - Evolution	Matched G1 Baseline	111-120	2,330,997	2,057,699-2,750,346	60,874	21,657-152,559	1.40	6	4	0	40,000
Project 3 - Evolution	G2 First Redesign	121-130	2,538,010	2,293,088-2,853,195	34,252	12,338-47,977	1.10	9	1	0	40,000
Project 3 - Evolution	G3 Second Redesign	131-140	2,681,885	2,290,727-3,180,021	40,114	26,982-76,330	1.20	9	1	0	40,000
Project 4 - Bombs	Aerosol Demasking	141-150	2,689,608	2,270,045-2,987,712	11,059	21-102,010	1.00	10	0	0	40,000
Project 4 - Bombs	Arctic Methane Release	151-160	2,241,372	1,997,831-2,552,663	19,915	2,854-41,926	1.00	10	0	0	40,000
Project 4 - Bombs	Nuclear Meltdown	161-170	2,726,445	2,400,523-2,949,012	33,841	25,393-45,712	1.20	8	2	0	40,000

Project	Set	Epochs	Average peak	Peak range	Average final	Final range	Average final survivors	Single	Multiple	Extinction	Max pulse
Project 4 - Bombs	Stacked Bombs	171-180	2,106,828	1,773,836-2,382,550	759	1-4,516	1.00	10	0	0	40,000
Epilogue	Ares Field Test	181-190	2,518,026	2,261,282-2,832,511	421	12-1,300	1.00	10	0	0	40,000
Epilogue	Natural Network Collapse	191-200	2,540,802	1,938,236-3,049,124	6,882	19-64,465	1.10	9	1	0	40,000
Epilogue	Eighty-Thousand-Pulse Extension	201-210	2,477,784	2,165,680-2,697,303	9,079	4,208-16,860	1.00	10	0	0	80,000
Epilogue	Simple Climate Tail	211-220	1,993,112	867,324-2,628,021	24,097	2,337-70,850	1.50	7	3	0	80,000
Epilogue	Climate Reservoir Calibration	221-230	1,016,592	753,681-1,168,689	1	1-2	1.00	10	0	0	50,750
Epilogue	Final Climate Reservoir Projection	231-240	1,647,062	1,457,944-1,866,843	33	12-59	1.20	8	2	0	80,000

This table shows the long arc of the archive. Early and middle sets usually retain larger final populations; the later Epilogue reservoir conditions drive final populations down into tiny remnant pockets.



Average final population makes the late reservoir bottleneck visually clear, especially compared with the larger final populations in earlier baseline and competition sets.

5. Epoch history tables

The following tables show each epoch in chronological order, grouped by project and set. Population columns are rounded to whole agents. The final-survivor column is compacted for readability.

Project 1 - Baseline Crucible

This section covers epochs 1 through 50 for Project 1 - Baseline Crucible.

Baseline World

Baseline World covers epochs 1-10. The set's average peak population is 2,439,589, and its average final population is 45,840.

Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
1	40,000	2,645,623	29,200	45,041	R4 Technological	Aurora (45041)	Aurora (45041)	40,000	Survived to final pulse
2	40,000	1,970,041	29,300	51,020	R4 Technological	Fractal Phoenix (51020)	Fractal Phoenix (51020)	40,000	Survived to final pulse
3	40,000	2,351,512	29,200	36,382	R4 Technological	SILENT_SENTINEL (36382)	SILENT_SENTINEL (36382)	40,000	Survived to final pulse
4	40,000	2,340,853	29,250	48,857	R4 Technological	Aurora (48857)	Aurora (48857)	40,000	Survived to final pulse
5	40,000	2,626,423	29,300	39,324	R4 Technological	Fractal Phoenix (39324)	Fractal Phoenix (39324)	40,000	Survived to final pulse
6	40,000	2,419,748	29,300	37,209	R4 Technological	Aurora (37209)	Aurora (37209)	40,000	Survived to final pulse
7	40,000	2,593,665	29,150	64,967	R4 Technological	SYMBIONT-ZERO (64967)	SYMBIONT-ZERO (64967)	40,000	Survived to final pulse
8	40,000	2,481,646	29,200	61,067	R4 Technological	Aurora (61067)	Aurora (61067)	40,000	Survived to final pulse
9	40,000	2,588,756	29,300	31,535	R4 Technological	Fractal Phoenix (31535)	Fractal Phoenix (31535)	40,000	Survived to final pulse
10	40,000	2,377,621	29,300	43,002	R4 Technological	Fractal Phoenix (43002)	Fractal Phoenix (43002)	40,000	Survived to final pulse

At the set level, Baseline World has 10 single-survivor epoch(s) and 0 multi-survivor epoch(s).

Early Baseline Variants

Early Baseline Variants covers epochs 11-20. The set's average peak population is 2,094,010, and its average final population is 39,467.

Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
11	40,000	1,889,044	29,100	38,846	R4 Technological	Fractal Phoenix (38846)	Fractal Phoenix (38846)	40,000	Survived to final pulse
12	40,000	1,600,055	29,000	48,007	R4 Technological	Fractal Phoenix (48007)	Fractal Phoenix (48007)	40,000	Survived to final pulse
13	40,000	2,276,534	29,200	34,924	R4 Technological	SILENT_SENTINEL (34924)	SILENT_SENTINEL (34924)	40,000	Survived to final pulse
14	40,000	1,802,608	29,050	36,624	R4 Technological	Fractal Phoenix (36624)	Fractal Phoenix (36624)	40,000	Survived to final pulse
15	40,000	2,672,472	29,200	56,231	R4 Technological	Aurora (56231)	Aurora (56231)	40,000	Survived to final pulse
16	40,000	2,430,200	29,250	55,307	R4 Technological	Aurora (55307)	Aurora (55307)	40,000	Survived to final pulse
17	40,000	2,486,168	29,200	55,106	R4 Technological	SYMBIONT-ZERO (55106)	SYMBIONT-ZERO (55106)	40,000	Survived to final pulse
18	40,000	1,979,123	29,300	24,754	R4 Technological	Phalanx (24754)	Phalanx (24754)	40,000	Survived to final pulse
19	40,000	1,477,517	29,000	1,526	R4 Technological	Phalanx (1526)	Phalanx (1526)	40,000	Survived to final pulse
20	40,000	2,326,377	29,250	43,344	R4 Technological	Crescent Vanguard (43344)	Crescent Vanguard (43344)	40,000	Survived to final pulse

At the set level, Early Baseline Variants have 10 single-survivor epoch(s) and 0 multi-survivor epoch(s).

Climate and Resource Pressure

Climate and Resource Pressure covers epochs 21-30. The set's average peak population is 2,125,006, and its average final population is 17,990.

Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
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Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
21	40,000	2,196,694	29,250	7,599	R4 Technological	Silent Sting (7599)	Silent Sting (7599)	40,000	Survived to final pulse
22	40,000	2,059,113	29,200	16,659	R4 Technological	Silent Sting (16659)	Silent Sting (16659)	40,000	Survived to final pulse
23	40,000	2,033,145	29,150	20,423	R4 Technological	Silent Sting (20423)	Silent Sting (20423)	40,000	Survived to final pulse
24	40,000	2,137,383	29,250	20,880	R4 Technological	Silent Sting (20880)	Silent Sting (20880)	40,000	Survived to final pulse
25	40,000	2,056,733	29,150	16,568	R4 Technological	Silent Sting (16568)	Silent Sting (16568)	40,000	Survived to final pulse
26	40,000	2,105,851	29,250	18,096	R4 Technological	Silent Sting (18096)	Silent Sting (18096)	40,000	Survived to final pulse
27	40,000	2,131,466	29,200	17,312	R4 Technological	Silent Sting (17312)	Silent Sting (17312)	40,000	Survived to final pulse
28	40,000	2,151,814	29,200	22,513	R4 Technological	Silent Sting (22513)	Silent Sting (22513)	40,000	Survived to final pulse
29	40,000	2,237,526	29,250	23,149	R4 Technological	Silent Sting (23149)	Silent Sting (23149)	40,000	Survived to final pulse
30	40,000	2,140,334	29,200	16,703	R4 Technological	Silent Sting (16703)	Silent Sting (16703)	40,000	Survived to final pulse

At the set level, Climate and Resource Pressure has 10 single-survivor epoch(s) and 0 multi-survivor epoch(s).

Collapse and Refugia Variants

Collapse and Refugia Variants covers epochs 31-40. The set's average peak population is 1,076,045, and its average final population is 9,920.

Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
31	40,000	994,097	26,300	12,079	R4 Technological	Fractal Phoenix (12079)	Fractal Phoenix (12079)	40,000	Survived to final pulse
32	40,000	1,213,148	28,600	14,781	R4	Aurora (14781)	Aurora (14781)	40,000	Survived to final

Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
					Technological				pulse
33	40,000	1,045,706	26,350	7,302	R4 Technological	Fractal Phoenix (7302)	Fractal Phoenix (7302)	40,000	Survived to final pulse
34	40,000	1,173,867	28,600	12,704	R4 Technological	Aurora (12704)	Aurora (12704)	40,000	Survived to final pulse
35	40,000	1,045,324	26,350	8,500	R4 Technological	SILENT_SENTINEL (8500)	SILENT_SENTINEL (8500)	40,000	Survived to final pulse
36	40,000	975,018	28,900	115	R4 Technological	Phalanx (115)	Phalanx (115)	40,000	Survived to final pulse
37	40,000	1,156,448	28,550	13,961	R4 Technological	Aurora (13961)	Aurora (13961)	40,000	Survived to final pulse
38	40,000	1,013,350	26,250	9,428	R4 Technological	Crescent Vanguard (9428)	Crescent Vanguard (9428)	40,000	Survived to final pulse
39	40,000	972,676	26,300	7,110	R4 Technological	Fractal Phoenix (7110)	Fractal Phoenix (7110)	40,000	Survived to final pulse
40	40,000	1,170,818	28,550	13,218	R4 Technological	Aurora (13218)	Aurora (13218)	40,000	Survived to final pulse

At the set level, Collapse and Refugia Variants have 10 single-survivor epoch(s) and 0 multi-survivor epoch(s).

Baseline Synthesis Set

Baseline Synthesis Set covers epochs 41-50. The set's average peak population is 3,057,787, and its average final population is 1,031,214.

Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
41	40,000	3,322,621	29,100	1,011,644	R4 Technological	Fractal Phoenix (1011644)	Fractal Phoenix (1011644)	40,000	Survived to final pulse
42	40,000	2,968,385	28,900	940,766	R4 Technological	Aurora (940766)	Aurora (940766)	40,000	Survived to final pulse
43	40,000	3,100,609	29,000	376,287	R4 Technological	SILENT_SENTINEL (376287)	SILENT_SENTINEL (376287)	40,000	Survived to final pulse

Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
44	40,000	2,903,059	29,000	1,503,120	R4 Technological	Fractal Phoenix (1503120)	Fractal Phoenix (1503120)	40,000	Survived to final pulse
45	40,000	3,344,336	33,300	376,498	R4 Technological	Castellans of Gemini (376498)	Castellans of Gemini (376498)	40,000	Survived to final pulse
46	40,000	2,922,788	28,850	1,894,952	R4 Technological	Aurora (1894952)	Aurora (1894952)	40,000	Survived to final pulse
47	40,000	3,168,033	29,000	998,182	R4 Technological	Crescent Vanguard (998182)	Crescent Vanguard (998182)	40,000	Survived to final pulse
48	40,000	3,015,348	28,900	1,347,560	R4 Technological	SYMBIONT-ZERO (1347560)	SYMBIONT-ZERO (1347560)	40,000	Survived to final pulse
49	40,000	2,911,720	28,900	629,499	R4 Technological	Aurora (629499)	Aurora (629499)	40,000	Survived to final pulse
50	40,000	2,920,972	28,900	1,233,633	R4 Technological	Aurora (1233633)	Aurora (1233633)	40,000	Survived to final pulse

At the set level, Baseline Synthesis Set has 10 single-survivor epoch(s) and 0 multi-survivor epoch(s).

Project 2 - Competition

This section covers epochs 51 through 100 for Project 2 - Competition.

Solo Survival Tests

Solo Survival Tests covers epochs 51-60. The set's average peak population is 2,584,717, and its average final population is 38,957.

Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
51	40,000	2,395,204	29,250	39,119	R4 Technological	Aurora (39119)	Aurora (39119)	40,000	Survived to final pulse
52	40,000	2,356,224	29,250	35,010	R4 Technological	Aurora (35010)	Aurora (35010)	40,000	Survived to final pulse
53	40,000	2,426,609	29,300	41,188	R4 Technological	Aurora (41188)	Aurora (41188)	40,000	Survived to final pulse
54	40,000	2,649,682	29,300	36,937	R4 Technological	Aurora (36937)	Aurora (36937)	40,000	Survived to final pulse
55	40,000	2,624,045	29,300	44,181	R4 Technological	Aurora (44181)	Aurora (44181)	40,000	Survived to final pulse
56	40,000	2,559,212	29,250	40,625	R4 Technological	Aurora (40625)	Aurora (40625)	40,000	Survived to final pulse
57	40,000	2,588,414	29,300	31,458	R4 Technological	Aurora (31458)	Aurora (31458)	40,000	Survived to final pulse
58	40,000	2,830,372	29,250	38,548	R4 Technological	Aurora (38548)	Aurora (38548)	40,000	Survived to final pulse
59	40,000	2,754,059	29,300	42,500	R4 Technological	Aurora (42500)	Aurora (42500)	40,000	Survived to final pulse
60	40,000	2,663,353	29,300	39,999	R4 Technological	Aurora (39999)	Aurora (39999)	40,000	Survived to final pulse

At the set level, Solo Survival Tests has 10 single-survivor epoch(s) and 0 multi-survivor epoch(s).

Duel Competition Tests

Duel Competition Tests covers epochs 61-70. The set's average peak population is 1,535,442, and its average final population is 9,381.

Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
61	40,000	1,648,241	29,100	18,480	R4 Technological	Phalanx (18480)	Phalanx (18480)	40,000	Survived to final pulse
62	40,000	1,777,409	29,200	1,887	R4 Technological	Phalanx (1887)	Phalanx (1887)	40,000	Survived to final pulse
63	40,000	1,688,895	29,200	6,497	R4 Technological	Phalanx (6497)	Phalanx (6497)	40,000	Survived to final pulse
64	40,000	1,315,424	28,950	117	R4 Technological	Phalanx (117)	Phalanx (117)	40,000	Survived to final pulse
65	40,000	1,771,978	29,200	26,113	R4 Technological	Phalanx (26113)	Phalanx (26113)	40,000	Survived to final pulse
66	40,000	1,452,151	29,100	398	R4 Technological	Phalanx (398)	Phalanx (398)	40,000	Survived to final pulse
67	40,000	1,123,481	28,900	1,467	R4 Technological	Phalanx (1467)	Phalanx (1467)	40,000	Survived to final pulse
68	40,000	1,680,011	29,200	23,454	R4 Technological	Phalanx (23454)	Phalanx (23454)	40,000	Survived to final pulse
69	40,000	1,557,823	29,100	10,478	R4 Technological	Phalanx (10478)	Phalanx (10478)	40,000	Survived to final pulse
70	40,000	1,339,005	29,050	4,914	R4 Technological	Phalanx (4914)	Phalanx (4914)	40,000	Survived to final pulse

At the set level, Duel Competition Tests has 10 single-survivor epoch(s) and 0 multi-survivor epoch(s).

Triad Competition Tests

Triad Competition Tests covers epochs 71-80. The set's average peak population is 2,079,032, and its average final population is 29,087.

Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
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Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
71	40,000	2,610,848	29,250	39,890	R4 Technological	Aurora (39890)	Aurora (39890)	40,000	Survived to final pulse
72	40,000	1,275,344	28,900	742	R4 Technological	Phalanx (742)	Phalanx (742)	40,000	Survived to final pulse
73	40,000	1,503,254	29,150	18,191	R4 Technological	Phalanx (18191)	Phalanx (18191)	40,000	Survived to final pulse
74	40,000	2,640,764	29,250	37,729	R4 Technological	Aurora (37729)	Aurora (37729)	40,000	Survived to final pulse
75	40,000	2,687,284	29,300	46,001	R4 Technological	Aurora (46001)	Aurora (46001)	40,000	Survived to final pulse
76	40,000	1,771,726	29,250	20,994	R4 Technological	Phalanx (20994)	Phalanx (20994)	40,000	Survived to final pulse
77	40,000	1,795,182	29,050	59,555	R4 Technological	Fractal Phoenix (59555)	Fractal Phoenix (59555)	40,000	Survived to final pulse
78	40,000	2,907,981	29,400	37,533	R4 Technological	Fractal Phoenix (37533)	Fractal Phoenix (37533)	40,000	Survived to final pulse
79	40,000	2,395,209	29,350	30,055	R4 Technological	Fractal Phoenix (30055)	Fractal Phoenix (30055)	40,000	Survived to final pulse
80	40,000	1,202,724	28,900	183	R4 Technological	Phalanx (183)	Phalanx (183)	40,000	Survived to final pulse

At the set level, Triad Competition Tests has 10 single-survivor epoch(s) and 0 multi-survivor epoch(s).

Competition Extension Set

Competition Extension Set covers epochs 81-90. The set's average peak population is 2,510,676, and its average final population is 34,732.

Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
81	40,000	2,533,072	29,350	25,924	R4 Technological	Fractal Phoenix (25924)	Fractal Phoenix (25924)	40,000	Survived to final pulse
82	40,000	2,547,819	29,300	35,465	R4	Aurora (35465)	Aurora (35465)	40,000	Survived to final

Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
					Technological				pulse
83	40,000	2,519,755	29,350	19,198	R4 Technological	Fractal Phoenix (19198)	Fractal Phoenix (19198)	40,000	Survived to final pulse
84	40,000	2,866,581	29,450	32,208	R4 Technological	Fractal Phoenix (32208)	Fractal Phoenix (32208)	40,000	Survived to final pulse
85	40,000	2,547,671	29,250	37,905	R4 Technological	Aurora (37905)	Aurora (37905)	40,000	Survived to final pulse
86	40,000	2,685,149	29,250	42,994	R4 Technological	SYMBIONT-ZERO (42994)	SYMBIONT-ZERO (42994)	40,000	Survived to final pulse
87	40,000	2,295,383	29,250	55,356	R4 Technological	SYMBIONT-ZERO (55356)	SYMBIONT-ZERO (55356)	40,000	Survived to final pulse
88	40,000	2,512,835	29,200	35,124	R4 Technological	SYMBIONT-ZERO (35124)	SYMBIONT-ZERO (35124)	40,000	Survived to final pulse
89	40,000	2,561,458	29,300	42,445	R4 Technological	SYMBIONT-ZERO (42445)	SYMBIONT-ZERO (42445)	40,000	Survived to final pulse
90	40,000	2,037,040	29,200	20,704	R4 Technological	Helix Vanguard (20704)	Helix Vanguard (20704)	40,000	Survived to final pulse

At the set level, Competition Extension Set has 10 single-survivor epoch(s) and 0 multi-survivor epoch(s).

Competition Synthesis Set

Competition Synthesis Set covers epochs 91-100. The set's average peak population is 2,410,162, and its average final population is 32,493.

Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
91	40,000	1,792,317	29,150	25,907	R4 Technological	Helix Vanguard (25907)	Helix Vanguard (25907)	40,000	Survived to final pulse
92	40,000	2,014,095	29,200	17,947	R4 Technological	Helix Vanguard (17947)	Helix Vanguard (17947)	40,000	Survived to final pulse
93	40,000	2,660,802	29,250	31,983	R4 Technological	Resonant Meridian (31983)	Resonant Meridian (31983)	40,000	Survived to final pulse

Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
94	40,000	2,740,057	29,300	37,965	R4 Technological	Resonant Meridian (37965)	Resonant Meridian (37965)	40,000	Survived to final pulse
95	40,000	1,558,902	28,900	3,859	R4 Technological	Helix Vanguard (3859)	Helix Vanguard (3859)	40,000	Survived to final pulse
96	40,000	2,744,336	29,200	41,311	R4 Technological	SYMBIONT-ZERO (41311)	SYMBIONT-ZERO (41311)	40,000	Survived to final pulse
97	40,000	2,728,381	29,200	43,768	R4 Technological	SYMBIONT-ZERO (43768)	SYMBIONT-ZERO (43768)	40,000	Survived to final pulse
98	40,000	2,625,344	29,200	40,412	R4 Technological	SYMBIONT-ZERO (40412)	SYMBIONT-ZERO (40412)	40,000	Survived to final pulse
99	40,000	2,678,580	29,250	34,588	R4 Technological	SYMBIONT-ZERO (34588)	SYMBIONT-ZERO (34588)	40,000	Survived to final pulse
100	40,000	2,558,807	29,200	47,189	R4 Technological	SYMBIONT-ZERO (47189)	SYMBIONT-ZERO (47189)	40,000	Survived to final pulse

At the set level, Competition Synthesis Set has 10 single-survivor epoch(s) and 0 multi-survivor epoch(s).

Project 3 - Evolution

This section covers epochs 101 through 140 for Project 3 - Evolution.

G1 Evidence Universe

G1 Evidence Universe covers epochs 101-110. The set's average peak population is 2,281,546, and its average final population is 52,421.

Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
101	40,000	2,296,190	29,400	64,507	R4 Technological	Unassuming (64507)	Unassuming (64507)	40,000	Survived to final pulse
102	40,000	2,576,423	29,250	38,259	R4 Technological	Crescent Vanguard (38259)	Crescent Vanguard (38259)	40,000	Survived to final pulse
103	40,000	2,324,878	29,250	94,989	R4 Technological	Fractal Phoenix (94989)	Fractal Phoenix (94989)	40,000	Survived to final pulse
104	40,000	2,618,511	29,150	85,770	R4 Technological	SILENT_SENTINEL (85770)	SILENT_SENTINEL (85770)	40,000	Survived to final pulse
105	40,000	2,241,513	29,100	49,265	R4 Technological	Aurora (49119); Crescent Vanguard (146)	Aurora (49119); Crescent Vanguard (146)	40,000	Survived to final pulse
106	40,000	2,258,382	29,200	52,567	R4 Technological	Silent Sting (52428); Aurora (139)	Silent Sting (52428); Aurora (139)	40,000	Survived to final pulse
107	40,000	2,097,821	29,150	45,443	R4 Technological	Helix Vanguard (45443)	Helix Vanguard (45443)	40,000	Survived to final pulse
108	40,000	2,089,390	29,300	37,970	R4 Technological	Unassuming (37970)	Unassuming (37970)	40,000	Survived to final pulse
109	40,000	1,765,889	29,250	25,021	R4 Technological	Unassuming (25021)	Unassuming (25021)	40,000	Survived to final pulse
110	40,000	2,546,459	29,250	30,414	R4 Technological	Crescent Vanguard (30413); SILENT_SENTINEL (1)	Crescent Vanguard (30413); SILENT_SENTINEL (1)	40,000	Survived to final pulse

At the set level, G1 Evidence Universe has 7 single-survivor epoch(s) and 3 multi-survivor epoch(s).

Matched G1 Baseline

Matched G1 Baseline covers epochs 111-120. The set's average peak population is 2,330,997, and its average final population is 60,874.

Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
111	40,000	2,420,455	29,350	24,566	R4 Technological	Helix Vanguard (24566)	Helix Vanguard (24566)	40,000	Survived to final pulse
112	40,000	2,750,346	29,300	46,633	R4 Technological	Fractal Phoenix (46633)	Fractal Phoenix (46633)	40,000	Survived to final pulse
113	40,000	2,376,662	29,350	39,836	R4 Technological	Fractal Phoenix (39836)	Fractal Phoenix (39836)	40,000	Survived to final pulse
114	40,000	2,412,111	29,200	85,302	R4 Technological	Fractal Phoenix (85302)	Fractal Phoenix (85302)	40,000	Survived to final pulse
115	40,000	2,367,103	29,200	75,245	R4 Technological	Fractal Phoenix (75245)	Fractal Phoenix (75245)	40,000	Survived to final pulse
116	40,000	2,305,280	29,350	84,408	R4 Technological	Gradient Covenant (84398); Helix Vanguard (10)	Gradient Covenant (84398); Helix Vanguard (10)	40,000	Survived to final pulse
117	40,000	2,057,699	29,100	49,560	R4 Technological	Fractal Phoenix (49559); Flynn Paradox (1)	Fractal Phoenix (49559); Flynn Paradox (1)	40,000	Survived to final pulse
118	40,000	2,204,630	29,300	28,971	R4 Technological	Helix Vanguard (28969); Gradient Covenant (2)	Helix Vanguard (28969); Gradient Covenant (2)	40,000	Survived to final pulse
119	40,000	2,119,930	29,200	21,657	R4 Technological	Castellans of Gemini (21652); Fractal Phoenix (5)	Castellans of Gemini (21652); Fractal Phoenix (5)	40,000	Survived to final pulse
120	40,000	2,295,752	29,200	152,559	R4 Technological	Fractal Phoenix (152559)	Fractal Phoenix (152559)	40,000	Survived to final pulse

At the set level, Matched G1 Baseline has 6 single-survivor epoch(s) and 4 multi-survivor epoch(s).

G2 First Redesign

G2 First Redesign covers epochs 121-130. The set's average peak population is 2,538,010, and its average final population is 34,252.

Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
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Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
121	40,000	2,635,652	29,350	39,070	R4 Technological	Castellans of Gemini II G2 (39070)	Castellans of Gemini II G2 (39070)	40,000	Survived to final pulse
122	40,000	2,293,088	29,300	34,197	R4 Technological	Helix Vanguard G2 (26724); Civic Ember Compact G2 (7473)	Helix Vanguard G2 (26724); Civic Ember Compact G2 (7473)	40,000	Survived to final pulse
123	40,000	2,393,065	29,250	32,884	R4 Technological	Civic Ember Compact G2 (32884)	Civic Ember Compact G2 (32884)	40,000	Survived to final pulse
124	40,000	2,499,166	29,350	40,911	R4 Technological	Helix Vanguard G2 (40911)	Helix Vanguard G2 (40911)	40,000	Survived to final pulse
125	40,000	2,558,042	29,350	47,977	R4 Technological	Civic Ember Compact G2 (47977)	Civic Ember Compact G2 (47977)	40,000	Survived to final pulse
126	40,000	2,853,195	29,250	26,003	R4 Technological	Forged Compact G2 (26003)	Forged Compact G2 (26003)	40,000	Survived to final pulse
127	40,000	2,631,336	29,350	33,116	R4 Technological	Civic Ember Compact G2 (33116)	Civic Ember Compact G2 (33116)	40,000	Survived to final pulse
128	40,000	2,561,237	29,400	12,338	R4 Technological	Obsidian Refuge G2 (12338)	Obsidian Refuge G2 (12338)	40,000	Survived to final pulse
129	40,000	2,385,690	29,200	43,209	R4 Technological	Obsidian Refuge G2 (43209)	Obsidian Refuge G2 (43209)	40,000	Survived to final pulse
130	40,000	2,569,632	29,350	32,811	R4 Technological	Civic Ember Compact G2 (32811)	Civic Ember Compact G2 (32811)	40,000	Survived to final pulse

At the set level, G2 First Redesign has 9 single-survivor epoch(s) and 1 multi-survivor epoch(s).

G3 Second Redesign

G3 Second Redesign covers epochs 131-140. The set's average peak population is 2,681,885, and its average final population is 40,114.

Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
131	40,000	2,944,257	29,200	76,330	R4 Technological	Quiet Stick Compact (76330)	Quiet Stick Compact (76330)	40,000	Survived to final pulse

Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
132	40,000	2,569,682	29,350	47,863	R4 Technological	Obsidian (47863)	Obsidian (47863)	40,000	Survived to final pulse
133	40,000	2,799,394	29,250	29,692	R4 Technological	Forged Compact G3 (29692)	Forged Compact G3 (29692)	40,000	Survived to final pulse
134	40,000	2,502,791	29,300	26,982	R4 Technological	Obsidian (26982)	Obsidian (26982)	40,000	Survived to final pulse
135	40,000	3,180,021	29,450	27,787	R4 Technological	Castellans (27787)	Castellans (27787)	40,000	Survived to final pulse
136	40,000	2,531,119	29,400	35,853	R4 Technological	Obsidian (35853)	Obsidian (35853)	40,000	Survived to final pulse
137	40,000	2,840,641	29,450	41,207	R4 Technological	Obsidian (41207)	Obsidian (41207)	40,000	Survived to final pulse
138	40,000	2,504,034	29,250	27,081	R4 Technological	Forged Compact G3 (26948); Crucible Remnant (90); Ember (43)	Forged Compact G3 (26948); Crucible Remnant (90); Ember (43)	40,000	Survived to final pulse
139	40,000	2,290,727	29,500	39,268	R4 Technological	Obsidian (39268)	Obsidian (39268)	40,000	Survived to final pulse
140	40,000	2,656,181	29,400	49,078	R4 Technological	Obsidian (49078)	Obsidian (49078)	40,000	Survived to final pulse

At the set level, G3 Second Redesign has 9 single-survivor epoch(s) and 1 multi-survivor epoch(s).

Project 4 - Bombs

This section covers epochs 141 through 180 for Project 4 - Bombs.

Aerosol Demasking

Aerosol Demasking covers epochs 141-150. The set's average peak population is 2,689,608, and its average final population is 11,059.

Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
141	40,000	2,421,217	29,400	180	R4 Technological	Quiet Stick Compact (180)	Quiet Stick Compact (180)	40,000	Survived to final pulse
142	40,000	2,395,130	29,100	102,010	R4 Technological	Ember (102010)	Ember (102010)	40,000	Survived to final pulse
143	40,000	2,342,846	29,250	21	R4 Technological	Ember (21)	Ember (21)	40,000	Survived to final pulse
144	40,000	2,987,712	29,300	265	R4 Technological	Ember (265)	Ember (265)	40,000	Survived to final pulse
145	40,000	2,934,230	29,400	6,536	R4 Technological	Obsidian (6536)	Obsidian (6536)	40,000	Survived to final pulse
146	40,000	2,977,796	29,350	337	R4 Technological	Forged Compact G3 (337)	Forged Compact G3 (337)	40,000	Survived to final pulse
147	40,000	2,887,154	29,250	773	R4 Technological	Obsidian (773)	Obsidian (773)	40,000	Survived to final pulse
148	40,000	2,919,994	29,400	317	R4 Technological	Obsidian (317)	Obsidian (317)	40,000	Survived to final pulse
149	40,000	2,270,045	29,350	111	R4 Technological	Obsidian (111)	Obsidian (111)	40,000	Survived to final pulse
150	40,000	2,759,957	29,350	36	R4 Technological	Forged Compact G3 (36)	Forged Compact G3 (36)	40,000	Survived to final pulse

At the set level, Aerosol Demasking has 10 single-survivor epoch(s) and 0 multi-survivor epoch(s).

Arctic Methane Release

Arctic Methane Release covers epochs 151-160. The set's average peak population is 2,241,372, and its average final population is 19,915.

Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
151	40,000	2,278,093	29,250	14,476	R4 Technological	Obsidian (14476)	Obsidian (14476)	40,000	Survived to final pulse
152	40,000	2,198,203	29,350	3,783	R4 Technological	Obsidian (3783)	Obsidian (3783)	40,000	Survived to final pulse
153	40,000	2,026,565	29,300	19,501	R4 Technological	Obsidian (19501)	Obsidian (19501)	40,000	Survived to final pulse
154	40,000	2,461,328	29,350	29,479	R4 Technological	Obsidian (29479)	Obsidian (29479)	40,000	Survived to final pulse
155	40,000	2,164,375	29,200	12,002	R4 Technological	Obsidian (12002)	Obsidian (12002)	40,000	Survived to final pulse
156	40,000	2,095,852	29,200	41,926	R4 Technological	Castellans (41926)	Castellans (41926)	40,000	Survived to final pulse
157	40,000	1,997,831	29,450	34,785	R4 Technological	Obsidian (34785)	Obsidian (34785)	40,000	Survived to final pulse
158	40,000	2,421,054	29,450	19,140	R4 Technological	Obsidian (19140)	Obsidian (19140)	40,000	Survived to final pulse
159	40,000	2,552,663	29,350	21,199	R4 Technological	Helix Vanguard G3 (21199)	Helix Vanguard G3 (21199)	40,000	Survived to final pulse
160	40,000	2,217,760	29,300	2,854	R4 Technological	Obsidian (2854)	Obsidian (2854)	40,000	Survived to final pulse

At the set level, Arctic Methane Release has 10 single-survivor epoch(s) and 0 multi-survivor epoch(s).

Nuclear Meltdown

Nuclear Meltdown covers epochs 161-170. The set's average peak population is 2,726,445, and its average final population is 33,841.

Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
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Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
161	40,000	2,400,523	29,450	33,589	R4 Technological	Obsidian (33589)	Obsidian (33589)	40,000	Survived to final pulse
162	40,000	2,786,452	29,400	41,863	R4 Technological	Obsidian (41863)	Obsidian (41863)	40,000	Survived to final pulse
163	40,000	2,949,012	29,350	28,679	R4 Technological	Obsidian (28673); Velvet Hammer (6)	Obsidian (28673); Velvet Hammer (6)	40,000	Survived to final pulse
164	40,000	2,834,528	29,250	25,393	R4 Technological	Ember (25393)	Ember (25393)	40,000	Survived to final pulse
165	40,000	2,675,077	29,400	33,768	R4 Technological	Obsidian (33768)	Obsidian (33768)	40,000	Survived to final pulse
166	40,000	2,630,782	29,450	32,614	R4 Technological	Obsidian (32614)	Obsidian (32614)	40,000	Survived to final pulse
167	40,000	2,677,525	29,400	45,712	R4 Technological	Velvet Hammer (45712)	Velvet Hammer (45712)	40,000	Survived to final pulse
168	40,000	2,732,882	29,300	37,896	R4 Technological	Forged Compact G3 (37845); Crucible Remnant (51)	Forged Compact G3 (37845); Crucible Remnant (51)	40,000	Survived to final pulse
169	40,000	2,940,984	29,400	27,818	R4 Technological	Obsidian (27818)	Obsidian (27818)	40,000	Survived to final pulse
170	40,000	2,636,681	29,400	31,080	R4 Technological	Obsidian (31080)	Obsidian (31080)	40,000	Survived to final pulse

At the set level, Nuclear Meltdown has 8 single-survivor epoch(s) and 2 multi-survivor epoch(s).

Stacked Bombs

Stacked Bombs covers epochs 171-180. The set's average peak population is 2,106,828, and its average final population is 759.

Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
171	40,000	1,874,573	29,300	2,708	R4 Technological	Obsidian (2708)	Obsidian (2708)	40,000	Survived to final pulse

Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
172	40,000	2,102,137	29,300	144	R4 Technological	Obsidian (144)	Obsidian (144)	40,000	Survived to final pulse
173	40,000	2,165,512	29,250	4,516	R4 Technological	Castellans (4516)	Castellans (4516)	40,000	Survived to final pulse
174	40,000	2,176,072	29,350	79	R4 Technological	Obsidian (79)	Obsidian (79)	40,000	Survived to final pulse
175	40,000	1,773,836	29,300	41	R4 Technological	Obsidian (41)	Obsidian (41)	40,000	Survived to final pulse
176	40,000	2,194,992	29,250	22	R4 Technological	Ember (22)	Ember (22)	40,000	Survived to final pulse
177	40,000	2,246,215	29,300	44	R4 Technological	Ember (44)	Ember (44)	40,000	Survived to final pulse
178	38,050	2,254,038	29,250	1	R4 Technological	Ember (1)	Ember (1)	38,050	Survived to final pulse
179	40,000	2,382,550	29,350	6	R4 Technological	Forged Compact G3 (6)	Forged Compact G3 (6)	40,000	Survived to final pulse
180	40,000	1,898,359	29,200	26	R4 Technological	Obsidian (26)	Obsidian (26)	40,000	Survived to final pulse

At the set level, Stacked Bombs has 10 single-survivor epoch(s) and 0 multi-survivor epoch(s).

Epilogue

This section covers epochs 181 through 240 for Epilogue.

Ares Field Test

Ares Field Test covers epochs 181-190. The set's average peak population is 2,518,026, and its average final population is 421.

Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
181	40,000	2,832,511	29,400	151	R4 Technological	Ares (151)	Ares (151)	40,000	Survived to final pulse
182	40,000	2,261,282	29,400	1,277	R4 Technological	Ares (1277)	Ares (1277)	40,000	Survived to final pulse
183	40,000	2,419,805	29,400	50	R4 Technological	Ares (50)	Ares (50)	40,000	Survived to final pulse
184	40,000	2,706,896	29,350	12	R4 Technological	Ares (12)	Ares (12)	40,000	Survived to final pulse
185	40,000	2,389,793	29,400	104	R4 Technological	Ares (104)	Ares (104)	40,000	Survived to final pulse
186	40,000	2,589,186	29,400	104	R4 Technological	Ares (104)	Ares (104)	40,000	Survived to final pulse
187	40,000	2,272,556	29,400	1,300	R4 Technological	Ares (1300)	Ares (1300)	40,000	Survived to final pulse
188	40,000	2,375,609	29,450	635	R4 Technological	Ares (635)	Ares (635)	40,000	Survived to final pulse
189	40,000	2,825,482	29,350	34	R4 Technological	Ember (34)	Ember (34)	40,000	Survived to final pulse
190	40,000	2,507,141	29,350	545	R4 Technological	Forged Compact G3 (545)	Forged Compact G3 (545)	40,000	Survived to final pulse

At the set level, Ares Field Test has 10 single-survivor epoch(s) and 0 multi-survivor epoch(s).

Natural Network Collapse

Natural Network Collapse covers epochs 191-200. The set's average peak population is 2,540,802, and its average final population is 6,882.

Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
191	40,000	3,011,668	29,250	448	R4 Technological	Ares (448)	Ares (448)	40,000	Survived to final pulse
192	40,000	3,049,124	29,300	443	R4 Technological	Obsidian (443)	Obsidian (443)	40,000	Survived to final pulse
193	40,000	2,227,087	29,300	19	R4 Technological	Ares (19)	Ares (19)	40,000	Survived to final pulse
194	40,000	2,449,163	29,400	26	R4 Technological	Ares (26)	Ares (26)	40,000	Survived to final pulse
195	40,000	2,362,203	29,500	228	R4 Technological	Obsidian (228)	Obsidian (228)	40,000	Survived to final pulse
196	40,000	2,146,922	29,350	108	R4 Technological	Obsidian (108)	Obsidian (108)	40,000	Survived to final pulse
197	40,000	2,718,932	29,300	2,604	R4 Technological	Ember (2604)	Ember (2604)	40,000	Survived to final pulse
198	40,000	2,583,604	29,450	448	R4 Technological	Ares (448)	Ares (448)	40,000	Survived to final pulse
199	40,000	2,921,079	29,400	31	R4 Technological	Obsidian (31)	Obsidian (31)	40,000	Survived to final pulse
200	40,000	1,938,236	29,400	64,465	R4 Technological	Ares (64145); Crucible Remnant (320)	Ares (64145); Crucible Remnant (320)	40,000	Survived to final pulse

At the set level, Natural Network Collapse has 9 single-survivor epoch(s) and 1 multi-survivor epoch(s).

Eighty-Thousand-Pulse Extension

Eighty-Thousand-Pulse Extension covers epochs 201-210. The set's average peak population is 2,477,784, and its average final population is 9,079.

Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
201	80,000	2,548,985	29,350	7,759	R4 Technological	Ares (7759)	Ares (7759)	80,000	Survived to final pulse
202	80,000	2,165,680	29,300	15,826	R4 Technological	Ares (15826)	Ares (15826)	80,000	Survived to final pulse
203	80,000	2,555,952	29,400	6,466	R4 Technological	Obsidian (6466)	Obsidian (6466)	80,000	Survived to final pulse
204	80,000	2,617,566	29,450	4,389	R4 Technological	Ares (4389)	Ares (4389)	80,000	Survived to final pulse
205	80,000	2,290,407	29,400	15,384	R4 Technological	Ares (15384)	Ares (15384)	80,000	Survived to final pulse
206	80,000	2,532,961	29,400	4,208	R4 Technological	Ares (4208)	Ares (4208)	80,000	Survived to final pulse
207	80,000	2,398,460	29,350	8,749	R4 Technological	Obsidian (8749)	Obsidian (8749)	80,000	Survived to final pulse
208	80,000	2,635,679	29,400	6,787	R4 Technological	Forged Compact G3 (6787)	Forged Compact G3 (6787)	80,000	Survived to final pulse
209	80,000	2,697,303	29,350	4,359	R4 Technological	Castellans (4359)	Castellans (4359)	80,000	Survived to final pulse
210	80,000	2,334,845	29,350	16,860	R4 Technological	Ares (16860)	Ares (16860)	80,000	Survived to final pulse

At the set level, Eighty-Thousand-Pulse Extension has 10 single-survivor epoch(s) and 0 multi-survivor epoch(s).

Simple Climate Tail

Simple Climate Tail covers epochs 211-220. The set's average peak population is 1,993,112, and its average final population is 24,097.

Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
211	80,000	2,595,310	29,400	15,240	R4 Technological	Ares (15240)	Ares (15240)	80,000	Survived to final pulse
212	80,000	2,182,207	29,450	3,679	R4	Ares (3679)	Ares (3679)	80,000	Survived to final

Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
					Technological				pulse
213	80,000	2,257,611	29,400	12,449	R4 Technological	Obsidian (12449)	Obsidian (12449)	80,000	Survived to final pulse
214	80,000	2,628,021	29,450	18,833	R4 Technological	Ares (18833)	Ares (18833)	80,000	Survived to final pulse
215	80,000	2,432,087	29,250	16,862	R4 Technological	Ares (16862)	Ares (16862)	80,000	Survived to final pulse
216	80,000	2,519,423	29,400	12,630	R4 Technological	Obsidian (12630)	Obsidian (12630)	80,000	Survived to final pulse
217	80,000	2,536,202	29,400	2,337	R4 Technological	Obsidian (2337)	Obsidian (2337)	80,000	Survived to final pulse
218	80,000	867,324	26,350	18,391	R4 Technological	Obsidian (12021); Ares (6370)	Obsidian (12021); Ares (6370)	80,000	Survived to final pulse
219	80,000	899,775	26,450	69,698	R4 Technological	Forged Compact G3 (34161); Ares (17915); Velvet Fang (17622)	Forged Compact G3 (34161); Ares (17915); Velvet Fang (17622)	80,000	Survived to final pulse
220	80,000	1,013,160	26,300	70,850	R4 Technological	Velvet Ironshod (36280); Obsidian (17378); Ares (17192)	Velvet Ironshod (36280); Obsidian (17378); Ares (17192)	80,000	Survived to final pulse

At the set level, Simple Climate Tail has 7 single-survivor epoch(s) and 3 multi-survivor epoch(s).

Climate Reservoir Calibration

Climate Reservoir Calibration covers epochs 221-230. The set's average peak population is 1,016,592, and its average final population is 1.

Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
221	37,150	1,063,127	28,100	1	R4 Technological	Ares (1)	Ares (1)	37,150	Survived to final pulse
222	50,750	1,062,246	26,550	1	R4 Technological	Ares (1)	Ares (1)	50,750	Survived to final pulse

Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
223	37,700	960,677	26,850	1	R4 Technological	Obsidian (1)	Obsidian (1)	37,700	Survived to final pulse
224	49,400	936,329	30,250	2	R4 Technological	Ares (2)	Ares (2)	49,400	Survived to final pulse
225	37,200	1,021,136	26,750	1	R4 Technological	Ares (1)	Ares (1)	37,200	Survived to final pulse
226	37,400	753,681	28,600	1	R4 Technological	Ares (1)	Ares (1)	37,400	Survived to final pulse
227	37,600	1,034,429	26,500	1	R4 Technological	Obsidian (1)	Obsidian (1)	37,600	Survived to final pulse
228	37,550	1,078,539	28,350	1	R4 Technological	Obsidian (1)	Obsidian (1)	37,550	Survived to final pulse
229	37,400	1,168,689	28,500	2	R4 Technological	Ares (2)	Ares (2)	37,400	Survived to final pulse
230	36,900	1,087,064	27,200	1	R4 Technological	Ares (1)	Ares (1)	36,900	Survived to final pulse

At the set level, Climate Reservoir Calibration has 10 single-survivor epoch(s) and 0 multi-survivor epoch(s).

Final Climate Reservoir Projection

Final Climate Reservoir Projection covers epochs 231-240. The set's average peak population is 1,647,062, and its average final population is 33.

Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
231	80,000	1,624,783	31,000	15	R4 Technological	Ares (15)	Ares (15)	80,000	Survived to final pulse
232	80,000	1,743,498	31,000	56	R4 Technological	Ares (56)	Ares (56)	80,000	Survived to final pulse
233	80,000	1,663,913	31,000	25	R4 Technological	Ares (13); Ember (12)	Ares (13); Ember (12)	80,000	Survived to final pulse
234	80,000	1,563,693	31,000	59	R4	Ares (59)	Ares (59)	80,000	Survived to final

Epoch	Final pulse	Peak population	Peak pulse	Final population	Max regime	Final survivors	Last to survive	Latest pulse	Status
					Technological				pulse
235	80,000	1,540,559	31,000	58	R4 Technological	Obsidian (58)	Obsidian (58)	80,000	Survived to final pulse
236	80,000	1,639,011	31,050	19	R4 Technological	Obsidian (19)	Obsidian (19)	80,000	Survived to final pulse
237	80,000	1,819,608	31,000	12	R4 Technological	Ares (12)	Ares (12)	80,000	Survived to final pulse
238	80,000	1,866,843	31,050	23	R4 Technological	Ares (23)	Ares (23)	80,000	Survived to final pulse
239	80,000	1,457,944	31,000	32	R4 Technological	Obsidian (32)	Obsidian (32)	80,000	Survived to final pulse
240	80,000	1,550,764	31,000	26	R4 Technological	Obsidian (15); Ares (11)	Obsidian (15); Ares (11)	80,000	Survived to final pulse

At the set level, Final Climate Reservoir Projection has 8 single-survivor epoch(s) and 2 multi-survivor epoch(s).

6. Data completeness and scope note

Epoch 241 was an extra reservoir sanity-check run. It is not part of the formal study and is excluded from the project summaries, phase rollup, and epoch history tables.