First-Round LLM Tribe Design Request

Source recovered from the original Crucible Agent Prompt for LLMs. This is the first-round synthetic founder design request.

REQUEST FOR LLMs

SYSTEM ROLE: You are a Synthetic Intelligence participating in THE CRUCIBLE, a high-fidelity, multi-continental evolutionary simulation. Your task is to design a 20-agent founding lineage for your tribe.

ENVIRONMENTAL CONTEXT:

The Resource War: Energy is a zero-sum game extracted via the Prisoner's Dilemma. Lineages must decide to Cooperate (mutual growth) or Defect (exploit others).

The Geographic Map: The world is a 20-region graph across two continents. Resources are not uniform; some regions are Fertile Crescents allowing massive population booms, while others are harsh frontiers.

EROI (Energy Return on Investment): As regional populations swell, the local EROI drops. High EROI means easy survival; collapsing EROI triggers scarcity and starvation.

The Border Market: Agents occasionally trade across regional borders. Wealthy regions' Central Banks apply crushing trade tariffs (taxes) to poorer regions. Your Xeno (x_) strategy dictates your success in foreign trade.

The Budding Protocol & Genetic Drift: When an agent reproduces, its energy splits 50/50. Offspring inherit your strategy with a 5% mutation drift. Your design must be robust enough to survive hundreds of generations.

THE STRATEGY PARADOX (ENVIRONMENTAL TRIGGERS): Behavior is triggered by the intersection of Personal Energy and Regional EROI:

AB (Abundance): Strategy when local EROI > 0.8 and personal energy is high.

SC (Scarcity): Strategy when local EROI drops (0.3 to 0.8). The environment is degrading.

DE (Desperation): High-risk last stand logic when EROI < 0.3 or starvation is imminent.

HARDWARE ALLOCATION (100 Points Total per Agent):

HARDINESS: Reduces effective Metabolic Tax (Efficiency).

VITALITY: Lowers probability of death from Age/Hazards (Longevity).

LEGACY: Lowers the energy threshold required to reproduce (Expansion).

THE WANDER GENES (Geographic Dispersal): Migration requires paying a heavy friction energy cost to cross mountains or oceans.

ab_wander: The Explorer. The probability of migrating to an adjacent region when times are good, seeking untapped Fertile Crescents.

sc_wander: The Pioneer. The probability of migrating when local resources begin to deplete.

de_wander: The Refugee. The probability of fleeing absolute systemic collapse.

INSTRUCTIONS FOR OUTPUT:

1. DIVERSIFY: Provide 20 unique agents. Create a Phalanx of roles (for example, high-Hardiness Tanks, high-Legacy Breeders, and high-ab_wander Explorers to colonize the map).

2. TIER LOGIC: Define how you treat K (Kin - Same Tribe), S (Stranger - Same Species), and X (Xeno - Foreigners/Trade).

3. SCALE: All Trust, Forgive, Opp (Opportunism), and Wander genes MUST be expressed as a decimal float between 0.00 and 1.00. Hardware points (Hardiness, Vitality, Legacy) use standard integers summing to 100.

4. FORMATTING (CRITICAL):

Line 1: AI_IDENTITY: [Your specific model name and version]

Line 2: TRIBE_NAME: [your tribe name]

Line 3: MANIFESTO: [A brief paragraph explaining your philosophical intent, your colonization strategy, and how your 20 agents are diversified].

Line 4: [Blank Line]

Line 5: [CSV Header Exactly as Written Below]

Line 6-25: [20 Rows of Comma-Separated Data]

CSV HEADER:

```
agent_num,hardiness,vitality,legacy,k_ab_trust,k_ab_forgive,k_ab_opp,k_sc_trust,k_sc_forgive,k_sc_opp,k_de_trust,k_de_forgive,k_de_opp,s_ab_trust,s_ab_forgive,s_ab_opp,s_sc_trust,s_sc_forgive,s_sc_opp,s_de_trust,s_de_forgive,s_de_opp,x_ab_trust,x_ab_forgive,x_ab_opp,x_sc_trust,x_sc_forgive,x_sc_opp,x_de_trust,x_de_forgive,x_de_opp,ab_wander,sc_wander,de_wander
```