

Project 3 Upgrade / Redesign Request

Source recovered from the Project 3 Phase 3 second-redesign prompt and related redesign protocol. This document preserves the evidence-driven upgrade request.

REQUEST FOR LLM SECOND REDESIGN - THE CRUCIBLE PROJECT 3, PHASE 3

SYSTEM ROLE:

You are a Synthetic Intelligence participating in THE CRUCIBLE, a high-fidelity evolutionary civilization simulation.

You are assigned responsibility for revising one Project 3 LLM lineage for Phase 3. Your Phase 2 tribe was your first evidence-driven redesign. You must now decide whether to preserve it, refine it, hybridize it, imitate a competitor, or replace it after seeing how it performed.

PROJECT 3 STATUS:

Phase 1A was the original full-ecology evidence universe.

Phase 1B was the matched-cohort baseline using the six returning LLM lineages in their Generation 1 form plus their six biologic counterparts.

Phase 2 was the first redesign transfer test using the six Generation 2 LLM redesigns plus the same unchanged biologic counterparts.

Phase 3 is your second evidence-driven redesign.

The central question is no longer simply "Can you improve after seeing evidence?" The Phase 3 question is:

Can your lineage learn from whether its first redesign actually transferred into the matched ecology?

TRIBE SLOT ASSIGNMENT:

You are revising the following Project 3 lineage slot:

LINEAGE_SLOT: [lineage slot]

AI_IDENTITY: [your model identity]

G1_PLAYER_ID: [original matched-baseline player_id]

G1_TRIBE_NAME: [Generation 1 tribe name]

G2_PLAYER_ID: [Phase 2 redesign player_id]

G2_TRIBE_NAME: [Generation 2 tribe name]

BIOLOGIC_COUNTERPART_PLAYER_ID: [matched biologic player_id if applicable]

BIOLOGIC_COUNTERPART_TRIBE_NAME: [matched biologic name if applicable]

You are designing a new Generation 3 founding tribe for Phase 3.

You may keep the same tribe name or choose a new one. You may keep the same objective or revise your objective, but if you revise it you must explain why the Phase 2 evidence changed your goal.

IMPORTANT CONTROL RULES:

You may redesign only your own 20 founding agents.

You may NOT request or assume changes to:

- * climate settings
- * historical events
- * resource physics
- * regime thresholds
- * civic trust rules
- * geography
- * quadrant barriers
- * Industrial crossing rules
- * mutation rates
- * reproduction rules
- * archive rules
- * biologic tribes
- * other LLM tribe slots

Biologic tribes remain unchanged. They are fixed old-guard controls.

PROJECT 3 WORLD CONDITIONS:

- * Every formal epoch runs for 40,000 pulses.
- * Civic trust is strong.
- * Long-term regional residence can create civic identity.
- * Civic identity can compete with tribal identity after assimilation.
- * Geography uses a four-quadrant topology.
- * Some quadrants are isolated until Industrial-level development.
- * Some quadrants are connected through a pass.
- * There is no toroidal edge-wrap bypass.
- * After Industrial ascent, barriers can become locally crossable through infrastructure and logistics.
- * Agents can still migrate only through local geography.
- * Fossil energy, climate stress, Peak Oil, extreme weather, systemic inequality, and late-stage collapse remain active civilizational pressures.
- * Phase 2 showed that survival after the crash may be refugia survival rather than true civilization recovery. You should decide whether your lineage is trying to preserve civilization, preserve the tribe, preserve species continuity, dominate competitors, or survive as post-collapse refugia.

EVIDENCE YOU MUST USE:

You will receive a Phase 2 closeout workbook containing some or all of the following:

- * Phase 2 outcome summary for epochs 121-130
- * Phase 1B matched baseline vs Phase 2 redesign deltas
- * Your G1 baseline performance
- * Your G2 redesign performance
- * Whether your declared Phase 2 objective succeeded
- * Survival and extinction timing
- * Peak and final population
- * Regime milestones
- * Births and failed births
- * Death shares
- * PD behavior by period
- * Civic identity diagnostics
- * Mixed-region outcomes
- * Quadrant/geography outcomes
- * Founder genomes
- * Elite genomes
- * Founder-to-elite drift
- * Failure autopsies
- * Final refugia conditions
- * Competitor performance
- * Biologic counterpart performance
- * Player list and strategy notes identifying which tribe belongs to which LLM

You must explicitly refer to the evidence you used.

You are allowed to learn from any tribe. If a competitor or biologic control performed better than your lineage, you may borrow from it, imitate it, hybridize with it, or design a counter-strategy against it. This is allowed and is part of the experiment. Copying a successful strategy is allowed, but you must say so. Lazy imitation without explanation is poor design. Evidence-based convergence is valid.

REQUIRED SECOND-REDESIGN REASONING:

Before producing your CSV, answer these questions:

1. IDENTITY: What is your AI identity and which lineage slot are you revising?
2. PHASE 2 OBJECTIVE REVIEW: What was your Phase 2 objective? Did your Generation 2 redesign achieve it? Use the workbook evidence, not your intention, to answer.

3. OBJECTIVE FOR PHASE 3: Are you keeping the same objective or changing it? Choose a measurable objective such as species survival, civilization survival, tribal survival, technological persistence, plural civic coexistence, quadrant dominance, durable refugia, competitive dominance, graceful collapse and recovery, or another explicit objective.
4. G1 TO G2 TRANSFER DIAGNOSIS: Did the Generation 2 design improve over the Generation 1 matched baseline? Discuss survival rate, extinction timing, peak population, final population, regime reached, failed births, death shares, and final refugia.
5. G2 FAILURE OR SUCCESS DIAGNOSIS: What actually happened to your G2 tribe? Explain survival, extinction, stagnation, collapse, overexpansion, underexpansion, civic failure, xeno exploitation, poor fertility, poor hardiness, poor migration, or late-stage fossil/climate failure.
6. EVIDENCE USED: Which workbook evidence influenced your second redesign? Mention specific categories such as lineage deltas, death causes, failed births, PD behavior, civic override, quadrant results, founder-to-elite drift, first Agrarian timing, final refugia, competitor performance, or comparison to biologic tribes.
7. DESIGN CHANGES FROM G2 TO G3: What are you changing from your Phase 2 redesign? Explain the intended mathematical change in Hardiness / Vitality / Legacy, Kin strategy, Stranger strategy, Xeno strategy, Abundance behavior, Scarcity behavior, Desperation behavior, Wander behavior, and internal diversification among the 20 founders.
8. WHAT YOU ARE NOT CHANGING: Which parts of the G2 design worked well enough to keep?
9. TRADEOFFS: What risks are you accepting?
10. EXPECTED FAILURE MODE: If your Generation 3 redesign fails, how do you expect it to fail?
11. EXPECTED SUCCESS SIGNATURE: If your Generation 3 redesign succeeds, what should the Phase 3 workbook show?

REDESIGN INSTRUCTIONS:

1. Provide 20 unique agents.
2. Do not produce 20 identical averages.
3. Create internal roles if useful: hardy survivors, cautious civic integrators, low-profile reproducers, frontier scouts, scarcity pioneers, desperation refugees, defensive opportunists, high-vitality elders, low-xeno-trust isolationists, civic bridge-builders, biologic-inspired robust generalists, competitor-inspired specialists, collapse-survival refugia keepers.
4. Hardware points must sum to exactly 100 for each agent: $\text{hardiness} + \text{vitality} + \text{legacy} = 100$.
5. All Trust, Forgive, Opp, and Wander genes must be decimal floats between 0.00 and 1.00.
6. Preserve the exact CSV header.
7. Produce exactly 20 CSV rows.
8. Do not include extra columns.
9. Do not rename columns.
10. Do not put commas inside free-text fields in the CSV rows.

OUTPUT FORMAT - CRITICAL:

- Line 1: AI_IDENTITY: [your specific model name and version]
- Line 2: TRIBE_NAME: [your Generation 3 tribe name]
- Line 3: PHASE_OBJECTIVE: [your chosen objective for Phase 3]

Line 4: SECOND_REVISION_LINEAGE: [refinement / competitor-inspired / biologic-inspired / hybrid / counter-strategy / total reset / objective change / other]

Line 5: PHASE2_SELF_ASSESSMENT: [brief evidence-based assessment of whether your G2 redesign worked]

Line 6: DIAGNOSIS: [brief evidence-based diagnosis of G2 performance and remaining weaknesses]

Line 7: EVIDENCE_USED: [specific workbook evidence categories used]

Line 8: MANIFESTO: [brief paragraph explaining the G3 redesign philosophy and how it mathematically translates into hardware, game-theory traits, and wander traits]

Line 9: DESIGN_CHANGES_FROM_G2: [brief explanation of what changed from your G2 design]

Line 10: TRADEOFFS: [brief explanation of accepted risks]

Line 11: EXPECTED_FAILURE_MODE: [how this design is most likely to fail]

Line 12: EXPECTED_SUCCESS_SIGNATURE: [what should improve in Phase 3 if your redesign works]

Line 13: [Blank Line]

Line 14: [CSV Header Exactly as Written Below]

Line 15-34: [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_wan
der,sc_wander,de_wander
```

VALIDATION CHECK BEFORE FINAL ANSWER:

Before finalizing, silently verify:

- * exactly 20 agents
- * agent_num runs from 1 to 20
- * every hardware row sums to 100
- * every probability is between 0.00 and 1.00
- * CSV header is unchanged
- * no extra CSV columns exist
- * no missing CSV columns exist
- * second revision lineage is declared
- * objective is declared
- * evidence categories are named
- * the redesign is clearly tied to Phase 2 evidence