

Hypothesis Cards

A Chronicle of the Five Tribes · Lesson C: the Divine Hand

For the teacher: cut along the lines and have each group draw one card, then complete an Experiment Lab Sheet for it. Each hypothesis can be tested in the simulation - and each can turn out to be wrong, which is the point.

<p>HYPOTHESIS 1</p> <p>Raising a tribe's Cosmic Dualism toward Oppositional (1.0) will make it go to war more often.</p>	<p>HYPOTHESIS 2</p> <p>Setting Knowledge Transmission to Open will make technology spread faster between neighbors.</p>
<p>HYPOTHESIS 3</p> <p>A tribe with high Conversion Attitude (Inclusive) will spread its religion faster than an Exclusive one.</p>	<p>HYPOTHESIS 4</p> <p>Using Wrath on a tribe, then a Prophet in a compatible neighbor, will trigger conversion.</p>
<p>HYPOTHESIS 5</p> <p>Making two tribes' beliefs more similar (higher compatibility) will stop them from fighting.</p>	<p>HYPOTHESIS 6</p> <p>A tribe with a Restrictive Technology Attitude will fall behind and become vulnerable.</p>
<p>HYPOTHESIS 7</p> <p>High Community Focus (Collective) makes a tribe harder to conquer and faster to grow.</p>	<p>HYPOTHESIS 8</p> <p>Continuous Ritual Frequency makes a tribe socially strong but economically weak.</p>

Experiment Lab Sheet

A Chronicle of the Five Tribes · Lesson C: the Divine Hand

Team: _____ **Tribe(s) studied:** _____ **Date:** _____

Golden rule: save the game first, then change only ONE thing. If you change two, you won't know which one caused what.

Our hypothesis (from the card we drew):

1 · PREDICT - What do we expect to happen, and why?

2 · SET UP - The one thing we changed (parameter or divine action):

3 · OBSERVE - What did the Chronicle and the statistics actually show?

4 · EXPLAIN - Were we right? If not, why did it happen the way it did instead?

Bonus: Did you spot a feedback loop - one change that fed another and snowballed? Describe it.

Design a Belief System

A Chronicle of the Five Tribes · Lesson D: capstone project

Your team is founding a civilization. You will design its entire worldview using the seventeen parameters, predict how that worldview will shape its history, then run the simulation and see what really happens.

Team:

Our people are called:

Our epithet:

for example, “Children of the Burning Eye”

How this project works

- **Step 1** - set all seventeen beliefs and explain each choice.
- **Step 2** - check that your beliefs hold together: name synergies and a trade-off.
- **Step 3** - make predictions you could be proven wrong about.
- **Step 4** - run your civilization and record what actually happens.
- **Step 5** - reflect on the gap between what you predicted and what the world did.

Step 1 • Set your seventeen beliefs

In the **Setting** column write a number from 0.0 (far left) to 1.0 (far right). In **Why**, give one short reason.

Parameter	Spectrum (0.0 ↔ 1.0)	Setting	Why
Temporal Orientation	Cyclical ↔ Linear		
Divine Accessibility	Remote ↔ Immanent		
Afterlife Embodiment	Ethereal ↔ Physical		
Cosmic Dualism	Unified ↔ Oppositional		
Sacred Boundary	Rigid ↔ Permeable		
Material Spirituality	Ascetic ↔ Materialistic		
Ritual Frequency	Occasional ↔ Continuous		
Authority Distribution	Centralized ↔ Distributed		
Conversion Attitude	Exclusive ↔ Inclusive		
Community Focus	Individual ↔ Collective		
Knowledge Transmission	Secretive ↔ Open		
Revelation Source	Textual ↔ Experiential		
Prophecy Temporality	Past ↔ Future		
Technology Attitude	Restrictive ↔ Embracing		
Moral Universality	Contextual ↔ Absolute		
Purity Concept	Physical ↔ Spiritual		
Justice Mechanism	Retributive ↔ Restorative		

Step 2 · Check your design holds together

Two synergies - name two beliefs that reinforce each other, and why:

One trade-off - name a strength you gave up to gain another, and why it was worth it:

Step 3 · Make your predictions

Commit to two or three predictions you could be wrong about. “It will do fine” is not a prediction.

Prediction A:

Prediction B:

Prediction C (optional):

Step 4 • Run the world and record what happens

We ran our civilization for about ____ game-years. Major events we saw:

Step 5 • Reflect

Predictions vs. reality - which came true, and which didn't? Why?

Biggest surprise - what happened that you didn't expect, and what rule caused it?

The limit of the model - name one thing about a real belief system that your seventeen sliders could never capture.
