

A Chronicle of the Five Tribes: User Manual (subset)

Welcome, Divine Overseer

A Chronicle of the Five Tribes is a god-game simulation where you guide the religious and cultural evolution of five ancient civilizations. Watch as tribes expand their territories, develop technologies, clash in holy wars, or unite through shared beliefs. Your divine interventions can tip the balance between harmony and chaos.

The game features a beautiful illuminated manuscript aesthetic, inspired by medieval cartography and historical chronicles.

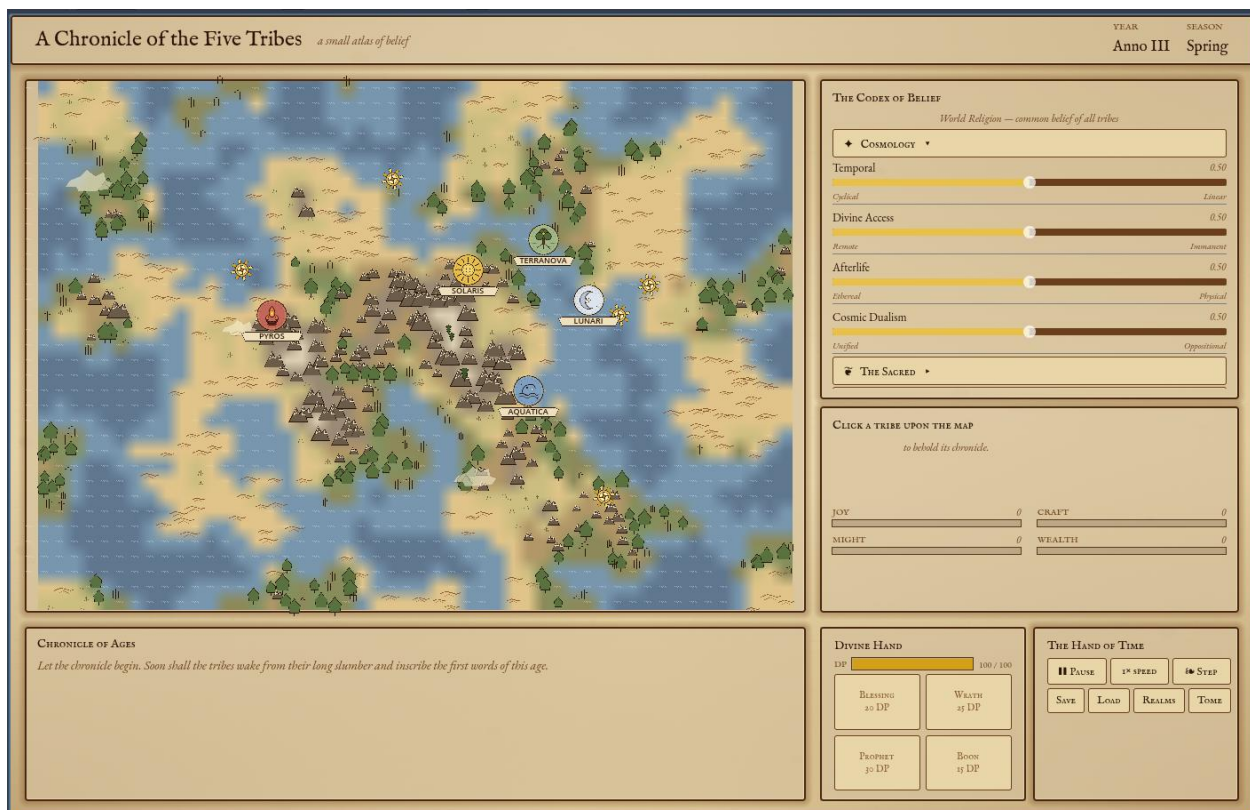


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The 17 Religious Parameters

Each parameter is a slider from 0.0 to 1.0, representing a spectrum between two opposing worldviews. The position affects multiple game mechanics.

◆ Cosmology Group (How the universe works)

1. Temporal Orientation

Cyclical (0.0) ← → Linear (1.0)

How does time flow? Does history repeat, or progress toward a destination?

- **Cyclical (0.0-0.3):**
 - +Stability, traditional values
 - -Innovation, slower tech advancement
 - Better at preserving ancient knowledge
- **Linear (0.7-1.0):**
 - +20% technology research speed
 - More open to change and new ideas
 - Progressive social reforms

Strategic Use: Linear tribes dominate late-game through technology. Cyclical tribes preserve knowledge better during crises.

2. Divine Accessibility

Remote (0.0) ← → Immanent (1.0)

Is God distant and unknowable, or close and present in daily life?

- **Remote (0.0-0.3):**
 - Complex priestly hierarchies
 - Formal, elaborate rituals
 - Centralized religious authority
- **Immanent (0.7-1.0):**
 - +Happiness from personal divine connection
 - +Faith generation from rituals
 - Decentralized worship

Strategic Use: Immanent beliefs boost happiness and recovery from disasters. Remote beliefs create stable power structures.

3. Afterlife Embodiment

Ethereal (0.0) ↔ Physical (1.0)

Is the afterlife spiritual/abstract or a physical realm?

- **Ethereal (0.0-0.3):**
 - Focus on spiritual purification
 - Meditation and contemplation
 - Less material investment
- **Physical (0.7-1.0):**
 - Invests in tombs and burial sites
 - Ancestor worship practices
 - Grave goods and monuments

Strategic Use: Physical afterlife beliefs encourage building and wealth investment. Ethereal beliefs reduce economic drain.

4. Cosmic Dualism

Unified (0.0) ↔ Oppositional (1.0)

Is the cosmos harmonious, or locked in eternal struggle between good/evil?

- **Unified (0.0-0.3):**
 - Peaceful, non-aggressive
 - Better diplomacy
 - Harmony with nature
- **Oppositional (0.7-1.0):**
 - **+30% military strength!**
 - More aggressive expansion
 - Higher conflict tendency
 - “Holy war” mentality

Strategic Use: The single biggest combat modifier. Essential for military-focused playstyles.

🕯️ The Sacred Group (What is holy and how to interact with it)

5. Sacred Boundary

Rigid (0.0) ↔ Permeable (1.0)

Are there strict divisions between sacred/profane, or do they blend?

- **Rigid (0.0-0.3):**
 - Maintains tradition strongly
 - Trade restrictions on holy items
 - Purity laws
- **Permeable (0.7-1.0):**
 - +Trade efficiency
 - +Cultural exchange
 - Faster adaptation to foreign ideas

Strategic Use: Permeable boundaries accelerate cultural and technological diffusion.

6. Material Spirituality

Ascetic (0.0) ↔ Materialistic (1.0)

Should the faithful reject or embrace material wealth?

- **Ascetic (0.0-0.3):**
 - Lower material needs
 - Spiritual focus
 - Less economic pressure
- **Materialistic (0.7-1.0):**
 - +Wealth generation
 - +Technology advancement
 - Elaborate temples and offerings

Strategic Use: Materialistic beliefs fuel economic growth. Ascetic beliefs help survival during scarcity.

7. Ritual Frequency

Occasional (0.0) ↔ Continuous (1.0)

How often should the faithful perform rituals and worship?

- **Occasional (0.0-0.3):**

- +Economic productivity (more work time)
- -Faith generation
- Flexible schedules
- **Continuous (0.7-1.0):**
 - +Social cohesion
 - +Faith points
 - -Economic output (-10% productivity)

Strategic Use: Balance between economic growth and religious unity. High frequency creates strong communities but slower economies.

☞ Authority Group (How religious power is organized)

8. Authority Distribution

Centralized (0.0) ↔ Distributed (1.0)

Is religious authority concentrated in a hierarchy, or spread among the people?

- **Centralized (0.0-0.3):**
 - +Stability
 - -Adaptation speed
 - Strong leadership
 - Unified doctrine
- **Distributed (0.7-1.0):**
 - +Innovation
 - +Local adaptation
 - Risk of fragmentation
 - Democratic/congregational

Strategic Use: Centralized authority prevents schisms. Distributed authority enables rapid cultural evolution.

9. Conversion Attitude

Exclusive (0.0) ↔ Inclusive (1.0)

Does the faith welcome outsiders or maintain strict boundaries?

- **Exclusive (0.0-0.3):**
 - Maintains doctrinal purity
 - Slower spread

- Strong identity
- **Inclusive (0.7-1.0):**
 - **High missionary activity**
 - Faster religious spread
 - +Conversion success rate
 - Absorbs foreign ideas

Strategic Use: Critical for religious unification victories. Inclusive tribes convert neighbors rapidly.

10. Community Focus

Individual (0.0) ↔ Collective (1.0)

Is salvation personal, or achieved through community?

- **Individual (0.0-0.3):**
 - +Innovation (personal initiative)
 - -Group cohesion
 - Emphasis on personal faith journey
- **Collective (0.7-1.0):**
 - +30% defense bonus
 - +20% population growth
 - Strong mutual aid
 - Group identity over self

Strategic Use: Collective focus creates powerful, resilient tribes with high population growth.

11. Knowledge Transmission

Secretive (0.0) ↔ Open (1.0)

Should sacred knowledge be guarded by elites, or freely shared?

- **Secretive (0.0-0.3):**
 - Elite priestly knowledge
 - Slower technology diffusion
 - Mystery traditions
- **Open (0.7-1.0):**
 - +Education
 - Faster tech spread to neighbors

- Literacy emphasis
- Public teachings

Strategic Use: Open transmission creates knowledge-sharing networks. Secretive transmission preserves advantages.

⊙ Revelation Group (How divine truth is known)

12. Revelation Source

Textual (0.0) ↔ Experiential (1.0)

Is truth found in sacred texts, or personal mystical experience?

- **Textual (0.0-0.3):**
 - Stable, unchanging doctrine
 - +Literacy and scholarship
 - “Book religions”
- **Experiential (0.7-1.0):**
 - +Innovation through visions
 - Mystical practices
 - Personal revelations
 - Adaptable theology

Strategic Use: Textual revelation provides doctrinal stability. Experiential revelation enables rapid adaptation.

13. Prophecy Temporality

Past-Focused (0.0) ↔ Future-Focused (1.0)

Do prophets recall ancient truths, or foretell coming events?

- **Past-Focused (0.0-0.3):**
 - Tradition preservation
 - +Stability
 - Historical precedent
- **Future-Focused (0.7-1.0):**
 - +Innovation
 - Prophecy events increase
 - Millennialism
 - Reform movements

Strategic Use: Future focus increases prophet appearance rate. Past focus maintains traditions during upheaval.

14. Technology Attitude

Restrictive (0.0) ← → Embracing (1.0)

Should faithful accept or reject technological advancement?

- **Restrictive (0.0-0.3):**
 - **Direct penalty to research speed**
 - Skeptical of foreign innovations
 - Traditional methods
- **Embracing (0.7-1.0):**
 - **Direct multiplier on research!**
 - Rapid adoption of new tools
 - Scientific culture
 - Innovation encouraged

Strategic Use: The most direct technology modifier. Essential for tech-focused strategies.

⚖️ Ethics Group (Moral framework and justice)

15. Moral Universality

Contextual (0.0) ← → Absolute (1.0)

Are moral rules situational, or universal and unchanging?

- **Contextual (0.0-0.3):**
 - Flexible diplomacy
 - Adaptable to circumstances
 - Pragmatic ethics
- **Absolute (0.7-1.0):**
 - Clear, rigid laws
 - Unchanging moral code
 - Strong sense of right/wrong
 - Predictable behavior

Strategic Use: Absolute morality creates stable societies. Contextual ethics enable clever diplomacy.

16. Purity Concept

Physical (0.0) ↔ Spiritual (1.0)

Is purity about bodily cleanliness, or spiritual/mental state?

- **Physical (0.0-0.3):**
 - Hygiene laws
 - Dietary restrictions
 - Ritual bathing
- **Spiritual (0.7-1.0):**
 - Inner purity focus
 - Meditation and prayer
 - Intention over action

Strategic Use: Physical purity creates health benefits. Spiritual purity emphasizes internal development.

17. Justice Mechanism

Retributive (0.0) ↔ Restorative (1.0)

Should wrongdoing be punished, or reconciled?

- **Retributive (0.0-0.3):**
 - Punishment focus
 - Deterrence
 - “Eye for an eye”
- **Restorative (0.7-1.0):**
 - Reconciliation
 - Peace-building
 - Community healing
 - Lower conflict escalation

Strategic Use: Restorative justice reduces war duration and casualties. Retributive justice deters aggression.

How to Play

Basic Controls

Mouse Controls

- **Left-click on map:**

- Click a tribal sigil to select that tribe
- When a divine action is selected, click to apply it
- **Right-click:** Deselect tribe and cancel divine actions
- **Hover over map:** See terrain type and tile information

Keyboard Shortcuts

- **Space:** Pause/Resume simulation
- **+ / -:** Increase/Decrease simulation speed
- **S:** Save game
- **L:** Load game
- **R:** Reset (new game)
- **1-4:** Quick-select divine actions (Blessing, Wrath, Prophet, Boon)

Your First Game

Step 1: Observe (First few minutes paused) 1. Click the **Realms** button to show all tribal territories 2. Select each tribe by clicking their sigil 3. Read their epithet and check their religious parameters in the Codex 4. Notice their starting positions and nearby resources

Step 2: Set Your Goal Choose a strategy: - **Religious Unity:** Get all tribes to share similar beliefs - **Military Domination:** Help one tribe conquer all others - **Technological Advancement:** Race all tribes toward high technology - **Balanced Ecosystem:** Maintain diversity and prevent extinction - **Chaos:** Maximize conflict and see what emerges

Step 3: Make Your First Intervention 1. Select a tribe you want to help 2. Check your Divine Power (should start at 100) 3. Click a divine action button (try **Blessing** for +20 DP cost) 4. Click the tribe again to apply 5. Watch the Chronicle panel for the result

Step 4: Adjust the World Religion 1. Deselect all tribes (right-click on map) 2. The Codex now shows the “world religion” (what new tribes tend toward) 3. Adjust sliders to create your ideal belief system 4. Note: This won’t change existing tribes immediately, but influences them over time

Step 5: Resume Time 1. Click **Pause** to resume 2. Set speed to **1x** initially 3. Watch events unfold in the Chronicle 4. Use **Pause** or **Step** to slow down when interesting events happen

Step 6: Respond to Events - Tribes will expand, clash, trade, and convert each other - Use divine interventions strategically (power regenerates slowly) - Adjust tribal beliefs to encourage desired behaviors - Save periodically to preserve progress

Understanding Tribal Interactions

Tribes interact based on **religious compatibility:**

Compatibility = $1.0 - (\text{average_difference_across_all_17_parameters})$

High Compatibility (0.7 - 1.0)

- **Peace and Trade:** Tribes cooperate
- **Technology Sharing:** Adjacent tribes exchange discoveries
- **Cultural Exchange:** Slow religious convergence
- **No Conflict:** They won't attack each other
- Chronicle: "Solaris and Lunari share bread and wisdom"

Medium Compatibility (0.3 - 0.7)

- **Neutral Relations:** Minimal interaction
- **Slow Spread:** Conversion attempts are weak
- **Border Tension:** May compete for territory
- Chronicle: "Terranova eyes the borders of Aquatica warily"

Low Compatibility (0.0 - 0.3)

- **Open Conflict:** Military clashes
- **Holy Wars:** Population losses and territory changes
- **Forced Conversion:** Winner converts loser's population
- **Hatred:** Ongoing hostility
- Chronicle: "Pyros and Aquatica clash in flames and fury!"

Key Insight: You can prevent wars by adjusting tribal beliefs to increase compatibility, or encourage wars by making tribes more different.

Divine Interventions

You have four divine actions available, each costing Divine Power:

1. Blessing (20 DP)

"Grant divine favor to strengthen the faithful"

Immediate Effects: - +15% population (immediate growth) - +15% happiness (boosts joy)

Best Used When: - A tribe is recovering from war or disaster - You want to help a struggling civilization - Preparing a tribe for expansion (happy tribes expand faster) - After a plague or famine event

Strategic Timing: - Spring: Maximizes population boost due to seasonal growth bonus - After disasters: Rapid recovery

2. Wrath (25 DP)

“Punish the wayward with divine judgment”

Immediate Effects: - -15% population (immediate loss) - -25% happiness (severe morale hit) - Crisis state triggers (makes them vulnerable to conversion)

Best Used When: - You want to weaken a dominant tribe - Creating conversion opportunities (crisis makes tribes receptive) - Punishing aggressive warmongers - Rebalancing overpowered civilizations

Caution: Can cause extinction if used on small tribes!

3. Inspire Prophet (30 DP)

“Send a holy messenger to speak truth”

Immediate Effects: - +0.1 to Prophecy Temporality parameter (makes them more future-focused) - +15% happiness - Prophet marker appears above tribal sigil - +50% conversion power for 4 seasons - +20% combat morale bonus

Best Used When: - Starting a religious unification campaign - Before major wars (morale boost) - Spreading your desired belief system - Creating religious reform movements

Prophet Duration: 4 seasons (1 game year)

4. Grant Boon / Technology (15 DP)

“Inspire innovation and discovery”

Immediate Effects: - +2 to technology level (direct boost) - +10% happiness

Best Used When: - A tribe is falling behind technologically - Before wars (tech improves military strength) - Accelerating research toward key discoveries - Helping survival in harsh terrain

Cumulative Effect: Technology level affects military strength (+50% per tech level), survival, and productivity.

Divine Power Management

- **Starting Power:** 100 DP
- **Maximum:** 100 DP
- **Regeneration:** +2 DP per season (8 DP per year)

- **Usage Rate:** You can do ~4 major actions per year at equilibrium

Power Economy Strategies:

Conservative Play: Save power, only intervene in crises - Wait for 100 DP - Make 4-5 interventions in one burst - Let world stabilize while power regenerates

Active Management: Constant intervention - Use cheaper actions (Boon at 15 DP) - One action every 2-3 seasons - Steady guidance approach

Boom-Bust: Spend everything, then wait - Spend all 100 DP in rapid succession - Radically reshape the world - Wait 20-30 seasons to refill - Repeat

Game Mechanics

Population Dynamics

Population Growth = Base Rate × Happiness × Season Modifier × Religious Bonuses

Base Rate: ~2% per season for healthy tribes

Season Modifiers: - Spring: +20% growth (rebirth) - Summer: +10% growth (abundance) - Autumn: Normal growth (harvest) - Winter: -20% growth (scarcity)

Religious Bonuses: - Collective community focus (0.7+): +20% - High ritual frequency (0.7+): -10% (time spent on rituals) - Immanent divine accessibility: +happiness → indirect growth

Happiness Effects: - 1.0 happiness: Full growth rate - 0.5 happiness: Half growth rate - Below 0.3: Negative growth (population decline)

Maximum Population: Soft cap around 3,000-5,000 per tribe (depends on territory and wealth)

Technology System

Available Technologies (discovered in rough order): 1. Agriculture (+food production) 2. Writing (+knowledge preservation) 3. Bronze Working (+military, +tools) 4. Iron Working (+military, +construction) 5. Mathematics (+engineering, +trade) 6. Philosophy (+happiness, +culture) 7. Engineering (+buildings, +infrastructure) 8. Medicine (+population growth, +recovery) 9. Astronomy (+navigation, +calendars) 10. Navigation (+exploration, +trade) 11. Printing Press (+knowledge spread, **can trigger reformation**) 12. Gunpowder (+military revolution)

Discovery Mechanics: - Base chance: $\text{technology_level} \times 0.01$ per season -
Technology Attitude parameter: Direct multiplier on research speed - "Send Vision" divine
action: Guaranteed discovery - Sharing: Adjacent peaceful tribes (0.7+ compatibility) share
discoveries

Technology Impact: - **Military Strength:** +50% per tech level (hugely important!) -
Economic Output: Better tools and methods - **Expansion Rate:** More effective settlement
- **Survival:** Better adaptation to harsh terrain

Printing Press Event: When discovered, can trigger religious reformation and schisms if
authority is distributed.

Combat System

When two incompatible tribes (compatibility < 0.3) share borders:

Combat Strength = Military Rating \times (Population / 1000) \times (1 + Tech Level \times
0.5)

Bonuses: - **Cosmic Dualism** (0.7+): +30% strength (biggest combat modifier!) - **Defender
Advantage:** +30% when defending home territory - **Prophet Presence:** +20% morale boost
- **Technology:** Each tech level = +50% strength

Combat Outcomes: 1. **Winner:** Gains territory, minimal losses 2. **Loser:** Loses territory, -
10-30% population casualties 3. **Conversion:** Winner may convert loser's population to
their religion 4. **Extinction:** Losers below 50 population may be eliminated

Example:

Pyros (Dualist, 500 pop, tech 5, prophet)
vs.

Terranova (Unified, 800 pop, tech 2, defending)

Pyros: $5.4 \times (500/1000) \times (1 + 5 \times 0.5) \times 1.3 \times 1.2 = \sim 12.6$ strength

Terranova: $3.0 \times (800/1000) \times (1 + 2 \times 0.5) \times 1.3 = \sim 6.2$ strength

Pyros wins despite lower population!

Conversion Mechanics

Tribes with high Conversion Attitude (0.7+) attempt to spread their religion:

Conversion Power = Base Power \times Compatibility \times Faith Modifier \times Distance Pen
alty

Factors: - **Base Power:** Determined by conversion_attitude parameter - **Compatibility:** Higher = easier conversion (0.7+ ideal) - **Faith Points:** More faith = stronger missionary efforts - **Distance:** Must be adjacent or nearby - **Crisis Bonus:** Tribes hit by Wrath or disasters are 2x more susceptible - **Prophet Bonus:** Active prophet = 1.5x conversion power

Conversion Process: - Small portions of population (1-5%) convert per season - Gradual parameter shift toward converter's beliefs - Can lead to full religious transformation over 10-20 years - Creates "hybrid" religions during transition

Strategic Conversion: 1. Use Wrath on target to create crisis 2. Inspire Prophet in converting tribe 3. Ensure high compatibility between tribes 4. Wait for gradual conversion (be patient!) 5. Adjust target's parameters toward your ideal during conversion

Territory Expansion

Tribes expand into adjacent unclaimed tiles based on:

Expansion Chance = Base Rate × Wealth Modifier × Religious Bonuses

Expansion Rules: - Must be adjacent to current territory - Unclaimed tiles only (no conquest via expansion) - Happens every few seasons when conditions are met - Prioritizes valuable terrain (plains, forests over desert, tundra)

Religious Bonuses: - Permeable sacred boundaries: +trade and cultural exchange - Material spirituality: +wealth → more expansion - Future-focused prophecy: +innovation → more expansion

Terrain Preferences: 1. Plains (easy to settle) 2. Forest (resources) 3. Hills (defensible) 4. Desert (harder) 5. Tundra (hardest) 6. Mountains (rarely settled) 7. Swamp (rarely settled)

Sacred Sites: Tribes attempt to discover and claim sacred sites (gold rosettes). Owning sacred sites provides: - +Faith generation - +Happiness boost - +Cultural prestige - Strategic value (often contested)

World Events

Random events occur with ~10% chance per season:

Natural Events

1. **Meteor Shower:** -happiness, +fear, possible prophet visions
2. **Unusual Weather:** Variable effects on crops/population
3. **Abundant Harvest:** +population, +happiness, +wealth
4. **Earthquake:** -population in mountains/hills, -infrastructure

Celestial Events

5. **Solar Eclipse:** Religious significance, +prophecy activity
6. **Comet:** Omen interpretation, variable effects

Spiritual Events

7. **Mystical Visions:** Random tribe gains prophet or religious insight
8. **Ancient Ruins:** Technology or knowledge discovery

Catastrophes

9. **Plague:** -15-30% population (can be countered with Healing divine action)
10. **Drought:** -happiness, -population growth
11. **Flood:** Coastal/swamp territories affected

Event Effects: - Affect all tribes in region or globally - Create opportunities for divine intervention - Test tribal resilience (happiness, technology, religious bonuses) - Generate Chronicle entries and narrative flavor

Save/Load System

Saving: 1. Click the **Save** button in Hand of Time panel 2. Game state saved to: user://savegame.tres 3. On Windows: %APPDATA%/Godot/app_userdata/Tribal_Religion_Sim/savegame.tres 4. Confirmation message appears in Chronicle

What's Saved: - Current year and season - Divine power amount - World religion parameters (all 17 values) - All tribe data: - Population, territories, technologies - Religious beliefs (all 17 parameters) - Happiness, military strength, wealth, faith - Prophet status, sacred sites - Historical data (population/happiness graphs) - Map state (terrain, sacred sites) - Recent chronicle messages - Extinct tribe records

Loading: 1. Click the **Load** button 2. Restores complete game state from saved file 3. Confirmation message appears 4. Continue where you left off

Tips: - Save before risky interventions (you can reload if things go wrong) - Save after achieving interesting world states - Keep backups of savegame.tres if you want multiple save slots - The game auto-pauses after loading

Strategies & Tips

Strategy 1: Religious Unification

Goal: Get all tribes to share similar beliefs

Method: 1. **Choose a Target Religion:** Decide on your ideal 17-parameter configuration 2. **Adjust World Religion:** Set the Codex sliders (with no tribe selected) to your target 3. **Identify Your Champion:** Find or create a tribe close to your ideal 4. **Boost Champion:** Use Blessings and Prophets to strengthen them 5. **Make Them Inclusive:** Maximize their Conversion Attitude parameter 6. **Create Prophets:** Use Inspire Prophet to give 4-season conversion boosts 7. **Weaken Resisters:** Use Wrath on tribes with very different beliefs 8. **Wait and Guide:** Conversion is slow (10-30 years), keep nudging parameters

Best Parameters for This Strategy: - Conversion Attitude: 1.0 (maximize missionary activity) - Knowledge Transmission: 1.0 (spread ideas) - Sacred Boundary: 1.0 (accept foreign ideas) - Divine Accessibility: 0.8+ (personal connection makes conversion easier)

Timeline: 50-150 years to full unification

Strategy 2: Technology Victory

Goal: Advance all tribes to high technology levels

Method: 1. **Set World Tech Parameters High:** - Technology Attitude: 1.0 - Temporal Orientation: 1.0 (linear) - Knowledge Transmission: 1.0 (open) - Sacred Boundary: 1.0 (permeable)

2. **Create Peace:** Adjust tribal beliefs toward compatibility (0.7+)
 - Prevents wars that destroy researchers
 - Enables technology sharing between neighbors
3. **Use Boon Action Heavily:** Costs only 15 DP, directly boosts tech
4. **Encourage Materialistic Beliefs:** Material Spirituality high = +wealth = +research
5. **Create Trade Networks:** Ensure tribes are adjacent and peaceful (they'll share tech automatically)
6. **Protect Researchers:** Use Blessings on tribes falling behind

Key Technologies to Race Toward: - Mathematics (major milestone) - Printing Press (reformation event!) - Gunpowder (military revolution)

Watch Out For: - Printing Press can cause religious schisms if Authority Distribution is high - Advanced tech creates power imbalances (can trigger wars) - Tribes with low Technology Attitude will resist

Strategy 3: Military Domination

Goal: One tribe conquers all others

Method: 1. Choose Your Champion: Pick a tribe to support (Pyros is naturally aggressive)

2. Maximize Combat Parameters:

- **Cosmic Dualism: 1.0** (+30% strength - ESSENTIAL!)
- Community Focus: 1.0 (+30% defense, +population)
- Temporal Orientation: 1.0 (better tech)
- Technology Attitude: 1.0 (better weapons)

3. Minimize Enemy Compatibility: Make your champion's beliefs very different from enemies (triggers warfare)

4. Technology Race: Use Boon actions to advance champion's tech (each level = +50% military strength!)

5. Prophet Before Battle: Inspire Prophet gives +20% morale for 4 seasons (time wars accordingly)

6. Weaken Enemies: Use Wrath on opposing tribes before major conflicts

7. Sustain Champion: Use Blessings to replace casualties between wars

Optimal Champion Build:

Cosmic Dualism: 1.0 (+30% combat)
Technology Attitude: 1.0 (fast tech)
Community Focus: 1.0 (+defense, +population)
Conversion Attitude: 0.0 (maintain enemy hatred)
Authority: 0.0 (centralized war leadership)
Material Spirituality: 1.0 (+wealth for armies)

Timeline: 30-80 years to total conquest (depends on map size and enemy tech)

Strategy 4: Chaos & Emergence

Goal: Maximize diversity and conflict to see what emerges

Method: 1. Maximize Differences: Make each tribe radically different 2. **Encourage Dualism:** Set Cosmic Dualism high for multiple tribes 3. **Block Unity:** Keep Conversion Attitude low (exclusive religions) 4. **Random Interventions:** Use divine actions unpredictably 5. **Support Underdogs:** Help dying tribes survive with Blessings 6. **Create Martyrs:** Use Wrath to create crises and religious fervor 7. **Let Wars Rage:** Don't intervene in conflicts

Expect: - Frequent wars and territory changes - Religious innovation and hybrid beliefs - Extinctions and dramatic comebacks - Unpredictable technological development - Emergent power blocs and alliances

Best For: Players who enjoy storytelling and unexpected narratives

Strategy 5: Balanced Ecosystem

Goal: Maintain all five tribes in harmony

Method: 1. **Convergence Toward Center:** Gradually shift all tribes toward moderate parameters (0.4-0.6 range)

2. **Maintain Compatibility:** Keep all tribes at 0.5-0.7 compatibility (peaceful but distinct)
3. **Balance Population:** Use Blessings on weak tribes, Wrath on overpowered ones
4. **Distribute Sacred Sites:** Help all tribes discover sacred sites evenly
5. **Shared Technology:** Create adjacency for knowledge sharing, use Boons to keep everyone similar in tech
6. **Prevent Snowballing:** As soon as one tribe dominates, intervene to weaken them
7. **Cultural Exchange:** High Sacred Boundary and Knowledge Transmission for all

Optimal World Settings:

All parameters: 0.5 (perfect balance)

OR

Create distinct but compatible "culture groups":

- Solaris & Pyros: Warrior cultures (dualism 0.7)
- Lunari & Aquatica: Mystic cultures (experiential 0.8)
- Terranova: Neutral peacekeepers (unified 0.2)

Goal Metrics: - All tribes between 500-2000 population - No tribe owns > 40% of territories
- Technology levels within 2 points of each other - No wars for 20+ years

Advanced Tips

1. The Compatibility Sweet Spot

- **0.7-0.8:** Peaceful but still distinct identities (ideal for diversity)
- **0.8-0.9:** Gradual religious convergence (slow unification)
- **0.9-1.0:** Effectively same religion (fast unification)

2. Prophet Timing

Prophets last 4 seasons. Time them for: - **Spring-Summer:** Maximize conversion during growth seasons - **Before Wars:** Get the morale bonus for entire conflict - **During Crises:** Help recovery and prevent collapse

3. Crisis Conversion Exploit

1. Use Wrath on target tribe (creates crisis)
2. Immediately Inspire Prophet in neighboring compatible tribe
3. Target tribe is 2x more susceptible to conversion during crisis
4. Results in rapid religious takeover

4. The Snowball Effect

Once a tribe gets ahead in population + technology + territory: - More resources = faster tech - More tech = stronger military - Stronger military = more territory - More territory = more resources (loop!)

Counter: Intervene early to prevent snowballing, or embrace it for domination victory

5. Seasonal Planning

- **Spring:** Best time for Blessings (population growth bonus)
- **Summer:** Good for expansion (tribes more active)
- **Autumn:** Harvest time (good for economic interventions)
- **Winter:** Survival test (use Blessings on struggling tribes)

6. Parameter Priorities

If you can only adjust a few parameters, focus on:

For Peace: 1. Cosmic Dualism (low) 2. Conversion Attitude (high) 3. Justice Mechanism (restorative)

For War: 1. Cosmic Dualism (high) ← Single biggest combat modifier! 2. Community Focus (high) 3. Technology Attitude (high)

For Technology: 1. Technology Attitude (high) ← Direct research multiplier! 2. Temporal Orientation (linear) 3. Knowledge Transmission (open)

7. Reading the Chronicle

The Chronicle panel tells you everything. Key phrases:

- **“clashes” / “conflict”** = Low compatibility war
- **“shares” / “trade”** = High compatibility peace
- **“discovers”** = Technology breakthrough
- **“prophet walks among”** = Prophet appeared (natural or divine)
- **“expands into”** = Territorial growth
- **“converts”** = Religious spread occurring
- **“falls to”** = Lost a war
- **“extinct”** = Tribe eliminated (game over for them)

8. The Territory View Toggle

Click **Realms** to see all territories at once. Use this to: - Identify border conflicts (overlapping colors) - See expansion patterns (direction of growth) - Spot isolated tribes (at risk) - Plan intervention targets (who needs help)

9. The Statistics Window (“Tome”)

Click **Tome** to open population/happiness graphs. Use it to: - Identify long-term trends (is a tribe declining slowly?) - See war impacts (sudden population drops) - Measure intervention success (did your Blessing work?) - Compare tribal performance (who’s thriving?)

10. Divine Power Economy

At +2 DP/season, you get 8 DP/year. Plan your interventions:

Conservative (one major action/year): - 1 Prophet (30 DP) every 4 years - Save 100 DP for emergency interventions

Moderate (sustainable): - 1 Blessing (20 DP) every 2.5 years - OR 1 Boon (15 DP) every 2 years with buffer

Aggressive (spends all): - Constant Boons (15 DP each) - But no buffer for emergencies

Burst (boom-bust): - Save to 100 DP (12-13 years) - Spend all at once (5-6 major actions) - Reshape world dramatically - Repeat cycle

Technical Reference

Keyboard Shortcuts Summary

Key	Action
Space	Pause/Resume
+	Increase speed
-	Decrease speed
1	Select Blessing action
2	Select Wrath action
3	Select Prophet action
4	Select Boon action
S	Save game
L	Load game
R	Reset (new game)

Parameter	Low (0.0-0.3)	High (0.7-1.0)	Primary Game Effect
Temporal Orientation	Cyclical	Linear	Tech research speed
Divine Accessibility	Remote	Immanent	Happiness, faith generation
Afterlife Embodiment	Ethereal	Physical	Building investment
Cosmic Dualism	Unified	Oppositional	+30% military strength
Sacred Boundary	Rigid	Permeable	Trade, cultural exchange
Material Spirituality	Ascetic	Materialistic	Wealth, tech
Ritual Frequency	Occasional	Continuous	Productivity vs. cohesion
Authority Distribution	Centralized	Distributed	Stability vs. innovation
Conversion Attitude	Exclusive	Inclusive	Missionary activity
Community Focus	Individual	Collective	+30% defense, +20% pop
Knowledge Transmission	Secretive	Open	Tech spread speed
Revelation Source	Textual	Experiential	Doctrine stability
Prophecy Temporality	Past-focused	Future-focused	Prophet frequency
Technology Attitude	Restrictive	Embracing	Research speed multiplier
Moral Universality	Contextual	Absolute	Law rigidity
Purity Concept	Physical	Spiritual	Health vs. inner focus
Justice Mechanism	Retributive	Restorative	Conflict escalation

Frequently Asked Questions

Q: How do I make tribes stop fighting?

A: Increase their religious compatibility to 0.7+ by adjusting their parameters to be more similar. Focus on these three: 1. Cosmic Dualism → Lower values (0.0-0.3) 2. Conversion Attitude → Higher values (0.7-1.0) 3. Justice Mechanism → Higher values (restorative)

Q: Why are my tribes dying out?

A: Check these factors: 1. **Happiness too low:** Below 0.3 causes population decline. Use Blessings. 2. **Constant warfare:** Losing wars causes casualties. Make peace or help them win. 3. **Harsh terrain:** Tribes in tundra/desert struggle. Use Boons to advance their tech. 4. **Winter seasons:** Population naturally declines in winter. This is normal.

Q: How do I spread a religion faster?

A: 1. Maximize the spreading tribe's **Conversion Attitude** (to 0.9-1.0) 2. Use **Inspire Prophet** (gives +50% conversion power for 4 seasons) 3. Use **Wrath** on target tribe first (crisis makes them 2x more susceptible) 4. Increase **compatibility** between tribes (0.7+ ideal) 5. Be patient - conversion takes 10-30 game years

Q: What's the fastest way to advance technology?

A: 1. Set **Technology Attitude** to 1.0 (direct multiplier!) 2. Set **Temporal Orientation** to 1.0 (linear time) 3. Use **Grant Boon** action repeatedly (only 15 DP, gives +2 tech each time) 4. Create peace between tribes so they share discoveries 5. Set **Knowledge Transmission** to 1.0 (open)

Q: How do I win wars?

A: 1. **Cosmic Dualism to 1.0** (+30% strength - most important!) 2. **Advance technology** (each level = +50% strength) 3. **Use Inspire Prophet before battle** (+20% morale) 4. **Use Wrath on enemy** to weaken them first 5. **Build population** (more people = more soldiers)

Q: I ran out of Divine Power, what now?

A: Divine Power regenerates at +2 per season (8 per year). You have three options: 1. **Wait:** It takes ~12 years to regenerate from 0 to 100 2. **Use Pause/Speed:** Speed up time to 10x to regenerate faster 3. **Plan better:** Use cheaper actions (Boon at 15 DP) and save power for emergencies

Q: How do I see all territories at once?

A: Click the **Realms** button in the Hand of Time panel. This toggles territory borders for all tribes.

Q: What does the Tome button do?

A: Opens a statistics window showing historical graphs of population and happiness for all tribes over time. Useful for analyzing trends.

Q: Can I create new tribes?

A: Not directly, but extinction and emergence can happen: - Tribes can go extinct if population drops to 0 - In some rare cases, religious schisms (especially after Printing Press discovery) can split tribes

Q: What's the best tribe to start with?

A: It depends on your strategy: - **Pyros**: Best for military domination (naturally aggressive) - **Lunari**: Best for mystical/religious unification (high ritual frequency) - **Terranova**: Best for peaceful technology race (unified, non-violent) - **Solaris**: Best for balanced expansion (strong starting position) - **Aquatica**: Best for defensive/knowledge strategies (collective, open)

Q: How long does a typical game last?

A: Varies by strategy: - **Military conquest**: 30-80 years - **Religious unification**: 50-150 years - **Technology victory**: 100-200 years (to reach all techs) - **Sandbox/emergence**: Play as long as you want!

At 1x speed, 100 game years \approx 13 real minutes.

Q: Can I edit the religious parameters while the game is running?

A: Yes! That's a core feature. You can adjust parameters anytime: - **With no tribe selected**: Edits the "world religion" (what new beliefs trend toward) - **With tribe selected**: Edits that tribe's specific beliefs in real-time

Changes affect gameplay immediately.

Q: What happens when a tribe conquers another completely?

A: When a tribe loses all territory and population drops to \sim 0: 1. Tribe is marked as **extinct** 2. Their name and history is recorded in the extinct tribes list 3. Chronicle announces their fall 4. Territory is absorbed by conqueror 5. Population is converted or killed 6. Game continues with remaining tribes

Q: Is there a "win condition"?

A: No formal win condition - it's a sandbox god-game. But you can set your own goals: - Unite all tribes under one religion - Achieve all technologies for all tribes - Conquer the map with one tribe - Maintain balanced ecosystem for 200 years - Create maximum diversity - Tell an interesting story!

Credits & Acknowledgments

A Chronicle of the Five Tribes was created as an exploration of emergent religious and cultural dynamics through simulation.

The 17-Parameter System

The religious parameter framework draws inspiration from comparative religious studies, exploring how different cosmological, ethical, and social beliefs create distinct cultural patterns.

Visual Design

The illuminated manuscript aesthetic pays homage to: - Medieval European manuscripts and books of hours - Historical cartography and atlas design - Heraldic traditions and tribal symbolism

Fonts

- **IM Fell English** - John Fell's historic types (SIL Open Font License)
- **EB Garamond** - Based on Claude Garamont's designs (SIL Open Font License)

Engine

Built with **Godot 4.4** engine (MIT License) using **C# 8.0**.

Appendix: Parameter Interactions Matrix

Some parameter combinations create particularly strong synergies or conflicts:

Powerful Synergies

Warrior Culture (High military effectiveness)

Cosmic Dualism: 1.0 (+30% combat)
Community Focus: 1.0 (+30% defense, +20% pop)
Technology Attitude: 1.0 (+tech → +50% combat per level)
Material Spirituality: 1.0 (+wealth for armies)
Justice: Retributive (deterrence)

Missionary Culture (High religious spread)

Conversion Attitude: 1.0 (max missionary activity)
Divine Accessibility: 1.0 (+happiness → easier conversion)
Knowledge Transmission: 1.0 (spread ideas)

Sacred Boundary: 1.0 (accept foreign influences)
Authority: Distributed (local adaptation)

Tech Giants (Fastest research)

Technology Attitude: 1.0 (direct multiplier)
Temporal Orientation: 1.0 (+20% research)
Knowledge Transmission: 1.0 (share discoveries)
Material Spirituality: 1.0 (+wealth for research)
Revelation: Experiential (+innovation)

Peaceful Traders (Non-violent prosperity)

Cosmic Dualism: 0.0 (unified, non-aggressive)
Sacred Boundary: 1.0 (+trade efficiency)
Justice: Restorative (peace-building)
Conversion: Inclusive (accept others)
Material Spirituality: 1.0 (+wealth)

Population Boom (Fastest growth)

Community Focus: 1.0 (+20% growth)
Divine Accessibility: 1.0 (+happiness → growth)
Material Spirituality: 1.0 (+wealth → growth)
Ritual Frequency: 0.0 (more work time)

Problematic Combinations

The Stagnant Empire (Resists change)

Temporal Orientation: 0.0 (cyclical)
Technology Attitude: 0.0 (restrictive)
Revelation: Textual (fixed doctrine)
Prophecy: Past-focused (traditionalist)
= Very slow tech advancement, vulnerable to innovative enemies

The Hermit Kingdom (Isolated)

Conversion Attitude: 0.0 (exclusive)
Sacred Boundary: 0.0 (rigid)
Knowledge Transmission: 0.0 (secretive)
= No cultural exchange, falls behind in technology

The Unstable Collective (Internal conflicts)

Authority: Distributed (decentralized)
Moral Universality: 0.0 (contextual ethics)
Community Focus: 0.0 (individualist)
= Frequent fragmentation and schisms

The Poor Warriors (Strong but economically weak)

Cosmic Dualism: 1.0 (oppositional)
Material Spirituality: 0.0 (ascetic)
Ritual Frequency: 1.0 (continuous)
= Good combat but terrible economy, can't sustain wars

Closing Thoughts

A Chronicle of the Five Tribes is a game about emergence - the complex patterns that arise from simple rules. No two playthroughs will be identical. Tribes will surprise you. Unexpected alliances, sudden collapses, and dramatic reversals will occur.

Your role as Divine Overseer is not to control, but to guide. Sometimes, the most interesting stories come from minimal intervention - watching the simulation unfold naturally.

Experiment with the parameters. Try radical combinations. Create peace or sow chaos. Build empires or nurture diversity.

Most importantly: pay attention to the Chronicle. Every entry tells part of the story of your world.

May your chronicles be long, and your tribes prosperous.

For technical documentation, modding guides, or development information, see the [README.md](#) and [religious-sim-docs.md](#) files in the project directory.

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