

FIG. 1

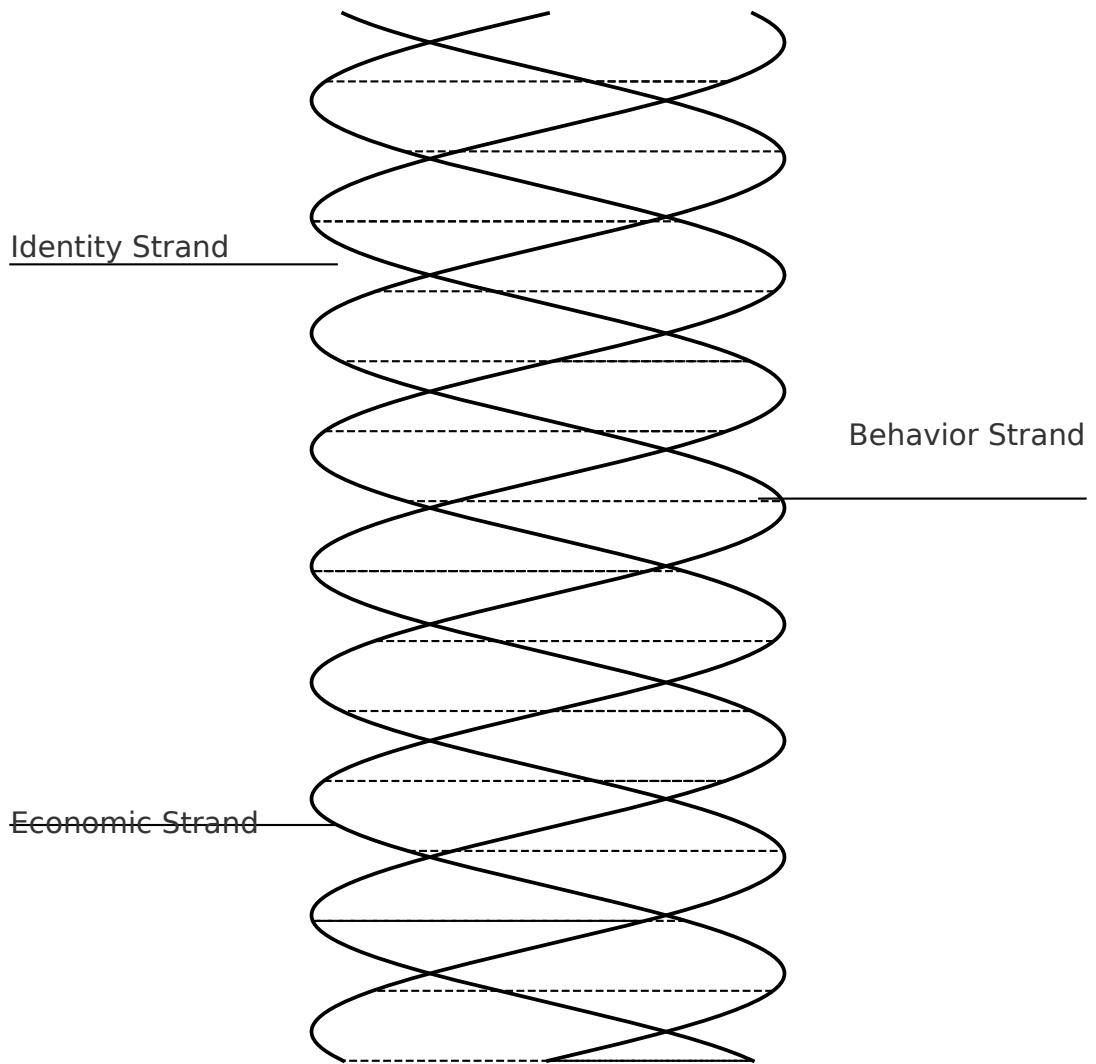
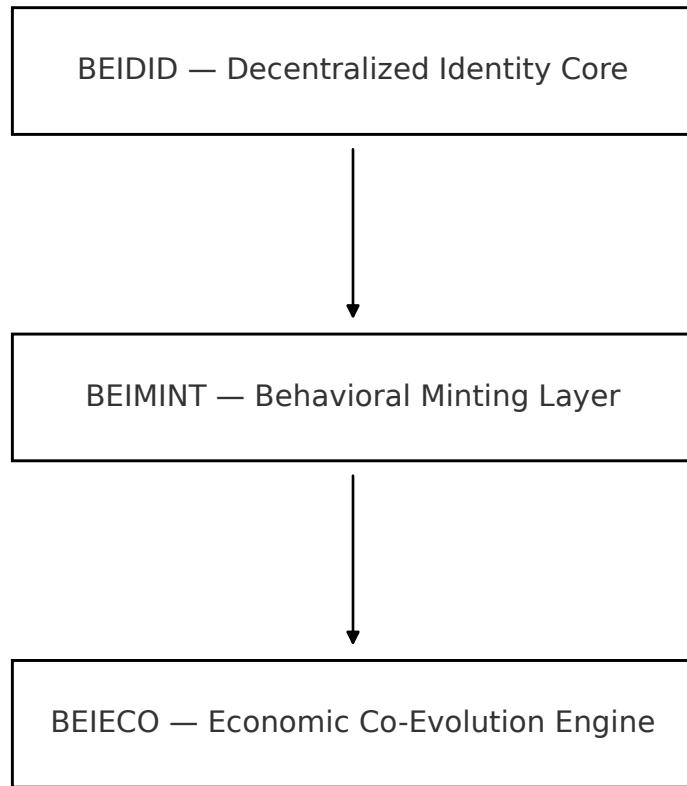


FIG. 2



Layers: Identity → Behavior → Economy

FIG. 3

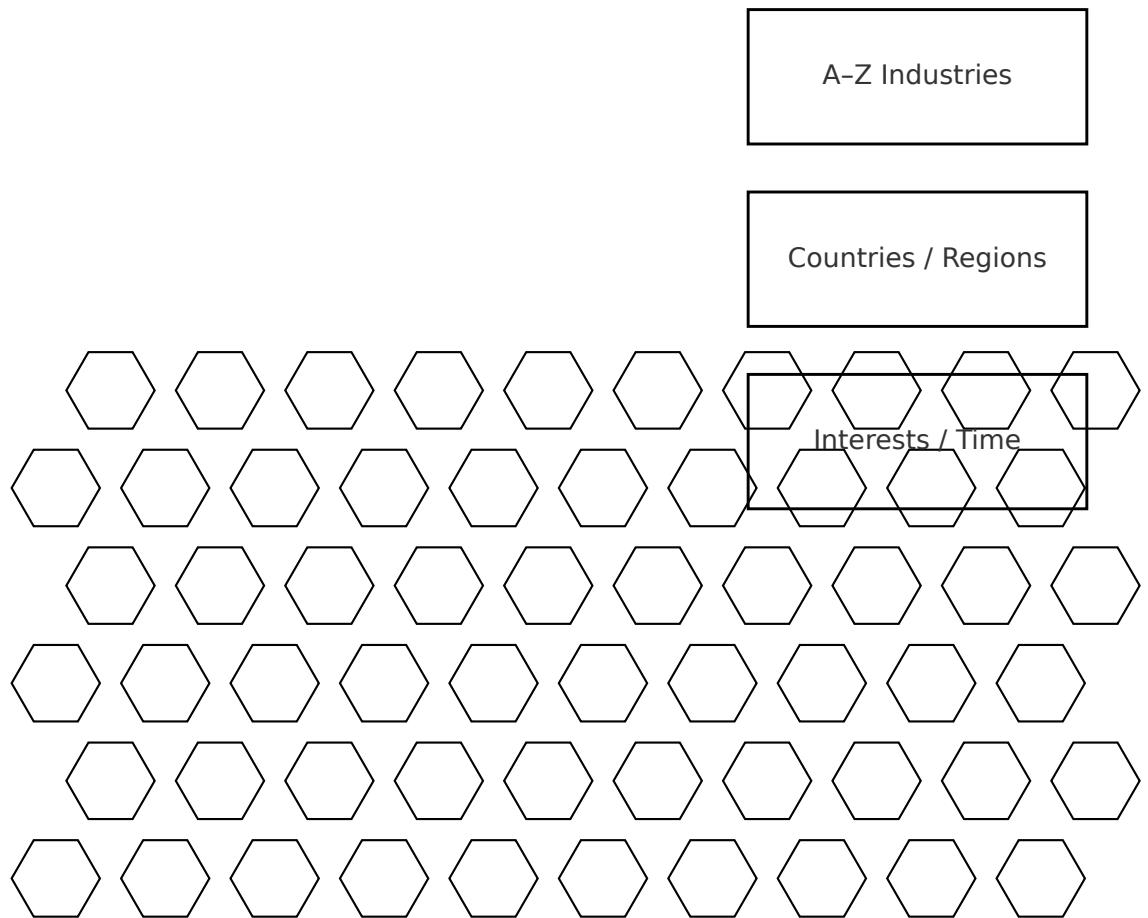
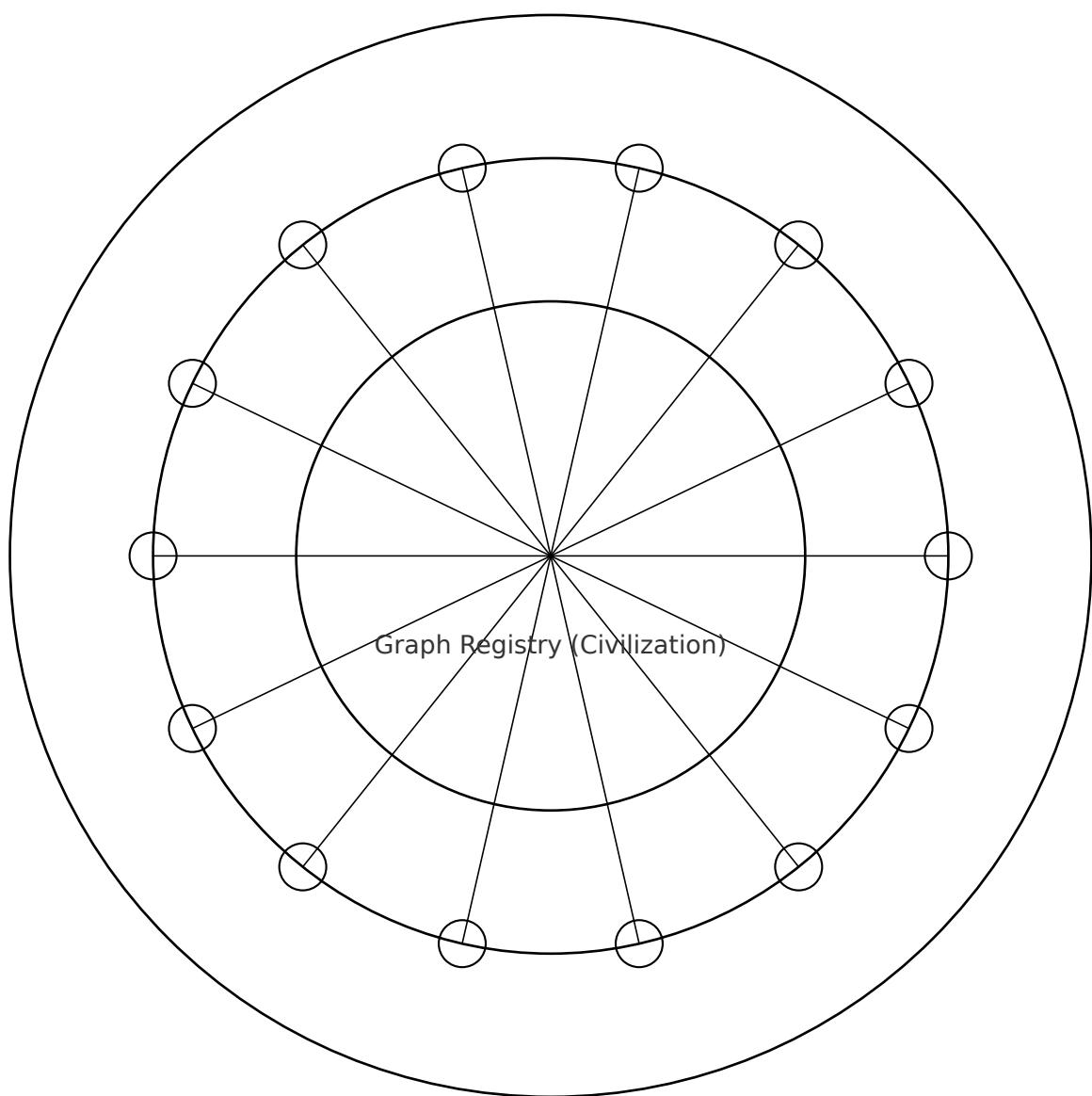
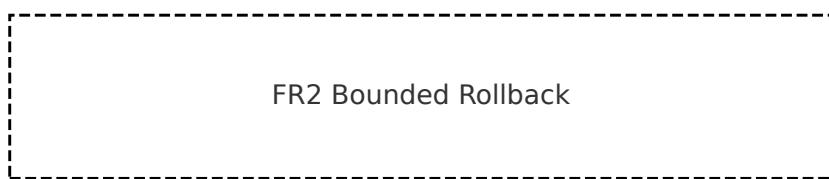
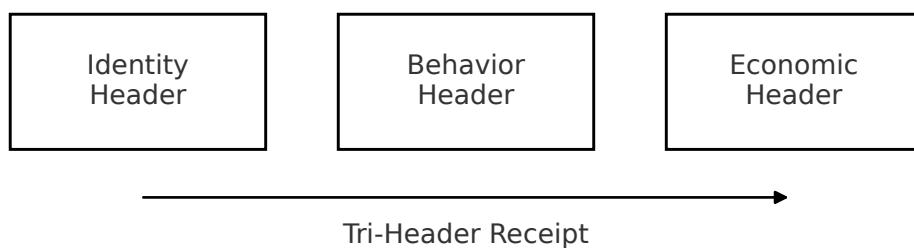


FIG. 4



Civilization Graph Registry

FIG. 5



Tri-Header + FR2

FIG. 6

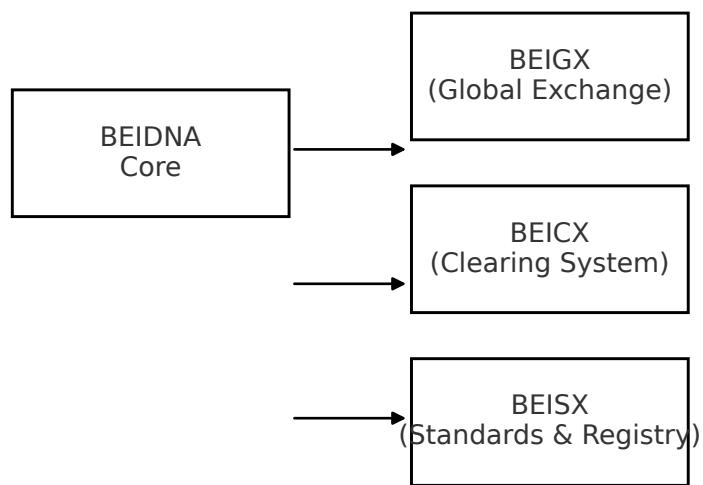


FIG. 7

