# Simulation Overview

## Background

The simulation is a battle simulator where the user of a philosophy faces an opponent of a philosophy and "wins" if they are able to convert the opponent to their philosophy by the end of the time duration. The result will often not be a clear "win" or "lose" situation, as there are many possible outcomes: by the end, each player can be converted, stay unconverted, or abandon their philosophy altogether. The philosophies possible are Xunzi's, Lord Shang's, and Laozi's teachings, as they offer a look into the diversity of Ancient Chinese philosophy (i.e., more Confucian-inspired, legalist, and more Daoist philosophies). Each player has the option of also starting with no philosophy, in which case the only outcome is if they end up being convinced or not. The user also has the following parameters they can adjust:

## Simulation Parameters

- **Duration of simulation:** Determines how long the simulation lasts, with results based on the state of conversion at the end of the set time.
- **Distance between user and opponent:** Specifies the physical distance between the two players.

## Players

Both the user player and the opposing player share the following adjustable parameters:

- **Philosophy:** The philosophy they believe in at the start.
- **Status:** Whether the player is a leader of their philosophy, which may entail different implications depending on the philosophy.
- **Counts:**
    - **Co-follower:** Determines the number of people who follow the same philosophy, excluding the leader(s). *Available only for followers.*
    - **Follower:** Determines the number of people who follow the same philosophy, excluding the leader(s). *Available only for leaders.*
- **Follower spread:** Determines how spread out the followers are. *Available if at least one of {co-follower, follower} counts is nonzero.*

## Summary

The simulation highlights the complexity of philosophical interactions through a battle mechanism. It offers practical insight into the effectiveness of a philosophy in spreading among the populace by simulating the process of conversion.

# Lord Shang

## Conversion Mechanisms

### Top-Down Intervention

Lord Shang's philosophy emphasizes a top-down hierarchy, where the philosophy spreads through leadership rather than grassroots efforts. According to his teachings, leaders must instruct the populace without considering their opinions. The philosophy focuses on efficient governance rather than personal improvement. Thus, conversion relies on enforcing societal adherence rather than individual persuasion.

### Conquest

Conquest is central to the spread of Lord Shang's philosophy, as it serves as a means of forcing the philosophy on existing citizens and expanding territories. Indeed, historical context supports this: The Qin state used conquest to unify China under Lord Shang's principles.

## Conversion Factors

### Leader Status

Leaders in Lord Shang's philosophy act as emperors with control over a state. Their ability to convert relies on militaristic and political power to enforce the philosophy. Without followers, leaders cannot effectively spread the teachings.

### Follower Status

Followers lack the resources and authority to spread the philosophy effectively. Thus, conversion efforts by followers are considered unlikely in this simulation.

## Role of Population Size and Spread

### Follower Count

Leaders with larger follower counts have more resources for conquest, increasing conversion success. Conversely, smaller states lack the capacity to invade and enforce conversions. A leader with a follower count close to 0 will ALWAYS FAIL to convert followers.

### Spread of Followers

A widely dispersed population undermines state control, leading to higher abandonment rates. Meanwhile, consolidation of followers strengthens adherence to the philosophy.

## External Influences

### Distance Between Players

Physical distance has negligible impact on Lord Shang's leaders, as their philosophy supports long-range conquests.

### Interaction with Other Philosophies

Conversion of Lord Shang followers by others is difficult due to state-enforced discouragement of alternative philosophies. Leaders face additional challenges in converting Lord Shang leaders, as doing so contradicts their state's values and may make them enemies of the state (as in the case with Lord Shang himself).

## Abandonment Dynamics

### Factors Leading to Abandonment

- **State Control:** Diminished control, often due to large or dispersed populations, increases abandonment.
- **Duration Without War:** Prolonged peacetime leads to internal conflicts and exploration of alternative philosophies, weakening adherence.

### Historical Context

Historical records show that the Qin dynasty, which adopted Lord Shang's philosophy, fell due to widespread revolts and loss of centralized control.

### Post-Abandonment Behavior

Converted players often revert to their initial beliefs once free from Lord Shang's influence. Historical examples include the re-adoption of Confucianism and Daoism after the Qin state's fall.

## General Rules Summary

- **Leaders:** High conversion potential through conquest.
- **Followers:** Limited ability to convert others.
- **Duration:** Long durations make the Shang state lose control, causing the opponent to ALWAYS RELAPSE to their old philosophy, and therefore MAKING THE OPPONENT WIN.
- **Physical Distance:** Minimal effect on conversion.
- **Population Spread:** More dispersed populations result in higher abandonment rates.
- **Follower Count:** Larger states enhance conversion success but risk higher abandonment rates and failed conversion. Follower counts close to 0 will have trouble converting. Follower counts around 100 will have trouble maintaining power and cause the player to lose.

# Laozi

## Conversion Mechanisms

### Non-Action (Wu Wei)

The principle of *wu wei* (effortless action) suggests that Laozi followers avoid direct confrontation or active proselytizing. Instead, they might subtly influence others by fostering a peaceful and harmonious environment, which attracts converts naturally over time. Conversion rates could increase in scenarios where individuals are disillusioned with more rigid or authoritarian philosophies (such as Lord Shang's).

### Leading by Example

Laozi and his disciples spread his philosophy by leading by example: Followers embody the principles of the Dao to inspire others with their harmony and simplicity. This method relies on personal influence and works best in small, localized settings, where relationships and community connections play a key role. However, it is less effective over long distances or in dispersed populations without direct interaction.

### Avoidance of Conflict

Laozi's philosophy might make its adherents resistant to conversion through coercion or conquest (unlike Lord Shang's followers). Thus, the simulator should withdraw from or deflect confrontational attempts from other philosophies.

## Conversion Factors

### Leader Status

Leaders in Laozi's philosophy act as guides who embody the principles of harmony and simplicity rather than rulers exerting direct control. Their ability to convert relies on personal influence and leading by example. Without personal interactions that directly convey the philosophy's principles.

### Follower Status

Followers lack hierarchical authority but can indirectly influence others by living in harmony with the Dao and demonstrating its benefits in daily life. Conversion efforts by followers are more passive and rely on non-confrontational methods. Thus, direct persuasion is unlikely.

### Charisma

A highly respected leader can foster greater conversions through admiration.

## Role of Population Size and Spread

### Follower Count

Leaders with more followers can create stronger communities that naturally attract others. Smaller groups may struggle to maintain influence or showcase the philosophy's benefits. Note that there is potentially some notion here of a "critical mass" of followers before traction can be gained.

**Spread of Followers**

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