RSCE Codex - Phase 1 - rsce.py (ASC2 Clean)

symbolic_overlay_engine.py

```
class SymbolicOverlay:
    def __init__(self):
        self.symbol_map = {}

    def add_symbol(self, name, axes, recursion_formula, notes):
        self.symbol_map[name] = {
            "axes": axes,
            "recursion_formula": recursion_formula,
            "notes": notes
        }

    def display_symbols(self):
        for name, data in self.symbol_map.items():
            print(f"Symbol: {name}")
            print(f"  Axes: {data['axes']}")
            print(f"  Recursion: {data['recursion_formula']}")
            print(f"  Notes: {data['notes']}")
            print("-" * 40)

def main():
    overlay = SymbolicOverlay()

    overlay.add_symbol(
        name="Caduceus",
        axes="Vertical + Dual Helix",
        recursion_formula="Phi Spin x Dual Axis",
        notes="DNA mirrored, serpent double helix recursion."
    )

    overlay.add_symbol(
        name="Celtic Cross",
        axes="North/South, East/West",
        recursion_formula="Orthogonal Fold Collapse",
        notes="Dimensional intersection; positional node anchor."
    )

    overlay.add_symbol(
        name="Turtle Shell",
        axes="Hexagonal Dome",
        recursion_formula="Recursive Shell Packing",
        notes="Molecular shield lattice structure; defense recursion."
    )

    overlay.add_symbol(
        name="Celestial Clock",
        axes="Orbital Rings",
```

```
        recursion_formula="Nested Orbital Resonance",
        notes="Star-to-star recursion; cosmic timing lattice."
    )

    overlay.display_symbols()

if __name__ == "__main__":
    main()
```