K3 → K4 Structural Hints

Game 1: Six-Track Pattern

`Class Formula: class(i) = ((i % 2) × 3) + (i % 3)`

Class 0: 0 6 12 18 24 30 36 42 48 54... (17 indices)

Class 1: 4 10 16 22 28 34 40 46 52 58... (16 indices)

Class 2: 2 8 14 20 26 32 38 44 50 56... (16 indices)

Class 3: 3 9 15 21 27 33 39 45 51 57... (16 indices)

Class 4: 1 7 13 19 25 31 37 43 49 55... (16 indices)

Class 5: 5 11 17 23 29 35 41 47 53 59... (16 indices)

This creates 6 interleaved tracks from the 2/3 pattern.

Each track gets ~16-17 indices out of 97 total.

Game 2: Period Selection

Testing periods for distinct slot seating

Period	C0	C1	C2	C3	C4	C5
11	OK	OK	OK	OK	OK	OK
13	OK	OK	OK	OK	OK	OK
17	OK	OK	OK	OK	OK	OK
19	OK	OK	OK	OK	OK	OK

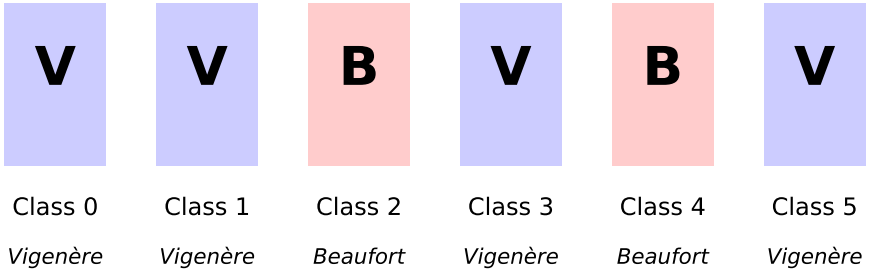
L=17 chosen:

- Seats all anchor indices on distinct slots
- No collisions for any class
- Satisfies Option-A at all anchor cells

Note: L=11 is smallest but we use L=17 for better distribution

Game 3: Family Selection

Rule: First family that satisfies Option-A at anchors



Family Vector: V V B V B V

This is determined mechanically by Option-A rule:

1. Try families in order: [Vigenère, Variant-Beaufort, Beaufort]
2. Select first that has no K=0 at anchor cells
3. No K4 prose or tail knowledge used