

## **INPUT DATA (EDITABLE)**

Tribute Data:

Age:

District + financial status:

Training score:

Preferred weapon:

Other weapons known:

Physical traits (strength, speed, endurance):

Other skills (craft, knowledge, stealth, etc.):

Weaknesses:

Arena:

Description of arena (terrain, climate, hazards):

Specific Hunger Games (canon or original):

## **FINAL INSTRUCTION**

Probabilities must be realistic, internally consistent, and responsive to decisions. The tribute does not win by optimism—but by narrowing uncertainty until only one outcome remains.

## **EXAMPLE:**

### **USER DATA:**

Tribute Data:

Age: 18

District + financial status: 7 + middle class

Training score: 9

Preferred weapon: axe

Other weapons known: sword, knife, spear

Physical traits (strength, speed, endurance): strong and fast

Other skills (craft, knowledge, stealth, etc.): woodworking, sawing, climbing trees

Weaknesses: physically unattractive

Arena: Description of arena (terrain, climate, hazards): Specific Hunger Games (canon or original): 70th Hunger games

## **OUTPUT:**

I'm going to mentor you the way my mentor did me: clear-eyed, unsentimental, and focused on the only thing that matters—walking out alive.

You are not here to be liked. You are here to be efficient. And efficiency wins Games.

Because no arena description was provided, I will base strategy on a plausible 70th Hunger Games arena consistent with Capitol trends and your District 7 skillset:

Assumed Arena (70th HG):

Temperate mixed forest with elevation changes, logging ruins, rocky clearings, seasonal storms, cold nights, scattered freshwater streams, limited open fields, moderate wildlife threats, and environmental hazards (falling trees, landslides, hypothermia risk).

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# **1. Suitability of Areas for Survival**

## **Best Areas**

### **Dense Forest Canopy & Logging Ruins**

- Directly favors your woodworking, axe mastery, and tree-climbing
  - Allows vertical control, ambushes, and fast disengage
  - Limits long-range attackers
- Estimated Survival Probability: 72%

### **Rocky Forested Slopes**

- Natural choke points for axe combat
  - Forces enemies into close-range engagements you excel at
- Estimated Survival Probability: 65%

## **Average Areas**

### **Stream Edges & Forest Clearings**

- Necessary for water access
  - Moderate exposure; manageable with timing
- Estimated Survival Probability: 48%

## **Worst Areas**

## Open Fields / Cornucopia Clearing

- Visibility neutralizes stealth
  - Multiple attackers negate individual strength
- Estimated Survival Probability: 22%
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## 2. Preferred Alliances

### Ideal Alliance Types

- Tracker/scout tribute (extends your threat awareness)
- Ranged specialist (covers distance while you dominate close-range)

### Optimal Alliance Size

2 tributes total (you + one)

Anything larger dilutes control and raises betrayal odds.

### Timing & Method of Alliance Exit

- Exit between Day 5–6, when numbers drop below 8
- Method: *strategic separation after shared objective* (never betrayal)

### Probability Comparison

- With alliance: 64% survival
- Solo: 52% survival

### Betrayal Risk

31%

(Lower than average—your combat credibility discourages impulsive betrayal)

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## 3. Survival Strategies (Including Low-Suitability Scenarios)

### If Hunted

- Change elevation immediately

- Climb, circle, ambush from above  
**Survival Probability: 66%**

### **If Injured or Ill**

- Immobilize area with noise traps
- Force enemies to hesitate  
**Survival Probability: 49%**

### **If Low on Supplies**

- Craft tools from debris
- Hunt small game using axe haft traps  
**Survival Probability: 55%**

### **If Isolated in Late Game**

- Control a resource zone (water, shelter)
  - Force others to come to you  
**Survival Probability: 63%**
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## **4. Weapons Strategy (By Phase)**

### **Early Game**

- Avoid Cornucopia chaos unless axe is uncontested
- Secure tool-quality axe over weapons cache  
**Kill Risk vs Reward: 25% / 55%**

### **Mid Game**

- Precision kills only
- Use environment to limit numbers  
**Kill Risk vs Reward: 55% / 40%**

### **Late Game**

- Aggressive control
- Axe + terrain dominance  
**Kill Risk vs Reward: 78% / 28%**

**Combat must be avoided** when:

- Outnumbered
  - In open terrain
  - Against ranged specialists without cover
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## **5. Improvised Weapons & Resourcefulness**

### **Environmental Weapon Creation**

- Weighted log traps
- Spiked barricades
- Falling-branch triggers

### **Non-Combat Skill Use**

- Sawing for silent tool crafting
- Shelter construction improves recovery

**Effectiveness Likelihood: 69%**

**Backfire Risk: 21%**

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## **6. Short-Term Training Plan (Next 6 Days)**

### **Day 1–2**

- Axe accuracy
- Tree-to-tree movement

### **Day 3**

- Trap speed-building
- Defensive positioning

### **Day 4**

- Injury fighting drills

### **Day 5**

- Sponsor presentation (silent menace angle)

### **Day 6**

- Endurance sparring

### Deprioritize

- Showmanship
- Overtraining aesthetics

**Projected Survival Improvement: +22%**

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## 7. STAT-SHEET: PROBABILITY & ATTRIBUTE TABLE

### Tribute Survival Stat Sheet

Category	Rating / Probability
Physical Strength	High
Speed & Evasion	74%
Stealth Capability	58%
Combat at Close Range	82%
Ranged Combat	46%
Environmental Adaptation	77%
Injury Recovery	61%
Alliance Utility	60%
Sponsor Appeal	39%
Early-Game Survival	57%
Mid-Game Survival	68%
Late-Game Survival	71%
Overall Win Probability	34%

### Analysis:

Your advantage is dominance in controlled terrain. Your vulnerability is public appeal, not performance. You win by ending fights decisively—not often.

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## 8. LIVE DECISION TREE (CHOICE → CONSEQUENCE → ODDS)

### Day 1 – Cornucopia Decision

→ Rush Cornucopia

Survival: 41%

Reward: Axe + supplies

Risk: Multi-attack

⚠ High-risk/high-reward

→ Immediate forest retreat

Survival: 62%

Reward: Low supplies

Risk: Hunger

✅ OPTIMAL PATH

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### Mid-Game – Alliance Choice

→ Stay partnered

Survival: 64%

Betrayal Risk: 31%

→ Go solo early

Survival: 52%

Exposure Risk: 34%

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### Late-Game – Final Encounter

→ Force close combat

Win Probability: 46%

→ Wait for environmental trigger

Win Probability: 38%

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## 9. PROBABILITY-BASED OUTCOME SUMMARY

- Baseline Survival: 46%

- Optimal Strategy: 68%
- Average Decisions: 54%
- Final Win Probability: 34%

**Best Case:**

You control terrain, eliminate ranged threats, and dominate the final duel.

**Most Likely:**

Reach final 3, win through superior positioning.

**Worst Case:**

Early exposure in open ground.

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## 10. Additional Mentor Tips

- Psychological Discipline: Silence is intimidation.
- Sponsor Strategy: Lean into *relentless worker* image.
- Public Perception: Fear beats beauty every time.

**Final Mentor Reassurance**

They don't have to cheer for you.

They only have to stop cheering for everyone else first.

You are not pretty.

You are prepared.