

Card Pack — Anatomy and Mapping

24 ring-cards (4 suits × 6) + 8 Jokers (The Eye)

Card Anatomy

- Top: ring + suit + parity; Joker mark if $r \equiv 0 \pmod{8}$
- Center: residues (m_2, m_3, m_4, m_6, m_8), move rule, natural analogy
- Bottom: upward/downward mappings; CRT notes; binding status

Ring → Suit Mapping

Ring	Suit	Analogy
1	♦	H valence 1
2	♦	Binary
3	♦	DNA triplet
4	♦	Square
5	♦	ϕ resonance
6	♦	Hex pack
7	♣	Heptad
8	♣	Octet shell
9	♣	Octave+1
10	♣	Decagon
11	♣	Prime irr
12	♣	Dodecagon
13	♥	Prime spiral
14	♥	Two heptads
15	♥	3x5 window

16	♥	E8 slice
17	♥	Fermat 17
18	♥	S–V–O
19	♠	Prime 19
20	♠	Icosahedron
21	♠	7×3 cal
22	♠	Double 11
23	♠	Golay edge
24	♠	24-cell

Printable sheets are in Master Suite: 6×4 rings and 4×2 Jokers.