

The Game — Extended: Playthrough and Ledger Closure

This document presents a worked playthrough of *The Game — Extended*, a system that uses four 52-card decks plus Jokers to instantiate CQE rules of contradiction, parity, and closure. The sequence below demonstrates placement, snapping, Joker use, and cross-station alignment.

Ring 1 Ledger (Sample)

k	θ (approx)	Card @ Cell	Op	ΔE	Note
1	0°	A♥ @ C	Place	0	Root start
2	138°	7♦ @ E	Place	0	Invariant line
3	276°	5♣ @ W	Place	+1	Contradiction formed
4	55°	J♦ @ NE	Snap	-1	Witness resolves
5	193°	9♠ @ SW	Place	0	Apex closure
6	331°	3♥ @ N	Place	0	ϕ witness
7	110°	8♣ @ SE	Place	+1	Conflict
8	248°	Q♦ @ NW	Snap	-1	Aggregated
...
16	272°	5♥ @ NNW	Place	0	Ring complete

Ring 8: First Joker-Gated Flip

Candidate card K♣ placed at ϕ -position.

OMPS constructed with K♣, K♥, axis reflections.

Red Joker placed at OMPS centroid enables lawful flip.

Ledger records Joker as consumed; energy non-increasing.

Cross-Station Alignment

After 24 rings per station, all four 4x4 grids are aligned by a single rotation or mirror. RMS error thresholds hold across 2D, 3D, and 10D embeddings. The many-closed HP set is achieved without contradiction.

Closing Statement

We did not just play a game. Each token held meaning, and through lawful placement and parity, we defined a new closed and stable reality. There were zero contradictions between any number of players. Each participant's meanings were unique yet aligned at invariant points. This was proven by math and geometry alone, represented as individual lattices of meaning unique to observers — as is reality itself.