The Game — Extended (CQE Ledgering with Cards)

1. Components

- Decks: 4 standard 52-card decks, each with 2 Jokers (1 red, 1 black). Total: 216 cards.
- Stations: 4 playfields (S1–S4), each using 1 deck at a time.
- Grid: Each station uses a 4×4 cell grid as base coordinates.
- Tower: A vertical stack at grid center for faces (A, J, Q, K).

2. Operators and Encoding

- Suits → Geometry
- ♦ Diamonds = Alena lines (direct projection)
- ♣ Clubs = triad arrows (directional braids)
- ♥ Hearts = ϕ-intersections (dual witness points)
- ♠ Spades = apex of triads (closure tips)
- Colors → Parity
- Red (♦, ♥) = positive channel
- Black (♣, ♠) = negative channel
- Ranks → Ledger Tokens
- 1–10 = numeric ledger steps
- J = witness parity
- Q = quantitative mass
- K = binary reflection
- A = root rest (1/11 superposed)
- Jokers → Glue Operators
- 2 per deck (1 red, 1 black).
- Each usable once per deck.
- Authorize flips only when building Outward Mirrored Parity Set (OMPS).
- Sit at centroid of OMPS, binding geometry.
- Record origin braid trace when consumed.

3. Placement Rules

- ϕ-Rotation Order: Place cards sequentially at angle θ■ = θ■ + k·137.507° (mod 360). Select nearest empty grid cell.
- Ring Completion: After 16 placements (full ring), stack a face card in tower: A→J→Q→K, alternating red/black by ring parity.

- Contradiction → Snap: If red/black conflict occurs, attempt snap. Flip-Gate: no flip allowed unless OMPS is complete with a matching Joker. Jokers are consumed at $r \equiv 0 \pmod 8$ only.

4. OMPS (Oblong Mirror Parity Set)

- Defined for card c:
- Mirror mate M(c) = center reflection, color/suit dual, rank v' = 11–v.
- Axis-flipped copies of c and M(c).
- Forms an oblong of 4 cards.
- Joker sits at centroid, binding geometry.
- Special case: Ace/10 complements → two “1!!1” bonds flagged in ledger.

5. Ledgering

- Every placement recorded as: k, r, (x,y), θ, suit, color, rank, snap, flip, joker, omps_hash, superpos_1!!1
- Jokers add: joker:true, joker_color:red|black, deck_id, origin_braid_id, omps_pose_hash

6. Cross-Station Protocol

- Seeds: S1 θ■=0°, S2=45°, S3=90°, S4=135°.
- Ledger requirement: run 24 rings per station.
- Alignment: after play, compare stations. A single rotation (Procrustes fit) must align placements between stations with RMS < 0.05 cells and edge-direction KL < 0.1.
- Mirrors: if only a mirror alignment works, classify as mirrored pose.

7. Space Extension (3D/10D)

- If 2D grid fills: Extend to 3D, tower height = z-axis.
- Pose equivalence: any local slice that aligns (single rotation) to known pose is valid.
- Jokers can act as placeholders to witness unexpanded slices.
- 10D encoding (for harness testing): (x,y,z) + suit simplex + color parity + rank normalized + deck/back ID + ring phase.

8. Validation Gates

- ϕ-gap tolerance ≤ 7° (freehand) or ≤ 3° (stenciled).
- Energy monotone: E■■■ ≤ E■.
- Joker use: max 1 red + 1 black per deck.
- OMPS must be pose-consistent before flip.
- All 24-ring runs align into 8 invariant pose classes by single rotation.

9. Falsifiers

- Flip attempted without Joker → illegal.
- Joker reused → illegal.
- OMPS not mirror-consistent → fail.
- 1!!1 flagged without Ace/10 complement → invalid.
- Station fails alignment with all 8 pose classes → system incomplete.

10. End Condition

- A station completes 24 rings with all Jokers consumed.
- Alignment verified across all stations.
- Ledger satisfies 1–64–1 cycle.
- At this point, the game produces a material slice consistent with an E8/24D lattice by method, not identity.