CRT 24 Rings — Slide Deck

Each ring (1–24) as individual ledger package: math constraint, card move, natural analogy.

Ring 1

Mathematical Constraints

Residues: $r \equiv 1 \pmod 2$, $r \equiv 1 \pmod 3$, $r \equiv 1 \pmod 4$, $r \equiv 1 \pmod 6$, $r \equiv 1 \pmod 8$.

Joker Gate: No

Card Move

Red suit placement; parity enforced by projection.

Natural State Analogy

Hydrogen atom — single valence electron (Ace as primitive root).

Ring 2

Mathematical Constraints

Residues: r≡0 (mod 2), r≡2 (mod 3), r≡2 (mod 4), r≡2 (mod 6), r≡2 (mod 8).

Joker Gate: No

Card Move

Black suit placement; parity enforced by reflection.

Natural State Analogy

Binary split — spin up/spin down. Parity initialization.

Ring 3

Mathematical Constraints

Residues: $r \equiv 1 \pmod 2$, $r \equiv 0 \pmod 3$, $r \equiv 3 \pmod 4$, $r \equiv 3 \pmod 6$, $r \equiv 3 \pmod 8$.

Joker Gate: No

Card Move

Play triplet sequence; snap contradiction at 3-step phase.

Natural State Analogy

DNA codon triplet — stability by mod-3.

Ring 4

Mathematical Constraints

Residues: r≡0 (mod 2), r≡1 (mod 3), r≡0 (mod 4), r≡4 (mod 6), r≡4 (mod 8).

Joker Gate: No

Card Move

Black suit placement; parity enforced by reflection.

Natural State Analogy

Square tiling symmetry — base-4 ledger block.

Ring 5

Mathematical Constraints

Residues: r≡1 (mod 2), r≡2 (mod 3), r≡1 (mod 4), r≡5 (mod 6), r≡5 (mod 8).

Joker Gate: No

Card Move

Red suit placement; parity enforced by projection.

Natural State Analogy

Pentagonal quasiperiodic seed — golden ratio resonance.

Ring 6

Mathematical Constraints

Residues: r≡0 (mod 2), r≡0 (mod 3), r≡2 (mod 4), r≡0 (mod 6), r≡6 (mod 8).

Joker Gate: No

Card Move

Play triplet sequence; snap contradiction at 3-step phase.

Natural State Analogy

Hexagonal packing — honeycomb closure, mod-6 stable.

Ring 7

Mathematical Constraints

Residues: r≡1 (mod 2), r≡1 (mod 3), r≡3 (mod 4), r≡1 (mod 6), r≡7 (mod 8).

Joker Gate: No

Card Move

Red suit placement; parity enforced by projection.

Natural State Analogy

Musical 7-tone diatonic scale.

Ring 8

Mathematical Constraints

Residues: r≡0 (mod 2), r≡2 (mod 3), r≡0 (mod 4), r≡2 (mod 6), r≡0 (mod 8).

Joker Gate: Yes

Card Move

Activate Joker flip — OMPS mirrored connection required.

Natural State Analogy

Octet rule — electron shell closure (Joker gate).

Ring 9

Mathematical Constraints

Residues: r≡1 (mod 2), r≡0 (mod 3), r≡1 (mod 4), r≡3 (mod 6), r≡1 (mod 8).

Joker Gate: No

Card Move

Play triplet sequence; snap contradiction at 3-step phase.

Natural State Analogy

Octave plus one — resonance restart (music).

Ring 10

Mathematical Constraints

Residues: $r \equiv 0 \pmod 2$, $r \equiv 1 \pmod 3$, $r \equiv 2 \pmod 4$, $r \equiv 4 \pmod 6$, $r \equiv 2 \pmod 8$.

Joker Gate: No

Card Move

Black suit placement; parity enforced by reflection.

Natural State Analogy

Decagon symmetry — base-10 tokens.

Ring 11

Mathematical Constraints

Residues: r≡1 (mod 2), r≡2 (mod 3), r≡3 (mod 4), r≡5 (mod 6), r≡3 (mod 8).

Joker Gate: No

Card Move

Red suit placement; parity enforced by projection.

Natural State Analogy

Prime irregularity — language root exceptions.

Ring 12

Mathematical Constraints

Residues: r≡0 (mod 2), r≡0 (mod 3), r≡0 (mod 4), r≡0 (mod 6), r≡4 (mod 8).

Joker Gate: No

Card Move

Play triplet sequence; snap contradiction at 3-step phase.

Natural State Analogy

Dodecagon / crystalline 12-fold symmetry.

Ring 13

Mathematical Constraints

Residues: r≡1 (mod 2), r≡1 (mod 3), r≡1 (mod 4), r≡1 (mod 6), r≡5 (mod 8).

Joker Gate: No

Card Move

Red suit placement; parity enforced by projection.

Natural State Analogy

Prime spiral inflection — unpredictable but lawful.

Ring 14

Mathematical Constraints

Residues: r≡0 (mod 2), r≡2 (mod 3), r≡2 (mod 4), r≡2 (mod 6), r≡6 (mod 8).

Joker Gate: No

Card Move

Black suit placement; parity enforced by reflection.

Natural State Analogy

Two heptads — biological 14-day cycles.

Ring 15

Mathematical Constraints

Residues: r≡1 (mod 2), r≡0 (mod 3), r≡3 (mod 4), r≡3 (mod 6), r≡7 (mod 8).

Joker Gate: No

Card Move

Play triplet sequence; snap contradiction at 3-step phase.

Natural State Analogy

Quarter-codon window — resonance 3×5 structure.

Ring 16

Mathematical Constraints

Residues: r≡0 (mod 2), r≡1 (mod 3), r≡0 (mod 4), r≡4 (mod 6), r≡0 (mod 8).

Joker Gate: Yes

Card Move

Activate Joker flip — OMPS mirrored connection required.

Natural State Analogy

E8 lattice projection slice (Joker gate).

Ring 17

Mathematical Constraints

Residues: r≡1 (mod 2), r≡2 (mod 3), r≡1 (mod 4), r≡5 (mod 6), r≡1 (mod 8).

Joker Gate: No

Card Move

Red suit placement; parity enforced by projection.

Natural State Analogy

Prime 17 — Fermat prime polygon.

Ring 18

Mathematical Constraints

Residues: r≡0 (mod 2), r≡0 (mod 3), r≡2 (mod 4), r≡0 (mod 6), r≡2 (mod 8).

Joker Gate: No

Card Move

Play triplet sequence; snap contradiction at 3-step phase.

Natural State Analogy

Language grammar triplet (S–V–O).

Ring 19

Mathematical Constraints

Residues: r≡1 (mod 2), r≡1 (mod 3), r≡3 (mod 4), r≡1 (mod 6), r≡3 (mod 8).

Joker Gate: No

Card Move

Red suit placement; parity enforced by projection.

Natural State Analogy

Prime 19 — irregular token marker.

Ring 20

Mathematical Constraints

Residues: r≡0 (mod 2), r≡2 (mod 3), r≡0 (mod 4), r≡2 (mod 6), r≡4 (mod 8).

Joker Gate: No

Card Move

Black suit placement; parity enforced by reflection.

Natural State Analogy

Icosahedral symmetry (20 faces).

Ring 21

Mathematical Constraints

Residues: r≡1 (mod 2), r≡0 (mod 3), r≡1 (mod 4), r≡3 (mod 6), r≡5 (mod 8).

Joker Gate: No

Card Move

Play triplet sequence; snap contradiction at 3-step phase.

Natural State Analogy

Mod-21 cycles — week × triple = natural calendars.

Ring 22

Mathematical Constraints

Residues: $r \equiv 0 \pmod 2$, $r \equiv 1 \pmod 3$, $r \equiv 2 \pmod 4$, $r \equiv 4 \pmod 6$, $r \equiv 6 \pmod 8$.

Joker Gate: No

Card Move

Black suit placement; parity enforced by reflection.

Natural State Analogy

Double 11 — twin irregularities closure.

Ring 23

Mathematical Constraints

Residues: r≡1 (mod 2), r≡2 (mod 3), r≡3 (mod 4), r≡5 (mod 6), r≡7 (mod 8).

Joker Gate: No

Card Move

Red suit placement; parity enforced by projection.

Natural State Analogy

Prime 23 — Golay code length precursor.

Ring 24

Mathematical Constraints

Residues: r≡0 (mod 2), r≡0 (mod 3), r≡0 (mod 4), r≡0 (mod 6), r≡0 (mod 8).

Joker Gate: Yes

Card Move

Activate Joker flip — OMPS mirrored connection required.

Natural State Analogy

24-cell lattice full closure (Joker gate).