The Game — Master Rulebook

Cards • Ledgers • Jokers • CRT Closure

Setup

- Decks: 4×(52+2 Jokers) = 216 cards; suits map to operators.
- Stations: four 4×4 grids at seeds θ■ = 0°, 45°, 90°, 135°.
- Rings: 24 rings per station; ϕ-placement; tower at each 16.

Encodings

- Suits → geometry: ♦ invariant; ♣ triad; ♥ ϕ-intersection; ♠ apex.
- Colors → parity: red(+), black(–); mirror flips color.
- Ranks: 2–10 tokens (complement r' = 11–r); A/J/Q/K operators.

Operators

Pϕ	Place by nearest golden-angle cell
S	Snap contradiction; energy nonincreasing
F	Flip only with OMPS + Joker
G	Joker glue; idempotent; single-use per deck-color; r ≡ 0 (mod 8)
M	Mirror: center reflect; color flip; suit dual; r→11–r
T	Tower push A→J→Q→K at ring end

Joker Law (Eye to Outside)

- Local (single-player): outside placeholder. Played only to keep ledger open; closure requires later cross-set pairing.
- Global (multi-player): structure call. Must bind to mirrored Joker across sets (OMPS). Both ledgers close on pairing.

CRT Closure

24 = 3×8 with gcd(3,8)=1. (mod 3, mod 8) selects each ring once in 1–24. mod 2 and mod 4 derive from mod 8; mod 6 from (2,3). Joker gates at r=8,16,24. Ledger therefore terminates in 24.

Language as Fifth Deck

Words = tokens; grammar = snap/flip; semantics = tower. Zipf/Shannon arithmetic; bilinear composition; semantic tessellations.