# The Game — Full Presentation

24-ring CRT cycle + Joker eye + OMPS

## Ring 1

Suit: ♦ Parity: Red(+) Residues: m2:1 m3:1 m4:1 m6:1 m8:1

Move: Red project

Analogy: H: valence 1

Joker Gate: closed — Snap-only ring.

# Ring 2

Suit: ♦ Parity: Black(–) Residues: m2:0 m3:2 m4:2 m6:2 m8:2

Move: Black reflect

Analogy: Binary spin

Joker Gate: closed — Snap-only ring.

# Ring 3

Suit: ♦ Parity: Red(+) Residues: m2:1 m3:0 m4:3 m6:3 m8:3

Move: Snap @ mod-3

Analogy: DNA triplet

Joker Gate: closed — Snap-only ring.

# Ring 4

Suit: ♦ Parity: Black(–) Residues: m2:0 m3:1 m4:0 m6:4 m8:4

Move: Black reflect

Analogy: Square Z2xZ2

Joker Gate: closed — Snap-only ring.

# Ring 5

Suit: ♦ Parity: Red(+) Residues: m2:1 m3:2 m4:1 m6:5 m8:5

Move: Red project

Analogy: $\phi$ resonance

Joker Gate: closed — Snap-only ring.

# Ring 6

Suit: ♦ Parity: Black(–) Residues: m2:0 m3:0 m4:2 m6:0 m8:6

Move: Snap @ mod-3

Analogy: Hex pack

Joker Gate: closed — Snap-only ring.

# Ring 7

Suit: ♣ Parity: Red(+) Residues: m2:1 m3:1 m4:3 m6:1 m8:7

Move: Red project

Analogy: Heptad rhythm

Joker Gate: closed — Snap-only ring.

# Ring 8

Suit: ♣ Parity: Black(–) Residues: m2:0 m3:2 m4:0 m6:2 m8:0

Move: Joker flip (OMPS)

Analogy: Octet shell

Joker Gate: OPEN — OMPS flip allowed.

# Ring 9

Suit: ♣ Parity: Red(+) Residues: m2:1 m3:0 m4:1 m6:3 m8:1

Move: Snap @ mod-3

Analogy: Octave+1

Joker Gate: closed — Snap-only ring.

# Ring 10

Suit: ♣ Parity: Black(–) Residues: m2:0 m3:1 m4:2 m6:4 m8:2

Move: Black reflect

Analogy: Decagon

Joker Gate: closed — Snap-only ring.

# Ring 11

Suit: ♣ Parity: Red(+) Residues: m2:1 m3:2 m4:3 m6:5 m8:3

Move: Red project

Analogy: Prime irregular

Joker Gate: closed — Snap-only ring.

# Ring 12

Suit: ♣ Parity: Black(–) Residues: m2:0 m3:0 m4:0 m6:0 m8:4

Move: Snap @ mod-3

Analogy: Dodecagon

Joker Gate: closed — Snap-only ring.

# Ring 13

Suit: ♥ Parity: Red(+) Residues: m2:1 m3:1 m4:1 m6:1 m8:5

Move: Red project

Analogy: Prime spiral

Joker Gate: closed — Snap-only ring.

# Ring 14

Suit: ♥ Parity: Black(–) Residues: m2:0 m3:2 m4:2 m6:2 m8:6

Move: Black reflect

Analogy: Two heptads

Joker Gate: closed — Snap-only ring.

# Ring 15

Suit: ♥ Parity: Red(+) Residues: m2:1 m3:0 m4:3 m6:3 m8:7

Move: Snap @ mod-3

Analogy: 3×5 window

Joker Gate: closed — Snap-only ring.

# Ring 16

Suit: ♥ Parity: Black(–) Residues: m2:0 m3:1 m4:0 m6:4 m8:0

Move: Joker flip (OMPS)

Analogy: E8 slice

Joker Gate: OPEN — OMPS flip allowed.

# Ring 17

Suit: ♥ Parity: Red(+) Residues: m2:1 m3:2 m4:1 m6:5 m8:1

Move: Red project

Analogy: Fermat 17-gon

Joker Gate: closed — Snap-only ring.

# Ring 18

Suit: ♥ Parity: Black(–) Residues: m2:0 m3:0 m4:2 m6:0 m8:2

Move: Snap @ mod-3

Analogy: S–V–O

Joker Gate: closed — Snap-only ring.

# Ring 19

Suit: ♠ Parity: Red(+) Residues: m2:1 m3:1 m4:3 m6:1 m8:3

Move: Red project

Analogy: Prime 19

Joker Gate: closed — Snap-only ring.

# Ring 20

Suit: ♠ Parity: Black(–) Residues: m2:0 m3:2 m4:0 m6:2 m8:4

Move: Black reflect

Analogy: Icosahedron

Joker Gate: closed — Snap-only ring.

# Ring 21

Suit: ♠ Parity: Red(+) Residues: m2:1 m3:0 m4:1 m6:3 m8:5

Move: Snap @ mod-3

Analogy: 7×3 calendar

Joker Gate: closed — Snap-only ring.

# Ring 22

Suit: ♠ Parity: Black(–) Residues: m2:0 m3:1 m4:2 m6:4 m8:6

Move: Black reflect

Analogy: Double 11

Joker Gate: closed — Snap-only ring.

# Ring 23

Suit: ♠ Parity: Red(+) Residues: m2:1 m3:2 m4:3 m6:5 m8:7

Move: Red project

Analogy: Golay edge

Joker Gate: closed — Snap-only ring.

# Ring 24

Suit: ♠ Parity: Black(–) Residues: m2:0 m3:0 m4:0 m6:0 m8:0

Move: Joker flip (OMPS)

Analogy: 24-cell

Joker Gate: OPEN — OMPS flip allowed.

# Closing

24 = 3×8 with gcd(3,8)=1. (mod3, mod8) schedules each ring once. Joker gates at 8,16,24 ensure mirrored binding across sets. Ledger closes in 24.