

CQE Card Kit (Paper-Only)

Refined printable kit • Decks • Overlays • Loom • Stations • Ledgers

What this is: A complete, no-power toolkit to run CQE with paper, pens, a ruler, tape, balsa sticks, and decks of cards.

What you can do: Model multi-view problems; enforce mirror tests; perform local Δ -lifts; tighten strict thresholds; and ledger reproducible 4-bit commits.

How to print: Print single-sided. Use card sleeves or 65lb cardstock for cards. Use transparent sheets for overlays.

Quick Start

10-minute run with two decks + overlays

- 1) **Deal primitives:** Aces = primitives. Write domain glyphs on them.
- 2) **Synthesize:** 2s–8s: build ideas by same-suit (local) or parity-suit (cross) combos.
- 3) **Octet overlay:** Fill H1–H8 views; record REST constraints.
- 4) **Mirror test:** Forward■Inverse ≈ identity. Mismatch → red Δ-lift card.
- 5) **Strict ratchet:** Tighten thresholds only after a pass (gold sticker).
- 6) **Receipts:** Shade a 4-bit commit; log votes/hashes in the ledger.
- 7) **Iterate:** Promote validated cards to your deck top; archive non-working slips.

Your first problem setup (tokens, views, mirror, strict)

Octet Overlay + DNA-10

Eight views + palindromic rest; ten-state save

H1

H2

H3

H4

H5

H6

H7

H8

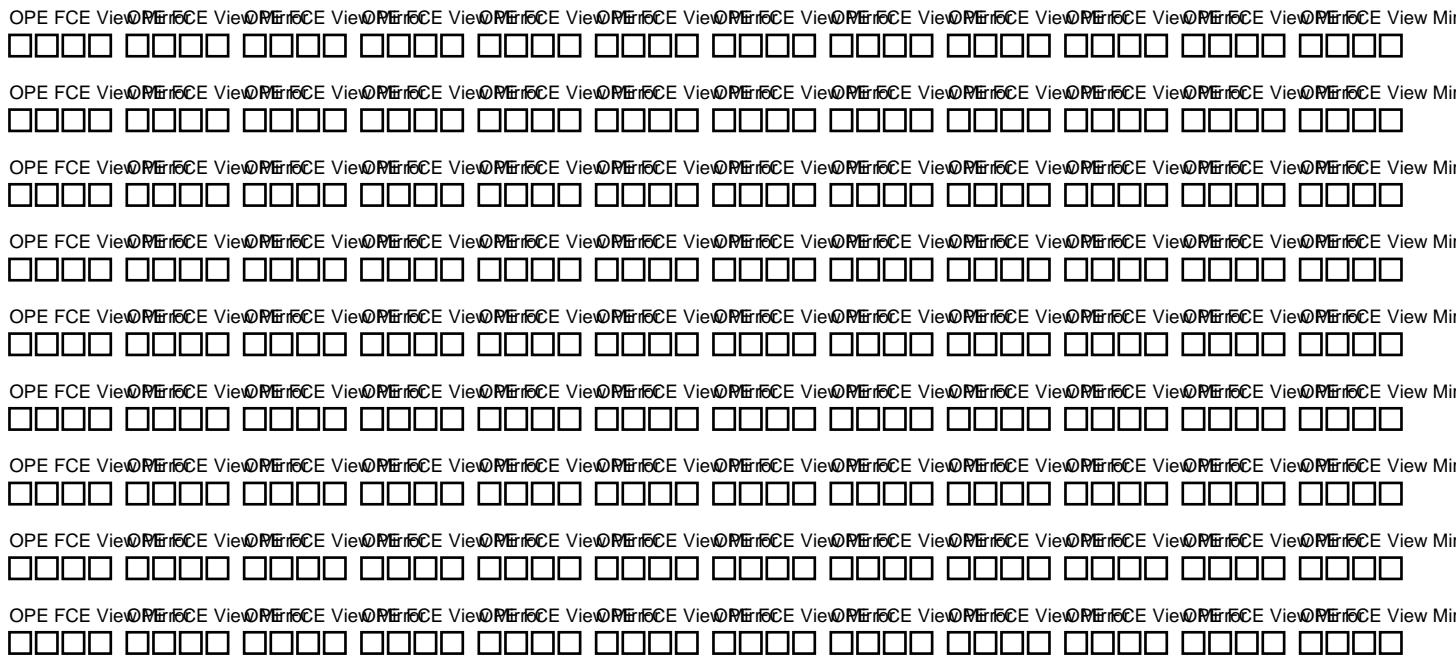
REST (palindromic mirror): notes / constraints

1. Timing
2. Polarity
3. Scale
4. Pose
5. Domain
6. Conditioning
7. Units
8. Precision
9. Cost
10. Seed

Receipts & 4-bit Commit

Merkle-ish page hash / signatures OPE/FCE • View • Mirror • Hash

4-bit Commit Stickers



Parity Loom (E8/Leech scaffold)

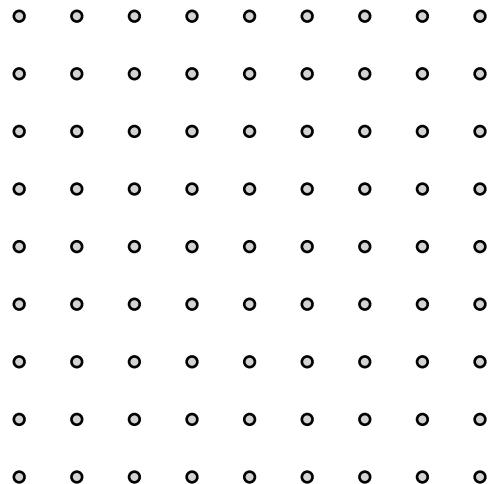
Foam/peg board + balsa rails + clips

Build: Peg a 8x8 grid (1 cm pitch). Label parity lanes (top/bottom). Add half-shift glue marks.

Use: Clip strands for roots; mirror overlay must align on reflection. For Leech: mask octads; use permutation cards to rethread.

Why: Parity checks are physical (clips + XOR pad). You can verify Construction-A membership with finite steps.

Peg grid (8x8). Mark parity lanes and half-glue ticks.



Stations: Measure, Tag, Resume

Pause cards → test → sticky sidecar → continue

Station types: *Optics* (PSF/WFE), *Thermal* (ΔT per tick), *Polar/Spin* (efficiency), *Math* (interval bound), *Bio/Neuro proxies* (overlay RMS), *Cosmos* (shear/field), *Robotics* (closed-loop error).

Protocol: Dock a card; measure; write a token value on a sticky; attach to card edge; ledger the change; rejoin table play.

Δ <hr/> <hr/> <hr/> <hr/>	Receipt <hr/> <hr/> <hr/> <hr/>	
Metric <hr/> <hr/> <hr/> <hr/>	Pre <hr/> <hr/> <hr/> <hr/>	Post <hr/> <hr/> <hr/> <hr/>

8-Person Table Playbook

Roles • Stations • Neighbor links

1. Anchor

Keeps form_id, ledger, and mirror law; calls commits.

2. Optics

Views H1–H2; runs PSF/FFT mirror; proposes Δ-lifts.

3. Thermal

Views H3–H4; manages ΔT and cadence.

4. Polar/Spin

Views H5–H6; L↔R parity checks; spin filters.

5. Math/Logic

Bounds, interval proofs, receipts.

Neighbor Links (who talks to whom and when)**6. Bio/Neuro proxy**

Overlay RMS, gate irreversibility.

7. Cosmos/Fields

Shear/field rails; anomaly notes.

8. Systems/Robotics

Closed-loop error; safety ratchets.

Theorem Cards & Argument Protocol

Assumptions:

Assumptions • Claim • Local

Claim:

Local Test:

Counterexample? Yes NoReceipt: OPE FCE View Mirror Hash: _____

Assumptions:

Test • Counterexample

Claim:

Local Test:

Counterexample? Yes NoReceipt: OPE FCE View Mirror Hash: _____

Theorem Card

Assumptions:

Claim:

Local Test:

Counterexample? Yes NoReceipt: OPE FCE View Mirror Hash: _____

Theorem Card

Assumptions:

Claim:

Local Test:

Counterexample? Yes NoReceipt: OPE FCE View Mirror Hash: _____

Theorem Card

Assumptions:

Claim:

Local Test:

Counterexample? Yes NoReceipt: OPE FCE View Mirror Hash: _____

Theorem Card

Assumptions:

Claim:

Local Test:

Counterexample? Yes NoReceipt: OPE FCE View Mirror Hash: _____

Master Ledger

Reproducible build receipts

Form ID: _____ Status: ANCHOR PROVISIONAL WORKING NON-WORKING

Construction A: p=_____, code=_____, glue=_____

Automorphism: group=_____, element=_____

Octet Map H1..H8: _____

DNA-10: _____

Thresholds: normal{OPE:_____, FCE:_____| strict{OPE:_____, FCE:_____|}

Receipts: 4-bit:_____ votes: mirror _____ Status: ANCHOR PROVISIONAL WORKING NON-WORKING

Construction A: p=_____, code=_____, glue=_____

Automorphism: group=_____, element=_____

Octet Map H1..H8: _____

DNA-10: _____

Thresholds: normal{OPE:_____, FCE:_____| strict{OPE:_____, FCE:_____|}

Receipts: 4-bit:_____ votes: mirror _____ Status: ANCHOR PROVISIONAL WORKING NON-WORKING

Construction A: p=_____, code=_____, glue=_____

Automorphism: group=_____, element=_____

Octet Map H1..H8: _____

DNA-10: _____

Thresholds: normal{OPE:_____, FCE:_____| strict{OPE:_____, FCE:_____|}

Receipts: 4-bit:_____ votes: mirror _____ Status: ANCHOR PROVISIONAL WORKING NON-WORKING

Construction A: p=_____, code=_____, glue=_____

Automorphism: group=_____, element=_____

Octet Map H1..H8: _____

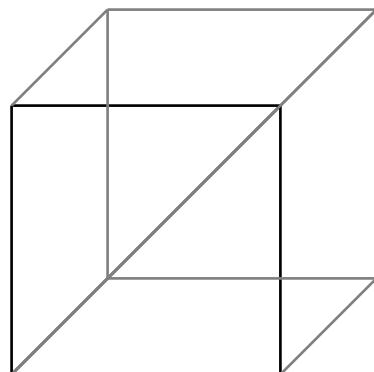
DNA-10: _____

Thresholds: normal{OPE:_____, FCE:_____| strict{OPE:_____, FCE:_____|}

Receipts: 4-bit:_____ votes: mirror ____/____ views ____/____ page hash: _____

Hypercube → Toroidal Loom

From 4D cube projection to chamber shells



How to use: Tag 8 faces as octet gates; enforce mirror across paired faces. Wrap rails with balsa/tape into a toroidal chamber. Mark parity lanes; add Leech masks as needed.

Sticky Sidecars (Tokens)

Attach measured values to cards

Token: _____
Value: _____ Units: _____
Context: _____
Hash: _____

Token: _____
Value: _____ Units: _____
Context: _____
Hash: _____

Token: _____
Value: _____ Units: _____
Context: _____
Hash: _____

Token: _____
Value: _____ Units: _____
Context: _____
Hash: _____

Token: _____
Value: _____ Units: _____
Context: _____
Hash: _____

Token: _____
Value: _____ Units: _____
Context: _____
Hash: _____

Token: _____
Value: _____ Units: _____
Context: _____
Hash: _____

Token: _____
Value: _____ Units: _____
Context: _____
Hash: _____

Token: _____
Value: _____ Units: _____
Context: _____
Hash: _____

Token: _____
Value: _____ Units: _____
Context: _____
Hash: _____

Token: _____
Value: _____ Units: _____
Context: _____
Hash: _____

Token: _____
Value: _____ Units: _____
Context: _____
Hash: _____

Token: _____
Value: _____ Units: _____
Context: _____
Hash: _____

Token: _____
Value: _____ Units: _____
Context: _____
Hash: _____

Token: _____
Value: _____ Units: _____
Context: _____
Hash: _____

Token: _____
Value: _____ Units: _____
Context: _____
Hash: _____

Token: _____
Value: _____ Units: _____
Context: _____
Hash: _____

Token: _____
Value: _____ Units: _____
Context: _____
Hash: _____

Token: _____
Value: _____ Units: _____
Context: _____
Hash: _____

Token: _____
Value: _____ Units: _____
Context: _____
Hash: _____

Token: _____
Value: _____ Units: _____
Context: _____
Hash: _____

Token: _____
Value: _____ Units: _____
Context: _____
Hash: _____

Token: _____
Value: _____ Units: _____
Context: _____
Hash: _____

Token: _____
Value: _____ Units: _____
Context: _____
Hash: _____

Token: _____
Value: _____ Units: _____
Context: _____
Hash: _____

Token: _____
Value: _____ Units: _____
Context: _____
Hash: _____

Token: _____
Value: _____ Units: _____
Context: _____
Hash: _____

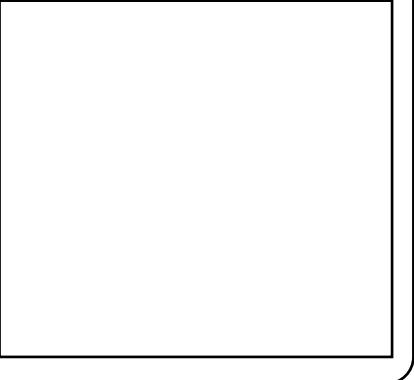
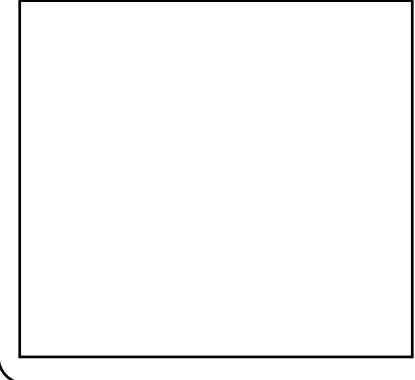
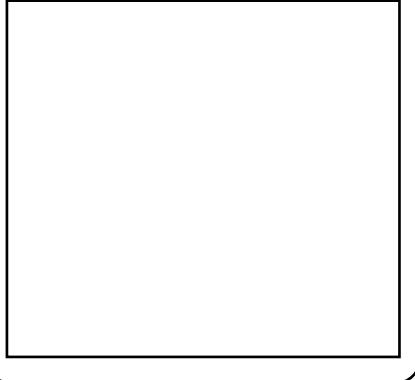
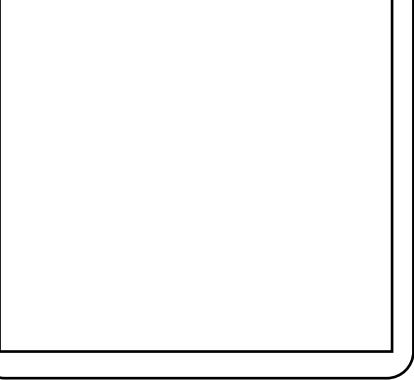
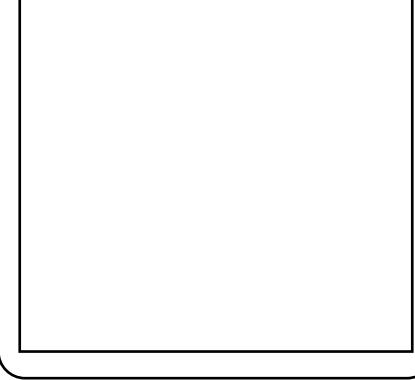
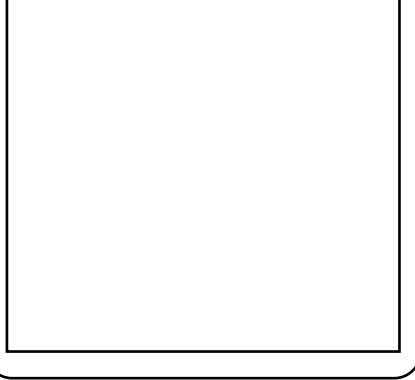
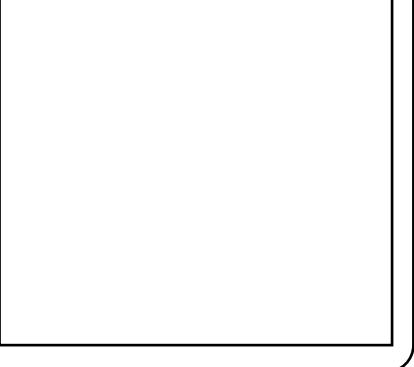
Token: _____
Value: _____ Units: _____
Context: _____
Hash: _____

Token: _____
Value: _____ Units: _____
Context: _____
Hash: _____

Token: _____
Value: _____ Units: _____
Context: _____
Hash: _____

Token: _____
Value: _____ Units: _____
Context: _____
Hash: _____

Token: _____
Value: _____ Units: _____
Context: _____
Hash: _____

Blank Cards (3x3)		
Suit: _____ Rank: _____ Primitive/Idea: _____ Notes: 	Suit: _____ Rank: _____ Primitive/Idea: _____ Notes: 	Suit: _____ Rank: _____ Primitive/Idea: _____ Notes: 
Suit: _____ Rank: _____ Primitive/Idea: _____ Notes: 	Suit: _____ Rank: _____ Primitive/Idea: _____ Notes: 	Suit: _____ Rank: _____ Primitive/Idea: _____ Notes: 
Suit: _____ Rank: _____ Primitive/Idea: _____ Notes: 	Suit: _____ Rank: _____ Primitive/Idea: _____ Notes: 	Suit: _____ Rank: _____ Primitive/Idea: _____ Notes: 

Eight Baseline Packs

Optics • Thermal • Polar/Spin/EM • Math/Logic • Bio • Neuro • Cosmos • Systems

Optics

- PSF match ($SC \geq 0.98$)
- WFE $\leq 25 \rightarrow 22$ nm strict
- FFT \leftrightarrow iFFT closure

Thermal

- $\Delta T/\text{tick} \leq 1.0 \rightarrow 0.8$ K
- Vent cadence stable
- Pulse symmetry

Polar/Spin/EM

- LHCP/RHCP swap
- Spin filter eff $\geq 80\%$
- AR ≤ 1.5 dB strict

Math/Logic

- Interval proofs
- OPE/FCE debt \downarrow
- Type checks pass

Bio proxy

Custom pack notes

- Irreversibility ✓
- Batch day variance ok

Neuro proxy

- Ripple content decoded
- Mode switch detected
- Noise floor stable

Cosmos

- Shear fields coherent
- Seed B-fields consistent
- Redshift bins stable

Systems

- Closed-loop error \downarrow
- Safety ratchets ✓
- Latency within bound

Class Kit Checklist

Budget-friendly supply list

- 2+ decks of cards (different back colors) per table
- Dry-erase sleeves + fine-tip markers
- Ruler, tape, scissors, hole punch
- Balsa sticks, foam board / peg board, paper clips
- Transparent overlays (acetate)
- Sticky notes (token sidecars), colored pens
- Printed kit (this PDF)
- A4/Letter cardstock for cards
- Clipboard for station runs
- Ledger binder (Working / Non-Working albums)

Room layout & station assignments

Suit: _____ Rank: _____

Primitive/Idea: _____

Notes:

Blank Cards (3x3)

Rank: _____

Primitive/Idea: _____

Notes:

Suit: _____ Rank: _____

Primitive/Idea: _____

Notes:

Blank Cards (3x3)

Rank: _____

Primitive/Idea: _____

Notes:

Suit: _____ Rank: _____

Primitive/Idea: _____

Notes:

Blank Cards (3x3)

Rank: _____

Primitive/Idea: _____

Notes:

Suit: _____ Rank: _____

Primitive/Idea: _____

Notes:

Blank Cards (3x3)

Rank: _____

Primitive/Idea: _____

Notes:

Suit: _____ Rank: _____

Primitive/Idea: _____

Notes:

Receipts & 4-bit Commit

Merkle-ish page hash / signatures OPE/FCE • View • Mirror • Hash

4-bit Commit Stickers

