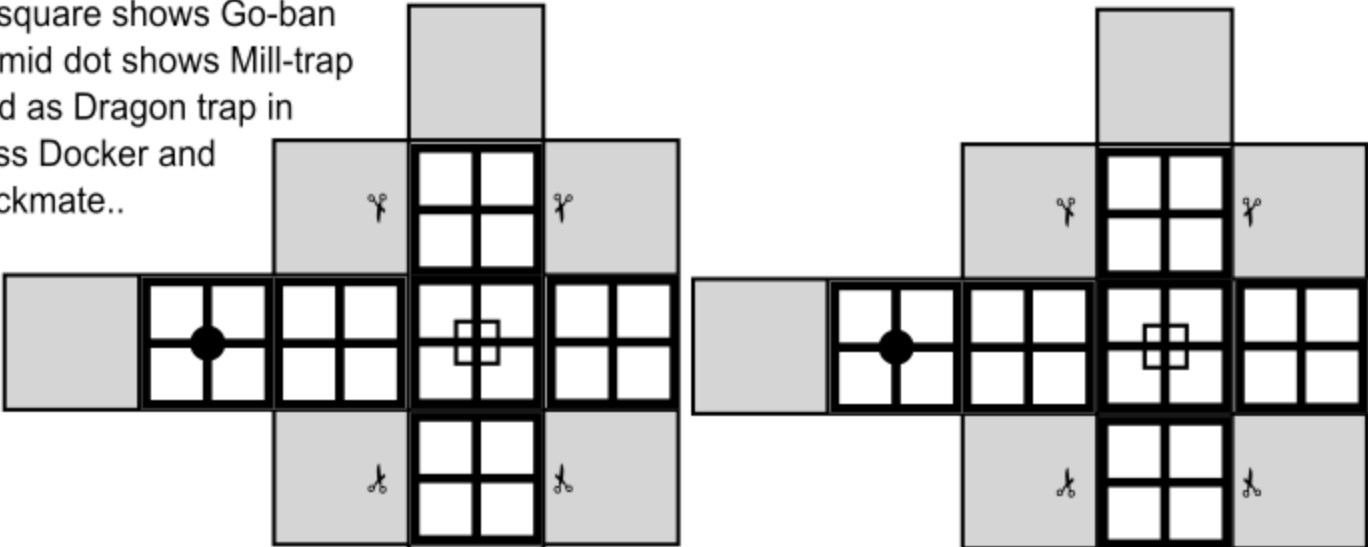
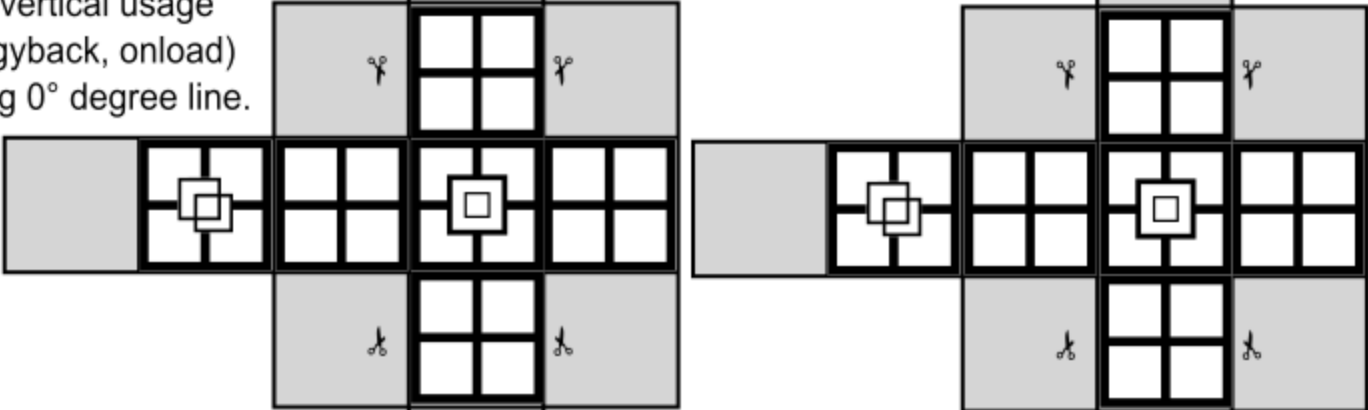


Mid square shows Go-ban
and mid dot shows Mill-trap
(used as Dragon trap in
Chess Docker and
Checkmate..



You need 3 times diagonal
Docks in each corner and
12 times Docks for horizontal
and vertical usage
(piggyback, onload)
along 0° degree line.

Use the QuantumCubes as often
as you like to alter the playable
fields and connecting lines. Put
them onto the QuantumGrid.



This QuantumCube shows
two times default (crossing),
bisecting (one direction)
and two different pipelines
(turned, trisecting)

Notation along these fields is in 3D
(x:longitude, y:altitude, z:latitude).
These cubes change the vector
direction. Half and full steps are
recognizable. We call them Docks.

