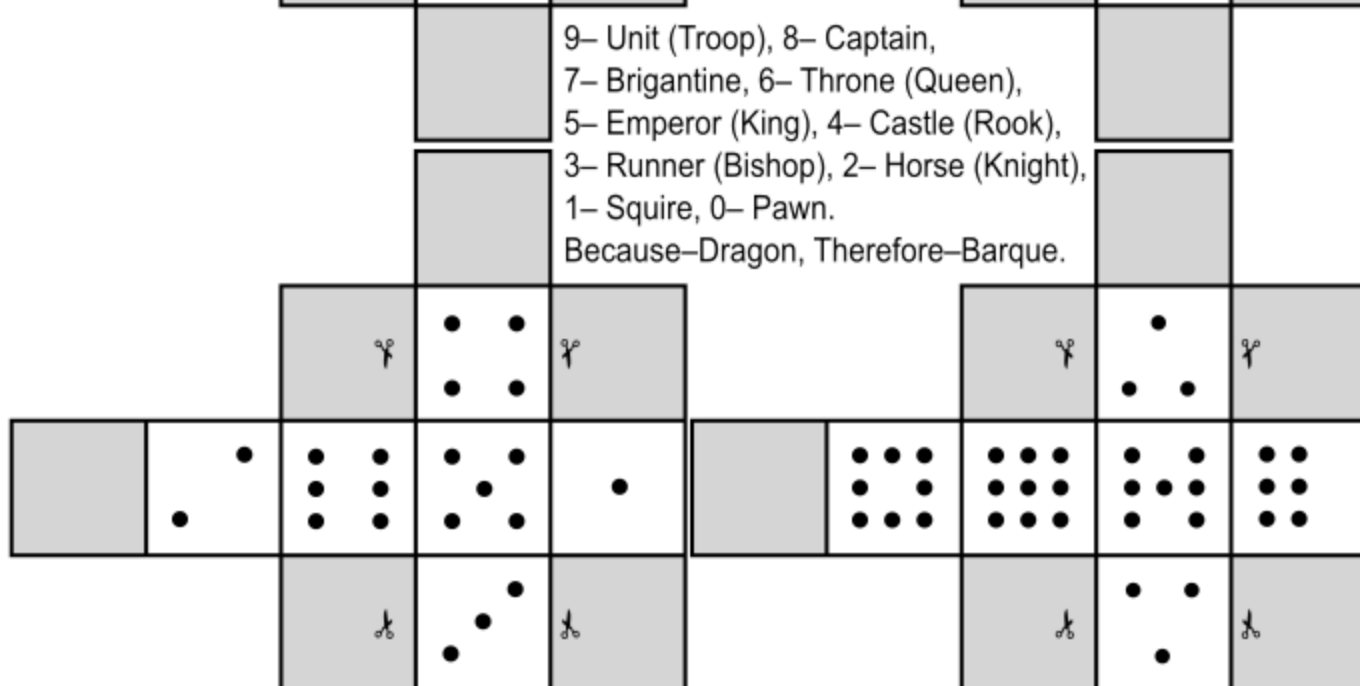
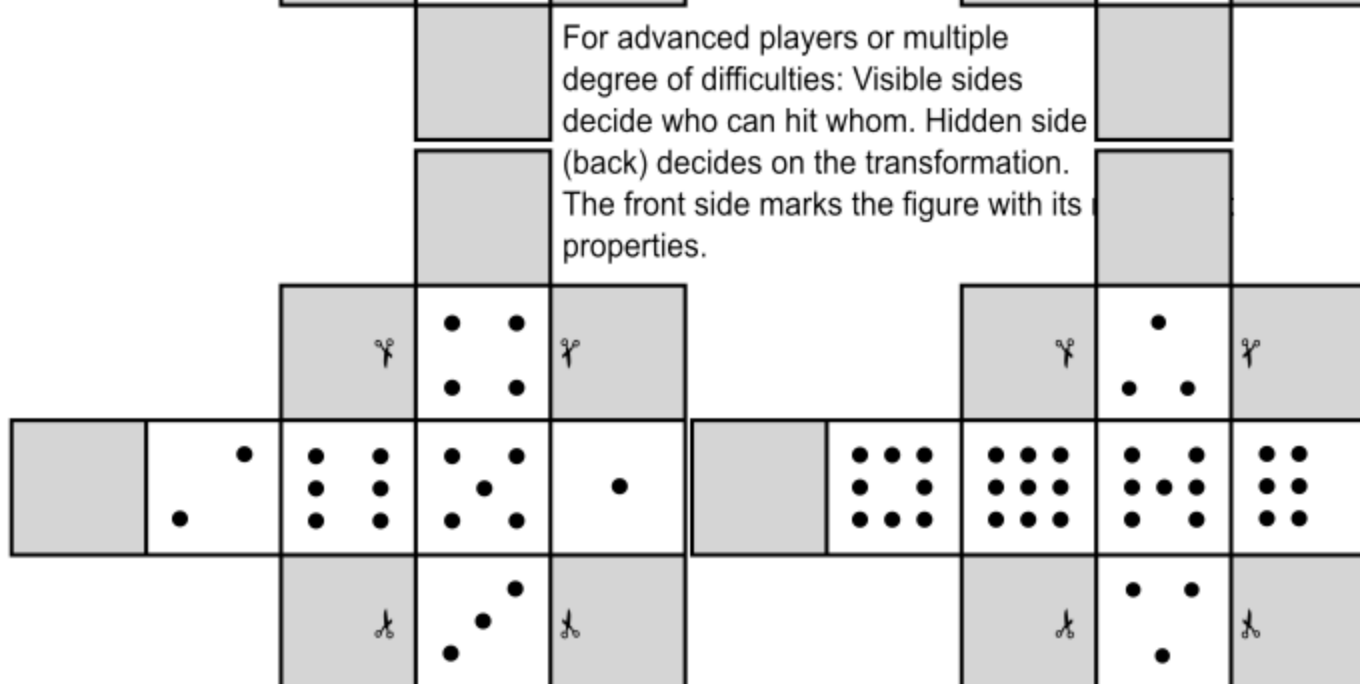


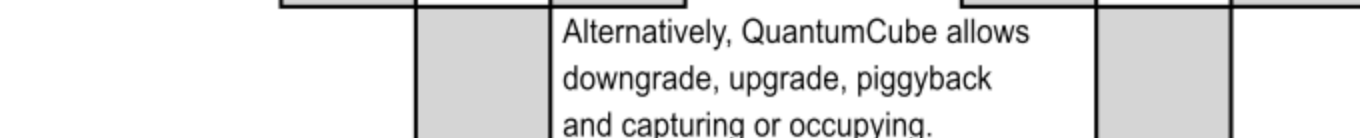
We are using VisualBraille Numbers 0 to 9 and some mathematical signs as figure value.



9– Unit (Troop), 8– Captain,
7– Brigantine, 6– Throne (Queen),
5– Emperor (King), 4– Castle (Rook),
3– Runner (Bishop), 2– Horse (Knight),
1– Squire, 0– Pawn.
Because–Dragon, Therefore–Barque.



For advanced players or multiple
degree of difficulties: Visible sides
decide who can hit whom. Hidden side
(back) decides on the transformation.
The front side marks the figure with its
properties.



Alternatively, QuantumCube allows
downgrade, upgrade, piggyback
and capturing or occupying.