

Mid dot shows Mill-Trap
(3 x Dungeon & Dragon).

You need 3 times diagonal Docks in each corner and 12 times Docks for horizontal and vertical usage ([piggyback](#), [onload](#))

Mid square shows
Go-ban (Gothello)

The image shows a 5x5 grid of squares. The squares are arranged in a cross-like pattern, with the center square being white and surrounded by gray squares. The grid is composed of 25 squares in total. The center square (row 3, column 3) is white and contains a small black square. The squares immediately surrounding the center (row 2, column 3; row 4, column 3; row 3, column 2; row 3, column 4) are gray and contain a small black square. The squares at the corners of the grid (row 1, column 1; row 5, column 5; row 5, column 1; row 1, column 5) are gray and contain a small black square. The squares at (row 2, column 2), (row 4, column 2), (row 2, column 4), and (row 4, column 4) are white and contain a small black square. The squares at (row 1, column 2), (row 3, column 1), (row 3, column 5), and (row 5, column 2) are gray and contain a small black square. The squares at (row 1, column 3), (row 3, column 3), and (row 5, column 3) are white and contain a small black square. The squares at (row 2, column 1), (row 4, column 1), (row 2, column 5), and (row 4, column 5) are gray and contain a small black square. The squares at (row 1, column 4), (row 3, column 4), and (row 5, column 4) are white and contain a small black square. The squares at (row 2, column 3), (row 4, column 3), (row 3, column 2), and (row 3, column 4) are gray and contain a small black square. The squares at (row 1, column 3), (row 3, column 3), and (row 5, column 3) are white and contain a small black square. The squares at (row 2, column 1), (row 4, column 1), (row 2, column 5), and (row 4, column 5) are gray and contain a small black square. The squares at (row 1, column 4), (row 3, column 4), and (row 5, column 4) are white and contain a small black square. The squares at (row 2, column 3), (row 4, column 3), (row 3, column 2), and (row 3, column 4) are gray and contain a small black square.

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

[illegible]

Docks shows
(crossing), bisecting (one direction)
and different pipelines (turned, trisecting).

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

Docks shows
(crossing), bisecting (one direction)
and different pipelines (turned, trisecting).