Chess Docker – a real Cube Chess

Each player throws the starting line-up with two dices which the player must set (not move) with – before beginning with the middlegame (active modus). The figures may only take up the starting positions within their own half of the grid. The opening game is shortened (passive modus). The figure value consist of dot stamping:

2 x Unit (Troop) = 9		Fig. just moving in every direction, but hitting with the piggybacked figures (expect barques and brigantines and dragons), the troop can bound castle – if a troop sit on a castle, their own castle is tied to one location; if a troop capture the opposing tower, the castle is besieged.
4 x Captain (Commander) = 8		Fig. entering or hitting the opponent's barques and brigantine when he commands own barques and brigantines; otherwise hitting and moving only on fields two fields in each direction (also blocked fields).
2 x Brigantine = 7		Fig. move multiple field, horizontal and vertical and diagonal – opponent entering or hitting.
1 x Throne (Queen) = 6		Fig. moves multiple 2D vector, longitude (not blocked).
1 x Emperor (King, Queen) = 5		Fig. moves one field in every direction (not blocked). Can adapt or conquer Throne.
2-3 x Castle (Rook) = 4		Fig. move multiple field, horizontal and vertical (not blocked).
2 x Runner (Bishop) = 3		Fig. move multiple field, vertical (also hit)
3 x Dragon = 3 = Because		Fig. jump multiple 3D vector (including altitude), multiple forwards only diagonal, multiple sidewards only horizontal, multiple backwards diagonal – to hit, you must build a line up with the other two dragons at the same time (e.g. Mill Trap); otherwise oppenent underneath cannot move temporarily. Dragons can only be beaten with figure value on the second cube.
2 x Barque = 3 = Therefore		Fig. move multiple forwards only vertical and horizontaly, multiple backwards only diagonal – opponent entering or hitting.
2 x Horse (Knight) = 2		Fig. jump two forward or two sidewards than one diagonal forward or sidewards (also hit).
8 x Pawns = 1		Fig. move one field forward, only hit diagonal forward (except first move up to two fields).
4 x Shires (Shields) = 0		Fig. move two forwards and one sidewards when fields not blocked, but hit like a pawn.

Ascending order not needed. In the variant with one cube (1 to 6) we can play on a 8x8 grid. In the variant with two dices (0, because, therefore, 7 to 9) we can use a wider grid or we combine the figures on smaller grid (8x8 grid including connecting lines between squared fields):
Horse and Runner (Bishop) transform to Knight. Dragons can sit on Castle. Captains sit on Barques and Brigantines. King and Queens can sit on Throne. Queen can combine with a Dragon. Pawn can wear a Shield (Shires), so they are protected from final beat by losing the shield than occupied temporarily. In a Pawn to Pawn situation, the Shield can be borrowed from one another. Is the Pawn on top of a Shire (Shield) the Pawn can be beaten; then the Shire is freed.
Piggybacking someone or forming Troop can be limited to time slots (levels) within a tournament or the level of experience of the player (beginners, advanced, professional, master).

GETTING MORE EXPERIENCES

In a variant 4-Multi-Player on a wider grid, the Throne can be conquered, only the player itself is beaten (alternatively, you can switch off that rule so the player sit out temporarily), but not the figures; then the Kingdom is an allied, its figure can passively used – just blocking paths (moving directions) or achieving Checkmate indirectly. The opponent must be set in check and checkedmate twice.
The docked figure inherits its skills to one another, the figure underneath is covered. The visible areas temporarily indicate the figures and direction through which the figure above is beaten; then the figures underneath are trapped, not finally captured! If a single cube with a lower value hits an opponent's cube, the own cube is turned over, the beaten one left the grid - the promotion must be rolled with the same die or is limited to the value of the opponent’s figure value. Defeated cubes can only be reactivated with the help of a pawn by reaching the last line. The amount and frequency of converting is limited to the maximum number of the respective figures.
Alternatively, until a player is set in chess, the throw of two dices decides which pieces can be moved. Also, you can switch this rule off by having to roll the dices again until a correct move is possible to avoid but not to achieve checkmate. In a variant with one die the player whose Emperor (King) is captured loses; in a variant with both dices the player whose Throne is finally beaten (not captured like an Emperor) loses.

RECENT ADVANCEMENT OF THE GAME

According to the rules: Big and Small Castle-King-Rochade is depend on choosen line up. You can play with Knight on Horse, Queen on one Dragon and with Bishop or with a fix line up if you like. Pawn promotions must be rolled.
Alternatively, use a third Castle (Rook) for building Chinese-Wall-Rochade. In the line-up we need to put the Emperor (King) on top of a thrid Castle. On a larger QuantumGrid three Castle in vertical or horizontal position build an ambush (trap). The figure between these positions cannot be moved until one of the Castles releases this offside trap again. Opposing QuantumCubes within the hindquarters (offside) threaten to be hit faster. From this position, if the Castle captures one of these offside positions, the trap is resolved with this move. The ambush (offside trap) can be beaten by forming an opposing Chinese Wall or flown over just by a opposing Dragon. The existing Chinese wall must be played around (blockade) with the figures (glyphs) on the QuantumCube with numbers 1 to 6.
In the same constellation, Squires form a Attack Line and Ships form an Spanish Armada. such constellations can be evaluated as targeted Heads-up Situations (Show-down) that have to be played out – similar to when the Emperor (King) is set in Chess.