






	<p>Default field with connecting lines</p> <p>The figure glyph is placed in the middle and moved along the lines either in half steps or full steps. There are no diagonal connecting lines. The diagonal movement depends on the characteristics of the figure glyphs. A full step corresponds to one cross (four squares) in each direction.</p>
	<p>Bisecting field with straight line</p> <p>The figure glyph is placed in the middle and moved along the lines either the connecting line is interrupted. The placed figure is protected in two direction. The conventional move of the figure glyphs breaks along the connecting lines. You can rotate the field in 90° to change direction. On a separate strategy cubes you create the Grid yourself.</p>
	<p>Bisecting field with curved line</p> <p>The figure glyph is placed in the middle and moved along the lines either the connecting line is interrupted. The placed figure is protected in three direction. The conventional move of the figure glyphs breaks along the connecting lines. You can rotate the field in 45° to change direction. On a separate strategy cubes you create the Grid yourself.</p>
	<p>Bisecting field with straight and curved line</p> <p>The figure glyph is placed in the middle and moved along the lines either the connecting line is interrupted. The placed figure is protected in one direction. The conventional move of the figure glyphs breaks along the connecting lines. You can rotate the field in 45° to change direction. On a separate strategy cubes you create the Grid yourself.</p>
	<p>Default field with circle pointer (traps)</p> <p>The figure glyph is placed in the middle. Three figure glyphs of the same color must form a vertical or horizontal chain in order to snap shut as a trap. Contrary to the Mill rules, no enemy token are then removed, but the enemy token placed in this chain are immobilized as long as the trap remains intact. A trap can be beaten by a figure glyph with the same value by beating one of three tokens that build the chain. Figure glyphs along the chain cover each other and jump along the circle pointers no matter how big the distance between them is. Dragon also moves diagonally from one pointer to another, while Castle can only jumps vertically and horizontally. The movement of those three figure glyphs are not limited to the circle pointers alone.</p>
	<p>Default field with squared pointer (bans)</p> <p>Figure glyphs placed on the square may not be defeated and captured there or can be grouped with each other. However a Emperor (King) is set in Chess if 4 freedoms of movement were taken away from him; e.g. 4 times diagonal (45° direction) or 2 times vertical (north, south) and 2 times horizontal (west, east).</p>
	<p>Double Docker</p> <p>The temporary combination or permanent merging of two different playing figures or dice glyphs is permitted on this field. Docking is only allowed vertically and horizontally along the rotated axis (0°, 90°, 180°, 270°). This field can be arranged three times with the same distances along the axis (sideways: -x, +x and forwards: -z, +z and depth: -y, +y) of the QuantumGrid. Up to 12 several fields are preassigned on larger grids (Go: 19x19 lines), on smaller grids (Chess: 8x8; Shogi: 10x10) it is recommended to place separate strategy cubes.</p>
	<p>Tripple Docker</p> <p>The temporary combination or permanent merging of three different playing figures or dice glyphs is permitted on this field. Docking is only allowed diagonally along the rotated axis (45°, 135°, 225°, 315°). This field can be arranged three times with the same distances in the four corners of the QuantumGrid. Up to 12 several fields are preassigned on larger grids (Go: 19x19 lines), on smaller grids (Chess: 8x8 squares; Shogi: 10x10 squares) it is recommended to place separate strategy cubes.</p>