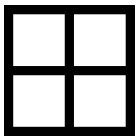
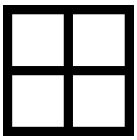
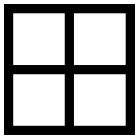
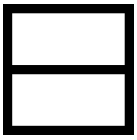
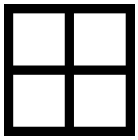
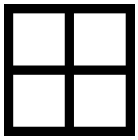
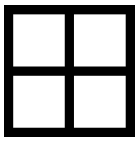
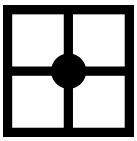
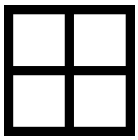
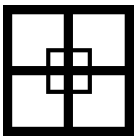
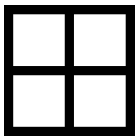
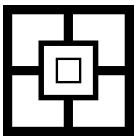
 FRONT	 BACK	**Default field with connecting lines** The figure (glyph, qube) is placed in the middle and moved along the lines either in half steps or full steps. There are unvisible diagonal connecting lines. The diagonal movement depends on the characteristics of the figure (glyph, qube). A full step corresponds to one cross (four squares) in each direction.
 FRONT	 BACK	**Bisecting field with straight line** The figure (glyph, qube) is placed in the middle and moved along the lines either the connecting line is interrupted. The placed figure (glyph, qube) is protected in two direction. The conventional move breaks along the connecting lines. You can rotate the field in 90° to change direction (or flip over 180°). On a separate Qubes/Quards you create the Grid/Paths yourself.
 FRONT	 BACK	**Bisecting field with curved line (bend)** The figure (glyph, qube) is placed in the middle and moved along the lines either the connecting line is interrupted. The placed figure (glyph, qube) is protected in three direction. The conventional move breaks along the connecting lines. You can rotate the field in 90° to change direction (or flip over 180°). On a separate Qubes/Quards you create the Grid/Paths yourself.
 FRONT	 BACK	**Bisecting field with straight and curved line** The figure (glyph, qube) is placed in the middle and moved along the lines either the connecting line is interrupted. The placed figure (glyph, qube) is protected in one 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 Qubes/Quards you create the Grid/Paths yourself.
 FRONT	 BACK	**Default field with circle pointer (traps)** The figure (glyph, qube) is placed in the middle. Three figure glyphs of the same color must form a vertical or horizontal or traingle chain in order to snap shut as a trap (V with 45° and L with 90° or both). 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, qube) with the same value by beating one of three tokens that build the chain. Figure (glyph, qube) along the chain cover each other and jump along the circle pointers no matter how big the distance between them is. Dragon can moves diagonally from one pointer to another (known as pipe), while Rook (Dungeon) can only jumps vertically and horizontally. The movement of those three figure (glyph, qube) are not limited to the circle pointers alone whilst building the Grid/Paths yourself.
 FRONT	 BACK	**Default field with squared pointer (bans)** Figure (glyph, qube) 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).



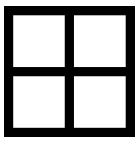
FRONT



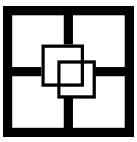
BACK

Double Docker

The temporary combination or permanent merging of two different playing figures (glyphs, qubes) is permitted on this field. Docking is only allowed vertically and horizontally along the rotated axis (0°, 90°, 180°, 270°). Instead of hitting (docking), figures (glyps, qubes) can also be displaced (or split) along the direction of movement by half or whole steps depending on the rules.
This field can be arranged three times with the same distances along the axis (sidewards: -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/use separate strategy Qubes/Quards.



FRONT



BACK

Tripple Docker

The temporary combination or permanent merging of three different playing figures (glyphs, qubes) is permitted on this field. Docking is only allowed diagonally along the rotated axis (45°, 135°, 225°, 315°). Instead of hitting (docking), figures (glyps, qubes) can also be displaced (or split) along the direction of movement by half or whole steps depending on the rules.
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 Qubes/Quards.

BLACK

DEFAULT

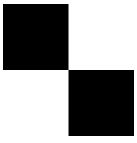
DEFAULT

WHITE

Undefined Memory

Put one of the fields (connectors, docks) above on top or let it empty (content placeholder) to build paths later (depends on the rules).

FRONT
BK FULL



25:25

FRONT
WS FULL

25:25

Quarter Slider/Chute - black/white

Flipping and rotating results in an alternating fractal pattern or labyrinth. The field changes from full move on squares to quarter steps. Figure development is slowed down and accelerated. The fields are flipped when they are passed, they rotate when the character just leaves that field.
Black symbolizes an **oil slick** or a **black hole**. White, on the other hand, is a **slide** or **ice sheet**. The pattern can be used in different ways as:

a) interupter, the stroke ends on or before the square fields
b) lengthening, the stroke is lengthened in every direction
c) displacement, strokes are deflected, lengthening their move as well
d) blind areas, several contiguous fields may not be played on (barrier)

<table>
<tr>
<td> 
FRONT
BK FULL</td>
<td> 
50:50</td>
<td rowspan="2">Half Slider/Chute - black/white
Flipping and rotating results in an alternating fractal pattern or labyrinth. The field changes from full move on squares to quarter steps. Figure development is slowed down and accelerated. The fields are flipped when they are passed, they rotate when the character just leaves that field.
Black symbolizes an oil slick or a black hole. White, on the other hand, is a slide or ice sheet. The pattern can be used in different ways as:

a) interupter, the stroke ends on or before the square fields
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c) displacement, strokes are deflected, lengthening their move as well
d) blind areas, several contiguous fields may not be played on (barrier)</td>
</tr>
<tr>
<td>FRONT
WS FULL</td>
<td> 
50:50</td>
</tr>
<tr>
<td> 
FRONT
BK FULL</td>
<td> 
25:75</td>
<td rowspan="2">Three Quarter Slider/Chute - black/white
Flipping and rotating results in an alternating fractal pattern or labyrinth. The field changes from full move on squares to quarter steps. Figure development is slowed down and accelerated. The fields are flipped when they are passed, they rotate when the character just leaves that field.
Black symbolizes an oil slick or a black hole. White, on the other hand, is a slide or ice sheet. The pattern can be used in different ways as:

a) interupter, the stroke ends on or before the square fields
b) lengthening, the stroke is lengthened in every direction
c) displacement, strokes are deflected, lengthening their move as well
d) blind areas, several contiguous fields may not be played on (barrier)</td>
</tr>
<tr>
<td>FRONT
WS FULL</td>
<td> 
25:75</td>
</tr>
<tr>
<td> 
49 x</td>
<td> 
9 x
 
16 x
 
24 x</td>
<td>Water Surface
Use colored fields and connecting lines differently so that you can distinguish water surfaces from land masses (continents) so that an interactive playing map is created.
Convert the fields as well as the rest by flipping (180°) and rotating (90°). The strokes and figures (glyphs, qubes, ships) determine the playable terrain (QuantumGrid, MemoryQuards).
You can also form a completely new form of the game board from a square field if you print the motifs on both sides in different size, amount and format (square, hex, octa), i.e. the playfield is created by alternately

a) placing,
b) pushing,
c) uncovering
d) removing.

You can easily assign the same pattern to a wide variety of geomorphs and structures; y-xis A: water, B: land mass, C: e.g. pyramids, ramps etc.</td>
</tr>
</table>