			We are using VisualBraille Numbers 0 to 9 and some mathematical signs as figure value.				
	۴	••	*		¥	:::	*
•••	•	•	• •		•	***	. :
	Å	•	*		x		*
			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.				
	۴	•••	r		r	:::	r
•••	••	•	• •			***	•
	x	•	*		x		*
			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.				
	r	•••	۴		r	:::	r
•••	•••	•	• •		•	:::	•
	k	•	*		x		*
			Alternatively, QuantumCube allows downgrade, upgrade, piggyback and capturing or occupying.				