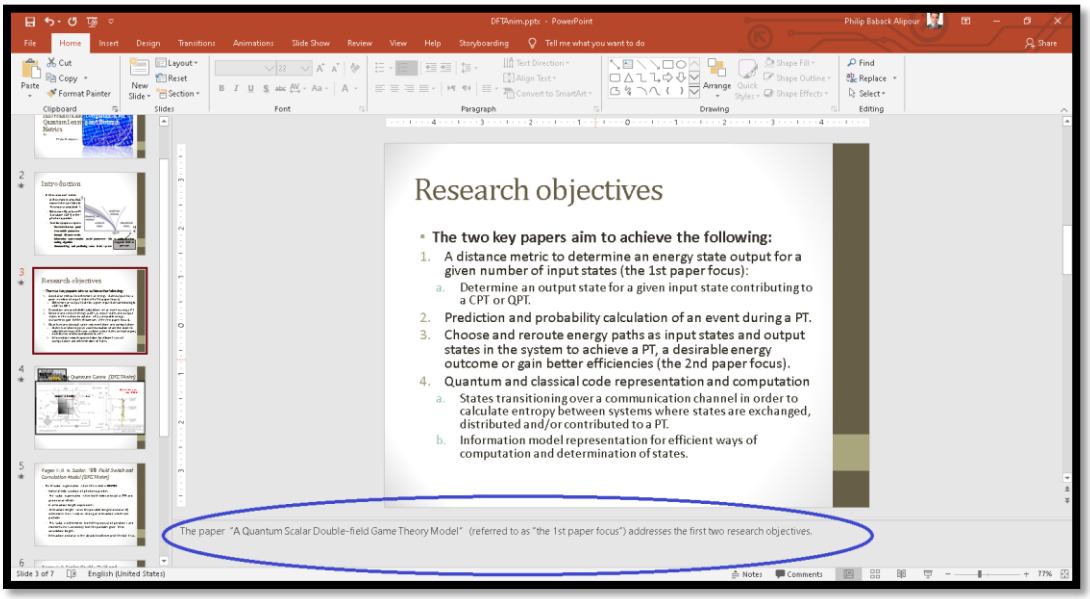
5/24/2022

Dear Viewer,

The following steps are here to assist you to view the DFGT (double-field game theory) animation, in order to evaluate or study further the current research work as novel and relevant to the current research fields of Physics, Mathematics and Engineering Sciences pointed out within the submitted/published manuscript.

1- Each animation step, according to Figs. 1-3 of the manuscript, is animated in a way where the viewer by using the right software will find it relevant to the scenarios and calculations as laid out accordingly. The program is Microsoft PowerPoint, https://www.microsoft.com/en-ca/microsoft-365/powerpoint
2- According to Steps 1-7 of the game stated in the manuscript, either through the uploaded martial from the **Mendeley repository** as **DFGTAnim.pptx**, or downloaded as the **DFGTCalc_Repository.zip** from the <calc> directory, by unzipping/decompressing it, click on the ***.pptx** file and read the ***specific notes*** for each animated slide within that file. The ***note*** section is located at the bottom of the slide as circled in blue shown below:



3- Click on the mouse left button and wait for the animation step to execute and materialize the action (generally, all slides). Once done, if no further action within the animation is noticed, then click again to execute the next trigger point (step or action) of the animation.
4- On a slide, use a number on the main keyboard (not of the numpad; see slide notes within the PowerPoint document) to stop, else punch the "C" key of the keyboard to resume the flow of the animation.

For further questions, please contact the author(s) regarding the Supplementary Document portion of the article (as indicated in the Appendix section), and/or the main chapters of the manuscript entitled: *Quantum Double-field Model and Application*, by Philip B. Alipour and T. Aaron Gulliver, Elsevier J.

Thank you,
Philip

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