



Detailed description of the movements




1. Example of the movement sequence between two neighboring grass fields:

Even game rounds are executed by the opposing player and are therefore not listed (this also applies to the following examples).

game round 1	game round 3
 1 2	 1 2
<p>The character is on field 1 and performs a movement action in the direction of field 2. Round 1 serves to leave the grass field.</p>	<p>A second move action towards grass 2 is performed to enter the grass field. Round 3 serves to enter the second grass field.</p>

2. Example of the movement sequence between grass field and mountain field:

The representation is for movement from grass field to mountain field, the movement from a mountain field to a grass field is analogous.

game round 1	game round 3	game round 5
 1 2	 1 2	 1 2
<p>The character is on the grass and performs a move action towards the mountain to leave the grass field.</p>	<p>Grass field has now been left. Since the character has not yet reached the mountain field, it is still shown on grass. A move action towards mountain is performed.</p>	<p>Another move action towards mountain field is performed. After this action, the character is now on mountain field. Turns 3 and 5 are used to enter mountain.</p>