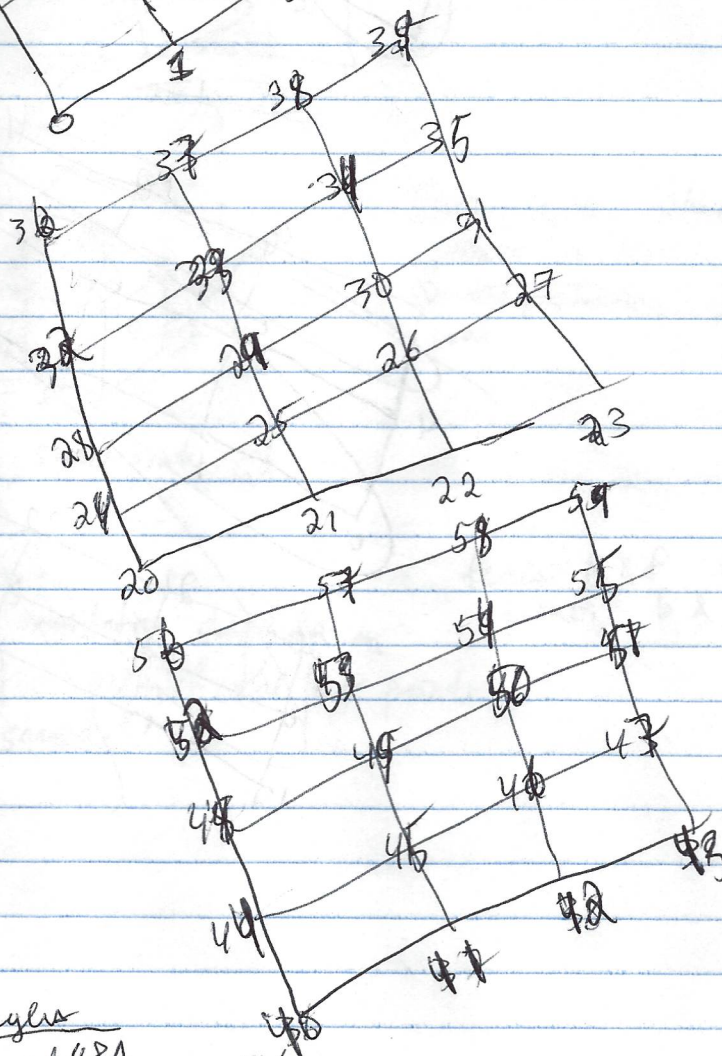
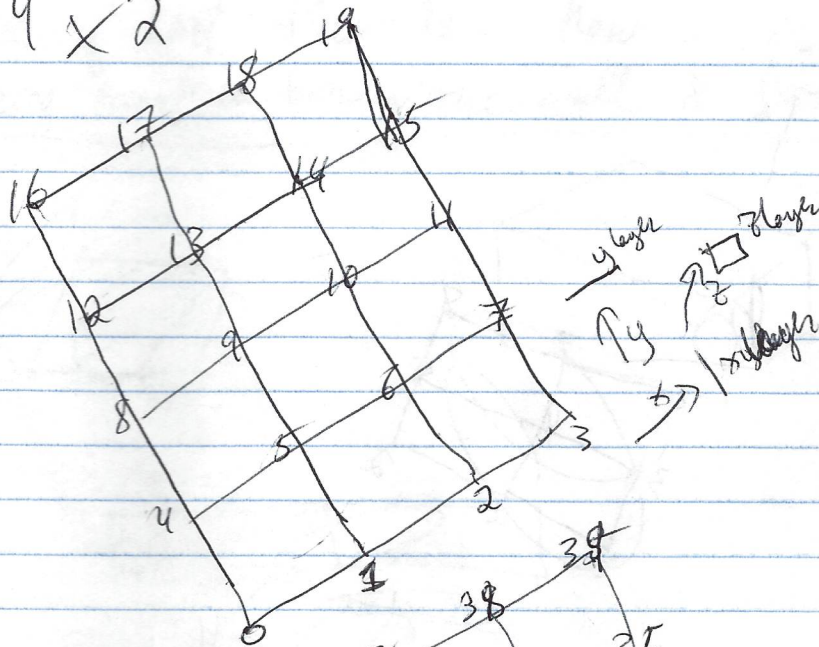


$3 \times 4 \times 2$



$(0, 4, 5, 1)$ 2 layers

$(0, 1, 21, 20)$ y layer

$(0, 20, 24, 4)$ x layer

8 layers

18B and 48C

or 18D and 28C

Wait, also can share with layers above & below.

up/down 38B and 48A

or 28A and 38D

y layer

38B and 48A

or 28A and 38D

up/down

28A and 38D

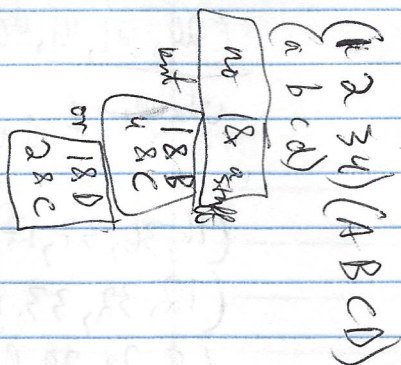
or 38B and 48A

2 layers

18D and 28C and 28A and 38D

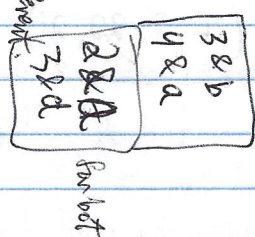
or 18B and 48C and 38B and 48A

Should points left to right



- (35, 39, 59, 55)
- (34, 38, 58, 54)
- (33, 37, 57, 53)
- (32, 52, 56, 36)
- (31, 35, 55, 51)
- (30, 34, 54, 50)
- (29, 33, 53, 49)
- (28, 48, 52, 32)
- (27, 31, 51, 47)
- (26, 30, 50, 46)
- (25, 29, 49, 45)
- (24, 44, 48, 28)

- (23, 27, 47, 43)
- (22, 26, 46, 42)
- (21, 25, 45, 41)
- (20, 40, 44, 24)



- Pointing directions
- (15, 19, 39, 35)
 - (14, 18, 38, 34)
 - (13, 17, 37, 33)
 - (12, 32, 36, 16)
 - (11, 15, 35, 31)
 - (10, 14, 34, 30)
 - (9, 13, 33, 29)
 - (8, 28, 32, 12)
 - (7, 11, 31, 27)
 - (6, 10, 30, 26)
 - (5, 9, 29, 25)
 - (4, 24, 28, 8)

- (3, 7, 27, 23)
- (2, 6, 26, 22)
- (1, 5, 25, 21)
- (0, 20, 24, 4)

pointing directions
 1. Red lines to the right
 2. Check for a boundary
 3. Check for a boundary

$\tau = 0$ to 1

different because
 not different even though is
 boundary.
 order is not
 different because
 not boundary
 instead of not boundary
 the idea is if points
 in a different direction.



Watch it, in it statements 1 & A & a are equal. 2 & B & b are equal.

3 & C & c are equal
Just depends on
which line happens
to be chosen and the
first one.

4 & D & d are equal.

Player 2 $z=2$

(52, 53, 57, 56) (53, 54, 58, 57) (54, 55, 59, 58)
(48, 49, 53, 52) (49, 50, 54, 53) (50, 51, 55, 54)
(44, 45, 49, 48) (45, 46, 50, 49) (46, 47, 51, 50)
(40, 41, 45, 44) (41, 42, 46, 45) (42, 43, 47, 46)

should print
left to right & up/down

where 3 & d
one is under the
this set.

should print
1 & d
2 & c

when suddenly
one is under the
this set.

(1 2 3 4) (A B C D)
(a b c d)

Player 1 $z=1$

(32, 33, 37, 36) (33, 34, 38, 37) (34, 35, 39, 38)
(28, 29, 33, 32) (29, 30, 34, 33) (30, 31, 35, 34)
(24, 25, 29, 28) (25, 26, 30, 29) (26, 27, 31, 30)
(20, 21, 25, 24) (21, 22, 26, 25) (22, 23, 27, 26)

(1 2 3 4) (A B C D)
(a b c d)
3 & d

direction

Player 0 $z=0$

(12, 13, 17, 16) (13, 14, 18, 17) (14, 15, 19, 18)
(8, 9, 13, 12) (9, 10, 14, 13) (10, 11, 15, 14)
(4, 5, 9, 8) (5, 6, 10, 9) (6, 7, 11, 10)
(0, 1, 5, 4) (1, 2, 6, 5) (2, 3, 7, 6)

except for pitch.
(1 2 3 4) (A B C D)
(a b c d)
1 & b
3 & c
4 & a

2 & a
3 & d
3 & b
4 & a

(36, 56, 57, 37)	(37, 57, 58, 38)	(38, 58, 59, 39) ↑
(32, 52, 53, 33)	(33, 53, 54, 34) ↑	(34, 54, 55, 35) ↑
(28, 48, 49, 29)	(29, 49, 50, 30) ↑	(30, 50, 51, 31) ↑
(24, 44, 45, 25)	(25, 45, 46, 26) ↑	(26, 46, 47, 27) ↑
(20, 21, 41, 40)	(21, 22, 42, 41) ↓	(22, 23, 43, 42) ↓

direction

(1 2 3 4) (A B C D)
(a b c d)

no 1 & a stuff

Shared prints
but
(3 & B
4 & A)

Player 1 $z=1$ to 2

(16, 36, 37, 17)	(17, 37, 38, 18)	(18, 38, 39, 19) ↑
(12, 32, 33, 13)	(13, 33, 34, 14) ↑	(14, 34, 35, 15) ↑
(8, 28, 29, 9)	(9, 29, 30, 10) ↑	(10, 30, 31, 11) ↑
(4, 24, 25, 5)	(5, 25, 26, 6) ↑	(6, 26, 27, 7) ↑
(0, 1, 21, 20)	(1, 2, 22, 21) ↓	(2, 3, 23, 22) ↓

direction

left to right
up/down

Player 0 $z=0$ to 1

(2 & A
3 & D)