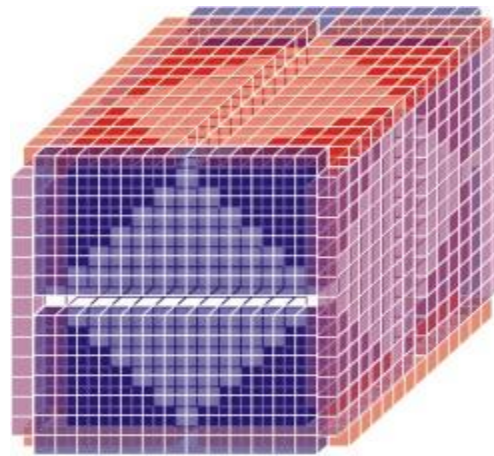


The Pattern Playscience

Playing is Learning



The Pattern Science Centre

The Pattern Science Centre is the adventure centre for expeditions to the *Pattern Mountain*.

The Centre organises teams to master the art of building Lego-like models of the mountain using bricks and balls.

The print version of the Centre's website, *thepatternplay.com*, forms the first part of this book which is intended for practical use by team members.

The Pattern Science

The print version of the Pattern Science website, *thepatternscience.com*, forms the second part of this book.

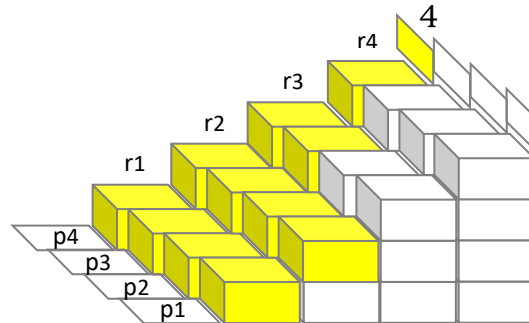
The Pattern Playscience is designed to support expedition teams to the *Pattern Mountain* by providing direct access to the Pattern Science documents. These documents offer detailed information about the models of the mountain.

This version of *The Pattern Playscience* was published on 1 May 2026 by *The Pattern Science Centre* under the auspices of *The Pattern Science Association*.

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The Pattern Science Centre

Where Science is Play



thepatternplay.com

Introduction

This print version of *The Pattern Science Centre* website forms the first part of *The Pattern Playscience*, which also includes the print edition of *The Pattern Science* website.

The Pattern Science Centre is an initiative of the Pattern Science Association, established to promote the study and practice of the Pattern Science through the playscience method.

The Pattern Playscience can be used by expedition teams to prepare for routes into the *Pattern Mountain*. The mountain represents core models described in the documents published on *The Pattern Science* website. These models are illustrated in the *Pattern Mountain Model Map*.

Template pages reflecting the mountain models are placed beneath the pages of *The Pattern Science* website print. These templates can be used to record which models are described on the corresponding pages above.

The *Expedition Route Cards*, included in *The Pattern Playscience*, can be used by teams in preparation for and during, expeditions.

Teams register at the Pattern Science Centre to embark on their expeditions.

SP Viljoen

March 2026

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The Pattern Mountain Challenge

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Where Science is Play.

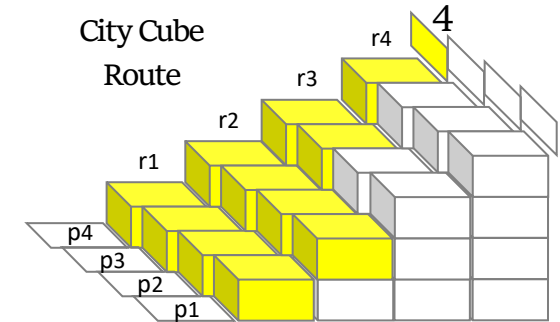
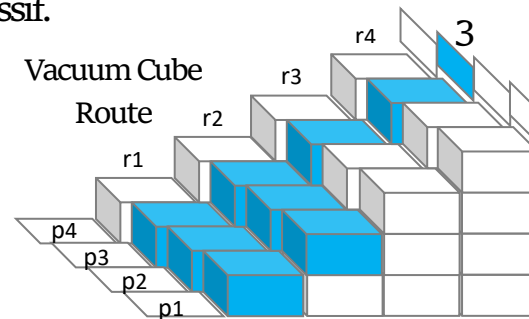
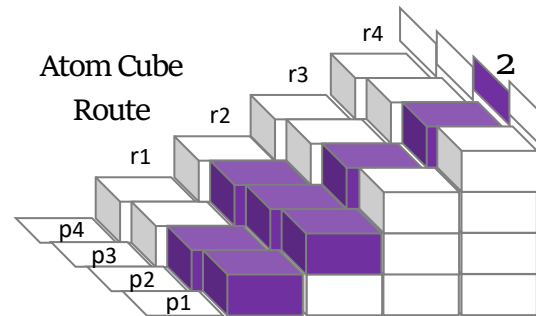
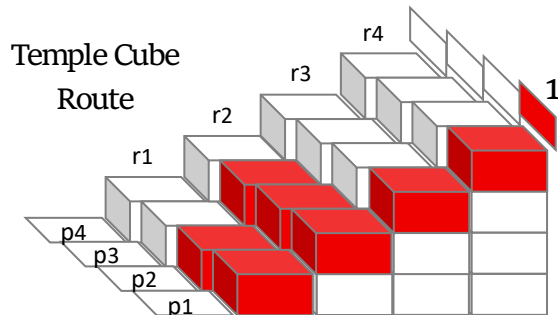
The Pattern Science Centre serves as the adventure centre for expeditions into the Pattern Mountain. Guided by Peter the Leader, exploration teams trek across the mountain's massifs to reach the four summit peaks. Along the way, teams undertake multi-pitch climbs to discover and study the Pattern Science models represented by the massifs. The challenge lies in mastering these models - constructing them with Lego-type bricks and balls - while progressing toward the summit. The goal of each route is to successfully build the peak model represented by its summit massif.

The Pattern Mountain

The Pattern Mountain consists of model massifs arranged in a grid that ascends step by step - through the ranges - from the mountain's approach to its summit. Four coloured routes lead to the four peaks. The summit massifs are the Temple Cube, the Atom Cube, the Vacuum Cube, and the City Cube.

Climbing Expeditions

Guided by Peter the Leader, climbing teams set out to conquer the mountain's models on their way to the summit.



The Pattern Playscience Book *The Pattern Playscience* is a printable book version of this website and the Pattern Science website. It is meant for expedition teams preparing for the challenge. Use the contact form to order.

The Pattern Science Centre - The Playscience Place

- Plans and promotes the *Pattern Mountain Challenge*.
- Organizes expedition teams to climb to the four peaks of the mountain.
- Tracks team progress and performance throughout expeditions.
- Designs AI-type customized Pattern Mountain expeditions.

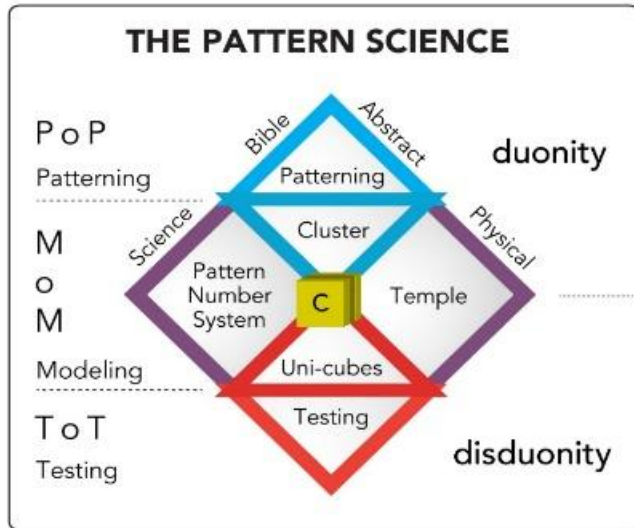
The Centre is an initiative of *The Pattern Science Association*.

Expedition Routes

Each summit peak of the *Pattern Mountain* is reached by a specific route that extends across the mountain's four ranges. Each massif along the route is scaled in four steps, with its top serving as a resting or camping point. Massifs are identified by their mountain coordinates. For example, the *Temple Cube* massif on the left is located at r4p1 (Range 4, Path 1). The complete set of massif coordinates defines the expedition route.

The Pattern Science Cache

The *Presentation*, *Folders 10, 18, 20, 30*, and the *Index*, that describes the Pattern Science with its various models, are available on the website *thepatternscience.com*. Other relevant Pattern folders and documents are available on the website *thepatternbook.com*.



The Pattern Science Diamond (above) illustrates the three-tier method of the Pattern Science. Divided into distinct layers, it reveals both scope and composition: beginning with the *Principle of Patterning* at the top, continuing through the *Method of Modeling* in the middle, and culminating in the *Truth of Testing* at the bottom.

The Presentation & The Index

The Pattern Science Presentation
The Pattern Science Index

Folder 10 & Folder 18 Folder 20 & Folder 30

Folder 10 The Pattern Cluster

Folder 18 The Pattern Cube

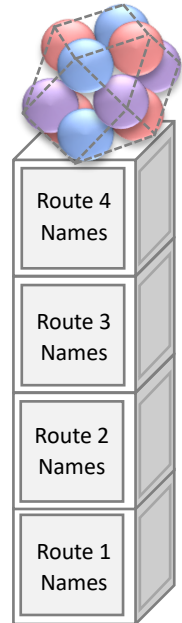
Folder 20 The Pattern Number System, and Interpretation

Folder 30 The Pattern Science

The Centre Podcast & The Science Podcast

The Pattern Centre Podcast
MPEG-4 Audio
The Pattern Science Podcast
MPEG-4 Audio
Links available on request.

The Pillar of Honour



The Pattern Playscience: A printable workbook – available on request - can be used by teams for preparation and route research.

The workbook is designed to map the models described in the Resource documents onto the *Pattern Mountain Model Map*. In addition, route card templates are available on request to support structured exploration and documentation of each climb.

The Pattern Science Grid

Playscience is serious science.

The Pattern Science Grid is based on *the Pattern Science Method*, which is illustrated by *the Pattern Science Diamond*.

The grid contains six columns, each corresponding to one of the modules in the diamond framework. Every column consists of four models of the same type. For example, the *Opened Pattern Cube* is the model located in the third column at level 1. This model is described primarily in *Folder 30*. The folder referenced alongside a model serves as its primary resource, though the same model may also be discussed in other folders. *Folder 30* covers most of the models in the grid.

The column names at the bottom of the grid correspond directly to the modules of *the Pattern Science Diamond*. It should be noted that the *Testing column* has no folder references; instead, it requires extensive biblical and scientific knowledge.

| | Patterning | Cluster | Code | Cube | Copy | Testing |
|---|----------------------------|--|---|---|--|-------------------------|
| 4 | Learning Folder 30 | The Pattern Cluster (of SphereCubes) Folder 10 | Pn6 ³ (Column shape) Folder 20 | The SphereCube Pattern Cube Folder 30 | The City Cube Folder 30 | Recognition Bible |
| 3 | Building Folder 30 | The Pattern Cluster (Twists) Folder 10 | Pn6 ² (Block shape) Folder 20 | The Duonity Pattern Cube Folder 18 & 20 | Science Cubes (Duonity state) Folder 18 | Verification Science |
| 2 | Moulding Interpretation | The Pattern Cluster (Spinshapes) Folder 10 | Pn6 ¹ (Wall shape) Folder 20 | The Disduonity Pattern Cube Folder 18 | Science Cubes (Disduonity state) Folders 18 & 30 | Matching Science |
| 1 | Copying Folder 30 | The Pattern Cluster (of Spheres) Folder 10 | Pn6 ⁰ (Pillar shape) Folder 20 | The Opened Pattern Cube Folder 18 | The Temple Cube Folder 30 | Mapping Bible |
| | Patterning | Cluster | PNS | Cube | Uni-cubes & Temple | Testing |

The Pattern Mountain

The Pattern Mountain is composed of models known as *massifs*. Arranged in ascending ranges, these massifs are selected from the models from the Pattern Science Grid. Different selections of models can be made, allowing for alternative versions of the mountain to be constructed.

The Models of the Mountain

The names of the models are indicated on each massif. The associated page numbers refer to descriptions of the models at the *page level* of the Resource documents.

The broader context of each model - at the folder level - is provided in the *Pattern Science Grid*.

Each model is scaled in four steps, representing its geometrical build-up. Not all steps are required for every route; some routes demand fewer steps to scale a massif.

The Mountain Coordinates

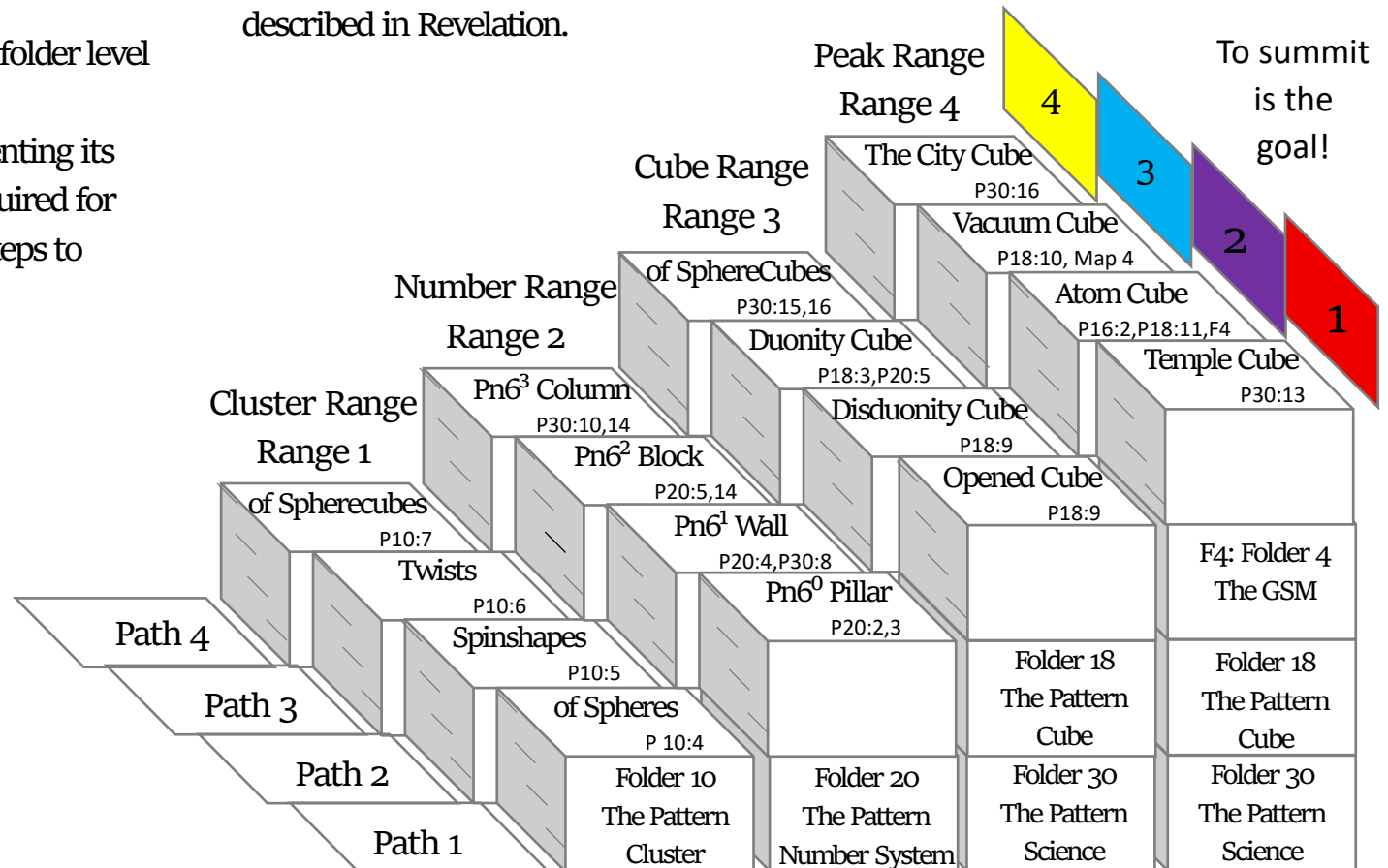
Massifs are identified by coordinates formed by the paths and ranges of the mountain.

For example, the $Pn6^0$ Pillar massif is located at r2p1 (Range 2, Path 1).

Paths generally represent a progression from simpler to more complex models, while ranges indicate a progression from simpler to more complex models of the same type.

The Four Peak Models

The peak range consists of four summit massifs. The *Temple Cube* represent the biblical type structure; the *Atom Cube* embodies a geometric version of the Standard Model of Elementary Particles; the *Vacuum Cube* reflects the vacuum energy that creates particles; and the *City Cube* symbolizes the New City described in Revelation.



The Pattern Mountain Model Map

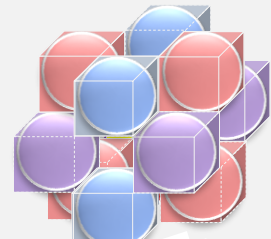
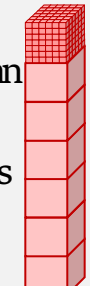
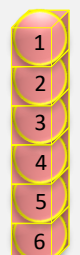
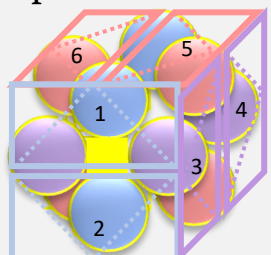

Range 1 (Foot)

Range 2

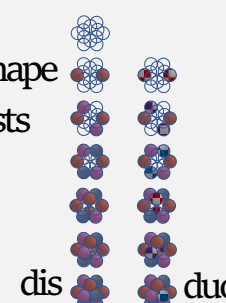
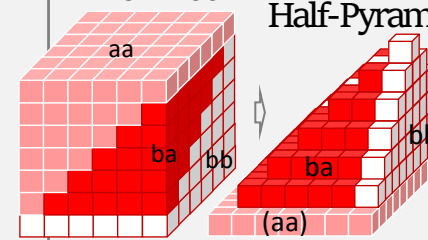
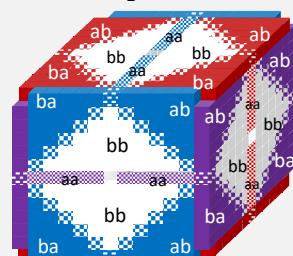
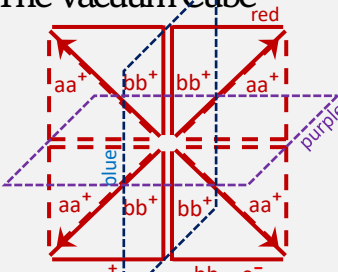
Range 3

Range 4 (Peak)

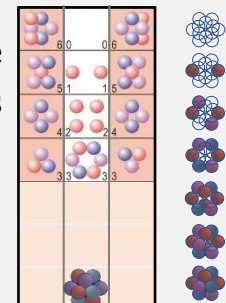
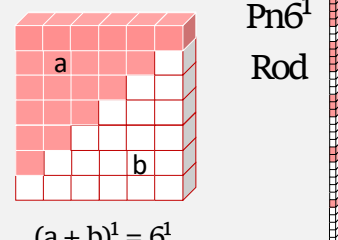
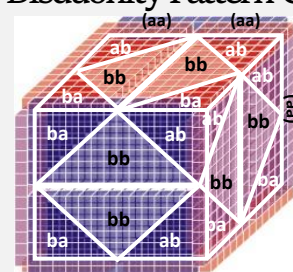
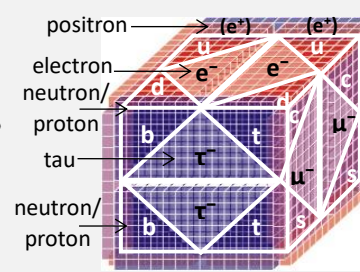
Path 4

| | | | |
|--|--|---|--|
| <p>The P Cluster of Sphercubes</p>  | <p>$Pn6^3$ Column of Blocks</p>  <p>$Pn6^3$ Column of Sphercubes</p>  | <p>The Sphercube P Cube</p>  | <p>The City Cube</p>  |
|--|--|---|--|

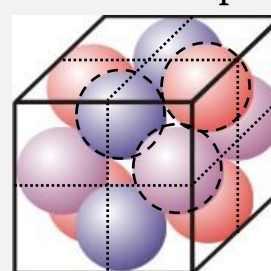

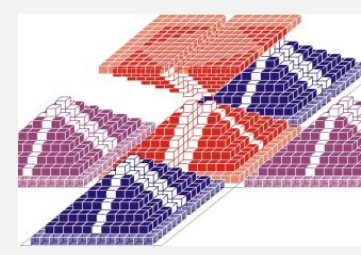
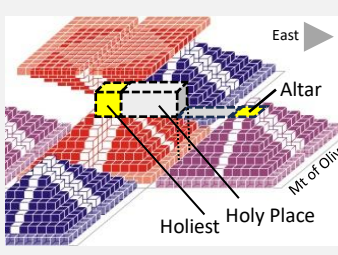
Path 3

| | | | |
|---|---|---|---|
| <p>Spinshape Twists</p>  | <p>$Pn6^2$ Block Half-Pyramid</p>  <p>$(a + b)^2 = 6^2 = aa + ab + ba + bb$</p> | <p>The Duonity Pattern Cube</p>  | <p>The Vacuum Cube</p>  <p>$aa = e^+$ $bb = e^-$</p> |
|---|---|---|---|

Path 2

| | | | |
|---|---|---|---|
| <p>Spinshape Sequences</p>  <p>Code</p> | <p>$Pn6^1$ Wall $Pn6^1$ Rod</p>  <p>$(a + b)^1 = 6^1$</p> | <p>The Disduonity Pattern Cube</p>  | <p>The Atom Cube</p>  |
|---|---|---|---|

Path 1

| | | | |
|---|--|--|--|
| <p>The P Cluster of Spheres</p>  | <p>$Pn6^0$ Pillar</p>  <p> $(6 + 0)^0 = 6^0$ $(5 + 1)^0 = 6^0$ $(4 + 2)^0 = 6^0$ $(3 + 3)^0 = 6^0$ $(2 + 4)^0 = 6^0$ $(1 + 5)^0 = 6^0$ $(0 + 6)^0 = 6^0$ </p> <p>$(a + b)^0 = 6^0 = 1$</p> | <p>The Opened Pattern Cube</p>  | <p>The Temple Cube</p>  |
|---|--|--|--|

Patterning

Cluster

Pattern Number System

Cube

Uni-cubes

Testing

The Pattern Mountain Challenge

Master the models by building them with bricks and balls!

The Pattern Science Centre emphasizes *playscience* as the method through which the Lego-like Pattern Science models are learned. The *Pattern Mountain* of models embodies this playful approach to learning, with expedition teams “climbing the mountain” during the Challenge.

Route 1: The Temple Cube Route

The destination of this route is the *Temple Cube* at the summit. The features of the opened Pattern cube correspond to the Bible’s topographical descriptions of the tabernacle, the temple, and the city of Jerusalem.

The route passes through the easiest model massifs in the four ranges of the mountain. The coordinates of these massifs are r1p1, r1p2, r2p1, r2p2, r2p3/2, r3p1, r4p1. Note that only level 2 of massif r2p3 must be climbed.

Route 1 is the easiest and most accessible of the four routes, and it must be completed first.

Route 2: The Atom Cube Route

The destination of this route is the *Atom Cube* at the summit. The features of the *disduonity* Pattern cube form a geometric fit that corresponds to the particles of the Standard Model of Elementary Particles. The Atom Cube – also called the Standard Cube, - places scientific and biblical models on equal footing, since the same basic route (models) leads to both peaks. The route follows roughly the same massifs as Route 1, but diverges from Range 3 onwards.

The coordinates of the massifs are r1p1, r1p2, r2p1, r2p2, r2p3/2, r3p2, r4p2.

Route 3: The Vacuum Cube Route

The destination of this route is the third peak at the summit. This cube reflects the properties of the quantum vacuum, where particles are created by a process known as *quantum fluctuations*. This peak massif is notable for its creating capabilities and demonstrating the explanatory power of the *duonity* version of the Pattern Cube.

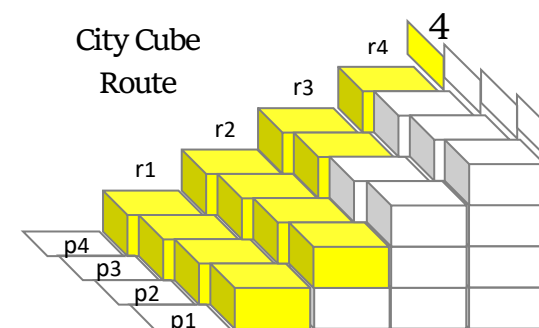
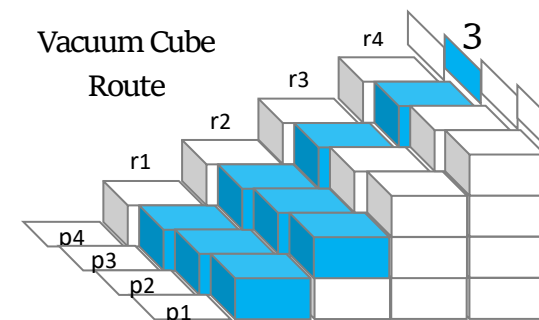
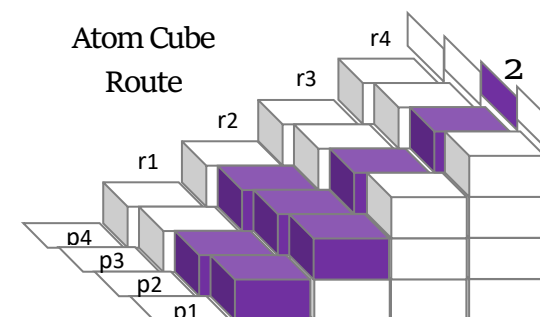
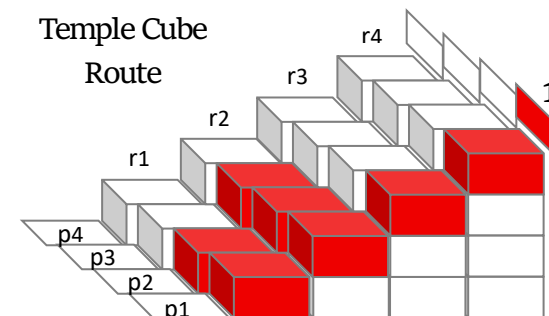
The coordinates of the route’s massifs are r1p1, r1p2, r1p3, r2p1, r2p2, r2p3, r3p3, r4p3.

Route 4: The City Cube Route

Conquering this sublime *City Cube* at the summit of the mountain represents the greatest achievement of the Pattern Science challenge. The Wisdom and Beauty of this *duonity* City - with its immense sphere gates and magnificent wall – dramatically affirm the Pattern hypothesis.

The coordinates of the route’s massifs are r1p1, r1p2, r1p3, r1p4, r2p1, r2p2, r2p3, r2p4, r3p3, r3p4, r4p4.

This route is the most demanding of the four, yet also the most rewarding, as it reveals how the origin’s cluster of spheres at r1p1 manifests inside the ultimate cube at the summit (r4p4), illustrating the Glory in the City.



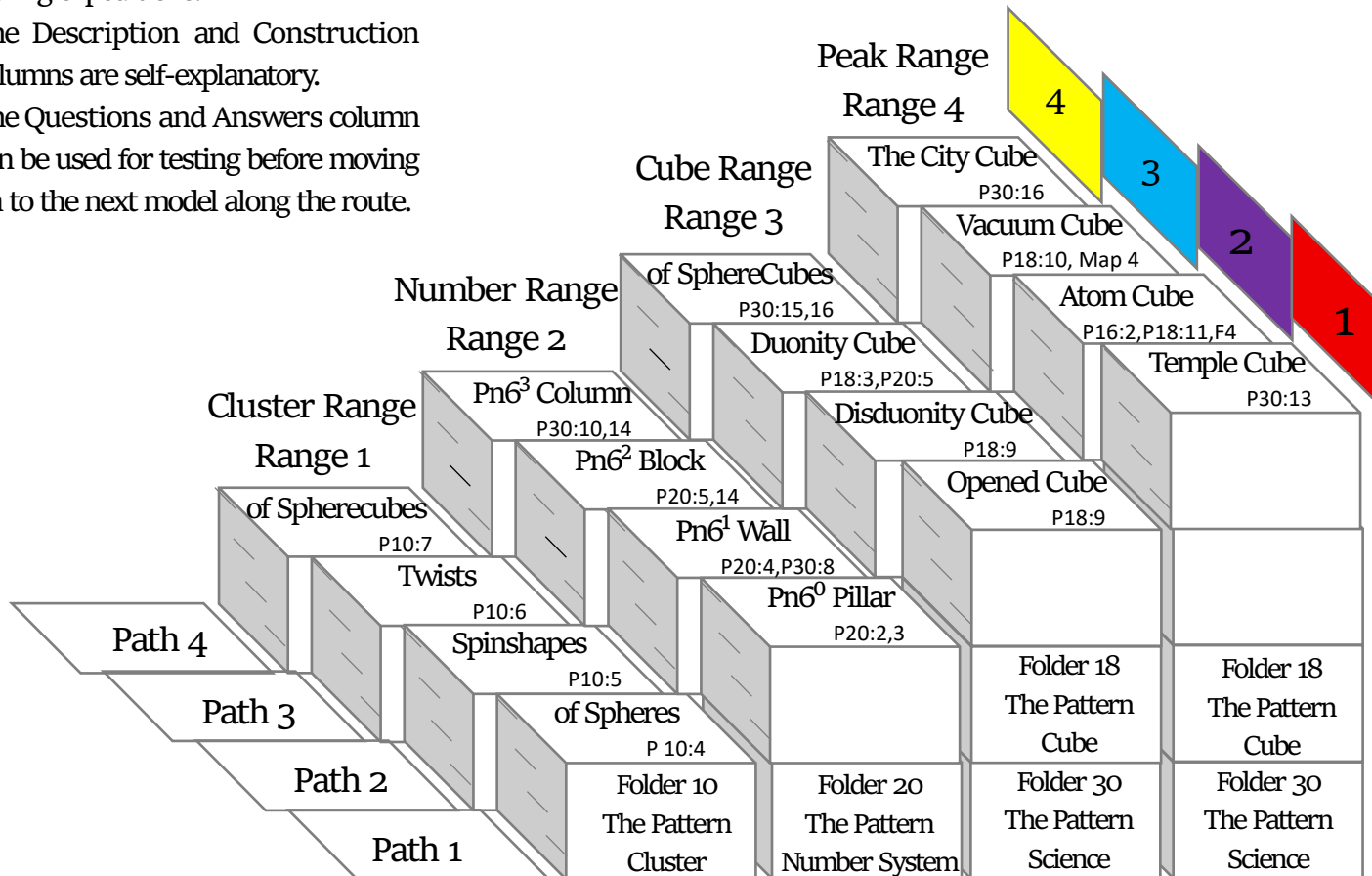
The Mountain Expedition Route Cards

The Exploration Findings column on the cards is intended for notes taken during the exploration of the *Pattern Science* documentation and during expeditions.

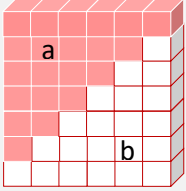
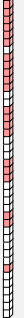

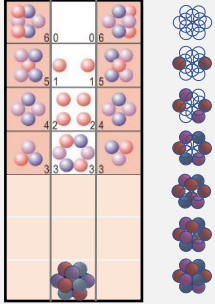
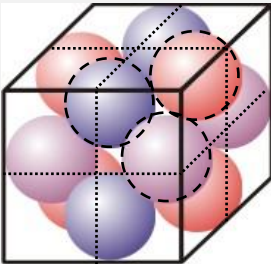
The Description and Construction columns are self-explanatory.

The Questions and Answers column can be used for testing before moving on to the next model along the route.

The Pattern Mountain



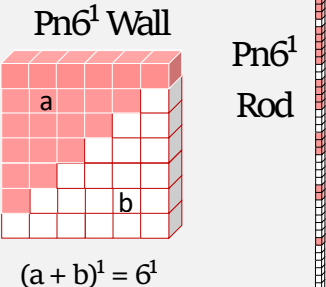

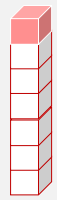
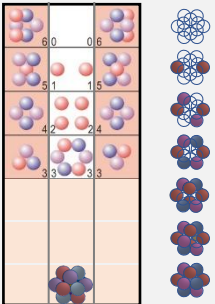

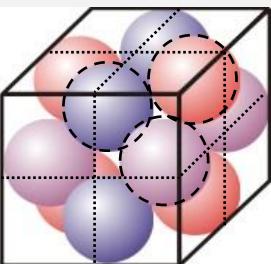
The Pattern Mountain - Temple Route Card 1

| | Model | Exploration Findings | Model Description | Model Construction | Questions and Answers |
|------|--|----------------------|-------------------|--------------------|-----------------------|
| r2p2 | <p>Pn6¹ Wall</p>  <p>Pn6¹ Rod</p>  <p>$(a + b)^1 = 6^1$</p> | | | | |
| r2p1 | <p>Pn6⁰ Pillar</p>  <p> $(6 + 0)^0 = 6^0$ $(5 + 1)^0 = 6^0$ $(4 + 2)^0 = 6^0$ $(3 + 3)^0 = 6^0$ $(2 + 4)^0 = 6^0$ $(1 + 5)^0 = 6^0$ $(0 + 6)^0 = 6^0$ </p> <p>$(a + b)^0 = 6^0 = 1$</p> | | | | |
| rip2 | <p>Spinshape Sequences</p>  <p>Code</p> | | | | |
| rip1 | <p>The P Cluster of Spheres</p>  | | | | |

The Pattern Mountain - Temple Route Card 2

| | Model | Exploration Findings | Model Description | Model Construction | Questions and Answers |
|------|---|----------------------|-------------------|--------------------|-----------------------|
| | <p>Temple Route</p> | | | | |
| r4p1 | <p>The Temple Cube</p> | | | | |
| r3p1 | <p>The Opened Pattern Cube</p> | | | | |
| r2p3 | <p>$P_n 6^2$ Block</p> <p>Half-Pyramid</p> <p>$(a + b)^2 = 6^2 = aa + ab + ba + bb$</p> | | | | |

The Pattern Mountain - Atom Route Card 1

| | Model | Exploration Findings | Model Description | Model Construction | Questions and Answers |
|------|--|----------------------|-------------------|--------------------|-----------------------|
| r2p2 | <p>Pn6¹ Wall</p>  <p>Pn6¹ Rod</p>  <p>$(a + b)^1 = 6^1$</p> | | | | |
| r2p1 | <p>Pn6⁰ Pillar</p>  <p> $(6 + 0)^0 = 6^0$ $(5 + 1)^0 = 6^0$ $(4 + 2)^0 = 6^0$ $(3 + 3)^0 = 6^0$ $(2 + 4)^0 = 6^0$ $(1 + 5)^0 = 6^0$ $(0 + 6)^0 = 6^0$ </p> <p>$(a + b)^0 = 6^0 = 1$</p> | | | | |
| r1p2 | <p>Spinshape Sequences</p>  <p>Code</p>  | | | | |
| r1p1 | <p>The P Cluster of Spheres</p>  | | | | |

The Pattern Mountain - Atom Route Card 2

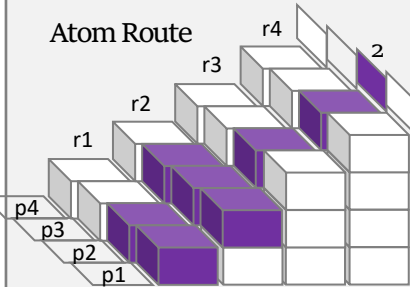
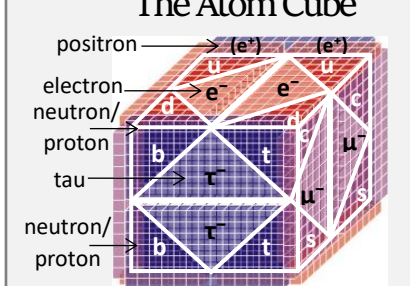
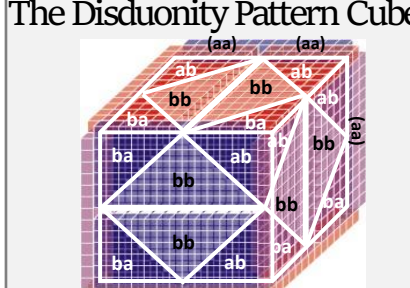
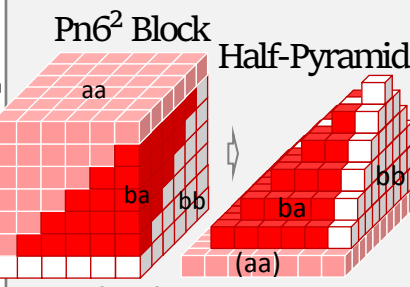
Model

Exploration Findings



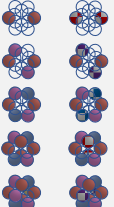


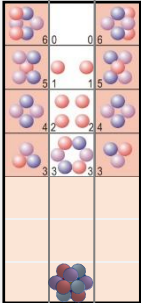

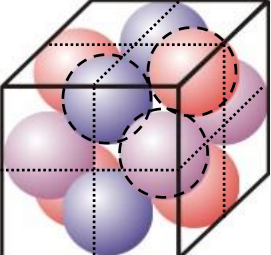
Model Description

Model Construction

Questions and Answers

| | | | | |
|---|--|--|--|--|
| <p>Atom Route</p>  | | | | |
| <p>The Atom Cube</p> <p>r4p2</p>  | | | | |
| <p>The Disduonity Pattern Cube</p> <p>r3p2</p>  | | | | |
| <p>Pn6² Block Half-Pyramid</p> <p>r2p3</p>  <p>$(a + b)^2 = 6^2 = aa + ab + ba + bb$</p> | | | | |

The Pattern Mountain – Vacuum Route Card 1

| | Model | Exploration Findings | Model Description | Model Construction | Questions and Answers |
|------|---|----------------------|-------------------|--------------------|-----------------------|
| r2p1 | <p>Pn6⁰ Pillar</p>  <p> $(6 + 0)^0 = 6^0$ $(5 + 1)^0 = 6^0$ $(4 + 2)^0 = 6^0$ $(3 + 3)^0 = 6^0$ $(2 + 4)^0 = 6^0$ $(1 + 5)^0 = 6^0$ $(0 + 6)^0 = 6^0$ </p> <p>$(a + b)^0 = 6^0 = 1$</p> | | | | |
| rip3 | <p>Spinshape</p>  <p>Twists</p>  <p>dis  duo </p> | | | | |
| rip2 | <p>Spinshape Sequences</p>  <p>Code</p>  | | | | |
| rip1 | <p>The P Cluster of Spheres</p>  | | | | |

The Pattern Mountain - Vacuum Route Card 2

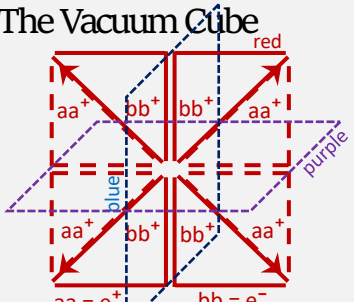
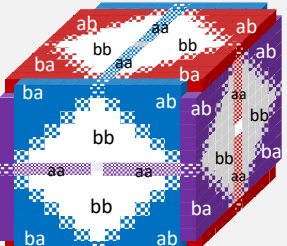
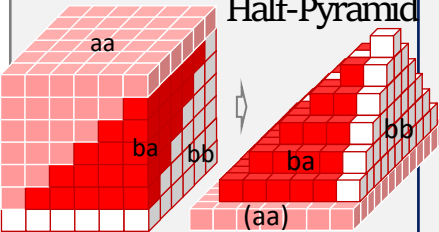
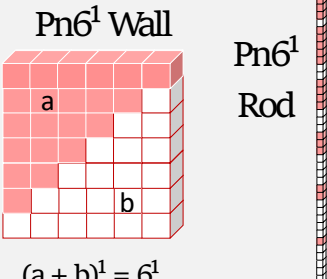
Model

Exploration Findings

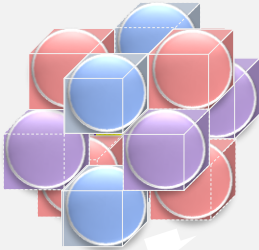
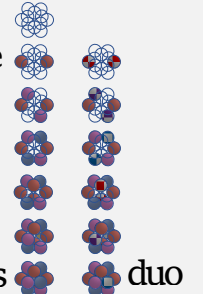
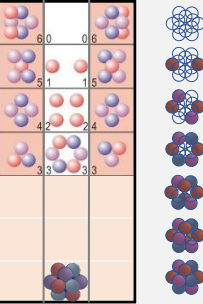
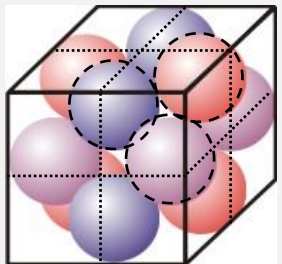
Model Description

Model Construction

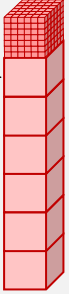
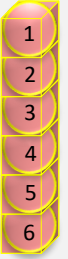
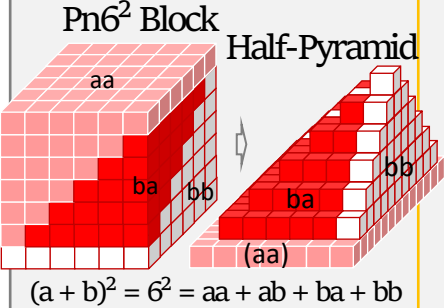
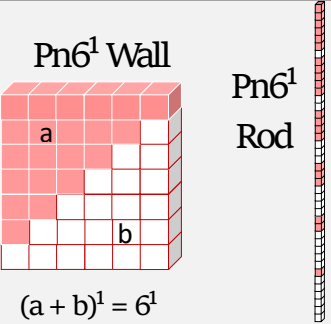
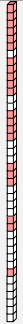

Questions and Answers

| | | | | |
|--|--|--|--|--|
| <p>r4p3</p> <p>The Vacuum Cube</p>  | | | | |
| <p>r3p3</p> <p>The Duonity Pattern Cube</p>  | | | | |
| <p>r2p3</p> <p>Pn6² Block Half-Pyramid</p>  <p>$(a + b)^2 = 6^2 = aa + ab + ba + bb$</p> | | | | |
| <p>r2p2</p> <p>Pn6¹ Wall Pn6¹ Rod</p>  <p>$(a + b)^1 = 6^1$</p> | | | | |

The Pattern Mountain – City Route Card 1

| | Model | Exploration Findings | Model Description | Model Construction | Questions and Answers |
|------|---|----------------------|-------------------|--------------------|-----------------------|
| rip4 | <p>The P Cluster of Sphercubes</p>  | | | | |
| rip3 | <p>Spinshape</p> <p>Twists</p> <p>dis duo</p>  | | | | |
| rip2 | <p>Spinshape Sequences</p> <p>Code</p>  | | | | |
| rip1 | <p>The P Cluster of Spheres</p>  | | | | |

The Pattern Mountain – City Route Card 2

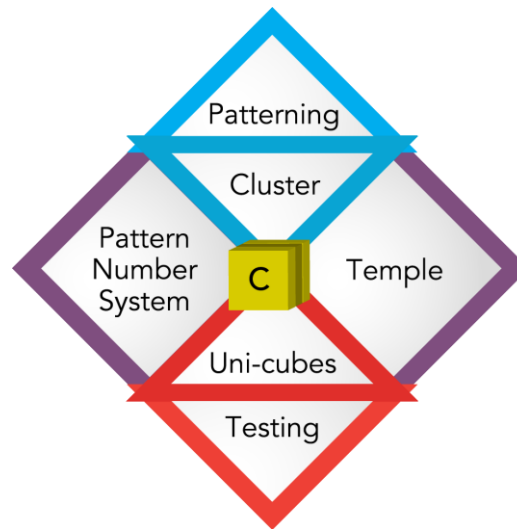
| | Model | Exploration Findings | Model Description | Model Construction | Questions and Answers |
|------|--|----------------------|-------------------|--------------------|-----------------------|
| r2p4 | <p>$Pn6^3$ Column of Blocks</p>  <p>$Pn6^3$ Column of Sphere-cubes</p>  | | | | |
| r2p3 | <p>$Pn6^2$ Block Half-Pyramid</p>  <p>$(a + b)^2 = 6^2 = aa + ab + ba + bb$</p> | | | | |
| r2p2 | <p>$Pn6^1$ Wall</p>  <p>$Pn6^1$ Rod</p>  <p>$(a + b)^1 = 6^1$</p> | | | | |
| r2p1 | <p>$Pn6^0$ Pillar</p>  <p>$(6 + 0)^0 = 6^0$ $(5 + 1)^0 = 6^0$ $(4 + 2)^0 = 6^0$ $(3 + 3)^0 = 6^0$ $(2 + 4)^0 = 6^0$ $(1 + 5)^0 = 6^0$ $(0 + 6)^0 = 6^0$</p> <p>$(a + b)^0 = 6^0 = 1$</p> | | | | |

The Pattern Mountain – City Route Card 3

| | Model | Exploration Findings | Model Description | Model Construction | Questions and Answers |
|------|---------------------------------|----------------------|-------------------|--------------------|-----------------------|
| | <p>City Route</p> | | | | |
| r4p4 | <p>The City Cube</p> | | | | |
| r3p4 | <p>The Sphercube P Cube</p> | | | | |
| r3p3 | <p>The Duonity Pattern Cube</p> | | | | |

The Pattern Science

Exploring the Pattern Science models



thepatternscience.com

Introduction

The Pattern Science website print contains a collection of four folders, compiled over several years. Because the contents of these folders occasionally overlap, a specific subject or model may require consulting pages from more than one folder. Each page carries a title and a number, and is referred to as a *Pattern Piece*.

The material in the folders covers all modules of the *Pattern Science Diamond*, which illustrates the Pattern Science method. *The Pattern Science Presentation* provides a slide-by-slide overview of this method, including the modules and their geometric models described in the four folders.

The Pattern Science Index serves as a reference to the terms and descriptions found in the Pattern documentation. This documentation also includes additional folders and previously published materials available on thepatternbook.com.

Finally, template pages located beneath the folder pages can be used to record which models on the *Pattern Mountain Model Map* are described on the corresponding folder pages above.

SP Viljoen

March 2026

Contents

The Pattern Science Presentation

Folder 10 The Pattern Cluster

Folder 18 The Pattern Cube

Folder 20 The Pattern Number System

Folder 30 The Pattern Science

The Pattern Science Index

The Pattern Science Documents

The final section of this book consists of the Pattern Science documents, which are available on the website *thepatternscience.com*.

The website contains a collection of four folders:

- **Folder 10 The Pattern Cluster**
- **Folder 18 The Pattern Cube**
- **Folder 20 The Pattern Number System**
- **Folder 30 The Pattern Science**

These folders are preceded by *The Pattern Science Presentation* and followed by *The Pattern Science Index*. The documents can be downloaded from the website and printed as the concluding part of this book.

The recommended printing format is two pages displayed side by side on A4 pages in landscape orientation, printed on one side only. For binding, it is suggested to use the bottom edge of the landscape pages with commonly available plastic comb rings.

Additionally, the pair of Pattern Mountain model map templates provided below may be printed on the unused reverse side of the landscape pages. They should be aligned so that the reading direction matches that of the printed pages above.

Plot the models on the page above onto the mountain map below. Page nr

Plot the models on the page above onto the mountain map below. Page nr

| | Range 1 | Range 2 | Range 3 | Range 4 |
|--------|-------------------------------------|--|-------------------|--------------------------------------|
| Path 4 | The P Cluster of SphereCubes (Eden) | Pn6 ³ Column | SphereCube P Cube | The City Cube (1 st Cube) |
| Path 3 | Spinshape Twists (duonity/dis.) | Pn6 ² Block | Duonity P Cube | Vacuum Cube (Duonity Science Cubes) |
| Path 2 | Spinshape Sequences (Code) | Pn6 ¹ Wall (Pn6 ¹ Rod) | Disduonity P Cube | Atom Cube (Disduonity Science Cubes) |
| Path 1 | The P Cluster of Spheres | Pn6 ⁰ Pillar | Opened P Cube | Temple Cube (Tabernacle) (Jerusalem) |
| | Cluster | Pattern Number System | Cube | Uni-cubes |

The Pattern Science Diamond Modules

Patterning

- Learning
- Building
- Moulding
- Copying

Testing

- Recognition
- Mapping
- Matching
- Verification

| | Range 1 | Range 2 | Range 3 | Range 4 |
|--------|-------------------------------------|--|-------------------|--------------------------------------|
| Path 4 | The P Cluster of SphereCubes (Eden) | Pn6 ³ Column | SphereCube P Cube | The City Cube (1 st Cube) |
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The Pattern Science Diamond Modules

Patterning

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- Moulding
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Testing

- Recognition
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Notes

Notes