

## **Michigan Leagues of Academic Games** **Junior Equations Variations (Even Ending Year)**

**The following two variations will be in effect for every shake:**

**Sideways Cube:** A cube representing a non-zero number may be used sideways in the Goal or a Solution to equal the reciprocal of the number it represents

**Upside-Down Cube:** In the Goal or a Solution, any numeral may be used upside-down to equal the additive inverse of the number represented by that numeral

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### **The following may be used in September and October**

**0 or x Wild:** The 0 or x cube may represent any symbol on the cubes, but it must represent the same symbol everywhere it occurs (Goal and Solution). Each Equation-writer must specify in writing the interpretation of the 0 or x cube if it stands for anything other than itself in the Equation. The player selecting this variation specifies whether 0 or x (but not both) is wild for the shake.

**Factorial (!):** There are two occurrences of the factorial operator (!) available to be used in the Solution and/or the Goal as the Equation-writer chooses to use them. All uses of ! in the Equation must be in writing. *However, if Multiple of k is also chosen for the shake, no factorial may be placed in the Goal.*

**Multiple Operations:** Every operation sign in Required or Permitted may be used many times in any Solution. If the Factorial variation is also chosen for the shake, an unlimited number of factorial operators may be used in each Solution. At most two factorials may be used in the Goal.

**Powers of the Base:** 1 (one) may represent any integral power of ten. (If 1 is used in a two-digit numeral, it stands for 1.) If Base m is also chosen, 1 represents any integral power of m.

**Any Color Exponent:** Any numeral on a \_\_\_ cube may be used as an exponent without being accompanied by an \* (or ^) cube. The player selecting this variation chooses a color: red, blue, green, or black (for example, "Red Exponent").

### **The following may be added in November**

**Base m:** Both the Goal and the Solution must be interpreted as base m expressions, where the player choosing this variation specifies m for the shake as eight, nine, ten, eleven or twelve. Two-digit numerals are allowed in Solutions. For bases eleven and twelve, \* (or ^) may be used for the digit ten; in base twelve,  $\sqrt{\quad}$  may be used for the digit eleven.

**Multiple of k:** A Solution must not equal the Goal but must differ from the Goal by a non-zero multiple of k, where the player choosing this variation specifies k for the shake as a whole number from six to twelve, inclusive.

**Number of Factors:**  $x_A$  means "the number of counting number factors of A," where A is a counting number.

**+ = Average:** + shall not represent addition; instead, it shall represent the operation of averaging two numbers.

**Next Prime Number:**  $x_A$  means "the next prime number bigger than A", where A is a rational number  $\leq 200$ .