

Michigan League of Academic Games
Novice Equations Variations 2011-12

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

0 Wild: The 0 cube may vary and equal any numeral on the cubes, but it must equal the same numeral everywhere it occurs (Goal and Solution). The interpretation of the 0 cube in the Solution is specified in writing by each player who has the burden of proof as part of the Solution. If a 0 stands for 0 in a Solution, this fact need not be specified in writing. A 0 in the Goal and a 0 in the Solution must stand for the same thing.

Factorial (!): There are two occurrences of the factorial operator (!) available, like parentheses, to be used in a Solution, as those with the burden of proof choose to use them. All uses of ! in the Solution must be in writing

Any Color Exponent: The player who picks this variation names the color. The numerals on that color cube may be used as an exponent without an * or ^ cube.

Powers of the base: 1 (one) may vary any stand for any integral power of ten. If 1 is used in a two-digit numeral, it stands for 1.