

JUNIOR On-Sets® Variations

SPECIAL RULE: The following three variations are in effect for *all* shakes.

1. **Multiple Operations** Any operation sign not in Forbidden may be used many times in any Solution (Set-Name or Restriction or both).
 2. **U and ∩ Interchangeable** Any U may represent U or \cap , and any \cap may represent \cap or U.
 3. **V and ∧ Interchangeable** Any V may represent V or \wedge , and any \wedge may represent \wedge or V.
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4. **Required Cube** The Solution must contain a ___ cube. The player selecting this variation specifies which non-digit symbol from the Resources fills the blank in the previous sentence.
 5. **Wild Cube** The ___ cube may represent any symbol on the cubes except a digit. The ___ cube must stand for the same symbol everywhere it occurs in the Solution. The player selecting this variation specifies which cube from the Resources is wild. The wild cube may not be =, C, or a digit. Each Solution-writer must specify in writing the interpretation of the wild cube if it stands for anything other than itself in his Solution.
 6. **Two Operations** The Set-Name of each Solution must contain at least two operation symbols. The operation symbols are U, \cap , -, and '.
 7. **Shift from Permitted** On your turn, you may transfer a cube in Permitted to either Required or Forbidden. You may never shift an = or C cube from Permitted to Forbidden (even when there are four or fewer cubes in Resources). Shifting from Permitted takes the place of your regular move.
 8. **No Null Restrictions** Each Restriction must remove at least one card from the Universe. In a chain Restriction, this variation is satisfied if any part of the Restriction removes a card.
 9. **Absolute Value** Any upside-down cube(s) in the Goal may be interpreted as right-side-up by Solution-writers.
 10. **Double Set** Each card in the Universe that is contained in the ___ set will count double for all Solutions. The player selecting this variation specifies which non-empty set of cards *that does not equal the Universe* counts double. The set must be named using an expression consisting of *at most four* symbols (not counting grouping symbols).
 11. **Required/Forbidden Card** The player selecting this variation either specifies one card in the Universe which must be in the Set-Name of any Solution or specifies one card in the Universe which must *not* be in the Set-Name of any Solution.
 12. **Blank Card Wild** Each Solution-writer must specify in writing which colors, if any, are on the blank card.

DO NOT MARK THIS SHEET!