

MIDDLE On-Sets® Variations

1. 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.
2. 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 =, \subseteq , 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.
3. U and \cap Interchangeable Any \cup may represent \cup or \cap , and any \cap may represent \cap or \cup .
4. V and \wedge Interchangeable Any \vee may represent \vee or \wedge , and any \wedge may represent \wedge or \vee .
5. Two Operations Each Set-Name of each Solution must contain at least two operation symbols. The operation symbols are \cup , \cap , $-$, and $'$.
6. Multiple Operations Any operation sign not in Forbidden may be used many times in a Solution (Set-Name or Restriction or both).
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 \subseteq 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 a Solution-writer.

DO NOT MARK THIS SHEET!