

PRINCIPLE

The shift from Permitted variation reads as follows:

"On your turn you may transfer a cube in Permitted to either Required or Forbidden. This move takes the place of your regular move."

COMMENTS

1. If not in the lead, you may make a bonus move from Resources to Forbidden before transferring a cube out of Permitted as your regular move.
2. You may not shift a cube from Permitted to Forbidden as a bonus move. A bonus move must go from *Resources* to Forbidden. The remaining two comments are for Middle, Junior, Senior.
3. You may not transfer an = or C cube from Required or Permitted to Forbidden. Attempting to do so is illegal procedure and the cube must be returned to Required or Permitted. There is no penalty unless the Mover's time expires, in which case he loses a point.
4. Players usually move a cube to Permitted because they want to use it in the Set-Name but not in the Restriction (or vice-versa). If you can figure out a way to use the cube in both the Set-Name and the Restriction parts of the Solution, transfer that cube from Permitted to Required on your next turn.

EXERCISES

Circle the number of each true statement. Assume shift from Permitted is in force.

1. On your turn you may transfer a cube in Permitted to Resources.
 2. You may make a bonus move to Forbidden before transferring a cube from Permitted to Required (provided you are not in the lead in the match).
 3. A player may call "Bonus" and shift a cube in Permitted to Forbidden before making a regular move.
 4. If B wild is in effect, you may not transfer a B cube from Permitted to Forbidden.
 5. MJS only: It is illegal procedure to transfer an = or C cube from Permitted to Forbidden.
 6. MJS only: Give a situation in a shake where you would want to transfer a Permitted cube to Required.
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