



## 0 to 3 x ⊕ ⊕ ⊕

1. ⊕ ⊕ ⊕ = 3 x 3 = \_\_\_\_
2. ⊕ ⊕ ⊕ = 2 x 3 = \_\_\_\_
3. ⊕ ⊕ ⊕ = 1 x 3 = \_\_\_\_
4. ⊕ ⊕ ⊕ = 0 x 3 = \_\_\_\_
5. ⊕ ⊕ ⊕ = 0 x 3 = \_\_\_\_
6. ⊕ ⊕ ⊕ = 0 x 3 = \_\_\_\_

### Attack Equation One

- \* Roll T-Bone and flip Electrocoins.
- \* Subtract T-Bone result from 3 as shown. Below 0 is 0.
- \* Add (+) coins and ignore (-) coins.
- \* Multiply total (+) coins and T-Bone result to calculate damage.

7. ⊕ ⊕ ⊖ = 3 x 2 = \_\_\_\_
8. ⊕ ⊕ ⊖ = 2 x 2 = \_\_\_\_
9. ⊕ ⊕ ⊖ = 1 x 2 = \_\_\_\_
10. ⊕ ⊕ ⊖ = 0 x 2 = \_\_\_\_
11. ⊕ ⊕ ⊖ = 0 x 2 = \_\_\_\_
12. ⊕ ⊕ ⊖ = 0 x 2 = \_\_\_\_

### Attack Equation Two

- \* Roll and flip.
- \* Subtract T-Bone result from 9. Below 5 is 5.
- \* (-) coins cancel (+) coins.
- \* Add or subtract coin difference from T-Bone result to calculate damage.

13. ⊕ ⊖ ⊖ = 3 x 1 = \_\_\_\_
14. ⊕ ⊖ ⊖ = 2 x 1 = \_\_\_\_
15. ⊕ ⊖ ⊖ = 1 x 1 = \_\_\_\_
16. ⊕ ⊖ ⊖ = 0 x 1 = \_\_\_\_
17. ⊕ ⊖ ⊖ = 0 x 1 = \_\_\_\_
18. ⊕ ⊖ ⊖ = 0 x 1 = \_\_\_\_

## WINDOJO Attack Equations One and Two

19. ⊖ ⊖ ⊖ = 3 x 0 = \_\_\_\_
20. ⊖ ⊖ ⊖ = 2 x 0 = \_\_\_\_
21. ⊖ ⊖ ⊖ = 1 x 0 = \_\_\_\_
22. ⊖ ⊖ ⊖ = 0 x 0 = \_\_\_\_
23. ⊖ ⊖ ⊖ = 0 x 0 = \_\_\_\_
24. ⊖ ⊖ ⊖ = 0 x 0 = \_\_\_\_

31. ⊕ ⊕ ⊖ = 9 + 1 = \_\_\_\_
32. ⊕ ⊕ ⊖ = 8 + 1 = \_\_\_\_
33. ⊕ ⊕ ⊖ = 7 + 1 = \_\_\_\_
34. ⊕ ⊕ ⊖ = 6 + 1 = \_\_\_\_
35. ⊕ ⊕ ⊖ = 5 + 1 = \_\_\_\_
36. ⊕ ⊕ ⊖ = 5 + 1 = \_\_\_\_



Copyright 2006 Edge Games, LLC  
Visit: <http://www.science-fusion.com/>

## 5 to 9 ⊕ ⊕ ⊕

25. ⊕ ⊕ ⊕ = 9 + 3 = \_\_\_\_
26. ⊕ ⊕ ⊕ = 8 + 3 = \_\_\_\_
27. ⊕ ⊕ ⊕ = 7 + 3 = \_\_\_\_
28. ⊕ ⊕ ⊕ = 6 + 3 = \_\_\_\_
29. ⊕ ⊕ ⊕ = 5 + 3 = \_\_\_\_
30. ⊕ ⊕ ⊕ = 5 + 3 = \_\_\_\_

37. ⊕ ⊖ ⊖ = 9 - 1 = \_\_\_\_
38. ⊕ ⊖ ⊖ = 8 - 1 = \_\_\_\_
39. ⊕ ⊖ ⊖ = 7 - 1 = \_\_\_\_
40. ⊕ ⊖ ⊖ = 6 - 1 = \_\_\_\_
41. ⊕ ⊖ ⊖ = 5 - 1 = \_\_\_\_
42. ⊕ ⊖ ⊖ = 5 - 1 = \_\_\_\_
43. ⊖ ⊖ ⊖ = 9 - 3 = \_\_\_\_
44. ⊖ ⊖ ⊖ = 8 - 3 = \_\_\_\_
45. ⊖ ⊖ ⊖ = 7 - 3 = \_\_\_\_
46. ⊖ ⊖ ⊖ = 6 - 3 = \_\_\_\_
47. ⊖ ⊖ ⊖ = 5 - 3 = \_\_\_\_
48. ⊖ ⊖ ⊖ = 5 - 3 = \_\_\_\_