

Pillage and Profit



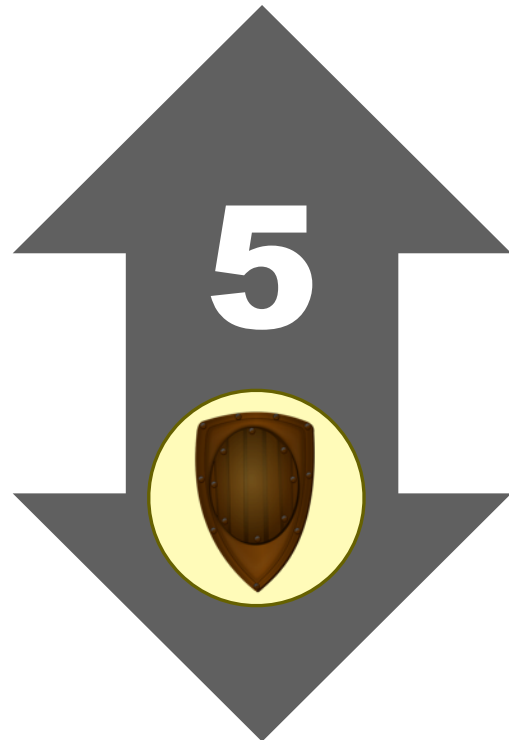
Pillage and Profit

page 4	addition, subtraction (positive answers)
page 10	addition, subtraction (positive and negative answers)
page 16	addition, subtraction, multiplication (positive answers)
page 22	addition, subtraction, multiplication (positive and negative answers)
page 28	addition, subtraction, multiplication, squares (positive and negative answers)

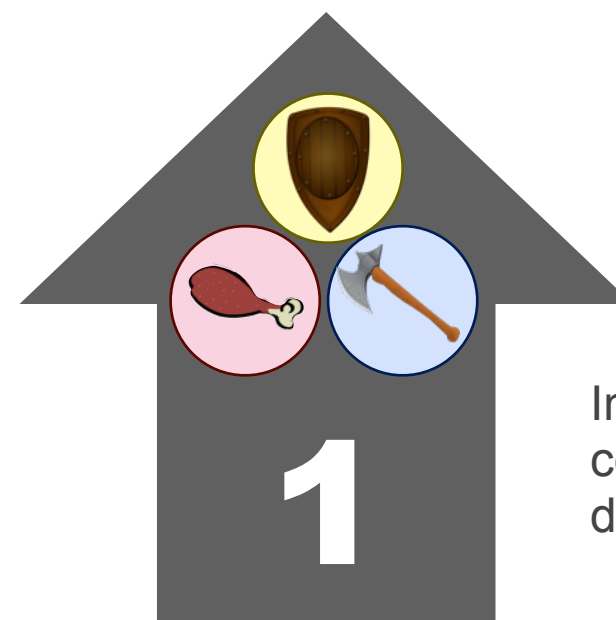


Five doubloons.

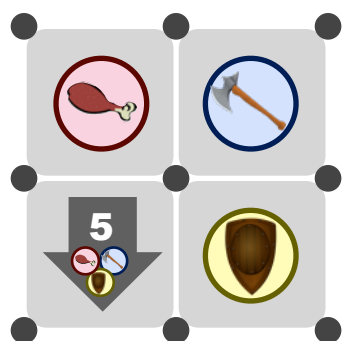
Three variable algebra, with addition and no negative results.







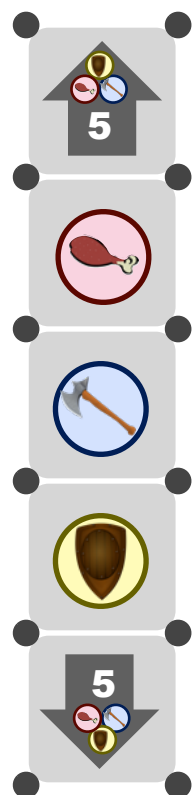
Increase or decrease the shields by 5 doubloons.









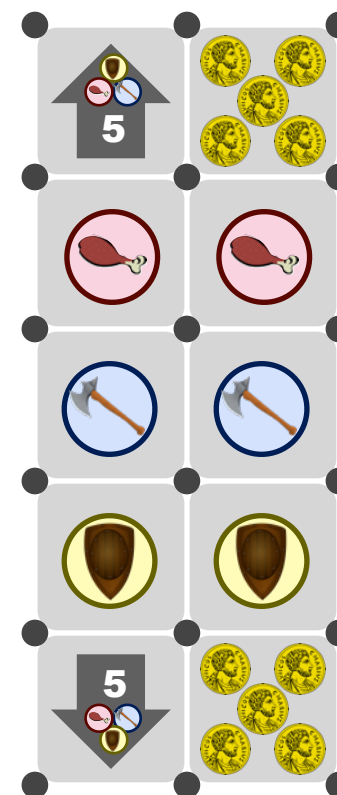
Increase a price of a commodity by one doubloon.









 = 5 
 = 5 
 = 5 









 = 5 
 = 5 
 = 5 

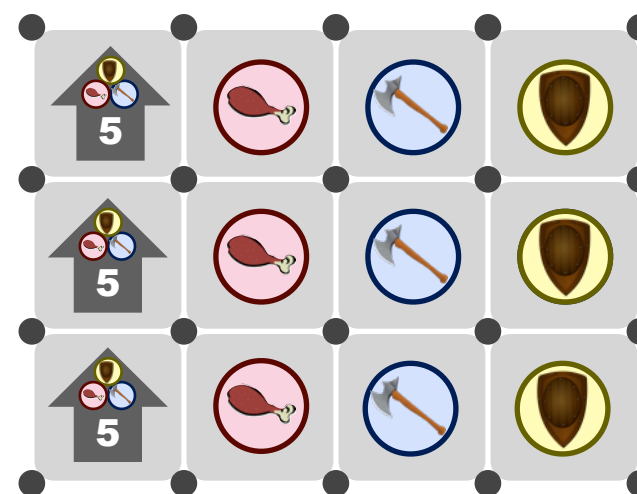








 = 5 
 = 5 
 = 5 

Pillage and Profit

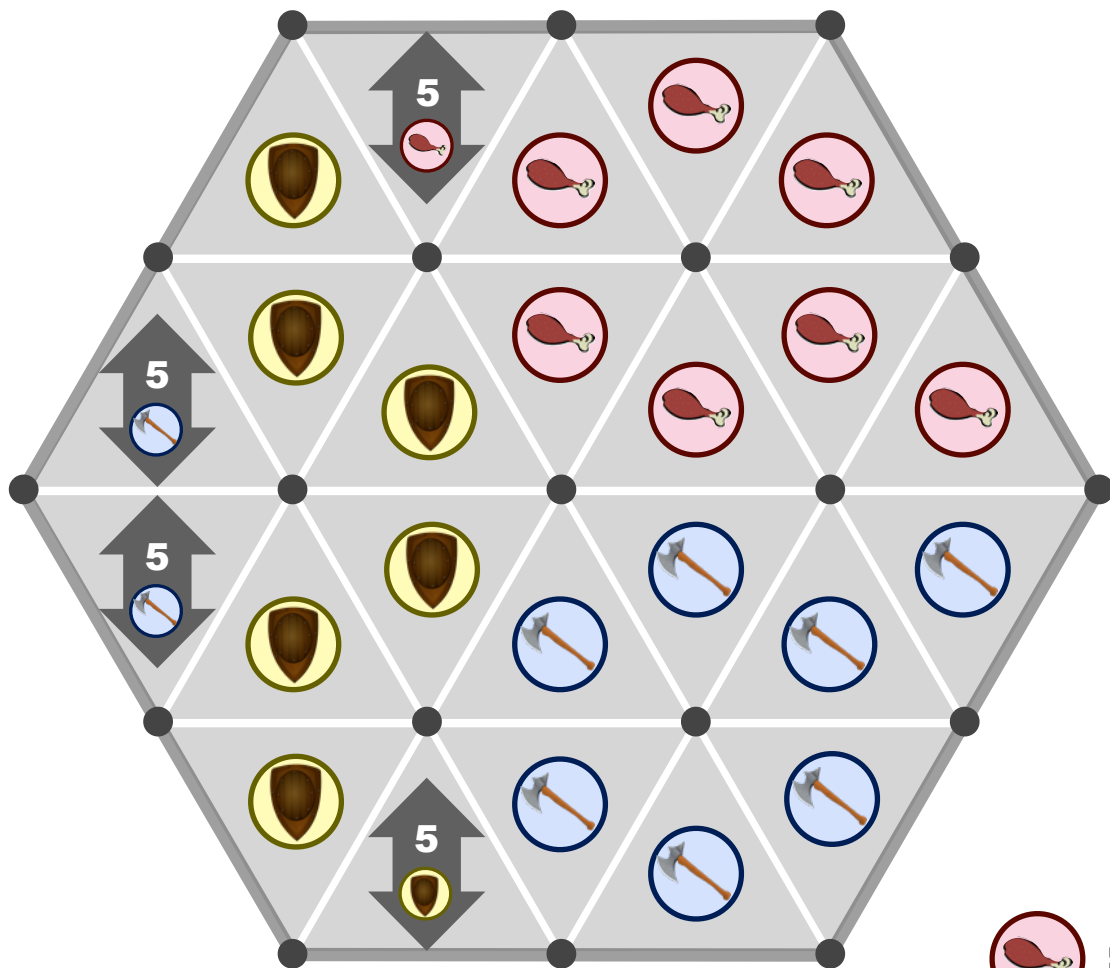


 = 5 
 = 5 
 = 5 



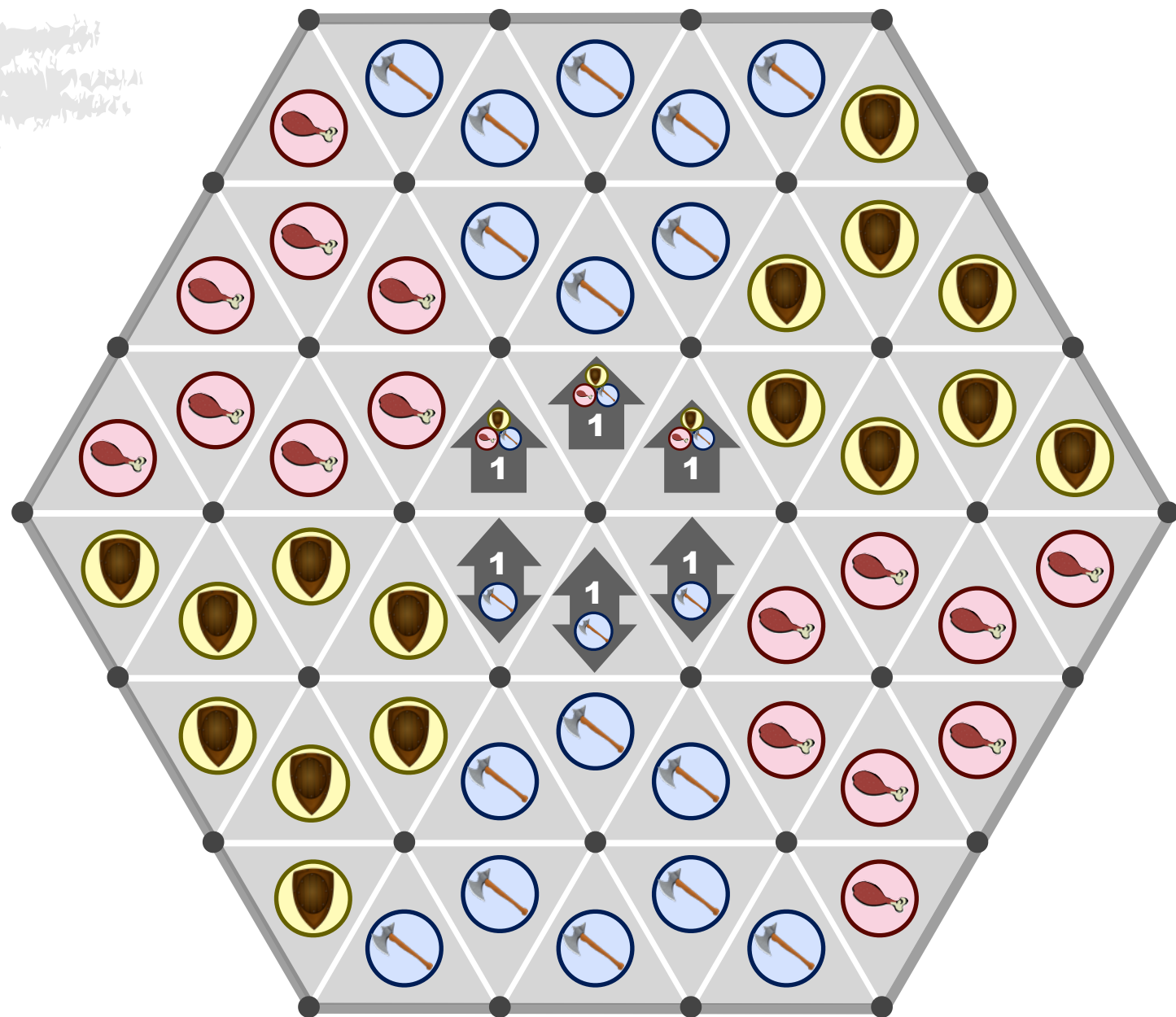
 = 0 
 = 0 
 = 0 

Pillage and Profit



these edges
already drawn

= 5
 = 10
 = 5

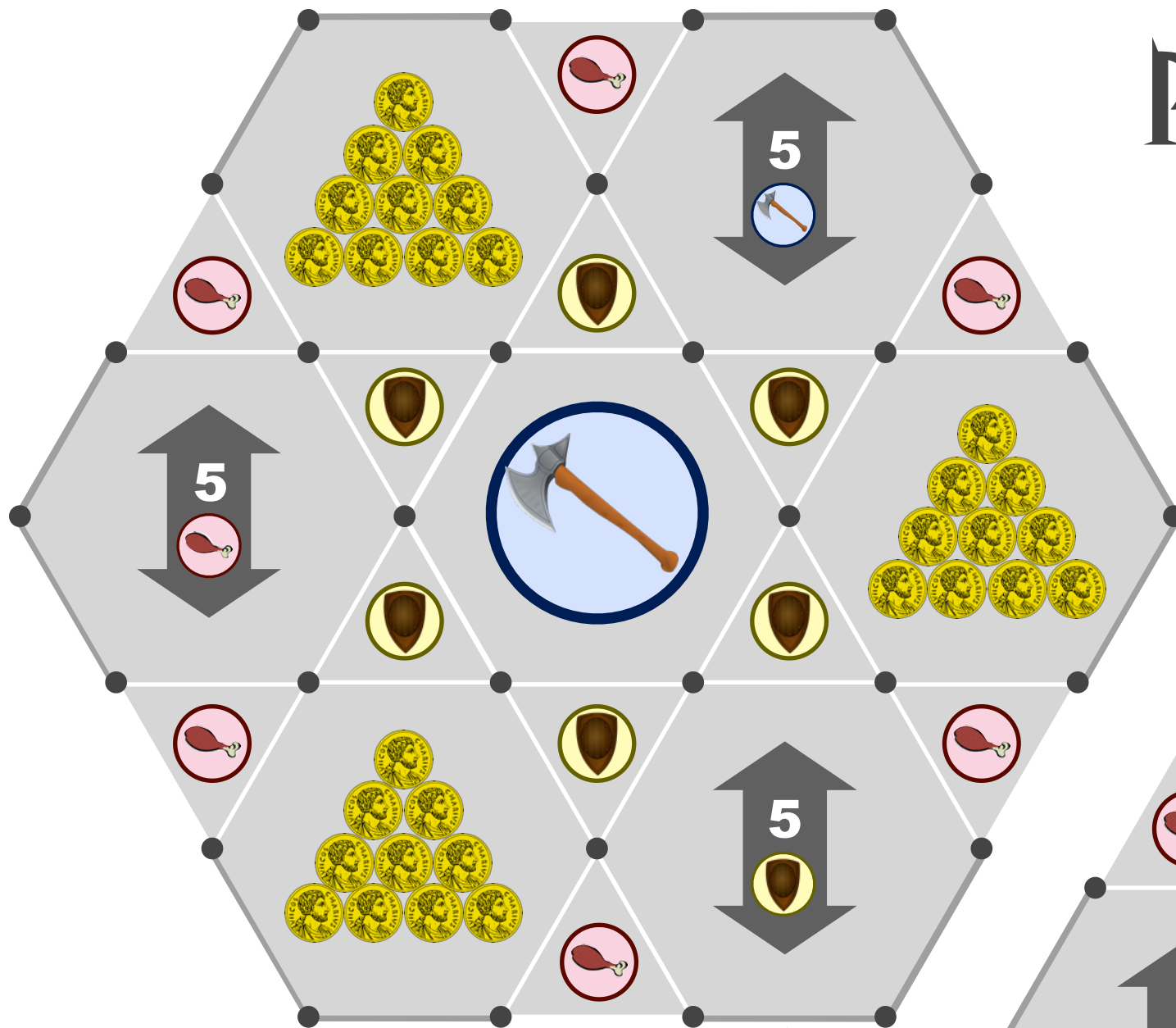


= 0
 = 3
 = 3

This means increase or
decrease the value of
shields by 5 doubloons.



Pillage and Profit









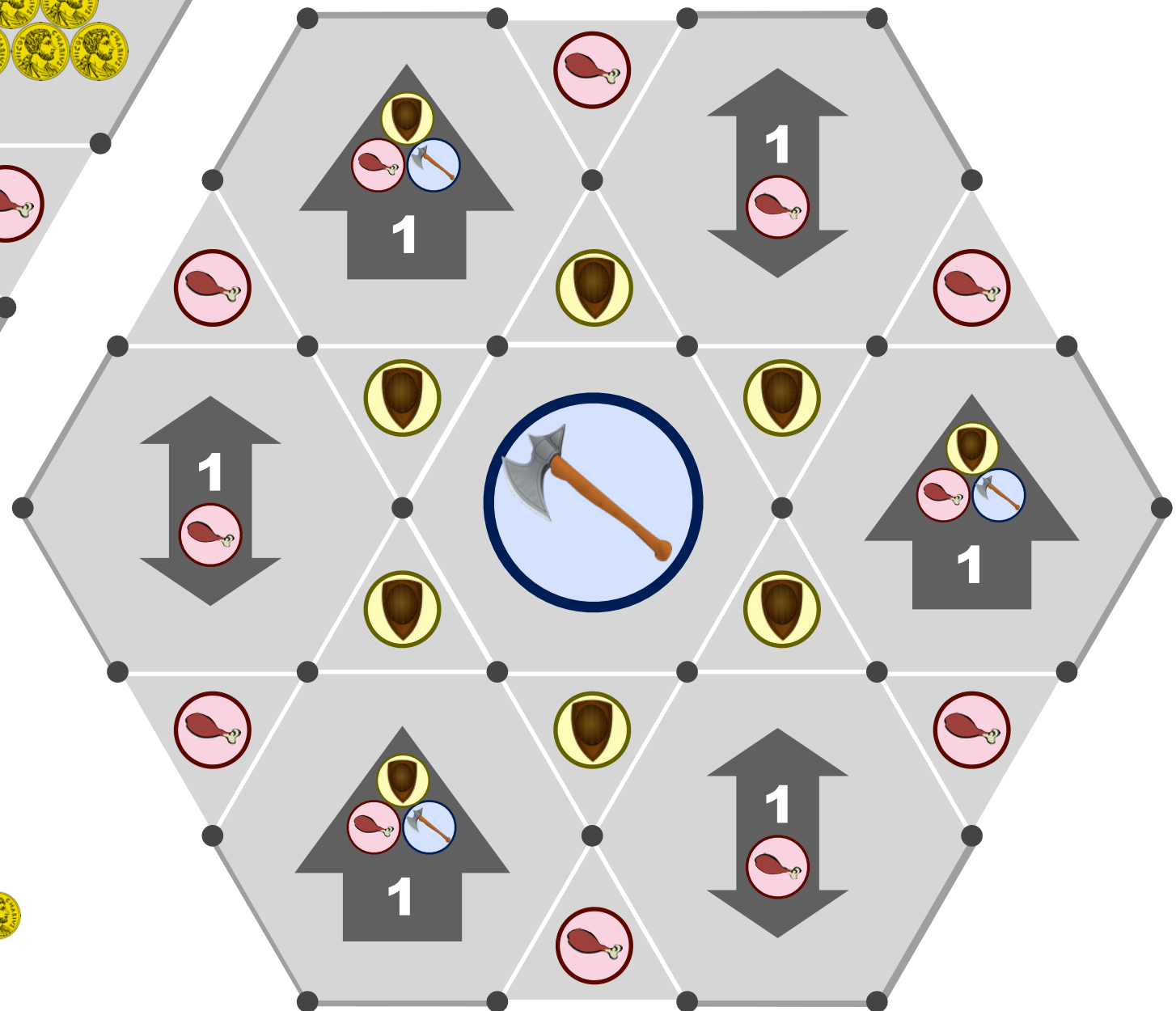
 = 5 
 = 15 
 = 5 

This means increase or decrease the value of shields by 5 doubloons.

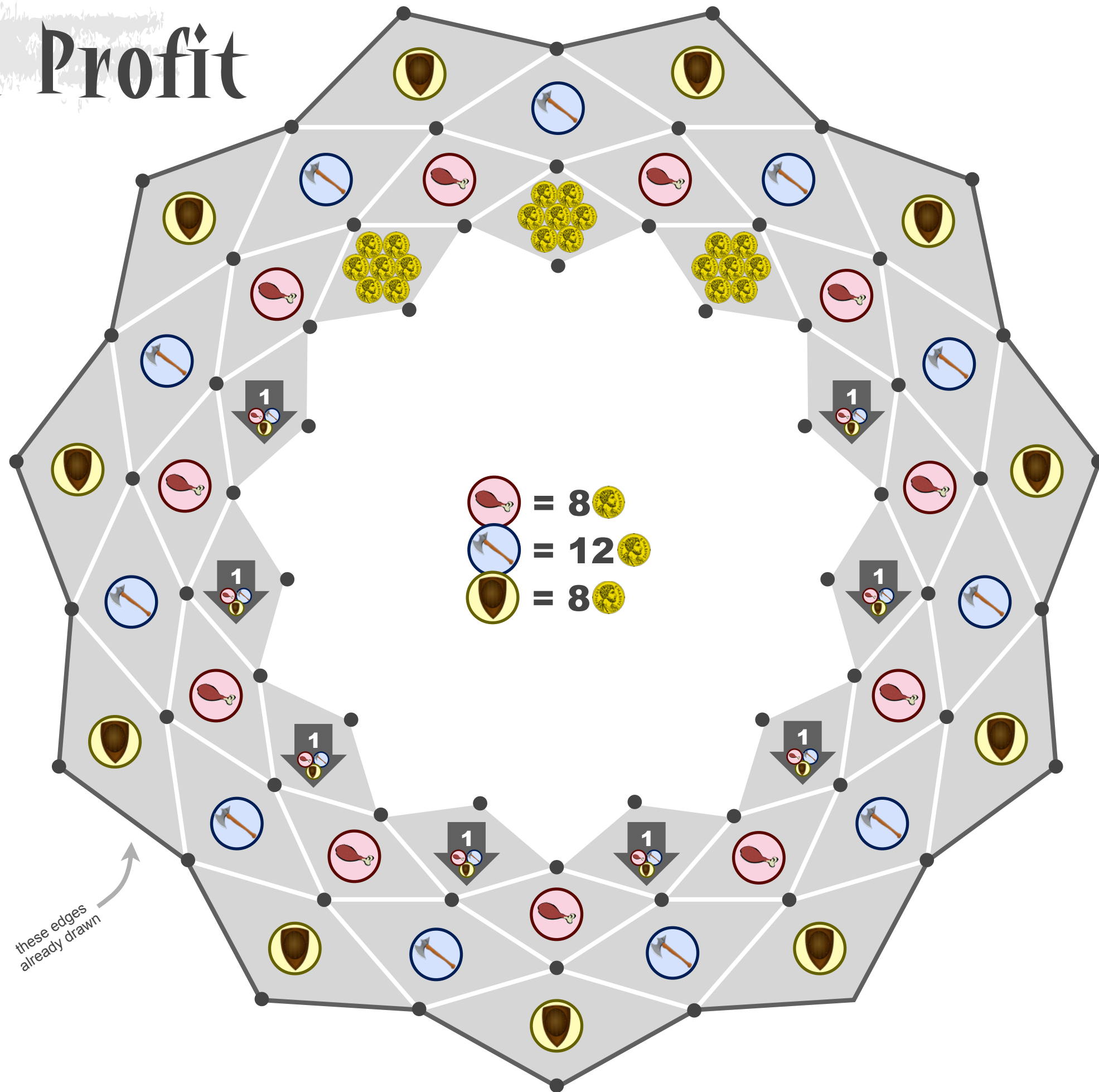


these edges
already drawn

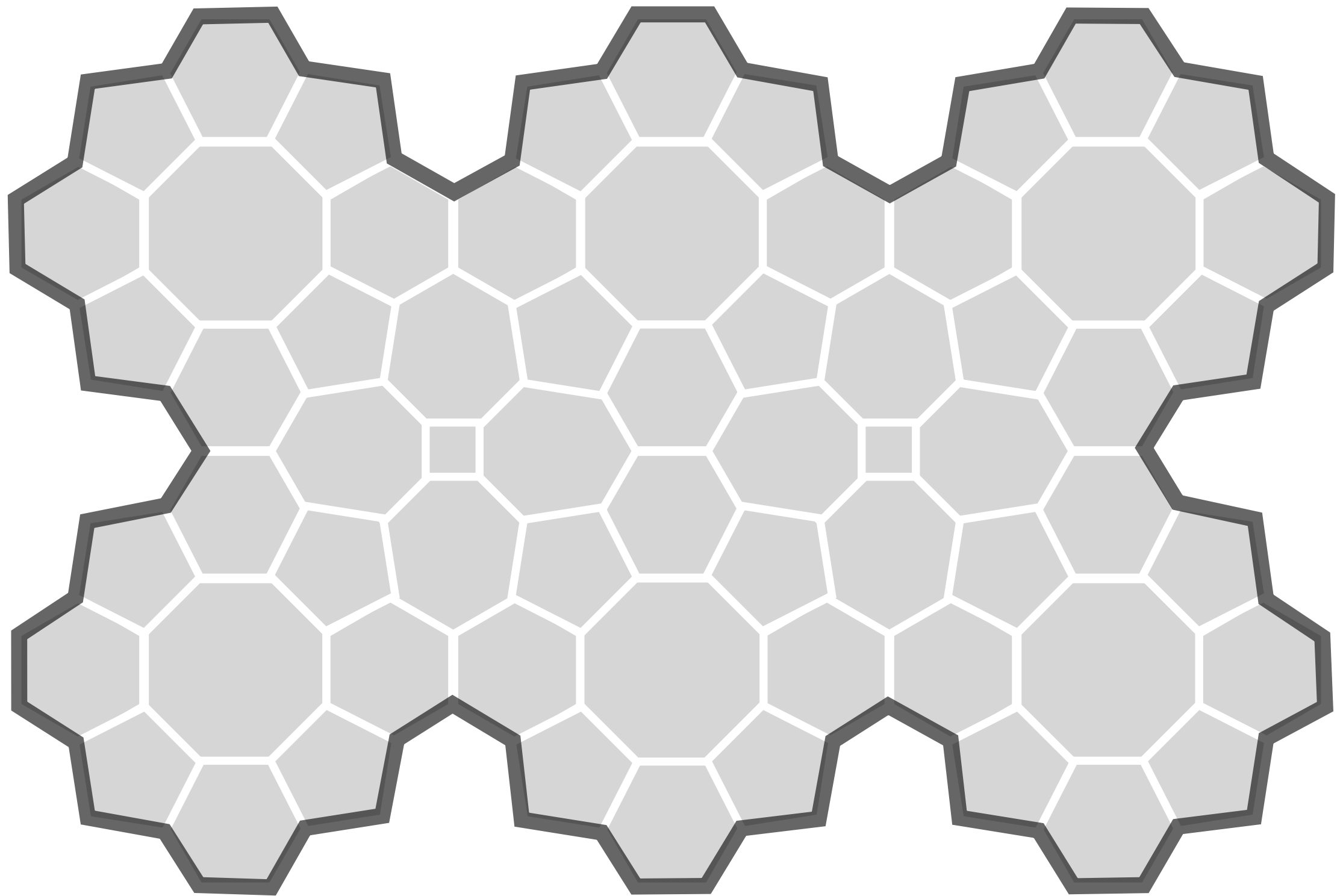
 = 3 
 = 10 
 = 0 



Pillage and Profit



Pillage and Profit

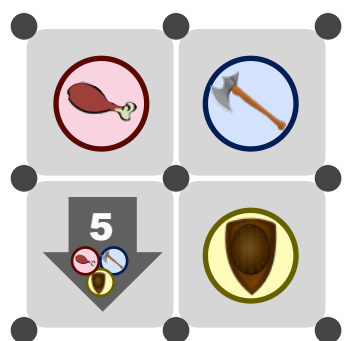


Design your own.

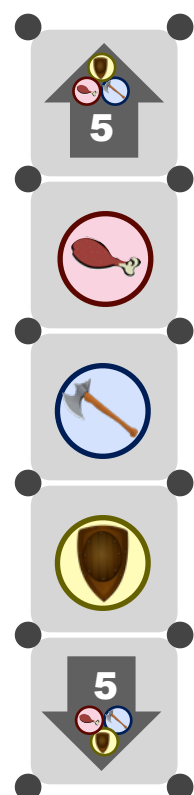
Three variable algebra, with negative terms



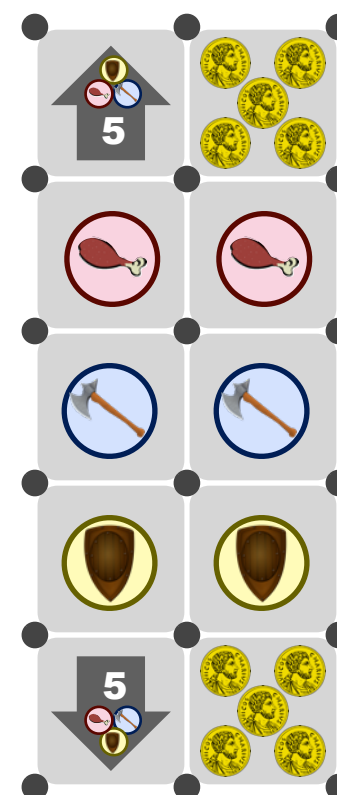
Worth negative 10
doubloons.



= 2
 = 3
 = 4



= 2
 = 3
 = 4

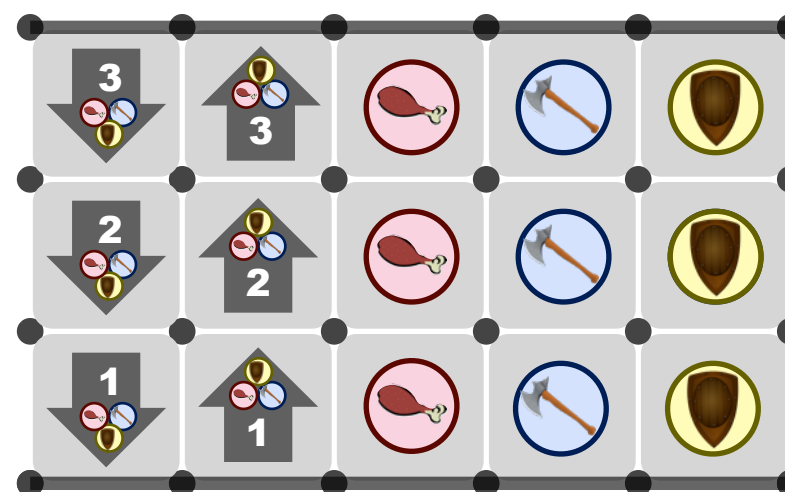


= 2
 = 3
 = 4

Pillage and Profit

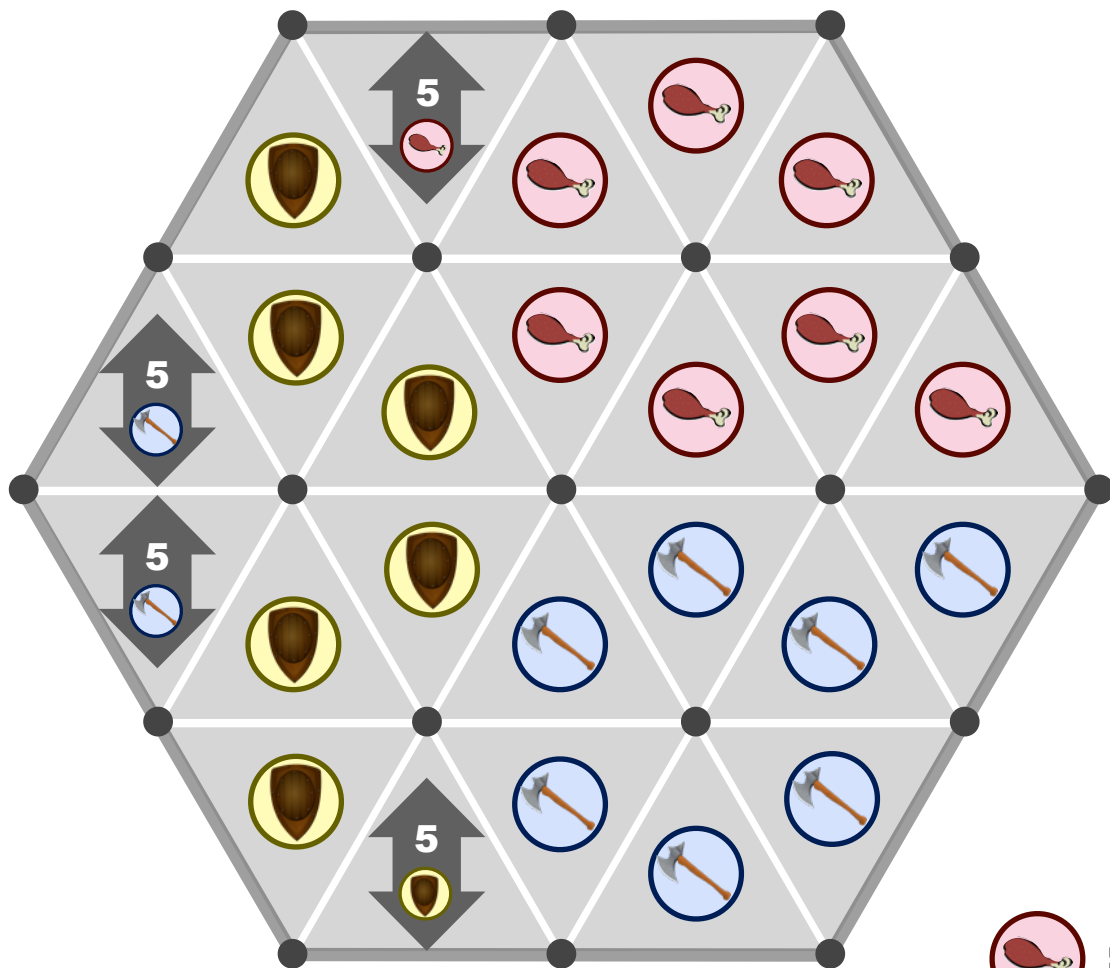


= 2
 = 3
 = 4



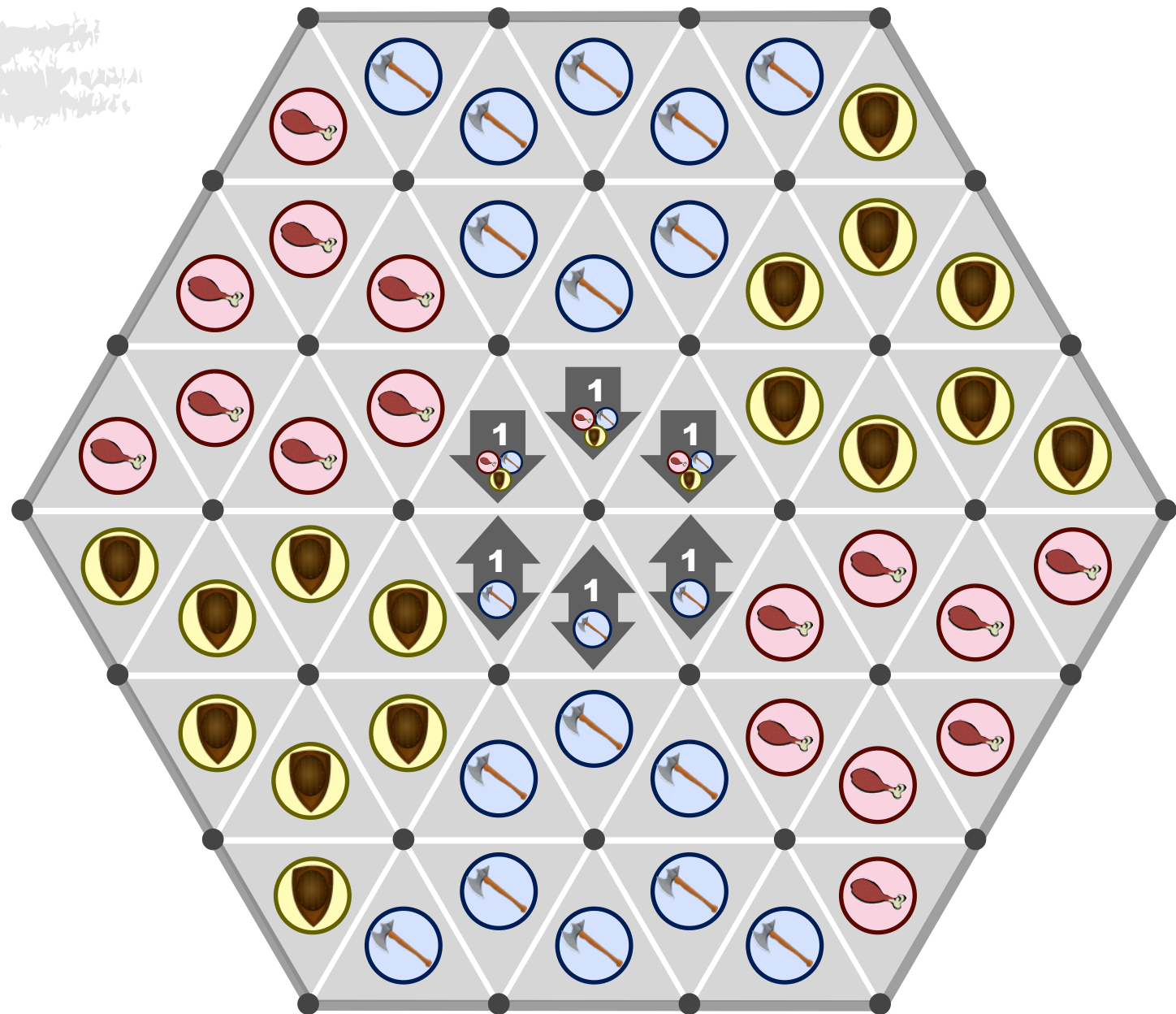
= 0
 = 0
 = 0

Pillage and Profit



these edges
already drawn

= 3
 = 3
 = 3

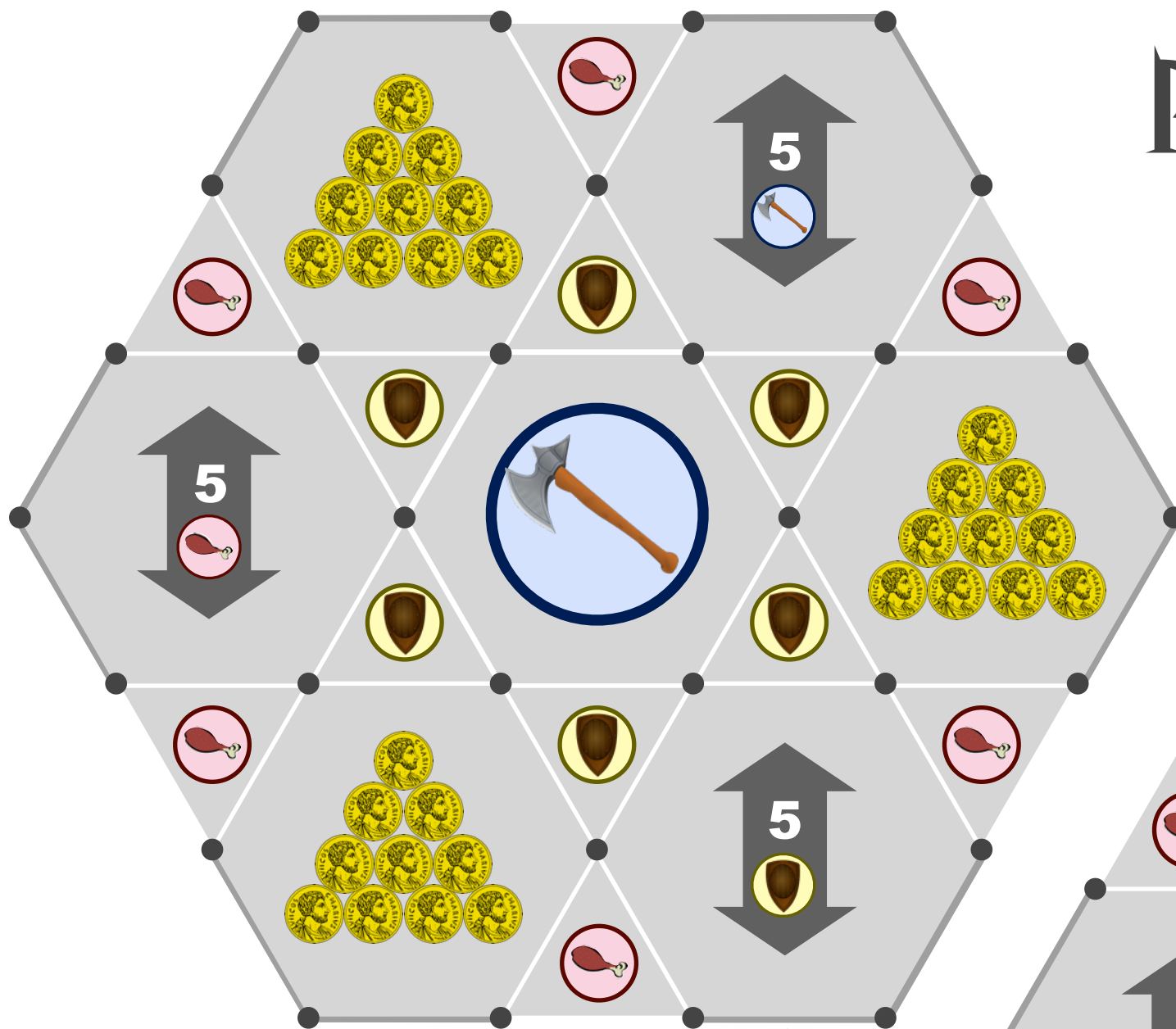




= 0
 = 2
 = 2

This means increase or
decrease the value of
shields by 5 doubloons.



Pillage and Profit









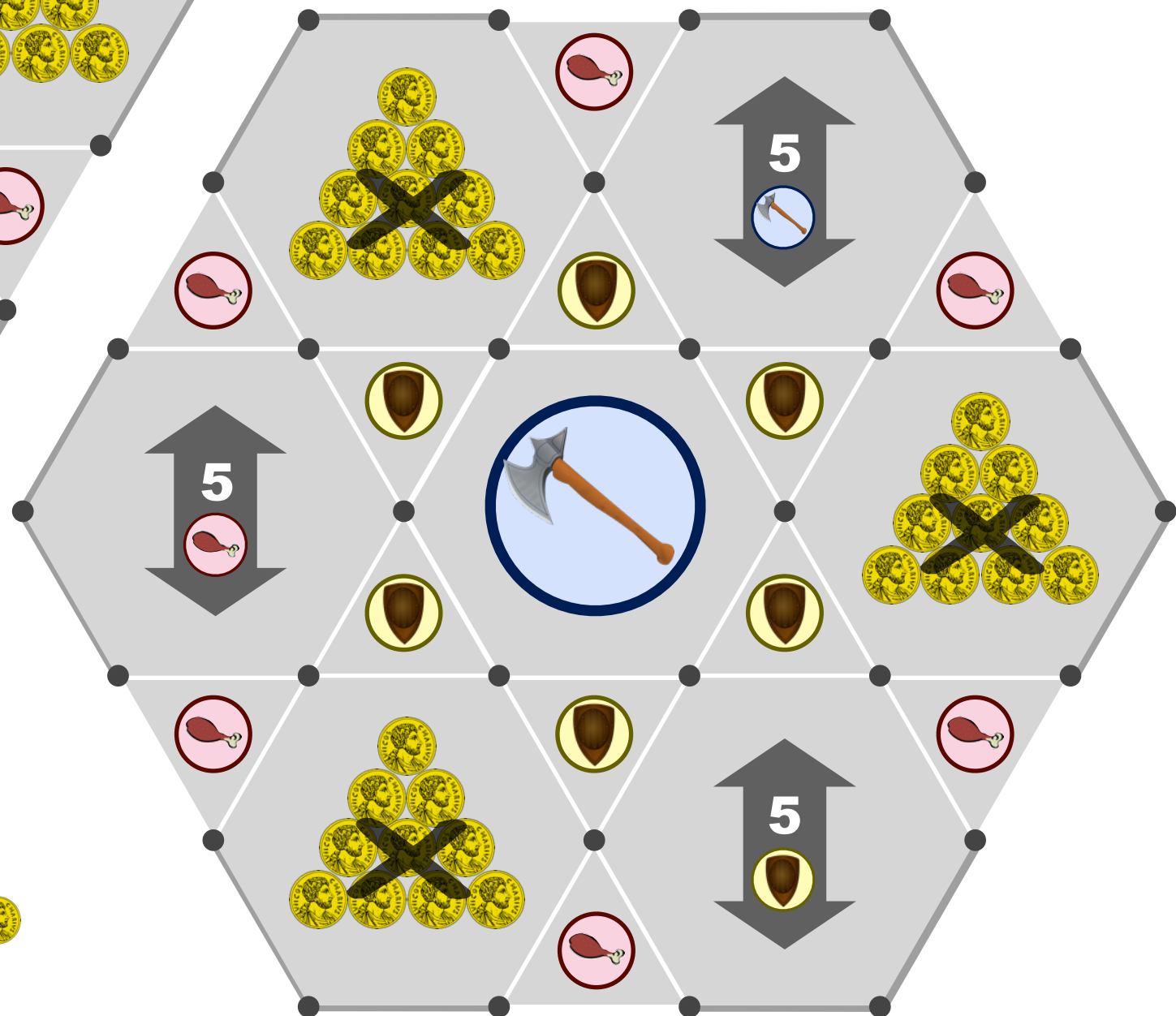
 = 0 
 = 15 
 = 5 

This means increase or decrease the value of shields by 5 doubloons.

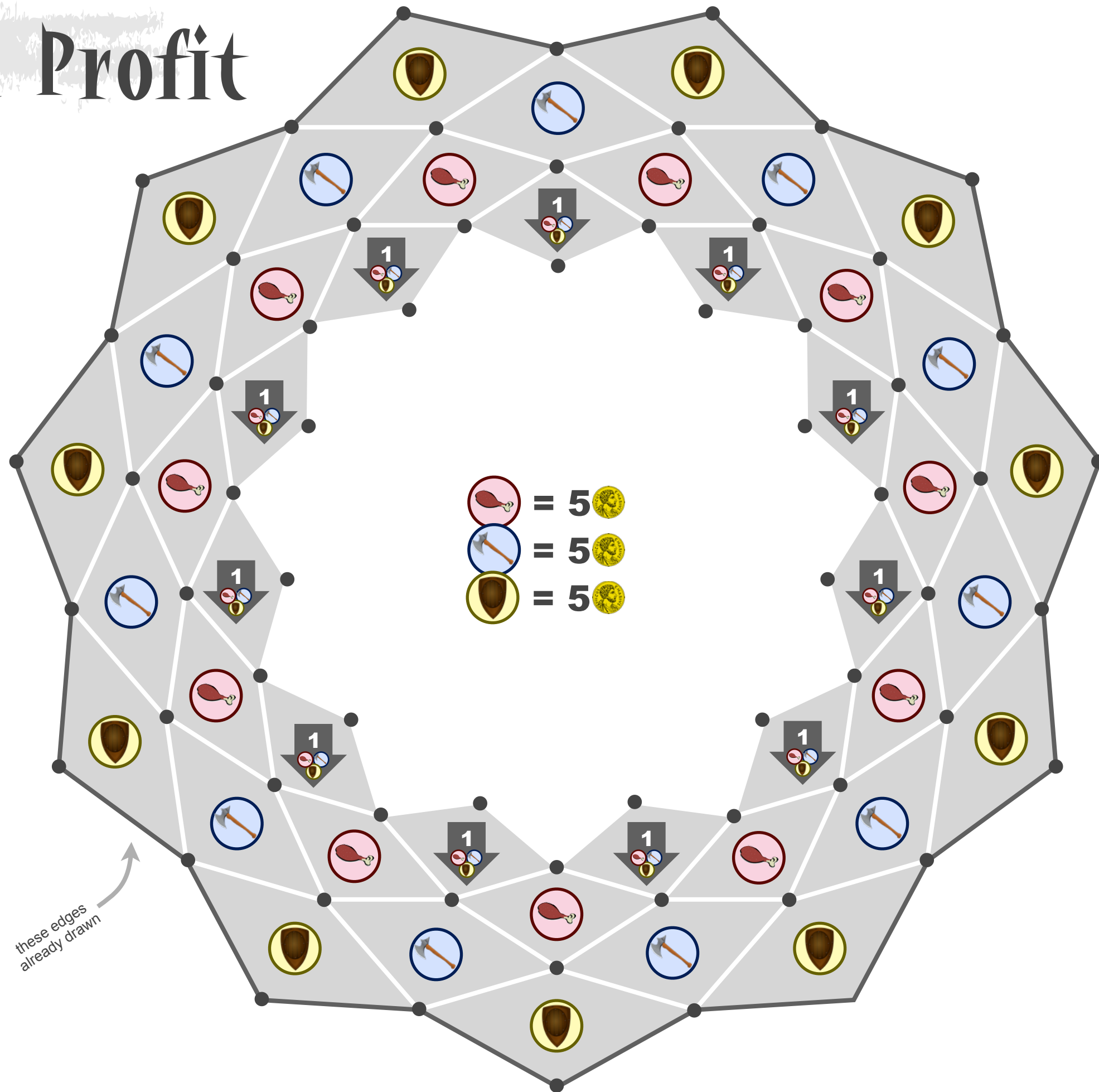


these edges already drawn

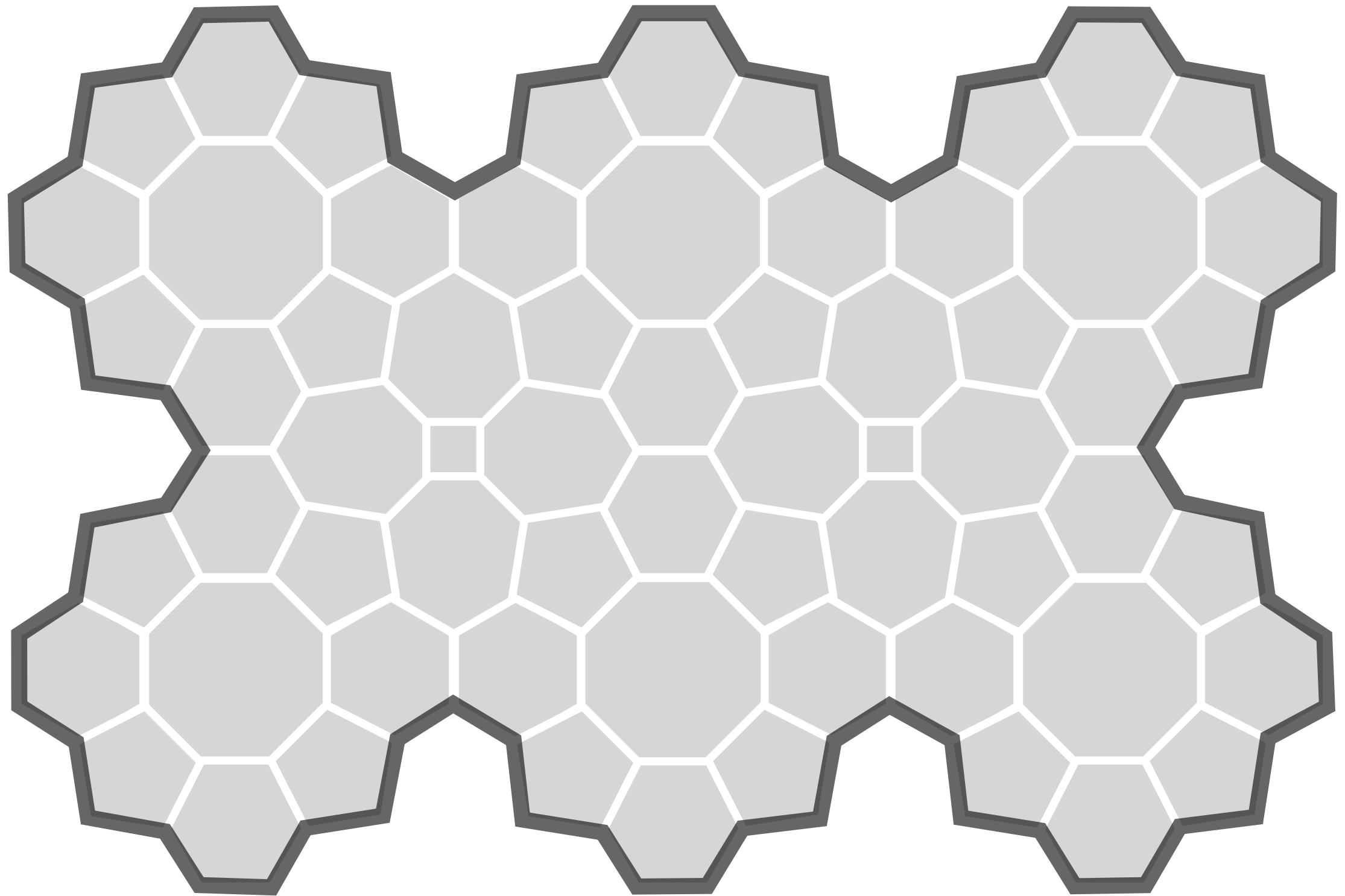
 = 0 
 = 10 
 = 0 



Pillage and Profit

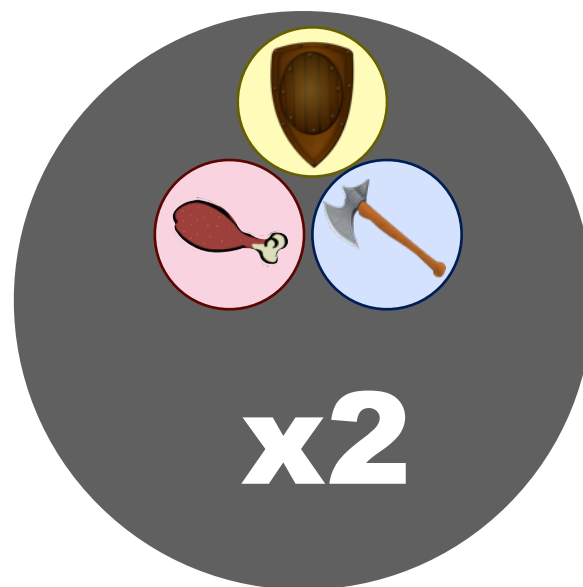


Pillage and Profit

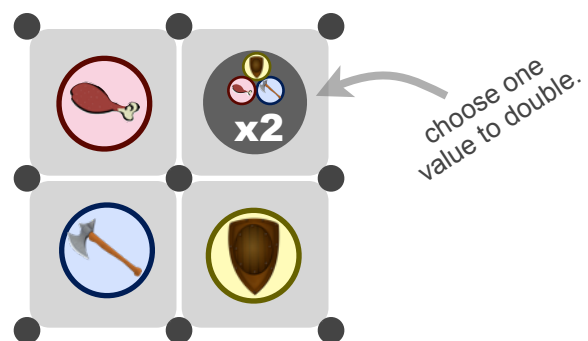


Design your own.

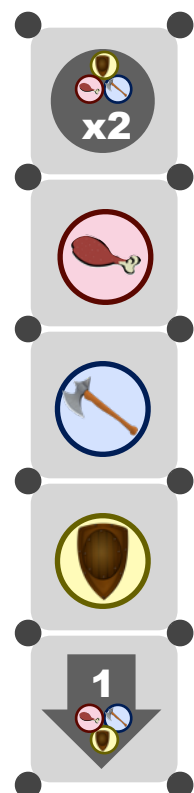
Three variable algebra, with multiplication



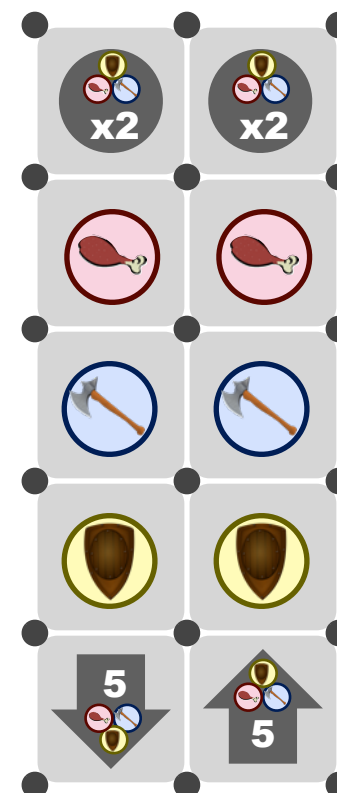
When activated -
immediately double the
price of a commodity.



= 1
 = 2
 = 3

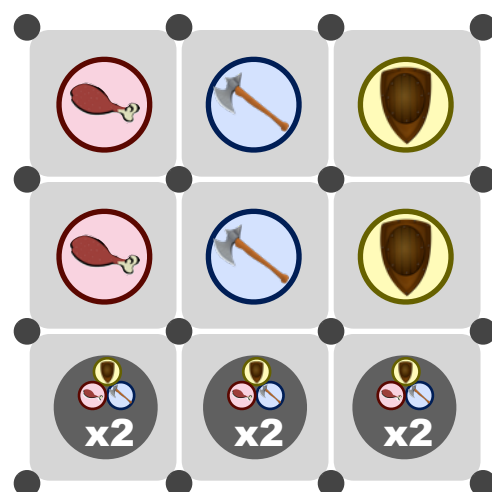


= 1
 = 2
 = 3

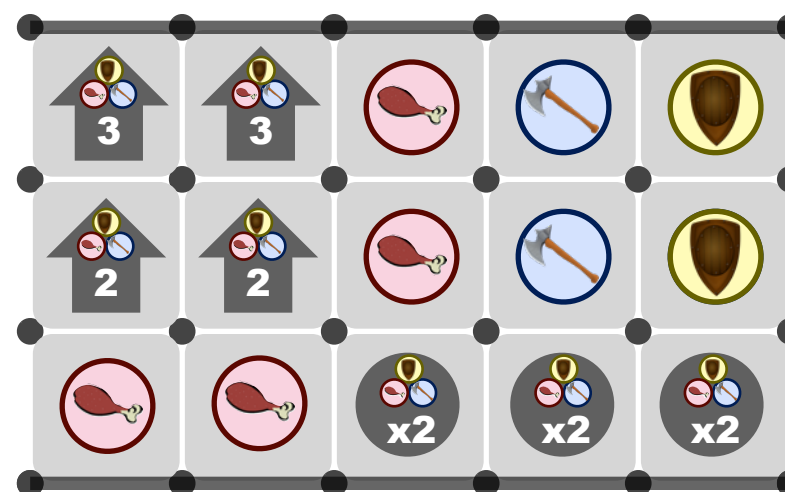


= 5
 = 5
 = 5

Pillage and Profit

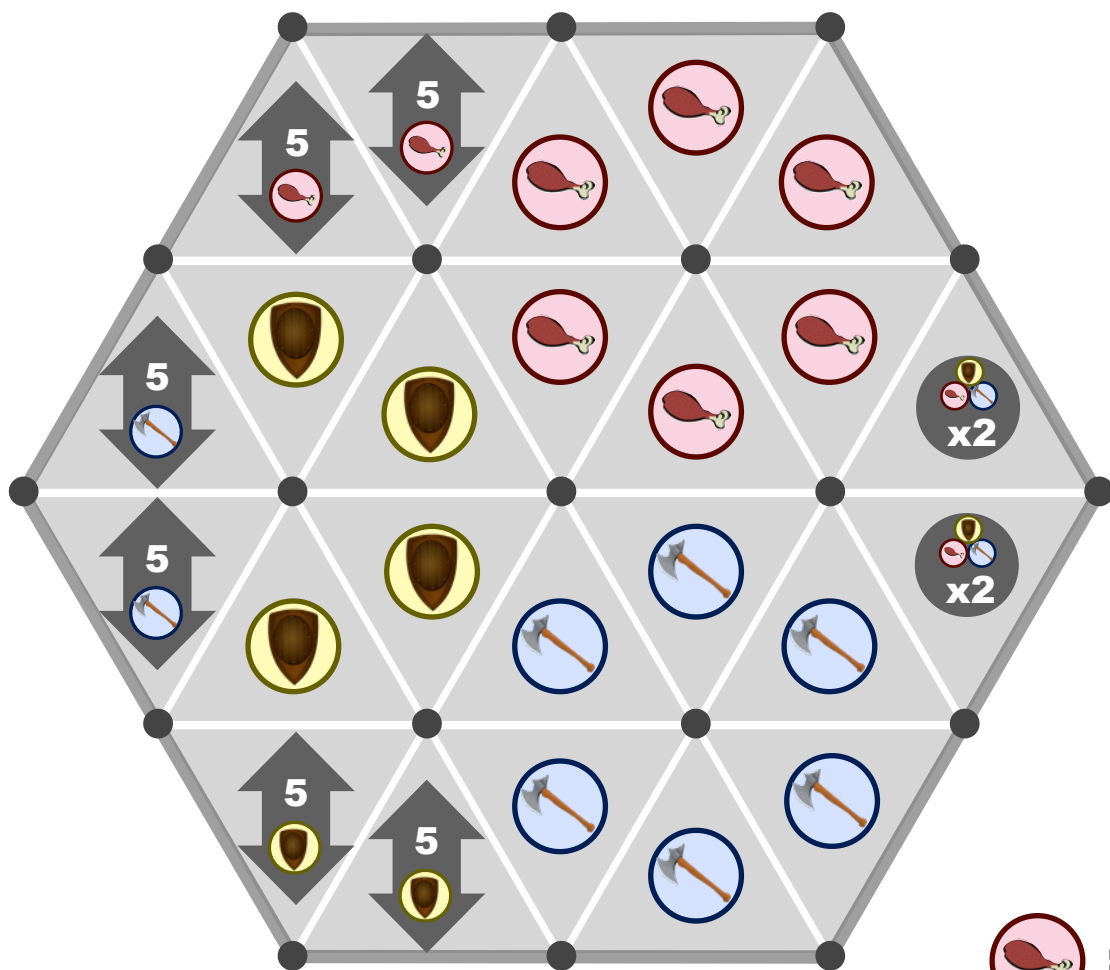


= 3
 = 4
 = 5



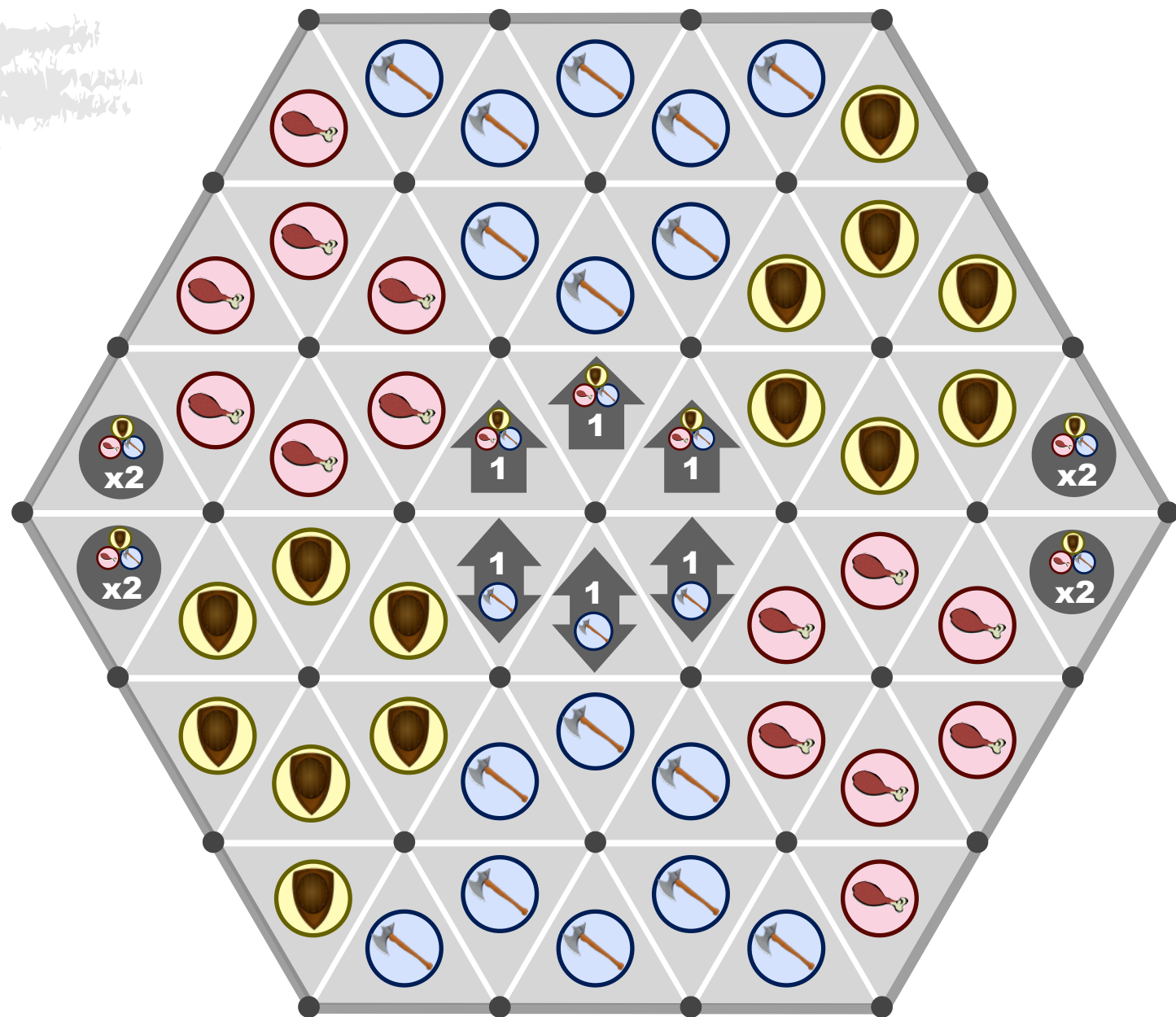
= 0
 = 0
 = 0

Pillage and Profit



these edges
already drawn

= 10
 = 10
 = 10

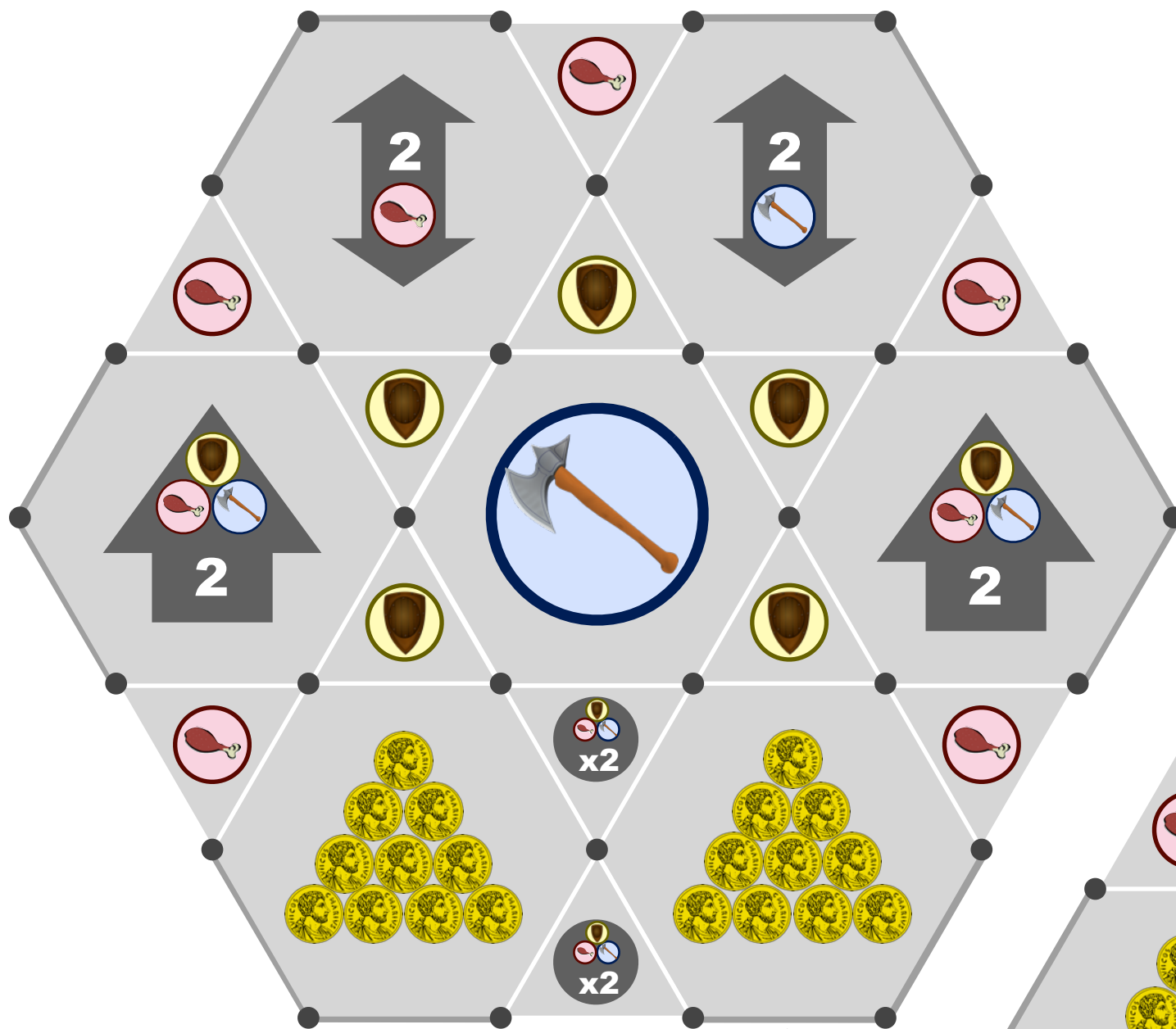







= 0
 = 3
 = 3

This means increase or
decrease the value of
shields by 5 doubloons.



Pillage and Profit









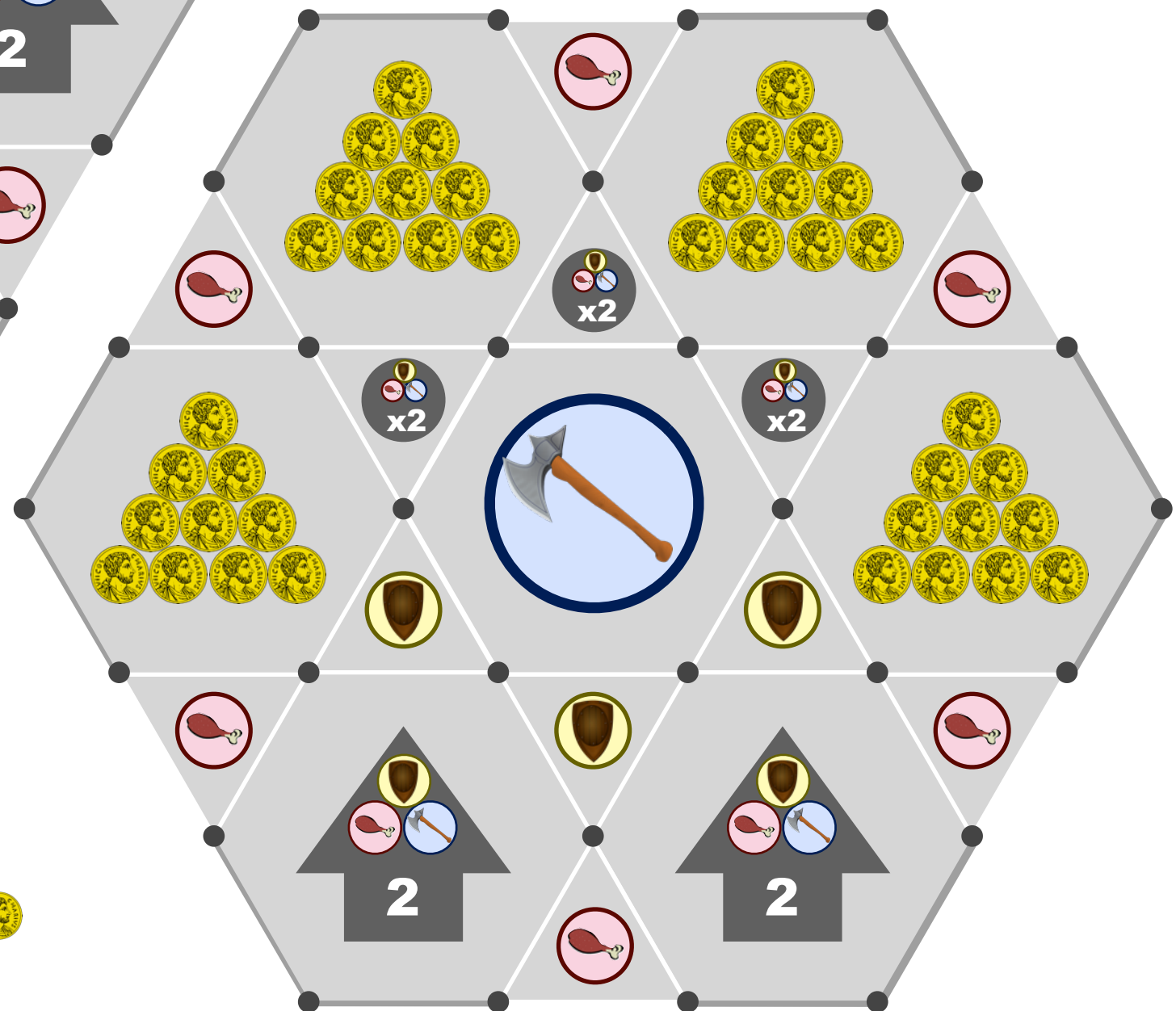
 = 5 
 = 10 
 = 5 

This means increase or decrease the value of shields by 5 doubloons.

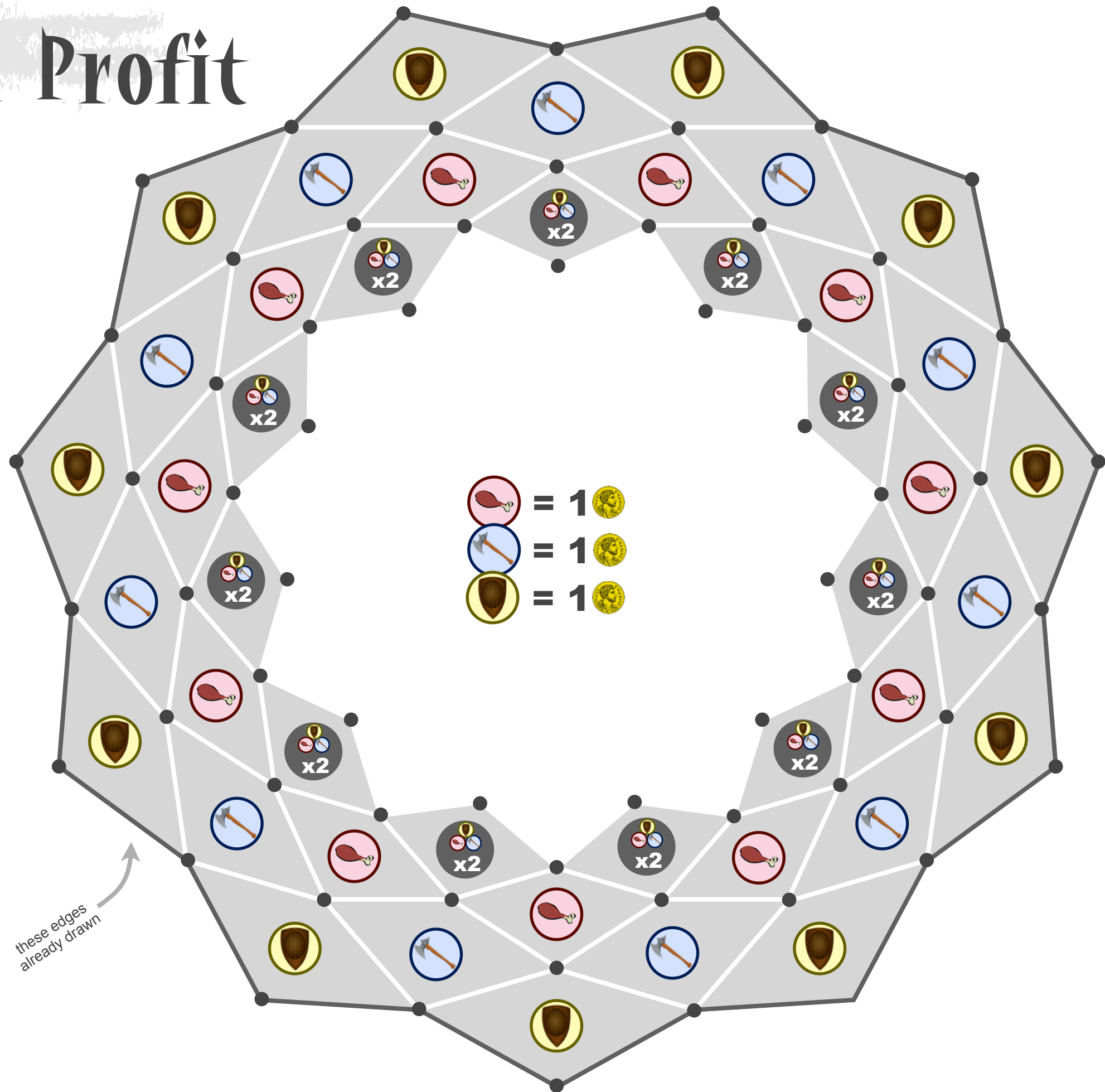


these edges already drawn

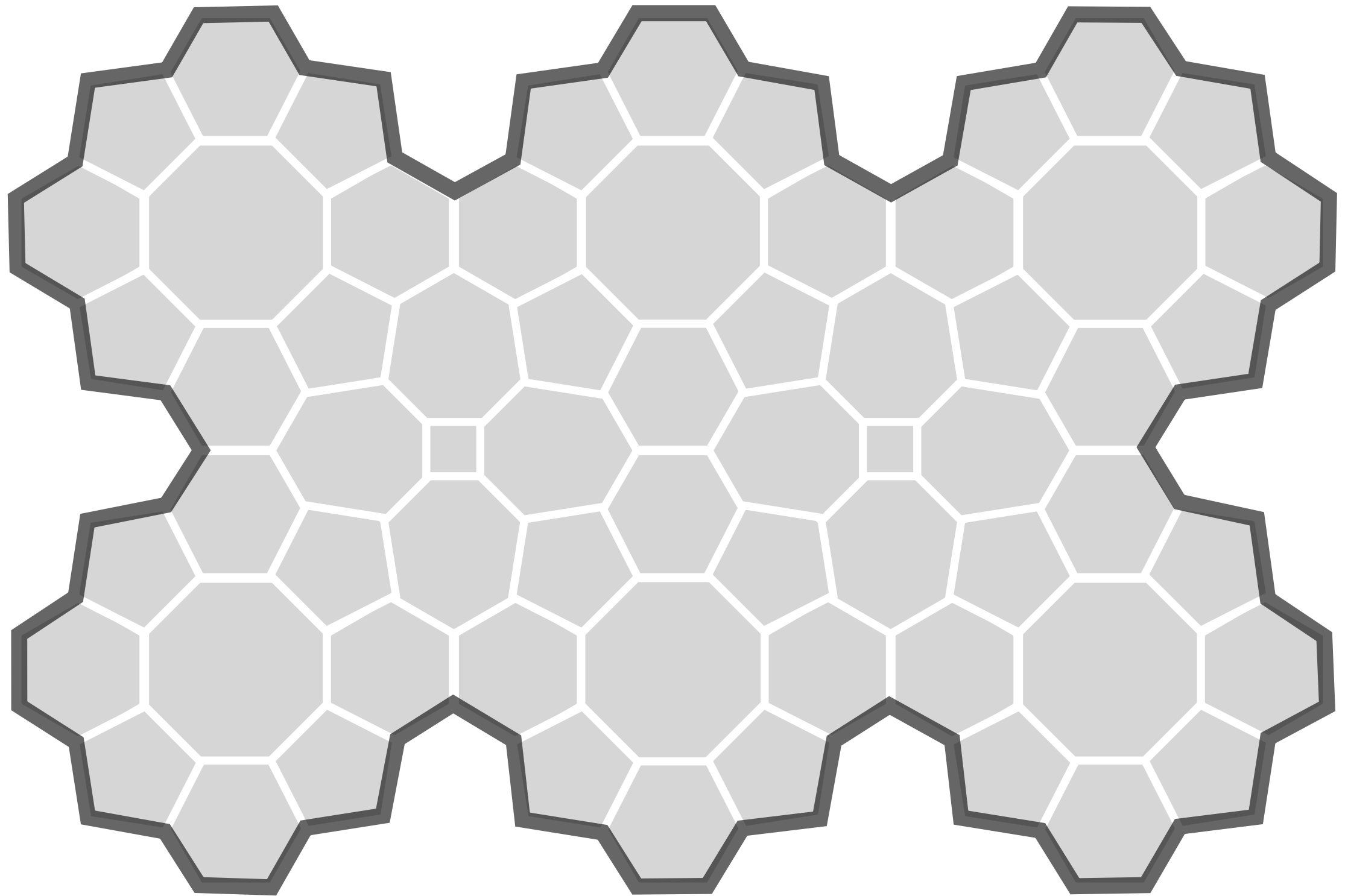
 = 2 
 = 10 
 = 0 



Pillage and Profit

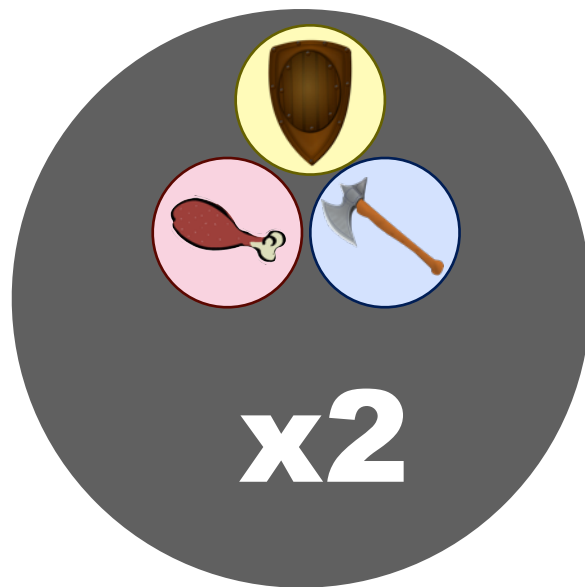


Pillage and Profit



Design your own.

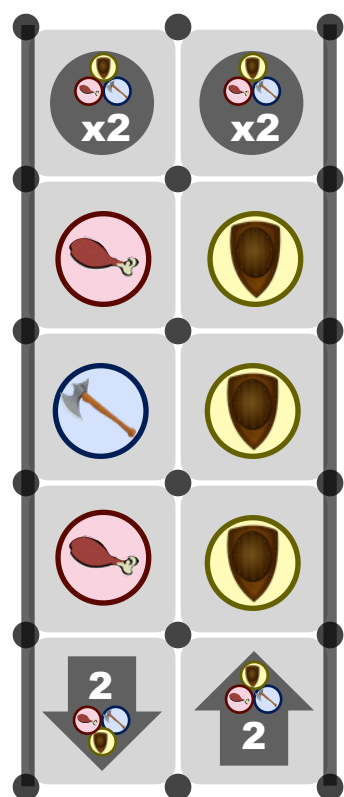
Three variable algebra, with negative terms and multiplication



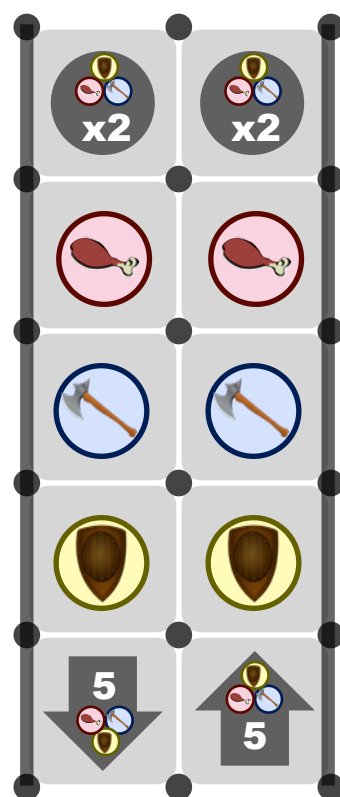
When activated -
immediately double the
price of a commodity.



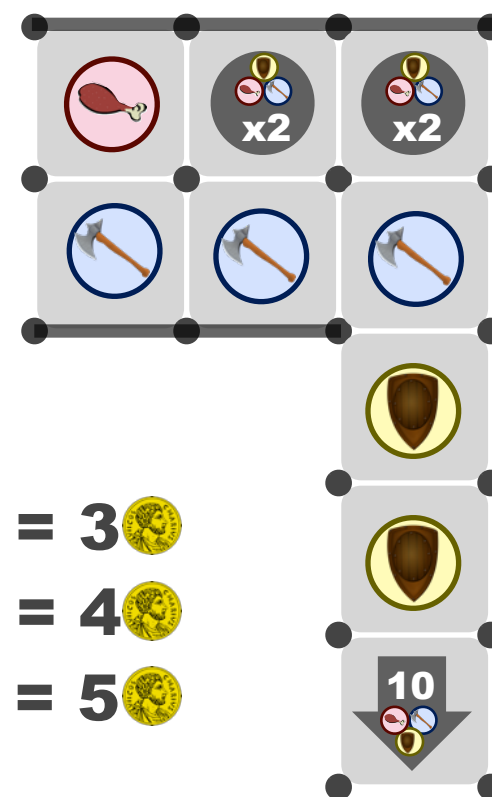
Worth negative 10
doubloons.



= 1
 = 1
 = 1

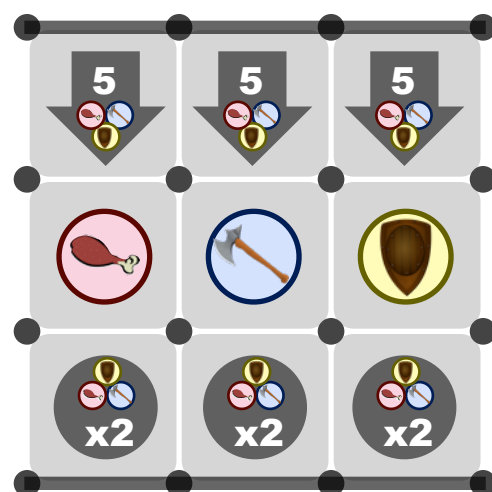


= 1
 = 2
 = 3

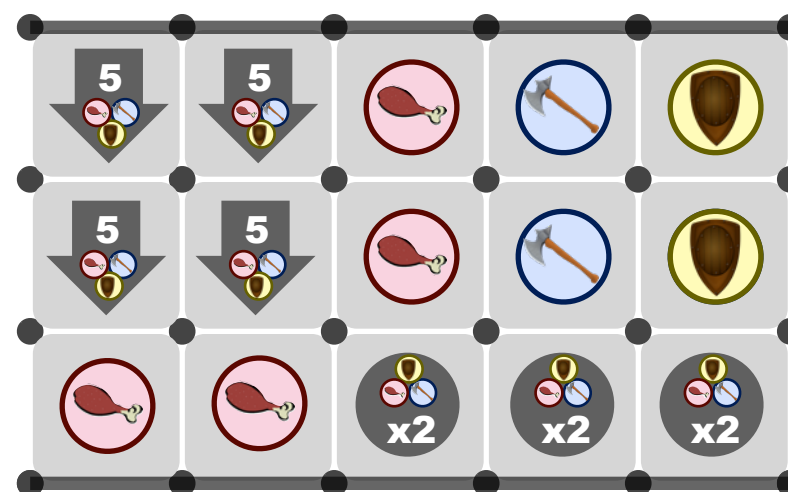


= 3
 = 4
 = 5

Pillage and Profit

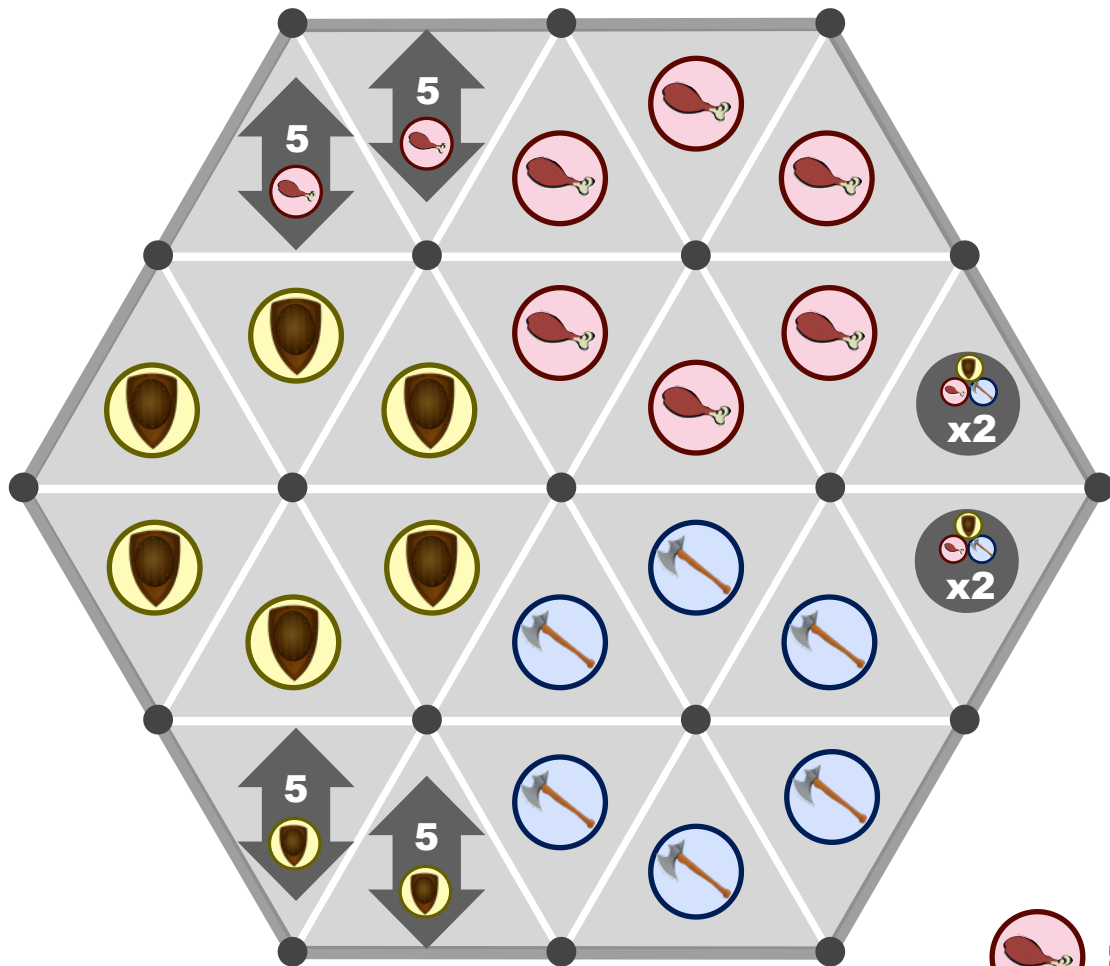


= 3
 = 4
 = 5



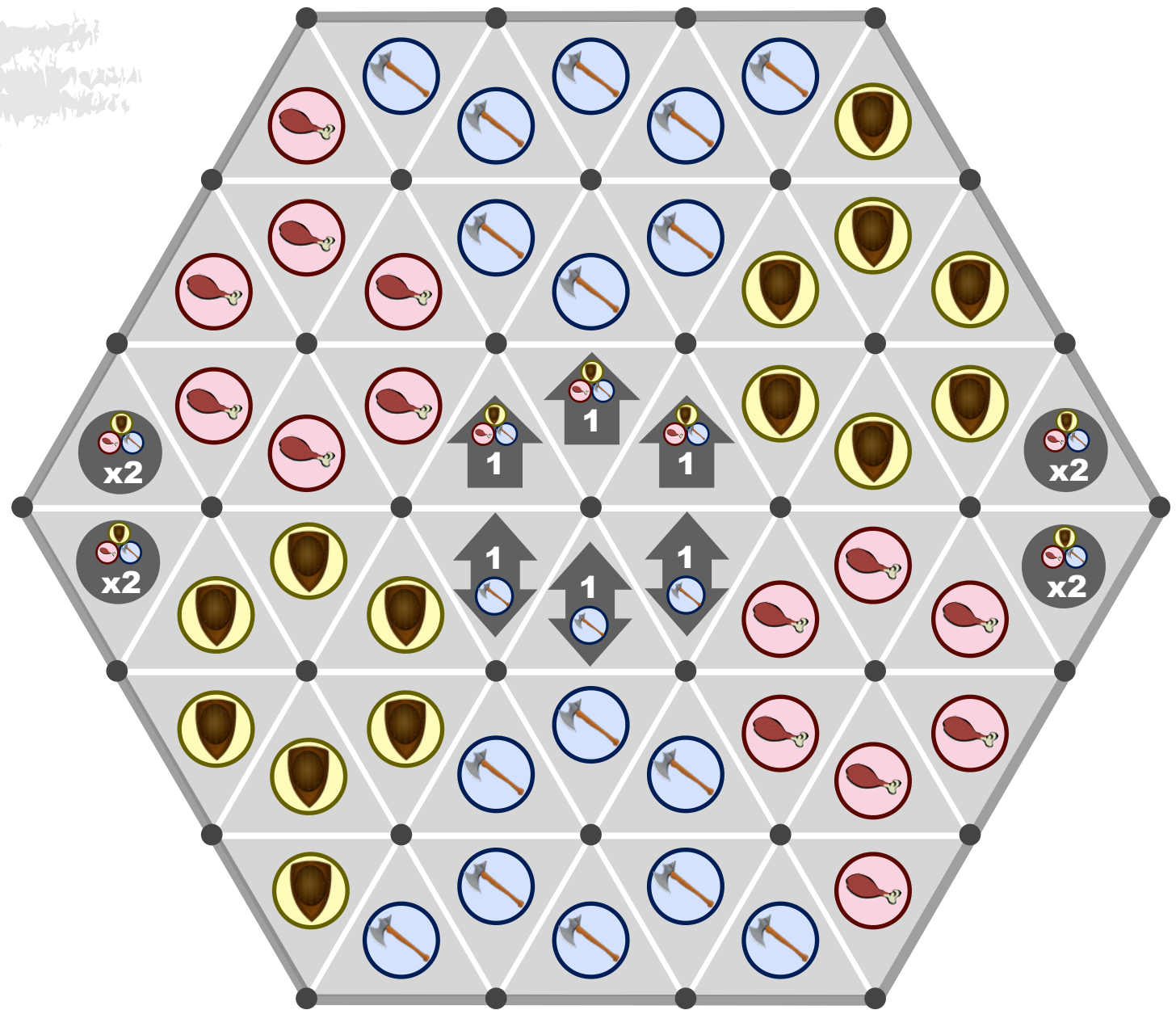
= 3
 = 4
 = 5

Pillage and Profit



these edges
already drawn

= 1
 = 1
 = 1

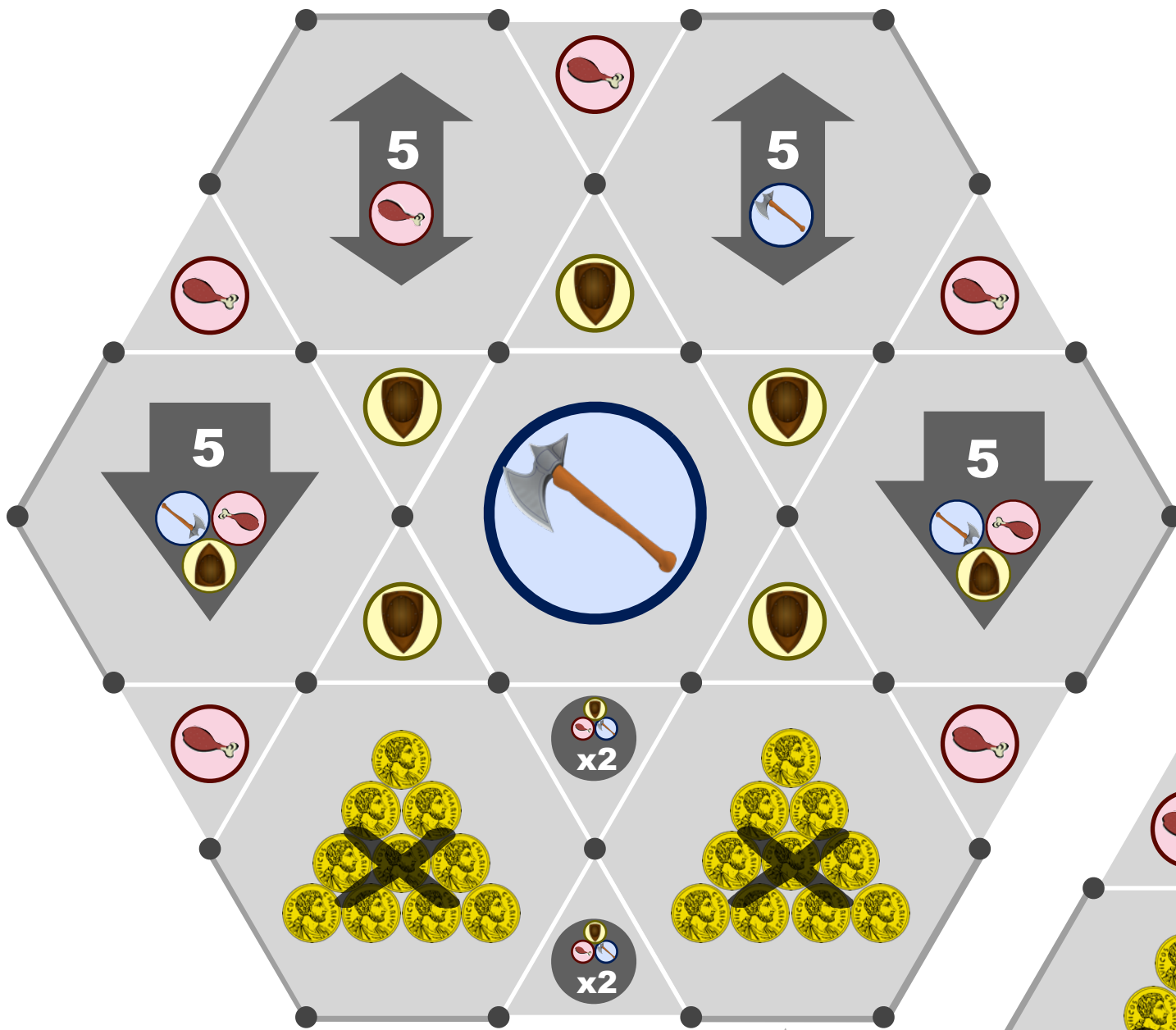


= 0
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 = 0

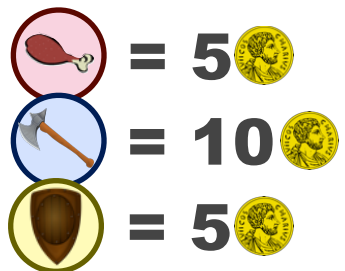
This means increase or
decrease the value of
shields by 5 doubloons.



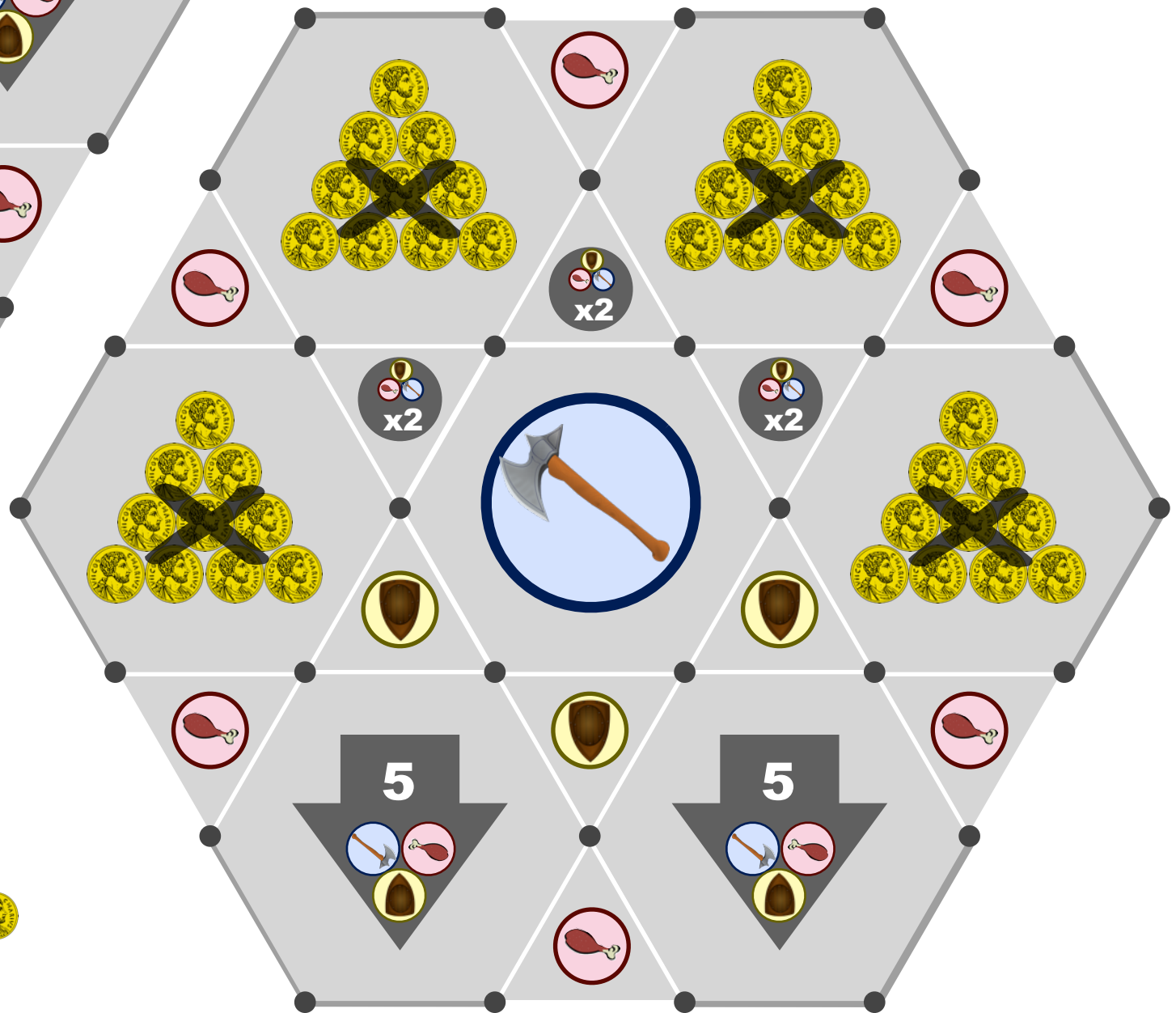
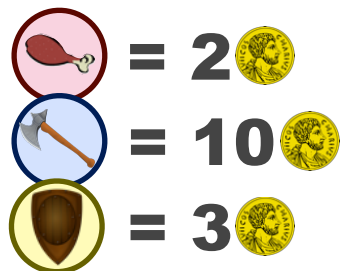
Pillage and Profit



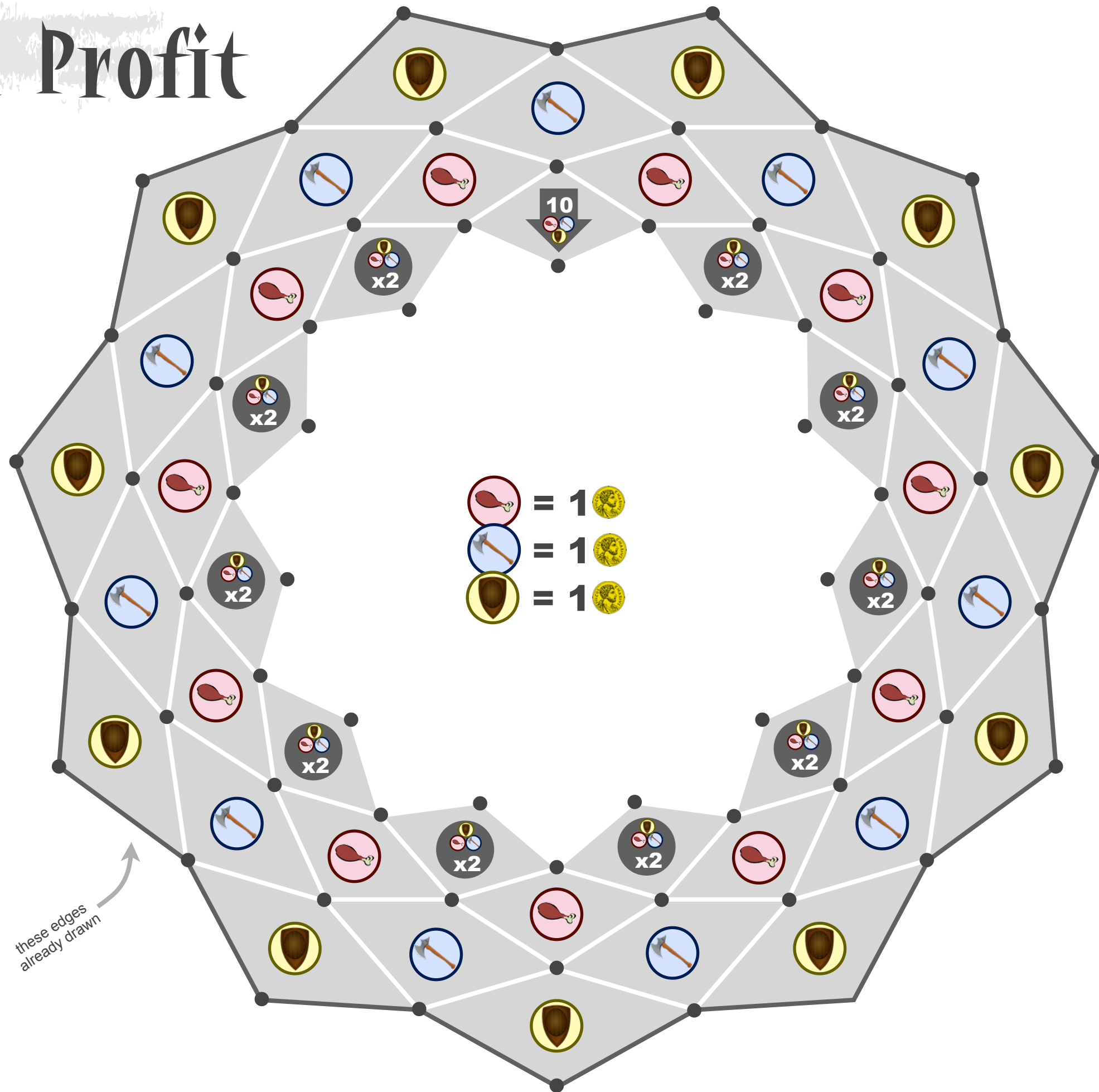
these edges
already drawn



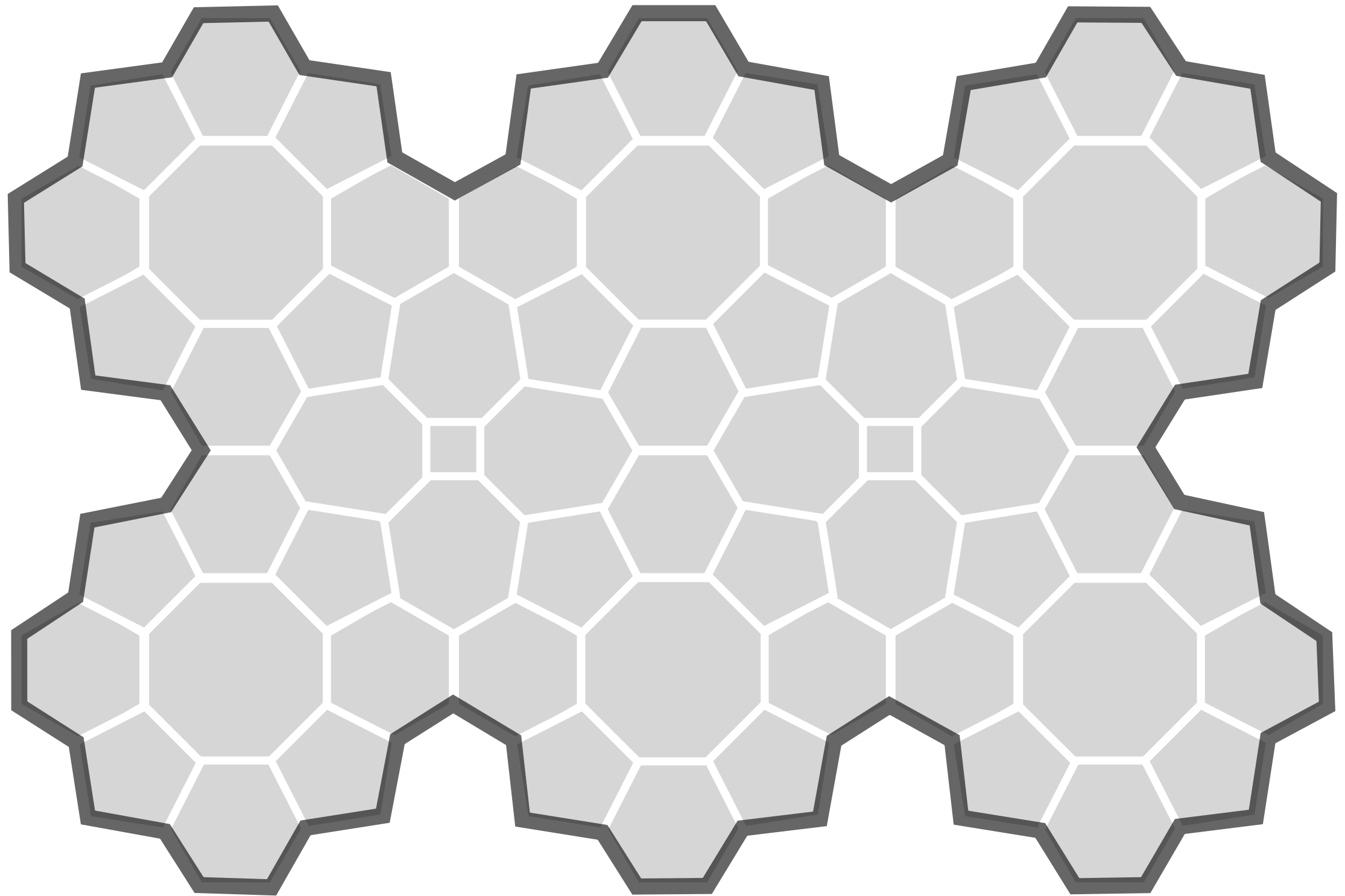
This means increase or decrease the value of shields by 5 doubloons.



Pillage and Profit

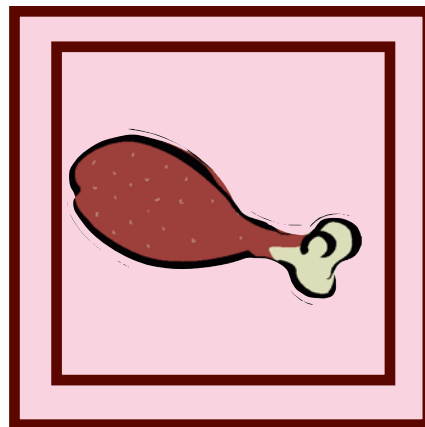


Pillage and Profit

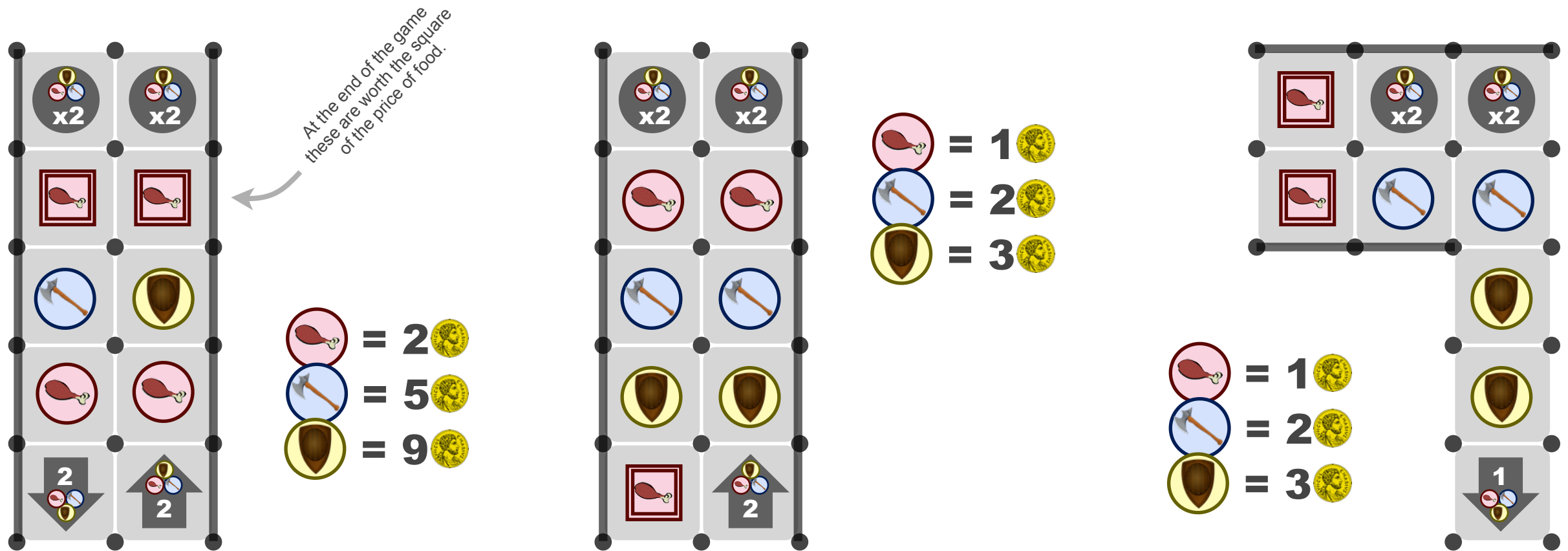


Design your own.

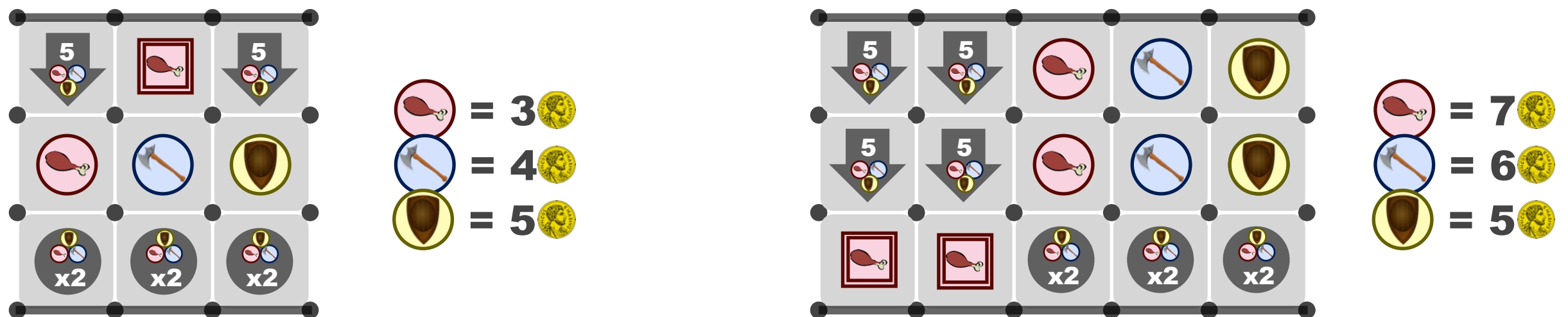
Three variable algebra, with square terms



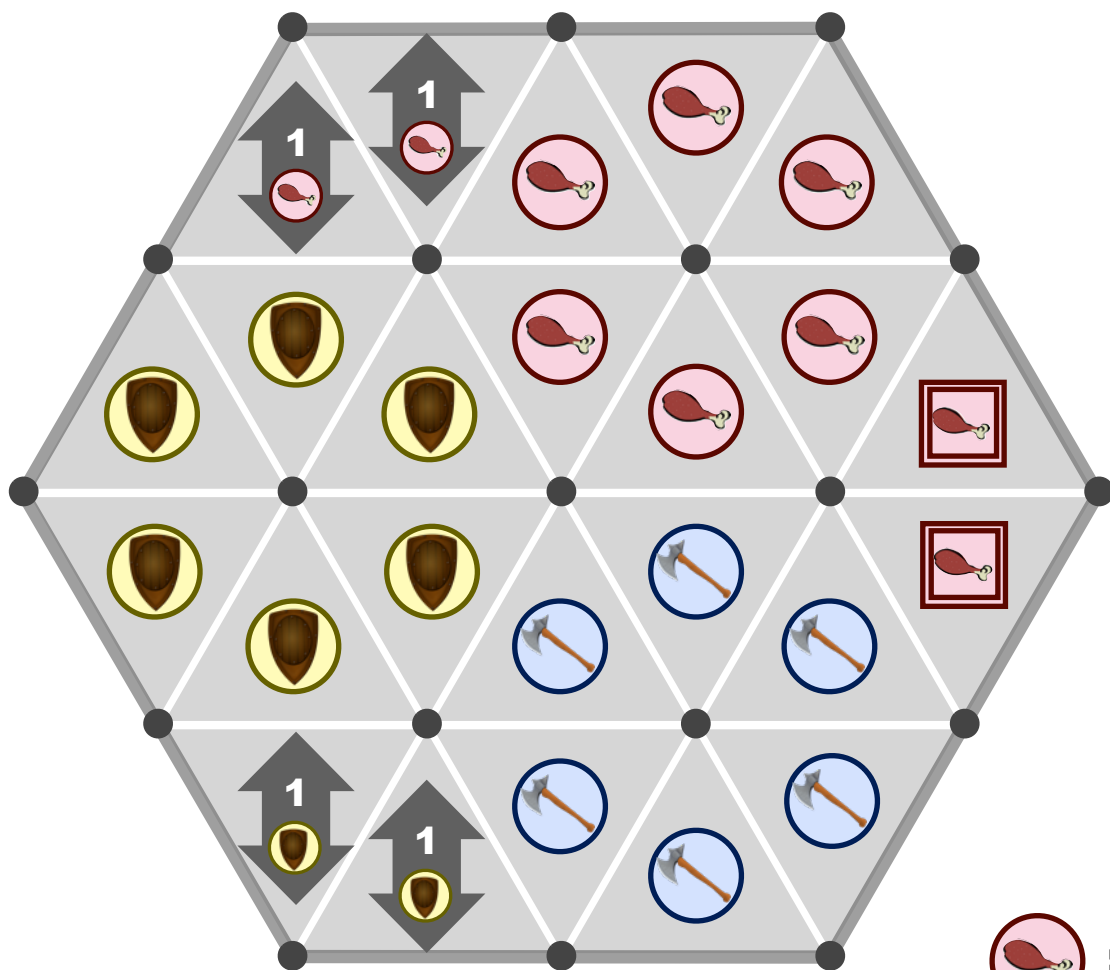
At the end of the game these are worth the square of the price of food.









Pillage and Profit

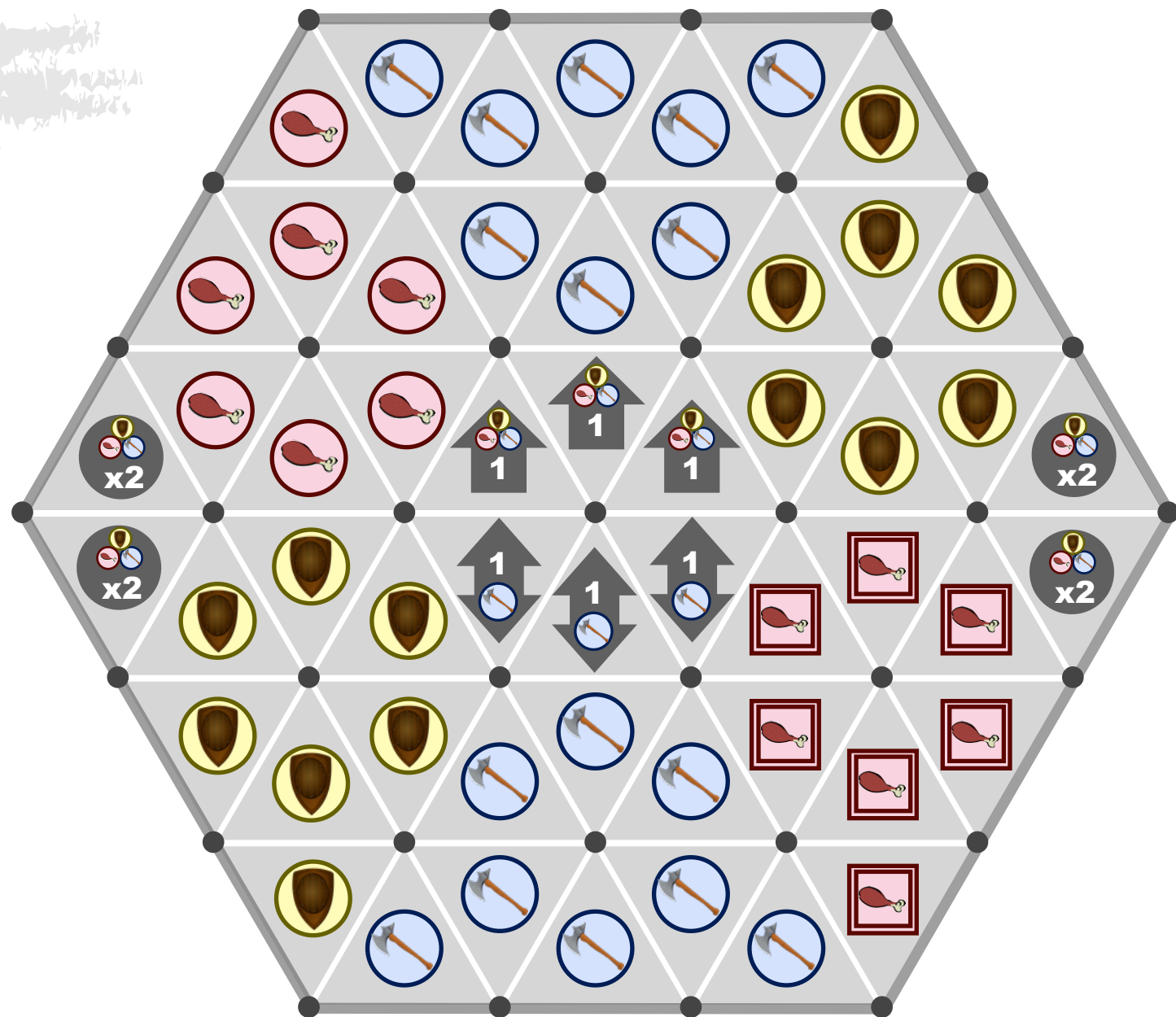








Pillage and Profit



these edges
already drawn

 = 3 
 = 4 
 = 5 

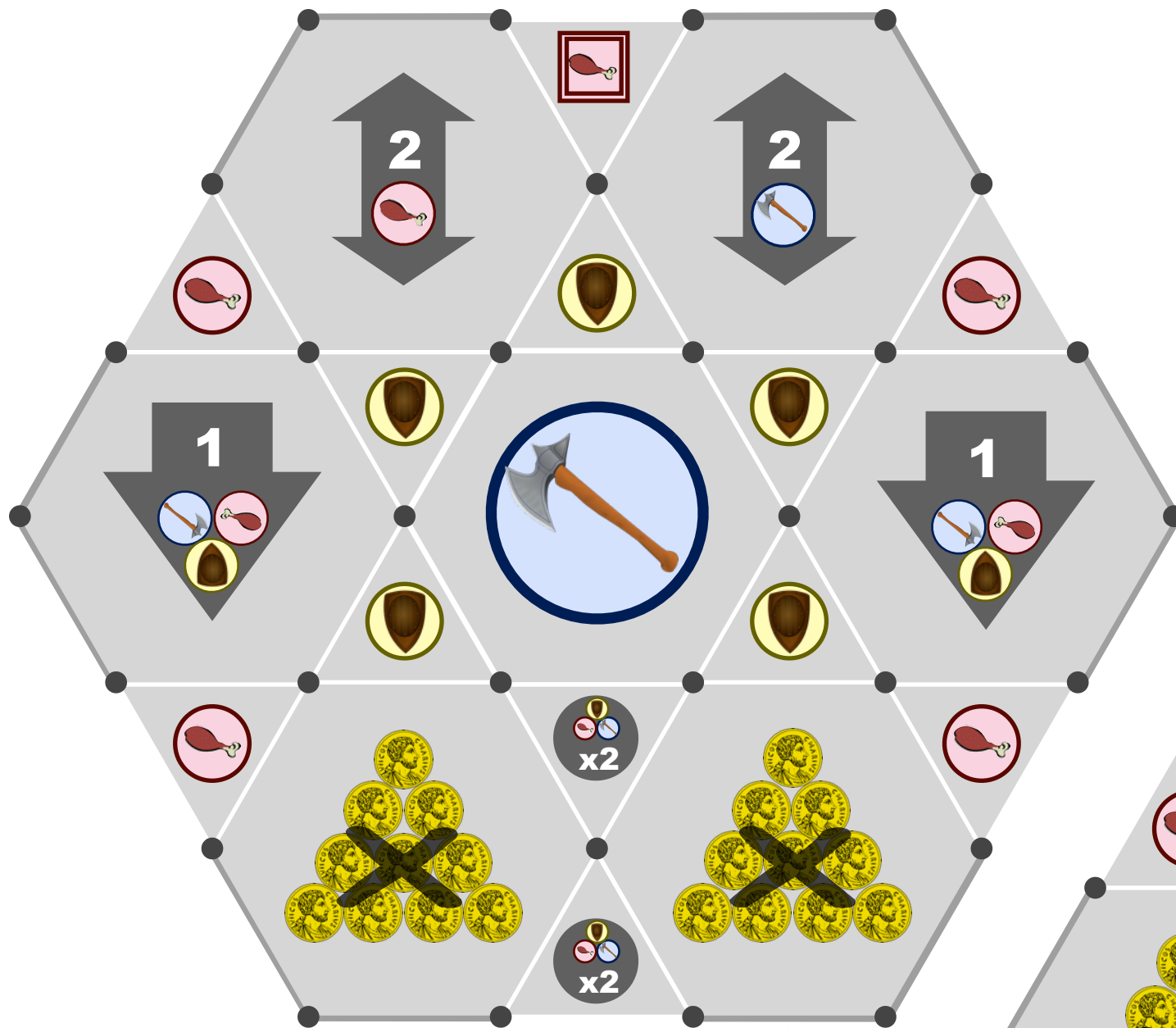





 = 0 
 = 0 
 = 0 

This means increase or
decrease the value of
shields by 5 doubloons.



Pillage and Profit









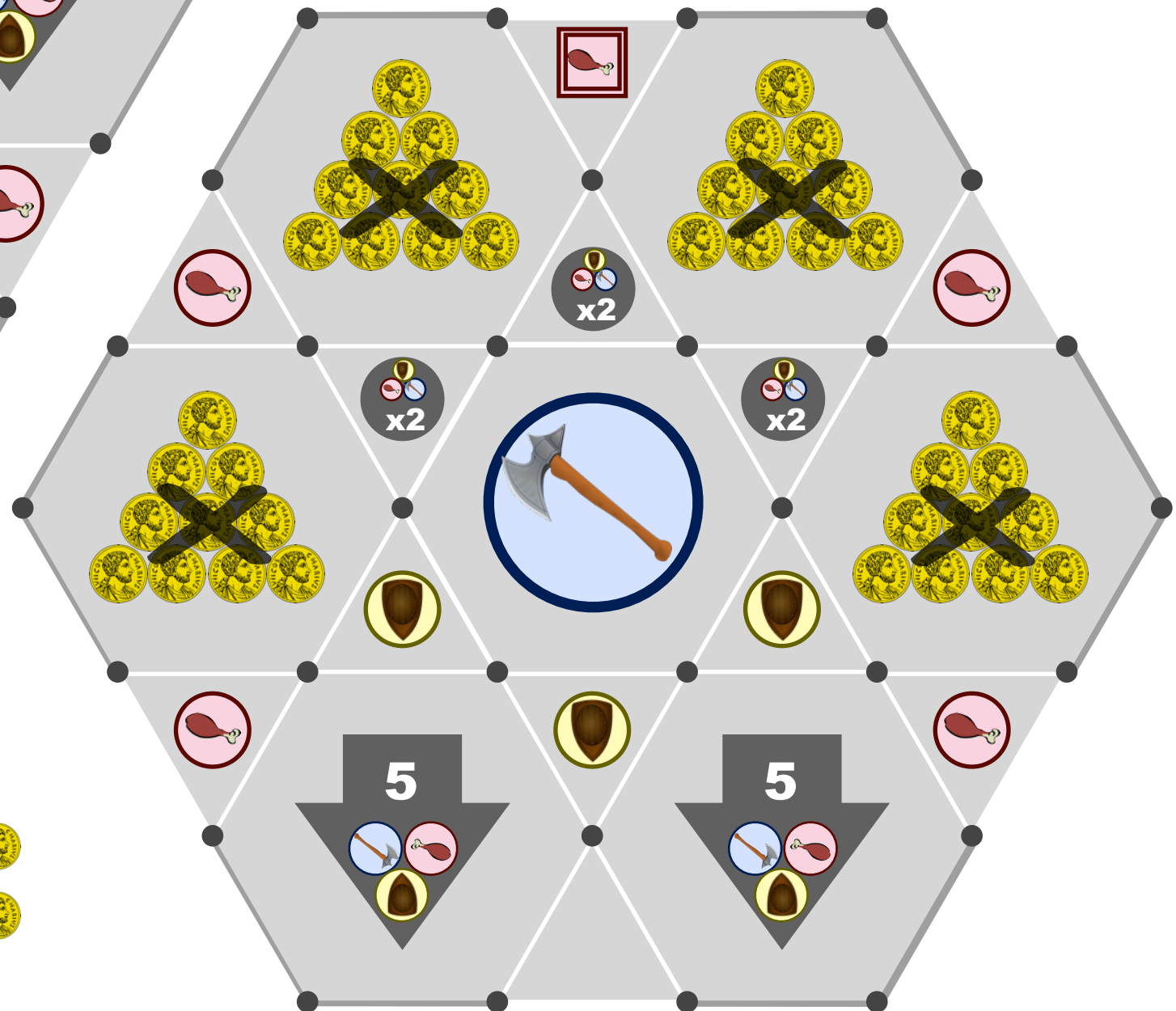
 = 4 
 = 10 
 = 4 

This means increase or decrease the value of shields by 5 doubloons.

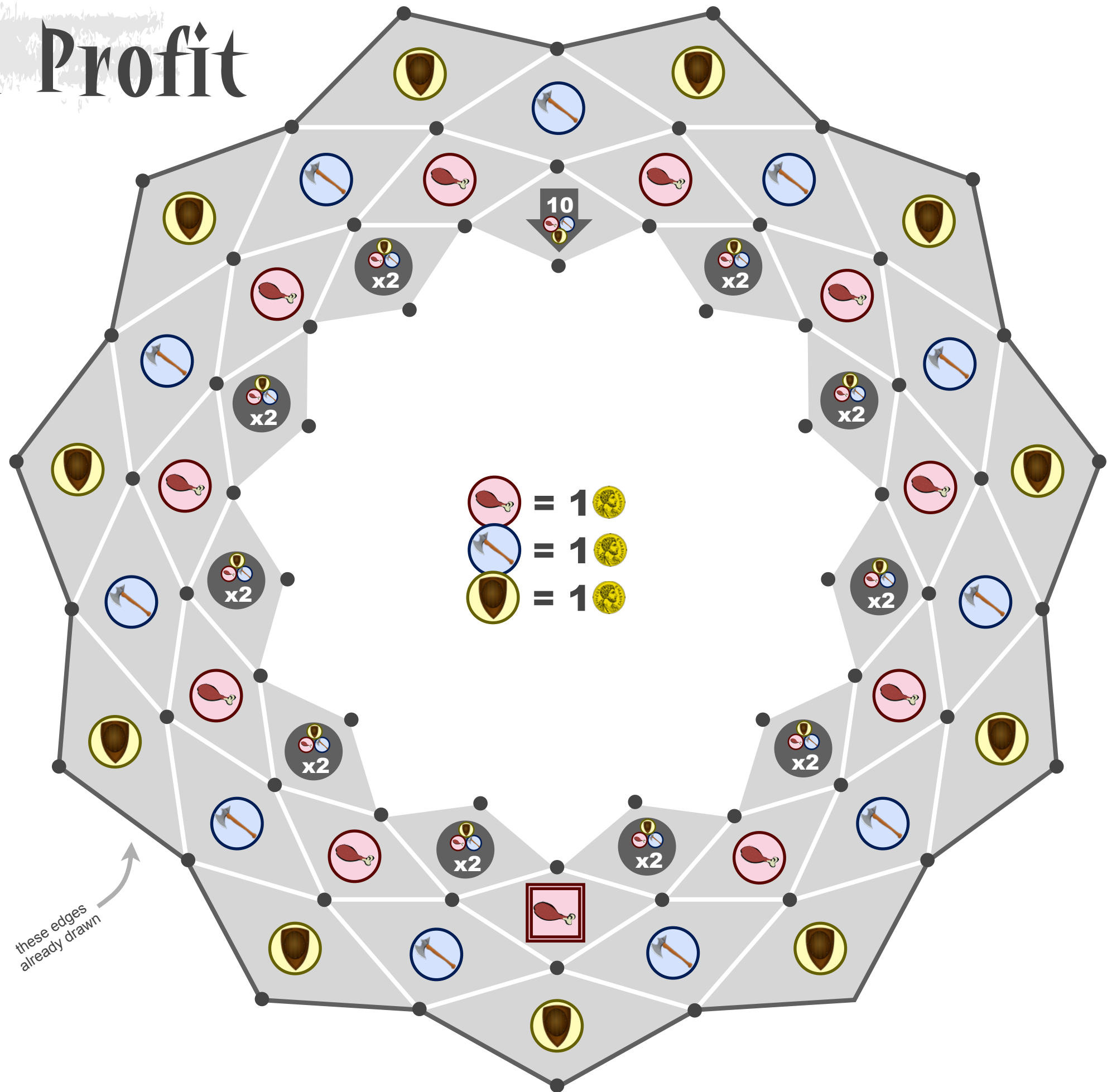


these edges
already drawn

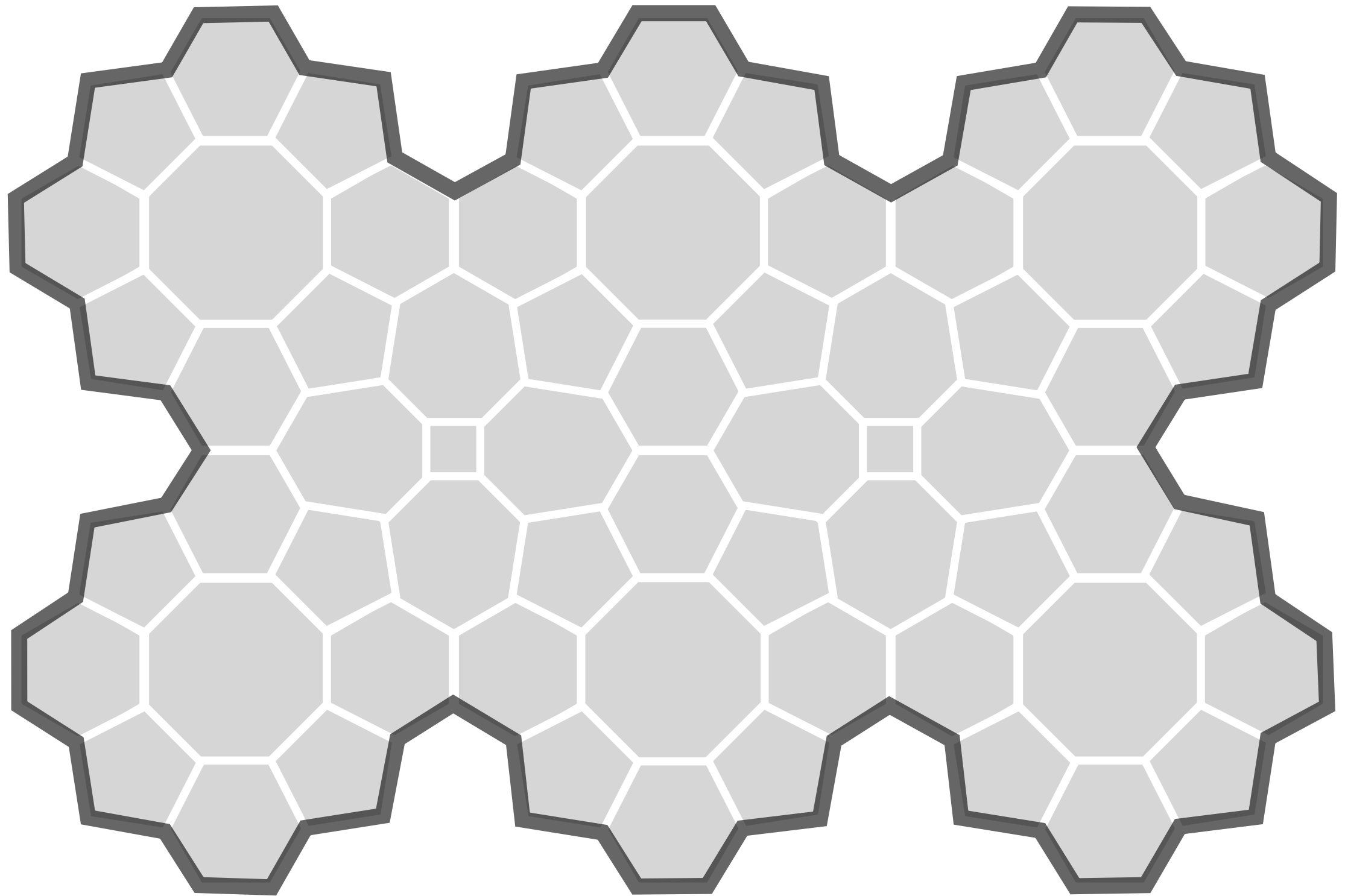
 = 10 
 = 10 
 = 3 



Pillage and Profit



Pillage and Profit



Design your own.