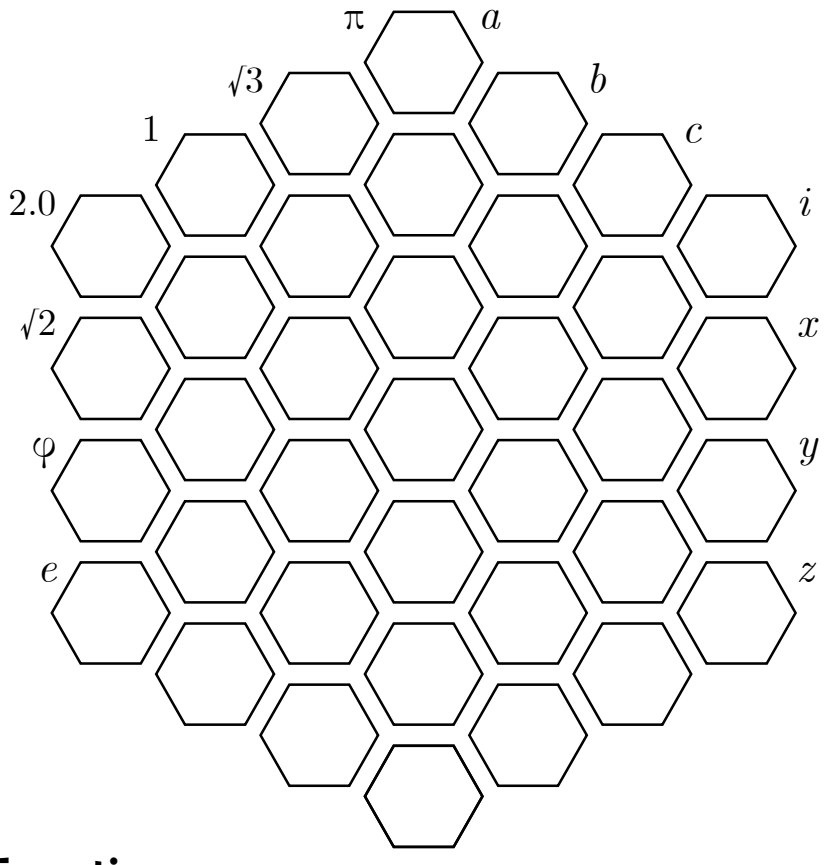
Buccaneer Game



$$\mathbb{S} = \{ 9999,\ 6999,\ 2999,\ 1999 \times 3,\ 999 \times 10 \}$$

Functions

Σ **summation** 420 » +600
gain your score's digits' sum × 100 points

$k \cdot \mathrm{s}$ **multiplication**
multiply your score by the cell constant

s^0 **exponentiation**
raise your score to the power of 0

$1/\mathrm{s}$ **reciprocal**
swap scores with another player

$\mathrm{s}/0$ **division by 0**
undefined

$\log$ **logarithm**
save your score

$\ln$ **natural logarithm**
unsave your score

$\frac{d}{dx}$ **differentiation**
select the next cell

$\int$ **integration**
increase your score by that of your partner's

$\sin\theta$ **sin**
steal another player's points

$\sin^{-1}\theta$ **a sin**
kill another player

$\tan q$ **tan q**
gift another player the cell constant × 100 points

$\sec\theta$ **secant** 4761 » 476
remove the last digit of your score

$\sec^{-1}\theta$ **a secant**
remove the last digit of another player's score

 **interpolation** 1729 » 2830
add 1 to each digit of your score; 9 increments to 0

 **translation** 69420 » 94206
shift all digits of your score to the left by one digit; the first digit cycles around to the end

xyz **palindrome** 42069 » 96024
reverse all non-zero digits of your score, leaving 0s in place

i **rotation by i**
too complex for now

Expressions

-1 **negative multiplication** ○○
when another player steals your points, they gain negative points

f^{-1} **inverse function** ○○
cancel out a function applied to you

 **reflection in y axis** ○○
reflect a function back at the activator

 **reflection in x axis** ○○
deflect a function to another player

$[\ ]$ **matrix confusion** ○○
deflect a function back to the activator's partner

saved

final score

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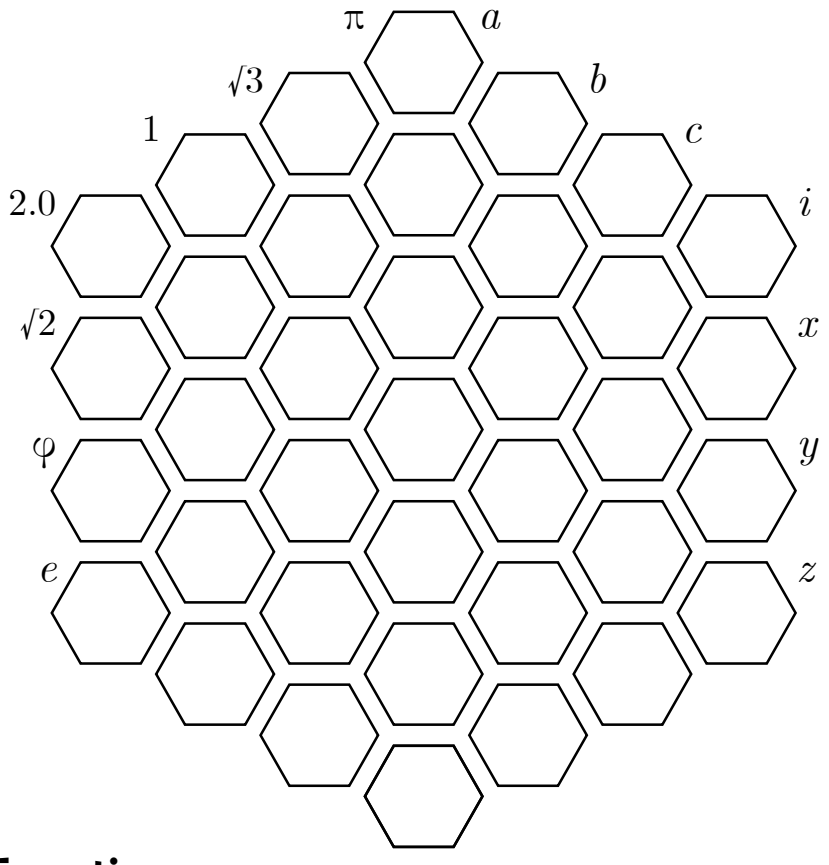

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