

Integration Rules!

Game Rules

- The goal of the game is to collect sets of two cards in which one card is the integral problem, one card is the antiderivative.
- Form groups of three or four with one deck of cards for each group. The dealer deals four cards to each student. The remaining cards go face-down into a pile in the middle of the table.
- The dealer starts by selecting another player and requesting a specific card. For example, if Player 1 has the " $\int dx$ " card in her hand, she will need the " $x + C$ " card to complete a two card set. Player 1 then directs the following questions to any of the other players, "Do you have a " $x + C$ " card?"
- If the player has the requested card, he relinquishes the card to the player who requested it. If not, the player who was asked for the card responds "Integration Rules!" or "Go Fish." The player who asked for the card then takes the top card from the pile in the center of the table.
- If a player obtains a complete set of two cards he or she may place those cards face-up on the table, but may do this only during his or her turn. Whenever a set of two cards is placed on the table, the other players should check the cards and challenge erroneous sets. If a set of cards is found to be erroneous, the player who placed the cards on the table must put the cards back into his or her hand and take an additional card from the deck in the center of the table.
- No discarding takes place.
- Play proceeds clockwise in this fashion around the table.
- The game is over when all players are out of cards.
- The winner is the player with the most sets on the table.