SIX FAMILIES' RULES

For 3 or 4 players

The game contains 24 cards. They are divided into 6 common functions' families of 4 cards each: graph, expression, images of 2 and -3, table of variation.

The rules

Deal 4 cards to each player, face down. Leave the remaining cards in a drawing pile.

The first player asks one of the others for a missing card (s)he needs to make up a complete family:

"Mary, please, give me a *graph card* with a parabola" or "give me a *table of variation* with a function decreasing on the interval …. and increasing on the interval…." or "give me an *images card* with $f(2) = 2$ and $f(-3) = 3$" or "give me the *expression* $f(x) = x^2$ " etc.

If the other player has that card in her/his hand, (s)he must give it to the first player. The first player then asks for another card from the same or another player.

If the person he has asked does not have the card, (s)he "fishes" from the pile in the middle. The person who does not have the card can say "Go fish". If the first player draws the card (s)he has asked for, (s)he declares "I've got it", and gets another turn at asking for a card.

If (s)he doesn't draw the card (s)he has asked for, the player who didn't have the card then gets to ask for herself/himself and so on.

A player may ask for her/his own cards back again, when her/his turn to play comes.

But no player can ask for a card unless (s)he already has at least one card from the same family in her/his hand. When a player has collected an entire family, this forms a book, which (s)he lays down on the table. The winner is the player who succeeds in completing the most family books.

SIX FAMILIES' RULES

For 3 or 4 players

The game contains 24 cards. They are divided into 6 common functions' families of 4 cards each: graph, expression, images of 2 and -3, table of variation.

The rules

Deal 4 cards to each player, face down. Leave the remaining cards in a drawing pile.

The first player asks one of the others for a missing card (s)he needs to make up a complete family:

"Mary, please, give me a *graph card* with a parabola" or "give me a *table of variation* with a function decreasing on the interval …. and increasing on the interval…." or "give me an *images card* with $f(2) = 2$ and $f(-3) = 3$" or "give me the *expression* $f(x) = x^2$ " etc.

If the other player has that card in her/his hand, (s)he must give it to the first player. The first player then asks for another card from the same or another player.

If the person he has asked does not have the card, (s)he "fishes" from the pile in the middle. The person who does not have the card can say "Go fish". If the first player draws the card (s)he has asked for, (s)he declares "I've got it", and gets another turn at asking for a card.

If (s)he doesn't draw the card (s)he has asked for, the player who didn't have the card then gets to ask for herself/himself and so on.

A player may ask for her/his own cards back again, when her/his turn to play comes.

But no player can ask for a card unless (s)he already has at least one card from the same family in her/his hand. When a player has collected an entire family, this forms a book, which (s)he lays down on the table. The winner is the player who succeeds in completing the most family books.