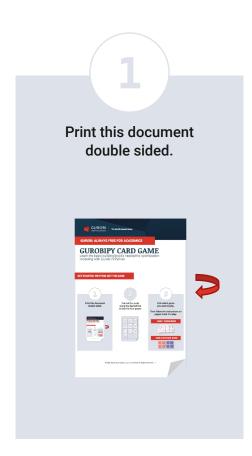
1 1 1 11

# **GUROBIPY CARD GAME**

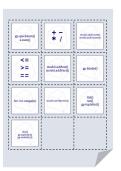
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#### **GET STARTED: PRINTING OUT THE GAME**





Cut out the cards along the dashed line on last the four pages.



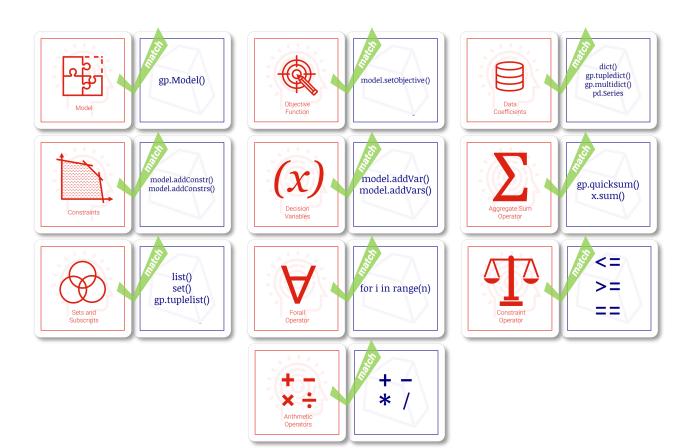


0 0 P. 11

# **GUROBIPY CARD GAME**

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#### **SOLUTION KEY**

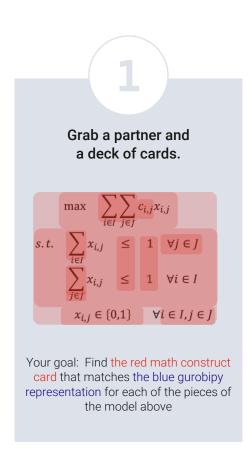


0 0 p. 11

# **GUROBIPY CARD GAME**

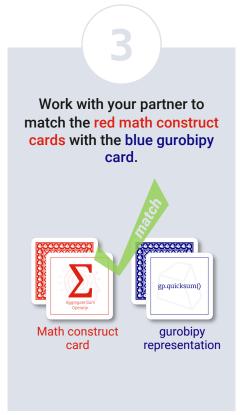
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### **GAME 1: PAIRING [EASY MODE]**









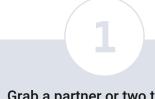


0 0 p. 11

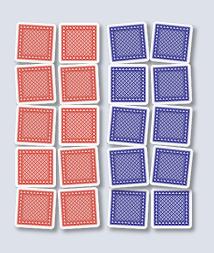
# **GUROBIPY CARD GAME**

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#### **GAME 2: MEMORY GAME [HARD MODE]**



Grab a partner or two then lay all the cards out face down.



2

Players take turns turning over any one red math construct card and one blue gurobipy card.



A match is made if the red math construct side matches the blue gurobipy representation card.

Otherwise, it is a miss.

The player who made the match keeps the cards and continues their turn.



The game continues until all cards have been matched.

All players then count their matching pairs to see who wins.



