

Integral Games - Official Rules

Players: 4–6

Everyone receives one card per round. The goal is to find the player who holds the other copy of your card.

Components

- Topic cards arranged in stacks of 2 identical cards each
 - Paper & pens or slips for writing guesses
-

Setup

1. Organize the topic cards into stacks of 2 identical cards.
 2. At the start of a round:
 - Take 5 stacks (10 cards total) from the supply **with the same color dot**.
 - Combine these stacks into one small deck and shuffle this deck only.
 - Deal 1 card facedown to each player.
 - Place any leftover cards facedown as a discard pile.
-

Playing a Round

1. Secretly look at your card.
 2. Somewhere in the group there might be another person holding the same card. The task is to find them through conversation.
 3. Everyone talks at once — no turns. Players may hint, describe, or act to locate their partner but may not read their card text aloud.
 4. When ready, stop talking and prepare to write a guess.
-

Writing Guesses

- The facilitator calls: “**3-2-1-Write!**”
 - Everyone secretly writes on their slip of paper the name of the player they believe holds the matching card.
 - Reveal slips simultaneously.
-

Scoring

- If two players correctly identify each other, they both score **1 point**.
 - If one or both guesses are wrong, no points are scored.
 - If a player is the only one with a card (no match exists), they leave their slip blank. If they are indeed the only one, they score **1 point**.
-

Game End

- The game ends when all stacks have been used or when players decide to stop.
- The player with the most points wins.
- Afterward, share and reflect which color(s) were most enjoyable and which were less fun to play.