## BYORF

In BYORF, players draft factor cards to build their own rational functions, trying to match goal cards and earn points.

## Objective

Score the most victory points by completing goal cards.

## Components

48 Factor cards
40 Goal cards

## Setup

Shuffle both decks separately. Place 5 Goal cards face-up where all players can see. Then deal 6 factor cards to each player.

## Game Play

The game takes place over 2 rounds. To start a round, all players simultaneous choose any 1 factor card from their hands that they would like to keep and place it face-down in front of them. When each player has done this, everyone reveals their chosen cards.

After revealing cards, pass your remaining hand face-down to the player on the left. Everyone picks up their new hands and the next turn begins. You now have a new and smaller hand to choose from.

## Building Your Function

When the round ends (you have 6 face-up factor cards in front of you), take a moment to rearrange your factors into a rational function. That is, put some factors in the "numerator" and some in the "denominator" (by simply placing them in two rows). If you choose not to place any in the numerator or denominator, it is assumed you have a " 1 " there.

Important: You do not have to use all 6 factors in building your function.

Now scoring begins. Look at the goal cards and determine if your function matches any of the stated goals. (It's a good idea to check each other's work here!)

If you achieve a goal, you earn that many points. Multiple people can achieve the same goal.

The exception is the goals that have the words "most," "highest," or "lowest." Typically only one person will match those. In the case of a tie, the person who used more factors in their function wins. If still tied, the points are split evenly between the tied players, rounded up.

To start the next round, shuffle the cards and deal again as in the set-up. The only difference in the second round is that you pass your hand to the right.

## Game End

The game ends after two rounds. Whoever has the most points is the winner! In the event of a tie, players enjoy a shared victory.

