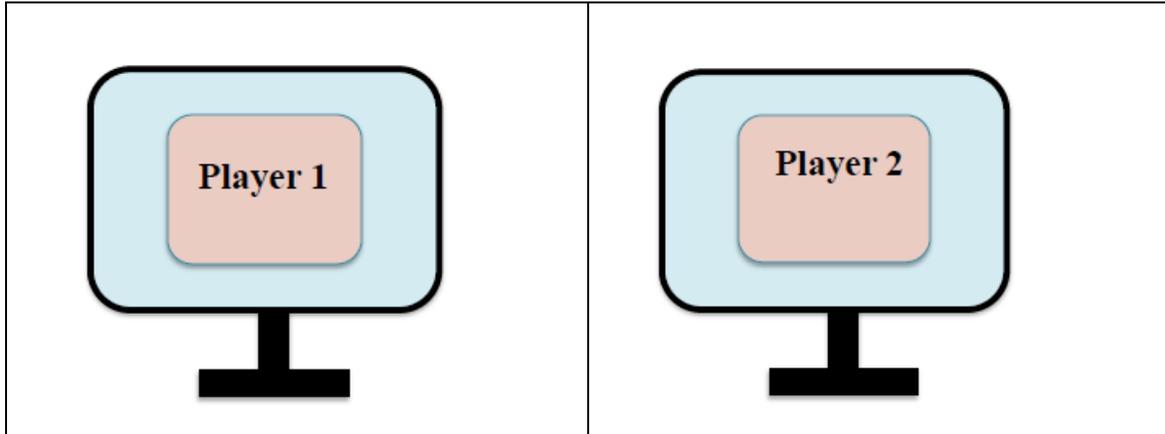


# Calculus Game Play Guidelines

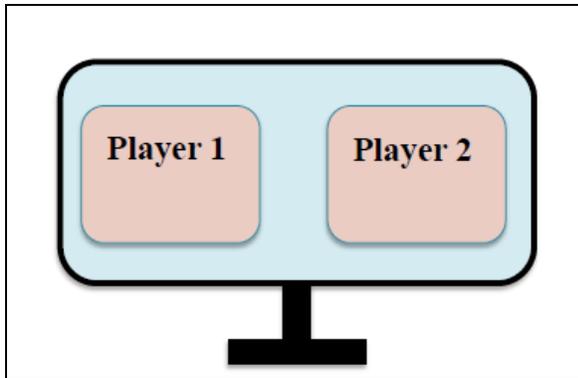
There are eight steps:

## Step 1

Once two players enter the same site, both have an ID number displaying on the site.



Or you can directly solve each problem.



An example of the two player's sites:

<p>Player 1:</p> <p><b>Your ID: 1</b></p> <p><b>Please input the ID that you want to connect to:</b></p>	<p>Player 2:</p> <p><b>Your ID: 2</b></p>
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Use the insert button below and input a Player 2 ID number and then click a submit button, for example, type 2.

### Step 2

When Player 1 is successful, the following statements will display on the site:

**Connection Status: Not yet connected to any other players**

will change to

**Connection Status: Successfully connected to the player with ID: 2**

Player 2:

There is no need for Player 2 to press any buttons.

After completing all the preparation steps, the two players start playing the game.

### Step 3

As a warm-up, students first play a game and then the winner gets to choose one of two problems.

### Player 1:

Choose side: Bella Ada

Start Game

The game will start three seconds after you click the button. Once the game starts, you have one second to click and choose your action.

Rule: Rule

Player VS Player

Bella's Money: \$ 0

		
		
Gold	Silver	Bronze
<input type="text" value="333"/>	<input type="text" value="334"/>	<input type="text" value="334"/>

Confirm

Ada's Money: \$ 0

Player 1 will choose either the pseudo name Bella or Ada and start a game. The winner will choose which Calculus problem will be solved using the Choose button.

Question A	Question B
Evaluate: $\lim_{x \rightarrow 1} (x^2 - 4x + 10)$	Evaluate: $\lim_{x \rightarrow 1} (x^{2022} - x^{2021} + 4)$
<span>Choose</span>	<span>Choose</span>

Once they start playing, the winner of the first game gets to choose one of two problems. For each problem, the player who first obtains the correct answer always chooses one of two problems. After five problems are solved, the two players play the game again, and the winner gets to choose one of two problems. Every five problems they are required to play another game.

### Player 2:

Choose side: Bella Ada

Start Game

The game will start three seconds after you click the button. Once the game starts, you have one second to click and choose your action.

Rule: Rule

Player VS Player

Bella's Money: \$ 0

		
		
Gold	Silver	Bronze
<input type="text" value="333"/>	<input type="text" value="334"/>	<input type="text" value="334"/>

Confirm

Ada's Money: \$ 0

Similar to Player 1, Player 2 will join to play the game.

If players want to replay the game again, please use the Restart button.

If players want to remove the game score, please use the Delete Data button.

**Start Again**

**Delete Data**

### Step 4

The **red** colour indicates your answer(s) is/are incorrect, while the **green** colour indicates your answer(s) is/are correct.

Player 1:

Question A	Question B
Evaluate: $\lim_{x \rightarrow 1} (x^2 - 4x + 10)$	Evaluate: $\lim_{x \rightarrow 1} (x^{2022} - x^{2021} + 4)$
$\lim_{x \rightarrow 1} (x^2 - 4x + 10)$ $= \lim_{x \rightarrow 1} x^2 - 4 \lim_{x \rightarrow 1} x + 10 \lim_{x \rightarrow 1} 1$ $= \boxed{\phantom{00}}^2 - 4(\boxed{\phantom{00}}) + 10(\boxed{\phantom{00}})$ $= 7$	
<input type="button" value="Submit"/>	

When both players answer their question correctly, the score will display below:

**Your Score: 1**

**Opponent's Score: 1**

Player 2:

Question A	Question B
Evaluate: $\lim_{x \rightarrow 1} (x^2 - 4x + 10)$	Evaluate: $\lim_{x \rightarrow 1} (x^{2022} - x^{2021} + 4)$
	$\lim_{x \rightarrow 1} (x^{2022} - x^{2021} + 4)$ $= \lim_{x \rightarrow 1} x^{2022} - \lim_{x \rightarrow 1} x^{2021} + 4 \lim_{x \rightarrow 1} 1$ $= \boxed{\phantom{00}}^{2022} - \boxed{\phantom{00}}^{2021} + 4(\boxed{\phantom{00}})$ $= 4$
	<input type="button" value="Submit"/>

### Step 5

If Player wants to do a similar question, please press a Yes button.

**Do you want a follow-up question?** Yes

### Step 6

If both players want to keep going for the next question, please press the Next Round button.

Next Round

### Step 7

When players want to exchange thoughts, comments and suggestions, they can use the Chat Box with texts and/or maths symbols using LaTeX code.

**Chatroom**

Hello!  $\lim_{x \rightarrow 5} 3x = 15$

Send

(When you want to send messages with maths symbols using LaTeX code, please use \$\$ to type LaTeX codes, e.g.  $\int_a^b f(x) dx = F(b)-F(a)$ , or  $\frac{d}{dx}(f(x)+C)=f(x)$ )

**Step 8**

The yellow box indicates the question the players just finished.

Q1	Q2	Q3	Q4	Q5	Q6	Q7	Q8	Q9	Q10	Q11	Q12
Q13	Q14	Q15	Q16	Q17	Q18	Q19	Q20				