

Polygon Capture

RULES OF THE GAME

Preparation

Before playing the game, cut out the cards on the Polygon Capture Game Cards sheet. Mark the back of the top eight cards with "A" for angle. Mark the back of the bottom eight cards with "S" for side. Cut out the polygons on the Polygon Capture Game Polygons sheet. Place the twenty polygons in the center of the playing area. Put the cards in two decks: *angle* cards and *side* cards.

Basic Play

1. Player 1 turns over one card from the angle deck and then one card from the side deck. All polygons that match *both* these properties may be captured. Captured polygons are removed from play.
2. If player 1 has missed any figures, player 2 may now capture them.
3. Player 2 chooses a card from each deck and tries to capture polygons.

If no polygons can be captured with the cards chosen, the player may choose one more card from either deck. If no polygons can then be captured, that turn is over. A player may challenge the opponent's capture. If the piece was incorrectly chosen, it is put back in play in the center. Play until two or fewer polygons remain. If you run out of cards, reshuffle the deck. The player with the most polygons wins.

Wild Card

If the Wild Card comes up, you may choose any side property. For example, if you have chosen *All angles are right angles* and the Wild Card, you may say, "All opposite sides are the same length" and capture all rectangles.

Steal Card

If you select the Steal Card, do not turn over a second card. This card allows you to steal polygons from your opponent. Without selecting another card, pick two properties, one for sides and one for angles, that will allow you to steal as many polygons from your opponent as possible. Make up these properties on your own. If your opponent has no cards to steal, put the Steal Card back in the angle deck and choose two new cards.

Example

Player 1 turns over the cards *All angles have the same measure* and *It is a quadrilateral*. Player 1 captures shapes D, E, and G.

Player 2 may now capture shape T, since it was missed by player 1.

Player 2 now turns over two cards.

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GAME CARDS

On the back of each of the top eight cards (first sheet), write an “A” for angle. On the back of each of the bottom eight cards (second sheet), write “S” for side. Cut out the cards.

All angles are right angles.	At least one angle is obtuse.	No angle is a right angle.	At least one angle is less than 90° .
At least one angle is a right angle.	At least two angles are acute.	All angles have the same measure.	STEAL CARD: Select a <i>pair</i> of properties. Steal all those polygons from your opponent.

No pairs of sides are parallel.	All sides are of equal length.	Only one pair of sides is parallel.	At least one pair of sides is perpendicular.
All pairs of opposite sides are parallel.	It is a quadrilateral.	All pairs of opposite sides have equal length.	WILD CARD: Pick your own side property.

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GAME POLYGONS

