A N G L E G O

This game involves matching cards where **the unknown angle has the same measure**.

Materials

The game includes a score sheet and 32 cards: 4 cards (each featuring a different geometric configuration*) with the SAME VALUE for each of the 8 different values. On each of these cards, the measure of the "?" angle can be calculated.

* The four geometric configurations are:
- Triangle (general or specific);
- Quadrilateral (specific) ;
- Intersecting and parallelal lines;
- Specific angle (right, flat, or full).

The figures are drawn to scale, and dashed lines represent parallel lines.

Objective

Score as many points as possible by placing your cards.

Number of players

2 to 4 players

Mechanism

Players must match 2, 3, or 4 cards and place them on the table, following this rule:

> The matched cards must represent angles of the SAME MEASURE.

Preparation

Shuffle the cards.

Gameplay

✔ Players each receive 4 cards. The remaining cards are placed face down as a draw pile. When a player discards a card, they place it face-up next to the draw pile (discard pile).

✔ The player whose turn it is may place 2, 3, or 4 cards of the SAME VALUE (or two sets of 2 cards of the SAME VALUE). They may also complete combinations already placed and update the score sheet.

✔ The player then draws enough cards to bring their hand back to four.

✔ If a player cannot or does not wish to play, they may attempt to trade a card with an opponent, announcing the card they wish to give and the value of the card they wish to receive.

✔ If no opponent accepts the trade, they take a card from the draw pile or the top card of the discard pile, then discard a card by placing it face-up on the discard pile.

✔ If a player makes an error in placing cards, they must take them back and miss their turn without drawing. If a player gives the wrong card during a trade, they must miss their next turn.

> Under no circumstances may cards be placed after trading or drawing.

End of the Game

The game ends when the draw pile is empty, and a player has placed all their cards.

Scoring

1 card completing a set	► 1 pt
2 cards of the same value placed	► 2 pts
2 cards completing a set	► 3 pts
3 cards of the same value placed	► 5 pts
4 cards of the same value placed	► 10 pts

The winner is the player with the highest score at the end of the game.

Card Distribution

Angles Measures	Cards Numbers			
30°	3	13	21	29
45°	2	11	23	26
55°	4	7	17	32
60°	6	12	20	28
75°	9	15	24	31
110°	5	10	16	22
120°	1	19	25	27
135°	8	14	18	30