Triangle DETECTIVE

Rules
• Put the triangles into the FREE section and shuffle or mix up the cards.
• On a players turn they flip over a card. They catch a triangle if they can find a triangle that matches it’s description. All players have to agree it fits the description.
• Master Cards are special challenges. Are you a triangle master?
• STEAL cards are the only way to take a triangle someone else has captured.
• Play until the deck is empty. The winner is the player with the most triangles.

Remember:
Two things are congruent in geometry if they are exactly the same size and shape.

An angle is right if its sides are perpendicular, like the corner of a square.
An angle is obtuse if it is bigger than a right angle.
An angle is acute if it is smaller than a right angle.

A triangle is acute if it has ALL acute angles.
A triangle is right if it has ONE right angle.
A triangle is obtuse if it has ONE obtuse angle.

A triangle is equilateral if it has THREE congruent sides.
A triangle is isosceles if it has TWO congruent sides.
A triangle is scalene if it has NO congruent sides.
<table>
<thead>
<tr>
<th>Obtuse Triangle</th>
<th>Has an obtuse angle</th>
<th>Has NO congruent sides</th>
<th>Scalene Triangle</th>
</tr>
</thead>
<tbody>
<tr>
<td>Right Triangle</td>
<td>Has two or more acute angles</td>
<td>Has two or more congruent sides</td>
<td>Isosceles Triangle</td>
</tr>
<tr>
<td>Acute Triangle</td>
<td>Has a right angle</td>
<td>Has three congruent sides</td>
<td>Equilateral Triangle</td>
</tr>
<tr>
<td>Has at least two congruent angles</td>
<td>Has three acute angles</td>
<td>Has three sides</td>
<td>Has a line of symmetry</td>
</tr>
</tbody>
</table>

**Master Card:** Take a triangle if you can name its angle type AND its side type!

**Master Card:** Take a triangle if you can explain the type of each angle in the triangle.

**STEAL!** If you can find someone with an acute scalene triangle.

**STEAL!** If you can find someone with a right isosceles triangle.
Triangle Detective