

# SET CUBED

## Game Rules

AGES: 8 to adult

PLAYERS: 2 to 4.

*Object: To obtain the most points by making SETs by connecting up to 3 dice per turn with the dice already played on the board.*

**STEP 1:** What is a SET?

**THE RULE:** A SET is 3 dice in which each individual feature has to be all the same OR all different on each of the 3 dice.

The 3 features are:

**COLORS: RED, GREEN, PURPLE**

**SYMBOLS:**      Ovals      Squiggles      Diamonds.



**NUMBERS:**      One      Two      Three



Remember ALL of the features must separately satisfy the rule.

For example:



This is a SET because they are all the same color, AND all different symbols AND all the same number.

**QUICK CHECK QUESTION:** This is an easy way to make sure you are satisfying the **RULE**. You must answer **YES** to **ALL 3** questions to make a **SET**.

**Q1:** Is the **COLOR** on each of the three dice either all the same OR all different?

**Q2:** Is the **SYMBOL** on each of the three dice either all the same OR all different?

**Q3:** Is the **NUMBER** of symbols on each of the three dice either all the same OR all different?

\*If even one of the questions is answered **NO**....then it is **NOT** a **SET**

Examples of **SETs**.



**Q1:** YES, all dice are the same in **COLOR**.

**Q2:** YES, all dice are the same in **SYMBOL**.

**Q3:** YES, all dice are the same in **NUMBER**.



**Q1:** YES, all dice are different in **COLOR**.

**Q2:** YES, all dice are the same in **SYMBOL**.

**Q3:** YES, all dice are the same in **NUMBER**.



Q1: YES, all the dice are the same in COLOR.

Q2: YES, all the dice are different in SYMBOL.

Q3: YES, all the dice are different in NUMBER.



Q1: YES, all the dice are different in COLOR.

Q2: YES, all the dice are different in SYMBOL.

Q3: YES, all the dice are different in NUMBER.

The following examples are NOT SETs.



Q1: YES, all dice are different in COLOR.

Q2: NO, two are OVALS and one is a SQUIGGLE

Q3: YES, all dice are the same in NUMBER.



Q1: YES, all dice are the same in COLOR.

Q2: YES, all dice are the same in SYMBOL.

Q3: NO, two are 3 and one is 2.



Q1: NO, two are red one is purple.

Q2: YES, all dice are the same in SYMBOL.

Q3: YES, all dice are the same in NUMBER.

REMEMBER THE RULE that each feature looked at individually has to be all the same OR all different on each of the 3 dice.

Now, pause here and take a minute to try to make SETs. To start take any two dice and look at each feature one-by-one to figure out what **color**, **symbol** and **number** your third die must be to complete the SET. Every two dice always have a third that makes a SET.

## STEP 2: THE PLAY

### HOW TO PLAY:

**A.** Place all the dice in the cloth bag.

**B.** All players take 5 dice from the bag blindly.

**C.** Once each player has 5 dice, all the players roll them at the same time. The first person to see a SET in their dice and who says "SET", gets to play first. If no one has a SET, all players re-roll their dice and try to start again. NOTE: Only the face-up sides of the dice may be used. Dice may not be flipped at any time except at specified rolling time.

**D.** After the first SET is called, it is placed on the logo in the center of the board. That player's turn is then scored. (See 'How to Score')

**E.** Once the first SET has been played, play continues clockwise where each player may play up to 3 dice per turn making new SETs with their dice and the dice already played on the board. SETs can only be made horizontally or vertically, not diagonally or around corners. Each player's turn is scored after their play. When a die is played it must make a SET in at least 1 direction, but if the die makes more than **one** SET with its placement, all new SETs are counted for points. Dice can touch other dice without forming a SET as long as **one** SET is made from new dice and the previously placed dice.

**F.** If a player cannot make a SET using their dice and the dice on the board, their turn is skipped and play continues. A player can also choose not to play any die, thus intentionally skipping a turn. If no one can make a SET, all players re-roll their dice and begin again.

**G.** A round is complete once each player has had a turn and the play has returned to the first player. At the end of each round all players draw the necessary dice from the bag, so each has 5 dice again. The new dice must be rolled immediately and then added to the player's remaining dice.

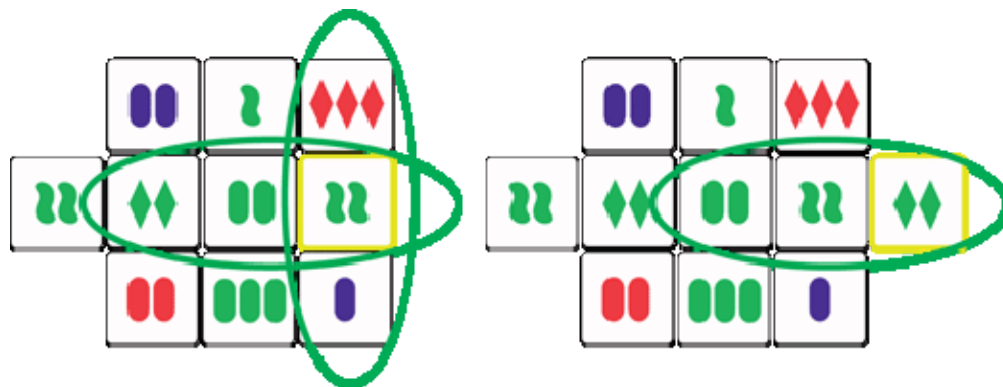
**H. EXTRA ROLL:** Before the next round begins and once all players have 5 dice (exception: see letter I) each player has the opportunity to re-roll any OR all of their dice ONE MORE time before play continues. The first player must make sure everyone has completed their EXTRA ROLL before resuming play. Note: All players may want to agree in advance on a time limit for deciding and making the Extra Roll, e.g. 30 seconds.

**I.** On the last draw there may not be enough dice in the bag for all players to have 5 dice. The first player gets to draw their dice first, and then all other players (clockwise) can bring their total dice up to 5 or take what is left. This offsets the disadvantage of the first player only being able to make 3 points on its first turn.

**J.** Play continues until one player is out of dice. Once a player runs out of dice, each remaining player that has NOT YET had a turn IN THAT round gets to have one more turn before the game is over.

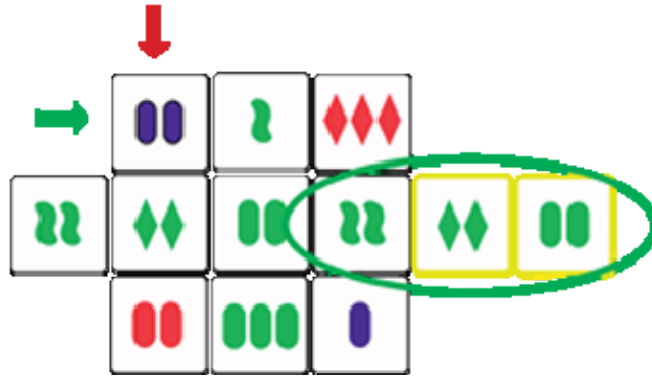
EXAMPLE:

Below is an example of one player's turn. The black outlined dice are already in place on the board and the yellow outlined dice are what the player is adding during its turn.



The yellow outlined die is added to the black outlined dice on the board creating 2 SETs each worth 3 points, scoring 6 points for the first die played.

The player then adds a second yellow outlined die creating another SET worth 3 more points. Their score is now 9 points for the first 2 dice played.

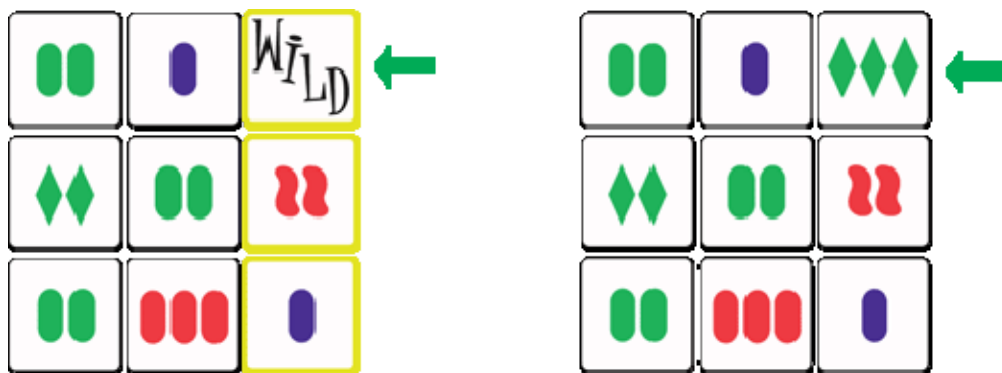


The player then adds the third and final die, for that turn, creating yet another SET worth 3 more points. Total score for that turn is 12 points. Points can be earned with each die played if it creates a new SET.

Notice the two arrows pointing to the "2 purple ovals". The placement of this die does not make a SET in both directions. This placement is fine since there is a SET made in at least one direction (horizontally).

**WILD:** A Wild die can be used as any die needed to complete a SET. When a Wild is played, the player must state what features the Wild represents and these features cannot be changed. Any amount of Wilds can be used during a turn or in a SET.

**WILD REPLACEMENT:** At the beginning of any player's turn, the Wild can be replaced with another one of the player's die, so long as it has the exact features that were originally chosen for the Wild. No points are given for replacing the Wild, nor it does count as 1 of the 3 dice played by the player. The player does NOT automatically get to use the Wild side of the die. They must roll the Wild die prior to continuing their turn. The die can be played during the same turn.



A WILD can be used in place of any die needed to complete a SET. Once a Wild has been played, its features cannot be changed.

At the beginning of any player's turn, the Wild can be replaced with a die that has the same features.

**BONUS SQUARES:** Bonus squares are the numbered squares on the board. The first time a bonus square is used, the players get to add the bonus points to their total points for that turn. Bonus points can only be added ONE time, no matter how many SETs are made reusing the die on the bonus square.

#### HOW TO SCORE:

*Regular dice:* 1 point is given for each die in a SET. If the same die makes more than one SET, then it is counted as 1 point in each different SET that it has made.

*Wild:* No points are given when a Wild is first used. After it is played and has been given a specific set of features, it is scored like a regular die if used in a new SET. If a Wild is played on a bonus square, the player receives the bonus points. No bonus or regular points are given if the Wild is replaced with a regular die.

Each player's score is tallied at the end of their turn. No points are deducted for dice left over at the end of the game. The player with the highest score at the end of the game wins!

Contents: 42 dice, 1 board, 1 bag, instructions

[www.setgame.com](http://www.setgame.com)