

Instructions

The object of the game is to identify a **SET** of 3 cards from 12 cards placed face up on the table. Each card has four features, which can vary as follows:

- (A) **SYMBOLS:** Each card contains *ovals, squiggles or diamonds*;
- (B) **COLORS:** The symbols are *red, green or purple*;
- (C) **NUMBER:** Each card contains *one, two or three symbols*;
- (D) **SHADING:** The symbols are either *solid, open or striped*.

A **SET** consists of 3 cards in which each of the card's features, looked at one-by-one, are the *same* on each card, or, are *different* on each card. All of the features must separately satisfy this rule. In other words: *shape* must be either the same on all 3 cards, or different on each of the 3 cards; *color* must be either the same on all 3 cards, or different on each of the 3, etc. See EXAMPLES on the back.

A QUICK CHECK - Is it a **SET**?

If 2 are the same and 1 is different in any feature, then it is not a **SET**. For example, if 2 are red and 1 is purple then it is not a **SET**. A **SET** must be either *all the same* OR *all different* in each individual feature

EASY START

For a quick introduction, start with the small deck (*just the solid symbols*). This eliminates one feature, *shading*. When you can quickly see a **SET** when playing the 3 feature version, shuffle the 2 decks together to play the full game.

THE PLAY

The dealer shuffles the cards and lays 12 face up on the table (*in a rectangle*) so that they can be seen by all. Players remove **SETs** of 3 cards from anywhere on the table. Each **SET** is checked by the other players. If correct, the **SET** is kept by the player for one point and the dealer replaces the 3 cards with 3 from the deck. A player must call **SET** before picking up the cards. There are no turns, the first player to call **SET** gets control of the board. After he/she has called **SET**, no other player can pick up cards until that player has finished. The **SET** must be picked up within a few seconds after calling it. If a player calls **SET** and does not have one, or if the **SET** is incorrect, he/she loses one point, and the 3 cards are returned to the table. If all players agree that there is not a **SET** in the 12 cards, 3 more cards are laid face up on the table. The 3 cards are not replaced when the next **SET** is found, reducing the number back to 12. Note: There are ~ 33:1 odds that a **SET** is present in 12 cards, and ~ 2500:1 odds when 15 cards are

on the table.

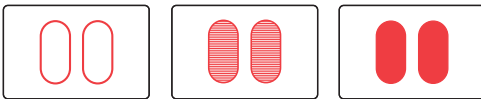
The play continues until the deck is depleted. At the end of the game there may be cards remaining which do not form a **SET**. The number of **SETs** held by each player are then counted. One point is given for each **SET**. High score wins. If you want a longer game, then the deal passes to the person on the dealer's left, and the play resumes with the deck being reshuffled. When all the players have dealt, the game ends. The player with the highest overall score wins. When playing solitaire, if the player does not find a **SET**, 3 more cards are laid down with a penalty of one **SET**. To win the game, the player must remove this penalty by finding a **SET** on the table out of the last 12 cards.

AWARD WINNING!

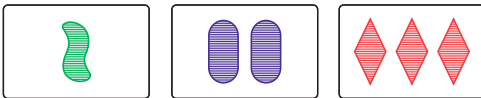
SET® is one of the top awarded games of all times. It has won over 25 Best Game Awards, including: MENSA Select Award, Dr. Toy's 10 Best Games Award, Creative Child's Preferred Choice Award, Games Magazine "Games 100 Award," Teachers' Choice "Best 25 Games of the past 25 years." To learn more about all of our award-winning games, please visit www.setgame.com. Be sure to check out our Free Daily Puzzles.

Examples

For example, the following are **SETs**:



All 3 cards are **red**; all are **ovals**; all have 2 **symbols**; and all have different **shadings**.

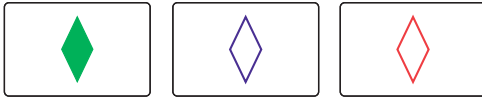


All have **different colors**; all have different **symbols**; all have different numbers of symbols; and all have the same **shading**.



All have different **colors**; all have different **symbols**; all have different **numbers of symbols**; and all have different **shadings**.

The following are not SETs:



All have different **colors**; all are **diamonds**; all have **One symbol**; however, 2 are **outlined** and 1 is not.



All are **squiggles**; all have different **shadings**; all have **two symbols**; however, 2 are **red** and 1 is not.

SET® - The Family Game of Visual Perception

Ages: 6 to adult. **Number of players:** 1 or more

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