

RULES

The object of the game is to identify a '*set*' of 3 cards from 12 cards laid out on the table. Each card has four features, which can vary as follows:

- (A) **SYMBOLS:** Each card has *ovals, squiggles or diamonds* on it;
- (B) **COLORS:** The symbols are *red, green or purple*;
- (C) **NUMBER:** Each card has *one, two or three* symbols on it;
- (D) **SHADING:** The symbols are either *filled in, outlined 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 the 3 cards, or different on each of the 3; *color* must be either the same on the 3 cards, or different on each of the 3; etc. See EXAMPLES on the back.

A QUICK REMINDER

If only 2 of the 3 cards are the same in any feature, then it is not a '*set*'. SET® is the game of 3 cards alike, or 3 cards different for each feature.

EASY START

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

THE PLAY

The dealer shuffles the cards and lays 12 (*in a rectangle*) face up on the table 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 others. If correct, the '*set*' is kept by the player and the dealer replaces the 3 cards with 3 from the deck. Players do not take turns, but pick up '*sets*' as soon as they see them. A player must call '*set*' before picking up the cards. After he/she has called '*set*', no other player can pick up cards until that player is finished. The '*set*' must be picked up within a few seconds after calling it. If a player calls '*set*' and does not have one, he/she loses one point, and the 3 cards are returned to the table.

If all players agree that there is no '*set*' in the 12 cards, 3 more cards are laid face up (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 3 cards are not replaced when the next '*set*' is picked up, reducing the number to 12 again.

The play continues until the deck is depleted. At the end of the play there may be 6 or 9 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*' and added to their score. The deal then 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 highest 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 the '*set*' on the table after the deck is exhausted.

AWARDS

MENSA, the high IQ society, in a national competition chose SET® as one of the top five games for 1991. Their selection was based on the following criteria: Originality, Intellectual Challenge, Aesthetics & Quality Design, and Longevity.

OMNI Magazine chose SET® as a top game for 1991. **The Detroit News** gave SET® "4 Stars" (its highest rating - "a definite hit") in its 1993 game survey.

The Canadian Toy Testing Council awarded SET® its highest rating of "3 Stars" in 1992.

Games Magazine chose SET® as one of the top games of 1992, 1993, 1994 and 1995.