



## HOW TO PLAY

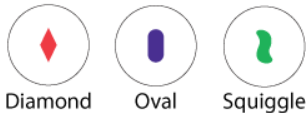
**Object:** Find the most *SETs*.

**Deck:** The game has 27 unique cards with 3 features: color, shape and number.

### Color:



### Shape:



### Number:



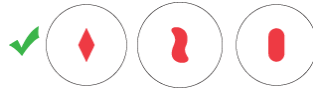
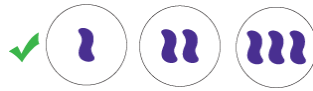
**What is a *SET*?** A *SET* is 3 cards that are either ALL THE SAME or ALL DIFFERENT in each individual feature. For example, on each of the 3 cards:

- the color must be ALL THE SAME or ALL DIFFERENT and
- the shape must be ALL THE SAME or ALL DIFFERENT and
- the number must be ALL THE SAME or ALL DIFFERENT.

## Quick Check

Is it a *SET*? If 2 cards are the same and 1 is different in any feature then it is not a *SET*.

### EXAMPLE:



## 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. A player must call "*SET*" before picking up cards. There are no turns; the first player to call "*SET*" gets control of the board. After he or 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 or she loses 1 point and the 3 cards are returned to the table. The dealer replaces the cards as *SETs* are picked up. The play continues until the deck is depleted. At the end of the game there may be cards remaining that do not form a *SET*. The number of *SETs* held by each player is then counted. The player with the most *SETs* wins!