













THE DECK

Each card has four characteristics:

1. Shape: Each card contains symbols that are ovals, squiggles or diamonds;
2. Colour: The symbols are either red, green or purple;
3. Number: Each card contains one, two or three symbols;
4. Shade: The symbols are either solid, striped or outlined.

Shape	Colour	Number	Shade
 ovals	 red	 one	 solid
 squiggles	 purple	 two	 striped
 diamonds	 green	 three	 outlined

HOW TO PLAY

A *SET* consists of 3 cards where each card's characteristics are the same on each card or are different on each card. Each 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; colour must be the same on all 3 cards, or different on each of the 3 cards. The same for number and shading, either all the same on each card or all different on each of the cards.

EXAMPLES

Each of the following examples are SETs:



All three cards have the same colour, all three cards have the same shape, all three cards have the same number of shapes (2) and all three cards have different shading.



All three cards have different colours, all three cards have different shapes, all three cards have different numbers and all three cards have the same shading.



All three cards have different colours, all three cards have different numbers, all three cards have different shapes and all three cards have different shading.

Set Up

The dealer shuffles the cards and lays 12 face up on the table (in a rectangular grid) so that all the cards can be seen by all the players. All players look at the grid of cards to try and find SETs before the other players.