CARDS & ZANGLES

CARDS:
- The deck consists of 120 cards. Each card has a shape made of 0-5 triangles.
- The color of a shape tells you how many triangles it is made of: one is blue, two are red, three are purple, yellow and fives are green. There are four Z cards that represent zero triangles.

ZANGLE:
A. What’s a Zangle? A Zangle is 2 or more cards that make the shape on anoth-
er card. Must be a minimum of 3 cards total.
B. There are cards in 2 locations (center cards and your cards). You must use cards from both locations to make your Zangle. The shape that you choose to make it on can be from either location.
C. The order of your cards as possible to get rid of all of 10 cards faster than your opponent.
- To use more cards, try to make a Zangle with a card that has the most triangles.
- You are not allowed to rotate and/or use the mirror image of the shape on any card to create a Zangle.
D. You are not allowed to change the shape on any card by rearranging the triangles on that card.
E. You are not allowed to use another player’s cards.

EXAMPLES:
- In the samples shown, the cards to the left can be added together to make the card on the right.
- In the samples shown, the cards to the left can be added together to make the card on the right.

Z CARD:
- Because it has zero triangles, the Z card can be added to any Zangle to use your cards faster.
- The Z card allows you to make a Zangle with 2 identical cards and still meet the 2 card minimum because it doesn’t add any additional triangles.

CHOOSE GAME MODE

TURN-STYLE:
Excellent for first-time players - it’s casual and conversation-friendly. Each turn, find the best way to maximize your play.

SPEEDSTER:
Boost your adrenaline and show your skills as you race to find Zangles. The equalizers create hilarious new challenges each round.

SOLITAIRE:
Keep your brain kicking and your heart ticking with endless hours of mind-bending fun.

MULTIPLAYER BASICS

GOAL:
- Card off all of your cards by making Zangles in order to have the lowest score at the end of the game.

DEAL:
1. Shuffle all of the cards together.
2. Deal a draw pile of 10 cards to each player. No peeking.
3. Flip the remainder of the deck to the side of the table. These cards become the center draw pile.
4. Take the top 4 cards from the center draw pile and lay them face down next to it. These cards will be flipped face-up before playing (see image).
5. Flip over the top 4 cards from your draw pile and place them face up in front of you.

SCORING:
- At the end of each round, add together your cards and your draw pile. Each card is worth one point. Players with no cards left get zero points. At the end of the game, the player with the lowest score wins.

TIE:
In the event of a tie, all players with the same lowest score will compete in a bounce-off round. The first to fall in is the winner. If above but each player only receives 4 cards. First player to use all 4 cards wins.

TURN-STYLE GAME MODE

TURN-STYLE RULES:
1. See MULTIPLAYER BASICS section for how to deal.
2. Turn-Style version of the game has 3 rounds.
3. Flip over the 4 center cards for everyone to see.
4. The dealer goes first, then play continues to the left.
5. Each turn, make 1 Zangle (see ZANGLE).
6. If you cannot make a Zangle then you must take a hit.
7. A hit is when you take the top card off of the center draw pile then add it flip-up to your cards. You have one additional chance to make a Zangle.
8. If you still cannot make a Zangle, your turn ends.

NEXT PLAYER:
Place the Zangle in your Zangle pile.
Replace the center cards (up to a maximum of 4) from the center draw pile. You MUST replace the center cards before your cards.

NEXT PLAYER:
Replace your cards (up to a maximum of 4) from your draw pile.
10. All players are allowed an equal number of turns. Once a player runs out of cards, each remaining player, who has not yet played that turn, has one more chance to play.

For example: If 3 people are playing and the second player goes out then only player 3 has one more play.

Continue on back
SPEEDSTER GAME MODE

SPEEDSTER RULES:
1. Use MULTIPLE BASICs section for how to deal.
2. Speedster version of the game has 5 rounds.
3. Flip all 4 center cards at the same time to start the game.
4. There are two ways to win, the first way to finish a Zaggle card “Zaggle” and gets control of the center cards. That player must take their Zaggle immediately (see ZAGGLE).
5. After you make a Zaggle place it in your Zaggle pile.
6. Whenever you make a Zaggle you must replenish the center cards from the drawer face down B E F O R E you replenish your cards from your drain pile.
7. If you say “Zaggle” and cannot make a Zaggle, then you MUST take a penalty card from the top of the center draw pile and add it face down to your Zaggle pile.
8. At any time you can choose to take a hit. You can take as many as hits as you want before you finish the game.
9. A hit is when you take the top card of the center draw pile then add it face up to your Zaggle cards.
10. The winner of each round MUST show their Zaggles at the end. If their Zaggles are not correct, then that player adds 5 points to their score and everyone else receives 0 points for the round.
11. The speedster Keepscore and tallies the scores at the end of each round (see SCORING). The winner of each round must apply an equalizer for the remainder of the game (see EQUALIZERS).
12. The player to the dealer’s left shuffles all of the cards and deals the next round.
13. At the end of 5 rounds, the player with the lowest score wins! In the event of a tie, play a bonus round (see SCORING).

EQUALIZERS:
A. There is an even playing field and an additional challenge for strong players. Each round, an equalizer is awarded to the player who wins that round. That player must play the rest of the game with this equalizer. If that same player wins in consecutive rounds they would move onto the next level.
B. Custom equalizers are encouraged! Before you start the game, decide as a group what 4 equalizers you will use.

THINK you came up with the perfect equalizer? Share it! #Zaggle

GET your equalizers!

LEVEL 1:
1. You must play with only one non-dominant hand (which includes making Zaggles as well as replenishing cards).
2. You can only use your non-dominant hand and you must cover one eye.
3. You can only use your non-dominant hand, you must cover one eye and you can only have 3 faceup cards in your cards at a time.
4. You can only use your non-dominant hand, you must cover one eye, you can only have 3 faceup cards in your cards at a time and you have to add 5 additional cards to your draw pile from the center draw pile.

GOAL:
Get rid of all of your cards by making Zaggles before the center draw pile runs out.

DEAL:
1. Shuffle all of the cards together.
2. Deal a pile of 10 cards to create the center draw pile. Place them in the middle of the table.
3. Take 3 cards from the top of the center draw pile and lay them in a row face up beside the pile.
4. Below that, deal out 5 piles, these become your cards: (see image)
   A. Place 1 card faceup and lay 4 cards facedown next to it.
   B. Put 1 card faceup (or lower entitled on top of the final facedown card, then put a facedown card on top of the next 3 cards.
   C. Continue doing this until each pile has one face up card on top. Then take the rest of the cards and set them aside. They will not be used.

RULES:
1. Use faceup cards to make Zaggles (see ZAGGLE).
2. When you use center cards, replace them with cards from the center draw pile.
3. When you use one of your faceup cards, flip over the next one in the pile underneath if there is one. When you have an empty spot, fill it with a faceup card from another one of your piles.
4. If you can’t make a Zaggle, then discard the 3 center cards and draw.

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