

Rules for SET[®] Up

This version of the game is 1/2 luck and 1/2 skill for 2 or more players. *SETs* are made according to the standard rules of SET.

Object

To obtain the least number of SET cards by not putting *SETs* on the table.

The Deal

Four cards are dealt to each player. The remainder of the deck is placed face down on the table in a stack.

The Play

Each player must place one card from his/her hand face up on the table during his/her turn, and then draw a card from the stack. The card played is then checked by all other players to see if it makes a *SET* with the cards already on the table. Players may choose to use a timer to keep the game moving. If the card played is found by any of the other players to make a *SET* with two other cards on the table, the player who put the card down receives all of the cards currently on the table. They are not used in play again, but count against the player at the end of the hand. If a *SET* is seen on the table that does not use the last card played, it does not count and play continues as if it did not exist. After players look to see if a *SET* can be made with the last card played, the next player in turn puts down a card, and the play continues until all the cards in the deck are played. Note: as more cards are laid on the table, it is more and more likely that a *SET* will be made. It is difficult to have more than twelve cards (and impossible to have more than 21 cards) on the table without a *SET* being made by the next player, so check carefully and bluff convincingly.

Scoring

After all of the cards in the deck are used, the player who has taken the least number of cards from the table wins. It is not necessary to keep a score; just compare the stacks of cards each player has against others to find the winner.