

Rules for Scout SET[®]

Brought to us by Emily, David & Kadi Mink.

Object

To obtain the maximum number of SET cards.

The Deal

Twelve cards are placed face up, on the table in a 3 x 4 rectangle.

The Play

A player identifies a *SET*, calls out “SET”, and points to the first card in the *SET*. Then the other players search to find another card they believe is part of the original finder’s *SET*. When another player finds a *SET* that includes the first card found, he/she calls out “SET”, and points to another card in the *SET*.

If the second card is part of the original *SET*, then he/she takes the card and the original finder takes the other two that complete the *SET*.

If the second card isn't part of the original *SET*, and the player who identified the second card can show another correct *SET* using the first card, the second player takes the two cards and the original finder takes the original three cards.

If the second card doesn't make a *SET*, the player loses a point by setting one card from his/her pile aside. If at any time a player must give up a SET card, but has no cards, the player loses a turn and may not play until another *SET* has been found. If no player can find a second card, the original finder takes all three cards. However, if he/she is wrong, he/she loses a card and may not play until another *SET* has been found.

Scoring

1 point per card

Variation

Start a timer once the first card in each *SET* is located. If time runs out before anyone finds the rest of the *SET*, the original finder gets all three cards.