

20/20 SET

This version of the game of SET® is 20% luck, 20% strategy, 60% visual perception skills. SETS are made according to the standard rules.

Object:

To get rid of the cards dealt to you by making SETS with them and the cards on the table, before your opponents get rid of their personal cards.

The Deal:

Dealer deals 6 cards, one at a time, to each player and then places 6 cards face up on the table.

The Play:

Each player can make SETS by making use of both his/her personal cards and the 6 cards on the table. A SET can be made from any combination of these cards. If cards from the table are used, they are replaced by the dealer. Personal cards are not replaced.

There are no turns. Each SET that is called is checked by the other players before going into a common discard pile. If a player calls SET incorrectly, the cards are returned to their positions, and he/she receives an additional personal card. It is not necessary to keep track of SETS found, because no points are given for finding correct SETS. The discard pile may be reshuffled and used as play continues until one player has played all of his/her personal cards.

As the number of personal cards remaining in the player's possession decreases, it becomes increasingly difficult to make SETS. The player can increase his/her chances by asking for additional personal cards. This, however, further removes him/her from the goal of getting rid of all of his/her personal cards. A player can never have more than 9 personal cards. If he/she has 9 personal cards and incorrectly calls SET, there is no additional 'penalty' card given.

Scoring:

The first person to use all of his/her personal cards making SETS, wins the hand and receives one point for each personal card held by the other players. The cards are collected, shuffled and the deal passes to the left. The points needed to win the game are determined by multiplying the number of people playing by ten (i.e., if 3 are playing, 30 points are needed to win, if 4 are playing 40 points, etc.). The first person to accumulate the necessary points wins the game.