

Players: 2 - 4

Ages: 3 +







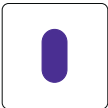


SET Junior

Contents:
 2-sided game board
 27 tiles
 24 scoring chips

WARNING:
 CHOKING HAZARD - Small Parts.
 Not for children under 3 yrs.

What is a SET? A SET is 3 tiles that are either ALL THE SAME or ALL DIFFERENT in each individual feature. Each feature must be looked at individually.

Each tile has **3 features**:

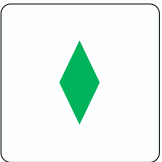
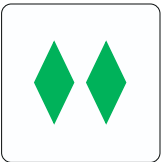
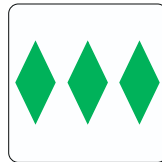
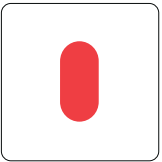
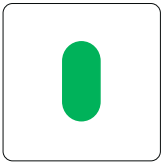
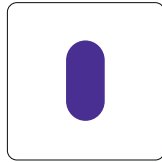
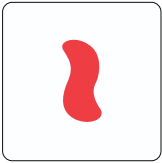
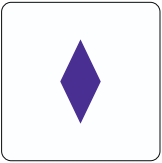
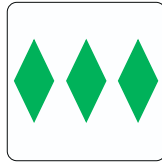
Color	Shape	Number
 Red	 Oval	 One
 Green	 Squiggle	 Two
 Purple	 Diamond	 Three

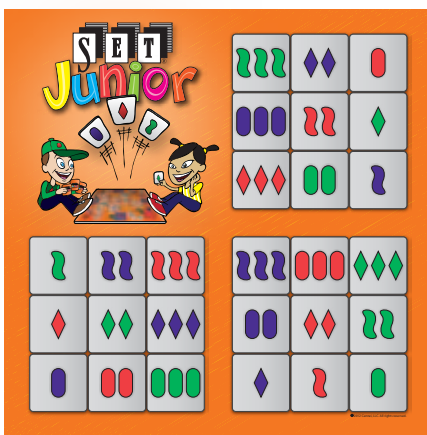
On all 3 tiles, each feature, when looked at individually, must be either ALL THE SAME or ALL DIFFERENT.

So, on all 3 tiles:

- the shape must be ALL THE SAME or ALL DIFFERENT, **and**
- the color must be ALL THE SAME or ALL DIFFERENT, **and**
- the number must be ALL THE SAME or ALL DIFFERENT.

Examples

			Color: ✓ Yes, they are ALL THE SAME. Shape: ✓ Yes, they are ALL THE SAME. Number: ✓ Yes, they are ALL DIFFERENT. ✓ = This is a SET
			Color: ✓ Yes, they are ALL DIFFERENT. Shape: ✓ Yes, they are ALL THE SAME. Number: ✓ Yes, they are ALL THE SAME. ✓ = This is a SET
			Color: ✓ Yes, they are ALL DIFFERENT. Shape: ✗ No, they are not all the same or all different. (two are diamonds and one is a squiggle) Number: ✗ No, they are not all the same or all different. (two are 1 and one is 3) ✗ = This is NOT A SET



SET Junior

2 ways to play = twice the fun!



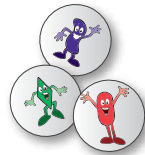
Side 1

Object

Collect the most point chips.

Game Set-up

1. Place the board in the center with side 1 (pictured above) facing up.
2. Place the tiles face down within easy reach of all the players and mix the pile.
3. Make a separate pile for the point chips, also within easy reach of all players.
4. Each player draws 3 tiles.
5. The youngest player plays first.



Game Play

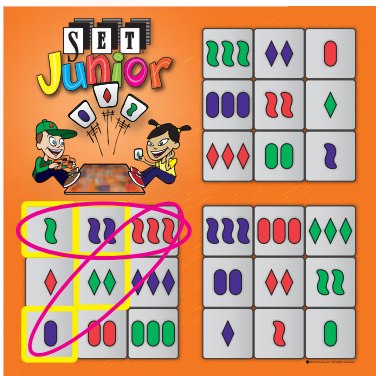
The board contains three magic squares showing *SETs* in all directions. The first player places one tile over its matching square on the board. The tile has to match in color, shape *and* number. The player then draws a new tile. The next player places one of his or her tiles on its matching square anywhere on the board. There are 27 tiles and 27 matching squares.

When a player completes a *SET*, he or she takes a point chip. If more than one *SET* is completed with the tile played, the player takes one point chip for each *SET*. There are 24 points that can be earned.

When all 27 squares on the board are covered, players count their point chips. The player with the most chips wins!

Note:

You can make multiple *SETs* using only 1 tile. If the tiles highlighted in yellow have already been played on the board and you play the tile with three red squiggles, you get 2 point chips!



Side 2

Object

Collect the most *SETs*.

Game Set-up

1. Place the board in the center with side 2 (pictured above) facing up.
2. Choose a dealer to mix the tiles and deal one face up on each orange square on the board. The dealer places the rest of the tiles face down on the red square.

Game Play

There are no turns in this game, it's a race to find *SETs*! When you see a *SET* yell out "SET!" and everyone else waits while you pick up the *SET*. If everyone agrees that your *SET* is correct, place the tiles face down on the purple square in front of you. Replace the tiles with 3 new tiles from the pile on the red square.

Winning the Game

When the deal pile is gone and there are no *SETs* left on the board, everyone counts their *SETs*. One point is given for each *SET*. The person with the most points wins!

Beware

If you call "SET!" and don't have a *SET* or are wrong, the tiles stay on the board and you lose a point from your final total.

Optional Rules

1. Rotate the deal so each player deals once for a full game.
2. For players who are still learning their *SETs*, try taking turns.
3. Use the point chips to keep score instead of counting *SETs* at the end of the game. One point chip per *SET*.

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