SET

A Family-Friendly Game of

Visual Perception

Ages 8+   1-4 Players   20 Min+

# Table of Contents

V. Strategies to Win

Speed is a hindrance in early gameplay. It is not un-common to have a number of players quickly go for a set, only to realize it's not a set after all. Make sure to take your time, and always keep your eyes open.


Here are some other useful tips:

- Use your naturally powerful visual pattern recognition to scan the board holistically

- If one feature is very common, sys-tematically analyze

- Continue analysis when sets are being removed and cards are being dealt

- Anticipate useful cards or categories before they are dealt

- Analyze new boards starting with new cards in-

IV. Examples
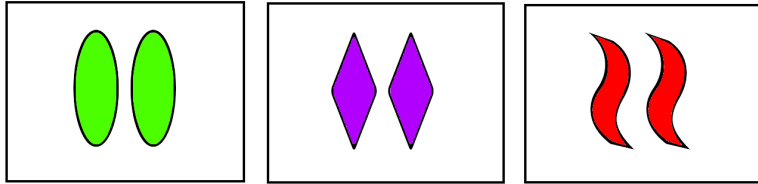
The three cards above constitute a winning set as all three have the same number, different colors, different shapes, and the same shading
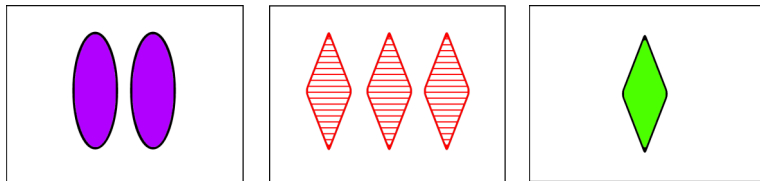
The three cards above do not constitute a winning set as all three have a different number, different colors, but not either all the same or all different with shape and shading.
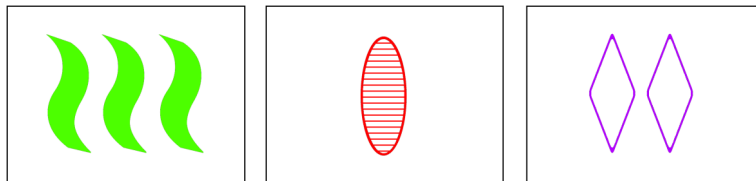

The three cards constitute a winning set as all three have a different number, different colors, different shapes, and different shadings.

I. History of the Game

Set was invented by Marsha Jean Falco (left) in 1974. It was used in her job as a geneticist, wherein it was used to try and understand if German Shepards who get epilepsy inherit it. She wrote information about each dog, using a symbol to represent a block of information. The different combinations these formed were the basis of Set!

Set currently uses 3 shapes (diamond, tilde, and oblong) and since its popularity the game has remained consistent. However, in early experimental versions of set, a variety of shapes were experimented with. 2 Early versions are below.
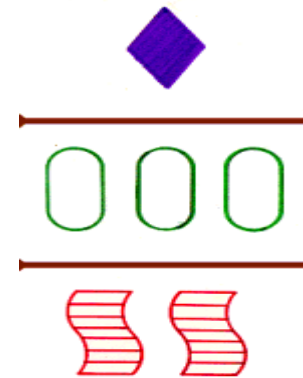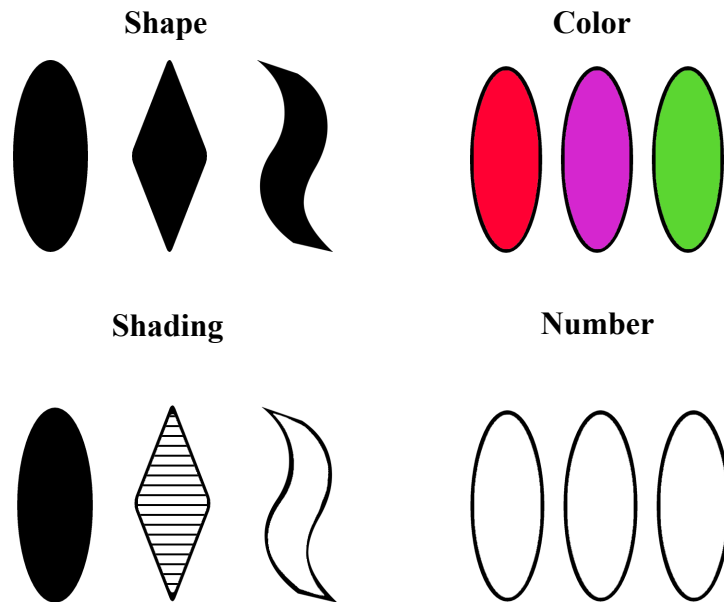

Version 1
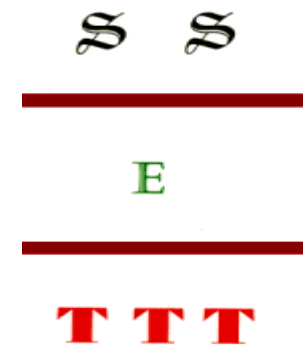
Version 2

II. Objective

The objective of the game is to identify a set of 3 cards with compatible characteristics. Each card has 4 visual characteristics:

Shape

Color

Shading

Number

A winning set of cards comprises of 3 cards, in which each of the 4 aforementioned characteristics are either the same for each of the 3 cards, or all different for each of the 3 cards.
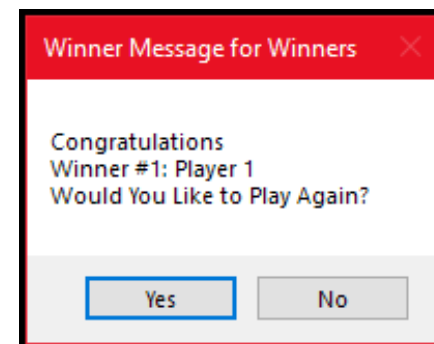
Each player is represented by an icon at the bottom of the window; underneath each icon shows the number of points the player currently has.
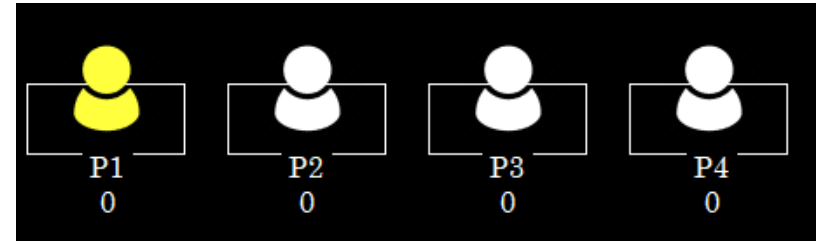
Pressing an action key will enable card selection mode; the selected player will be coloured yellow, and has the opportunity to click on 3 cards in an attempt to claim a set. A successful claim will see the claiming player receive one point, and see the 3 old cards replaced by 3 new ones.

Number of Cards Dealt: 9
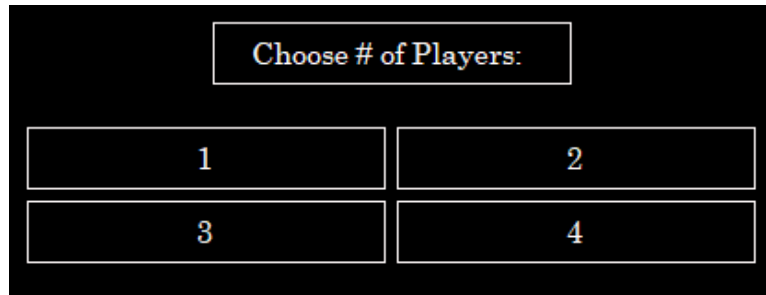
Deal New Cards
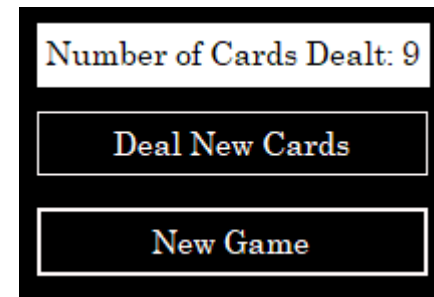
New Game

Also note that once the game has begun, the option to start a new game appears; pressing this button will delete all progress and restart the application

Winner Message for Winners

Congratulations
Winner #1: Player 1
Would You Like to Play Again?

Yes   No

Once all 81 cards are exhausted, the game is over. A popup will inform the players of the winner(s). The user is then presented with the option to start a new game or close the application.

III. Quick Instructions

Upon opening the application, the user is greeted by the player selection splash screen. Choose the appropriate number of players by clicking on one of the 4 buttons.


Upon starting a new game, click the "Draw Cards" button to draw 9 new cards. The button will be located on the upper right corner of the window. Note that the number of expended cards is also shown. The game will end when this counter reaches 81 cards dealt.

9 cards occupy the center space in the window known as the playing field. Each card is unique, and the entire deck is procedurally shuffled to ensure a unique game every time.
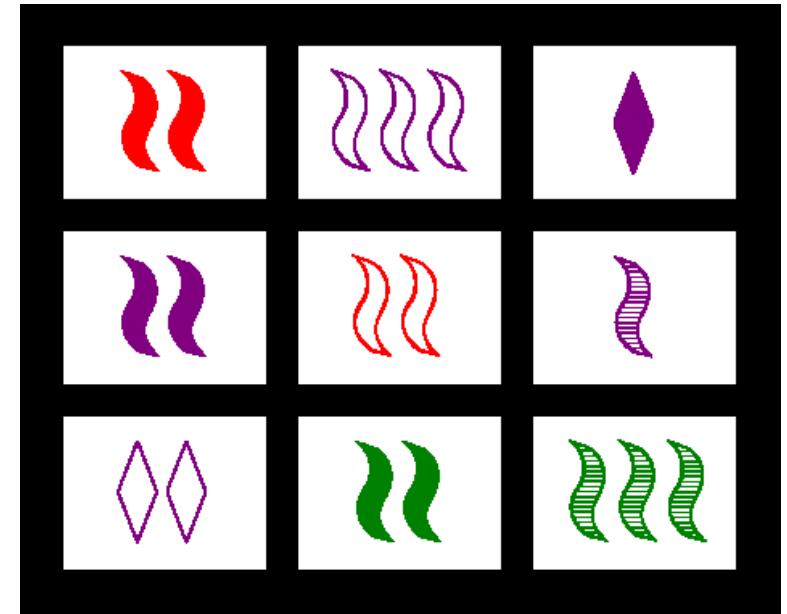
Upon seeing a valid set using 3 of the 9 cards currently on the playing field, players can press their action key to report this to the game. Action keys are located on the number row, on keys 1 to 4. Note that the appropriate keys will be assigned based on the number of players i.e. only key 1 can be pressed when playing with one player, keys 1 and 2 with two plays, etc. all the way up to the maximum 4 players.