

# Why SET is (almost) like (wraparound) 4-D Tic-Tac-Toe

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SET cards have 4 attributes: shape, number, color, shading.

- Let's start with 2 card attributes: shape & number. (ignore the other attributes - color and shading)

shape

oval pnut diamond

- Put an X in the box representing a card's shape and number attributes.

For example, if we have a card with one diamond,

put an X here.

A second card has 2 peanut symbols.

Another card has 3 ovals

- Look! We have a SET (for 2 attributes), since for each of the two attributes, all of the cards are either the same or different.

(In this case, they are all different.)

number	1			X
	2		X	
	3	X		

Is this a SET?

How about this one?

	shape	pnut	diamond
number			
1			X
2			X
3			X

	shape	oval	pnut	diamond
number	1	X		
2				X
3			X	

Imagine a board that

"wraps around", repeating

beyond the edges... now the Xs form

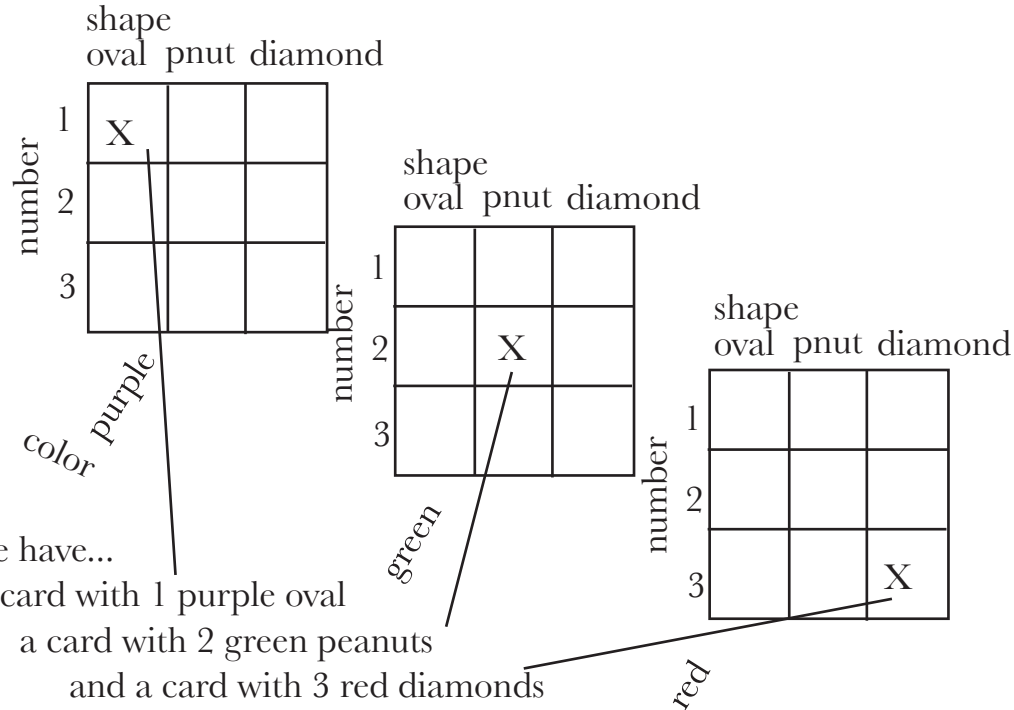
a diagonal line, just like the first example.

number	1	X			X		
	2			X			X
	3		X			X	

Now let's add another attribute: color.

But wait, there's nowhere to show it on our 2-dimensional tic-tac-toe board.

If we add a 3rd dimension, we have a way to show which color a card has.



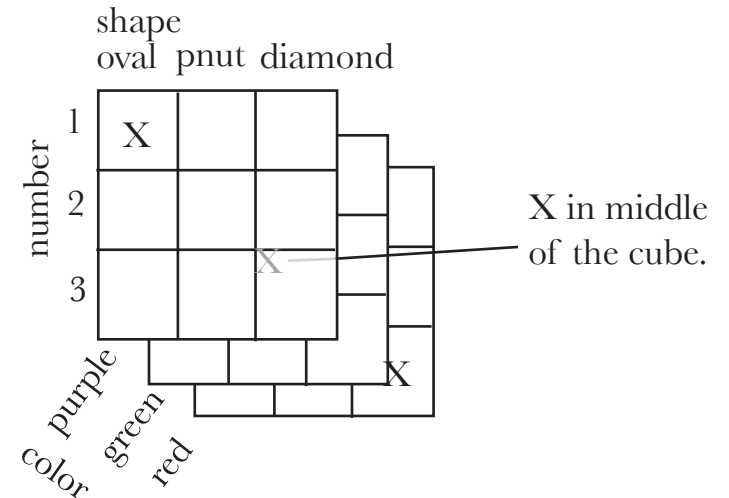
So, if we have...

a card with 1 purple oval

a card with 2 green peanuts

and a card with 3 red diamonds

If we put all 3 boards together,  
we get a cube!



Guess what happens when  
we add the 4th attribute - shading?

We have to put 3 cubes  
next to each other to make a  
4-dimensional "hypercube".

What does a SET look like here?  
Does it still wrap-around?

