

PC Set Game Instructions

The game contains a deck of 81 cards. Each card contains a drawing with **four** features (color, number, shape, shading).

The game starts with 12 drawn cards from the deck that are placed on a 3x4 grid on the table. The goal of each player is to find a combination of three cards from the cards on the table that are said to make up a “legal set”.

A “legal set” is defined as a set of 3 cards, that for each one of the four features — color, number, shape, and shading — the three cards must display that feature as either: **(a) all the same**, or: **(b) all different** (in other words, for each feature the three cards must avoid having two cards showing one version of the feature and the remaining card showing a different version).

The possible values of the features are:

The color: red, green or purple.

The number of shapes: 1, 2 or 3.

The geometry of the shapes: squiggle, diamond or oval.

The shading of the shapes: solid, partial or empty.

For example:



Example1: these 3 cards **do form** a set, because the shadings of the three cards are all the same, while the numbers, the colors, and the shapes are all different.



Example 2: these 3 cards **do not form** a set (although the numbers of the three cards are all the same, and the colors, and shapes are all different, only two cards have the same shading).

The game's active (i.e., initiate events) components contain the **dealer** and the **players**.

The players play together simultaneously on the table, trying to find a legal set of 3 cards. They do so by placing tokens on the cards, and once they place the third token, the dealer check if the set is legal.

If the set is not legal, the player gets a penalty, freezing his ability of removing or placing his tokens for 3 seconds.

If the set is a legal set, the dealer discard the cards that form the set from the table, replace them with 3 new cards from the deck and give the successful player one point. In this case the player also gets frozen although for one second.

To keep the game more interesting and dynamic, and in case no one found any set on the table(although always there is at least one set on it), once every 1 minute the dealer collects all the cards from the table, reshuffles the deck and draws them anew.

The game will continue as long as there is a legal set to be found in the remaining cards (that are either on table or in the deck). When there is no legal set left, the game will end and the player with the most points will be declared as the winner!

Each player controls 12 unique keys on the keyboard as follows. The default keys are:

Player A				Player B			
Q	W	E	R	U	I	O	P
A	S	D	F	J	K	L	;
Z	X	C	V	M	,	.	/

The keys layout is the same as the table's cards slots (3x4), and each key press dispatches the respective player's action, which is either to place/remove a **token** from the card in that slot - if a card is not present/present there.

Good Luck!