Stretch Game: SetMaker

The goal of the game is to match sets of symbols by buying and selling cards with other players, in order to buy Victory Points. The game ends when there is no VP left to buy.

**The Cards:**

Each card has a Type (the large symbol on the center of the card), an upsidedown number (represents the amount of money you give to another player to buy it), and a Set of shapes on the bottom (cards with those symbols can be discarded to gain the money listed on the card).

**Setup:**

The game requires 4 players and will approximately take 25-30 minutes to complete. There is a bag of 22 victory points. At the start of the game, each player reaches into the bag and secretly takes 0, 1 or 2 victory points from the bag. Those points are removed from play. The remaining victory points will be used for the game play and number will be kept secret.

Each player randomly picks a deck of 11 cards of one Type (the “Type” is determined by the large symbol on the card). Players should shuffle their deck once they get their cards. The player with the cards having Red Circle deck goes first for their turn. Every players starts the game with $10.

**Game Play:**

At the beginning of the turn, every player draws 3 cards in their hand. If their deck is empty they shuffle their discard and that becomes their deck.

The player can do any of the following actions once per turn if they are able.

● Make 1 Set

○ Sets are determined by the symbols on the bottom of the cards in your hand. When you complete a set you receive the amount of money listed on that card,

○ Any cards used to make a set, and the card with the Set listed on it, are discarded face up.

○ If a card has a Type which corresponds to its Set, then you use that card to fill its own Set.

● Buy up to 2 cards from another player for $10 or buy 1 VP for $40

○ When you buy a card you pay the player you bought it for $10 and add that card to your hand

At the end of the turn player's turn they must put a card from their hand or that they played up for sale. A card put up for sale can be bought by any other player during their turn. In every round, the players can keep the cards from the previous turn as long as they just have three cards in their hand.

The game ends when the last Victory Point is bought and the player with maximum VPs is the winner.