HINTS:
1. Keep your options open. You can come from behind even in the last round; hence the slogan, The game isn't over 'til the Kings go wild!®
2. Whenever you are uncertain which card is wild, count the number of cards you were dealt, that number is wild for that round.
3. The rare occasions:
   • If you have a wild card in your hand that you can’t use – you are allowed to discard it. This will save you points but may help the next player.
   • If all the cards in the draw pile are used, shuffle the discard pile to replenish the draw pile.
   • If there’s a tie for the lowest score: have multiple winners OR deal a 6-card tie-breaking round for only the tied players to play.
4. Having a party? Combine two games and play with up to 14 people!

BOOKS:
A book consists of three or more cards of the same value regardless of suit. For example: 8♣ 8★ 8♠ OR K♠ K♦ K♥
Any card in a book can be replaced by a wild card. For example: 8♠ Q♠ Q★ OR 8★ 9♦ 99
You can have as many wild cards in a book as you wish and they can be adjacent to each other.

RUNS:
A run consists of a sequence of three or more consecutive cards of the same suit. For example: 5♣ 6♣ 7♣ OR 9★ 10★ J★ Q★
Any card in a run can be replaced by a wild card. For example: 9♦ 7♣ J♦ OR 6★ 7★ 7♠ 9♦
You can have as many wild cards in a run as you wish and they can be adjacent to each other.

CARDS:
The game consists of two 58-card decks. Each deck has three Jokers and five suits: stars ★, hearts ♥, clubs ♣, spades ♠ and diamonds ♦. Each suit has eleven cards: 3 through 10, Jack, Queen and King.

GOAL:
To be the player with the lowest score at the end of the 11th round by making your entire hand into books and/or runs.

PLAY:
1. Shuffle both decks of cards together.
2. The player to the dealer's left goes first and play continues clockwise.
3. Start your turn by drawing a card from the draw pile OR picking up the top card from the discard pile. You may only take the top card.
4. Keep all of your books and/or runs in your hand until you are able to go out.
5. Complete your turn by discarding one card.
6. Going Out: Start your turn as normal, then lay down your entire hand in books and/or runs on the table before discarding your last card.
   • You may only use the number of cards you were dealt to make your books and/or runs. You must have one card left to discard. Your discard can be a playable card.
7. Once a player has gone out, all other players have one more turn. Start your last turn as normal, but lay down any books and/or runs you can before discarding. All unused cards will count towards your score.

DEAL:
1. Shuffle both decks of cards together.
2. In the first round deal 3 cards, one at a time, in a clockwise rotation, to each player.
3. Place the remaining cards in the center of the table to make the draw pile and flip over the top card to start the discard pile.
4. The player to the dealer’s left shuffles all of the cards and deals the next round.

HINTS:
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2. Whenever you are uncertain which card is wild, count the number of cards you were dealt, that number is wild for that round.
3. If you have a wild card in your hand that you can’t use - you are allowed to discard this. It will save you points but may help the next player.
4. If any of the wild cards in the draw pile are used, shuffle the discard pile to replenish the draw pile.
5. If there’s a tie for the lowest score: have multiple winners OR deal a 6-card tie-breaking round for only the tied players to play.
6. Having a party? Combine two games and play with up to 14 people!
GOAL: To close out each pile by making books and/or run the brains before the draw pile is depleted.

Five Crowns: There are 11 piles of cards in the first pile, 4 in the second, 5 in the third and so on until you have 13 cards in the eleventh pile. Each player builds a tower/facade in a way that you can see all of the cards. The remaining cards create your draw pile.

WILD CARDS: Jokers are always wild. The additional wild card for each pile is the same. They are based on the number of cards each pile was dealt. For example, the first pile has 3 cards, the second has 4, the third has 5, etc.

PLAY: To begin, take the top card from the draw pile and decide which of the 11 piles you want to play in. After adding it, discard one card from that pile. Discarded cards are not allowed to be used again. When all of the cards in a pile are successfully arranged into books and/or run, it is disposed of. If you are unable to make a book or run the card[s], you must draw a card until you can.

What's Your Next Play? Check out more award winning games by Marbel / Zangle.

Zangle

What's a Zangle Card? Play a Zangle card to make the shape on another card. Play together or challenge yourself with this brain-teasing card game. With 3 ways to play, Zangle is visually challenging and addictive fun!

 Ages: 6 to adult. Players: 1 to 6

Go Further, Go Deeper!

The Family Game of Visual Perception! This classic game has won 45 Best Game Award Race! And the most important, it is a game of strategy and planning while playing a game. It is a big winner's way of playing Matching Mania.

Ages: 6 to adult. Players: 1 to 6

SET: Junior

Your very first SET! With this handheld game board, kids can start to play and Matching Tiles to create 50% or 50% on one side, then race to get 97% on the other. Paint chips scores match, too!

Ages: 3 to adult. Players: 2 to 6

Kid-friendly matching! MATCH 11 cards in your hand to win a treasure chip. The player with the most treasure wins the game. The wild card rules are the same in the original SET game.

Ages: 6 to adult. Players: 1 to 4

Quiddler

The SHORTEST Word Game! The challenge is to combine the cards in any order, then to win the game by using the fewest words to top the score and cover the words.

For the PUR of Words!

Ages: 8 to adult. Players: 1 to 4

What's Your Next Play? Check out more award winning games by Marbel / Zangle.

Karma

What Go Around... Comes Around! The goal of the game is to be playing a card of equal or higher value. In this game there are multiple players, two unique ways of playing, and a deck of cards with a winning point.

Ages: 6 to adult. Players: 1 to 6

SET CUBED

The Family Game of Visual Perception! This classic game has won 45 Best Game Award Race! The most important, it is a game of strategy and planning while playing a game. It is a big winner's way of playing Matching Mania.

Ages: 6 to adult. Players: 1 to 6

Free daily SET, Karma & Quiddler puzzles! Visit www.SETgame.com for more information.

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Five Crowns

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