

## **RULES for 20/20 SET<sup>®</sup>**

This version of the game is 20% luck, 20% strategy, and 60% visual perception skills. *SETs* are made according the standard rules of SET.

### **Object**

To get rid of the cards dealt to you by making *SETs* with them and the cards on the table, before your opponents get rid of their personal cards.

### **The Deal**

Deal 6 cards, one at a time, face up, to each player and then place 6 cards face up in the center of the table.

### **The Play**

Each player can make *SETs* by using his/her personal cards **and** the 6 cards in the center of the table. A *SET* can be made from any combination of these cards. If cards from the table are used, they are replaced by the dealer. Personal cards are not replaced.

There are no turns. Each *SET* that is called is checked by the other players before going into a common discard pile. If a player calls *SET* incorrectly, the cards are returned to their positions, and he/she receives an additional personal card. If the players agree that no *SETs* can be found, remove all the cards from the center of the table, and place 6 new cards face up in the center of the table. Shuffle removed cards back into the deck. It is not necessary to keep track of *SETs* found, because no points are given for finding correct *SETs*. The discard pile may be reshuffled and used as play continues until one player has played all of his/her personal cards.

As the number of personal cards remaining in each player's possession decreases, it becomes increasingly difficult to make *SETs*. Each player can increase his/her chances by asking for additional personal cards. This, however, further removes him/her from the goal of getting rid of all of his/her personal cards. A player can never have more than 9 personal cards. If he/she has 9 personal cards and incorrectly calls *SET* there is no additional penalty card given.

### **Scoring**

The first person to use all of his/her personal cards wins the hand and receives one point for each personal card held by the other players. The cards are collected, shuffled and the deal passes to the left. The points needed to win the game are determined by multiplying the number of people playing by ten (i.e., if 3 are playing, 30 points are need to win, if 4 are playing 40 points, etc.). The first person to accumulate the necessary points wins the game.