

Rules for End Game SET[®]

Brought to us by Gary Gordon & Liz McMahon.

Object

To determine the attributes of the missing card.

The Play

At the beginning of the game, remove one card from the deck and place it face down to the side.

Now play the game according to the standard rules of SET. When no more *SETs* can be found, you can determine the attributes of the missing card as follows:

Remove *SETs* considering only one attribute at a time. For example, if eight cards remain (and no *SETs* can be formed) with one card having 1 symbol, three cards having 2 symbols, and four cards having 3 symbols, consider only the symbol attribute first. You can make one 1-2-3 *SET*, one 3-3-3 *SET*, and you are left with 2-2, so you know that the face down card must have 2 symbols. (It doesn't matter how you break up the *SETs*. For example, you could have made one 2-2-2 *SET*, one 3-3-3 *SET*, and be left with 1-3, so the missing card again had 2 symbols.) Continue this process for each of the remaining attributes and you can uniquely determine the missing card. Amaze your friends! This always works (provided no one has made an error taking *SETs* during the game).