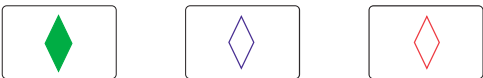


The following are not SETs:



All three cards have the *same shape*, *different colours* and the *same number* of symbols, but they are not all the *same* OR all *different* in **shading**: two are outlined and one is not.



All three cards have the *same shape*, the *same number* of symbols and all *different shadings*, but they are not all the *same* OR all *different* in colour: two are red and one is not.

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GS001



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The Family Game of Visual Perception®



The object of the game is to identify a **SET** of 3 cards from 12 cards placed face up on the table. Each card has four features, which can vary as follows:

Shape	Colour	Number	Shading
ovals	red	one	solid
squiggles	purple	two	striped
diamonds	green	three	outlined

A **SET** consists of 3 cards in which each of the cards' features, looked at one-by-one, are the *same* on each card, or, are *different* on each card. All of the features must separately satisfy this rule. In other words: *shape* must be either the same on all 3 cards, or different on each of the 3 cards; colour must be either the same on all 3 cards, or different on each of the 3 cards, etc. See EXAMPLES.

A QUICK CHECK - Is it a SET?

If 2 cards are the same and 1 card is different in any feature, then it is not a **SET**. For example, if 2 are red and 1 is purple then it is not a **SET**. A **SET** must be either *all the same* OR *all different* in each individual feature.

EASY START

For a quick introduction, start with the small deck (*just the solid symbols*). This eliminates one feature, *shading*. Once you can quickly see a **SET** when playing the 3 feature version, shuffle the 2 decks together to play the full game.

THE PLAY

The dealer shuffles the cards and lays 12 face up on the table (*in a rectangle*) so that they can be seen by all. Players remove **SETs** of 3 cards from anywhere on the table. Each **SET** is checked by the other players. If correct, the **SET** is kept by the player for one point and the dealer replaces the 3 cards with 3 from the deck. A player must call **SET** before picking up the cards. There are no turns, the first player to call **SET** gets control of the board. After he/she has called **SET**, no other player can pick up cards until that player has finished. The **SET** must be picked up within a few seconds after calling it. If a player calls **SET** and does not have one, or if the **SET** is incorrect, he/she loses one point, and the 3 cards are returned to the table.

If all players agree that there is not a **SET** in the 12 cards, 3 more cards are laid face up on the table. The 3 cards are not replaced when the next **SET** is found, reducing the number back to 12.

The play continues until the deck is depleted. At the end of the game there may be cards remaining that do not form a **SET**. The number of **SETs** held by each player is then counted. One point is given for each **SET**. High score wins.

If you want a longer game, the deal passes to the person on the dealer's left, and the play resumes with the deck being reshuffled. When all the players have dealt, the game ends. The player with the highest overall score wins.

When playing solitaire, if the player does not find a **SET**, 3 more cards are laid down with a penalty of one **SET**. To win the game, the player must remove this penalty by finding a **SET** on the table out of the last 12 cards.

EXAMPLES

The following are **SETs**:



All three cards have the *same shape*, the *same colour*, the *same number* of symbols and they all have *different shading*.



All three cards have *different shapes*, *different colours*, and *different numbers* of symbols and they all have the *same shading*.



All three cards have *different shapes*, *different colours*, *different numbers* of symbols and *different shadings*.