

RULES for CO-OP SET[®]

This version requires all players to work together as a team. It can be played by one person or with a team of any size. *SETs* are made according the standard rules.

Object

To obtain the maximum number of *SETs* in each layout of twelve cards, so as to achieve the maximum number of points as a team. Players work towards increasing their team or personal best score. In a classroom or group with several teams, the team with the highest score wins!

The Deal

Twelve cards are placed face up, on the table in a 3 x 4 rectangle.

The Play

The team identifies as many *SETs* as possible from the twelve cards. All *SETs* must each contain 3 cards. You cannot remove 2 *SETs* that share a card. If there are 2 *SETs* that share a card the team must decide which *SET* to take and which to leave so as to give the highest probability of obtaining more than one *SET* when replacement cards are put down. After all possible *SETs* are removed from the cards on the table, the score obtained is added to the running total, then new cards from the deck are laid down to bring the total back to 12. If there is no *SET* among the 12 face up cards, reshuffle the remaining cards, including the 12 just picked up, and place 12 new cards face up on the table. When the deck is depleted the game is over. The total is checked against the individual and/or team's personal best. The performance rating is indicated below.

Scoring

If only one <i>SET</i> in 12 is found (leaving 9 cards)	1 point
If two <i>SETs</i> in 12 are found (leaving 6 cards)	2 points
If three <i>SETs</i> in 12 are found (leaving 3 cards)	3 points
If four <i>SETs</i> in 12 are found (leaving 0 cards)	5 points

Rating

0-3	Keep trying
4-7	Fair
8-10	Good
11-13	Excellent
14-15	Super
15+	Congratulations!