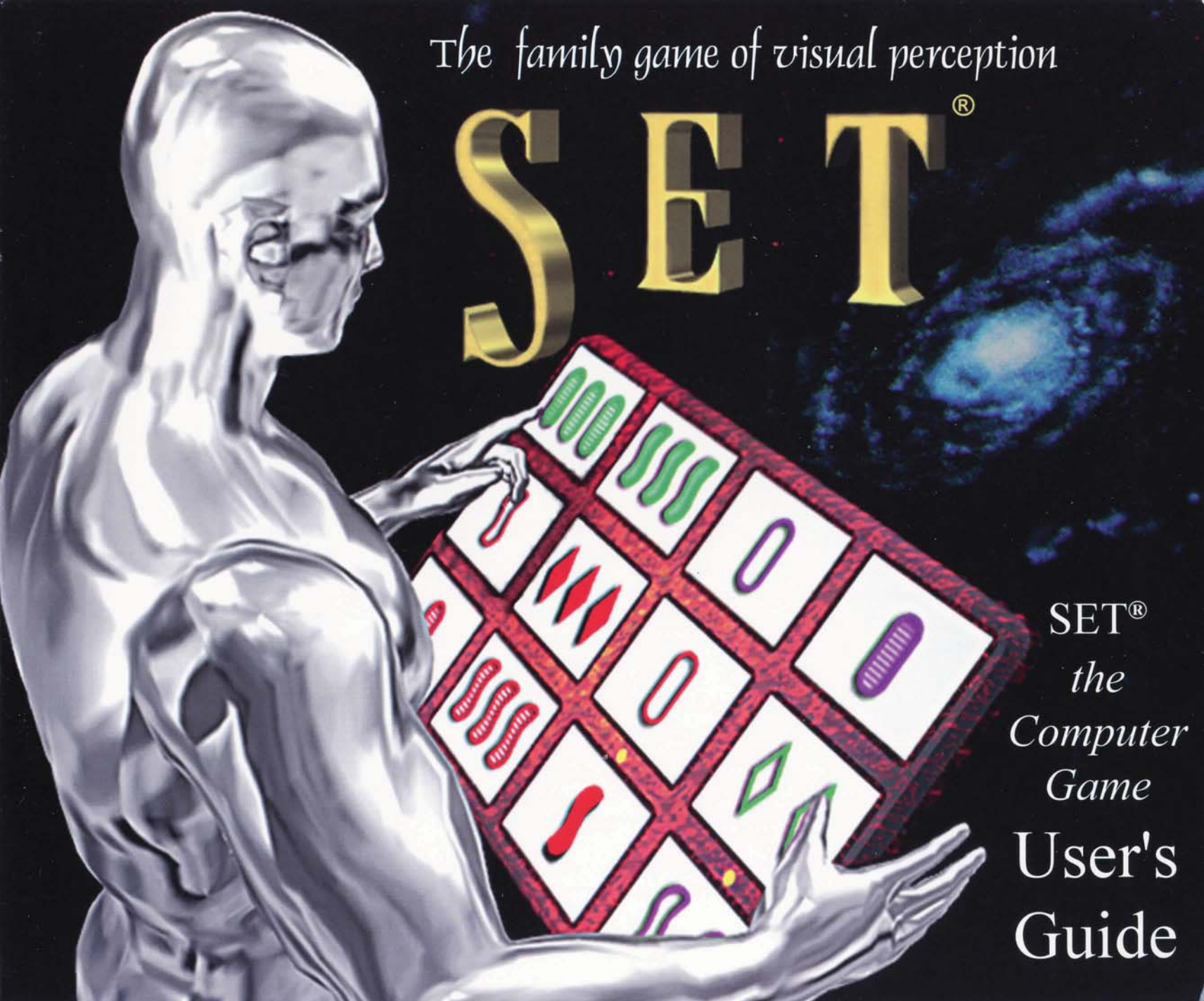


The family game of visual perception

SET[®]



SET[®]
the
Computer
Game
User's
Guide

Welcome!

The SET[®] Game is becoming a phenomenon! It seems everybody is playing it. Who would have thought? I invented it for my own amusement 21 years ago and only introduced it to the outside world five years ago.

I am constantly asked, "How did you think of it?" The story goes like this. In 1974 I was living and working in Cambridge, England. One part of my job as a Population Geneticist was to try to understand if German Shepherds who get epilepsy inherit it. Geneticists, as you may know, try to connect the traits that plants, animals and people have to the genes and chromosomes in their cells. To help me understand what I was looking at, I wrote information about each dog on file cards. Because blocks of the information were the same on each file card, rather than writing the data, I drew a symbol to represent a block of data. I used symbols with different properties to indicate different gene combinations. The veterinarians working with me would look over my shoulder at the cards spread out on the table. As I tried to explain to them what to look for, the idea came to me that I could have some fun with this. At home with my husband and friends I worked out the game which we now call SET.[®] Years later, my daughter and son, who enjoyed playing it so much, urged me to put the game



Marsha Jean Falco is the President of SET Enterprises. MJ loves games of all kinds.

in stores. The SET[®] Game has sold as a game played with special cards for about 5 years and has become very popular.

I am now excited to bring you SET[®] - *the computer game*. I love it. By the way, would you believe that in one of the variations called "Beat the Clock - Extended" someone scored 6524 points, it took him about 70 hrs; when this game variation starts you have only 2 minutes, but you can get more time if you're fast enough. Who knows maybe you will beat him someday; anyhow check out our SET Tee Shirt contest.

Marsha J Falco

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SET® -- *the Computer Game*

Introduction

Welcome to the experience of playing SET® -- *the computer game*. We think it gives the classical SET® Game, which is played with cards and has won six best game awards, serious cyberspace competition. Now you can play against the computer at the skill level that gives you a challenge, play along with the computer splitting points, use the computer only as a referee and score keeper, with up to ten friends playing against each other on the same machine, or even play a friend anywhere in the world on your modem. The best scores are recorded in the Halls of Fame of each game variation.

Overview

- ☐ The software package includes the classical SET® Game, plus 5 variations on the play; Dancing Cards, Continuation, Beat the Clock, Beat the Clock - Extended and Solitaire.
- ☐ One to 10 players can play against each other on one computer.
- ☐ Two people can play classical SET® over modems if they both own a copy.
- ☐ You can play against the computer at one of four skill levels or play solitaire.
- ☐ You can get points for recognizing that there are NO '*sets*' laid out on the screen.
- ☐ The computer instantly judges the correctness of '*sets*', keeps score, and maintains a Hall of Fame for the eight best players of each game variation.
- ☐ If you can't see a '*set*', just click 'Options\Find a *set*' and the computer will show you where one is.

System requirements

SET® Version. 1.0 - *for Windows* requires a 386, 486 or Pentium that is IBM compatible, with Windows 3.1, Windows 3.11, Windows 95 or Windows NT, VGA or higher in 16 or 256 colors.

SET® Version. 1.0 - *for the Macintosh* requires a color Mac with system 7.1 or higher.

Installation

To install your SET® Game, simply insert the floppy into your 3 1/2 inch drive.

For Windows, click on RUN in the Program Manager File menu, and type either a:\install or b:\install (depending on what you called your floppy drive). The installation process asks you to specify a disk and directory to put the game into. After installation, a SET® Icon will be displayed in your GAME Group. Double clicking on the icon will start the game. For the Mac, double click on the SETINSTALL folder.

Register Now - you win in two ways

Registering now is a good idea for two reasons. First, you become a member of the SET CLUSTER, which will keep you informed on new ways to play, hints, stories, competition information, contest winners, Internet home pages and new products. Second, you can win a free SET Tee Shirt.

SET Tee Shirt Contest for registered users only

If you get 75 points in the **full** color version playing Beat the Clock (not with extended time), or, if you get 2500 points in the **single** color version of Beat the Clock-Extended Time, take a picture of the Hall of Fame with your score in it, and send it to us with your name, address and phone number, and we will award you with a free SET Tee Shirt. One Tee Shirt per registered user. Contest expires 31 December 1996.

Getting Started

After installation, the program automatically opens up the game and brings up the title screen. Press the **continue** button to proceed. The game board comes up, and the Classical SET® Game variation is opened, with one player against the computer which is playing as a Beginner. An explanation of all the changes that you can make using the menus and the Control Panel is given on the following pages.

To open the game from the SET® Game Icon, double click it to bring up the title screen.

Object of the Game

The object of the game is to identify *three cards* from the layout of 12 cards on the screen that satisfy the Rule of the game. These make a '*set*'. The player who finds the most '*sets*' wins.

Each card has four features: symbols, colors, number of symbols, and shading of the symbols. The four features can vary as follows:

- Symbols:** Each card has either *ovals*, *squiggles* or *diamonds*
- Colors:** The symbols are either *red*, *green*, or *purple*
- Number:** Each card has *one*, *two*, or *three* symbols on it
- Shading:** The symbols are either *filled in*, *outlined* or *striped*

The RULE of the SET® Game

A '*set*' consists of three cards in which each feature is EITHER *the same* on all three cards OR *different* on each of the three cards.

Another way to say this is --- any feature in a '*set*' of three cards is either common to all three cards or is different on each of the cards.

Or, another way to think of the Rule is --- If two of the three cards are the same in any feature -- and one is not: then it is *not* a '*set*'.

Your first try at the SET® Game

The quickest way to learn the SET® Game is to play with only three of the four features. The feature you can remove is the color variation. Choose OPTIONS/Deck Options/Single Color from the SET® Game menu. If you want direct help from the computer, the game option called Continuation has the computer choosing the first card of a '*set*' that is on the screen (if there is one); and after some time, the second card. To play this option, choose OPTIONS/Game Variation/Continuation. Finally choose OPTIONS/Playing Speeds/Beginner to give yourself the most time to find the remaining cards. These and other Options are described more fully below.

The Play

The computer shuffles the cards and places twelve cards on the screen so that they can be seen by

all players. If there is a single player, he/she simply uses the mouse to move the cursor anywhere over a card and clicks the left button to 'take' that card and continues finding the other two cards to complete the '*set*'. If several people are playing, a player who identifies a '*set*' must first press his/her 'hot' key (explained later) and then move the mouse to 'take' the cards. The players identify a '*set*' of three cards as soon as they are seen. If a '*set*' is correctly identified, the three cards will flash 3 times and make a happy sound for everyone to see and hear. This player gets a point, and the three cards are replaced. There are no turns, players identify '*sets*' as soon as they see them. There is a predetermined amount of time in which to complete a '*set*' (see Options/Computer playing speeds). Each '*set*' found is rewarded with a up to three points depending on the game variation selected. If the player selects a '*set*' incorrectly, he/she will have up to three points deducted (depending on game variation). In this case the computer makes a disappointed sound and the cards do not flash, nor are they replaced.

It is possible that with the twelve cards displayed there may not be a '*set*' on the screen. If a player recognizes that there is no '*set*', he/she presses the **space bar** of the keyboard. If he/she is correct, the score will be increased by two points; the first three cards will be replaced with new cards from the deck, and play continues. If wrong, a single point will be deducted from the score, and no cards will be changed.

Play continues until the deck is depleted. At the end of play there will be nine cards remaining on the screen. The player with the highest score wins.

Selecting '*Sets*'

To select a '*set*' place the mouse cursor on a card in the '*set*' and press the left mouse button. A marker will appear above the card indicating that it is selected. Simply do the same for the remaining two cards of the '*set*'. With the selection of the third card, the program will verify that the cards form a '*set*'.

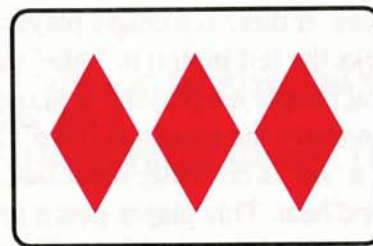
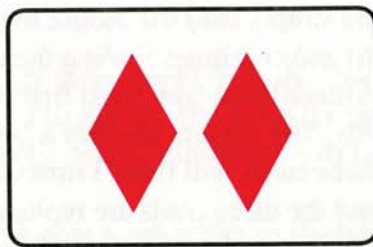
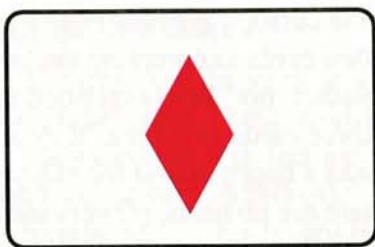
Canceling selected '*cards*'

To cancel a selected card, place the mouse cursor on the selected card and press the left mouse button. The yellow dot above the card will disappear and the selection will be cancelled.

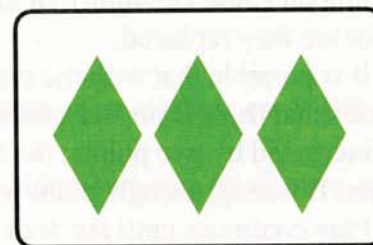
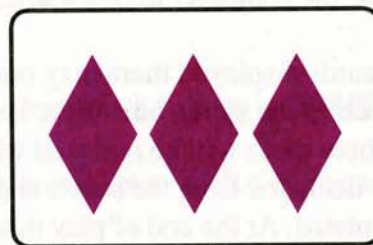
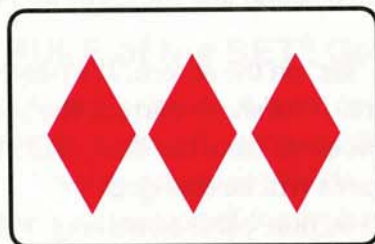
You can use the right mouse button regardless of the cursor location within the SET® Game Window to cancel either one or two selected cards.

Examples

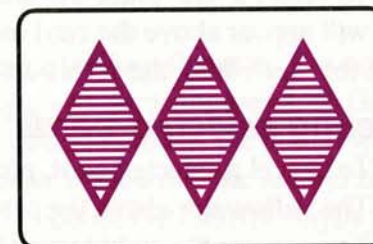
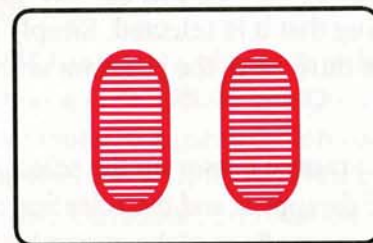
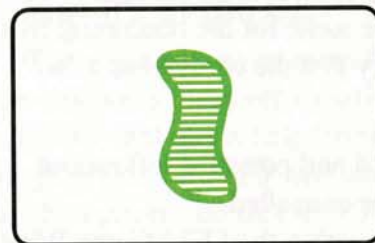
In the following six examples and explanations, we show four that are '*sets*' and two that are not.



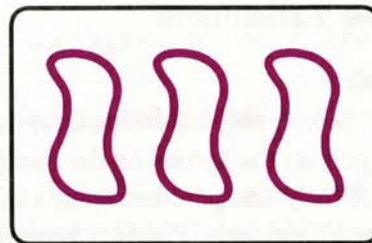
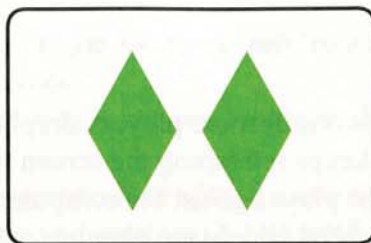
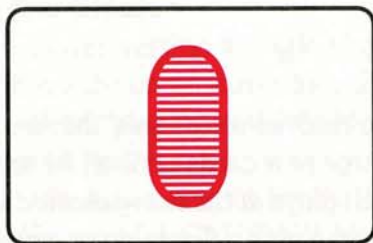
This is a '*set*'. All the cards have the same color (purple), all have the same shape (diamonds), each card has a different number of symbols, and they are all shaded the same.



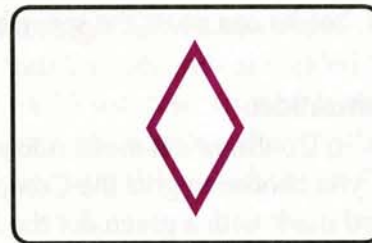
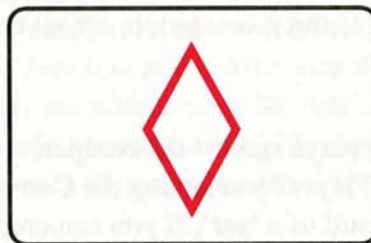
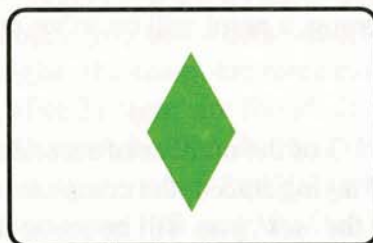
This is a '*set*'. All the cards are different in color, all have the same shape, all have the same number of symbols, and all are shaded the same.



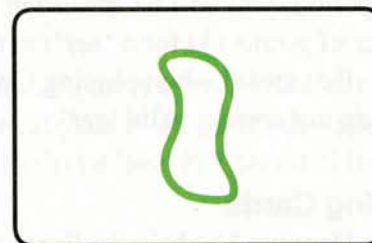
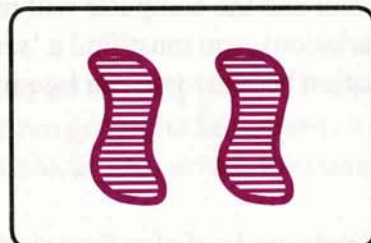
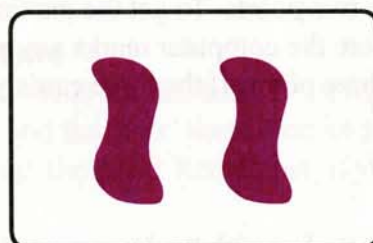
This is a '*set*'. All the cards have different colors, all have different shapes, all have a different number of symbols, and all are shaded the same.



This is a '*set*'. All the cards have different colors, all the shapes are different, each card has a different number of symbols, and they are all shaded differently. Yes, they can be different in all four ways and still be a '*set*'.



This is a *NOT* a '*set*'. All the cards have different colors, all have the same shape, all have the same number of symbols, but two are outlined and one is not. All four of the cards' features must satisfy the rule.



This is *NOT* a '*set*' because the cards are not all the same or all different in color, or in number, even though the other features do satisfy the rules; i.e., all have the same shape, and all are shaded differently.

Game Variations

Classic

When playing in the Classic mode one or more players simply try to find the most '**sets**' that are displayed on the screen as the computer keeps refreshing the screen with three new cards until all 81 are dealt. If only one person is playing, he/she plays against the computer, which plays at the user-selected speed (Options/Computer Playing Speed). If several people are playing (up to ten can play a Game on one computer), they play against each other (the computer player is turned off). As each player finds a '**set**', he/she will be rewarded with a point. If one person is playing, and the selected time for the computer to wait runs out, the computer will find a '**set**' and give itself a point. If a player determines that there is no '**set**' on the screen, he/she can press the space bar. If correct, two points are given; if wrong, a point will be subtracted.

Continuation

In Continuation mode one player plays against the computer. After 1/3 of the number of seconds which you choose to give the Computer Player by selecting the Computer Playing Speed, the computer will find and mark with a green dot the first card of a '**set**'. If you can complete the '**set**', you will be rewarded two points for the remaining cards and the computer will receive one point. If it takes you more than an additional 1/3 of the time you gave the computer to find the remaining cards of the '**set**', the computer will then select the second card of the '**set**'. If you can find the third card of the '**set**' before the end of the last delay period, you will be rewarded one point and the computer will receive two points. To get the maximum number of points (3) for a '**set**' (in this variation), you must find a '**set**' before the computer marks any cards.

Be careful when playing Continuation because you can lose up to three points if the three cards you select do not form a valid '**set**'.

Dancing Cards

Dancing Cards is similar to the Classic mode of play for a single player, but with the important difference that periodically the cards will shift positions on the screen or "dance". Thus, you must be able to finish constructing a '**set**' with the cards in new positions before the computer finds one. When you choose a Computer Playing Speed, the time between dancing is determined (see table in section 'Computer Playing Speed').

Beat the Clock

In this version a single player tries to get the most '*sets*' in a count down against the clock. The score card shows the count down on a digital clock.

When playing in the single color mode, you have 2 minutes. When playing with the full deck, you have 6 minutes.

If you get over 75 for the 3 color variation, send us a picture of your Hall of Fame; we will put your picture in our SET CLUSTER Newsletter and send you a FREE **SET Tee shirt** (see SET Tee Shirt Contest).

Beat the Clock (Extended Time)

Again you are trying to collect as many '*sets*' as possible before the time runs out. However, as you go along, if you find a certain number of '*sets*', your time will be extended thus giving you more time to play. The higher the score, the more extended time rewarded. After you find 8 '*sets*', 15 seconds are added to your time; after 21 '*sets*' are found, 25 seconds are added; after 38 '*sets*', an extra 35 seconds; after 61 '*sets*', an extra 45 seconds; after 89 '*sets*', an extra 55 seconds; after 122 '*sets*', an extra 65 seconds; after 161 '*sets*', an extra 75 seconds; after 204 '*sets*', an extra 85 seconds; after 251 '*sets*', an extra 95 seconds; after 304 '*sets*', an extra 105 seconds, etc.

How high can you go? If you get over 2500 for the single color variation, send us a photograph or screen dump of your Hall of Fame, we will put you in the SET CLUSTER Newsletter and give you a FREE **SET Tee Shirt** (see SET Tee Shirt Contest).

Solitaire

This is Classic SET[®] in which you are the only player. The computer player is turned off. The object is to find the '*sets*' that come up so you can get to the last screen. You are on your own; good luck getting through the deck! Remember, if you get stuck, you can ask the computer to find a '*set*' in 'Options/Find *set*'.

Sound Options

Sound can be enabled from the 'Options' pull-down menu. The SET[®] Game is equipped with sound effects which can be heard using any sound card that can run under the Windows[™] (Windows version), or on the Mac (Mac version).

Modem play

Two players can play each other from anywhere in the world using their modems (see section on Modem Play).

Other Options

Lock Out

With Lock-Out on, the player has a predetermined amount of time to complete a '*set*' once he/she selects the first card. During this period neither the computer nor any other player will be allowed to select a '*set*'. If the Lock-Out time runs out before a '*set*' is completed, that player will lose a point. If the Lock-Out time is longer than the Computer Playing Time and no '*set*' is found by the player, he/she will lose a point **and** the computer will also immediately find a '*set*'.

Computer Playing Speed

To determine the amount of time a player has before the computer chooses a '*set*', the player can select one of the computer playing speeds offered. 'Beginner' gives the player the longest period of time to find a '*set*' (30 seconds), and 'Expert', the least (3 seconds). When a 'Computer Playing Speed' is chosen, it automatically determines the speed at which each card is found by the computer in the Continuation variation, and time between 'dancing' in the Dancing Cards variation.

Times before computer intervention (in seconds)

Computer Playing Speed	Time to find a ' <i>set</i> '	Time to find each card in a ' <i>set</i> ' in Continuation	Time between the movement of Dancing Cards
Beginner	30	10	10
Average	15	5	5
Pro	9	3	3
Expert	3	1	1

Deck Options

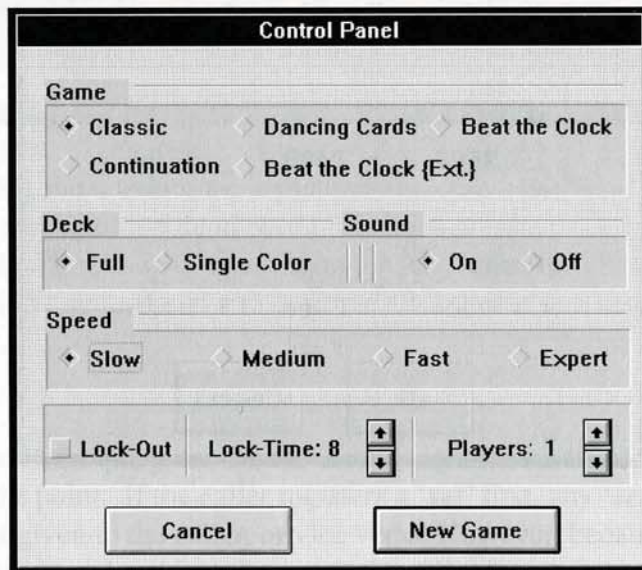
Full deck: All 81 'cards' will be used during game play. Approximately 24 hands will be dealt.

Single color: The easiest way to learn to play SET,[®] because only one third of the cards are used (only one of the three colors). Approximately 6 hands can be dealt in the classical SET[®] Game.

Control Panel

To call up the Control Panel you must double click the left mouse button in an area of the SET[®] Game Window that does not touch the Game Board. The Control Panel must be used to initiate a multiplayer game (see section below). It can also be used instead of the 'Options' menu to choose all other game variations.

The Control Panel looks like:

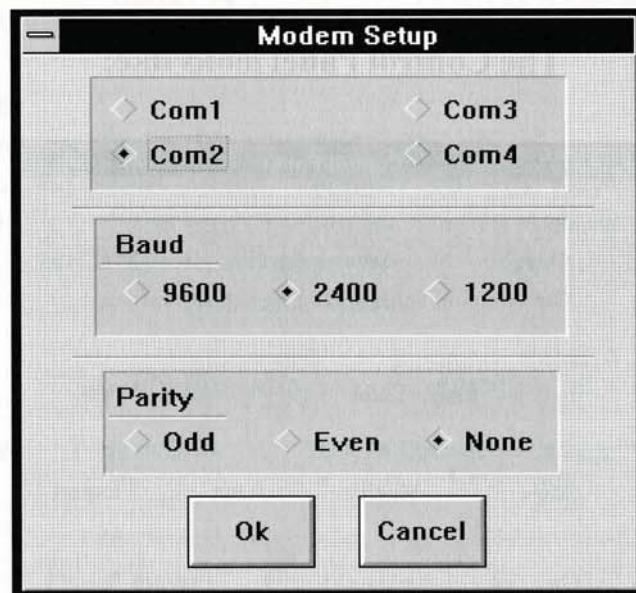


Modem Play

Configuring the Modem

Before using the Modem for on-line play, you must configure it. By selecting Modem Setup from the Communication Menu, a setup dialog box will appear requesting information about the Com Port that the modem is connected to, the Baud rate you will use, and the Parity. These must be the same for both players.

Each time you desire to play modem-to-modem, the Modem Setup parameters must be reset.



Call / Receive

After Configuring the modem, one player must decide to be the caller while the other becomes the receiver. This is achieved by selecting 'Call' on one computer and 'Receive' on the other.

The caller will be presented with another dialog box requesting the phone number of the opponent.

The player who chooses to be the receiver will see the Chat dialog box come up. The status of the modem connection will be displayed on the top line of this box. If everything is executed correctly, a message saying CONNECTION ESTABLISHED will appear followed by a reset of the cards on the SET[®] board. At that time both players will be looking at the same cards and the game can begin.

Chat

While playing On-line, two players can talk to each other with the Chat dialog box. The bottom line (input area) is used to enter the text that you want to send to your opponent. The top line displays the incoming message.



To send a message, enter the text into the input area then press the Send button. This will send your message. No message will be sent until the Send button has been pressed.

Messages received will automatically come in on the top line of the chat dialog box. If the player to which the message has been sent has chosen not to have the Chat dialog box displayed, the incoming message will force the box to appear.

Timing of Modem Play

If the caller picks a '*set*', the program checks that no signal has come from the receiver. If no signal was received, the caller gets the point. If the caller registers a '*set*' first, any '*set*' sent by the receiver is canceled and the '*set*' point is given to the caller, or vice versa. However, because of timing constraints, if both caller and receiver get their '*sets*' within 1/2 second, the caller is automatically awarded the '*set*'.

Synchronize

Sometimes, because of phone service switching problems or computer timing differences, it may be necessary to insure both players are playing with the same cards on their screens. Using the Synchronize option will insure that all the game details are identical for both players.

This should only be used in the event either player experiences problems during an On-line session. It may sometimes also be necessary to go to the OPTIONS menu and click 'New Game' to reset the score card when playing a second game on the same connection.

Hall of Fame

Each game variation has a Hall of Fame listing of the top eight scores of players of that Variation and that Computer Playing Speed. To view the Hall of Fame listing for any of the game variations you must first switch to the game variation you wish to view, then select the Hall of Fame option in the OPTIONS menu.

The Hall of Fame scores can be reset. Using the 'Reset Hall of Fame Scores' option resets all of the scores in all of the Halls of Fame to zero.

Multiplayer Mode

The SET® Game can be played by up to ten players on one computer. The whole family can play together. Put the keyboard in reach of everyone. Each player selects his/her own 'hot' key (usually a key close to him/her). Do this by double clicking the mouse in the SET® Game Window, but off the game board, to bring up the Control Panel. In the Control Panel choose the number of people playing, type in their names, and have them choose their 'hot' key by clicking on the 'arrow' buttons. When done, click 'new game'. Age is no advantage here -- so beware of the younger *or* older generation!

More About Set Enterprises' Games

SET® -- *the computer game* is a software version of the SET® Game which, as a game played with cards (the 'hard copy' version), has been sold throughout the US and in many countries around the world. In the following sections we discuss it and our game Trilogy™.

The SET® Game played with cards

If you have enjoyed these variations of the SET® Game for the computer, you may also enjoy the very popular card game version. In addition to the classical SET® Game, it includes a couple of ways to play which are outside the scope of the design of these computer variations, specifically SETUP™, a game where you must discard cards into a common pool so as *not* to make a '*set*', and CHIPSET™, a game of luck and skill which requires user-supplied chips. It is available at many specialty game, toy and book stores.

Triology™ --- A step beyond SET®

If you are having fun and are challenged by making '*sets*', you will want to try your hand at a game which has the added challenge of breaking up someone else's '*sets*' and recombining their cards with your own cards into new '*sets*'. Successful '*set*' manipulation allows you to steal the opponents '*sets*' to gain points. Trilogy™, a game for two or more, will challenge you to the fullest. It has just won the 'Games 100' award from Games Magazine. It is also available at many specialty game and toy stores. Enjoy.

An interesting aspect of the SET® game

Because the SET® Game involves learning a rule of logic, players must invoke their "left brain" thinking skills. Left brain thinking skills, such as logical thinking, are the ones predominantly taught in modern western society. However, to find the '*sets*' players must examine the spatial array of cards and locate, in the overall pattern, the cards that satisfy the rule. To do this "right brain" thinking skills must be used. Right brain thinking skills are usually associated with spatial, intuitive, creative thinking. These skills are highly underdeveloped. To effectively employ creative thinking requires use of both left and right sides of your brain. Both right brain thinking skills, and whole brain thinking receive little attention in school, and remain underdeveloped as we go through life, because only a few occupations such as a football quarterback, pilot, or artist, require them. But everyone would gain by developing them. Every time you find a '*set*' you are using your whole brain.

Review and some additional information

The SET[®] game has four attributes and only one rule. The attributes are: symbol shapes, symbol shading, symbol color, and the number of symbols. Refer to this manual or the on-line HELP menu to learn the rule of the game, and how to apply it to the 4 attributes to find a '**set**' of three cards. The on-line HELP files or this manual will guide you through the features of the game.

The 'Control Panel' has almost all of the options in one place and is very powerful and convenient to use. Just double click within the SET[®] window, but not on the game board, to bring it up. It allows you to make many changes at once. Alternatively, the 'Options' menu enables you to choose the Game's options and start a new game option-by-option.

When a player makes a '**set**', the 3 cards in the '**set**' flash three times indicating that a correct '**set**' has been found.

The ability to choose the skill level of the computer allows you, not only to always have a player at your skill level to compete with, but when you are just beginning, it *also* allows you to see in quick succession examples of what '**sets**' look like. Do this by putting 'Computer Playing Speed' to 'Expert' and watch it find them.

When you minimize the SET[®] Game to an Icon, the game play freezes, allowing you to take a break and resume later.

SET[®] can be played by up to ten players on your computer. The whole family can play together. Each player gets their own 'hot' key. Double tap to get into the 'Control Panel', increase the number of players to the desired number, and click 'OK'. Then the multiplayer score card will pop up, and each player can type in his/her name and use the 'arrow' buttons to choose their 'hot' key. To play, tap your 'hot' key when you see a '**set**' and click on the three cards with the mouse. You have the number of seconds picked in the 'Lock Out' Option in the 'Control Panel' to find your '**set**'. When playing in Multiplayer mode, the 'Computer Player' is turned off.

At the end of the game, the special score card pops up showing each player's scores. If you want to see the scores during the game, go to the 'Options' menu, and click on 'Show Scores' at any time.

SET[®] can also be played modem-to-modem. The necessary communications software is built into SET[®] for Hayes compatible modems. Go to the 'Communications' menu where 1200, 2400 or 9600 baud modems can be used. Just determine the 'Com' port you are using and select a Baud rate and Parity common to both players. The modem 'setup' must be performed each time a connection is made. After you see the 'modem configured' window pop up, and press 'OK', one player must choose to dial and the other to receive. The dialer simply puts the phone number into dialog box and clicks OK. If a good connection is established, both players will see "CONNECTION ESTABLISHED" in their CHAT dialog box, and their screens refresh with cards that are the same on both computer's screens.

Because there is one chance in about fifty that the 12 cards displayed cannot form a '**set**', all players have the opportunity to get two points if they see that there is no '**set**' on the screen. A player simply taps the 'space bar', or his/her 'hot' key and then the 'space bar' if in Multiplayer mode. If the player is wrong he/she loses only one point.

Some points of strategy

The shorter the 'Lock Out' time chosen in Multiplayer mode, the less time your opponents have to hit the 'hot key' BEFORE finding a '**set**'. As a player's skill increases, some players may be able to press their 'hot key' immediately and then during the 'Lock Out' time interval actually find a '**set**'. This prevents all other players from getting a '**set**' during this time. Of course, the shorter this time is, the less time the player has to find a '**set**'. On the other hand, if it is too short, everyone will have difficulty clicking in a '**set**' after they find one and press their 'hot key'.

Because SET[®] is a visual perception game, the quieter the background, the less trouble you should have finding '**sets**', so minimize background distractions if you're aiming for high scores.

Awards for the SET[®] Game

The SET[®] Game played with cards has won many best game awards. MENSA, the high IQ society, in a national competition chose SET[®] as one of the top five games for 1991. Their selection was based on the following criteria: Originality, Intellectual Challenge, Aesthetics & Quality Design, and Longevity. OMNI Magazine chose SET[®] as a top game for 1991. The Detroit News gave SET[®] "*****" (its highest rating — "a definite hit") in its 1993 game survey. The Canadian Toy Testing Council awarded SET[®] its highest rating of "*****" in 1992. Games Magazine chose SET[®] as one to the top 100 games of 1992 and 1993. The Consumers Association of Quebec awarded SET[®] "*****" (their highest rating) in 1992. In addition SET[®] received their special AWARD of EXCELLENCE.

Your comments are appreciated.

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