

# Get Set

## Board game for 2 to 5 players

### Objective:

To score as many sets of 3 or more adjacent markers, either horizontally, vertically or diagonally. The game is played in 3 rounds of 3 minutes each; the highest score overall wins the game.

### Needed to play:

Gameboard, 4 dice, 6 markers per player (one colour per player), a 3 minute timer, paper and pencils for scoring

### Preparation:

Players receive 6 markers of a given colour each plus paper and a pencil.

### Rules:

- 1) Players roll 1 die to determine who goes first; ties are re-rolled. The first player starts the timer, play then proceeds clockwise.
- 2) Players roll 4 dice, only pairs count. 4 of a kind are played as two pairs. If 3 dice match, the “spare” is re-rolled once in an attempt to create another pair with the fourth die.
- 3) Players place markers on empty fields based on any pairs rolled. Thus, on a pair of 5s, a player places her marker on any unoccupied 5 on the board. If 2 pairs were rolled, markers are placed for both pairs if possible. If a vacant space is not available, that pair is lost and cannot be played.
- 4) Once a player has completed a set with three adjacent markers to form a *straight* line either horizontally, vertically or diagonally, she scores that set and receives 2 points.

**Note** that the initial set of 3 must be built by the same player, it cannot be completed by another, i.e. all 3 markers must always be of the same colour.

- 5) Starting on her next turn, she may try to score by *either* completing a set of *her own* (worth 2 points) or by scoring off *another player's* set across adjacent fields (worth 1 point), based on the outcome of her roll. **Note** that players cannot score off other sets until completing a set of their own.

Instead of placing a marker, that player may also use her roll to *remove* her own or *someone else's* marker to prevent other players from scoring easily.

- 6) If a player who does not yet control a set of three markers on the board rolls a pair for a field that is already occupied, she may roll again.
- 7) Each round lasts three minutes. The game's overall winner is the player with the highest number of points.

**Scoring:**

Sets may be (re-)scored many times over in any direction. To score, sets must contain at least three markers. Players receive one point for every set scored.

**Example:**

Player A (yellow) has scored 6-1-2 vertically, for 2 points:

1	2	3	4	5	6
2	3	4	5	6	1
3	4	5	6	1	2
4	5	6	1	2	3
5	6	1	2	3	4
6	1	2	3	4	5

Player B (blue) has already completed a set of his own and could score off A's set with a pair of 5s or 3s (again, vertically):

1	2	3	4	5	6
2	3	4	5	6	1
3	4	5	6	1	2
4	5	6	1	2	3
5	6	1	2	3	4
6	1	2	3	4	5

As it turns out, B rolls a pair of 5s and a pair of 2s and only scores one set (5-6-1), for 1 point:

1	2	3	4	5	6
2	3	4	5	6	1
3	4	5	6	1	2
4	5	6	1	2	3
5	6	1	2	3	4
6	1	2	3	4	5

Player C (red) also has a set of his own and could score off the blue and yellow sets in a number of different ways with a pair of 4s, 6s, 2s or 3s:

1	2	3	4	5	6
2	3	4	5	6	1
3	4	5	6	1	2
4	5	6	1	2	3
5	6	1	2	3	4
6	1	2	3	4	5

### Strategy:

When placing their markers, players should keep an eye on potential sets, either to create their own or to score off other players' sets. Try not to plan too far ahead — there's not enough time. The game will speed up once sets begin to form on the board so you may want to be opportunistic. Aggressive players may be tempted to remove markers of their opponents, but should not forget to score sets themselves, since the player with the most points wins. Until you have a set of your own, your options are rather limited...