COIN SET

Match Coins, Make Sets

CONTENTS

14 gold coins, 14 silver coins, 14 copper coins, 1 cloth bag, 2 sets of rules

THE AIM OF THE GAME

In Coin Set, players compete against each other to find the "sets" lurking among a collection of ancient coins – reputedly found at the bottom of the Mediterranean by none other than Jacques Cousteau in 1957. The winner is the person who succeeds in finding the most sets during the course of the game, competing all the time against their fellow players.

HOW TO PLAY

Players draw ten random coins from the cloth bag and lay them out in the middle of the table. Then all players try to find sets in the coins – all at the same time.
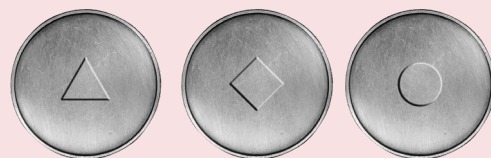
Anyone who finds a set should call out "Set!" as soon as they do. The three coins that make the set are then theirs. Three new coins are drawn at random from the bag and laid out so that, once again, there are ten coins on the table.

If a player who has called out can't point out their set within three seconds of doing so, they have to put three of their already-collected coins back in the bag. (Unless they don't have any, of course.)

The game ends when the bag is empty and no more sets can be found among the coins on the table. The winner is the person who has gathered the most coins by the time this happens.
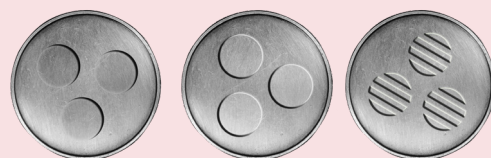
THE COINS

All coins have four different characteristics:

1. Three **SYMBOLS**: triangles, squares or circles.

2. Three **MATERIALS**: gold, silver or copper.

3. Three different **LEVELS**: debossed, embossed or ridged.

4. **TOTAL** number of symbols: one, two or three.

The coins have symbols on both sides. The symbol characteristics (*total, symbol* and *level*) will always be different on both sides of a single coin.

There are three coins, one of each material, with a "joker" side. When this comes up, it can be used as a substitute for the other three characteristics when forming a set.

WHAT IS A SET?

A set is formed from three coins on which *each* of the characteristics is *either* all different *or* all the same.
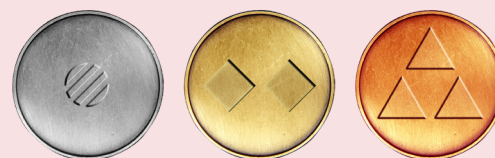
EXAMPLES OF SETS

In this example, the material (*silver*) and level (*ridged*) are the same on each, while the total and symbol are different.
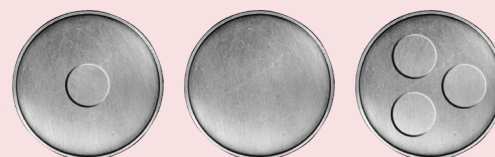

Two characteristics (*total* and *level*) are the same and two (*material* and *symbol*) are different.

In this set, three characteristics (*material, level* and *total*) are the same, while the symbols are all different.

Here's a set where all of the characteristics are different.

And here's an example where a joker side is used. It replaces two embossed circles: so the material and symbol are the same, while the level and total are different.

CAN'T FIND ANY SETS?

If all players agree that there are no sets at all among the coins currently on the table, all coins should be turned over. After this, if there are still no sets to be found, players can take it in turns to turn the coins over one by one. Once a coin is turned over, players can once again try to find sets. If there are no sets available, another coin is turned over, and so on: until a player finds a set. Remember which coins you have already turned over. After a set is found this way, play continues as normal.

If all players are in agreement that there really are no sets to be found among the coins on the table despite them having all been turned over twice, take one coin from the bag and put it on the table.

You now need to find sets among these eleven coins. If none are found, turn them all over again. And if, somehow, there are still no sets to be found, turn them over one by one again: just as you would with ten coins.

If after all this there are still no sets to be found, take another coin from the bag and repeat the process until a set is found. After this, play goes back to normal.

When a set is found among more than ten coins and removed from the table the number of coins drawn from the bag should only bring the total back up to ten. *Example: 12 coins are on the table when a player finally finds a set. The player removes their three coins, and then takes out just one new coin from the bag so that there are ten coins on the table once again.*