

## The Game of Set

Welcome attendee! To help you mingle with your fellow attendees, we've devised a fun variation of the Earth game of Set. Grab one of the cards when you enter. It will have four characteristics on it:

- Skin color (Red, Blue, Green)
- Biologic Composition (Human, Cyborg, Robot)
- Chronological Origin (from the past, from the present, from the future)
- Quadrant (alpha, delta, and gamma)

Mingle around the room, and compare cards. Look for two other aliens from other teams you can make a Set with (see below). When you have found a Set, bring your cards to our host. You will earn one point for your team for a valid Set. Exchange your cards for new cards, and look for another Set.

Once your team has earned five points, a new challenge will be presented to you.

### What Makes a Set

A Set is three cards where, for each characteristic, each card is the same, or every card is different. (For example, all three cards have green skin, or there is one red, one blue and one green skin card in the set.) An example of a Set is:

- Red human from the past, alpha quadrant
- Green cyborg from the past, alpha quadrant
- Blue robot from the past, alpha quadrant

The basic rule: If two of cards are something and the other is not, then it's not a set.

Three cards that are completely identical do not count as a set.

**Important: Your Set must include cards from three different teams. If there are only two teams remaining the game, they will be given the next challenge automatically.**