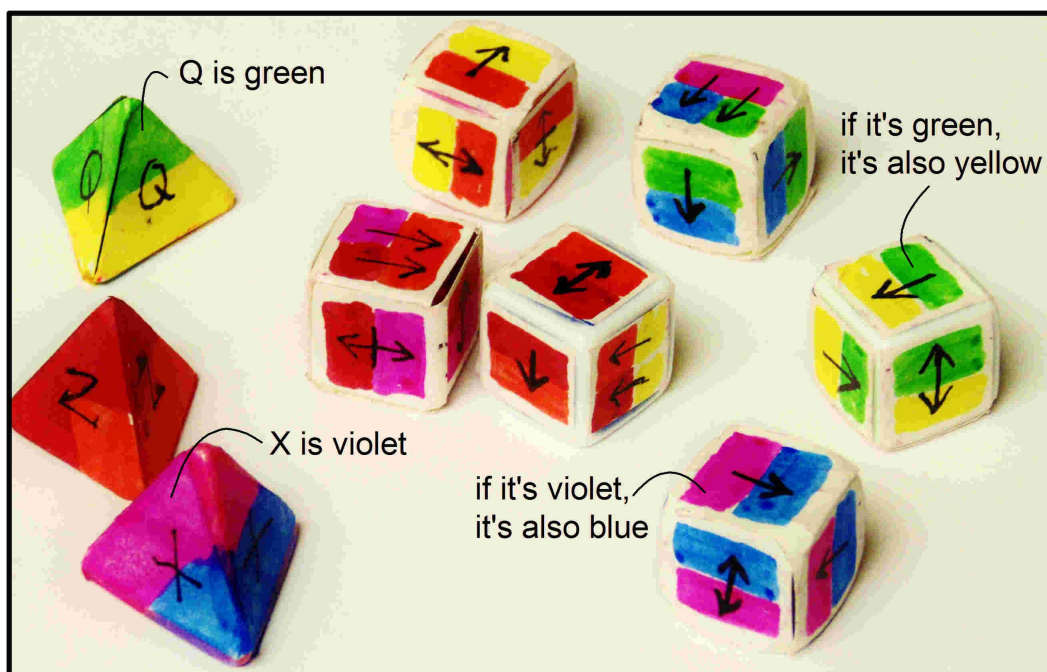


Sets Appeal™



In the above photograph, a basic set of prototype *Sets Appeal*™ dice have been rolled. As shown, the instances per this roll (the three dice on the left) are:

- Q is green.
- Z is red.
- X is violet.

The rules per this roll (the six dice on the right, clockwise from the top) are:

- If it's orange, it's also yellow.
- If it's violet, it's also green and blue.
- If it's green, it's also yellow.
- If it's violet, it's also blue.
- If it's red, is also orange, and vice versa.
- If it's violet or if it's red, it's also orange.

Thus, per these rules:

- ✓ **Q** is GREEN and YELLOW.
- ✓ **Z** is RED, ORANGE, and YELLOW.
- ✓ **X** is VIOLET, GREEN, BLUE, ORANGE, RED, and YELLOW.

A player who draws all these inferences—and only these inferences—scores the maximum points available for this roll.