

Sets Appeal™

The Game of Inference

Brief Instructions for Basic Game

- Start the 60-second *Sets Appeal* timer.
- Roll all nine *Sets Appeal* dice.
- Determine the initial color of each of the three instances (Q, X, and Z) as shown on the *Sets Appeal* instance dice. Circle that color next to the given instance on your *Sets Appeal* scoresheet. For example, if the die for instance Q shows the color green, circle the "G" next to the instance Q.
- Use the principles shown on the *Sets Appeal* principle dice to draw inferences about the three instances shown on the *Sets Appeal* instance dice. Draw as many inferences as possible before time runs out.
- Record your inferences on the *Sets Appeal* scoresheet by circling the letter that stands for the inferred color of that instance. For example, if Q is green and yellow, circle "G" and "Y."
- If you believe you've drawn all possible inferences before time runs out, say "Mastered!"
- The round ends when either (i) time runs out or (ii) a player says "Mastered!"
- When the round is over, check each player's inferences. Each player gets
 - **+1 point** for each valid inference that player drew
 - **-1 point** for each invalid inference that player drew, including any inferences that relied upon principles that involve the set shown on the blocker die
 - **+3 points** if that player ended the round by saying "Mastered!" and had, in fact, drawn all possible valid inferences and no invalid inferences
 - **-3 points** if that player ended the round by saying "Mastered!" but had not, in fact, drawn all possible valid inferences and no invalid inferences
- For a short game (approximately ten minutes), play five rounds.
- For a standard game, play ten rounds.
- The player with the most points at the end of the game wins!

Additional Details

The *Sets Appeal* Dice

As shown in the charts below, the basic set of *Sets Appeal* dice comprises a total of ten dice.

Principle Dice

A logical principle (called a “major premise” in formal, syllogistic logic terms) comprises a relationship between one set and another set. That relationship takes the form of an “if/then” statement such that *if we know something belongs to the first set, we can tell whether or not that thing also belongs to the second set*.

In the basic *Sets Appeal* game, sets are represented by colors:

- first set: red
- second set: orange
- third set: yellow
- fourth set: green
- fifth set: blue
- sixth set: violet

The six *Sets Appeal* principle dice, when rolled at the beginning of a round of play, indicate six logical principles that are in effect for that round. Each principle comprises a relationship between two or three sets. These principles can be applied to the instances—Q, X, and Z—shown on the instance dice to draw inferences about the sets to which these instances belong.

Instance Dice

An instance (called a “major premise” in formal, syllogistic logic terms) is a specific, individual member of a set.

In the basic *Sets Appeal* game, there are three instances: Q, X, and Z. Each instance can be initially assigned to one of two sets:

- Q: red or orange
- X: yellow or green
- Z: blue or violet

The three *Sets Appeal* instance dice, when are rolled at the beginning of a round of play, determine to which sets these three instances initially belong. Once the initial set of an instance has been determined, the principles indicated by the principle dice can be used to draw inferences about to which other sets Q, X, and Z also belong.

MANUFACTURING NOTE: The *Sets Appeal* instance dice are binary and could therefore be replaced by coins or tokens to be tossed. However, for ease of use and consistency of look and feel, six-sided dice are recommended.

Asterisks

Occasionally, a principle die will show simply an asterisk (*) rather than a principle. When such a roll occurs, circle the asterisk next to each instance that is of the given color.

For example, if an asterisk set against a green background is rolled and instance "Q" is green, circle the asterisk next to "Q." Asterisk inferences count just like other inferences.

Example *Sets Appeal* Scoresheet

A *Sets Appeal* scoresheet includes three rows, one for each instance (Q, X, and Z). In each row, the basic sets/colors (red, orange, yellow, green, blue, and violet) as well an asterisk are represented so that a player can quickly circle all sets to which an instance is known to belong.

Q:	R	O	Y	G	B	V	*
X:	R	O	Y	G	B	V	*
Z:	R	O	Y	G	B	V	*

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