

AIM OF THE GAME

The aim of SETUP is to make sets with the card tiles on the game board. The more card tiles in the sets you make, the more points you get and the more spaces you can move on the game board. The winner is the first player to reach the finish line!

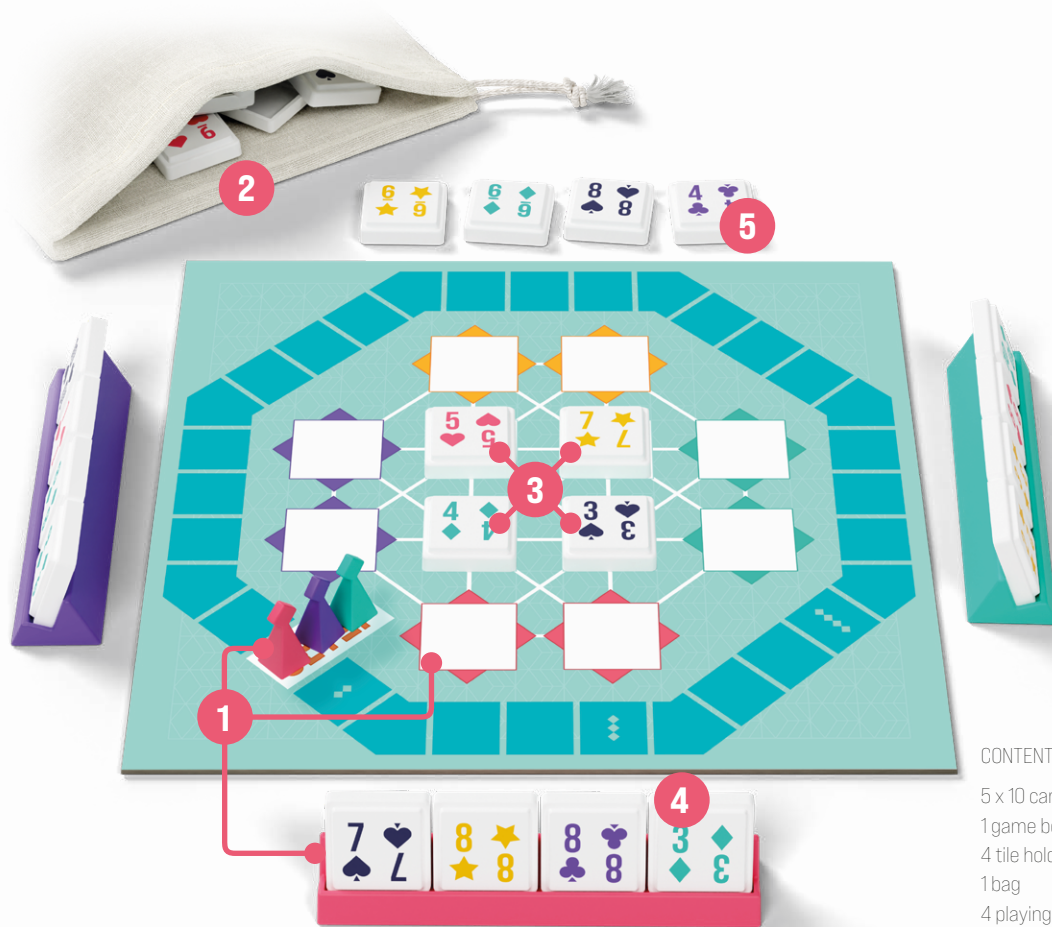
A set consists of at least two card tiles. They should either be of the same value (e.g. two 8s) or in a sequence of consecutive numbers in the same suit (e.g. 2, 3, and 4 in the same suit). The card tiles you place on the board can either be a set on their own or form a new set with card tiles already on the board.



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GET READY

- 1 Each player takes a **tile holder** and a **playing piece** in the same color as the two personal bonus squares in front of them on the board. Place the playing pieces on the SETUP square.
- 2 Put the **50 card tiles** into the bag and place the bag next to the board.
- 3 Take **four card tiles** from the bag and place them on **the four common squares** in the middle of the board.
- 4 Each player then takes **four card tiles** from the bag and places them in their own **tile holder**. Make sure to keep them hidden from the other players. These four card tiles are your **own "hand"**.
- 5 Take **four card tiles** from the bag and place them **next to the board** with the numbers facing up so that everyone can see them. These four card tiles are the **common "hand"**.



CONTENTS

5 x 10 card tiles
1 game board
4 tile holders
1 bag
4 playing pieces
1 set of rules

THE BASICS

THE CARD TILES

There are five different suits: ★ ♥ ♦ ♣ ♠

There are 50 card tiles, with the numbers 1 to 10 in each suit.

WHAT IS A SET?

A set consists of at least two card tiles.

There are two types of set:

Same numbers but different suits



Consecutive numbers in the same suit



[1 does not follow 10]

OWN AND COMMON HAND

You can use card tiles from **your own hand**, from **the common hand** or from **both** to make a set.

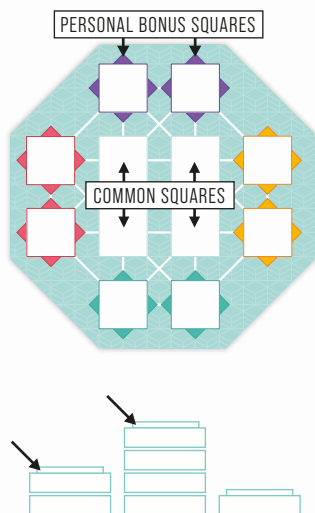
PLACE CARD TILES

The personal bonus squares are marked in the same color as the player's own color.

The common squares in the middle of the board do not have colored edges.

If there are fewer than four players, you use the extra personal bonus squares as common squares.

You may only place card tiles on your two personal bonus squares and on the common squares. If there is already a card tile on the square, simply put your card tile on top, covering the existing card tile.



PLAY A ROUND

You play SETUP in turns. The youngest player starts.

1. MAKE SETS OR SWAP CARD TILES

When it is your turn, you can either make sets or swap card tiles:

A. Make sets. A player can place **one or more** card tiles from their own and/or the common hand on the board. The card tiles they play must be part of the same set and can also become part of other sets on the board (further details on the next page).

B. Swap card tiles. If a player cannot or does not want to make a set, the player must swap card tiles from their own hand for the same number of tiles from the bag. Then it is the next player's turn.

2. MOVE THE PLAYING PIECE

The player moves the playing piece the same number of spaces on the board as the number of points they have scored. If any of the other players have scored bonus points, those players can also move their playing pieces (further details on the next page).

3. REPLENISH CARD TILES

Once a player has placed card tiles on the board, they must take card tiles from the bag and fill up the common hand first, then their own hand.

If the bag is empty, all of the card tiles on the board—apart from the top layer of tiles—must be removed from the board and replaced in the bag.

4. NEXT PLAYER

Play continues clockwise.

WHO'S THE WINNER?

Once a playing piece has reached or crossed the finish line, the game is over. The players don't need to take the same number of turns.

Thanks to bonus points (more detail on the next page), occasionally more than one player may reach the finish line on the same turn. In this instance, it is the player who has gone further who wins.

If playing pieces are tied on the same space, from that tie, it is the player who placed the last tile who wins.

Use the finish line corresponding to the number of players: ♦♦♦♦♦♦♦♦♦♦

MAKE SETS

The card tiles you place **must** be part of **the same set**.

Here the red player has played

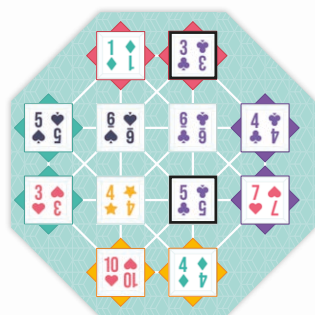


and makes the set:



with card tiles already on the board.

Only the visible (top layer) tiles on the board can be part of a set.



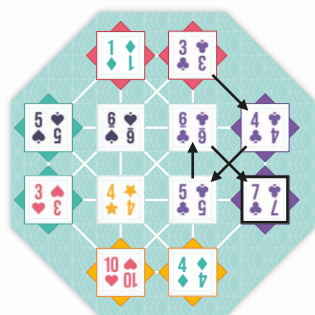
MAKE SETS IN ANY DIRECTION

A set can be made in any direction indicated by the white lines on the board. A set can change direction and cross its own "path".

Here the purple player has played



and makes the set:



MAKE MULTIPLE SETS

Card tiles you place can become part of multiple sets.

Simply by placing these card tiles



the yellow player makes three sets with tiles already on the board:



+



+



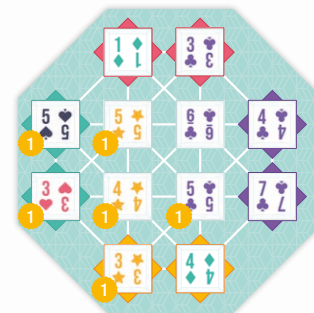
POINTS

POINTS ON YOUR TURN

All card tiles that make up a set with one or more of the card tiles on the board score **1 point**. So, the player whose turn it is receives 1 point for each card tile they place on the board themselves and 1 point for each card tile already on the board.

A card tile is only worth 1 point, regardless of the number of sets it is a part of.

Continuing the previous example, yellow player scores **6** points.



BONUS POINTS

A player can score bonus points even if it is not their turn, if the player whose turn it is has made a set with one or both of the card tiles on the other player's personal bonus square(s).

So when yellow player makes sets with two card tiles on green player's personal squares, green player receives **2** bonus points and can move their playing piece ahead two spaces.

Each player must keep an eye on their own personal bonus squares and check whether the card tiles on their bonus squares are part of the sets made by the player whose turn it is.

If the player does not notice this before the next player takes up their turn, the player will not receive any bonus points.

You are allowed to make a player aware of the bonus points, e.g. if it's to your own advantage.

