

January 24, 2005

Set Daily Puzzle

Set is a DHTML-based Web game that offers a new puzzle to play every day. The object of Set is to find the 6 "sets" of three cards each that go together.

Each card in the game has on it four (4) distinguishing features: color, quantity, symbol, and fill. Color will be either red, green or purple. Quantity will be either 1, 2 or 3 symbols. Symbol will be either oval, squiggle, or diamond. Fill will be either solid, striped, or open.

Three cards are a set if each feature is either the same on all 3 cards, or is different on all 3 cards.

There is no time limit and you can try as many combinations as you like. After finding them all, the game will tell you how long you took so you can try to better that time with tomorrow's puzzle. It's an excellent brain teaser of a puzzle, and a great exercise for the logical part of your brain. [Click](#).

