

Name: **S/HETS**™

Players: 2 or 4

Age: 7+

Skills: Planning, Strategy, Decision Making,
Probability, Predicting,

Awards:



Components: 54 Cards, 1 Rule Sheet, 4 Game Pieces, 2 Scoring Mats, 2 Game Mats

Description:]

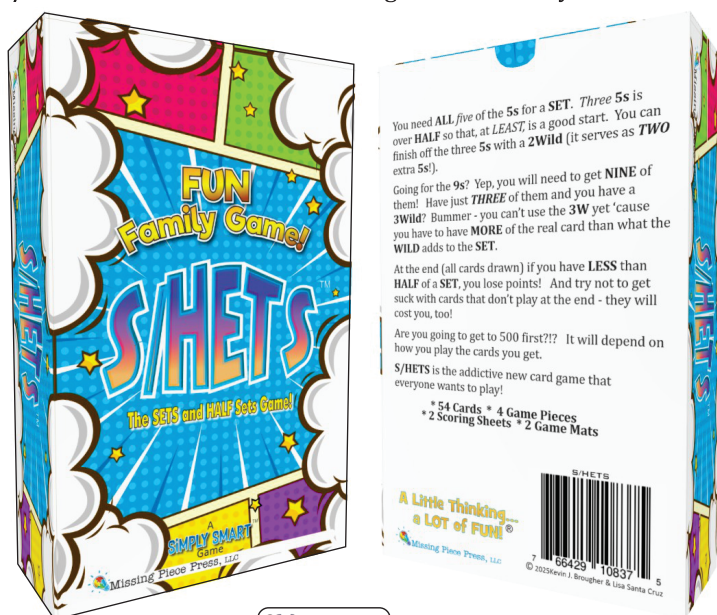
You need **ALL** five of the **5s** for a **SET**. **Three 5s** is over **HALF** so that, at **LEAST**, is a good start. You can finish off the three **5s** with a **2Wild** (it serves as **TWO** extra **5s**!).

Going for the **9s**? Yep, you will need to get **NINE** of them! Have just **THREE** of them and you have a **3Wild**? Bummer - you can't use the **3W** yet 'cause you have to have **MORE** of the real card than what the **WILD** adds to the **SET**.

At the end (all cards drawn) if you have **LESS** than **HALF** of a **SET**, you lose points! And try not to get stuck with cards that don't play at the end - they will cost you points, too!

Are you going to get to **500** first?!? It will depend on how you play the cards you get!

S/HETS is the addictive new card game that everyone wants to play!



100	110	300 Short WIN!	310	WIN!
90	120	290	320	490
80	130	280	330	480
70	140	270	340	470
60	150	260	350	460
50	160	250	360	450
40	170	240	370	440
30	180	230	380	430
20	190	220	390	420
10	200	210	400	410

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A LITTLE thinking...a LOT of fun!®