

SPLIT IT!

Divide and conquer...

A tricky card game by Igor Ganzha

Piatnik game no. 667596

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So simple and yet so tricky: a row of cards is laid out and split into three sections, and you secretly choose one of the three. Sound easy?

It isn't! You need good guesses and smart tactics to avoid clashes and pocket the most points.

Contents

84 cards:

- 70 number cards numbered 1-10 (1x1, 2x2, 3x3, ... 10x10), and 15 jokers



- 12 guessing cards (four marked sets of 3 cards each)



- 2 split cards



1 game manual

Aim of the game

The aim is to score the most points with clever guesses that will get you the most cards of a given number.

Preparation

- Each take a set of **guessing cards**. Place them face-down in front of you.
- Shuffle the **number cards** and place them face-down in a pile.
- The youngest player starts and is given the two **split cards** for the first round.

Rules

A game consists of several rounds. Each round follows the same pattern:

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| <ul style="list-style-type: none">A. Create row & splitB. Guess & collect |
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A. Create row & split

The player with the split cards takes one number card after another from the pile to create a face-up row of cards from left to right in the middle of the table. The length of the row depends on the number of players.

7 CARDS for 2 or 3 players	9 CARDS for 4 players
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The first player splits the row of cards into **three sections** by inserting each of the two split cards between **any** two number cards. You then have a white, a bright pink and a black section.

N.B.: To save space, you can also place the cards above the row.

Important: Each section must consist of at least one number card.

Example with four players:



*Nic holds the split cards. He puts out 9 number cards and inserts the split cards, with cards **4/3/6** forming the **white** section, cards **5** and **7** the **pink** section and **joker/8/2/10** the **black** section.*

*For games with only two players: After the split, the other player chooses **one section** and removes **all** number cards from that section. Those cards are taken out of play.*

B. Guess & collect

All players now choose **one** of their guessing cards and place it face-down in front of them. Once all players are ready, the guessing cards are revealed. You now check who has chosen which sections:

1. Sections **no one** has chosen: All number cards in these sections are taken out of play.
2. Sections **only 1 player** has chosen: Well done! That player receives all the number cards from this section. The round is then over for them.
3. Sections **more than 1 player** has chosen? Oh dear! Nobody gets the number cards. What

happens next depends on how many number cards are left in the row as a whole. If there...

- ... are **3 or more number cards** left in the row, the player who split the row must now split the remaining cards into three sections. The order of the cards must not be changed. All players who have yet to win number cards in this round guess again in the same way as before.
- ... are **2 number cards** left in the row, either of the split cards is inserted between them. All players who have yet to win number cards in this round guess again. This time, they only have two sections to choose from.
- ... is **1 number card** left in the row, it is taken out of play and the round is over.

The process is repeated until

- all players have collected **at least one number card** or

- there are **no more number cards** left in the row.

The round is then over and the player to the first player's left takes the two split cards.
A new round starts from step 1 above.

Example continued:



Nic guesses the white and Magda the pink section. Each gets the number cards from the section they have guessed. David & Kate have both guessed black. They do not get any number cards and have to guess again. The round is over for Nic, but he still has to split the remaining four cards into three sections.

	<p><i>This time, Kate guesses white and David black. Each takes the corresponding number cards. The round is now over for everyone.</i></p>
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Correctly displaying cards collected:

Players who have collected number cards place them face-up in front of them in columns of the **same number**. **Jokers** can be added to any column. *N.B.:* If the joker is the first and only card you have taken so far, it is added to the first column that forms. *Careful:* Once assigned to a column, a joker cannot be moved.



End of the game & scoring:

The game ends when there are no more cards left in the number card pile and the final round has been played.

N.B.: If you are playing with four people, there will only be 7 number cards in the row for the final round.

You now count up the number cards in each column. The player with **the most cards for a given number** gets **1x** the value of that number in points. In the event of a tie, each of the players in question gets the value of the number in points.



*Example: Magda has more 8s and 5s than the others, which gets her 13 points (8+5). She and Nic each have one 2, so **each** of them gets 2 points. Magda has scored a total of 15.*

The player with the highest total score wins. In the event of a tie, the player who has formed the most columns wins. If the scores are still tied, the top-scoring players are joint winners.

If you have any questions or suggestions about "Split it!", please contact us at: Piatnik, Hütteldorfer Straße 229-231, A-1140 Vienna or info@piatnik.com

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