

## ♦ TYPES OF OBJECTIVES ♦

**IMPORTANT:** One Splito card can be used to meet the requirements of several different Objective cards

**MAJORITY:** The number of Splito cards of the specified colour or value must be greater in this zone than in any other zone.

**Note :** Both the common objectives are of the Majority type. The same rules apply to them but they can be won by either zones at the end of the game.

**VALUE:** The zone should contain the specified number of Splito cards of the requested value (or none), regardless of the cards' colour.

**Note:** A pair with a value of 4 means the zone should contain "Exactly 2 cards with a value of 4, regardless of their colour". The objective will not be considered complete if you have more than two such cards.

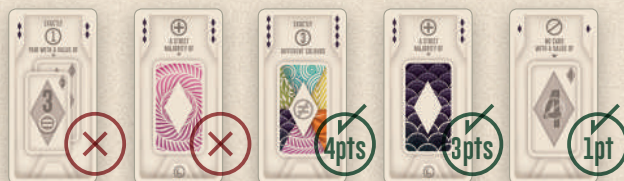
**VARIETY:** The zone should contain a set number of different colours and/or values

**Note:** Colours and values are considered as validated regardless of the number of Splito cards you have.  
**Note:** If colours are required (3 colours), you should have at least one card of each of the requested colours.

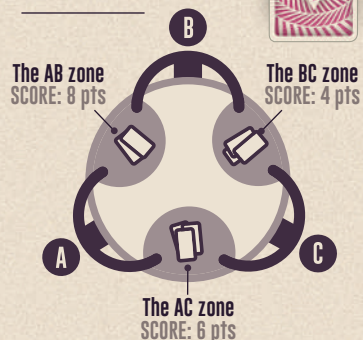
**ZONE:** The zone should contain a set number of cards (whether they are Splito or Objective cards).

**Note:** This card, along with potentially completed common objectives, will be added to the final score.

### ♦ The AB zone • SCORE: 8 pts



### EXAMPLE OF FINAL SCORE



PLAYER'S NAME		Player A	Player B	Player C
L score	R score	6	8	4
LEFT	RIGHT	48	32	24
LEFT × RIGHT = TOTAL				
		AC zone	AB zone	BC zone

Remember to write down the joint score from the zone between the first and the last player.

### ♦ The BC zone • SCORE: 4 pts



### ♦ The AC zone • SCORE: 6 pts



A GAME BY LUC REMOND AND ROMARIC GALLONIER  
ILLUSTRATED BY MAUD CHALMEL

# SPLITO

## RULES OF THE GAME

3 to 8 players  
Age 8+  
15 min

TUTORIAL VIDEO

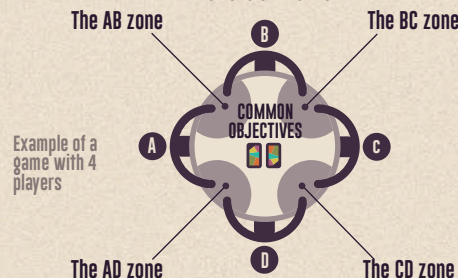




## ◆ DESCRIPTION ◆

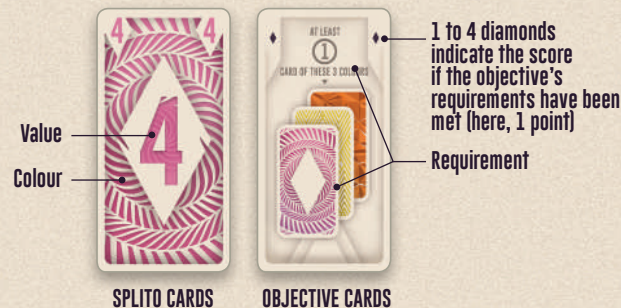
**MATERIAL** • 109 cards, 1 score pad

In **SPLITO**, players work with the 2 players on either side of them. During the game, each player will contribute to 2 “zones”: one located between them and the player on their right, the other between them and player on their left. During the 13 turns it takes to play the game, each player chooses one of the cards in their hand and places it in one of those 2 zones. Once all cards have been played, each player will calculate their score by multiplying the score from the zone on their right with the score from the zone on their left.



Example of a game with 4 players

“Objective” cards define the players’ score (37 cards). “Splito” cards only serve to meet the requirements set by the objectives (72 cards: 2 sets of each of the 6 values in each of the 6 colours).



## ◆ SET UP ◆

1 • Randomly draw both a card with a star symbol and one with a moon symbol from the pile, and place them at the centre of the table, so that all players can see them.

Those become the 2 common Objective cards of the game.



2 • Shuffle the remaining cards and deal each player 13 cards. Unused cards are placed back into the box.

## ◆ GAME TURNS ◆

All players simultaneously choose a card from their hand and place it, face down, on their right side or left side, in one of the zones they are sharing with the players sitting on either side. Players should make it clear which side the card is intended for. Note: you can indiscriminately choose a Splito or an Objective card.



When all have chosen a card and the zone in which to place it, everyone turns their card over to reveal it.



Then, all players pass the remaining cards they have in their hand on to the player sitting on their left.



## ◆ END OF THE GAME ◆

When all cards have been played, players proceed to the final scores.

1 • Allocate the points from the 2 common Objectives (at the centre of the table) to the zones that have met their requirements. In the case of a tie, the Objective card's points are not allocated to any of the zones.



2 • Players should then check whether or not the Objectives in each of the zones have been fulfilled: place objectives that have not been met face down.



3 • Calculate all the objectives completed in each zone.



A player's final score is found by multiplying the scores from both their zones. A detailed example is provided at the back of this rule book.

The player with the highest score wins the game. If two or more players are tied, the player with the lowest number of cards (Splito and Objective cards) in both their zones wins the game.

## ◆ ADDITIONAL INFORMATION ◆

### COMMUNICATION

Players should not discuss the cards in their hand, the card they are about to play, or the objectives they are aiming to complete.

For instance, they are not allowed to say things like

“I’m taking care of this objective.”

“It’s all good! I have the 6 we need.”

However, **SPLITO** is a game of influence, so trying to encourage your neighbours to help you is acceptable.

For instance, players are allowed to say things like

“This objective is not yet fulfilled”

“Stop playing with your neighbour; come and play with me!”

### PLAYING SPACE

Organise cards in the various zones so that they can be easily seen by everyone around the table. All cards played can be reviewed by all players.

### SCORE PAD

Important: players’ names should be written in an order that matches the way players are seated around the table. See the example provided on the next page.

### ADVICE

If a new player joins in, do not hesitate to have them sit between 2 advanced players so as to offer everyone the best possible experience.