

◆ TYPES OF OBJECTIVES ◆

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



MAJORITY: The zone must contain a greater number of Splito cards of the specified color or value than any other zone (a strict majority means no ties).

Note: The common Objectives are of the Majority type. The same rules apply to them but they can be won by any zone at the end of the game.



VALUE: The zone must contain the specified number (or none at all) of Splito cards of the indicated value, regardless of their color.

Note: The Objective can only be scored once, even if the zone has enough different cards to score it again.



VARIETY: The zone must contain the specified number of different colors and/or values.

Note: The Objective can only be scored once, even if the zone has enough different cards to score it again.

Note: If three colors are required, you must have at least one card of each of the indicated colors.



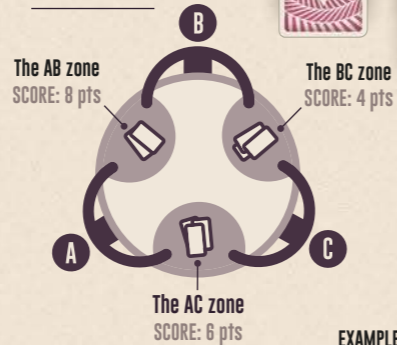
ZONE: The zone must contain the specified number of cards (counting both Splito and Objective cards).

Note: The Objective itself is included in the total, along with any common Objectives the zone completes.

◆ The AB zone • SCORE: 8 pts



EXAMPLE OF FINAL SCORE



EXAMPLE ON THE SCORE SHEET

PLAYER'S NAME	Player A	Player B	Player C
L score	6	8	4
R score	6	4	8
LEFT × RIGHT = TOTAL	48	32	24
	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 GALONNIER
ILLUSTRATED BY MAUD CHALMEL

SPLITO

RULES OF THE GAME

3 - 8 players
Age 8+
15 min

TUTORIAL VIDEO



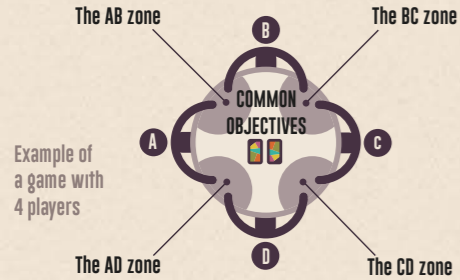
◆ HOW TO PLAY ◆

COMPONENTS • 109 cards, 1 score pad

In SPLITO, players work with the two players on either side of them. During the game, each player contributes cards to two “zones”. One is located between them and the player on their right, the other between them and the player on their left.

The game is played over 13 rounds in which each player chooses one card from their hand to place into one of their two zones, with the aim of fulfilling Objectives.

After all cards have been played, each player calculates 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 Objective cards).

SPLITO cards are used to meet the requirements set by the Objectives (72 Splito cards: 2 sets of each of the 6 values in each of the 6 colors).



Value

Color

SPLITO CARDS



OBJECTIVE CARDS

1 to 4 diamonds show how many points the Objective is worth if its requirement is met. This example: 1 point.

Requirement

◆ SETUP ◆

- 1 • Randomly choose one card marked with a star symbol and one marked with a moon symbol. Place them face up and visible to all players in the center of the table. These are the two common Objective cards of the game.



- 2 • Shuffle the remaining cards and deal 13 cards to each player. Place any unused cards back in the box.

◆ GAME ROUNDS ◆

All players simultaneously choose a card from their hand and place it face down in one of the zones they share with their neighbors, either on the left or the right. Players must be clear which zone the card is intended for.

Note: you may choose any card in your hand, no matter which type or value it is.



After all players have chosen and placed their card, turn the chosen cards face up.



All players then pass the remaining cards in their hand to the player on their left.



◆ END OF GAME ◆

After all cards have been played, proceed to final scoring.

- 1 • Check each of the two common Objectives in the center of the table. If one zone has met the Objective, that zone scores the Objective's points. If more than one zone has met the Objective, no zone scores the points.



- 2 • Check the Objectives in each zone. If the zone has an Objective that it has not met, turn that Objective card face down.



Since the zone contains a Splito card with a value of 2, the Objective has not been met.

- 3 • For each zone, total the points from its completed Objectives.



- 4 • Determine each player's score by multiplying the scores from both their zones. A detailed example is provided on the back of this rulebook.

The player with the highest score wins the game!

If two or more players are tied, the tied player with the lowest total number of cards (counting both Splito and Objective cards) in their zones is the winner.

◆ 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 example, 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 neighbors to help you is acceptable.

For example, players are allowed to say things like:

“This Objective isn’t fulfilled yet.”

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

PLAY AREA

Organize 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: Player names should be written in the same order as players are seated around the table. See the example provided on the next page.

ADVICE

If there is a new player at the table, do not hesitate to have them sit between two more advanced players, to give everyone the best possible experience.