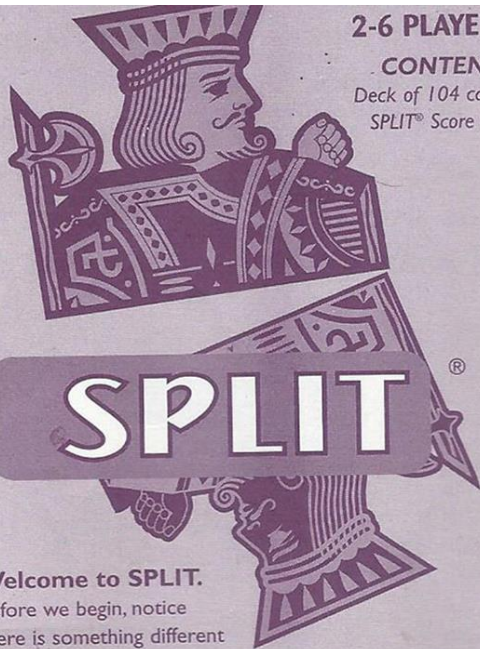


2-6 PLAYERS

CONTENTS

Deck of 104 cards,
SPLIT® Score Pad.



Welcome to SPLIT.

Before we begin, notice there is something different about these cards.

This game includes a special deck of half cards. Now you put them together and see how many whole cards you can make.

card from the pile and places it faceup next to the draw pile, thereby starting the discard row. All players look at their cards. The player to the left of the dealer starts. Play passes to the left and continues until one player goes out.

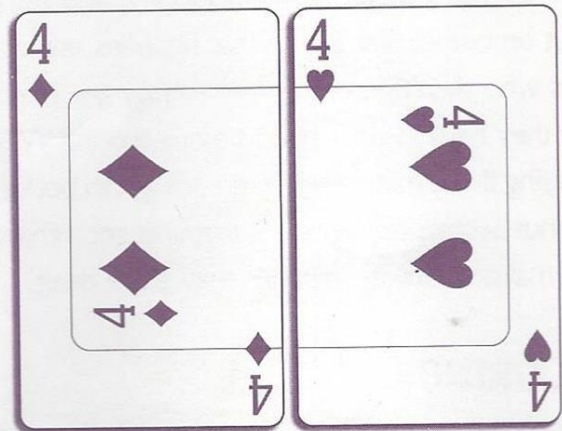
UNDERSTANDING MATCHES

Matches are the heart of SPLIT and understanding them is very important. So before we learn how to play this game, let's take a look at the three types of matches, from the most powerful to the weakest.

A **PERFECT** match is created by combining two identical halves, such as the 2♣ and 2♣.

A **STRONG** match is created by combining cards that match in rank and color, such as the 4♦ and the 4♥.

A STRONG MATCH



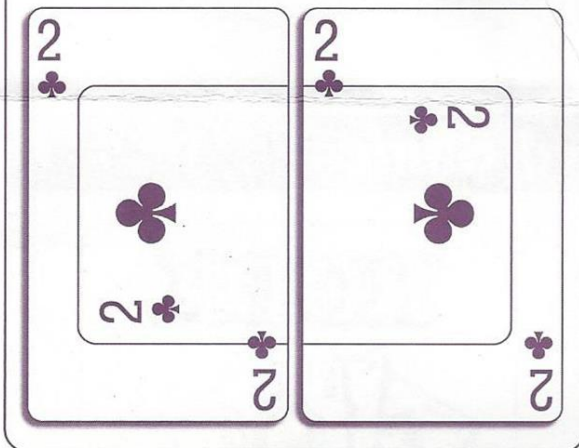
OBJECT

Be the player who scores the most points after three rounds of play. You score points by pairing halves of cards to make whole ones.

SETUP

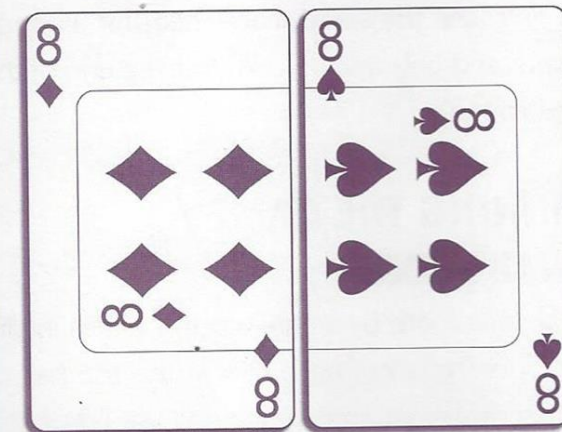
Give each player a pen or pencil and a sheet from the SPLIT score pad. Your game includes 4 Reference cards for use during play. Remove the Reference cards from the deck and place them within reach of all players. The oldest player deals first, shuffling the deck and dealing 9 cards to each player. Place the remaining cards facedown in the center of the playing area, creating a draw pile. The dealer then takes the top

A PERFECT MATCH



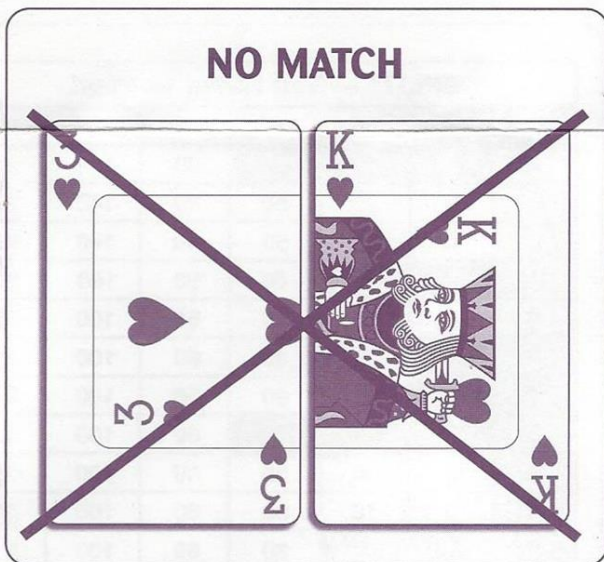
A **WEAK** match is created by combining cards that match in rank but not in color, such as the 8♦ and the 8♠.

A WEAK MATCH



NOTE: Matches are always of the same rank

NO MATCH



THE SCORE SHEET

The score sheet lists all the cards plus a section of "negative boxes." You score points in the top half and lose them in the bottom half. You score for the first open box in each row. So, at the start, you score 0 points for all cards in the top half and 0 negative points in the bottom section. At the end of each hand, you will fill in the first box on the left, then the next, etc. At the end of the game, you will add up the values of the first empty boxes on the top half and subtract your first empty box in the bottom half.

NOTE: Negative boxes are filled in as you play each hand.

ON YOUR TURN

1. You must draw a card from the draw pile OR pick up one or more cards from the discard row.
2. You may play and/or upgrade matches.
3. You must discard one card to the discard row.

1. DRAW OR PICK UP CARDS.

Drawing a card from the draw pile

Take the top card from the draw pile and add it to your hand.

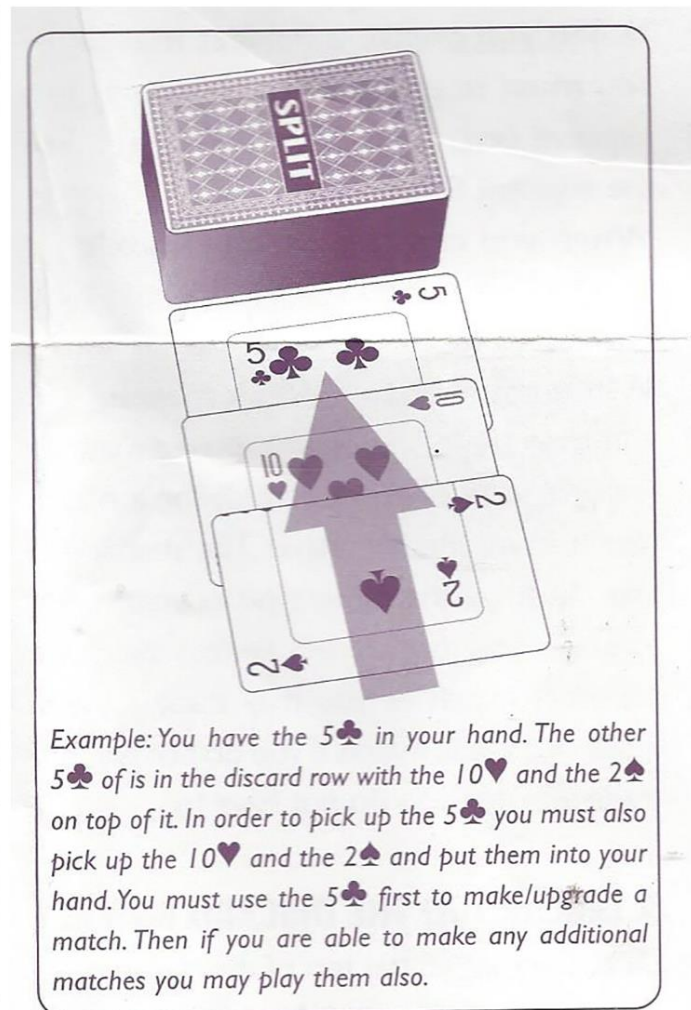
If you draw the last card in the draw pile, the round ends immediately; do not take a turn. All players then fill in one negative box for each card they are left holding.

See reverse side for scoring.

Picking up cards from the discard row

When a card is discarded it is placed on top of any previous cards in the discard row. The discarded card should be placed so that previously discarded cards can be seen.

In order to take a card from the discard row, you must be able to play or upgrade a match using that card first. You must also take all cards on top of the playable card and put them into your hand.



Example: You have the 5♣ in your hand. The other 5♣ of is in the discard row with the 10♥ and the 2♠ on top of it. In order to pick up the 5♣ you must also pick up the 10♥ and the 2♠ and put them into your hand. You must use the 5♣ first to make/upgrade a match. Then if you are able to make any additional matches you may play them also.

2. PLAY AND UPGRADE MATCHES

You are trying to make matches out of the halves you have in your hand and/or the matches on the table.

Playing Matches

To play a match, take two cards from your hand and play them, faceup, in front of you. You can play as many matches as you have in your hand, or hold your matches to play later. Every time you create a match, you **immediately** perform a bonus action according to the type of match played.

See Bonus Actions on reverse side.

Upgrading matches

You may upgrade matches already played to the table (either yours or other players') to make them better matches. To do so, play one card from your hand and add it to the matching card already on the table. You can only upgrade matches to make more powerful ones: Weak matches may be upgraded to Strong or Perfect matches. Strong matches may be upgraded to Perfect. Perfect matches cannot be upgraded. The unmatched card, now left on the table, must be picked up by its owner. Every time you upgrade a match you **immediately** perform a bonus action according to the type of match played.

See Bonus Actions below.

Example: You have a 4♦ in your hand and one of your opponents has a Weak match down, the 4♥ and the 4♣. You can play your 4♦ down in front of you, then take your opponent's 4♥ and place it next to your 4♦ to create a Strong match. Your opponent then puts the 4♣ back in his/her hand.

BONUS ACTIONS

Whenever you create a match, either by playing one from your hand or by upgrading one on the table, you get to perform a bonus action, depending on the match you just created. You must **immediately** complete the bonus action before creating your next match.

When you create a Perfect match:

You **must** select another player to fill in a negative box on his/her score sheet. See the adjacent Score Sheet.

When you create a Strong match:

You **may** draw a card from the draw pile. If you do not want to draw a card you do not have to.

When you create a Weak match:

You **may** trade one of your played matches (including the one just played) for a played match from another player. The match you take must be the same type of match. For example, you may trade a Perfect match for a Perfect match or you may trade a Weak match for Weak match. If you do not want to trade a match you do not have to.

3. DISCARD TO THE DISCARD ROW

Discard a card to the top of the discard row. This card must be placed so that previously discarded cards can be seen. **Important: You must discard one card on your turn. You cannot go out without discarding a card to the discard row.**

GOING OUT

If a player discards his/her last card, the round is over. All other players fill in one negative box for every card left in their hand.

Sometimes a player gets a lucky hand and can go out on his/her first turn. If that happens, any players who didn't get a turn get to play any matches they have in their hand before scoring. When playing these matches they do not get to perform bonus actions or upgrade – they just get a chance to make whatever matches they were dealt.

SCORING

All players fill in a box for each match they have played. Remember: All matches score and all boxes must be clearly filled in.

NEW ROUND

All cards are collected and shuffled, with the deal going to the person who just went out. The second and third rounds play the same as the first (use the same score sheet for all three rounds and only add up points at the end of the third round).

WINNING THE GAME / FINAL SCORE

Total your score by adding up the values in the first open boxes of each row in the top half of your score sheet and subtracting the first open box from the bottom half. The player with the highest total points wins.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada, P.O. Box 267, Station A, Longueuil, Quebec J4H 3X6.

PROOF OF PURCHASE



www.hasbro.com



The HASBRO and PARKER BROTHERS names and logos and this game's design and rules are © & © 2001 Hasbro, Pawtucket, RI 02862. All Rights Reserved. U.S. Patent Pending.

PRINTED IN U.S.A.

SPLIT® — You Halve to Play!							
A	0	30	70	120	180	200	
K	0	20	50	90	140	200	
Q	0	20	50	90	140	200	
J	0	20	50	90	140	200	
10	0	10	30	60	100	200	
9	0	10	30	60	100	200	
8	0	10	30	60	100	200	
7	0	10	30	60	100	200	
6	0	10	30	60	100	200	
5	0	10	30	60	100	200	
4	0	10	30	60	100	200	
3	0	10	30	60	100	200	
2	0	5	20	40	70	200	
negative	0	-5	-10	-15	-20	-25	
	-30	-35	-40	-45	-50	-60	
	-65	-70	-75	-80	-85	-95	
	-100	-105	-110	-115	-120	-130	
	-135	-140	-145	-150	-155	-165	
	-170	-175	-180	-185	-190	-195	-200
	TOTAL +	TOTAL -			TOTAL		
	330	50			280		

40731

Example: At the end of the game, this player scores 330 points in the top half but loses 50 points on the bottom. His total score is 280.

NOTE: All players' score sheets must be visible to all other players and the boxes must be clearly filled in.