

rules

Parker Brothers
SPLIT • SECOND
MATCHING GAME

scan



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For 2 to 8 Players

OBJECT OF THE GAME

The object of the game is to collect the greatest number of tan cards by correctly matching designs.

EQUIPMENT

The equipment consists of two decks of cards, a card tray, three Bluffo cards, and a Cover card.

• REGULAR GAME _____

PREPARATION

Place the tan cards face up in the card tray with the Cover card on top of the deck. (The three Bluffo cards are for use only in the Bluffo game described later.) All blue cards are spread out face up at random around the card tray.

METHOD OF PLAY

Players decide which of the four design areas, color, shape, pattern or position, will be used for the first game. As an example, if "color" has been selected for the first game, play starts by removing the Cover card from the tan cards in the tray; all players immediately look at the color design on the top tan card and try to find the matching color design which appears on only one of the blue cards on the table.

When a player believes he has located the matching card, he touches it with his hand. If it matches, he starts the next round by removing the tan card from the tray which he then keeps to indicate his score. This exposes the next card and players try to find its matching card. The game continues in this way until all 23 tan cards have been taken.

If a player touches an incorrect card, he is disqualified from the remainder of that round. The other players continue to search for the correct blue card. The winner collects the top tan card from the tray plus one tan card from each disqualified player. (A disqualified player with no tan cards owes nothing.)

WINNING THE GAME

The game ends when the last tan card is drawn. The player who has the greatest number of tan cards is the winner.

At the start of each new game mix the tan cards and return them face up to the tray with the Cover Card on top. Blue cards remain spread out face up on the table.

• DEALER'S CHOICE _____

This version is played exactly as the game described above, except that before the round winner takes the top tan card, he calls out the design area which is to be used for the new round.

• BLUFFO _____

Bluffo is a variation which may be used with either of the above games. Before spreading the blue cards on the table, hold the deck face down, draw any three cards, and place them aside face down, out of play. Place the three Bluffo cards in a stack beside the card tray. During each game, three tan cards will appear which have no match. In any round, the first player who thinks there is no match, slaps the top Bluffo card, and then quickly withdraws his hand so that other players may continue to search. Any player

who slaps a Bluffo card may not participate further in the round. If no other player finds a match, the player who slapped the Bluffo card is the winner of that round. He takes the top Bluffo card, and the top tan card is *placed aside*. If another player finds a match after a Bluffo card is slapped, he collects the top tan card and a card from the player who slapped the Bluffo card. If a player is required to surrender a card to another player and if the only card he has is a Bluffo card, he must surrender that card. If he has no cards, he owes nothing. When totaling points at the end of a game, a player awards himself one point for any tan card he collected plus two points for any Bluffo card.

We will be glad to answer inquiries concerning this game. Parker Brothers, Inc., P.O. Box 900, Salem, Mass. 01970

