

Splittissimo

SPLITTISSIMO RULES

Players: **2-5**

Age: **6+, 8+, 10+** (depending on which version of the game is played)

Time: **10-20 min**

Videorules:

www.thebrainyband.com

In a new pizza place Splittissimo, you can order a slice of pizza of any size! This means that you can try delicious pizza very inexpensively! But now the delivery men need to quickly select slices of the right size and with the right toppings – and for that, they need to know fractions and ingredients really well!

Simple Rules (6+)

This is a good option for playing with children who aren't yet familiar with the concept of fractions and their numerical representations.

In this version of the rules, only the round pizza cards are used. The level of difficulty can be adjusted by first playing with only the simplest of cards (the ones with one dot), and gradually adding cards with two and three dots to the game.



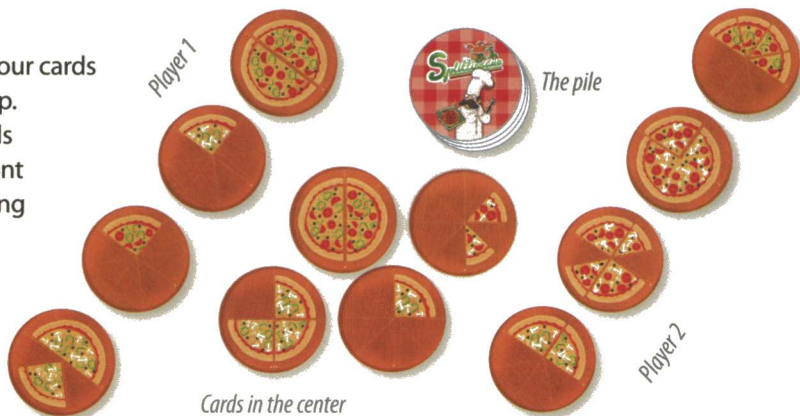
Objective of the Game

The object of the game is to collect as many pizzas as possible by exchanging your cards with cards of equivalent value in the center.

The level of difficulty is marked by dots

How to Set Up

Before the start of the game, four cards are placed on the table face-up. Each player also gets four cards and places them face up in front of him/her (if you're only playing with the simple cards with one dot, only three cards are placed in the center and each player will only receive three cards).



How to Play

Players take turns making moves one at a time.



How to Play

Players take turns making moves one at a time. During his/her turn, a player can take one or several tricks with his cards from the cards in the center.

A player can use his/her card to take two or more cards from the center. He/she can also use several of his/her cards to take one card from the center (Note: you cannot use one card to take one card from the center). The only requirement is that the amount of pizza on the cards used by the player is equal to the cards that he/she is taking from the center (the pizza toppings don't matter in this version of the game).



A player can use two of his/her cards – one with two slice (quarter) and one with four slices (half) to take a card with six slices from the center (three quarters).



Likewise, a player can use his/her card with four slices to take three cards from the center – one card with two slices, and two cards with one slice each.

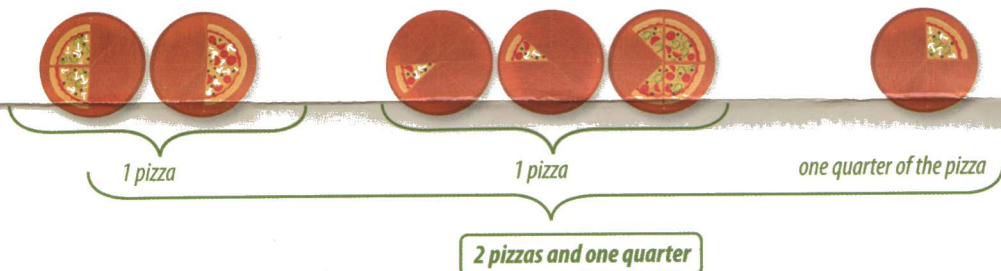
During his/her turn, a player can take as many tricks as possible to make with his/her current set of cards. When a player completes his turn, cards are added to the center for a total of four cards, and the player takes enough cards to get to four cards. Then, the turn moves to the next player (the game moves clockwise).

If a player cannot make any moves during his/her turn, he/she takes an additional card from the pile, the turn moves to the next player.

The cards collected by the player during each turn are put aside to be counted at the end of the game.

How to Win

The game ends when none of the players can make a move or take an additional card from the pile, because it runs out. The winner is the person with the largest number of pizzas in his/her tricks. The easiest way to count the pizzas is to group the cards so they form full pizzas.



Baseline Rules (8+)

This version of the rules will work well for players who are already familiar with the concept of fractions and their mathematical representations. Both the round and the rectangular cards are used. It is best to start with the simplest cards (the ones marked with one dot) and gradually add more difficult cards to the game.

Objective of the Game

The objective of the game is to fulfill as many pizza orders as possible.

How to Set Up

Each player gets four rectangular order cards. The deck of round pizza cards gets split into three approximately even piles, and placed face-up in the center, so that the top three pizzas are visible.

Opening layout



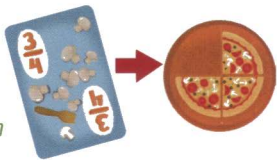
How to Play

The rectangular card shows the fraction and the topping. During his/her turn, a player needs to find a pizza card that matches his order card in both size and topping. If he/she is able to find the matching card, he/she takes the appropriate pizza and places the pizza and the order card together in a pile next to him/her to be counted at the end of the game.

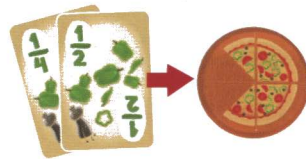
It is also possible to use one order card to take two or three pizzas or to use multiple order cards to take one pizza.

Examples:

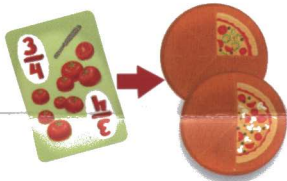
The order card has mushrooms on it – so the pizza that the player can take with that card must have mushrooms (it can also have other toppings on it in addition to mushrooms).



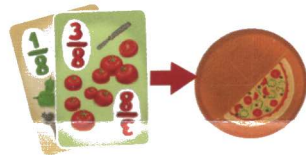
An order for $\frac{1}{4}$ of a pepper pizza and $\frac{1}{2}$ of a pepper pizza can be filled with one pizza as long as the pizza is $\frac{3}{4}$ in size and has peppers on it.



An order for $\frac{3}{4}$ tomato pizza can be filled with two or three pizzas as long as each one has tomatoes on it and together, they make $\frac{3}{4}$ of a full pizza.



Two orders with different toppings can be filled with one pizza as long as that pizza has both toppings (e.g., tomatoes and peppers) and is the right size.



During a turn, a player can continue to keep taking pizzas as long as possible. Once he/she can no longer take any pizzas, he/she passes the turn to the next player (the game moves clockwise). He/she then takes additional rectangular order cards to have four cards on hand.

If a player cannot fulfill any orders during his/her move, he/she skips a turn and takes an extra order card.

Special cards with purple background create additional possibilities:



The card "special order" can be used during a player's turn to collect all open pizzas that contain both of the toppings shown on the cards (size of pizza doesn't matter in this case).



The card "order cancelled" can be used before the next player's turn, making that player skip a turn. It must be played before the next player had a chance to put down his first card. The player who plays the "order cancelled" card must take an additional order card from the pile to ensure that he/she has four order cards on hand.

If during the game, one of the pizza piles runs out, take some cards from the remaining two piles to make three piles again.

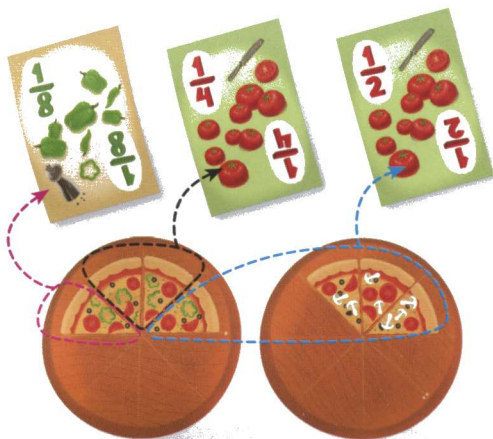
How to Win

The game ends when none of the players can make a move or take an additional card from the pile, because it runs out. The winner is the person with the largest number of pizzas in his/her tricks. The easiest way to count the pizzas is to group the cards so they form full pizzas.

Sophisticated Rules (10+)

This version of the game is similar to the baseline version but contains additional rules, which make the game more dynamic and interesting.

1. Orders can be combined – multiple order cards can be used to collect multiple pizzas.



2. "Special order" cards can be used at any moment – regardless of whose turn it is at that moment, and whether the player whose turn it is actually finished with his/her moves. As long as one of the pizzas in the center meets the "special order" needs, the card can be used. The player using the "special order" card steals the move – it immediately becomes his/her turn and he/she can continue to fill as many orders as possible, and when he/she is done, the player after him get to move (i.e., the turn doesn't go back to the player whose turn was interrupted by the "special order" card).

3. At the end of the game, the order cards still held by the players ("unfulfilled orders") count as penalty cards. To count the total number of points, the players count their total pizzas and then subtract the amount of unfulfilled orders. Special cards "special order" and "order cancelled" count as one full pizza.

$$\frac{1}{2} + \frac{1}{4} + \frac{1}{4} = 1\frac{1}{2}$$

Count the total pizzas

$$1\frac{1}{2} - \frac{1}{4} = 1\frac{1}{4}$$

and then subtract the amount of unfulfilled orders.

