

Splash!

The Card Game of
Fast Action and Fast Fun!

Instructions

AGES: 5 to Adult

PLAYERS: 3 to 6

GAME CONTENTS: 40 Playing Cards, 5 Dolphins, 1 SPLASH!™ Scoring Sheet Pad

OBJECT: To be the first player to spell SPLASH on the scoring sheet

HOW TO PLAY THE GAME

- 1) Sit around a table (or floor) in a circle. Place dolphins (one less than the number of players) in the center of the table, nose to nose. For example, if there are five players, place four dolphins in the center.
- 2) The game contains ten sets of four matching cards. Place matching cards in ten separate piles on the table. For example, one pile should contain four 10's, another pile should contain four 9's, etc. Note: The four cards with pictures of dolphins are SPLASH!™ cards.
- 3) Make a new deck of cards by picking up one pile (of four matching cards) for each player (always make sure the four SPLASH!™ cards are one of the piles that make up the card deck). For example, if there are five players, the deck could be made up of four 7's, four 8's, four 9's, four 10's, and four SPLASH!™ cards. The remaining cards should be set aside and are not used in play.

The number of cards in the deck depends on the number of players:

3 players = 12 cards; 4 players = 16 cards; 5 players = 20 cards; 6 players = 24 cards.

- 4) The dealer shuffles the card deck and deals four cards to each player.
- 5) When the dealer says "PASS," all players pass one card at the same time to the person on their left. When passing, players place the cards face down on the table in front of the person on their left.
- 6) Players continue to pass one card at a time when the dealer says "PASS" until a player gets four of a kind (i.e., four matching cards). The dealer should make the players pass the cards AS FAST AS POSSIBLE.
- 7) Players should NEVER have more than four cards in their hand at any time.
- 8) When a player gets four of a kind, he/she grabs a dolphin from the center of the table.
- 9) After the first player takes a dolphin, all other players immediately take the big plunge (SPLASH!) and grab a dolphin, too. Unfortunately, not all players will get a dolphin since there are fewer dolphins than players.
- 10) The round ends and scoring takes place (SEE SCORING).
- 11) The next round begins as the player to the dealer's left becomes the new dealer.

SEE SCORING (over)

SCORING

- 1) One letter is awarded to each player who holds a dolphin at the end of a round.
- 2) An extra letter is awarded to a player who holds a dolphin AND all four SPLASH!™ cards at the end of a round.
- 3) If one or more players in a round touch a dolphin before someone has four of a kind, then... One letter is awarded to those players in the round who DID NOT touch a dolphin (SEE FAKE OUT!). The round then CONTINUES with all players until a player gets four of a kind.

As each letter is awarded to a player, one "x" should be placed on the scoring sheet next to that player's name. The first "x" should be placed under the letter "S", the second under the letter "P", etc. The first player to spell SPLASH is the winner.

TIE BREAKER

In the event of a tie, additional rounds are played with ALL PLAYERS and with only TWO DOLPHINS in the center until the tie is broken.

FAKE OUT!

A player who does not have four of a kind may pretend to take a dolphin (without touching it) in order to trick other players into grabbing a dolphin. Reaching, lunging, and hitting the table are okay, but touching a dolphin is forbidden. A player must have four of a kind to be the first person in a round to touch a dolphin. If one or more players touch a dolphin before someone has four of a kind, all other players who DID NOT touch a dolphin are awarded one letter (SEE SCORING). The round then CONTINUES with all players until a player gets four of a kind.

ALTERNATE PLAY (ADVANCED PLAY FOR ADULTS)

The entire deck is used in alternate play. Five cards are dealt to each player. The remaining cards, if any, are placed in front of the dealer (the dealer's deck). When the dealer says "PASS", all players, except the player to the dealer's right, pass one card to the person on their left. At the same time, the player on the dealer's right passes one card to a discard pile while the dealer takes the top card from the dealer's deck. Players continue to pass cards AS FAST AS POSSIBLE until a player gets four of a kind. The dealer does not need to say "PASS" after the round has started. If the dealer runs out of cards, he/she should draw from the discard pile.

WARNING!

Not only do players sit on the edge of their seats during this game, but they also get extremely wild and crazy, especially when fighting over the last available dolphin! For the safety of all players, a crayon should be used to mark the score sheet instead of a pencil or pen.



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