

Split's big journey

Playing instructions

Aim of the game

The person who arrives first at the chocolate castle with all the six correct ingredient discs, wins the game and will receive the nutty Minor chocolate treasure as a reward.

Contents

1. Board
2. Chocolate castle (assemble the four parts)
3. Squirrel figures (4 x)
4. Ingredients discs (24 x, 4 each of cocoa, milk, vanilla, almonds, sugar, hazelnuts)
5. Playing cards (45 x)
 - a) Start or move (8 x) From the start-space on the start-bench or if you are already playing, move the value (1 or 6).
 - b) Move (24 x) value.
 - c) Figure-swapper (4 x) Swap the position of your figure with another one. Players on the round start-space cannot be swapped.
 - d) Ingredients swapper (1 x) swap all ingredient discs with an opponent. If you don't have your own, you can take them from your opponent «without anything in return».
 - e) Theft (4 x) Steal any ingredient disc of your choice from an opposing player (if you already have the stolen ingredients disc, it goes back to the «Bank»).
 - f) Joker (4 x) Can be used for every available function.



Getting ready to play

- Assemble the castle and place it onto the board with the Minor
- Place the ingredient discs openly next to the board.
- Stand one figure per player on the round start-space
- Deal 4 cards face down to each player.
- Place the remaining cards face down next to the board.

Four cards are dealt in every round and a different player begins. The player, who begins the round, will receive cards first. Take turns clockwise. One round ends when everyone has played their cards or had to place them down (see Move).



Move

Only with the start card (or joker) can you move from the round start-space to the safe start-bench. If one player doesn't have a start-card (or joker), then he will not play for that round and must place the remaining cards down without them being used. You can move in all directions – also via the start-bench.

Sending home

Only one figure can stand on every field apart from the start-bench. If a player lands on a field, on which there is already a different figure, the latter must go back to the round start-space and can play again only with the start-card (or joker). Overtaking is permitted and has no consequences.

Collect ingredient discs

You can hold every ingredient only 1x. If a player lands exactly on an ingredient field, the latter is allowed to take the corresponding ingredient disc. If a player has all 6 ingredients, the latter moves to the chocolate castle, in which they must move in with the exact value.

On the spot

Every card must be moved/implemented, even if this leads to a disadvantage («Ingredient swapper», when you have all or most ingredients or «Move», when the number is too high to move into the chocolate castle exactly).

Option: team-mode with 4 players

You can play in teams of two if there are 4 players. The people sitting opposite each other play together and form one side. If one of them has finished, they are allowed to help the other person. Before the start of every round, the partners will each swap a card. This can be turned face upwards only when the person's own card was given away face down. If possible, you try to help each other with a «useful» card.



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