

## Overview of the Game

Competing directly and only against your Spouse/Partner you begin the game by rolling the dice and moving your token around the outside board squares while drawing the appropriate cards. These squares and cards mimic the quirks of any relationship.

Try to avoid collecting Oops & Busted cards which contain Infractions and Consequences. (See Stage 1 Rules on Page 2) At the same time try to collect as many assets as you can through the Splitsville cards. This is where you get your winning advantage. (See card definitions on page 4)

When you feel like you have a definite advantage over your partner (ie. you have accumulated lots of assets and your partner has collected at least 3 Busted cards) you say the catch phrase **"I'm Taking You to the Cleaners"**.

Both partners immediately review their Splitsville cards to determine which assets they own. Take possession of your assets using your color coded "Matrimonial Asset Cards" set up on the corners of the game board. (This deck of cards only comes into play at this point)

Both partners now move their tokens to the **Go** position in the center ring. Rolling the dice you move around the ring in an attempt to collect all 20 Matrimonial Assets. This is how you win the game. (See Stage 2 Rules on Page 2)

As the winner of the game, you get to review your partner's Oops cards and pick 3 consequences for your partner to perform in **Real Life** the following week.

## Rules & Game Play

### Stage 1 - Outside Board Squares

**Landing on Oops or Busted** - The corresponding card is drawn and read aloud to the group. These cards are accumulated and kept by each player.

**Landing on Splitsville** - The corresponding card is drawn and is either read aloud or kept secret. Accumulated Splitsville cards can only be used on your turn and you cannot use these cards after you begin playing in the center ring.

**Splitsville Cards with Predetermined Assets** - "Lawyer" and "Prenup" cards contain predetermined assets. A Prenup card ALWAYS trumps a Lawyer card when it comes to dividing up Assets.

**Landing on a "Happily Married Heart"**- Constitutes a Splitsville, Oops, or Busted card draw indicated by the Icon in the Heart.

**"I'm Taking You to the Cleaners!"**- Your partner must have 3 Busted cards in order for you to Take Them to the Cleaners and you can only take your partner to the Cleaners on your turn. Your partner must accept unless they have a Marriage Counseling card.

### Stage 2 - Center Ring

**Moving to the Center Ring** - Partners must reveal their Lawyer & Prenup cards to show which predetermined Matrimonial Assets they own. Take possession of your Asset Cards and move your tokens to the **Go** position in the Center ring. Initiator rolls first.

**Accumulating Assets** - Accumulate the remaining Matrimonial Asset Cards by rolling the dice and landing on Asset spaces.

**Landing on an Unowned Asset** - You get ownership of that Asset.

**Landing on Your Partners Asset** - You must hand over an Asset of their choice!

**Landing on Your Own Asset** - You're safe!

**Supreme Court Judgment** - You must pick the unowned assets first. If there are not enough Assets remaining in the deck, you then pick Assets owned by your partner. (See Special Square Definitions)

**Winning** - Play continues until one partner has accumulated the 20 Matrimonial Assets and is declared the winner. The winner advances his/her token to the Easy Street location and the loser to the Poor House.

Once a winner is declared, the losing partner must hand over all Oops cards. The winning partner chooses 3 infractions and announces which corresponding tasks they wish their partner to perform the following week. (See Pledge Sheet included in Game)

## Square & Card Definitions



**Oops!**

**Oops!** - The player has committed a "Minor" Matrimonial Infraction. Draw an "Oops" card and read it to the group.



**Busted!**

**Busted!** - The player has committed a "Major" Matrimonial Infraction. Draw a "Busted" card and read it to the group.



**Splitsville!**

**Splitsville!** - Denotes a "Splitsville" card draw. These cards are kept secret from the group (with exceptions). These are your strategic cards!

## Special Squares



**Imitate Your Mate** - Allows you to act out or mimic (to the group) a trait/habit unique to your spouse/partner.



**The Way We Were** - Allows you to tell a story (to the group) about how your spouse/partner "used" to be during the early years of your relationship.



**Wishful Thinking** - Allows you to state (to the group) one thing you would change about your spouse/partner or your relationship if you could.



**What's Your Beef** - Allows you to voice your displeasure (to the group) about an irritating trait/habit unique to your spouse/partner.



**All is Forgiven** - Allows player to return all "Busted" cards to the game and start from scratch.



**Doghouse** - Player must perform "immediate task" for their spouse/partner (i.e. Refresh drinks, snacks). Be creative!



**Supreme Court Judgement** - Awards player a free roll of the dice. The number rolled awards you ownership of the corresponding number of assets. (i.e. Roll a 7, take ownership of 7 assets)

**Lawyer** - Includes 1-4 Predetermined Matrimonial Assets.

**Prenup** - Includes 1 Predetermined Matrimonial Asset.

**Marriage Counseling** - Allows you to return 1 Busted Card to the bottom of the deck or it allows you to avoid being Taken to the Cleaners.

**Irreconcilable Differences** - Allows you to "Take your Partner to the Cleaners" without them accumulating 3 Busted Cards.

**In Yer Face** - Allows you to transfer 1 Oops card to your partner.

**Screw Your Neighbor** - Allows you to transfer 1 Oops card to any other player in the game.

**7 Year Itch** - You must hand over all of your Prenup cards to your partner.

**Mid-Life Crisis** - Allows you to take possession of one of your partner's Prenup cards.

**Annulment** - Your marriage has been annulled and you automatically win the Game!

There is one and only one **"Annulment Card"**. If you lose the game this card turns the tables on your partner and the tasks he/she has picked for you are reversed! They must perform those tasks OR you can choose any 3 tasks at your discretion! Keep this card secret until the very end of the game and the consequences have been assigned.... then give your spouse/partner the **"ULTIMATE SURPRISE"**!



## Quick Play and Strategy Tips

1. If you “Roll Doubles” you get to roll again (see board icon).
2. Make sure your partner has at least one Oops card before you “Take Them to the Cleaners”. You want to be able to assign at least one task if you win the game.
3. If/when you have a chance to transfer an Oops card....do it. You do not want to be stuck with these cards at the end of the game. You do this via “In Yer Face” and “Screw Your Neighbor” cards.
4. You can ask to see how many Oops, Busted and Splitsville cards your partner has. They must tell you but they do not have to reveal what they are.
5. You can only use your Splitsville cards on your turn. The only exception to this is the “Marriage Counseling” card which you can use if you are being “Taken to the Cleaners”.
6. Take advantage of the “Irreconcilable Differences” card if you’ve collected a lot of Pre-determined Assets.
7. Be wary of how many Splitsville cards your partner has before you decide to “Take Them to the Cleaners”.
8. You cannot repeat stories when you land on the Special Squares. If you can’t think of anything and you want to pass, roll again. However, this is where you should have fun chiding your partner.
9. Remember to take possession of your Matrimonial Asset cards before you begin play in the center ring. You need to know what assets you own in case your partner lands on one of them during play.
10. Try to land on the “Supreme Court Judgement” triangle in the center ring. This is your best chance for a quick end to the game.

## Board Set up

1. Assemble and place color-coded Bride & Groom tokens on respective “Happily Married” corner heart spaces.
2. Place all 20 color-coded Matrimonial Asset Cards (1 set/couple) near corners of game board
3. Place Oops, Busted and Splitsville cards on respective spaces on game board.
4. Partners sit together at the corners of the game board and play “directly” & “only” against each other. There must be one winner from each couple.



**Important:** Prior to starting the game locate the “Annulment” card within the Splitsville deck, shuffle and cut “Annulment” card near the middle of the deck!