



SPLENDOR

GAME PLAY ONE-SHEET

SUMMARY :

Splendor is a quick game of chip collecting and card development for 2-4 players. Players collect Gems to purchase Development cards, which help players gain Prestige Points, purchase more cards, and gain Noble tiles for bonus points.

The player with the most points at the end of the game, wins.

SET UP : Shuffle the three decks separately, and place them face down on the left hand side of the playing area, starting with the Level 1 (Green), Level 2 (Gold) and the Level 3 Deck (Blue), then reveal and spread out beside them the top 4 cards from each deck. Place the required number of Noble Tiles across the top (drawn randomly), and stacks of chips (Gems) near the play depending on the number of players.

2 Players : 4 of each Gem, 3 Noble Tiles

3 Players : 5 of each Gem, 4 Noble Tiles

4 Players : 7 of each Gem, 5 Noble Tiles

GAME PLAY - Each player takes only 1 action on their turn, from the following::

- **Pick up 3 Gems of different colors** -

A player may pick up any 3 Gems (chips) as long as they are of different colors. This does not include Gold.

- **Pick up 2 Gems of a single color** -

A player may pick up 2 Gems of the same color, as long as there are at least 4 to choose from. If there are 3 or less of a particular Gem, you can not take 2 of them in a single action.

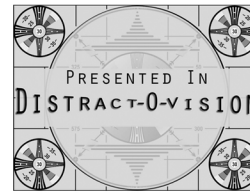
- **Reserve 1 card and gain a Gold** -

A player can choose a face up card from the play area, or from the top of any single deck, and reserve it by taking it into hand.

These cards are not in play, and still have to be paid for in order to put them into play, but are free to reserve.

This is a good way to save a card that you can not afford till later, or to prevent another player from playing it.

If you reserve a card, you may also gain a Gold (chip) if there are any available. This is the only way to gain Gold, and your **maximum hand size is always 3**, so choose wisely.



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GAME PLAY- *continued...*

- **Purchase a card and put it into play** -

A player may purchase a Development card, from either the main play area or from the player's reserve (hand), by paying its cost in the bottom left hand corner then putting it into play in front of them.

Any face up card taken from the play area is replaced with a card from the corresponding deck.

End of Turn - after taking their turn, and replacing any cards in the play area as needed, a player must discard down to 10 chips - this includes both Gems and Gold. A player also can never reserve more than 3 cards, and must spend their action to purchase/play a card from their hand in order to reserve a card in a later turn, if they are at max.

Development Cards - are the main source of points. Players put cards into play in order to purchase more expensive cards, gain points, and gain Noble tiles.

The *bottom left* hand corner is the cost of the card - showing numbers in colored circles, each to be paid in Gems of that same color either in chips or cards in play.

The *top right* is the Gem/color of the card, which can be applied to future purchases, once in play.

The *top left* is a number representing how many points you gain, once in play.

Gems - colored chips used to help purchase cards. (Max 10, inc. Gold)

Gold - "wild" chips used in place of any single colored Gem. (only acquired during a Reserve 1 Card Action)

Noble Tiles - are bonus point tiles at the top of the play area.

The *bottom left* is the cost; each rectangle represents a card color and how many that are required. You gain 1 Noble automatically when you put the correct number in play. This does not cost an action.

The number in the *top left* hand corner is the number of points received.

GAME END - Game play continues, with each player taking their single action, gradually building a collection of Development cards in front of them. When a player reaches **15 Prestige Points**, it signifies the final round, and play continues for the round until the last player has finished

The player with the most points wins.