

Splendor

Rules Adapted from the Original Instruction Manual

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Overview

During the game, the players take gems and gold tokens. With these tokens, they purchase development cards, which are worth victory points and/or bonuses. These bonuses allow players to purchase subsequent development cards at a lesser cost. When a player has enough bonuses, they may seek the patronage of a noble (which is also worth victory points). As soon as a player reaches 15 victory points, the current turn ends and the player with the most points is declared the winner.

The Development Cards

To win prestige points, the player must purchase development cards. The cards are visible in the middle of the playing area and may be purchased by all players during the game. The development cards in hand are the cards which the players reserve throughout the game. Developments in hand may only be purchased by the players holding them.

The Noble Tiles

The noble tiles are visible to the right of the playing area. During their turn, if they have the required number of bonuses, a player may seek the patronage of a noble. Each noble is worth three victory points, however, each player may only have the patronage of one noble.

Turn Sequence

The player at the bottom of the screen goes first. Play then proceeds to the top of the screen, followed by the left and then the right depending on the number of players. On their turn, a player must choose to perform only one of the following five actions.

- ☐ Take 3 gem tokens of different colours.

- ☐ Take 2 gem tokens of the same colour

(This action is only possible if there are at least 4 tokens available in that colour before the player takes the 2 tokens)

- ☐ Reserve 1 development card and take 1 gold token

- ☐ Purchase 1 face-up development card from the middle of the playing area or a previously reserved one

Selecting Tokens

If there are not enough tokens available to take three of different colours, you may take two tokens (or even one). A player can never have more than 10 tokens in their possession (including gold tokens). To take a token, simply click on the token to add it to your inventory.

Reserve a Development Card

To reserve a development card, a player simply needs to right-click on a face-up card from the playing area to reserve that card, or right-click on one of the card decks to reserve the top card of that deck. The reserved cards are kept in your hand (accessible by pressing the “HAND” button) and cannot be discarded. When you reserve a card, you will automatically

receive 1 gold token if your inventory is not already full and one is available from the market. If your inventory is full, or no gold tokens are available from the market, you may still reserve a card, but you will not receive a gold token.

Buying a Development Card

To purchase a card, a player must spend the number of tokens indicated on a card. A gold token can replace any colour. The token spent in this manner are returned to the market. A player can purchase a card visible on the playing area, or a card in their hand which they had previously reserved. The price of a card is discounted by the number of bonuses you have. (e.g. If a card were to cost 3 diamonds and 1 emerald and you had bonuses of 1 diamond and 1 emerald, the card would only cost 2 diamonds). In order to purchase a card, click on the required number of gems in your inventory (they will change colour to show you have selected them), then left click on the card you wish to purchase. Any victory points will be added to your total and the new bonus received from the development card will be indicated in your bonuses display.

Seeking Patronage

If you have the required number of bonuses, you may seek patronage from a noble by left clicking on their tile. This can only be done if you have not received patronage from another noble. When you receive the patronage of a noble, three victory points are added to your total. Required bonuses are indicated on the noble's tile (e.g. King Henry VIII requires the player to have 4 onyx bonuses and 4 ruby bonuses, while Catherine de Medici requires the player to have 3 sapphire bonuses, 3 emerald bonuses, and 3 ruby bonuses).

End of the Game

When a player reaches 15 victory points, the current round is completed and then the game ends. The player with the highest number of victory points is declared the winner. In the case of a tie, the player with the fewest development cards is declared the winner. In the case of a further tie, the game is tied between the appropriate players.