

Components

- 30 Magic Circle Cards
- 24 Glyph Cards (3 sets: Light, Dark, and Green of 8 cards)
- 4 Druid Tokens (2 of Light and Dark)
- 100 Energy Cubes (50 of Light and Dark)

Object

Have more Splendor than the opponent when the game ends.

Setup

Players choose randomly who will play as Light, and who as Dark. Give each player:

- One set of 8 different Glyph Cards of their color
- Two Druid Tokens of their color
- One set of 50 Energy Cubes of their color

Shuffle the deck of Magic Circle Cards.

Using the remaining Green set of Glyph Cards. Place a different Glyph Card in the four spaces below and to the right of the deck of Magic Circle Cards.

Draw 16 Magic Circle Cards, and place them below and to the right of the Glyph Cards, forming an inner 4x4 grid.

Place the four Druid Tokens on the four center cards of this grid, with tokens of each color diagonally across from each other.

