



**Victory:** 15 Prestige points triggers the end game, and all players finish the current round. Ties go to player who has purchased the fewest development cards.

#### On Your Turn (pick one):

- Take 3 gems of different colors.
- Take 2 gems of same color.  
(must leave 2 in stack)
- Buy a development card from table or your reserve.
- Reserve a development card from table or decks, and take a gold if available.

#### Rules:

- You cannot have more than 10 tokens (gems + gold). At end of turn, discard down to 10.
- You can have a max of 3 reserved cards and cannot discard them.
- Noble (only one) comes to you automatically at the end of your turn based upon your bonuses.

# Splendor



# Nobles = # players + 1

Reveal 3 rows of 4 cards

4 players, stack 7 each gem color

3 players, stack 5 each gem color

2 players, stack 4 each gem color

Always stack 5 Gold

[www.spacecowboys.fr](http://www.spacecowboys.fr)  
[www.asmodee.com](http://www.asmodee.com)

The version released 2014-06-24.

Trim all of black border for a Resource sized card.

Print double-side for four cards.

Send comments to keith2112 at BGG.

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Reserve a development card from table or decks, and take a gold from table or your reserve.

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