SPLENDOR – HOW TO PLAY

Splendor is a 2-4 player Role Playing game. In Splendor players take the roles of Renaissance merchants working to turn gems into jewels earning the attention of nobles. Goal of the game is to earn as many prestige points as possible – the player with the most prestige points is declared winner.

Splendor consists of following components:

- 40 gem tokens
  - 7 emeralds (green)
  - 7 sapphire (blue)
  - 7 ruby (red)
  - 7 diamond (white)
  - 7 onyx (black)
  - 5 gold (yellow) – Wildcard
- 90 dev cards (divided into three levels, depending on difficulty to purchase card)
  - 40 Level One cards
  - 30 Level Two Cards
  - 20 Level three cards
  - Development cards contain gem boni, which can be used for dev Card purchases in future turns
- 10 Noble Tiles

The development cards are taken from their respective stacks and arranged by row on the table, with level three cards being in the topmost row, following level two cards and then level one cards, visible to all players (and of course, AIs)

(Number of players + 1) noble tiles are placed above the development cards.

The available gems are placed / to be seen on the right of the screen

Gameplay

1. Like previously mentioned, the goal is to **earn the most prestige points to win** the game. This is done by buying dev Cards from the middle of the table and winning the attention of Noble Tiles. A player reaching 15

points leads to playing one final round with the player with the most prestige points winning.

2. A player is **visited from a noble tile**, if the player has the required amount of bonuses required . Such a player receives 3 prestige points.

3. A player has to choose from following **four actions** in his/her/their current turn
   a. **Take 3 gems** of different colors.
   b. **Take 2 identical** gems (only possible if there are at least 4 of this colour available at that moment)
   c. **Reserve a dev card** and take one yellow gem
   d. **Purchase a dev card** from the table or a reserved one

4. **A player cannot have more than 10 tokens** at the end of their turn also including jokers. In this case a player must return gems until they have

   10 gems (or less)

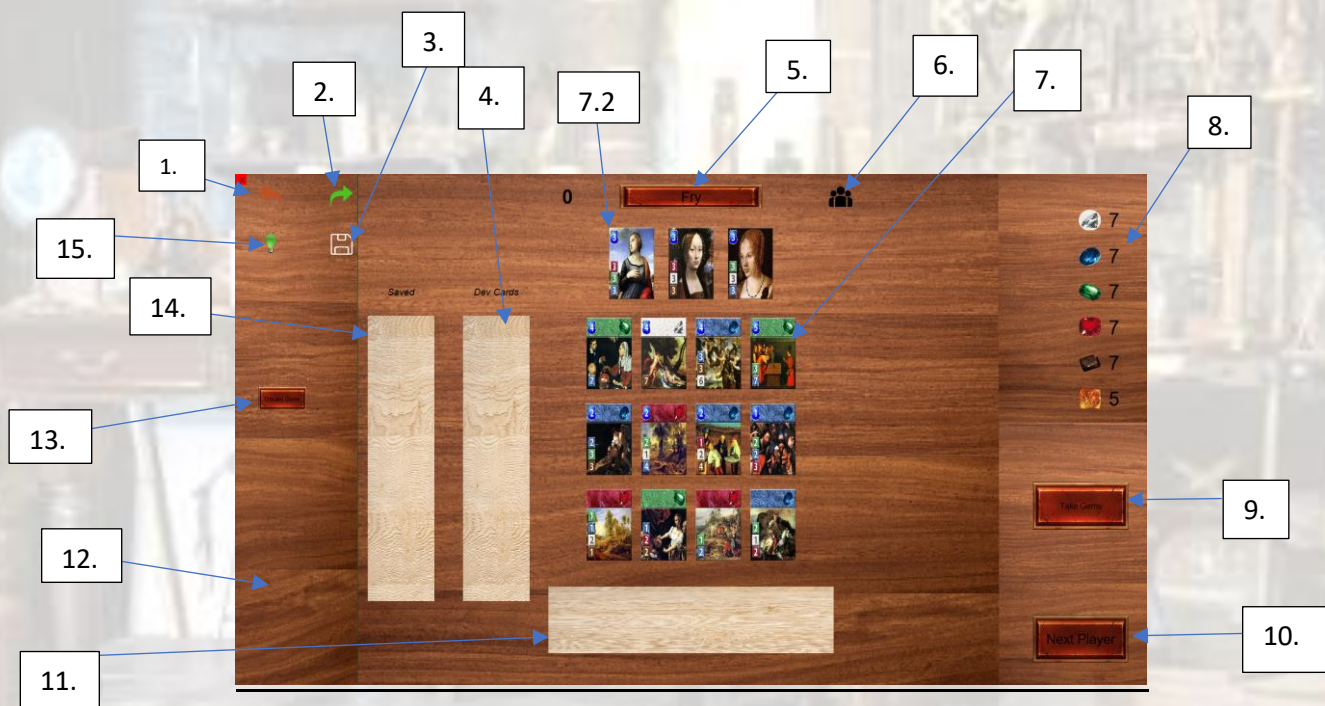## EXEMPLARY GAME COMPONENTS

GEMS

NOBLE TILES

DEVELOPMENT CARDS

SETUP / GAME LAYOUT

1. Undo: Used to undo a game action (by a player).
2. Redo: Used to redo game action (by a player).
3. Save: Saves the current game state.
4. Dev Cards Placeholder: Placeholder for DevCards a player chooses to buy.
5. Name of the current player.
6. Function to see what cards other players are holding. A pop up scene shows up, showing the different players and their cards and gems.
7. 1. Open Development cards that can be bought, reserved.

    7.2 Noble Tiles.

8. Available gems. These are acquired by right clicking on the gem (every right click increments the amount of gems to be taken) and then using the take gems function. Left clicking on a gem reduces the amount to be taken.
9. Take Gems: Allows the current player to take selected gems (either two of the same or three different gems).
10. Next Player: After a player decides to end his turn, he/she/they can click on next player to allow the next player to take their turn.
11. Player Cards
12. Placeholder for player gems
13. Discard gems: used to discard selected player gems.
14. Placeholder for reserved cards
15. Hint: Gives the player a general idea of what he could/should do next