

# Marc André Splendor™

Become the master of an artisan guild and prosper along the Silk Road!

## ACCUMULATE wealth!

During the game, you collect pieces representing gold and precious stones, and use these treasures to acquire Development cards. Each card represents a step forward in your quest for wealth, as they increase your resources and enable you to obtain new cards more easily and at a lesser cost.

## exert YOUR INFLUENCE...

Sway nobles and gain their Prestige points. Be the first to fulfill their conditions by acquiring Development cards of the specified colors.

## FOUND a prestigious TRADE EMPIRE

The end of the game is triggered as soon as a player reaches 15 Prestige points, after which the most prestigious merchant is crowned the winner.



### Marc ANDRÉ

I have been passionate about games since my earliest childhood, and discovered the pleasure of designing (or, rather, tweaking) games from the age of 14. This was the best way I found to express my creativity. However, it took me several decades to really get involved in game design.

Finally, in 2014, the success of Splendor made me a professional game designer. After the Cities of Splendor expansions, the Splendor Marvel spinoff, and Splendor Duel, this new revamped version of Splendor celebrates the game's 10<sup>th</sup> anniversary.



### Paul VÉRITÉ

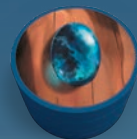
I love telling stories through art; you can say so much with so little. I believe that this passion for paintbrushes comes to me from the wonder of the sights of the slightest colors, of the atmospheres, or from the myriad differences between various people. Added to all this is my insatiable craving for gaming. In all their forms, playing games always delivers the escape, lightness, and brainstorming that I love. Illustrating this new version of Splendor meant combining all of these elements into a single project. What a pleasure to have worked on unlocking the vast riches it holds!

## CONTENTS

### 40 pieces



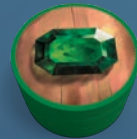
7 Diamond pieces (white)



7 Sapphire pieces (blue)



7 Ruby pieces (red)



7 Emerald pieces (green)



7 Onyx pieces (black)



5 Gold pieces (yellow)

### 90 Development cards



40 Level 1 cards



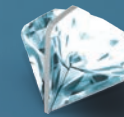
30 Level 2 cards



20 Level 3 cards



10 Noble tiles



1 First Player marker

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We will work to resolve your problem in a timely manner.

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## GAME RULES

## SETUP

Contents on back of rules

### 4-Player game

- Shuffle each Development card deck separately, then place them facedown in a column in the middle of the table in increasing order from bottom to top (●; ●●; ●●●).
- Reveal 4 cards from each level deck, placing them in a row to the right of their respective decks.
- Shuffle the Noble tiles and reveal 5. Line the nobles in a row above the cards. Return the remaining Noble tiles to the box; they will not be used during this game.
- Sort the pieces by color and place them within reach of all players to form the supply, creating 6 distinct stacks.
- The youngest player takes the First Player marker.



### 3-Player game

Same as above, except 3 only reveal 4 Noble tiles; and 4 return 2 of each gem color to the box (**not Gold pieces**), leaving only 5 of each Gem in the supply.

### 2-Player game

Same as above, except 3 only reveal 3 Noble tiles; and 4 return 3 of each gem color to the box (**not Gold pieces**), leaving only 4 of each Gem in the supply.

Don't want to read the rules?  
Watch this how-to-play video instead!



## GAME OVERVIEW

### Card anatomy



The bonus a card provides determines its color. Thus, the card shown above is red.

### Actions

The player with the First Player marker takes the first turn. Play then proceeds clockwise.

**On your turn, you must perform exactly 1 of these four actions:**

- Take 3 Gem pieces of different colors**  
If there are not enough available pieces to take 3 of different colors from the supply, you may take 2 pieces or even 1. **You can never take a Gold piece with this action.**
- Take 2 Gem pieces of the same color**  
This action is only available if there are at least 4 pieces available in that color in the supply before you take the 2 pieces. **You can never take Gold pieces with this action.**
- Reserve 1 Development card and take 1 Gold piece**  
To reserve a card, you simply take a faceup Development card from the middle of the table or (if you're feeling lucky) draw the top card from one of the three decks without showing it to the other players. Then, take 1 Gold piece. If no Gold pieces remain in the supply, you may still reserve a card. Reserved cards are kept in your hand, and you cannot have more than 3 reserved cards at a time. Reserved cards cannot be discarded; the only way to get a card out of your hand is to buy it (see below). If you already have 3 reserved cards, you cannot take this action. There is no penalty for having reserved cards in hand when the game ends.
- Purchase 1 Development card**  
You may purchase 1 of the faceup Development cards in the middle of the table OR 1 of your reserved cards. To purchase a card, you must spend the number of pieces indicated on the card. The spent pieces (including any Gold pieces) are returned to the supply. **Gold pieces are wild and can be used in place of any Gem, even if you have a Gem of that color.**

**Example:** Hannah wants to purchase this card. She returns the indicated pieces to the supply, including 1 Gold piece in place of the red piece she does not have.



Place the purchased card face up in front of you. To save space, we recommend you sort your acquired Development cards by color, placing them in distinct columns and overlapping them vertically so that their Prestige values and bonuses are visible at all times.

### Bonuses

Development cards you acquire have a bonus in the top-right corner, which provide discounts toward the purchase of new cards in future turns. Each such bonus provides a discount of 1 Gem matching the color of the card.

If you have enough bonuses from Development cards, you can even purchase a card without spending any pieces. However, you do not take pieces from the supply if your bonuses exceed the cost of the card.

**Example:** Hannah has 3 cards in her play area: 2 with a red bonus and 1 with a black bonus. To purchase the next card she wants, she only spends 3 blue pieces and 2 black pieces, thanks to her bonuses, which allow her to avoid spending 2 red pieces and 1 black piece.



### Replace cards

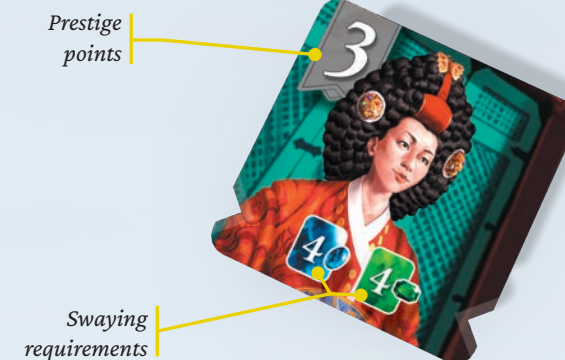
Each time a card from the middle of the table is reserved or purchased, draw the top card from the corresponding deck to replace it. There must always be 4 face-up cards of each level in the middle of the table, unless the deck becomes depleted; in this case, continue the game with fewer than 4 cards on the table.

### Piece pool limit

Your pieces must be visible to all players at all times. During your turn, you may have any number of pieces in your possession. However, at the end of your turn, if you have more than 10 pieces, you must return excess pieces of your choice to the supply until you have 10.

## NOBLE TILES

During the game, you can also obtain Noble tiles. At the end of your turn, check if you meet the swaying requirement for acquiring a Noble. To do so, you must have the number and color of bonuses indicated on the tile. If so, take the Noble tile and place it in your play area, where it will remain until the end of the game. **This is not an action.** You may only acquire 1 Noble tile per turn. If you meet the swaying requirements for several Noble tiles, you must choose 1 and hope the rest will still be there on your next turn.



## END OF THE GAME

Your score is the sum of all Prestige points from the Development cards you purchased and the Noble tiles you've acquired. Your score must be visible at all times.

When a player reaches 15 or more Prestige points at the end of their turn, the end of the game is triggered.

When this happens, continue playing until all players have had the same number of turns; the player to the right of the First Player will take the final turn of the game.

The player with the most Prestige points wins.

If there is a tie, the tied player who purchased the FEWEST Development cards wins. If it's still tied, the tied players share the victory.

