

SPLENDOR BRIEF BY LIUMAS

2014-05

Rules in brief on 1 small page. Plus a 2nd page with all Nobles named and even briefer rules. Print these pages separately or double-sided. I printed 2 copies for the group, double-sided, in black and white.



GAME	Splendor 2014
DESIGNER	Marc André
BGG ID	148228

1 page of brief rules. Plus 1 page Nobles reference.

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SPLENDOR BRIEF

2-4 players, 45 min

COMPONENTS

- 10 Noble Tiles:** All worth 3 VP at game end.
- 90 Cards:** 40 Level 1, 30 Level 2, 20 Level 3.
- 40 Gem Discs:** 5 Gold, and 7 each of Diamond, Sapphire, Emerald, Ruby, Onyx. *keep public*

SETUP

random start player

- ♦ **3 Decks:** Shuffle each deck, deal out a row of 4 cards from each.
- ♦ **Noble Tiles:** Shuffle, draw face up 1 more than the player count. *3, 4, or 5 tiles*
- ♦ **Gold & Gem Discs:** Use all 5 gold. Gems...
2 players: 4 gems; 3 players: 5; 4 players: 7

TURN SEQUENCE

clockwise in turn

On your turn choose 1 of 4 actions.

- ❶ **Take 3 Gems** of *different* colors.
As many as possible if 3 colors not available.
- ❷ **Take 2 Gems** of the *same* color.
Color must have at least 4 gems available.
- ❸ **Reserve 1 Card** to your hand *and* take 1 gold.
- ❹ **Buy 1 Card** from the middle or from hand.

Hold up to 10 discs at end of turn, including gold.

Claim 1 noble who matches your bonus gems.

RESERVE 1 CARD

Take 1 gold and take into your hand any face up card from the center (or draw secretly from any deck). Can hold up to 3 hand cards and none can be discarded. Only take a gold if available. Refill row to 4 cards if its deck is not empty.

BUY 1 CARD

Buy a face up or hand card. Spend it's number and type of gems (lower left circles). Use gold in place of any gem. Group bought cards by gem type, staggered so top VPs and bonus gem are visible. Refill rows to 4 cards if possible.

BONUS GEMS

card top right

Each bonus gem on a bought card counts as a gem disc of that type for purchasing a card.

NOBLES

keep face up

At end of turn claim 1 noble whose gems at least match your bonus gems. A claimed noble can't be claimed by another player.

GAME END

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It's the final round when any player achieves 15 VPs. Finish the round. Player with the most VPs among their nobles and bought cards wins!

Tie Break: Fewest bought cards.

SPLENDOR NOBLES



Catherine
de' Medici



Elisabeth
Of Austria



Isabella I
Of Castile



Niccolò
Machiavelli



Suleiman
The Magnificent



Anne Of Brittany



Charles V



Francis I Of France



Henry VIII



Mary Stuart

GEMS SETUP

4 Players: 7 of each.
3 Players: 5 of each.
2 Players: 4 of each.
Always use all 5 gold.

NOBLES SETUP

Reveal 1 more than
the player count.

CARDS SETUP

3 rows of 4 cards.

ACTIONS

- ① TAKE 3 GEMS of *different* colors.
- ② TAKE 2 GEMS of the *same* color.
Color must have 4 available.
- ③ RESERVE 1 CARD and take 1 gold.
- ④ BUY 1 CARD from middle or hand.

GEM ORDER

DIAMOND
SAPPHIRE
EMERALD
RUBY
ONYX