SPLENDOR

It is the renaissance. In **Splendor** you are a merchant selling to wealthy nobles. You will use your resources to acquire jewel mines, shops, and artisans who can turn these raw gems into profitable jewels. Develop the best network and the most prestige from the nobles to win.

- 2-4 Players
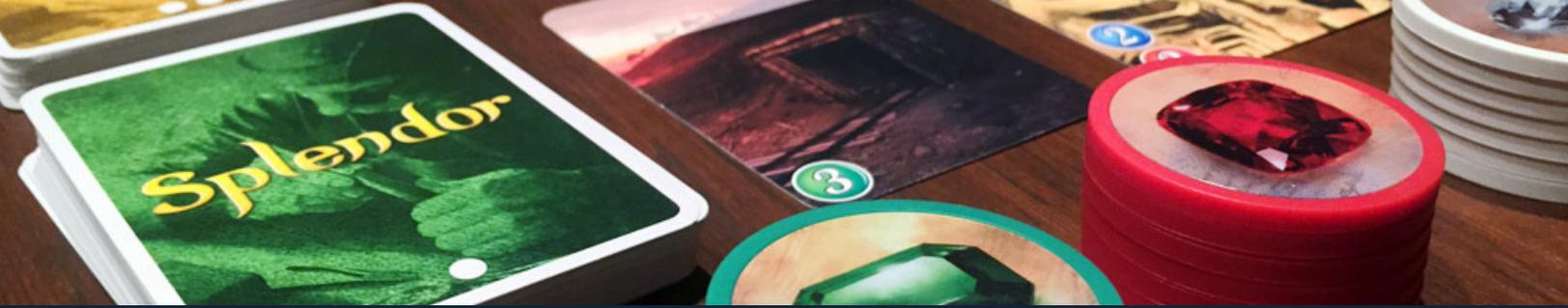- 30 Minutes
- Ages 10+

Game Type
- Card
- Family

Game Mechanism
- Card Drafting
- Set Collection

Game Theme
- Renaissance
- Economic

IF YOU LIKE SPLENDOR, TRY TICKET TO RIDE NEXT

Inventory

40 gems tokens: 7 × 5 colors (green, blue, red, white, black) + 5 yellow
90 development cards:

     40 level 1 cards

     30 level 2 cards

     20 level 3 cards

10 noble tiles
Rules

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040 $aPaGlCTL $beng $erda $cPaGlCTL
245 00 $aSplendor $h[game] / $cMarc André.
246 30 $aSplendor
264 1 $aFrance : $bJD Éditions/SPACE Cowboys, $c[2015]
264 4 $c©2015
300 $a1 game (40 round plastic tokens [7 emerald, 7 sapphire, 7 ruby 7 diamond (white), 7 onyx (black), 5 gold Joker (yellow)], 90 development cards [40 level one cards, 30 level two cards, 20 level three cards], 10 noble tile cards, 1 rule booklet) : $bcardboard, plastic, paper ; $cin box 28 x 22 cm
336 $atactile three-dimensional form $btcf $2rdacontent
337 $aunmediated $bn $2rdamedia
338 $aobject $bnr $2rdacarrier
500 $a2-4 players, 30 minute game.
521 8 $aWARNING: choking hazard--small parts. Not for children under 3 years.
521 8 $aAges 10+.
520 $aIn Splendor, you take on the role of a rich merchant during the Rennaisance. You will use your resources to acquire mines, transportation methods, and artisans who will allow you to turn raw gems into beautiful jewels. Build a commercial empire and receive the visit of wise monarchs, patrons with infinite resources, to acquire glory and prestige.
650 0 $aGuilds $xGames
650 0 $aMerchants $xGames.
650 0 $aInvestments $xGames.
650 0 $aPrestige $xGames.
655 7 $aBoard games. $2local