

Splendor

Splendor can be explained in five minutes and can play in half an hour,
works with two players just as well as with three or four.

In Splendor, you lead a merchant guild.

Using tokens representing gemstones, you will acquire developments which produce new gems (bonuses). These bonuses reduce the cost of your purchases and attract noble patrons.

Each turn is quick: one, and only one, action!

The first player to reach fifteen prestige points by accumulating nobles and development triggers the end of the game.



Special noble patron

This special noble patron for Splendor can be used in any game of Splendor.

