Splendor

Roger's Rules: Firedrake/BGG

Last edited 2024-03-27

Goal

Have the highest score at end of game.

Setup

In the centre of the playing area will be the central market: nobles at the top, then rows 3, 2, 1.

②: Return 3 of each gem to the box.

③: Return 2 of each gem to the box.

Draw Ⓟ+1 random nobles. Others won't be used.

For each of decks 1-3, shuffle those cards, and turn up 4.

Take turns in rotation.

Turn

Do one of:

(a) Take up to 3 different gems;

(b) Take 2 identical gems (but you must leave at least 2 of the same kind behind);

(c) Reserve a card (unless you already have 3 reserved): take it from the market, put it face down in your play area, and take a gold if available; or

(d) Buy a card from your play area or the market by spending its gem cost. Bonuses on cards you've already bought count as gems.

Then:

Replace any card you took from the market, if its deck hasn't been exhausted.

Discard tokens until you have no more than 10.

If you qualify for one or more nobles (gems on cards only), take one.

If you have 15+ Prestige (total score on cards plus nobles in front of you), trigger end game

End game

Finish the round.

Highest score wins. Break ties in favour of fewer cards in play area.