

Catherine and Marc ANDRÉ  
Olivier DANCHIN

# Splendor

KIDS

ACROSS THE REALM OF SPLENDOR



As Queen of the Kingdom of Splendor, I entrust you with an important mission: Deliver food to the people of the Kingdom! Once you have completed this task, I will be waiting for you at the Palace to award you the Medal of Splendor.

WATCH THE VIDEO TO  
DISCOVER THE RULES  
YOU NEED TO KNOW!



bit.ly/3EIB8K9

2 TO 4 PLAYERS

6 YEARS AND UP

PLAYING TIME: 25 MIN.

## CONTENTS AND SETUP

## GOAL OF THE GAME

Use your resources to nourish the people as you journey through the Kingdom.

**Each Traveler who arrives at the Palace of Splendor before the gates close will win the game.**

**A 1 KINGDOM GAME BOARD** consisting of 3 sections (each with a different front and back side)  
Place the *Kingdom* board in the center of the table, randomly choosing which side of each section to use. For your first game, or for shorter play sessions, remove the central section (A2) and use only the two ends of the *Kingdom* board (A1 and A3).

**B 4 PURSE BOARDS**  
Each Traveler takes a *Purse* board, along with their corresponding *Traveler* pawn.

**C 4 TRAVELER PAWNS**  
Before your first game, apply the stickers to the pawns. Each *Traveler* places their pawn on the *Port* starting space near the bottom of the *Kingdom* board.

**D 1 RESOURCE SUPPLY**  
Before your first game, apply the stickers to their designated spaces on the Resource Supply tray (see the diagram on the sticker sheet).

**E 42 RESOURCE TOKENS** (7 in each color)  
(Mushroom 🍄, Apple 🍏, Cabbage 🥬, Hazelnut 🌰, Water 💧, Gold 🪙.)  
Place the 7 Gold Coin tokens in the *Resource Supply*, then place the other *Resource* tokens in the *Resource Supply*, based on the number of *Travelers*:  
**4 Travelers:** 7 *Resource* tokens of each color.  
**3 Travelers:** 5 *Resource* tokens of each color.  
**2 Travelers:** 3 *Resource* tokens of each color.



**NOTE:** These numbers are also provided on the *Resource Supply*. The remaining tokens are returned to the box as they will not be used during this game.

**F 20 SQUARE-SHAPED CITY TILES** (4 in each color)  
Shuffle the *City* tiles and place them in a draw stack next to the *Kingdom* board, Resource facedown.

**G THE PALACE GATES** (to be assembled). There are two possible positions for the Gates: "Open Gates" or "Closed Gates". The *Traveler* who has most recently seen a gem (real or not) will be the first *Traveler* of the game. Place the *Palace Gates* to the right side of that *Traveler*'s play area, in the "Open Gates" position.

**H 4 QUEEN'S MEDALS** Place the *Queen's Medals* near the top of the board.

**8 ROUND-SHAPED VILLAGE TILES** For your first game, return the *Village* tiles to the box. In future games, place the *Village* tiles according to the rules found in the *Mysteries in the Kingdom of Splendor* variant rules (found on the last page).





## HOW TO PLAY

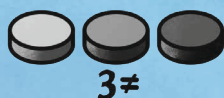
Starting with the first *Traveler* and proceeding clockwise, *Travelers* take turns playing.

On their turn, a *Traveler* can either:

### TAKE RESOURCE TOKENS

The *Traveler* takes from the *Resource Supply*:

3 Resource tokens,  
each of a different color  
(not Gold Coins).



OR

2 Resource tokens  
of the same color.  
(not Gold Coins).



OR

1 single  
Gold Coin token  
(yellow)



The *Resource* tokens taken by the *Traveler* are placed on their *Purse* board.  
A *Traveler* cannot have more than 8 total *Resource* tokens on their *Purse* board at any time.  
If a *Traveler* ever has more than 8 tokens after taking or receiving them,  
they must return any excess *Resource* tokens of their choice to the *Resource Supply*  
until they have only 8 tokens remaining.

OR

### MOVE THEIR PAWN ON THE

The *Traveler* moves their

Any used  and re

Th

If their *Traveler* pawn lands on a  the top of the stack, and  
Then, they flip **all their**

Then the *Traveler* to their left  
takes their turn to play.

## EXAMPLE OF A GAME ROUND



On his turn, **Marc** takes 1 Water token,  
1 Cabbage token, and 1 Mushroom token from  
the *Resource Supply*. He now has a total of  
9 *Resource* tokens; therefore, he returns  
1 Hazelnut token to the *Resource Supply* and keeps  
the remaining 8 tokens on his *Purse* board.

On her turn, **Catherine**  
takes 2 Cabbage tokens  
from the *Resource Supply* and adds them  
to her *Purse* board.



On his turn,  
**Olivier** takes  
a Gold Coin  
token from the  
*Resource Supply*.



## END OF GAME



When a *Traveler's* pawn **reaches the Palace of Splendor**, the **Queen**  
immediately **honors** them with a *Medal*; they can choose any of the available  
*Medals* near the top of the game board.

The first *Traveler* to reach the *Palace* changes the **Palace Gates** to the **Closed Gates**  
position (leaving the *Palace Gates* to the right of the first *Traveler*).

This action signifies that the **Palace Gates** are closing. Play continue as normal until the *Traveler* to the **right** of the  
**Palace Gates** takes their turn, at which point the game ends. This allows all *Travelers* to take an equal number of turns.  
during the game.

All *Travelers* who have **reached the Palace of Splendor** and received a *Medal* from the Queen will be **declared winners**!



## GAME BOARD



Traveler pawn along a **single road**. To do this, they must pay the resources indicated on banner next to the road their *Traveler* pawn will take. Used resources can be delivered to a City to collect a City tile or to a Village to play an additional turn.

Resources are paid from the *Traveler's Purse* board using either *Resource* tokens or City tiles.

Resource token is spent and returned to the *Resource Supply*.

Any used City tiles are flipped and kept Resource facedown at the top of the Purse board.

A Gold Coin resource can be used in place of **any other resource**.

The *Traveler* then moves their *Traveler* pawn along the road for which they have paid the cost, representing food being delivered.



If their *Traveler* pawn lands on a *City*, the *Traveler* immediately takes a new *City* tile from the draw stack and places it faceup along top of their *Purse* board. Any other City tiles, *Resource* faceup.

If their *Traveler* pawn lands on a *Village*, the *Traveler* immediately takes an additional turn. They can either **Collect Resource tokens** or **Move their pawn on the board** again.



On his next turn, **Marc** decides to move his pawn to the nearby *Village*. He returns 2 *Mushroom* tokens and 1 *Apple* token from his *Purse* board to the *Resource Supply*, and flips his *Hazelnut* *City* tile facedown. He then advances his pawn to the *Village*.



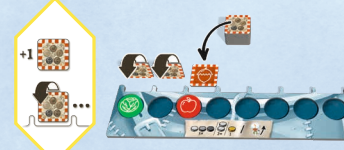
By delivering food to the *Village*, he can immediately take an additional turn. He takes 2 *Hazelnut* tokens from the *Resource Supply* and adds them to his *Purse* board.



On her turn, **Catherine** wants to move her pawn to the neighboring *City*. First, she spends 2 *Cabbage* tokens and 2 *Water* tokens by returning them to the *Resource Supply*. She also flips her *Water* *City* tile facedown, and then advances her pawn.



Finally, when she arrives in the *City* to deliver food, she gains a new *City* tile from the draw stack, which she adds to the top of her *Purse* board. She also flips her other 2 *City* tiles faceup.



## END OF GAME EXAMPLE

- On his turn, **Marc** moves his pawn to a *City* ①.
- Then **Catherine** moves her pawn to the *Palace of Splendor* ②A. The Queen honors her with a *Medal* of her choice ②B. Then, the *Palace Gates* start closing ②C: this will be the final round.
- Olivier** plays his final turn. His pawn also reaches the *Palace of Splendor* ③A, allowing him to choose a *Medal* ③B.
- It is the end of the game. **Marc** can't play again because he is positioned to the left of the *Closed Gates*. **Catherine** and **Olivier** share the victory.





## MYSTERIES IN THE KINGDOM OF SPLENDOR

Once familiar with the main rules, experienced *Travelers* are encouraged to use the following variant rules:

### SETUP

When setting up the game with this variant, all three sections of the *Kingdom* board should be used. As the last step of setup, randomly draw *Village* tokens and place 1  **face down** on each of the  *Village* spaces in the central section of the game map. Return any unused tokens to the box without looking at them.

Next, draw 3  *City* tiles from the top of the stack and place them **face up** next to the *City* tile draw stack to create the **Marketplace** (example:   



### ADDITIONAL RULES

#### TAKING CITY TILES

When a *Traveler* takes a  *City* tile after delivering food to a *City*, they can choose between two options:

- They can take the top  **face down** *City* tile from the draw stack; or
- They can select 1 from the 3 **face up** tiles in the    **Marketplace**. If the *Traveler* selects a tile from the *Marketplace*, they must immediately replace it with the top *City* tile from the draw stack, placing it **face up** in the **Marketplace**.

#### EFFECTS OF THE VILLAGE TILES

When a *Traveler's* pawn lands on a  *Village* on the central board, and the  *Village* tile has not yet been flipped over, the *Traveler* flips it over and applies its effect immediately. Then, they return the *Village* tile to the box (Except in the case of "Treasure" or "Queen's Gem").

After applying the *Village* token's effect, the *Traveler* also benefits from the regular *Village* effect, allowing them to take an additional turn .



#### TORNADO (1x)

The *Marketplace* has been devastated! All **3 tiles in the Marketplace** (the **face up** tiles next to the *City* tile draw stack) are returned to the game box. For the remainder of the game, *City* tiles can only be drawn from the top of the **face down** draw stack.



#### TREASURE (2x)

The active *Traveler* places the *Treasure* token on a token space on their *Purse* board and can spend it like 1 *Gold Coin* token. This counts towards the maximum of 8 *Resources* on the *Purse* board.



#### DROUGHT (2x)

All *Travelers* with **more than 5 Resource tokens** must immediately discard resources until they have only 5 tokens on their *Purse* board. The normal limit of 8 still applies going forward.



#### KIND-HEARTED THIEF (2x)

A thief is on the loose in this village! The active *Traveler* chooses **1 of their Resource tokens** and **gives it to another Traveler of their choice**.



#### QUEEN'S GEM (1x)

The lost *Queen's Gem* has been found in this village! The active *Traveler* takes the *Queen's Gem* token and places it next to their *Purse* board. At the end of the game, if the *Traveler* with the *Queen's Gem* reaches the *Palace of Splendor*, that *Traveler* wins the game **alone**.

THANKS!

Thank you to all the children, both young and old, who participated in testing this game.