

Splendor Duel

Objective: Players compete to be the first to fulfil one of the three victory conditions: 20 prestige points, 10 crowns, or 10 prestige points from Jewel cards of a single colour.

Setup

1. Separate the Jewel cards into 3 face-down decks based on the number of dots shown on the backs of the cards and shuffle each deck separately.
2. Place the 3 decks in a column with the level 1 cards (●) at the bottom and the level 3 cards (● ● ●) at the top.
3. Create a pyramid of cards as follows:
 - i) Reveal 3 level 3 cards (● ● ●) and place them in line with the level 3 Jewel deck.
 - ii) Reveal 4 level 2 cards (● ●) and place them in line with the level 2 Jewel deck.
 - iii) Reveal 5 level 1 cards (●) and place them in line with the level 1 Jewel deck.
4. Place the Victory tile above the pyramid of cards.
5. Place the board below the pyramid of cards.
6. Shuffle the 25 tokens in the bag and draw them one at a time, placing them on the board starting with the central space, continuing to fill the board following the spiral.
7. Place the 3 Privilege Scrolls (📜) above the board.
8. Place the 4 Royal Candidate cards below the board.
9. Randomly select a starting player; the starting player's opponent takes 1 Privilege Scroll and places it in front of them.

End of Game

The game ends at the end of a player's turn if one or more of the victory conditions are met:

A player has 20 or more Prestige Points: That player is the winner.

A player has 10 or more Crowns (👑): That player is the winner.

A player has 10 or more Prestige Points on cards of a single colour: That player is the winner.

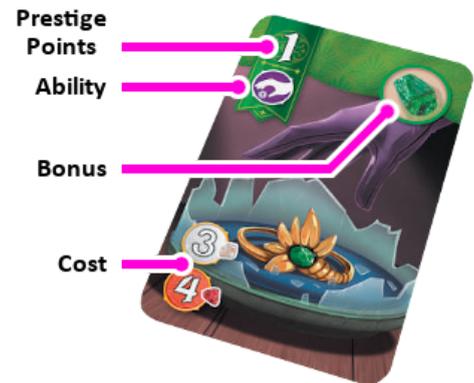
- A  card is considered to be of the same colour as the colour of cards that it is grouped with.

Jewel Cards

Prestige Points: Prestige Points contribute towards one of the winning conditions of the game.

Ability: A one-time ability that is triggered when a player purchases the card.

Cost: The tokens required to purchase the card.



Bonus: Once purchased, a Jewel card provides its owner with a bonus that decreases the cost of future card purchases by 1 token of the depicted colour.

- Some Jewel cards have 2 bonuses, reducing the cost of future purchases by up to 2 tokens.
- There are no Pearl () bonuses.
- It is possible to reduce the cost of a Jewel card down to 0 tokens, however the cost can never be reduced below zero (*i.e. a player can never gain tokens by purchasing a card*).

Card Abilities



Take another turn immediately after this one ends.



Place this card so that it overlaps a Jewel card with a bonus; treat this card's  bonus as though it were the same colour as the card it overlaps.

- If you do not have a Jewel card with a bonus, you cannot purchase a card with this ability.



Take 1 token matching the colour of this card from the board.

- If there are no tokens of the colour on the board, this ability has no effect.



Take 1 Privilege Scroll ().



Take 1 Gem or Pearl token () from your opponent.

- If your opponent has no such tokens, this ability has no effect.
- This ability cannot be used to take a Gold token () from your opponent.

Crowns ()

Some Jewel cards depict one or more Crowns.

- Upon taking their 3rd Crown, the player takes one of the available Royal cards and resolves its ability.
- Upon taking their 6th Crown, the player takes one of the available Royal cards and resolves its ability.
- When taking a Royal card, the player places it next to the Jewel cards; taking a Royal card is not an action.



General Rules

Tokens: Each player's tokens and the quantities of them must be visible to their opponent at all times.

Taking Privilege Scrolls (): When a player must take a Privilege Scroll, they take it from above the board; if there are no Scrolls above the board, they take one directly from their opponent.

- If a player has all 3 Privilege Scrolls, nothing happens if they are to take a Scroll.

Reserved Cards: Each player cannot have more than 3 reserved cards at any one time.

- Players keep their reserved cards hidden from their opponent but may look at their own reserved cards at any time.
- Reserved cards have no effect until they are purchased.

Turn Order (Single player turns)

1. **Optional Actions:** The current player may perform none, one, or both of the optional actions.

Use a Privilege Scroll (): The player returns one or more Privilege Scrolls to above the board; for each Scroll returned, they take 1 Gem or Pearl token () of their choice from the board.

- This action cannot be used to take a Gold token ().

Replenish the Game Board: The player mixes the tokens up in the bag and refills the empty spaces on the board starting with the central space, continuing to fill the board following the spiral until the bag is empty.

- After replenishing the board, the player's opponent takes 1 Privilege Scroll ().

- This action cannot be performed if the bag is empty.

2. **Mandatory Action:** The current player must perform one of the three following actions:

- If the player is unable to perform any of the mandatory actions, they must first perform the *Replenish the Game Board* optional action and then perform a mandatory action.

Take up to 3 tokens: The player takes up to 3 adjacent Gem and/or Pearl tokens () from the board.

- The tokens taken must be in an uninterrupted vertical, horizontal, or diagonal line.
- This action cannot be used to take a Gold token ().
- If the player uses this action to take 3 tokens of the same colour, or 2 Pearls, their opponent takes 1 Privilege Scroll ().

Take 1 Gold token and reserve 1 Jewel card: The player takes 1 Gold token () of their choice from the board and then must reserve one Jewel card by either taking 1 Jewel card from the pyramid, or draw the top card from one of the 3 decks.

- The player cannot perform this action if there are no Gold tokens on the board or if they already have 3 reserved cards.
- If the player reserves a card from the pyramid, they replenish the empty space by placing the top card from the corresponding deck face-up in the empty space; if the deck is empty, the card is not replaced.

Purchase 1 Jewel card: The player chooses one card from the pyramid or from their reserve, pays its cost in tokens by placing the tokens back in the bag, and then places the card in front of them, face-up.

- Gold tokens () are wild and can be used in place of any Gem or Pearl token ().
- If the player purchases a card from the pyramid, they replenish the empty space by placing the top card from the corresponding deck face-up in the empty space; if the deck is empty, the card is not replaced.
- Players should organise their cards into columns, sorted by their bonus colour and overlap cards of the same colour to save space, but ensure the top of each card (where points, Crowns (), and bonuses are depicted) remains visible.
- When a player purchases a card, they resolve its ability.

3. **End of Turn:** The current player counts their tokens (Gems, Pearls (), and Gold ()); if they have more than 10 tokens in total, they must choose and discard tokens to the bag until they have 10 tokens remaining.

- If the player has fulfilled any of the three victory conditions, the game ends and they are winner, otherwise it is the next player's turn.