

These two modules can be played individually with the base game, or be combined with each other and/or other Splendor expansions. Please refer to the text below for any rules modifications that may apply when using these modules.

COMBINE EXPANSIONS



- The Trading Post tile which allows you to draw 2 cards and reserve 1 of them also applies to the 3 Orient decks.
- The Orient card which grants 2 virtual Gold pieces can be used with the power of the Trading Post tile that doubles the value of spent Gold pieces. Virtual Gold pieces are wild and can be used in place of any other color.
- If you discard a card, and this causes you to no longer fulfill the requirements of a Trading Post tile that you have already acquired, you still get to keep it.
- The power of the Trading Post tile that allows you to take 1 piece after a card purchase triggers only once when you purchase an Orient card that allows you to take another card, as you are not purchasing the second card.



The power of the Trading Post tile that allows you to take 1 piece immediately after a card purchase triggers when you use the Conquest power to purchase a card. If your standard action is to purchase a card, you can use the piece you gained to buy the second card.



- The Strongholds may be placed on the Orient cards.
- If an opponent's Stronghold is on a card, you cannot take that card using the power of the Orient cards that allow you to take a card of level ● (or ●●) at no cost.
- You can only place 1 Stronghold when you purchase an Orient card that allows you to take another card without paying its cost, as you are not purchasing the second card.



The Orient

The Orient is now opening up its riches to all, and patrons of the arts are increasingly attracted by its exotic offerings.

Will you be able to grow your trading empire?



The Strongholds

The competition between the trading empires grows increasingly fierce as each guild builds strongholds to protect its wealth from adverse ambitions, as well as to expedite its own growth.

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- 30 Orient Development cards
- 12 Strongholds (3 per color)
- 1 Noble tile

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Marc André

Splendor

The Sun Never Sets



GAME RULES

*Build your strongholds in the Orient
 as your guild takes on new challenges.*



THE ORIENT



Setup

Setup the base game as usual. Shuffle each expansion deck (●, ●●, ●●●), then reveal 2 cards from each deck and place them to the right of those of the same level from the base game, leaving a space between the base game cards and the Orient cards (as shown in the illustration to the right). Place each expansion deck on the far right of its respective row, next to the 2 Orient cards.



Playing the Game

When a card is purchased or reserved, it must be replaced with a card from its matching deck. At the beginning of each turn, each level's row should contain 4 faceup cards from the base game and 2 faceup Orient cards (unless the deck in question is depleted, in which case the empty spaces remain as is).

Card Effects

All cards abide by the same rules as the base game cards, unless noted in their description below.

Some cards have an immediate effect (indicated by the purple icons), which triggers only once, when the card is purchased.

Level ●



For all purposes, this card has no color. You may discard this card from your play area when you perform the Purchase 1 Development card action. If you do, you gain 2 virtual Gold tokens, which must be used during this action to purchase the chosen card. If you spend only 1 of these virtual tokens, the second is lost. These 2 Gold tokens can be used to replace the same color twice, or two different colors. The discarded card is returned to the box and is out of the game.



When you purchase this card, choose another card in your play area that has a bonus, and place this card near the chosen card. For the rest of the game, the color and the ● bonus of this card are considered to be the same as the chosen card. You cannot purchase this card if you don't already have a card with a bonus.

Note: You must make your choice before drawing a replacement card in the central play area.

Level ●●



When you purchase this card, first associate it with another card in your play area, as described above.

Then, before drawing a replacement card in the central play area, immediately take 1 faceup base game or Orient card from the level ● row and place it in your play area. **Do not pay its cost, but apply its effects, if any.** This second card does not count as a card purchase. After resolving the effects of the second card, replace both cards in the center of the table as normal.



This card grants **2 bonuses** of the indicated color (for instance, the example on the left would grant 2 white bonuses). **This card still only counts as 1 card for all other game purposes.**

Level ●●●



When you purchase this card, before drawing a replacement card in the central play area, immediately take a faceup base game or Orient card from the level ●● row, and place it in your play area. **Do not pay its cost, but apply its effects, if any.** This second card does not count as a card purchase. After resolving the effects of the second card, replace both cards in the center of the table as normal.



You do not spend bonuses or pieces to purchase one of these cards during your Purchase 1 Development card action. Instead, you must discard 2 cards of the indicated color from your play area (for instance, the example on the left indicates you must discard 2 black cards). If you have any ● cards that are considered to be that color, they must be discarded before other cards of that color. Keep your Noble tiles even if you no longer fulfill their acquisition requirements after discarding. The discarded cards are returned to the box and are out of the game.



THE STRONGHOLDS



Setup

Each player takes 3 Strongholds of the same color and places them in their play area.

Playing the Game

Each time you purchase a card either from your hand or from the table, you must choose one of the following two options (**BEFORE** replacing the purchased card):

Place or move one of YOUR Strongholds onto one of the faceup cards on the table that is not already occupied by an **opponent's** Stronghold. However, you can place a Stronghold on a card already occupied by 1 or 2 of your own Strongholds.

OR

Choose a card containing exactly 1 of an OPPONENT'S Strongholds; remove the Stronghold and return it to that player.

When you purchase or reserve a card occupied by 1 or more of your own Strongholds, you take back your Stronghold(s).

Stronghold Powers

Occupation: A card containing 1 or more Strongholds can only be purchased or reserved by the player who placed those Strongholds.

Conquest: When all 3 of your Strongholds are on a single card, you may purchase that card after performing your standard turn action by paying its usual cost. Take your Strongholds back and replace the purchased card.

This purchase occurs before verifying the number of pieces in your play area, and before checking whether you can acquire a Noble or a City. The pieces taken during your turn or the card acquired can be used for this purchase.

By using the Conquest power, you can: purchase another card during the same turn; take pieces, then purchase a card; or reserve a card and purchase a card.

Example Turn: Hannah has previously placed 2 of her Strongholds on card B. On her turn, she purchases card A (spending the required amount of pieces) and places her 3rd Stronghold on card B. She then chooses to immediately use the Conquest power: she takes back her Strongholds and purchases card B. Finally, she places 1 Stronghold on card C and replaces both purchased cards.

