

Splendor

THE GUIDE TO ORGANIZING
SPLENDOR TOURNAMENTS



*Become the master of an artisan guild
and prosper along the Silk Road!*

The battle begins... now!



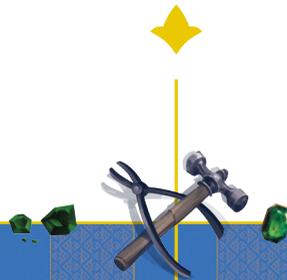
YOU'LL FIND ALL THE INFORMATION NECESSARY
TO ORGANIZE YOUR EVENT.



SUMMARY OF THE GUIDE

- 1 | Game Overview
- 2 | Prizes
- 3 | Setup and Round Procedures
- 4 | Scores and Pairing Procedure
- 5 | General Terms and Conditions

Begin your conquest of the silk road



Feel free to take photos and share them with us.

#Splendor

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1

GAME OVERVIEW

Dominate the Silk Road and become the most prestigious merchant!

Accumulate wealth

Accumulate wealth throughout the game and collect chips that will allow you to buy Development cards. Each acquired card increases your resources, enabling you to acquire new cards more easily and at a lesser cost.

Exert your influence

To attract the attention of nobles and obtain their prestige points, fulfill their conditions by purchasing development cards in the requested colors.

Found a prestigious trade empire

As soon as a participant reaches 15 Prestige points, the end of the game is triggered, and the most prestigious merchant is crowned.



2

PRIZES

Discover an exclusive Noble tile expressly reserved for tournament participants.

 Exclusive Noble tile

These chips are only awarded to the tournament finalists.

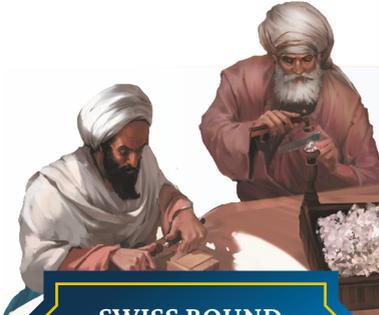
 Exclusive first-player chips

The prize for the three finalists is an exclusive First Player chip in gold-, silver-, or bronze-colored metal.



SETUP AND ROUND PROCEDURES

A *Splendor* tournament can either be organized as a Swiss-system tournament or a single-elimination bracket. The tournament format shall be determined by the Organizer.



SWISS ROUND

The principle of a Swiss Round tournament is simple: Participants with similar performances compete against each other in each round. This system allows participants to play in several games, even if they do not win. However, this can cause the tournament to take longer (around two hours).

When organizing Splendor tournaments, it is strongly recommended that the Swiss-style system be used.

In a direct elimination tournament, all participants compete according to a bracket, which can be randomized or seeded according to skill. If a participant loses a game, they are eliminated from the tournament, while winners proceed to the next round. The final round determines the winner of the tournament.

During a single-elimination tournament, if players would share the victory, break the tie using the following criteria:

- Greatest number of Noble tiles
- Greatest number of tokens
- Farthest clockwise from the first player

Direct elimination tournaments are much simpler to manage, but they can be very frustrating for participants who are quickly eliminated, as they get to play fewer games than others.



DIRECT ELIMINATION

For TOPS and podium tournaments, the single-elimination style is preferable.

SWISS-STYLE TOURNAMENTS: SETUP, PROCEEDINGS, AND SCORES



The usual game rules apply.



La durée de chaque partie est limitée à 45 minutes. À la fin de ce délai, la partie prend fin immédiatement et les points sont comptabilisés.



Based on the expected attendance, the organizer should determine the number of tables to prepare, and fill each table as evenly as possible.

Example: If 20 participants or so are expected, plan on 5 or 6 tables.



The exact number of participants per table depends on the number of present participants. No table may consist of fewer than three participants (two-participant tournaments are reserved for *Splendor Duel*).

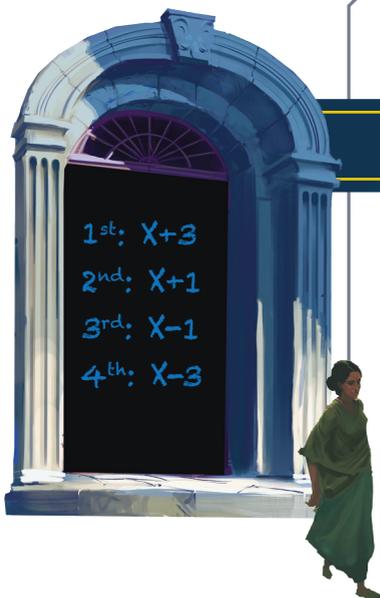


-  The participants are responsible for their table preparation setup verification (shuffling cards, etc.), and tallying of final scores. No recourse is permissible if a game begins with a non-compliant setup; the game results will stand.
-  At the end of the game, the results sheet is completed and verified by all participants at the table. The winner is responsible for submitting it to the Organizer.
-  Participants may request clarification of a rule detail from an arbiter at any time.
-  Each participant may have a summary of the rules or other documents they consider useful for the game proceedings. They can also take private notes. Participants have no right to review another participant's notes or documents. The size of these notes and documents cannot exceed an A4 or US Letter format.
-  The arbiters have sole authority in settling rules issues, conflicts, accusations of cheating, “anti-game” behaviors, or any other disputes relating to the current tournament. Once an arbiter has made a ruling, that ruling is final.

4

SCORES AND PAIRING PROCEDURE

4.1 | Tournament Points



The number of tournament points scored by each participant depends on the number of participants at that table, according to the following scale:

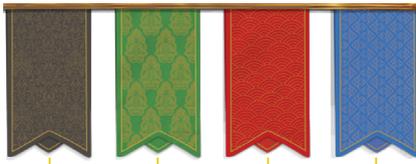
Where “X” represents the number of participants at the table.

In the event of a tie between two or more participants, add the tournament points that would be awarded for those spots and divide them equally between the tied players.

Example: At a table of 4, two participants are tied for second place. These two will each score 4 tournament points (Adding 2nd and 3rd place together (5+3=8) and dividing by 2). Consequently, the awarded tournament points will be 7, 4, 4, and 1 instead of 7, 5, 3 and 1.



4.2 | Advanced seeding tiebreaker rules



The seeding tiebreaker calculation is done by dividing each participant's score by the winner's score.

Example: A participant scores 12 points while the winner scores 16: tiebreaker of 0.75. The winner will always have a tiebreaker value of 1.0.

At the end of each round, rank the participants according to their tournament points, their their seeding tiebreaker if necessary, and assign them in decreasing order on the tournament tables. Thus, for the next round, the best participants will be seated together, while the worst will be seated together at the last table.

At the end of each round, tally each participant's tournament points and seeding tiebreakers since the start of the tournament to rank them again and assign them to tables in the same way as in previous rounds.

If you have decided to play a final, take the 4 best participants in the ranking at the end of the preliminary rounds. The finalists' tournament scores are reset to zero, and their final ranking will be based on the outcome of the final game.

If other participants choose to play another round at the same time as the final, the results of those other games will have no impact on the final rankings.

ROUND I:
First Game

	Score	Victory points	Sharing
FRANÇOIS	16	7 (4+3)	1 = 100%
DOMITIEN	14	5 (4+1)	0,875 = 87%
HANNAH	12	3 (4-1)	0,75 = 75%
CAMILLE	10	1 (4-3)	0,625 = 62%

RESULTS:
All Games

	round 1	round 2	round 3	total
1ST FRANÇOIS	7 (4+3)	6 (4+2)	5 (4+1)	12 VICTORY POINTS
sharing	100%	94%	88%	282%
2ND DOMITIEN	5 (4+1)	4 (4+0)	3 (4-1)	12 VICTORY POINTS
sharing	86%	81%	63%	230%
3RD HANNAH	3 (4-1)	5 (4+1)	4 (4+0)	12 VICTORY POINTS
sharing	79%	88%	88%	255%

GENERAL TERMS AND CONDITIONS

Here are some rules and guidelines to help you supervise your tournament. Just as with any fun event, the objective of the tournament is to create a pleasant but intense atmosphere of friendly competition between participants.



Fair play and enjoyable atmosphere are the rule!

Location: The tournament must take place in a room offering enough space for participants. It must be clean and at a suitable temperature. It is permissible for the tournament to take place in several adjoining rooms, as long as access between the rooms is unrestricted.

Health measures: All local health regulations in effect must be announced and enforced.

Participants: The tournament is open to any person who would like to participate, provided they behave respectfully and know the game rules. The Organizer may exclude or remove any person exhibiting behavior considered inappropriate or disrespectful.

Rules: The usual Splendor rules remain unchanged during the tournament.

The Organizer as Representative of Space Cowboys: Within the scope of the tournament, the Organizer may be required to represent Space Cowboys. The Organizer expressly agrees that such organizing shall not act in any way that could tarnish Space Cowboys' reputation. Space Cowboys cannot be held liable for actions by participants, arbiters, or the Organizer.

Equipment: Any theft or willful damage may be prosecuted according to local statute, and reimbursement of such damage may be claimed from those convicted, as allowed by law.

Any damage caused by a participant is their sole responsibility; Space Cowboys cannot be.

Delay: If a player delays for 5 or more minutes, they shall immediately be eliminated from the game with a score of 0 points. The other participants may continue the game without that player. At the Organizer's discretion, the offending participant may be excluded from the remainder of the tournament.

Cheating: If a participant suspects an instance of cheating, an arbiter must be notified immediately. If cheating is confirmed, the Organizer shall have the right to remove the participant from the current game and the remainder of the tournament.

Bribery: Under no circumstances shall the outcome of a tournament round or the tournament itself be determined through the use of bribery or coercion, or via any other disallowed methods. The Organizer shall have the right to remove any participant for violating or attempting to violate this rule.

Unofficial observers: Unofficial observers are permitted, provided they remain silent and do not interfere with the game under any circumstances, including offering advice to participants. The Organizer may request, at any time and at their sole election, any unofficial observer to leave a table or the room.

Good manners: Once their game is over, participants are required to quietly remain at their table or leave the premises so as not to disturb the other participants. The Organizer may determine whether such participants may act as unofficial observers for other games in progress, following the rules outlined above. Smoking within the tournament premises is strictly forbidden.

All devices must be turned off within the tournament premises while their game is in progress, and should be kept silent at all times.

Organizer's liability: The Organizer shall not be held liable or otherwise responsible for any theft, damage, or loss of personal effects during the tournament. Each participant is responsible for their own personal belongings.

**THANK YOU FOR OFFERING THIS OPPORTUNITY FOR PARTICIPANTS TO
IMMERSE THEMSELVES IN THE SPLENDOR UNIVERSE.**



We wish everyone involved lots of fun at the gaming tables.



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