

Press Release

Splendor™

A quick, tactical, and addictive game!



1- A game of anticipation, bluff, and strategy with simple rules.

In Splendor, you lead a Renaissance merchant's guild.

Your only objective: prestige!

At the beginning of the game, you have a small stash of gems (as represented by poker chips) with which you'll *build a commercial empire.*



Your tokens allow you to acquire mines, ships, and artisans (represented by cards), which are called developments.



These cards, split into three tiers of increasing cost, offer you bonuses; each development produces a virtual token, which reduces the cost of your future purchases. The more expensive developments also grant you prestige points.

When you have the required number of bonuses, a noble patron will visit you and grant you three precious prestige points. At the end of the game, the player with the most prestige wins.



2 - A fluid game mechanic for quick turns

Three pages of rules are enough to explain Splendor, and *a game plays over the course of half an hour.*

Each player's turn is quick and intuitive: *one, and only one action!*

Obtaining tokens follows simple rules which will force players to make difficult choices: either gain three tokens of different colors, or two tokens of the same color (if there are at least four left of the chosen color).



You can also acquire a development by combining bonuses and tokens, or reserve a card (face-up or blindly from the top of one of the development card piles).

You need to figure out a strategy in an environment which changes with each purchase and reservation from the other players.

So it's a good idea to choose your tokens to get that development card which caught your eye... without revealing too much of your intentions – otherwise one of your opponents might just reserve it from under your nose!

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The game ends when a player reaches fifteen prestige points.

But the current turn only ends once each player has played the same number of turns, to be fair.

You can thus reach fifteen points and still lose during an opponent's flamboyant last turn.



3 - From the author, Marc André, to the developers, months of fine-tuning for a wide-audience game.

The mechanic of Splendor (which has had various names and versions) has never changed. Marc André's prototype immediately hooked Croc, the creative director at Space Cowboys, and playtest games followed in a frenzy.

The game has been through many changes, mainly regarding prestige point values and the end of the game. The balance and the length of a round will make it a game which will charm the demanding boardgaming audience, but still be perfect for games with the entire family, as the game can be explained quickly, even to people who seldom play.

Faster than it originally was, *fine-tuned over months of testing and development*, Splendor combines, for us, the simplicity and depth of a future classic.

The rhythm of a game of Splendor is a slow start, a hotly contested middle game where each development is a crucial stake, before an endgame where everything speeds up, leaving the winner relieved and the other players astonished... which unmistakably leaves everyone wanting to play the game again!



Marc André is the author of Bonbons (Gameworks) and now of Splendor.

The theme for the game is nicely helped by Pascal Quidault's artwork.

Pascal Quidault has worked (among other things) on many roleplaying games and book covers. His art style is immersive and realistic, and he has given Splendor a clearly-seen "renaissance" touch.

As symbols and values written on the cards are nonetheless very important in the game, he has found a way to create detailed artwork which doesn't hinder the instant comprehension of the technical elements.

A fan of games in general, he's played and appreciated Splendor, and his interpretation of the respective value of the developments allow players to immediately see what each card is worth.



If you want to know more about his work, his site is: <http://www.k-ido.com>

5 - Quality Contents

When you play Splendor, you'll constantly handle tokens, much like poker players thinking about their bets.

For the experience to be more enjoyable, *the tokens in Splendor are the equivalent, in weight and in size, to deluxe casino chips.*

As the cards are also to be handled frequently, it's very important for them to be solid and durable. Their thickness was thus studied to resist the most vigorous of shuffling... and they're not unpleasant to handle, either!

Quality is at the center of the Space Cowboys' editorial line; a game is more than just a game; it's also a nice object, with content designed to be functional.



6 - Informations pratiques

Splendor is a game published by Space Cowboys, distributed by Asmodee in France and worldwide. It has been published in English, Dutch, Spanish, Italian, French, and German, and many other translations are already planned. It can be found in specialty stores which carry boardgames.

Number of players: from 2 to 4

Age : 8 and up

Length of the game: 30 minutes

Category: Card Game

Theme: Merchant guilds face each other for prestige

Box size: 30 cm

Contents: 40 tokens, 90 development cards, the rulebook

Language: English

Available: Specialty stores via Asmodee (<http://www.asmodee.com>)

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Suggested Retail Price: 30 €

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