



SPLENDOR Procedures

All players should confirm components before play begins, base game only.

The player in Seat Two will be responsible for shuffling all decks before the game begins, but any player has the right to cut those decks after shuffling is completed.

The player in Seat Three will select the appropriate number of nobles and reveal them **BEFORE** any cards are revealed.

Gameplay will proceed normally and according to the printed rules, but will adhere to the following structure.

1. Players must keep all tokens, played development cards, and face-down, reserved development cards on the table in front of them. The number of tokens and reserved cards each player has is public knowledge.
2. When purchasing a development card, any tokens used must be placed *ON THAT CARD*, so all players may confirm that the active player owns enough bonus cards to complete a legal transaction. After all players confirm the cost has been paid in full, any tokens spent are returned to the pool and the card may be claimed by the active player.
3. When reserving a card, the Active Player must take any rewarded gold token and place it on top of the card they wish to reserve. If no gold tokens are available, the player must instead rotate the card sideways. After all players have had the necessary time to see which card is being reserved and to confirm that the Active Player has less than three cards in hand, the Active Player may take both the token and the card.

Before ending any turn, the Active Player should confirm that their actions are legal and complete. They should then pass the Active Player Card to the next player, who will confirm with all players a legal state of gameplay, and then proceed with their own turn.

In the case of a tie, the player who has purchased the fewest development cards will win. In case of another tie, the tying player in the highest-numbered starting position (seat 4 in a four-player game, etc.) will advance.

*These procedures are designed to ensure fair play and minimize problems with the game state. They may be amended at any time by a WSBG tournament administrator.