

*A game by Marc André*

# Cities of Splendor™ *Expansions*

*The Cities of Splendor shine throughout the world  
while wealth from the Orient offers new opportunities to all.*



*These four expansions must be played singly.*



## *First Player tile*

Place it before the player who starts to remember that the player sitting on their right will be the last to play at the end of the game.



# The Cities

*Bruges, Lyon, Lisbon, Seville, Venice, Florence, Pisa:  
each city wants to make a unique major scale jeweler's work and, to this end,  
spends lavishly. But will you be able to fulfill these extravagant demands?*



*We recommend that you play first this expansion.  
It modifies the goal of the end of the game and stirs the players' competitiveness.*

## Setup

**The noble tiles are not used.**

Instead, shuffle the city tiles and always place 3 of them on either of their sides randomly (whatever the number of players).

*The other tiles will not be used and are removed from the game.*

## Additional rules

At the end of your turn, automatically take a city tile if you meet its requirements:

You have a prestige points total at least equal to the value shown on the tile.



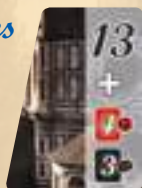
You have at least the quantity and type of bonuses shown on the tile (just as for noble tiles).

## Contents:



• 7 double-sided city tiles

## Examples



You must have at least 13 prestige points, 4 red bonuses and 3 black bonuses.



You must have at least 15 prestige points and 5 bonuses of the same type (e.g. 5 blue bonuses).



You must have at least 14 prestige points, 4 green bonuses and 4 bonuses in any other color (e.g. 4 black bonuses).

**Note:** If you meet the requirements allowing you to take several tiles, choose one (and only one) of them. Keep an acquired tile until the game ends.

When a player takes a city tile, complete the current round. At the end of that round, if only one player took a city tile, they win the game. If several players took a city tile, the player who has the highest number of prestige points amongst them is the winner.



# Trading Posts

*With the discovery of the sea routes to India, each guild establishes new trading posts.  
Who will adapt the best and the fastest to the worldwide new trade rules?*



*This expansion slightly shortens the game time, and grants you twisting powers.  
Keep a close eye on your adversaries!*

## Setup

Place the board within players' easy reach (a).  
Each player takes 5 identical coats of arms (b).



## Contents:



- 1 "Route to the Orient" board
- 20 coats of arms (5 per color)



## Additional rules

At the end of your turn (immediately after the possible visit of a noble), if you meet the requirement (c) of a power (d), place one of your coats of arms right above, on its allocated space. You benefit from this power until the end of the game.





## ⌘ Description of the powers

Requirement

Power



**Requirement:** You must have 3 red bonuses and 1 white bonus.

**Power:** After you purchase 1 development card, take 1 gem token.

Do not take a token during the turn in which you place your coat of arms. You must take the token before the card is replaced. You can take one of the tokens you have just spent.



**Requirement:** You must have 2 white bonuses.

**Power:** When you take 2 gem tokens of the same color, take 1 gem token of **another** color. As usual, taking 2 gem tokens of the same color is only possible if there are at least 4 tokens available in that color.



**Requirement :** You must have 3 blue bonuses and 1 black bonus.

**Power :** Each of your gold tokens is worth 2 gem tokens of the **same** color.

This capacity is used when you purchase a card. Each of your gold tokens is still worth 1 token against the limit of 10 tokens you can have at the end of your turn.



**Requirement:** You must have 5 green bonuses and 1 noble tile.

**Power:** Gain 5 prestige points.

This can trigger the end of the game (just like the acquisition of a noble or the purchase of a card). You benefit from this power only once even if you have several nobles.



**Requirement:** You must have 3 black bonuses.

**Power:** Gain 1 prestige point for **each** coat of arms you placed on the board.

This can trigger the end of the game (just like the acquisition of a noble or the purchase of a card).

## ⌘ Example

The red player has 15 prestige points:

- 3 for their noble,
- 5 for their cards,
- 5 for their before-last power,
- 2 for their last power (2 coats of arms placed on the last two spaces).





# The Orient

*The Orient is now opening its wealth to all and patrons are more and more attracted by its exoticism. In this fluctuating context, will you be able to transform your commercial empire?*



*There are new cards in this expansion and nobles are placed at the heart of strategies: find the way to get them faster, or to reserve them, or to make your cards profitable once they are gone.*

## Setup

Shuffle the 10 new level 1 cards (○) and reveal 2 of them which you place to the right of the base game cards. Then place the 8 remaining cards of the Orient deck in a pile to the right.

Proceed identically with levels 2 (○○) and 3 (○○○) Orient cards on their respective lines.

## Contents:



- 30 Orient development cards (10 of each level)



## Additional rules

A purchased or reserved card must be replaced by a card from its original pile. Therefore, at all times during the game, there must be 4 base game cards and 2 Orient cards of each level face up (unless the deck in question is depleted, in which case the empty spaces remain as is).

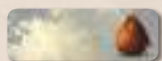


## ✦ Description of the Orient cards

### Level 1



This card is **worth 2 gold tokens** (do not draw them, they do not count against your limit of 10 tokens) and can be spent during a single purchase. Each of these 2 gold tokens can replace any color. If you use only one, the second one is wasted. Once used, this card is discarded (put it back in the box) and has no effect any longer.



Associate - immediately and permanently - this card to a card you acquired previously. It is now worth **1 bonus identical** to the card's bonus to which it is associated. You cannot purchase this card if you don't have at least one card with a gem bonus.

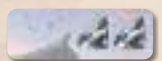
*Note: you must associate before replacing the acquired card.*



### Level 2



Associate - immediately and permanently - this card to a card you acquired previously (see above), **then** take a level 1 (○) card **face up** (base or Orient) and place it before you **at no cost**.



This card confers **2 bonuses** of the indicated color. These bonuses add up for purchasing new cards, receiving the visit of nobles and discarding (see level 3 cards.)



**Reserve a noble.** Take the noble of your choice amongst those available and place it face down before you: from now on, only you can be visited by this noble (if you meet the requirements).

*You do not gain a gold token. There is no limit to the number of noble tiles you can reserve.*




### Level 3



Take a level 2 (○○) card **face up** (base or Orient) and place it before you **at no cost**.



To purchase one of these cards, you must **discard 2 bonuses** of the indicated color that you previously acquired (put them back in the box.)

*You cannot discard reserved cards. You must discard, as a priority, the cards bearing the  associated with this color, if you have any.*





# The Strongholds

*While big cities establish trading colonies, the stakes and tensions emphasize. Each guild builds strongholds to protect its wealth from adverse ambitions and to facilitate its expansion.*



*This expansion adds interaction and can slightly lengthens the game time. Find the perfect balance between slowing down your adversaries and speed up the pace of your acquisitions.*

## ⊕ Setup

Each player takes 3 strongholds of the same color and places them before them.

## ⊕ Additional rules

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

## Contents:



• 12 strongholds (3 per color)

**Place or move one of YOUR strongholds** on one of the visible cards on the table, only if that card has not any other stronghold of another color. However, you can place a stronghold on a card on which one or two of your strongholds are already placed.

OR

**Remove another player's stronghold** from a card on the table and give it back to its owner.



## ⊕ Powers of the strongholds

**Occupation power:** A card on which is placed a stronghold can only be purchased or reserved by that stronghold's owner. In both instances, the player takes back their strongholds placed on that card.

**Conquest power:** While your 3 strongholds are on the same card, you can purchase this card **after your action** (whether you took gem tokens, or reserved or purchased 1 development card). You must pay for the card, take back your strongholds, then place or remove a stronghold before replacing the purchased card.

**Specification:** This purchase must be done before a noble visits you and before checking the number of tokens.

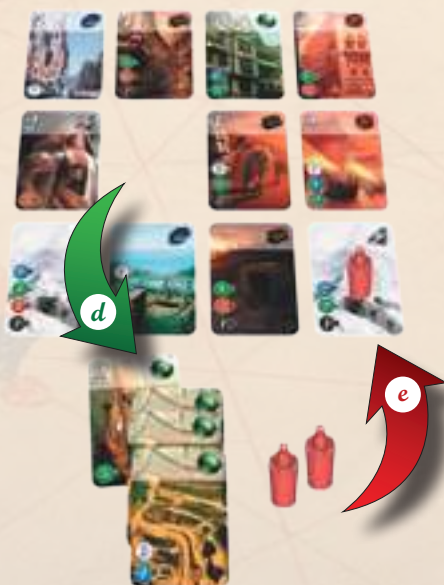


## ❖ Example of a turn



The red player buys a new card (a).  
They place their third stronghold with  
the first two (b).

Then, the player chooses to benefit from the conquest  
power. They purchase the card (d), recover their 3  
strongholds then decide to place one (e) on the card  
revealed in 2.



The purchased card is replaced (c).

The card of this second purchase  
is replaced (f).

