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

Remove all Noble tiles during setup when using "The Cities" module.

Check the requirements for gaining a Trading Post tile before checking to see if you fulfill the requirements of a City tile.

- 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.

- 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 that tile.

The Cities

Amboise, Delhi, Krakow, Madrid, Samarkand, Seoul, Timbuktu: Each city seeks to create a unique piece of jewelry, and is willing to spend lavishly in order to do so.

Will you be able to satisfy these extravagant demands?

The Trading Posts

The Silk Road is no longer adequate to meet the demands from the booming trade among the various empires, so each guild begins opening new trading posts in distant lands and territories.

Which guild will be able to best adapt quickly to the new era of global trading?

CONTENTS

- 7 double-sided City tiles

- 20 Trading Post tiles *(4 per color)*

- 1 Noble tile

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Marc André

Splendor
The Silk Road

GAME RULES

Travel the Cities of the Silk Road and rise to new challenges.

Setup

Return the Noble tiles to the box; they will not be used.

Instead, shuffle the City tiles, and randomly **choose 3** of them to put in play. Place each of these tiles with a random side face-up.

The remaining City tiles should be returned to the box; they will not be used during this game.

Additional Rules

The end-of-game trigger conditions are modified. At the end of your turn, check if you fulfill both of the following requirements for any City:

> **Have a number of Prestige points greater than or equal to the value shown on the tile.**
>
> **+**
>
> **Have at least the quantity and type of cards indicated on the tile,** similar to that of a Noble tile.
> **Note:** The 4●, 5●, and 6● requirements mean you must have at least the indicated number of cards of the same color; this color cannot be the same as any other requirement on the tile.

Example: To fulfill the requirements of this City, you must have at least 14 Prestige points, 4 white cards, and 4 cards of a different color (such as green, as shown here).

End of Game

Once a player fulfills the requirements of a City, **finish the current round**.

If, at the end of that round, **only one player** fulfills the requirements of any City, **that player wins the game**.

If several players fulfill the requirements of any City or Cities, compare the Prestige points of those players with each other; whichever of them has **the most Prestige points** wins the game. In the event of a tie, the player (among those tied) with the fewest cards in their play area wins the game. If it's still tied, the tied players share the victory.

Setup

Place **5 stacks of Trading Post tiles (1 for each type of Trading Post power; see below)**. Each stack should contain a number of tiles equal to the number of players. Place the stacks near the base game cards so that they are below the Noble (or City) tiles.
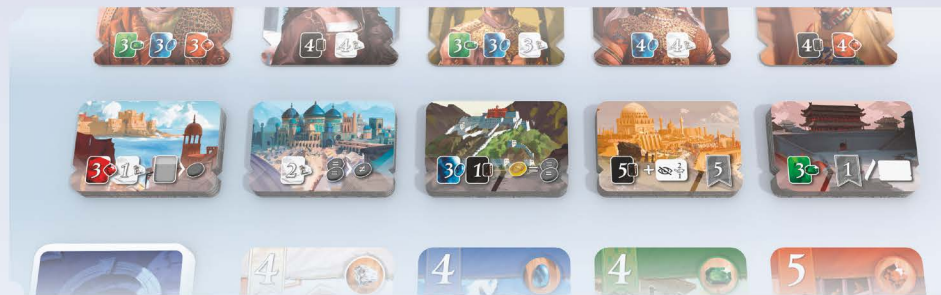
Additional Rules

At the end of your turn (after checking whether you fulfill the requirements to acquire a Noble), check if you meet the conditions of any Trading Post tile that you don't already have; if you do, take that tile and place it in front of you. You benefit from the power of that tile until the end of the game. You can have several Trading Post tiles in front of you. You can only take 1 Trading Post tile per turn, and you cannot take a tile if you already have a tile with that power.

Powers of the Trading Post tiles

Requirement: You must have at least 3 red cards and 1 white card.

Power: Immediately **after** purchasing any card and before replacing it, take any 1 piece (except a Gold piece). The piece you take can be one of those you just spent.

Requirement: You must have at least 2 white cards.

Power: After taking 2 pieces of the same color, take 1 piece of **another** color (except a Gold piece).

Requirement: You must have at least 3 blue cards and 1 black card.

Power: When purchasing a card, each Gold piece you spend is worth 2 pieces of the **same** color. If you pay more than the required number of pieces, you do not get the overpaid piece back. Each of your Gold pieces is worth 1 piece for the end-of-turn limit.

Requirement: You must have at least 3 black cards.

Power: When you reserve a card from 1 of the 3 decks, draw the first 2 cards from the chosen deck without showing them to the other players. Keep 1, which you reserve as normal, and return the other card to the bottom of its deck.

Requirement: You must have at least 5 green cards.

Power: This tile earns you 1 Prestige point for each Trading Post you have (including this one). This may trigger the end of the game if this causes you to have the required amount of Prestige.