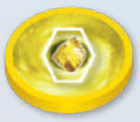

Splendor™
MARVEL

In Splendor: Marvel, you are in command of a team of Super Heroes who are trying to prevent Thanos from collecting Infinity Stones. Bring together a powerful team, acquire iconic Locations, and score enough Infinity Points to claim the Gauntlet!

CONTENTS

39 Infinity Stone Tokens



7 MIND Tokens (Yellow)



7 POWER Tokens (Purple)



7 SPACE Tokens (Blue)



7 REALITY Tokens (Red)



7 SOUL Tokens (Orange)



4 TIME Tokens (Green)



5 S.H.I.E.L.D. Tokens (Gray)

90 Character Cards



6 Tiles

4 Location Tiles (double-sided)



1 Infinity Gauntlet Tile



1 Avengers Assemble Tile



GAME SETUP



1. Separate the Character cards by their level and shuffle each deck separately. Then place them facedown in a column in the middle of the play area with the level 1 cards at the bottom, followed by the level 2 cards, and finally the level 3 cards at the top.
2. Deal out 4 cards from each level and place them on the right of their respective decks.
3. Select a number of Location tiles at random equal to the number of players. Place them with a random side faceup above the Character cards. Return any remaining Location tiles to the box.
4. Place the Infinity Gauntlet tile and the Avengers Assemble tile above the Locations.
5. Place the S.H.I.E.L.D. tokens next to the Locations. Place the 4 Green tokens in a pile near the Infinity Gauntlet tile.
6. Finally, place the 5 remaining Infinity Stone token piles (sorted by color) within easy reach of all players.

Setup changes for 2- and 3-player games

With 2 players	With 3 players
- Remove 3 Yellow, Red, Orange, Blue, and Purple tokens. - Remove 2 Green tokens. - Keep the 5 Gray tokens. - Select 2 Location tiles at random.	- Remove 2 Yellow, Red, Orange, Blue, and Purple tokens. - Remove 1 Green token. - Keep the 5 Gray tokens. - Select 3 Location tiles at random.

Game Overview

During the game, the players collect tokens. With these tokens, they recruit Character cards, which are worth Infinity Points and/or provide a bonus. These bonuses allow players to recruit subsequent Character cards at a discount. When a player has enough bonuses, they immediately take the matching Location (also worth Infinity Points). Once a player meets the conditions for the Infinity Gauntlet, they trigger the end of the game and the winner is determined.

GAMEPLAY

The youngest player begins. Play then proceeds clockwise.
On their turn, a player must perform one of the following four actions:

- Take 3 tokens of 3 different colors. You cannot take a Gray or a Green token with this action.
  If there are not enough tokens left to take 3 of different colors, you may take 2 tokens of different colors (or even 1 token).
- Take 2 tokens of the same color.
  This action can only be performed if there are at least 4 tokens available in that color before you take the 2 tokens. You cannot take Gray or Green tokens with this action.
- Reserve 1 Character card and take 1 S.H.I.E.L.D. (Gray) token.
- Recruit 1 faceup Character card from the middle of the play area or one you have previously reserved.

Token Pool Limit

All players should be able to see the number and colors of tokens each player has at all times. During their turn, a player may have any number of tokens in their possession.
At the end of a player's turn, they cannot keep more than 10 tokens in total (of all colors, including Gray and Green). If they have more than 10, they must return tokens (of their choice) to the middle of the play area until they have 10 remaining.
Note: Green tokens must be kept and cannot be returned.

CHARACTER CARDS

Character cards are recruited from the middle of the play area. Each card shows the cost, in tokens, to recruit the card, the bonus it provides, and the Infinity Points (if any) it is worth.

Reserving a Character Card

To reserve a Character card, a player takes a faceup character from the middle of the play area or draws the top card from one of the three decks without showing it to the other players. **The player then takes a S.H.I.E.L.D. token**.
The reserved cards are kept in hand and cannot be discarded. Players cannot have more than 3 reserved cards in hand, and the only way to remove a card from their hand is to recruit it (see below). Reserving a card is the only way to get a S.H.I.E.L.D. token. If there are no Gray tokens left, you can still reserve a card, but you won't get a Gray token. Having one or more reserved cards in hand when the game ends incurs no penalty.

Recruiting a Character Card

A player may recruit one of the faceup Character cards in the middle of the play area or a card in their hand that was reserved on a previous turn. To recruit a Character card, a player must spend the tokens shown on that card.

A Gray token can replace any color. Spent tokens (including the S.H.I.E.L.D. (Gray) ones) are returned to the middle of the play area.

Example: Paul wants to recruit this card. He must spend 2 Yellow tokens, 4 Blue tokens, and 1 Purple token. He gains 2 Infinity Points and gets 1 Red bonus.



Each player should place their cards in distinct columns sorted by color so that their bonuses, Infinity Points values, and Avengers tags can be seen.



Important: When a Character card from the middle of the play area is recruited or reserved, it must be immediately replaced by a card of the same level. At all times during the game, there must be 4 faceup cards of each level (unless the deck in question is depleted, in which case the empty spaces remain empty).

Bonuses

The bonuses a player receives from Character cards recruited on previous turns provide discounts when recruiting new cards. Each bonus of a given color is equivalent to a token of that color.
If a player has enough Character cards (and therefore bonuses), they may even recruit a card without spending any tokens.
There are no Green bonuses and a Green token is never used to recruit a card.

Example: Hannah has two bonuses : 1 Yellow and 1 Red. She also has 1 Red token left. She wants to recruit Rocket. His cost is 1 Yellow and 2 Reds. Thanks to her bonuses, she spends 1 Red token only, and Rocket is now hers!



Location Tiles

At the end of their turn, a player must check the Location tiles in the middle of the play area. If they have the required quantity and types of bonuses (tokens are not taken into account) shown on that Location tile, they must take that tile, place it in front of them and gain the 3 Infinity Points depicted on the tile. Taking a Location is not considered an action.

It is not necessary to have a Location to win the game.

A player cannot take more than one Location each turn. If a player has enough bonuses to take more than one Location at the end of their turn, they choose the Location they take.

Example: If Peter has enough Character cards to have 3 Yellow bonuses, 3 Blue bonuses, and 3 Red bonuses, then he automatically takes the matching Location tile and gains 3 Infinity Points.



The Time Stone

The Green Infinity Stone is special. Players need one to complete the set of Stones. All level 3 characters show the icon. A player takes a Green token when they recruit their first character with such an icon. No player can have more than 1 Green token in their play area.



The Avengers Assemble Tile

Some cards show 1 or 2 Avengers tags. The first player who gets at least 3 such tags automatically takes the Avengers Assemble tile, which is worth 3 Infinity Points. This is not considered an action. If another player gets **more** Avengers tags, they take it (along with its 3 Infinity Points) from the player who currently owns it.

Example: Hannah has a total of 4 Avengers tags on her cards and owns the Avengers Assemble tile. Julian has 3 tags and recruits Wasp who has 1 tag. Since that's a draw, Hannah keeps the Avengers Assemble tile. Then, Peter, who also owns 3 tags, gets Captain America (and 2 tags). Since he now has 5 tags, he takes the tile from Hannah.

The Avengers Assemble tile can be passed from one player to another several times during the game. It's not necessary to have the Avengers Assemble tile to win the game.



WINNING THE GAME

End of the Game

When a player has at least **16 Infinity Points AND 1 bonus of each color AND 1 Green token**, they meet the conditions for assembling the Infinity Gauntlet and trigger the end of the game.

Example:



Complete the current round so that each player has played the same number of turns. If the player meeting the Infinity Gauntlet conditions is the last one to play in the round, they win immediately. If no other player has met the conditions for assembling the Infinity Gauntlet at the end of the final round, the player meeting the conditions wins.

If several players meet the conditions for the Infinity Gauntlet, the player with the most Infinity Points **among them** is the winner. If there is still a tie and one of the tied players owns the Avenger tile, that player wins. If none of the tied players owns the Avenger tile and they have the same number of Infinity Points, the player who has the fewest Character cards **among them** wins. If there is still a tie, they share victory.

Special Rule: If a player triggers the end of the game AND loses the Avenger tile afterward, they may fall under the 16 Infinity Points required for the Gauntlet. **In that case, the game continues**. It may still end in the same round if another player meets the required conditions.

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