



Splendor

MEGAMAN®

TTS Mod by Marcus Raven

In Splendor: Mega Man, a meteor shower of mysterious gear-powered gemstones fell to Earth. The world's greatest minds have found that these "gearstones" can be used as a powerful source of energy. A tournament of robots has begun to determine who can control the most powerful of these artifacts, the Master Gearstone.

CONTENTS

39 Gearstone Tokens



7 Topaz
Tokens
[Yellow]



7 Amethyst
Tokens
[Purple]



7 Sapphire
Tokens
[Blue]



7 Ruby
Tokens
[Red]



7 Jasper
Tokens
[Orange]



4 Emerald
Tokens
[Green]



5 Heart
Tokens
[Gray]

90 Robot Cards



6 Tiles

4 Helper Tiles
[double-sided]



1 Master Gearstone Tile



1 Yashichi Gearstone Tile



GAME SETUP

- 1 Separate the Robot 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 Helper tiles at random equal to the number of players. Place them with a random side faceup above the Robot cards. Return any remaining Helper tiles to the box.
- 4 Place the Master Gearstone tile and the Tashichi Gearstone tile above the Helpers.
- 5 Place the Heart tokens next to the Helpers. Place the 4 Green tokens in a pile near the Master Gearstone tile.
- 6 Finally, place the 5 remaining Gearstone token piles [sorted by color] within easy reach of all players.



Setup Changes for 2- and 3-player games

With 2 players

- Remove 3 Yellow, Red, Orange, Blue, and Purple tokens.
- Remove 2 Green tokens.
- Keep the 5 Gray tokens.
- Select 2 Helper tiles at random.

With 3 players

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

Game Overview

During the game, the players collect tokens. With these tokens, they recruit Robot cards, which are worth Energy Points and/or provide a bonus. These bonuses allow players to recruit subsequent Robot cards at a discount. When a player has enough bonuses, they immediately take the matching Helper (also worth Energy Points). Once a player meets the conditions for the Master Gearstone, 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 Robot card and take 1 Heart (Gray) token.
- Recruit 1 faceup Robot 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.

Robot Cards

Robot 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 Energy Points (if any) it is worth.

Reserving a Robot Card

To reserve a Robot card, a player takes a faceup robot 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 Heart 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 Heart 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 Robot Card

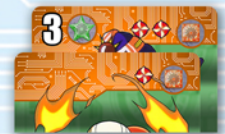
A player may recruit one of the faceup Robot cards in the middle of the play area or a card in their hand that was reserved on a previous turn. To recruit a Robot card, a player must spend the tokens shown on that card.

A Gray token can replace any color. Spent tokens (including the Heart (Gray) ones) are returned to the middle of the play area.

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



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



Important: When a Robot 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 Robot 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 Robot 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: Jane has two bonuses: 1 Yellow and 1 Red. She also has 1 Red token left. She wants to recruit Ground Man. His cost is 1 Yellow and 2 Reds. Thanks to her bonuses, she spends 1 Red token only, and Ground Man is now hers!



Helper Tiles

At the end of their turn, a player must check the Helper 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 Helper tile, they must take that tile, place it in front of them and gain the 3 Energy Points depicted on the tile. Taking a Helper is not considered an action.

It is not necessary to have a Helper to win the game. A player cannot take more than one Helper each turn. If a player has enough bonuses to take more than one Helper at the end of their turn, they choose the Helper they take.

Example: If Jackson has enough Robot cards to have 3 Yellow bonuses, 3 Blue bonuses, and 3 Red bonuses, then he automatically takes the matching Helper tile and gains 3 Energy Points.



The Star Gearstone

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



The Yashichi Gearstone

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

Example: Vanessa has a total of 4 Yashichi tags on her cards and owns the Yashichi Gearstone tile. Jane has 3 tags and recruits Jewel Man who has 1 tag. Since that's a draw, Vanessa keeps the Yashichi Gearstone tile. Then, Jackson, who also owns 3 tags, gets Mega Man (and 2 tags). Since he now has 5 tags, he takes the tile from Vanessa.

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



WINNING THE GAME

End of the Game

When a player has at least **16 Energy Points AND 1 bonus of each color AND 1 Green token**, they meet the conditions for activating the Master Gearstone 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 Master Gearstone conditions is the last one to play in the round, they win immediately. If no other player has met the conditions for activating the Master Gearstone at the end of the final round, the player meeting the conditions wins.

If several players meet the conditions for the Master Gearstone, the player with the most Energy Points **among them** is the winner. If there is still a tie and one of the tied players owns the Yashichi tile, that player wins. If none of the tied players owns the Yashichi tile and they have the same number of Energy Points, the player who has the fewest Robot 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 Yashichi tile afterward, they may fall under the 16 Energy Points required for the Master Gearstone. **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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