



Prestige RULES

We are in the time of the Rococo. The nobility is vying for the most prestige and we take on the role of lords of the castle. In the course of the game, we want to expand and refine our small and undecorated castle. We have 3 years and 5 instructors at our disposal to do this.

We use the instructors to create building contracts and hire ambitious craftsmen who gain experience and improve their skills, which are important for the further expansion of our castle. Hired workers process the raw materials, some of which are difficult to obtain.

In the end, the most prestigious building will be victorious. To do this, the castle must not only be expanded on the outside with extensions, but also on the inside with decorations. Each player has two different victory point markers, which should not be too far apart.

This worker placement game takes place over 3 years, each with the 4 seasons. The seasons can have an influence on construction and the procurement of resources. For this reason, it is very important to plan your individual actions carefully and to keep a close eye on your fellow players.

In each season, we have various actions available to us by deploying our instructors:

- **ACQUIRE RESOURCES FROM THE RAW MATERIALS FACTORY**
- **PLACE A BUILDING ORDER**
- **BUY, SELL OR EXCHANGE RESOURCES ON THE MARKET AND BUY WORKERS**
- **EXPAND THE LAND**
- **HIRE A NEW CRAFTSMAN**
- **BECOME THE STARTING PLAYER FOR THE NEXT ROUND**

The craftsmen can be used to carry out different building contracts with varying degrees of efficiency. The placement of the instructors also controls the player order in the next season. It can and will happen that a player has several consecutive turns. This allows for many strategies.

Prestige is a strategic game that offers many different possibilities. Only those who cleverly expand their castle, adapt to current events and keep a close eye on their fellow players will win this game.

GAME MATERIAL

**Wooden game material,
each in player color
per player (x 4):**



5 instructors



12 workers



2 score counters
(double-sided)



20 personal marker discs



4 resource quantity markers

Resources



30 marble



20 glass



30 wood



30 limestone

Additional wooden game material



15 columns



20
statues



1 season
marker



3 black coloured
market price
marker discs

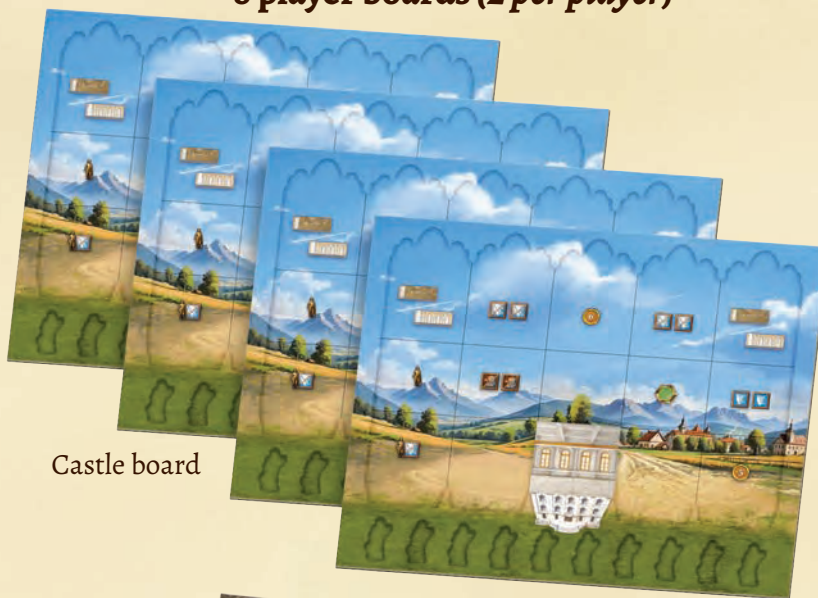


1 game board



1 final round overlay

8 player boards (2 per player)

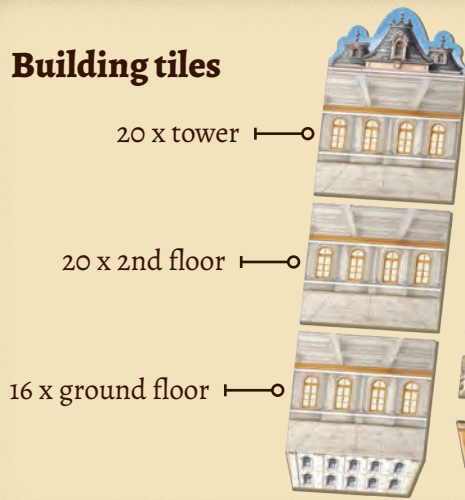


Castle board



Craftsman board

Building tiles



Decoration tiles



Land tiles



Gold (48 x value 1, 12 x value 5)

Craftsman tiles

(craftsman head tile and craftsman order tile):

(1 x each per player)

- Master Builder I
- Master Builder II
- Master Builder III
- Carpenter I
- Carpenter II
- Carpenter III
- Plasterer I
- Plasterer II
- Plasterer III
- Stonemason I
- Stonemason III
- Sculptor I



The craftsmen consist of 2 parts: the craftsman head tile and the craftsman order tile. The craftsman head tile is placed in the general display and shows the availability of the craftsman and the price. The craftsman order tiles are placed next to each player so that each player always has an overview of what each craftsman can do. Each player has exactly the same set of craftsmen.



10 x bonus conditions (dark blue)

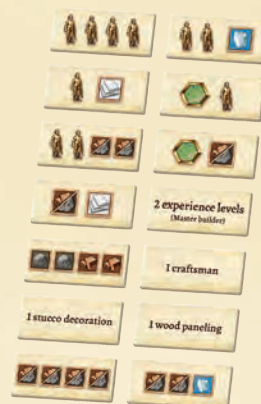
10 x bonus conditions (light blue)



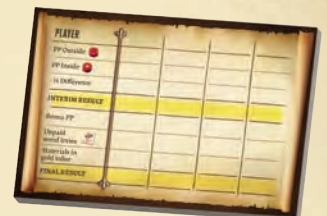
8 x market condition manipulation tokens



14 x wood payment penalty tokens



14 x bonus tiles



1 scoring pad



8 event cards



4 player help sheets

GENERAL PREPARATION

1) The game board is placed centrally on the table so that everyone can easily reach it.

2) Each player receives 1 castle board and 1 craftsman board, which they place in front of them.

3) Each player receives their personal game material in their player color, consisting of:

- 5 instructors 
- 12 workers 
- 4 resource quantity markers 
- 20 marker disks 
- 2 prestige point markers (inside  + outside )

4) Each player receives a craftsman set with the **craftsman order tiles** consisting of: (Master builder I, II, III, carpenter I, II, III, plasterer I, II, III, stonemason I, III, sculptor). The **craftsman head tiles** are placed in the general display under point 6.

5) Each player receives a starting capital of **5 gold**. Players 2 to 4 receive the following bonuses:

- 2nd player: 1 additional limestone or wood (of your choice)
- 3rd player: 1 additional limestone or wood (of their choice) + 1 gold
- 4th player: 1 additional limestone or wood (of your choice) + 1 gold

(Players 3 and 4 start with a total of 6 gold)

6) Each craftsman head tile is available 4 times (1x per player) with different prices. They are stacked individually for each craftsman with 1 tile per player.

- With 3 players, one tile with a medium price is sorted out.
- With 2 players, the 2 most expensive tiles are discarded.

Availability	4 players	Price	3 players	Price	2 players	Price
Start of game (1st year)	Sculptor I	5, 4, 4, 3	Sculptor I	5, 4, 3	Sculptor I	4, 3
	Stonemason I	3, 3, 3, 2	Stonemason I	3, 3, 2	Stonemason I	3, 2
Start 2nd year	Master builder II	3, 3, 3, 2	Master builder II	3, 3, 2	Master builder II	3, 2
	Carpenter II	3, 3, 3, 2	Carpenter II	3, 3, 2	Carpenter II	3, 2
	Plasterer II	3, 3, 3, 2	Plasterer II	3, 3, 2	Plasterer II	3, 2
Start 3rd year	Master builder III	5, 4, 4, 3	Master builder III	5, 4, 3	Master builder III	4, 3
	Carpenter III	5, 4, 4, 3	Carpenter III	5, 4, 3	Carpenter III	4, 3
	Plasterer III	5, 4, 4, 3	Plasterer III	5, 4, 3	Plasterer III	4, 3
	Stonemason III	5, 4, 4, 3	Stonemason III	5, 4, 3	Stonemason III	4, 3

The tiles are placed in the general display in ascending order of price (lowest number on top).

In the first year, only the craftsmen **Sculptor I** and **Stonemason I** are available for selection.

At the start of the 2nd year, **Master Builder II**, **Carpenter II** and **Plasterer II** are added to the current display and are available from then on.

At the beginning of the 3rd year, **Master Builder III**, **Carpenter III** and **Plasterer III** as well as **Stonemason III** are added to the current display.

Available
in year 1



Available
in year 2



Available
in year 3



7) The land tiles are sorted by type and placed in the general display, as are the 8 market condition tiles.

8) Shuffle the event cards and place 3 cards **face down** on each of the marked spaces. The remaining event cards are returned to the box unseen.

Recommendation for the first game: 6 event cards are marked with a symbol . For 3 cards, the symbol is in the spring/summer section, and for another 3 cards, the symbol is in the fall/winter section. In the first game, we recommend using these cards instead of drawing from all the cards. The 2 stacks with the 3 marked cards each are shuffled as described above and placed on the marked spaces. In all subsequent games, these symbols are simply ignored.

9) Place the season marker on the spring space (top right spot on the board).



10) Place the 3 black coloured market price marker disks on the 3 gold spaces on the right-hand side of the market so that they are covered.



11) Each player places his prestige point marker for the inner points on space 0 and the prestige point marker for the outer points on space 8 of the scoring track. As each player starts with a basic building, each player also starts with 8 prestige points for the outer marker.

12 a) Regardless of the number of players, 5 random light blue bonus conditions are placed **face up** in the **bottom row** of the bonus board. All others are placed unseen in the box.



Recommendation for the first game: There are 5 light blue bonus conditions marked with this symbol . For the first game, we recommend playing with these 5 instead of choosing randomly.

12 b) Regardless of the number of players, 5 random dark blue bonus conditions are placed face down in the top row of the bonus board. All others are placed unseen in the box.



12 c) Depending on the number of players, place 6, 9 or 12 yellow bonus tiles (3 tiles per player) next to the game board.



13) Each player places their 4 resource quantity markers on the first spaces (far left) in the resource income area. This area serves as an overview of the lands and shows how many resources a player can obtain with an action in the raw materials factory.



Personal preparation (craftsmen board):

- 1) A personal marker disk is placed on the bottom space (o) of the master builder's experience track.
- 2) The craftsman order tiles Master Builder I, Carpenter I, and Plasterer I are placed in their corresponding spaces on the craftsmen board. Each player starts the game with these 3 craftsmen. Place their head tiles above.

Number of players

A In a **two-player game**, only the brown spaces (without any pattern) or the first two spaces of the raw materials factory are available.

B In the **three-player game**, the square-dotted spaces and the first three spaces of the raw materials factory are also available.

C In the **four-player game**, the cross-striped fields (i.e. all fields) are also available.



THE MAP



COURSE OF THE GAME

The game is played over 3 years with 4 rounds (the 4 seasons). In each round, the players deploy their 5 instructors and carry out actions to expand their prestigious castle.

In this game, each player has 2 different prestige point markers: one for the exterior extension (e.g. basic building, 2nd floor, tower) and one for the interior extension (e.g. stucco decoration, wood paneling, marble decoration). The points of the two prestige point markers are added together at the end of the game and half of the difference is deducted.

Note: Since, as the title suggests, it is all about the most “prestige”, we call the victory points in this game prestige points.

The game ends at the end of the winter round of the 3rd year. Only then is it recommended that the two prestige point markers are not too far apart. The final scoring follows. Whoever has the most prestige points wins the game.

OVERVIEW OF THE ACTIONS

There are 6 different actions available:



Starting Player



Become the starting player for the next round

Craftsman



Hire a new craftsman

Lands



Expand the lands

Market



Buy or sell raw materials on the market, trade and buy workers

Building Order



Place a building order

Raw materials factory



Acquire resources from the raw materials factory

BASIC GAME PRINCIPLES

In the first round, a starting player is chosen at random and the game is played in clockwise order. If you do not want to choose the starting player at random and would like to have a rule for this, choose the player who last visited a castle.

The player whose turn it is places an instructor on an area of the action track and then immediately performs the corresponding action. Depending on the action, workers or a marker disk are then placed.

The instructor must always be placed on the smallest free number of the desired action area. If there is no free space, as all spaces are already occupied (note the number of players), this action cannot be chosen.

This continues until everyone has placed a total of 5 instructors. Then the end of the round is initiated and all instructors (5 per player) are pushed together and placed on the bottom track in this order. The season ends.

The next round/season is played as the instructors now stand (in this order). This principle continues from round to round until the end of the game. Only in the first round the game is played in clockwise order after the starting player has been drawn. In later rounds, it can and will happen that a player has several turns in a row.

ACTIONS



Acquire resources from the raw materials factory

Raw materials can be acquired in the raw materials factory. The player places an instructor on the lowest free space on the action track in the **raw materials factory** (far right).

The 4 resource quantity indicators in the resource income area show how many units of this resource can be acquired in the raw materials factory with **one** action. Initially, this is 3 gold, 2 limestone, 2 wood and no marble. However, fewer units can always be acquired.

Only one type of resource can be acquired per action.

In the case of wood, limestone and marble, one worker is then placed on the first free space from the top for each raw material acquired.

The first player to take **wood**, **limestone** and **marble** has the privilege of receiving **1 more** resource than the resource quantity indicator in the resource income area. This privilege is optional.

1 worker must also be used for the extra raw material (as a rule, each raw material acquired must be transported by a worker).

The corresponding raw material is then added to the player's personal supply in the selected quantity from the general supply. There is no resource limit.

No workers need to be used for gold. Simply place 1 personal marker disk on the first free space from the left and take the corresponding amount of gold from the general supply.



RESOURCE INCOME AREA:



There are two indicators for gold:



Basic income at the end of the round:

The upper gold line shows how much gold a player will receive at the end of the round as basic income for the next round/season.



Income in the raw materials factory:

The bottom gold line shows how much gold you can currently get from the raw materials factory with this action.

Only this bottom line is relevant for the raw materials from the raw materials factory action.



Special feature for wood and limestone:

If a player has expanded a land area of this type by 2 (see **Expand the lands, p. 10**), the player saves a worker. For example, he receives 3 wood and only has to place 2 workers, or 4 wood for 3 workers if he is the first to take this action

If a player has expanded a land area of this type by 4, 2 workers are saved.





Expand the lands

If you have placed your instructor on the first free space in the **Expand estates** area, you can then acquire an estate. There are 4 different types available for this:



Forest: Costs 3 gold and increases wood by 1



Limestone quarry: Costs 3 gold and increases limestone by 1



Tax revenue: Costs 3 gold and increases gold by 1



Marble quarry A: Costs 3 gold and increases marble by 1



The lower three areas **C** (wood, gold, limestone) are considered common **property of all players**.

The first tile purchased must be placed on a space directly above the lower area. The player then places one of his round marker disks on this tile and sets the higher availability on the resource income area with the corresponding resource quantity indicator by moving it one space to the right.



You may also place one of your marker disks on a tile that already has another player's marker disk on it. The cost is the same as for a new tile (3 gold), but each player who already has a marker disk on this tile receives 1 gold. Any remaining gold is paid to the supply. You therefore **never** pay more than 3 gold for a land expansion.

Each player may only have **1 marker disk** on each tile.

Additional tiles must always be connected to tiles with your own marker discs. This means that you may only place tiles adjacent to tiles with your own markers.

Exception: Marble

At the beginning, players do not have access to marble. Marble can only be reached after you have expanded by at least two land tiles.

The large marble field at the top is a **single field** with two spaces for marker disks. Here, each player may place a total of 2 marker disks (with 2 actions) to increase their marble income to a maximum of 2. Each of these two spaces is considered individually.

Note: Glass can only be purchased at the market.



CONNECT TO ANOTHER CITY ⑧

The outer fields of the estate establish contact with another city and improve the market conditions.

Whoever acquires a country estate on an outer field (with the white dots) may choose one of the 8 market condition manipulation tokens and place it on one of the corresponding spaces indicated by the white lines.

He then selects **another tile**, which is **removed from the game**.

From now on, the improved market condition applies to this player when he uses the **Market action**.

If other players place markers on a space adjacent to the market condition manipulation tokens, the improved market conditions also apply to them.



Buy or sell raw materials on the market, trade and buy workers

Whoever places their instructor on the **first free Market space** on the action track may perform any **2 different actions** on the market.

No workers or marker disks are placed or required for this.

The **first player** to choose this action may even perform **3 different actions** (see right).

The following market actions are possible on the market:



Buy or sell 1 marble for 3 gold



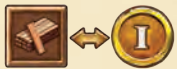
Exchange 1 marble or glass for 2 wood, 2 limestone or 1 wood and 1 limestone, or vice versa



Buy or sell 1 glass for 2 gold



Exchange 1 wood for 1 limestone, or vice versa



Buy or sell 1 wood for 1 gold



Hire 2 workers for 2 or 3 gold



Buy or sell 1 limestone for 1 gold



Hire 1 worker and receive 1 wood for 2 or 3 gold



Hire 1 worker and get 1 limestone for 2 or 3 gold

For the three market spaces on the right, the action costs 2 gold the first time it is used in this season. Then move the black marker disk from the 3 to the 2, so that the 2 is covered. This action costs 3 gold until the end of this season.

In the example (right), 1 worker and 1 wood have already been bought for 2 gold and the marker has been moved from the 3 to the 2. This action costs 3 gold for the rest of this season.



Place a building order

If you place your instructor on the first free **building order** space on the action track, you can build something with a craftsman.

For example, if you want to build a basic building with master builder I, you need 3 wood, 2 limestone and 1 glass as well as 6 workers (glass can only be purchased on the market).

The raw materials and workers must all be available when the building order is placed and are placed on the corresponding spaces **A**.

This is a **building contract**. The building is only completed at the end of the season. Then the resources are returned to the supply and the corresponding tile is placed (see below).

Experience level of the master builder:

If you have built with the master builder, the marker disk is moved up one experience level and allows you to save workers and/or raw materials the next time you build. After each construction with the master builder, his experience level increases by 1. It is also possible to choose a lower experience level. If your Master Builder would advance beyond level 5, you instead gain the topmost extra bonus (1 worker or 1 wood).

Note: The experience level **only** applies to the master builder.



Regardless of how many workers you save (including through events), **at least 1** worker is always required for a construction.

After each construction, one or more workers are (usually) exhausted. This is indicated by the red number with the minus symbol **A**.

These workers are placed on the inn space **B** and are no longer available to the player for the time being. They can be hired either at the market or after each season (see end of a round/season). All other workers used are returned to the player's own supply.

Important: Each craftsman can only build one construction job at a time.

Exceptions: Plasterer II + III, and Carpenter II + III and Stonemason III **C**. They can do 2 projects at once with 1 or 2 orders and will use less workers for adjacent building parts.

Example: It's red's turn, he places his instructor on the left-most free space in the building order area of the action track and wants to build a basic building with master builder I.

He places 3 wood, 2 limestone and 1 glass on the spaces of the craftsman order tile **D** and 5 workers on the worker area **E** (as his master builder has experience level 1, yellow needs one less worker for this construction). In this season, no further building action can be performed with this master builder, as he can only fulfill one building order at a time.

2 of the 5 workers will be exhausted after construction and be moved to the inn **B**.



Special feature in the last season of the game (Year 3 - Winter):

In the last round, the limit on building orders is lifted.

Each building order that exceeds the limit then costs an additional 2 gold. To indicate this, the building order area on the action track is covered with the "Final round overlay" **E** tile before the last round.



Craftsmen

Players can hire new or better craftsmen here. The craftsmen available for selection correspond to the **craftsman head tiles** laid out.

At the start of the game and therefore for the first year, only **Sculptor I** and **Stonemason I** are available for purchase.

At the start of the 2nd year, the craftsman head tiles of **Master Builder II**, **Carpenter II** and **Plasterer II** are also placed in the current display and are also available for purchase from then on.

At the beginning of the 3rd year, the craftsman head tiles of **Master Builder III**, **Carpenter III** and **Plasterer III** as well as **Stonemason III** are also placed in the current display. This means that all craftsmen are available for purchase from year 3 onwards.

Note: The name of the craftsman corresponds to the year in which he is available for the first time, e.g. Carpenter II in year 2 and Carpenter III in year 3.



The stonemason is a special feature. There are “only” two stonemasons in this game.

Stonemason I is available at the start of the game in the first year, and Stonemason III in the 3rd year. Stonemason II does not exist.

The price is noted on each craftsman head tile and is staggered. The earlier a craftsman is hired, the cheaper he is.

The player places his instructor on the **first free craftsman** space on the action track and can hire an available craftsman. No marker disks or workers are required for this.

Once the amount has been paid, the craftsman head tile is taken from the general supply and placed face down on the player’s own craftsman board (the price paid is no longer important from this point on). In addition, the corresponding craftsman order tile is placed in the area below the craftsman head tile.



A placed craftsman remains in the player’s possession until the end of the game. Only 1 craftsman can be bought per turn.

Important:

- A better craftsman **replaces** a worse one.
- Only craftsmen who **do not** currently have a building contract can be upgraded.
- The craftsmen do not necessarily have to be hired in turn order.
- A Master Builder I can be replaced by a Master Builder III in the 3rd year without having bought Master Builder II beforehand. The same applies to Plasterers and Carpenters.

Transfer of experience level for master builders:

If master builder I is replaced by master builder II (or II by III), the experience level is transferred at -1. This means that the marker disk is moved down one space on the experience track.

If you previously had Master Builder I with an experience level of 3, the experience level of Master Builder II is set to 2.

If you replace Master Builder I with Master Builder III, you lose 2 experience levels.

1 Starting player

Here the order is the reverse of the other action spaces. The first player to place their instructor here is the first to perform an action for the next season.

In addition, the player receives either 1 wood, 1 limestone or 1 gold.

EXAMPLE OF A ROUND



1. **Player RED** wants to buy wood in the **RAW MATERIALS FACTORY** on his first turn. He places his first instructor on space 1 in the **RAW MATERIALS FACTORY** on the action track. Then, for each piece of wood that he wants to acquire, he places 1 worker on the corresponding space in the wood area.

2. **Player BLUE** also acquires wood and places his first instructor on space 2 in the **RAW MATERIALS FACTORY** area of the action track. Then he also places 1 worker for each piece of wood he wishes to acquire.

3. **Player RED** wants to get limestone from the **RAW MATERIALS FACTORY** and places his second instructor on the third space in the **RAW MATERIALS FACTORY** area of the action track. Then he also places 1 worker for each limestone on the corresponding space.

4. **Player BLUE** goes to the **MARKET** and places his second instructor on space 1 in the **MARKET** area of the action track. He then performs up to 3 actions on the **MARKET**.

5. **Player RED** expands his lands and places his third instructor on space 1 in the **LAND EXPANSION** area and pays 3 gold for it.

6. **Player BLUE** places a **BUILDING ORDER** and places his third instructor on space 1 in the **BUILDING ORDER** area of the action track. He places all required resources on the craftsman order tile and the workers in the area below.

7. **Player RED** also places a **BUILDING ORDER** and places his fourth instructor on space 2.

8. **Player BLUE** goes to the **MARKET** again and places his fourth instructor on space 2 in the **MARKET** area of the action track. He then performs up to 2 actions on the **MARKET**.

9. **Player RED** takes a new craftsman with the fifth instructor and places his last instructor on space 1 in the **CRAFTSMAN** area. He pays the corresponding price, takes the craftsman head tile, turns it over and places the corresponding craftsman order tile beneath it.

10. **Player BLUE** places another **BUILDING ORDER** in his last turn and places his fifth instructor on space 3 in the **BUILDING ORDER** area.

After all instructors (5 per player) have been placed, all playing pieces (in this example, a total of 10 for two players) are pushed together and placed on the track below in this order (see example on p. 15).

The season ends. The next season is played in this order (see End of a round/season).



Example: In this example, **RED** is the starting player in the next round, followed by **BLUE**. The third turn is **RED**'s turn again, followed by **BLUE**'s turn 3 times in a row. After that, **RED** gets to play 2 turns in a row, then **BLUE** and **RED** each get one more turn.



The order of the players thus changes every round. As in this example, it can and will happen that a player has several consecutive turns. Only the first round is played in clockwise order after the starting player has been drawn.

FURTHER DETAILS

Workers *(for a more detailed description, see p.12, 23)*

Workers are needed to acquire resources from the raw materials factory or to carry out building orders with the craftsmen. Each player starts with 12 workers. This is also the maximum.

At the raw materials factory, 1 worker is required for each resource that a player acquires and is placed on the corresponding space. No workers are required for gold, only 1 marker disk is placed on the corresponding space, regardless of the amount of gold obtained.

At the end of a season, you get back all the workers from the raw materials factory. When a construction project is finished, the player receives back his workers minus those indicated by the red number. These are exhausted and are placed in the inn.

Example: 6 workers are required for a basic building. On completion, 4 workers are returned, 2 workers are exhausted and are placed in the inn. These can then be bought back later.



Bonus points

Regardless of the number of players, 5 light blue bonus conditions are **displayed face up**, and 5 dark blue bonus conditions are displayed **face down** in the row above. The remaining bonus conditions are removed from play for this game. Depending on the number of players, **6, 9 or 12** bonus tiles (i.e. **3 tiles per player**) are laid out.

As soon as a bonus condition has been fulfilled, the player may choose a bonus tile, immediately receiving the bonus printed on the tile. To indicate that the player has fulfilled this condition, he places a marker disk on the area under the light blue bonus condition tile. The bonus tile is then removed from the game, while the light blue tile remains in play so that another player can fulfill the same bonus condition.

If a bonus condition is fulfilled for the first time, the dark blue bonus condition tile (which is directly above it) is **revealed** and brought into play.

Example (with 2 players):

1. A player fulfills the bonus condition (light blue tile).
2. The player chooses a bonus tile, removes it from the game, places his marker disk and immediately receives the bonus.
3. Since the bonus condition has been fulfilled for the first time, the dark blue bonus tile (directly above it) is revealed and brought into play.

If all yellow bonus tiles are already out of play and a player fulfills a light blue bonus condition, he now takes this light blue tile and turns it over. All other players can no longer fulfill this bonus condition, as the tile is no longer on the game board, but is now with a player. This tile is worth 3 prestige points at the end of the game.



If a dark blue tile is fulfilled for the first time, the player places one of their marker disks in the recess with the 7 prestige points. The dark blue tile remains in place so that other players can also fulfill this condition. However, the second player who fulfills this condition only receives 5 prestige points and the third player only 3 prestige points.

If a dark blue tile is fulfilled, no other tile comes into play. Only when a light blue bonus condition is fulfilled for the first time, the dark blue tile above it is revealed (as in the example).

Important: If 2 players fulfill the same bonus condition at the same time, the first player to receive the bonus is the player who is further ahead in the building order section of the action track, i.e. the first to place a building order (see “End of a round/season”).

Dark blue bonus condition already fulfilled when revealed

If fulfilling a light blue bonus condition reveals a dark blue bonus condition that has already been fulfilled by at least one player at that point, the following rule applies:

- The player in question immediately places one of their markers on the “7 prestige points” space.
- If two players have already fulfilled the revealed dark blue bonus condition at this point, they share the 7 prestige points for first place. The points are divided equally and rounded up.

In this case, second place (5 prestige points) is not awarded.

- If a third player fulfills the dark blue bonus condition at a later point in time, they receive the 3 prestige points for third place.

What can be built (what earns prestige points)?

Building Parts

Tower 12 PP
(by Master Builder II)

Second floor 6 PP
(by Master Builder II)

Basic building 8 PP
(by Master Builder)

Wall facing 7 PP
(by Sculptor)

Statue 5 PP
(by Sculptor)

Stucco decoration
(by Plasterer)

Basic building 4 PP
Second level, Tower 5 PP

Wood paneling
(by Carpenter)

Basic building 4 PP
Second level, Tower 5 PP

Marble decoration
(by Stonemason)

Basic building 5 PP
Second level, Tower 6 PP

Column 6 PP
(by Sculptor)



OUTSIDE



INSIDE

Each player only builds on their personal castle board.

When building on the outside, you must build from the bottom up (or to the side): first the basic building, then a second floor can be built on top of it, on which a tower can be built.

Several basic buildings (up to 5) can be built next to each other without having to build a second floor or tower. Depending on where an exterior extension is placed, it covers a bonus that the player receives immediately.

There is **no order** in which the interior extensions must be built. It is also not necessary to start with the interior extension in the basic building first.

Columns

Once all 3 interior improvements (stucco decoration, wood paneling and marble decoration) have been completed on a building tile, a building space for a column becomes available on the left-hand side of the 3 improvements. Only then can a column be built there by the Sculptor from next season. The column is then placed vertically above the 3 interior extensions. Only 1 column can be built on each building tile.

Wall facings

The sculptor can add a wall facing to any basic building. To do this, the wall paneling tile is placed on the entrance below the ground floor

Statues

There is space for 2 statues under each basic building on the tableau, which can be individually sculpted by the Sculptor.

IMPORTANT:

Each player has 2 different prestige point markers:

One for the exterior extension 

and one for the interior extension 

The overview shows which building projects are for the exterior expansion and which are for the interior construction.

Event cards



At the start of the game, there are 3 face-down event cards on each of the two event card stacks. The event on a card comes into effect at the start of the corresponding season and is valid for the entire duration of the season.

At the start of the first round (in spring), the first event card (stack between spring and summer) is revealed and the spring event takes effect immediately.

It is now also clear which event will take effect in summer. The autumn and winter events on this card do not come into effect in this game, as this card is on the event card pile for the spring and summer events. It therefore always depends on which pile the card is in whether the two events on top or bottom come into effect.

When summer is over and the fall season begins, the event card is removed, placed in the box and a new event card (stack between fall and winter) is revealed. The fall event takes effect immediately.

This means that one event always occurs immediately (spring and fall), while you can prepare for the other for one season (summer and winter). At the same time, you can also see which two events on this card (the two unused seasons) are out of play. However, some events occur several times. All events are explained in detail in the glossary.

As the event cards are cleared with the seasons, they also serve as a year counter. If there is only one card left on the pile of event cards for the spring and summer events, the game is in its third and final year.



END OF A ROUND / SEASON

Once the last player has placed his last instructor and thus carried out his last action, the season ends. All building projects are now completed and the following actions are carried out:

- 1)** The instructors on the action track that are in the raw materials factory area are placed on the bottom track in this order and form the end of this row (the instructor standing on space 1 in the raw materials factory is the last).

- 2a)** The building orders are processed one after the other (starting with the first). After completing the construction order, the instructors are placed one by one in the bottom track in front of the instructors already placed down from the raw materials factory. If a player has placed several building orders in one season, he may (when it is his instructor's turn) choose the order in which he builds. A building contract is therefore not tied to a specific instructor. This can be strategically very important when it comes to fulfilling bonuses.

- 2b)** The corresponding resources on the craftsman order tile are discarded and returned to the general supply.

- 2c)** The corresponding tile is placed. The player who built with the master builder now receives another experience level.

2d) Some of the workers must be discarded (marked with a red “-”) and placed on the inn. The other workers are returned to the player’s own supply and are available again in the next round.

2e) The corresponding prestige points are then awarded on the prestige track (see table).

2f) Any bonuses are awarded (see bonus field).

Note: Points 2a to 2f are handled separately for instructor/building order.

3) The remaining instructors on the action track are now also put together and placed on the bottom track in front of the instructors of the building orders. The new round (season) is played in the order in which the instructors are now standing.



4) The 3 marker disks on the market (on the rightmost 3 spaces) are again set to 3 gold, so that the market action only costs 2 gold the first time.



5a) Now each player receives as much gold as their current basic income at the end of the round is shown on the land overview (3 - 5 gold, top row).



5b) Then each player (only now) has the opportunity to buy one of his exhausted workers from the inn for 1 gold.

6) The season marker is moved to the next season. A new season begins and the new event is activated.

Special feature in the winter of the 3rd year (last round):

In the last round, the limit on building contracts is not active anymore.

Each building order that exceeds the limit costs **an additional 2 gold**.

To indicate this, the building contract area on the action track is covered with the “final round overlay” tile **before** the last round (also see page 12).

8	7	6	5	4	3	2	1
0/-2	0/-2	0/-2	0/-2				
9	10	11	12	13	14	15	16
-2	-2	-2	-2	-2	-2	-2	-2

END OF A YEAR

The year ends after the winter round (after rounds 4, 8, 12). The end of the round (1-6) is dealt with as normal.

- 7.** It is known to get cold in winter, so for **every 3 building tiles** (basic building, second floor, tower) **1 piece of wood** (as firewood) must be discarded. This means:

1-3 building tiles (starting building counts) = discard 1 wood

4-6 building tiles = discard 2 wood

7-9 building tiles = discard 3 wood, etc ...



Use the **wood payment penalty tokens** to keep track of your negative points during the game.

If a player cannot do this or can only do it partially, prestige points are lost. For each missing wood, 3 prestige points are lost. These minus points are noted on the scoring pad and deducted from the total score at the end.

The player takes a tile showing the penalty points that will be recorded on the score sheet at the end of the game.

- 8.** The new craftsmen that can be hired from now on are laid out.

After year 1, Master Builder II, Carpenter II and Plasterer II are added to the display.

After year 2, Master Builder III, Carpenter III, Plasterer III and Stonemason III are added to the display.

END OF THE GAME

After 3 years (12 rounds) have been played, the game ends.

At the end of the round, not all steps are done, only steps **2** and **7**. This means that there is no more basic income.

For the scoring, the prestige points of the outer prestige expansion and the inner expansion marker are now **added together** and half of the difference between the two markers is deducted (rounded down).

The following points are also awarded:

- Players receive 3 prestige points for each light blue bonus tile acquired.
- Everyone receives prestige points for fulfilling the dark blue bonus conditions: 7, 5 or 3 prestige points.
- The remaining resources are exchanged for gold based on the standard market values (improved market conditions do not count here): marble for 3 gold, glass for 2 gold and wood & limestone for 1 gold.

Each 4 gold still earns 1 prestige point. This is the final score.

The player with the most prestige points wins the game.

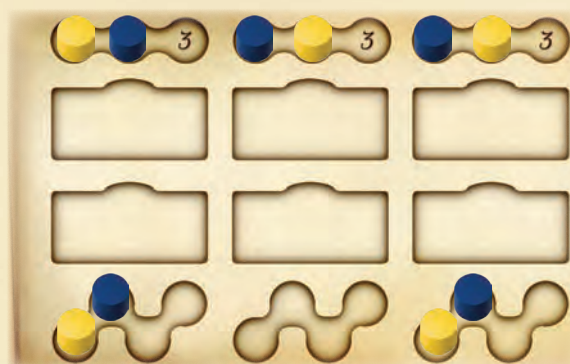
In the event of a tie, the player with the lower distance between both prestige point markers wins. If there is still a tie, the player with the higher intermediate score wins. If there is still a tie, the player who is furthest ahead on the action track wins.

Example: Player Yellow (Marc) has **52** prestige points with his outer expansion marker and **59** prestige points with his interior expansion marker. Both values are added together: **52 + 59 = 111**. The difference between the two markers is **7**, half rounded down to **3** points. These **3** points are subtracted from the **111**, resulting in **108** points. This is the intermediate result.

The bonus prestige points are added to this: **Yellow** has **7+5+5** points = **17**.

Player Yellow has no unpaid wood levy and 5 material in gold value left.

Final result: **108 + 17 + 5 = 130** points



PLAYER	Marc			
PP Outside	52			
PP Inside	59			
- ½ Difference	-3			
INTERIM RESULT	108			
Bonus PP	17			
Unpaid wood levies	/			
Materials in gold value	5			
FINAL RESULT	130			

GLOSSARY

Event cards

BAD WEATHER

All outdoor building orders require 1 more worker this round. Each player must use one more worker per building order for outdoor extensions.

CHEAP LAND

Buying a land tile costs 1 gold less this round. This means that each land tile costs 2 gold this season (instead of 3).

COVETED PANELING

Each wooden paneling built this round earns 1 point more. Instead of 4 prestige points, each wooden paneling in this round earns 5 prestige points (in the tower 6 instead of 5).

COVETED STUCCO

Each stucco decoration built this round earns 1 point more. Instead of 4 prestige points, each stucco decoration in this round earns 5 prestige points (in the tower 6 instead of 5).

FREE TRAINING

Each player may upgrade 1 personal craftsman for free. A craftsman may only be upgraded, i.e. the player must already own a craftsman of this type. In addition, the upgraded craftsman may not currently have a building contract. Special case: If this event occurs in the first year, a Carpenter II or Plasterer II may be acquired immediately (although not yet available).

GIFT (2X)

Each player receives 1 resource of their choice. This can be 1 wood / limestone / glass / marble.

GOLD BOYCOTT

This round, the raw materials factory does not supply any gold. During this season, no gold can be acquired at the raw materials factory.

GOLD DONATION

Each player receives 1 gold from the supply.

GOLD SURRENDER

Each player must surrender 1 gold. If you have more than 5 gold, you must give up 2 gold. If a player has no gold, nothing happens. If a player has 1-5 gold, he must give 1 gold to the supply. If a player has 6 or more gold, he must give 2 gold to the supply.

GOOD COOPERATION

All building orders require 1 less worker. Each player saves one worker per building order.

GOOD WEATHER

All outdoor building orders require 1 less worker this round. Each player saves one worker per building order for outdoor extensions.

HOT SUMMER

All indoor building orders require 1 more worker this round. Each player must use one more worker per interior building order.

ILLNESS (2X)

Each player may only play with 4 instructors this round. The last instructor of each player on the action track remains in place. The unavailable instructors are placed on the small hospital. The order of these instructors remains the same; they are placed at the end of the season on the action track.

LAND LOSS

Each player loses one land of their choice. In the order of the instructors, each player must remove a marker disk from a land area at the beginning of this season. If there is a land without a player's marker disk, the land tile is returned to the general supply. The ownership of the fields must still be adjacent for each player, always starting from the land ownership. The resource income area is adjusted accordingly.

NO LABOR MARKET

No workers may be purchased on the market. The right three spaces on the market are not available during this season.

POOR WORK

The Master Builder loses 1 experience. All players move their marker disk one space down on the Master Builder's experience track. If a disk is already at the bottom, nothing happens.

REQUIRED WOOD

Each player must give up 1 wood. If a player has no wood, they must pay 2 gold. If a player has no wood and only 1 gold, he must discard it. If a player has neither wood nor gold, nothing happens.

RESTRICTED MARKET

Only one action may be performed at the market. Whoever performs this action first may perform 2 actions (instead of 3).

RICH AND POOR

If you have more than 5 gold, you lose 2 gold; if you have less than 5 gold, you gain 2 gold. If you have exactly 5 gold, nothing happens.

SUPPORT

Each player receives 2 additional workers (observe the maximum of 12). Each player may take back 2 of their workers from the inn. If a player only has 1 worker in the inn, he can only retrieve this one worker.

TRAINING

The Master Builder gains 1 experience. All players move their marker disk one space up on the Master Builder's experience track. If a disk is already at the maximum, nothing happens.

WOOD TRADE

At the beginning of the round, you may sell as much wood as you like for 2 gold each in the order of the instructors.

WORKER OFFER

Each player may acquire 2 additional workers for 2 gold (observe the maximum of 12). You may also only acquire 1 worker for 1 gold if you currently have 11 workers and can therefore only acquire 1 worker (but only then).

Bonus tiles



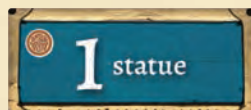
All 3 decorations on any building tile
Stucco decoration, wood paneling,
marble decoration



Have 3 wood panelings



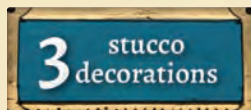
Have 1 marker disk on the marble
space of the estate



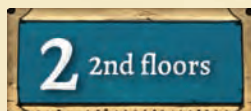
Have 1 statue



Have 1 tower



Have 3 stucco decorations



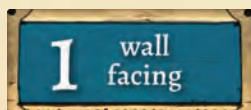
Have 2 second floors



Have 3 basic buildings



Have 4 marker disks on land tiles



Have 1 wall facing



Have 2 towers



Have 4 second floors



Have 6 wood panelings



All 3 decorations complete on any
3 building tiles (stucco decoration,
wood paneling, marble decoration)



Have 3 wall facings



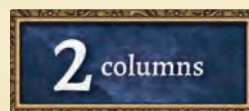
Have 4 marble decorations



Have 8 marker disks on land tiles



Have 4 statues



Have 2 columns



Have 6 stucco decorations

WHAT CAN THE CRAFTSMEN BUILD?

Master Builder I

- Basic building (8 exterior prestige points):
3 wood, 2 limestone, 1 glass
- Second floor (6 exterior prestige points):
2 wood, 1 limestone, 1 glass

Master Builder II

- Basic building (8 exterior prestige points):
3 wood, 1 limestone, 1 glass
- Second floor (6 exterior prestige points):
2 wood, 1 limestone, 1 glass
- Tower (12 exterior prestige points):
2 wood, 2 limestone, 1 glass, 1 marble

Master Builder III

- Basic building (8 exterior prestige points):
2 wood, 1 limestone, 1 glass
- Second floor (6 exterior prestige points):
1 wood, 1 limestone, 1 glass
- Tower (12 exterior prestige points):
1 wood, 1 limestone, 1 glass, 1 marble, 1 wood or limestone

Carpenter I / Plasterer I

- Wood paneling / stucco decoration in the basic building (4 interior prestige points)
- Wood paneling / stucco decoration on the second floor (4 interior prestige points)

Stonemason I

- Marble decoration in the basic building (5 interior prestige points)
- Marble decoration on the second floor (5 interior prestige points)
- Marble decoration in the tower (6 interior prestige points)

Carpenter II / Plasterer II

- Wood paneling / stucco decoration in the basic building (4 interior prestige points)
- Wood paneling / stucco decoration on the second floor (4 interior prestige points)
- Wood paneling / stucco decoration in the tower (5 interior prestige points)

Special ability: May complete 2 building orders at the same time, but each requires a separate building order.

With these craftsmen, you may carry out 2 building orders in one season, as long as they are on different floors. Each building order requires 1 instructor.

Carpenter III / Plasterer III / Stonemason III

- Wood paneling / stucco decoration / marble decoration in the basic building (4 interior prestige points; marble decoration: 5 prestige points)
- Wood paneling / stucco decoration / marble decoration on the second floor (4 interior prestige points; marble decoration: 5 prestige points)
- Wood paneling / stucco decoration / marble decoration in the tower (5 interior prestige points; marble decoration: 6 prestige points)

Special ability: May complete 2 building orders at the same time with only 1 building order action.

With these craftsmen, you may carry out 2 building orders in one season, as long as they are on different floors. Both building orders may be placed together with only 1 action using 1 instructor. In all cases, a total of 4 resources of the same type is required.

Worker savings: If you decorate the basic building and the second floor, only 3 workers are required instead of 4. If you decorate the basic building and the tower, or the second floor and the tower, only 4 workers are required instead of 5.

Sculptor I

- Wall facing (7 exterior prestige points):
2 marble, 1 wood
- Column (6 interior prestige points):
1 marble, 1 wood
- Statue (5 exterior prestige points):
1 marble, 1 limestone

Special ability: When using the Sculptor, no workers become exhausted.

IMPORTANT NOTES

(which are sometimes forgotten / misunderstood)

- The resources are not limited. If something is missing, please help yourself.
- If a building order is placed to build something, all raw materials must be available and be placed on the craftsman order tile, as well as all workers.
- The experience level only applies to the Master Builder. Regardless of how many workers you save (including through events), at least 1 worker is always required for a construction.
- Experience level is backward-compatible. This means that players may also choose a lower level (e.g. level 3 instead of 4).
- An extension to a building may only be commissioned once the previous extension or the building is completely finished.

Example: A stucco decoration for a tower may only be started when the tower has been completely built and not when the tower itself is still under construction. This means that once the tower has been completed, it can only be extended inside in the next season.

- There is no order in which the interior extensions must be built.
- A craftsman can only be upgraded if he does not currently have a building contract.
- A craftsman may only have and carry out one building contract at a time. Exceptions: Plasterer II + III as well as Carpenter II + III and Stonemason III.
- The number of the craftsman clearly indicates the year in which he is available.

Example: Carpenter II in the 2nd year and Carpenter III in the 3rd year. A special feature is the Stonemason. There are "only" two Stonemasons in this game. Stonemason I is available in the 1st year and Stonemason III in the 3rd year. Stonemason II does not exist.

- If a player has placed several building orders in one season, they may choose the order in which to resolve them (when it's their instructor's turn). A building contract is therefore not tied to a specific instructor. This can be strategically very important when it comes to fulfilling bonuses.
- Each bonus condition can only be fulfilled once by each player.
- There are 2 ways to recover your workers: on the market or at the end of the round (5b).

SLIGHTLY TOUGHER DUEL VARIANT

Prestige can be played by two players using the standard rules. However, if you prefer a slightly tougher duel variant, you can make the following adjustments:

During general setup, step 6, place the following craftsman head tiles:

Availability	2 players	Price
Start of game (1st year)	Sculptor	5, 3
	Stonemason I	3, 2
	Master builder II	3, 2
Start 2nd year	Carpenter II	3, 2
	Plasterer II	3, 2
Start 3rd year	Master builder III	5, 3
	Carpenter III	5, 3
	Plasterer III	5, 3
	Stonemason III	5, 3

Cover the 5 prestige point spaces of the upper bonus track with an unused player color. This means that the first player to fulfill a dark blue bonus condition receives 7 prestige points as usual, but the second player receives only 3 prestige points.

ABOUT THE AUTHOR

Stefan Kretschmann (born 1980) has been an enthusiastic board gamer since childhood.

Prestige is his debut game and fulfills his desire to publish his own game. He had the idea for Prestige in 2013 when he took a guided tour of Sanssouci Palace and learned how, during the Rococo period, the nobility competed for the most prestige. This inspired him to combine his game mechanics with this theme. As a trained stone sculptor, he naturally has a special connection to it.

However, his passion is the art of magic, which he made his main profession shortly after completing his training as a stone sculptor in 2003. He is booked as a magician at a wide variety of events.

More information about Stefan Kretschmann and his magic can be found at: www.stefan-kretschmann.de

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