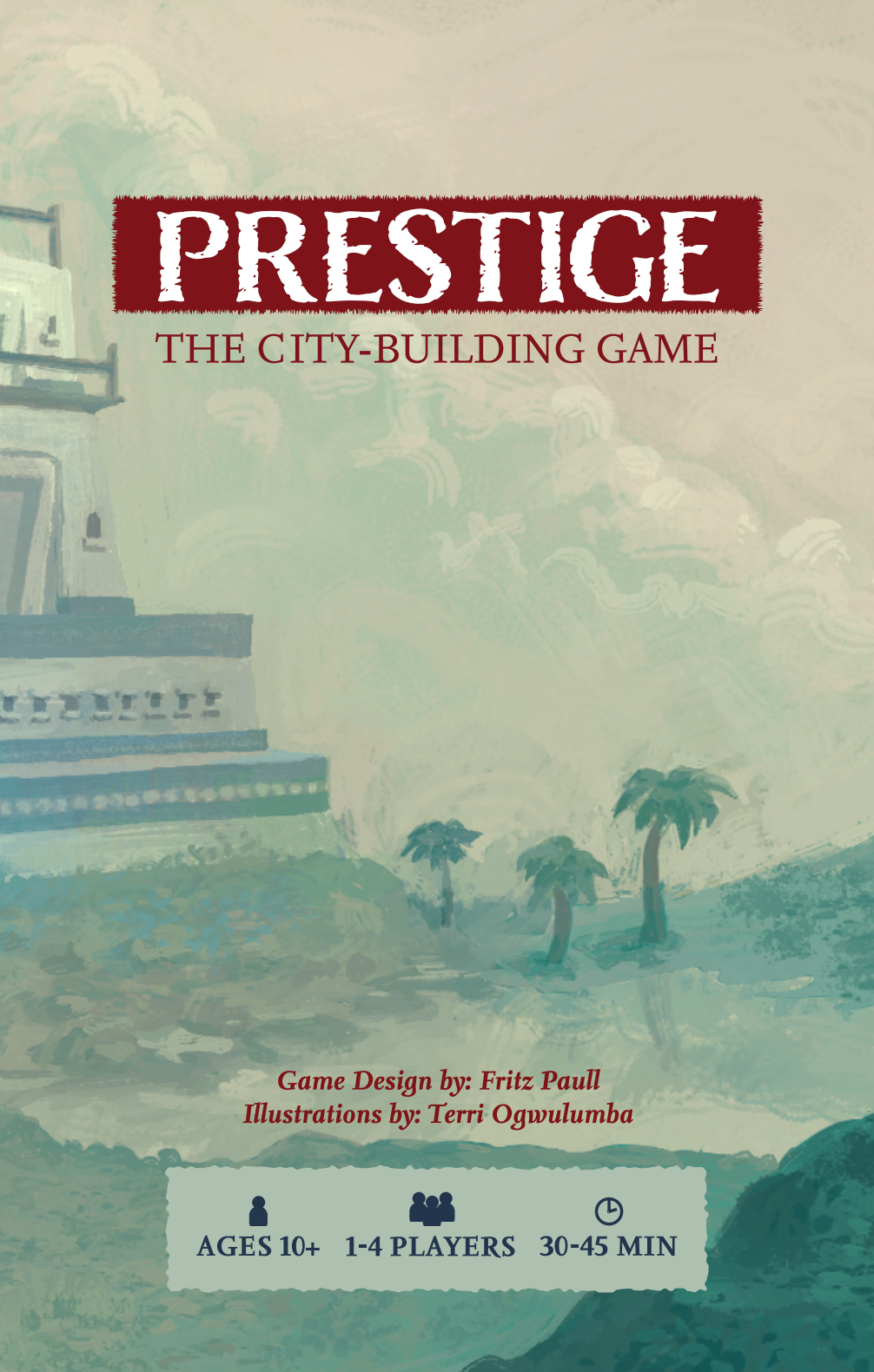




PRESTIGE

THE CITY-BUILDING GAME

Game Design by: Fritz Paull
Illustrations by: Terri Ogwulumba



AGES 10+



1-4 PLAYERS



30-45 MIN

TABLE OF CONTENTS

Introduction.....	2
Components.....	4
Setup.....	6
City Cards.....	7
Gameplay.....	8
Special Cards.....	12
End Game.....	16
Solo Play.....	18
Variants.....	20
Appreciations.....	21



LEARN HOW TO
PLAY PRESTIGE



INTRODUCTION

Are you and your tribe ready to build a city that will be remembered throughout all of time?

In the Lush Valley, nomadic tribes, once at odds with one another, have put aside their differences in the hope of forming the greatest city the world has ever seen: a city of true Prestige.

Take the mantle as your tribe's leader, and work with the other tribes for the greater good of the city.

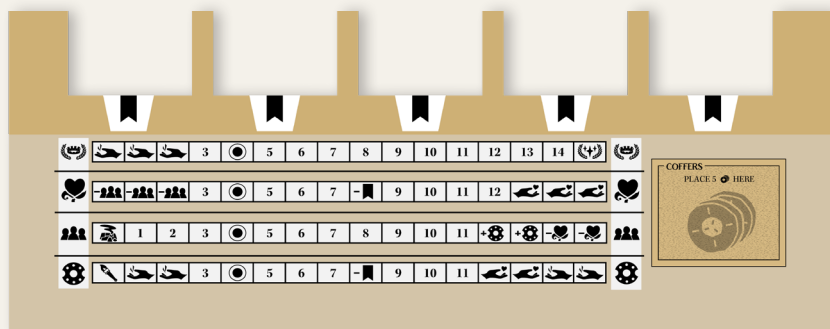
OVERVIEW

In Prestige, you will work together to build a great city by placing cards around the Tribal Center card. You will share resources, decks, and defeat. However, if you succeed, only the most represented tribe in the city will be remembered throughout history for their great Prestige!

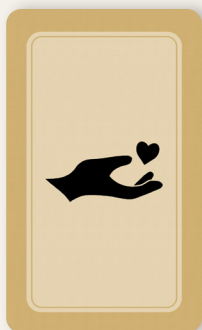
The following pages outline the setup and gameplay of a standard game of *Prestige*. For solo play, read the standard rules first (they all apply to solo play) then turn to **page 18** for solo specific rules. Turn to **page 20** for additional gameplay variants.



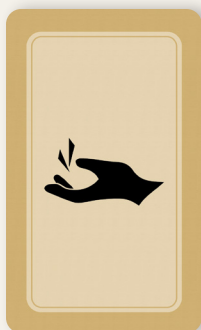
COMPONENTS



1 CITY TRACKER BOARD



21 FAVOR GAINED
EVENT CARDS



21 FAVOR LOST
EVENT CARDS



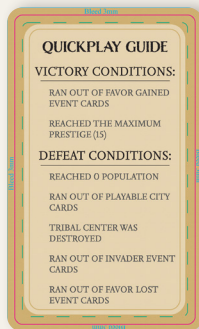
21 INVADER
EVENT CARDS



12 TITLE CARDS
[SOLO MODE]

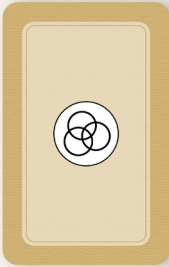


4 GAME ICON
REFERENCE CARDS

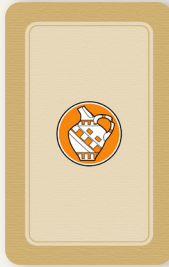


4 QUICKPLAY
REFERENCE CARDS

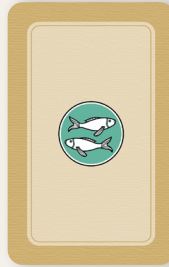
TRIBAL CITY DECKS



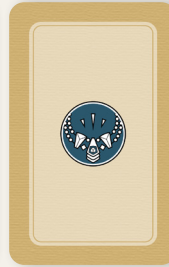
**35 COMMUNAL
TRIBE CARDS**



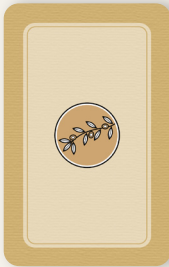
**30 CRAFTING
TRIBE CARDS**



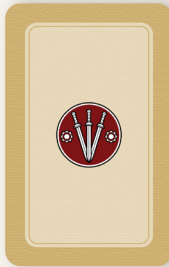
**30 FISHING
TRIBE CARDS**



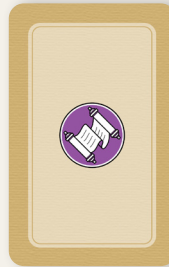
**30 MERCHANT
TRIBE CARDS**



**30 PEACEKEEPER
TRIBE CARDS**



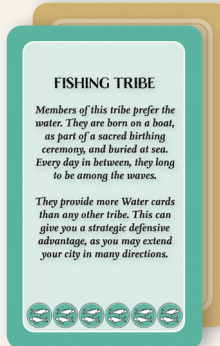
**30 WARRIOR
TRIBE CARDS**



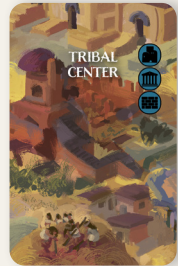
**30 PRIESTLY
TRIBE CARDS**



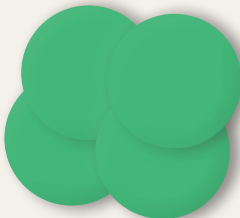
30 COINS



**6 TRIBAL
IDENTITY CARDS**



**1 TRIBAL
CENTER CARD**



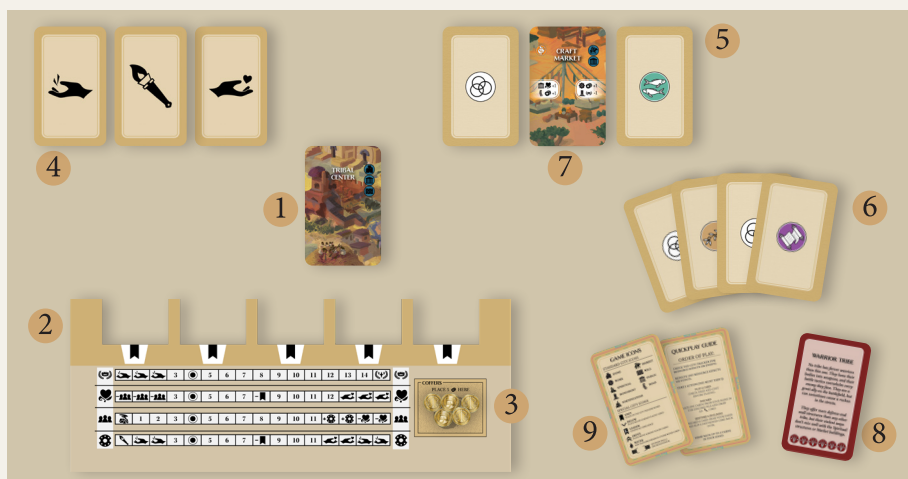
**4 RESOURCE
STONES**



**40 CITY SHADOWS
AGENDA CARDS**

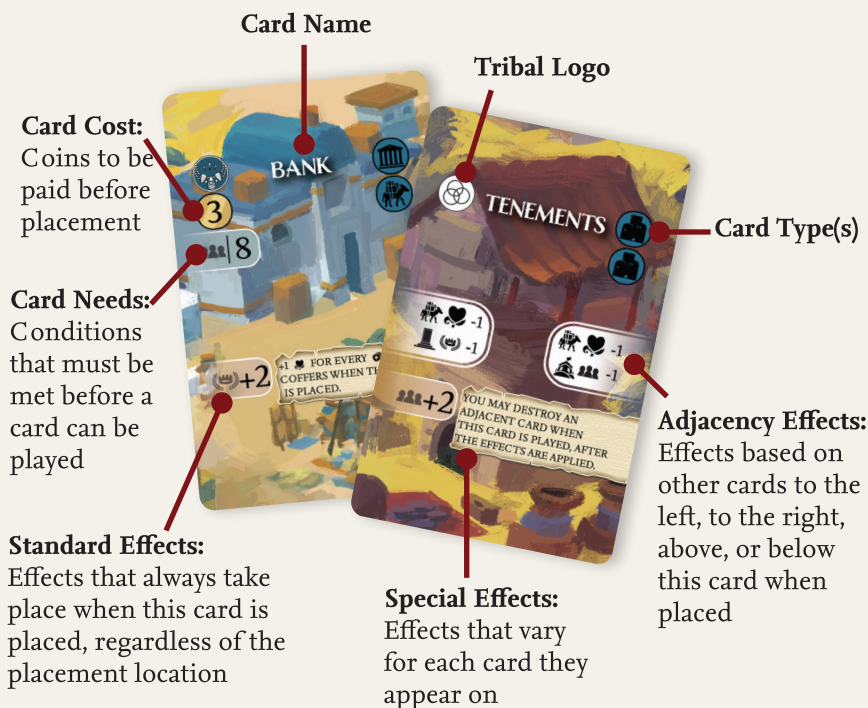
SETUP

- 1 Place the Tribal Center card in the center of the playing area.
- 2 Place the City Tracker board within reach of all players with the Squalor side of the board face down. Place the Resource Tracking tokens on the start locations [●].
- 3 Place 5 coins on the Coffers area of the City Tracker board.
- 4 Shuffle all of the Event card decks (Favor Lost, Favor Gained, Invader) separately. Randomly choose 8 Favor Gained cards, 8 Favor Lost cards, and 10 Invader cards. Place these cards face down in stacks as shown below. Return the rest of the Event cards to the box.
- 5 Randomly choose 8 cards from each of the Tribal City card decks and 10 random Communal City cards. Shuffle together all 58 cards to form a combined City Card deck.
- 6 Deal 4 cards to each player from the combined City Card deck.
- 7 Split the combined deck into 3 approximately even draw piles. Place one face up and two face down. Leave space for a discard pile.
- 8 In a 2-player game: deal each player 2 Tribal Identity cards. In a 3-4 player game: deal each player 1 Tribal Identity card. Set any unused cards aside.
- 9 Give each player a Game Icon guide card and Quickplay guide card.



CITY CARDS

Most of the gameplay in Prestige involves playing City cards. The graphic below will identify common card elements and explain what each element means.



CITY CARD TYPES

See below for the icons that dictate a City card's type. Cards can have up to 3 types each. See your Game Icon Guide for a quick reference of all iconography in the game.



HOME



WORK



SPIRITUAL



MONUMENT



WALL



MARKET



FORTIFICATION



PUBLIC



ROAD

GAMEPLAY

GAME START

Prestige is a turn-based game:

The first player is the person in the group who has most recently visited a *new city*.

You continue to take turns in clockwise order until an end-game condition occurs.

On every turn, you must take **1 of 4 actions: placing, discarding, restoring, or unique actions.**

Once you play or discard a City card, draw a new card from any of the City Card decks (always maintain 4 cards in your hand as long as there are cards in the decks).

Hint: Be aware of the icon shown on the back of the City cards when you draw from a deck, as they indicate the tribal identity of the card which affects your end-game score.

PLACING ACTION

On your turn, place 1 card from your hand into the city.

You may play cards to the right or left of those already in play, including the Tribal Center card.

Some cards may have special placement rules (see **page 12**).

Some cards may have Adjacency Effects, but you may place them in a way in which no Adjacency Effect is triggered.

Some cards **cost** coins to play them. In order to play them, you must pay the cost from the Coffers before playing the card. Cards may also have **needs** listed that must be met in order for the card to be played.

For example, the Main Road card has a listed need of 2 Market cards. The city then must have 2 Market-type card already place before the Main Road card can be played.

The effects of a card are immediately resolved after it is played. Resolve the effects of the newly played card only.

Placing Action example:

The Guardhouse card is placed next to a card that has already been placed ('City Market').



Since the Guardhouse card gains 1 happiness from being placed next to a Market-type card, which has already been placed in the city, increase Happiness by 1. You won't collect any benefits written on the City Market card though, since that is not the card being played.

DISCARDING ACTION

You may discard as many City cards from your hand as you want in a single discard action, but they must all be discarded at once.

After discarding, draw an **Invader Event** card. **Resolve it immediately.**

After resolving the Invader Event card, draw new City cards until you have 4 cards in hand again, and then the next player takes their turn.

Hint: Since discarding any number of cards results in 1 Invader Event card, you should discard as many cards as you are comfortable parting with at once to avoid taking multiple discard actions throughout the game. However, be careful not to discard too many cards. Discarded cards do not get shuffled back into the draw piles, and running out of cards to play is a loss condition.

RESTORING ACTION

Some cards and events will result in destroying already placed cards. When cards are destroyed, they are flipped face down. This opens up a new action on your turn:

If a card is destroyed, it can be restored as an action (flipped back over to be face side up) by discarding 1 card from your hand.

Unlike with the **Discarding Action**, this particular discard **does not** trigger an Invader event.

Only 1 card can be restored per restoring action. The effects of a card are ignored when restoring it.

More details on destroyed cards are explained on **page 15**

UNIQUE ACTIONS

Some cards offer unique actions, like the example shown below. After the card is played into the city, you can use one of these unique actions on your turn as your standard action, even if you did not play the card. Follow the instructions listed on these cards to take the unique actions.



MANAGING THE CITY'S RESOURCES

Five resources are tracked in the City and shared between all players. Resources are tracked on the City Tracker board, as shown below.

RESOURCES TO TRACK:



Coffers: *how much funds the city has available.*



Prestige: *how well-known the city has become in the world*



Populace: *how many people live in the city*



Happiness: *how pleased the citizens are with city leadership*



Defense: *how resilient the city is to invasion and attack*

The Coffers increase or decrease by adding or removing coins to the Coffers area. The remaining resources use the slide trackers with the Resource Tracking tokens. There are some important aspects of the City Tracker Board, detailed on the following page.

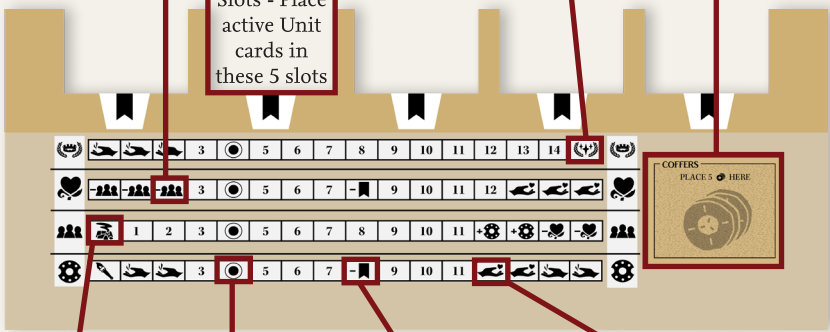
When there are multiple effects caused by resources at the start of your turn, resolve them in descending order on the City Tracker board. (i.e. If your trackers are on spot 2 for Happiness and populace, you would lose a populace first, resulting in no increase in defense from the populace track.)

Some resources affect other resources. Resolve these effects before taking your turn.

Unit Card Slots - Place active Unit cards in these 5 slots

If this icon is reached, determine the winner.

Coins in the Coffers go here.



If this icon is reached, all players lose.

All resources start on these icons.

If your turn starts with a resource on a spot with this icon, discard an active Unit card of your choice before starting your turn.

If your turn starts with a resource on a spot with an Event icon, draw that type of Event card and resolve it before you take your turn.

EVENTS

If you begin your turn with a Resource Tracking token covering an event icon, draw an Event card from the corresponding deck and resolve it before taking your action. There are 3 types of events:



Favor Gained: *Your citizens are so excited by your city that they wish to do their part in making it a great place to live!*



Favor Lost: *Your citizens have become disenchanted with life under your rule and begin to blame you for their many problems.*



Invader: *Outside forces have seen how much you squander and seek to press the advantage on your vulnerable city.*

Note: If you are required to draw an Event card but have an empty corresponding deck (no card to draw), an end-game condition is triggered. See **page 16** for details on what to do after an end-game condition is triggered.

SPECIAL CARDS

These are types of City cards that have special rules about how they are played. You can reference your Game Icon Guide for these rules during the game.

UNIT CARDS

Unit cards are played in the Unit card slots of the City Tracker board.

Played Unit cards are active until they get discarded.

Active Unit cards may give free resources or bolster the effects of other cards.

Only 5 Unit cards can be active at once. If you wish to play a Unit card, and 5 are already active, discard an active Unit card of your choice.



LEADER UNIT CARDS

Leaders are a type of Unit card that typically offers higher benefits.

Each Tribal deck includes at least 1 Leader card.

At the end of the game, when all City cards from each tribe are being tallied, Leader cards count as 2 cards for their tribe. (See **page 16** for end-game scoring.)

✓ BELOW CARDS

A Below card **must** be played in a row below another card that has already been placed in the city.

Below cards may be placed below other Below cards to make additional lines of the city.

Other cards may be placed next to these Below cards once they are placed.



⤴ ABOVE CARDS

An Above card **must** be played above a card that has already been played in the city.

Above cards may be placed above other Above cards to make additional lines of the city.

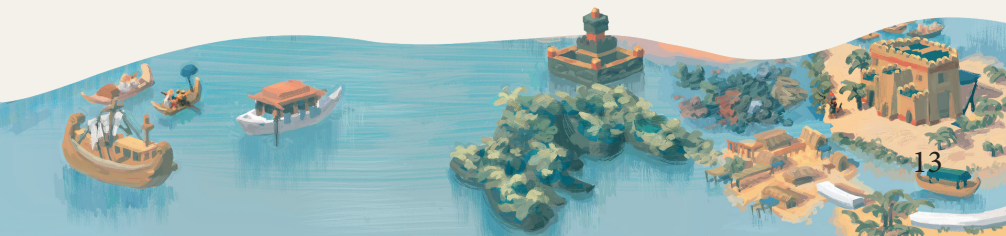
Other cards may be placed next to these Above cards once they are placed.

💧 WATER CARDS

Water cards **may** be placed to the left or right of other played cards, like a standard City card.

They **may also** be played orthogonally adjacent (up, down, left, or right) to an already played Water card to make additional lines of the city.

Other cards may be placed next to these Water cards once they are placed.





WALL CARDS

Wall cards are placed like normal City cards --- that is, Wall cards are placed to the left or right of in-play City cards. Players may find many different benefits from playing multiple Wall cards in the city, but their primary benefits are typically seen when they are paired together. This comes from the Between Two Walls effects that are unique to some Wall cards.

This is explained in the example below.



A Between Two Walls icon indicates the effect of having certain building types between the Wall card it appears on, and the closest Wall card already placed in the same line of the city (orthogonal directions).

The above example is a Between Two Walls icon and should be read as 'Gain 1 Happiness for each Home type already played between this card and the closest Wall card already played.' The example below shows a play involving a Wall card with this icon, which would gain the city 2 Happiness.



They can be great for defending the city when used strategically, too. They may help prevent or quell the negative effects of **Invader Event** cards and **Favor Lost Event** cards.

DESTROYED CARDS

Some events and cards will result in destroying already-played cards in the city.

To show that a card is destroyed, flip it face down and leave it in its place. Unit cards cannot be destroyed; they can only be discarded.

If there is a destroyed card in the city:

You may place any new card so that it covers the destroyed card, but then that destroyed card can no longer be restored (see Restoring action, **page 9**).

New cards may not be placed directly next to a destroyed card.

Destroyed cards are not counted during end-game scoring (see next page for more details).

You may use the Restoring action to flip a destroyed card back to its face-up position, and it will no longer be considered destroyed.

Please Note: Destroyed cards and discarded cards are not the same. If a card is discarded, it is added to the discard pile. Destroyed cards remain in the city.



END GAME

Be warned, oh prestigious leaders; if you fail, you all share in shameful defeat, but if you succeed, and your glorious city makes a lasting mark on human history, only one of you will be remembered as its true founder. Only one will receive the glory!

VICTORY CONDITIONS

There are 2 ways for the city to prevail:

Reach the highest space on the Prestige Track

The city advances to become the most prestigious of the ancient world, and will be remembered for all of time.

Go through all Favor Gained Event cards

Your people will forever remember the wise leadership offered to them from their tribal leaders and generations to come will live happy, prosperous lives.

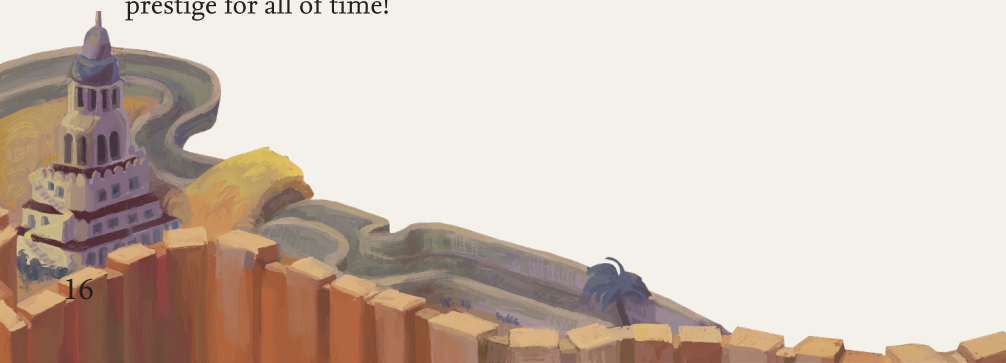
If the city prevails, determine who will be remembered as True Founder:

Everyone counts the number of cards that have been played with their tribe's symbol on them (regardless of who played them). Communal cards and cards from unclaimed tribes are ignored. Remember that Leader cards count as 2 cards!

The tribe with the most cards played wins! That player earns the title of True Founder.

In the case of a tie, the cost of each card played from the tying players' decks is added up, and the tribe with the highest monetary cost of their cards played is the winner.

If there is still a tie, both tribes win and are remembered for their great prestige for all of time!





DEFEAT CONDITIONS

All players lose and the city falls if any of the following occur:

The Populace Track declines to 0.

The city has been abandoned and will be forgotten in time.

There are no cards left in the combined decks and the active player has no cards left in their hand at the start of their turn (completely empty hand and deck).

The people have no ambition for building out the city and will soon abandon it.

The Tribal Center card is destroyed.

The heart of the city falls, and so shall its identity.

You run out of Invader Event cards and need to draw another.

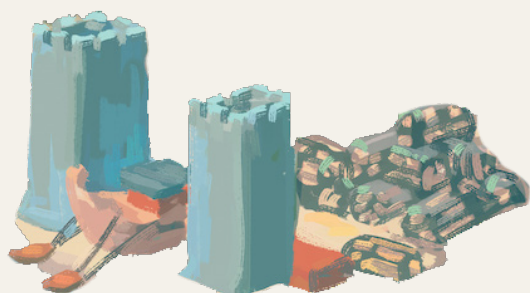
The city's enemies are too great in number. They unite and conquer the city.

You run out of Lost Favor Event cards and need to draw another.

The people have truly lost faith in leadership and usurp all of those in charge.

SOLO PLAY

In solo mode, you are the sole leader of the city and represent all of the people that dwell within it. However, as you put on this mantle of power, it is not only the city's reputation that is on the line, but also your own. How will you be remembered in the history books? For your wisdom and discernment? For your failures and lack of foresight? Will you even be remembered at all? Now is the time to prove your worth as a leader.



For the solo game, set up the game following the 3-4 player setup on page 6.

At the start of the game, shuffle the Title Card deck and draw 3 cards from it. They all have 2 orientations, representing different characteristics of leaders. The characteristics in the straight-up position are how you are currently viewed. The ones in the side-view orientation are your aspirations. Choose aspirations that resonate with you and keep their corresponding halves of the card upright, as shown on the next page.

These cards offer conditions (*goals*) that must be fulfilled in order to change your title from how the people currently see you, to how you want to be remembered.

Satisfying a goal rewards you with the effect found below your new title. Establish your new title by turning the card to be able to read the effect, indicating that the goal was met.



Only the side you choose to place upright matters. Ignore the other half of the card.

You must turn **at least 2** of your title cards before reaching one of the game's victory conditions in order to be remembered well in history (and win the game).

Each Title Card also has a difficulty rating on the upper left corner of the card. Filled-in circles indicate that it is harder to fulfill the goal, but higher-difficulty cards offer greater rewards.

The game ends with the traditional end-game conditions (see pages 16 & 17).



VARIANTS

CITY OF LOVE (NON-COMPETITIVE)

City of Love is the non-competitive version of Prestige.

This is a great play style for your first time playing. This is also an optimal variant for any groups that want to play cooperatively and win as a team.

Setup and gameplay rules remain the same as a standard playthrough of the game. The only changes from the standard gameplay relate to the **end-game** conditions:

In the City of Love Variant, the only victory condition is to reach the top level of Prestige. Running out of Favor Gained event cards will not result in an end-game condition.

When a Victory condition is met, players do not tally up the cards from their tribe. **If the city wins, all players win!**

CITY OF SQUALOR (CUT'THROAT)

City of Squalor is the gameplay variant for more seasoned Prestige players. It is designed to test your skills by increasing the tension between protecting the city as a whole, and ensuring your tribe emerges victorious.

Ready to take the plunge against the unforgiving currents of history?

The City of Squalor has the same gameplay rules and end-game conditions as a standard playthrough of Prestige, but setup has 3 changes:

Use no communal cards when creating the City Cards deck.

Start with 2 coins on the Communal Coffers space.

Use the 'Squalor' side of the City Tracker board.

The City of Squalor variant can also be played in combination with the Solo Mode.

CITY SHADOWS

The City-Shadows gameplay is a mini-expansion that adds an element of mystery to the Prestige gameplay; namely, in the form of Agenda cards which contain secret goals.

Thanks to our amazing backers who helped us smash our stretch goals in our crowdfunding campaign, the City Shadows Mini-expansion is now included in every copy of Prestige!

The mini-expansion comes with 40 Agenda cards, each offering a unique and thematic goal.



Set up and gameplay for the City Shadows Mini Expansion is the same as the base game of Prestige, with the following exceptions:

During setup, shuffle the Agenda card deck, and deal 2 cards to each player.

You may draw a new Agenda card during gameplay if you draw an event card on your turn

Each player may score 1 Agenda card per game if the condition listed on the card is met:

- (1) If the listed goal is met during gameplay, the player may reveal the card. This will lock in these points but you won't be able to score any other Agenda card or undo this one.
- (2) Some Agenda cards say 'at the end of the game' on them. These shall be revealed when a victory condition has been met, before scores are tallied.

The VP listed at the bottom of each scored Agenda card shall be added to the corresponding player's influence at the end of the game.

AGENDA CARDS IN SOLO MODE

Agenda cards are compatible with every mode of play for Prestige, including solo mode.

In solo mode, in order to play with the City Shadows Mini Expansion, deal the Title cards before touching the Agenda Cards.

After the 3 Title cards have been dealt, you may choose to discard 1 Title card and draw 2 Agenda cards to replace it.

You may do this for as many of the Title Cards as desired.

If you draw Agenda cards during game-play (when you draw an event card), you may replace any unfulfilled Agenda card with the newly drawn one. Replaced cards are discarded.

In order for the Title card that was discarded to be considered achieved, you must fulfill the minimum requirements of both Agenda cards that were drawn to replace it.



Remember: Playing with the City Shadows Mini Expansion is always optional. While it adds an extra layer of intrigue to the game, the base game of Prestige is perfectly playable and enjoyable without it. It is up to each table of gamers to decide whether or not they wish to use the Agenda cards.

APPRECIATIONS

This game is dedicated to Mr. John Ravalli.

Thank you for inspiring a love for the ancient world in the hearts of so many students who walked through your door.

Special thanks to our amazingly talented guest writers who helped bring the world of Prestige to life!

Chris Doka (IG: @magicandmeeples)

P.J. Oubre (IG: @the_cajungamer)

Mr. Danface, DOALG's Podcaster General

Peter, DOALG's Resident Collector

Jared, Ghostlore of Hawaii Podcaster

And shout out to our rulebook editors: Chris Doka, Koltin Thompson, and Trenton Baldrey, as well as the dozens of rulebook reviewers from the BGDL monthly reviews!



CHECK OUT OUR CURATED PLAYLIST IN THE QR CODE ABOVE TO ADD AN EXTRA LEVEL OF EPICNESS TO YOUR GAME NIGHT!

