

**Best Manor  
Mountain View**



**> 3** 

**1**

**Best Manor  
Mountain Access**



**> 2** 

**2**

**Best Manor  
Lake View**



**> 3** 

**3**

**Best Manor Lake  
Access**




**> 2** 

**4**

**Best Manor  
Prairie View**



**> 3** 

**5**

**Best Manor  
Prairie Access**



**> 2** 

**6**

**Best Manor  
Viewed with Elegance**



**> 5**    


**8**

**Best Decorated  
Manor**



**> 6** 

**9**

**Most Comfortable  
Manor**



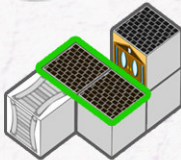
**> 1** 

**10**

**Largest Manor  
Terrace**



**>2**

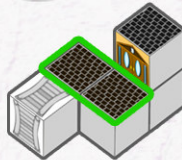


11

**Largest Guest  
House Terrace**



**>1**

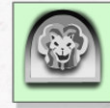


12

**Best Decorated  
Guest House**



**>3**



13

**Most Comfortable  
Guest House**



**>1**



14

**Best Guest House  
Views**



**>6**



15

**Best Guest House  
Access**



**>4**



16

**Grand Guest  
House Entrance**

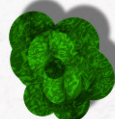


17

**Most Natural  
Estate**



**>8**

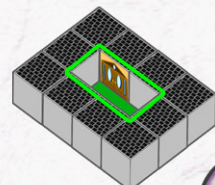


18

**Largest Manor  
Courtyard**



**>1**



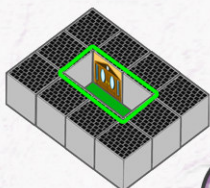
19



### Largest Guest House Courtyard



>1

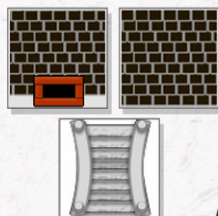


20

### Most Sprawling Manor



>8



21

### Closest Servant's Quarters to Manor



<6



22

### Closest Servant's Quarters to Guest House



<5

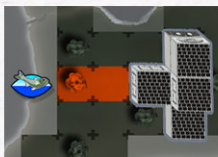


23

### Guest House Closest to Lake



<3

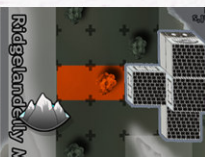


24

### Guest House Closest to Mountain



<3

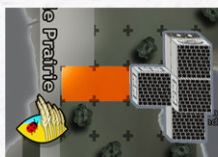


25

### Guest House Closest to Prairie



<3



26

### Servant's Quarters Closest to Road

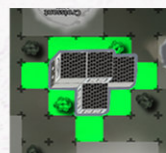


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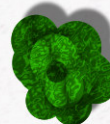


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### Most Scenic Estate



>4



28

### Servant's Quarters With Best Access



<3 

29

### Most Ornamental Servant's Quarters



<3 

30

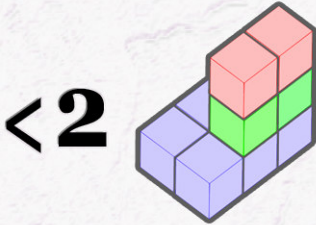
### Largest Servant's Quarters



<4 

31

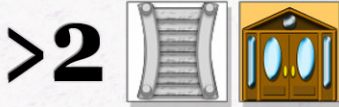
### Tallest Manor



<2

32

### Grand Manor Entrance



>2

7

**On Your Turn:**  
1) Repair a House. (you can not repair a Cornerstone)  
2) Draw new Cubes. (max. five in your reserve)  
3) Place up to 3 Cubes from your reserve on your Plot.

**Requirements:**  
All houses require 1 Doorway. The Manor and Guest House require 1 Chimney. A Patio requires a Roof, a Staircase that leads to it, and a Doorway that leads to it.

**The Local Building Codes:**  
Cubes can only be stacked on other Cubes with a Blank or a Cornerstone face on top. You cannot cover a Staircase face.  
Chimneys must "connect" to the ground, a Roof face, or a Chimney side face on a Cube below it when placed.  
You cannot have more than 3 houses on your Plot at any time.  
Playing a Cornerstone allows you to play a Desire card.

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