

Prêt-à-Porter

Set-Up (page 4-5):

1. Place out the game board. (Note – the turn order tokens and track will not be used here. See back page for variant.)
2. Take all Contract cards and do the following:
 - Find the “Last Quarter” Contract cards (X, XI, XII on their backs) and put them aside until the last 3 rounds.
 - Shuffle the rest of the Contract cards, place them face-up on their spot at location 2 on the board. Face-up side shows “Extend for” at the bottom of the card.
 - Lastly fill the 3 card display row with cards from the deck (don’t flip them over, slide them over.)
3. Take the Building cards and repeat the steps you did with the Contract cards above, but place them at location 3.
 - Face-up for Building cards is the side with the “Upgrade to” at the bottom of the card.
4. Take the Employee cards and repeat the steps as you did with the Contract cards above and place them at location 4.
 - Face-up for Employee cards have “Train to” at the bottom of the card.
5. Each player takes \$40 in cash, 1 player board, 3 Action pawns, 1 Victory Point (VP) marker (place on space 0 of score track,) and 2 Upkeep markers (place -1 marker at the -3 space and place the -10 marker aside – used only if you go further than -9 on the Upkeep track (see “Upkeep phase” below.)
6. Each player randomly draws 1 “Clothing Type” tile, take the 2 starting Design cards from the deck (as shown on the back of the tile,) and place the tile on their player board. This type of clothing will be one they want to seek out.
7. Shuffle the rest of the Design cards, place them face-down at location 5 and flip over 4 cards into the display row.
8. Place the Calendar marker at the top of the Calendar (round) track with space 1 (I).
9. Take all Fashion show tiles, and randomly place the 4 “last quarter” tiles (marked with X, XI, XII) face-up on the 4 spaces at the bottom right of the board next to the Calendar track. Randomly place the other 6 tiles face-up on the spaces above the 4 you just placed, in any order. Make sure all Fashion show tiles on the board are face-up.
10. Place the matching tokens on location 9 (2 Q, 1 PR, 1 T, and \$5.)
11. Create a supply of components next to the board. ALL components in the game are unlimited! They can’t run out!
12. Randomly choose a 1st player and give them the 1st player marker.

Game Flow (page 8):

- Prêt-à-Porter is played over 12 rounds (representing a year) and every 3 rounds of the game is considered a Quarter.
- The easiest way to explain a “Quarter’s” structure is like this – 1. Working Round 2. Working Round 3. Exhibition Round.
- Each Quarter will repeat 4 times, hence 12 rounds of the game (with the “Final Quarter” having its own special cards/tiles,) and after 12 rounds, the player with the most cash + VP is the winner (ties broken by higher VP total from the board.) See Calendar track for a visual representation of this ideology.
- At the end of EVERY round, no matter if it was a Working round or an Exhibition round, you have to pay Upkeep!

Card and Player Board Overview (page 6-7):

- Buildings, Contracts and Employees provide abilities that, unless stated, can be used once per round.
- Instant abilities happen when obtained or flipped over and all abilities are optional.
- “Selling” means to discard the required card and receiving cash/bonuses it provides.
- All cards are acquired during the Action phase of the Working Round (see below).
- Cards have icons on the left side of the card which act as a visual reminder of when/how they work.
- **Contract cards (location 2)**
 - When taken, place on the left side of your player board.
 - These cards are free and don’t have an upkeep cost, however, they are only good for a limited time. At the end of the Exhibition rounds, if the card has not been flipped, flip it. If the card has been flipped, discard it.
- **Building cards (location 3)**
 - When taken, place on the right side of your player board. These cards have a purchase cost (left side,) and have an upkeep cost (right side,) but each building allows you to keep 1 extra employee!
 - Buildings remain with you during the rest of the game unless you have abilities that let you get rid of them (can’t freely discard buildings.)
 - Buildings can be upgraded in the growth phase to get better abilities!
- **Employee cards (location 4)**
 - Employees don’t have a hiring cost, but they do have an upkeep cost.
 - Each player has 3 starting (ability-less) employees at the bottom of their player board with an upkeep of \$1. As you gain your first 3 employee cards, place them over your starting 3 slots (adjust that \$1 upkeep as necessary.)

- Each building allows you to keep 1 more employee by “housing” the employee in the building. The building and employee cards have no synergistic function together. The building simply lets you have +1 employee card.
- You are allowed to fire (discard) employees cards, but you must pay double their upkeep cost as a severance package. (Don’t do this with the starting employees printed on your player board are covered up.)
- **Design cards (location 5)**
 - These cards are the main source of income during the game and are kept above your player board.
 - Each player starts with 2 designs, and as players obtain more cards, they want to create “Collections” by matching the Style (Evening, Business, Casual, Rock, Sport.)
 - The Clothing Type token on the player boards shows the clothing type each player wants to obtain more of during the game. Those clothing types grant 1 Trend token during the Exhibition rounds for each card in your Collection that matches your tile (see below.)
 - The designs themselves need 2 types of materials in order to make/sell the article during the Exhibition rounds.
 - Some cards grant small bonuses when sold, like extra money, trend tokens or PR tokens.
- **The Player Board (page 7)**
 - This board represents a players Company, and all cash, cards, and tokens around it are public information.
 - Around the board, contracts go to the left, buildings to the right, designs above and employees below.
 - Space for the Clothing Type token is on the right of the board, and miscellaneous tokens to the left side.
 - The Upkeep track is along the bottom and is a helpful tracker of all of your Upkeep costs. At any time you can verify if it is correct by counting up all your Upkeep costs and adjusting as needed.

Working Round – Rounds 1, 2, 4, 5, 7, 8, 10, 11 (page 9-13):

- At the beginning of each Work round, the board will be re-seeded with Contracts, Buildings, Employees, and Designs like you did during set-up. (Don’t do this during round 1.) Use the set-aside items when entering round 10.
- Check location 9 and replace any missing tokens that were taken last round.
- Pass the 1st player marker to the left. (Ignore this for round 1.)
- Each Working Round is divided into 4 phases – Planning, Action, Growth and Upkeep. All players partake in each phase before moving onto the next one.

1. Planning Phase

- Starting with the 1st player, going clockwise, each player places 1 of their Action pawns onto an **open, left-most or top-most** action space on the board at any location until all players have placed all 3 of their markers. Yes, you can have more than 1 action pawn in a location.
- Don’t resolve the action space when the pawn is placed down.
- Note on the board that some action spaces are not used in a 2/3 player game. Also, the last space with no player count indication is there for card play purposes only. These spaces are unlimited so multiple people can add additional pawns to the extra space if they have the cards to do so. These spaces aren’t normally used.

2. Action Phase

- Starting with the left-most marker in Location 1, going left to right, top to bottom, resolve each pawn in order.
- Even if there is no action pawn at a location, still announce it as some players might have cards that trigger.
- Some cards only activate if a player put their pawn in the area while other cards don’t. If a card triggers even without placing an action pawn in the area, all players first activate their cards in turn order, then the pawns.
- A player always has the right to forfeit actions. They are not required to do an action if they don’t want to.
- See the section below for details on the 9 locations.

3. Growth Phase

- In turn order, each player may “train” one of their Employees and/or “upgrade” one of their buildings.
- Pay the cost shown at the bottom of the card and flip the card. Adjust the Upkeep track as needed.
- Cards can only be upgraded once during the game.

4. Upkeep Phase

- Simultaneously, players will pay their Upkeep costs to the bank for running their company.
- If your Upkeep track is accurate (double check based on your current card situation,) pay what is shown.
- If a player is unable to fully pay their Upkeep costs, they must take a **\$20 LOAN**.
 - You can’t choose to take loans at anytime, only when you can’t pay upkeep.
 - Take the Loan card along with the money, and adjust your Upkeep which is applied to this round!
 - Loans must be paid back (\$28) during the next Exhibition round or you’ll have to take more loans.
 - Usually you will only need to take 1 loan, but if you need more than \$20, take a 2nd loan card and apply.
- After everyone has paid, clear the board of all cards to their discard piles and move the Calendar marker down to begin the next round either as another Working Round or an Exhibition Round (see below.)

Resolving Locations during the Action Phase of a Working Round (page 10-12):

1. Bank

- This location provides the player credit based on the number of Design cards they could potentially submit as their Collection for the upcoming Exhibition Round (materials not required.) (See Show Phase below.)
- The player can take up to \$10 per card that could be used in the Collection.
- Just like loans, take the card to represent the credit, the actual money, and adjust your Upkeep track. Unlike loans, when you pay this money back at the end of the next Exhibition round, you just pay back what you took.

2. Contracts

- Choose a single contract card (can't be one from the deck) and place it to the left of your player board.
- The ability is now activated when applicable, but only for a limited time!
- At the end of the next Exhibition Round, this card will be flipped over. If already flipped, it will be discarded.

3. Buildings

- Choose a single building (not from deck,) pay its cost, adjust its upkeep, and place to the right of player board.
- The ability is now activated when applicable for the rest of the game.
- Building cards can't be discarded unless told specifically you can!
- Each building has the ability to "house" 1 employee card with it so you can have more than the standard 3 cards.

4. Employees

- Choose a single employee (not from deck,) adjust its upkeep, and place over 1 of the starting 3 employees at the bottom of your player board. If those 3 slots are full with employees, you can only obtain a new employee by placing them with 1 of your buildings (each building can house 1 employee) or by firing a current employee.
 - If you fire an employee (which can be done at anytime,) discard the card, adjust upkeep, and pay their "severance" of double their upkeep once immediately, otherwise, you have to forfeit your action.
- Once you have your employee, their abilities are active.

5. New Designs

- Take 1 Design card from the row or from the top of the Design deck and place the card above your player board.

6. Local Materials

- Choose 1 color of material to buy and buy as much of it as you want. See the board for the cost of each.
- Gain 1 Q (quality) token period. NOT 1 per material!

7. Warehouse Materials

- You can only buy 1 of each color material here, but you can chose as many colors as you wish. See the board for the cost of each.
- Gain 2 Q (quality) tokens period. NOT 1 per material!

8. Import Materials

- Choose 1 color of material to buy and buy as much of it as you want. See the board for the cost of each.
- Gain 3 Q (quality) tokens period. NOT 1 per material!

9. Last Minute Preparations

- Choose 1 of the 4 things (QQ, PR, T, \$5), but these are not replaced. First come, first serve.

Exhibition Round (3, 6, 9, 12):

- After going through 2 Working Rounds, the quarter will end with an Exhibition round (evaluation of your company.)
- This is where you will be earning points and cash based on how well you have invested your money.
- Don't refill the board with cards for this round, and don't pass the 1st player marker.
- Each Exhibition Round is divided into 5 phases – Prestige Exchange, Show, Awards, Sales, and Upkeep. All players partake in each phase before moving onto the next one.

1. Prestige Exchange Phase (skip first exhibition round)

- Players will exchange all Prestige tokens they have for points based on player count. Prestige tokens are worth 1/2/3 points each when playing with 2/3/4 players.
- Earn these points on the game board by moving your marker.

2. Show Phase

- In turn order, each player will present their Collection for the shows. A Collection is a group of like-Style clothing (Casual, Rock) and you must have the materials to actually make the items. Some abilities allow you change the style of a Design card. The card can only be 1 Style.
- Some Design cards show bonuses above the sale price, gain these bonuses now if in your Collection.
- For each Design card included in your Collection that matches the Clothing Type token on your player board, earn 1 T (trending) token.

3. Awards Phase

- Here, players win Prestige tokens based on the Fashion show tiles for the current Exhibition Round.
- Each Fashion tile shows 4 lines with the higher symbol having higher importance than the lower symbols.
- Take note of the lines on the Fashion show tile, if the line doesn't match up with the lines on the board, then the symbol isn't evaluated and virtually invisible for Prestige consideration.
 - Q – most quality tokens, earned from buying materials, design cards and other effects.
 - T – most trend tokens, earned from design cards, matching clothing type token, and other card effects.
 - PR – most public relation tiles, earned from card effects.
 - X2 – most cards in your Collection.
- 2-Player game
 - 1st line – 1st place gains 4 prestige, 2nd gains 1.
 - 2nd line – 1st place gains 3 prestige only.
 - 3rd line – 1st place gains 2 prestige only.
 - 4th line – 1st player gains 1 prestige only.
- 3-Player game
 - 1st line – 1st place gains 4 prestige, 2nd gains 2.
 - 2nd line – 1st place gains 3 prestige, 2nd gains 1.
 - 3rd line – 1st place gains 2 prestige, 2nd gains 1.
 - 4th line – 1st player gains 1 prestige only.
- 4-Player game
 - 1st line – 1st place gains 4 prestige, 2nd gains 2.
 - 2nd line – 1st place gains 3 prestige, 2nd gains 2.
 - 3rd line – 1st place gains 2 prestige, 2nd gains 1.
 - 4th line – 1st player gains 1 prestige only.

In order to be considered for prestige from Fashion shows, a player must have at least 1 "item" for a given category line. You can't earn Prestige if you have 0 tokens in a given category. If a certain item is evaluated in 2 different Fashion shows, considered your total amount for each show.

If 2 players are tied for a certain place, they are pushed down 1 place, pushing others down too. If 3+ players are tied for a place, they are pushed down 2 places, thus earning nothing.

4. Sales Phase

- This is where you sell your Collection and earn \$ in 2 different ways.
 - First, current Prestige multiplied by the number of cards in your Collection = \$
 - Second, earn the money printed in the bottom left corner of each card in your Collection. Don't take the bonuses again, if there were any.
- Discard your Collection and the material used to make them.
- Lastly, discard all of your Q, T, and PR tokens. Keep money and Prestige (plus all the cards you still have.)

5. Upkeep Phase

- Pay the Upkeep of your company just like you did during the Working Rounds with 1 major addition. After paying your upkeep, you must pay back your credit and loans.
- The money you pay back is shown in the right bottom corner of the credit/loan cards. Return the credit/loan cards back to their stacks and adjust your Upkeep track.
- If you can't pay, you must take out another loan! Because of the timing of this loan during the Exhibition round, only take \$18 instead of the normal \$20 since you would have returned \$2 anyways for upkeep. Then adjust your Upkeep track.
- Players now flip over any newly obtained Contract cards and discard any that were previously flipped.
- Move the Calendar marker down and if entering Working Round X, replace cards at location 2, 3, and 4 with the ones you set aside during set-up with X, XI, XII on their backs. These decks are placed face-up.

End Game:

- Before calculating scores, one find Prestige exchange is carried out (based on the ratio you have used throughout)
- If any player has any unpaid Loans they can't pay off at this time, they are bankrupt and can't win.
- Now, each player adds their VP from the board with their cash value and that is their final score.
 - Most points is the winner. (Ties broken by whoever had more points from the track on the board.)