

# Fashion Week in Essen

During a game in which you include "Fashion week in Essen", apply the following rule changes:

## DROPPING QUALITY

You have been receiving disturbing feedback from fellow designers about materials recently ordered from a foreign supplier being of low quality.

During each Action phase:

Do not gain any 🧠 tokens when using location no. 7 (Warehouse).

## CRAVING FOR UNIQUENESS

In this business, you have to stand out from the pack. There is no place for designs that are only just as good as your competition!

During each Award phase:

In the event of a tie between players (for any category), none of them gain 🧠 tokens.

## EVERGREEN DESIGNS

It's your signature couture—it will never go out of style! Your fans anticipate finding a new take on this old standby in your upcoming collection.

In round III, VI, and IX, during the Collection Sale phase:

After you gain 🧠 for your Designs, you may keep 1 Design card from your Collection (you still have to discard the Materials used to finish it). It will be your **Evergreen Design** for the next Exhibition: place 1 🧠 and 2 🧠 tokens on it. (In rounds VI and XI, you can choose to keep your current **Evergreen Design** instead of choosing a new one. In that case, add 2 🧠 tokens to the **Evergreen Design** card.).

In round VI, IX, and XII, during the Show phase:

If your Collection is in the same Style as the **Evergreen Design**, gain the 2 🧠 tokens on it; otherwise, discard them to the supply.