



Pret-a-Porter Almanac


EMPLOYEES



MODEL

BASE ABILITY: Gain 1  at the start of every Award phase.


UPGRADE ABILITY: Gain 2  at the start of every Award phase.

MARKETING AGENT

BASE ABILITY: For each Retail Outlet Building in your play area, gain 1  at the start of every Award phase.

UPGRADE ABILITY: For each Retail Outlet Building in your play area, Gain 1  and 2  at the start of every Award phase.

FREELANCE DESIGNER

BASE ABILITY: You may adjust 1 Design card to fit any other style (put the OK Collection style adjustment token on this Design card) at the start of every Show phase. Additionally, lose 2 , if possible.


UPGRADE ABILITY: You may adjust 1 Design card to fit any other style (put the OK Collection style adjustment token on this Design card) at the start of every Show phase.




CREATIVE DESIGNER

BASE ABILITY: Before resolving location no. ⁵ (if you have a pawn present) or after all players with pawns present have resolved that location, draw 1 Design card from the deck.


UPGRADE ABILITY: Before resolving location no. ⁵ (if you have a pawn present) or after all players with pawns present have resolved that location, draw 2 Design cards from the deck. Keep one, discard the other.



SALES REPRESENTATIVE

BASE ABILITY: Before resolving location no. ⁶ (if you have a pawn present) or after all players with pawns present have resolved that location, buy any number of Material tokens of a single color for the listed price, without gaining a  token.


UPGRADE ABILITY: Before resolving location no. ⁶ (if you have a pawn present) or after all players with pawns present have resolved that location, buy any quantity of Material tokens of a single color for  less than the listed price (minimum of ) , without gaining a  token.


SPOKESPERSON

BASE ABILITY: During the Award phase, gain 1  each time you are tied for 1st or 2nd place when a Feature is judged.

UPGRADE ABILITY: During the Award phase, gain 1  each time you are tied for 1st or 2nd place when a Feature is judged. Additionally win one of those ties (do not gain a  from the Spokesperson ability for it).

TALENTED DESIGNER

BASE ABILITY: Gain 1  at the start of every Award phase.

UPGRADE ABILITY: Gain 2  at the start of every Award phase.


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CREDIT ADVISOR

BASE ABILITY: Before resolving location no. 1 (if you have a pawn present) or after all players with pawns present have resolved that location, you may take a 20 Credit with no interest (do not adjust your Upkeep track) – you must still pay it off during the next Exhibition round Upkeep phase.


UPGRADE ABILITY: Before resolving location no. 1 (if you have a pawn present) or after all players with pawns present have resolved that location, you may take a 40 Credit without no interest (do not adjust your Upkeep track) – you must still pay it off during the next Exhibition round Upkeep phase.


MODEL SUPERSTAR

BASE ABILITY: You may adjust 1 Design card to fit any other style (put the OK Collection style adjustment token on this Design card) at the start of every Show phase. Additionally, lose 3 , if possible.

UPGRADE ABILITY: You may adjust 1 Design card to fit any other style (put the OK Collection style adjustment token on this Design card) at the start of every Show phase.


MODEL AGENCY REPRESENTATIVE

BASE ABILITY: Gain 2  at the start of each Award phase.


UPGRADE ABILITY: Gain 4  at the start of each Award phase.


JOURNALIST

BASE ABILITY: During the Award phase, choose a city and judge an additional Feature award there (the first one from the top which isn't being judged).


Upgrade Ability: During the Award phase, choose a city and judge an additional Feature award there (the first one from the top which isn't being judged). Additionally gain 3  if you have won at least 1 Feature award.

ACCOUNTANT

BASE ABILITY: During every Upkeep phase, before paying your Upkeep cost, gain 5 .

Upgrade Ability: During every Upkeep phase, before paying your Upkeep cost, gain 7 .


YOUNG TALENT

BASE ABILITY: For each Design Office Building in your play area, gain 1  at the start of every Award phase.


MARKET ANALYST

BASE ABILITY: Before resolving location no. 5 (if you have a pawn present) or after all players with pawns present have resolved that location, draw 4 Design cards from the deck. Keep one and discard the others.

TRADER

BASE ABILITY: During every Upkeep phase, you may sell one Collection - any set of Designs of one type, with required Materials. Do not gain any : discard the Designs and return the Materials used to finish them, then gain their value in Cash.


YOUNG DESIGNER

BASE ABILITY: You may adjust 1 Design card to fit any other style (put the OK Collection style adjustment token on this Design card) at the start of every Show phase. Additionally, lose 3 , if possible.

NEW DESIGNER

BASE ABILITY: Before resolving location no. 5 (if you have a pawn present) or after all players with pawns present have resolved that location, draw 2 Design cards from the deck.


MAKEUP ARTIST


BASE ABILITY: For each Model Employee (an Employee card with this model icon in the top left corner) in your play area, gain 1  during the final Award phase.

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
CONTRACTS


FOR BERET PRODUCTION

BASE ABILITY: During every Upkeep phase, you may return up to 3 Materials of any color to the supply and gain  for each Material returned.


LESSER ABILITY During every Upkeep phase, you may return up to 3 Materials of any color to the supply and gain  for each Material returned.


WITH REAL ESTATE AGENT

BASE ABILITY: Before resolving location no.  (if you have a pawn present) or after all players with pawns present have resolved that location, you may take a Building card (if there are any), without paying its cost, then update your Upkeep track.


LESSER ABILITY Before resolving location no.  (if you have a pawn present) or after all players with pawns present have resolved that location take a Building card (if there are any), paying its cost, then update your Upkeep track..



WITH DESIGN AGENCY

BASE ABILITY: Before resolving location no.  (if you have a pawn present) or after all players with pawns present have resolved that location, draw 2 Design cards from the deck. Keep one and discard the other.


LESSER ABILITY Before resolving location no.  (if you have a pawn present) or after all players with pawns present have resolved that location, draw 1 Design card from the deck.


WITH EMPLOYMENT AGENCY

BASE ABILITY: Before resolving location no.  (if you have a pawn present) or after all players with pawns present have resolved that location, take an Employee card (if there are any) and update your Upkeep track.


LESSER ABILITY Before resolving the location no.  (if you have a pawn present) or after all players with pawns present have resolved tlocation, take an employee card (if there are any), paying an additional fee of , then update your Upkeep track.



WITH TREND ANALYST

BASE ABILITY: Gain 2  at the start of the next Award phase.


LESSER ABILITY Gain 1  at the start of the next Award phase.


FOR READY-TO-WEAR COLLECTION

BASE ABILITY: During every Upkeep phase in this Quarter you may sell one Collection - any set of Designs of one type, with required Materials. Do not gain any  for it: discard the Designs and return the Materials used to finish them, then gain their Design value in Cash.


LESSER ABILITY During every Upkeep phase in this Quarter you may sell one Collection - any set of Designs of one type, with required Materials. Do not gain any  for it:discard the Designs and return the Materials used to finish them, then gain their Design value in Cash, reduced by .


FOR TV APPEARANCES

BASE ABILITY: Gain 4  at the start of the next Award phase.



LESSER ABILITY Gain gain 2  at the start of the next Award phase.

WITH MODELING AGENCY

BASE ABILITY: Gain 2  at the start of the next Award phase.

LESSER ABILITY Gain 1  at the start of the next Award phase.

WITH DESIGN OFFICE

BASE ABILITY: During every Upkeep phase, you may sell one Design card (with no Materials). Do not gain any  for it: discard the Design and gain .


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WITH RENTAL OFFICE

BASE ABILITY: While this Contract is in play, the Upkeep cost for your Buildings is 0. Update your Upkeep track accordingly.

UPGRADE ABILITY: While this Contract is in play, choose up to 3 Buildings during each Upkeep phase. The Upkeep cost of those Buildings is 0. Update your Upkeep track accordingly.


WITH QUALITY CONSULTANT

BASE ABILITY: Gain 3  at the start of the next Award phase.




UPGRADE ABILITY: Gain 2  at the start of the next Award phase.


WITH FREELANCE DESIGNER

BASE ABILITY: Gain 1 unused Clothing Type token of your choice.


UPGRADE ABILITY: Keep the previously gained Clothing Type token. While this contract is in play, you lose all ties for the  Feature award.

WITH SALES REPRESENTATIVE

BASE ABILITY: Before resolving the location no. 6 (if you have a pawn present) or after all players with pawns present have resolved that location, buy any number of Material tokens of a single color for  less than the listed price (minimum of  each), without gaining a  token.

UPGRADE ABILITY: Before resolving the location (if you have a pawn present) or after all players with the pawns present have resolved the location no. 6, buy any number of Material tokens of a single color for the listed price, without gaining a  token.



WITH PR AGENCY

BASE ABILITY: During the final Award phase gain 1  each time you come in 2nd or 3rd place when awarding a Feature.




WITH TELECOM OPERATOR

BASE ABILITY: You may resolve one of the following locations in each Working round: no. 6, 7 or 8. Buy the Materials after all players with pawns present have resolved the chosen location.


WITH AUDIT COMPANY

BASE ABILITY: During every Upkeep phase, you may discard any number of Employee cards, without paying the severance costs (gain  for each card discarded) and/or Building cards (gain  for each card discarded). Remember that every Employee needs a working space - either on the player board or below a Building.

WITH SOCIAL MEDIA INFLUENCER

BASE ABILITY: During the final Award phase gain 1 , 1  and 2 .

WITH READY-TO-WEAR STORE CHAIN

BASE ABILITY: During every Upkeep phase, you may discard up to 3 Design cards, gaining  for each card discarded.




WITH PARTNER AGENCY






BASE ABILITY: Before resolving location no. 5 (if you have a pawn present) or after all players with pawns present have resolved that location, discard any number of Design cards then draw the same number of Design cards from the deck.

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BUILDINGS


INVESTMENT HOUSE

BASE ABILITY: During every Upkeep phase you may spend  to gain 8/17/25 Victory Points. Spend the Cash then adjust your position on the VP track.


UPGRADE ABILITY: During every Upkeep phase you may spend  to gain 8/17/25 Victory Points. Spend the Cash then adjust your position on the VP track. Additionally, during the Award phase, you may spend  to gain 1 .



FOREIGN BRANCH

BASE ABILITY: If you have a pawn present at location no. 8, you may buy 1 additional material of any color without gaining any  tokens.


UPGRADE ABILITY: If you have a pawn present at location no. 8, you may buy 1 additional Material token of any color, gaining 1  token.



MACHINE FACILITIES

BASE ABILITY: Gain 2  at the start of every Award phase.


UPGRADE ABILITY: Gain 3  at the start of every Award phase. Additionally, you win all ties for the  Feature award.



BANQUET HALL

BASE ABILITY: Gain 1  at the start of every Award phase.






UPGRADE ABILITY: Gain 2  at the start of every Award phase. Additionally, you win all ties for the  Feature award.






DESIGN SCHOOL

BASE ABILITY: Gain 1  at the start of every Award phase.

UPGRADE ABILITY: Gain 2  at the start of every Award phase. Additionally, you win all ties for the  Feature award.





WORKSHOP

BASE ABILITY: At the start of every Exhibition round, you may spend  to gain 1  or 1  or 2  or gain .


UPGRADE ABILITY: At the start of every Exhibition round, you may gain 1  or 1  or 2  or  AND gain 1 .



RETAIL OUTLET

BASE ABILITY: During every Upkeep phase, gain  for each of your  tokens. You cannot gain more than  this way in any Upkeep phase.


UPGRADE ABILITY: During every Upkeep phase, gain  for each of your  tokens. You cannot gain more than  this way in any Upkeep phase. Additionally, you gain .


DESIGN AGENCY

BASE ABILITY: Before resolving location no.  (if you have a pawn present) or after all players with pawns present have resolved that location, draw 1 Design card from the deck.

UPGRADE ABILITY: Before resolving location no.  (if you have a pawn present) or after all players with pawns present have resolved that location, draw 1 Design card from the deck. Additionally, during every Upkeep phase, you may discard 1 Design card to gain .

DESIGN OFFICE

BASE ABILITY: For each of your pawns at location no. , draw 1 Design card from the deck before you choose a face-up Design card.

UPGRADE ABILITY: For each of your pawns at location no. , draw 1 Design card from the deck before you choose a face-up Design card. Additionally, you may adjust 1 Design card to fit one of the two styles shown on the Design Office card (put the appropriate Collection style adjustment token on this Design card) at the start of the Show phase.


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LOGISTICS OFFICE


BASE ABILITY: At the end of the Planning phase, you may choose a location with one of your pawns and move it to the first space, pushing the other pawns present back, but maintaining their order (so the first pawn becomes second, second becomes third etc.).

UPGRADE ABILITY: During the Planning phase you may ignore the Action pawn limit when placing one of your pawns - ie. you may place a pawn on the third space in the three player game OR At the end of the Planning phase, you may choose a location with one of your pawns and move it to the first space, pushing the other pawns present back, but maintaining their order (so the first pawn becomes second, second becomes third etc.).




REAL ESTATE AGENCY

BASE ABILITY: During the Final Scoring, gain  for each Building in your play area.


FASHION SHOW PLANNING AGENCY

BASE ABILITY: At the start of the last Award phase, gain 4  if you have the most Designs in your play area (both finished and unfinished).


WAREHOUSE

BASE ABILITY: Before resolving location no. 7 (if you have a pawn present) or after all players with pawns present have resolved that location, buy up to six Material tokens of different colors for  less than the listed price (minimum of ), without gaining any  tokens.


STOREHOUSE

BASE ABILITY: Before resolving location no. 6 (if you have a pawn present) or after all players with pawns present have resolved that location, buy any number of Material tokens of a single color for the listed price, gaining 1  token.

NEWSPAPER OFFICE

BASE ABILITY: At the end of the final Award phase, gain 3  for each Feature award in which you won 1st place (ties do not count).

SEWING FACTORY

BASE ABILITY: At the end of the final Award phase,  for each Feature award in which you won 1st place (ties do not count).