







Pret-a-Porter Almanac


Abilities of cards with  can be activated once per pawn present at a location (ie. if you have 2 pawns present, you can activate the ability up to two times).

If during the Exhibition round player isn't able to showcase any Collection, they DO NOT take part in the Award phase (although players still gain  according to number of all players in game). During the Sales phase they still discard all ,  and  tokens.


EMPLOYEES


ACCOUNTANT

[BASE ABILITY] During the Upkeep phase, gain .


[TRAINED ABILITY] During the Upkeep phase, gain .


CREATIVE DESIGNER

[BASE ABILITY] Before any player with a pawn present resolves location no. 5, draw 1 Design card from the deck. Remember that if more than one player has a  ability, they are resolved in turn order.



[TRAINED ABILITY] Before any player with a pawn present resolves location no. 5, draw 2 Design cards from the deck. Keep one, discard the other. Remember that if more than one player has a  ability, they are resolved in turn order.


CREDIT ADVISOR

[BASE ABILITY] Before any player with a pawn present resolves location no. 1, you may take a  Credit with no interest. Do not adjust your Upkeep track. You must still pay off the Credit during the next Exhibition round Upkeep phase.

[TRAINED ABILITY] Before any player with a pawn present resolves location no. 1, you may take a  Credit without no interest. Do not adjust your Upkeep track. You must still pay off the Credit during the next Exhibition round Upkeep phase.


FREELANCE DESIGNER

[BASE ABILITY] At the start of every Show phase, you may adjust 1 Design card to fit any other Style. Put the  Style Adjustment token on this Design card. Additionally, lose 2  tokens, if possible.


[TRAINED ABILITY] At the start of every Show phase, you may adjust 1 Design card to fit any other Style. Place the  Style Adjustment token on this Design card.



JOURNALIST

[BASE ABILITY] During the Award phase, choose a Fashion Show. The first category from the top, which isn't being judged, will now be judged. During the first Exhibition round, do not judge an additional category.


[TRAINED ABILITY] During the Award phase, choose a Fashion Show. The first category from the top, which isn't being judged, will now be judged. During the first Exhibition round, do not judge an additional category. Additionally, gain 3  tokens if you have won at least 1 category.


MARKETING AGENT

[BASE ABILITY] At the start of every Award phase, gain 1  token for each Retail Outlet or Major Retail Outlet Building in your play area.



[TRAINED ABILITY] At the start of every Award phase, gain 1  token and 2  tokens for each Retail Outlet or Major Retail Outlet Building in your play area.


MODEL

[BASE ABILITY] At the start of every Award phase, gain 1  token.


[TRAINED ABILITY] At the start of every Award phase, gain 2  tokens.


MODEL SUPERSTAR

[BASE ABILITY] At the start of every Show phase, you may adjust 1 Design card to fit any other Style (place the  Style Adjustment token on this Design card). Additionally, lose 3  tokens, if possible.


[TRAINED ABILITY] At the start of every Show phase, you may adjust 1 Design card to fit any other Style (place the  Style Adjustment token on this Design card).




MODELING AGENCY REPRESENTATIVE

[BASE ABILITY] At the start of every Award phase, gain 2  tokens.


[TRAINED ABILITY] At the start of every Award phase, gain 4  tokens.


SALES REPRESENTATIVE

[BASE ABILITY] Before any player with a pawn present resolves location no. 6, you may buy any number of Material tokens of a single color for the listed price without gaining any  tokens.


[TRAINED ABILITY] Before any player with a pawn present resolves location no. 6, you may buy any number of Material tokens of a single color, each for  less than the listed price (minimum of ) , without gaining any  tokens.


SPOKESMAN

[BASE ABILITY] During the Award phase, gain 1  token each time you tie for 1st or 2nd place when a category is judged.

[TRAINED ABILITY] During the Award phase, when you tie for 1st or 2nd place, win one of those ties and gain 1  token for each other 1st or 2nd place tie you're in.


TALENTED DESIGNER

[BASE ABILITY] At the start of every Award phase, gain 1  token.


[TRAINED ABILITY] At the start of every Award phase, gain 2  tokens.

• LAST QUARTER •


MAKEUP ARTIST

[BASE ABILITY] At the start of the final Award phase, gain 1  for each Model Employee (Model, Experienced Model, Model Superstar, Experienced Model Superstar) in your play area.


MARKET ANALYST

[BASE ABILITY] Before any player with a pawn present resolves location no. 5, you may draw 4 Design cards from the deck. Keep one and discard the others. Remember that if more than one player has a  ability, they are resolved in turn order.



NEW DESIGNER

[BASE ABILITY] Before any player with a pawn present resolves location no. 5, you may draw 2 Design cards from the deck. Remember that if more than one player has a  ability, they are resolved in turn order.


TRADER

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

YOUNG DESIGNER


[BASE ABILITY] At the start of every Show phase, you may adjust 1 Design card to fit any other Style (place the  Style Adjustment token on this Design card). Additionally, lose 2  tokens, if possible.


YOUNG TALENT

[BASE ABILITY] At the start of the final Award phase, gain 1  token for each Designer Office or Great Designer Office Building in your play area.


CONTRACTS



FOR BERET PRODUCTION

[BASE ABILITY] During every Upkeep phase in this Quarter, you may return up to 3 Materials of any colors to the supply and gain  for each Material returned.

[LESSER ABILITY] During every Upkeep phase in this Quarter, you may return up to 3 Materials of any colors to the supply and gain  for each Material returned.


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  tokens; discard the Designs and return the Materials used to finish them to the supply, 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  tokens; discard the Designs and return the Materials used to finish them to the supply, then gain their total Design value in Cash, reduced by .

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FOR TV APPEARANCES

[BASE ABILITY] During the next Exhibition round, at the start of the Award phase, gain 4  tokens.


[LESSER ABILITY] During the next Exhibition round, at the start of the Award phase, gain 2  tokens.


WITH CONSTRUCTION COMPANY

[BASE ABILITY] During every Growth phase in this Quarter, you do not need to pay the cost for both upgrading 1 Building and training 1 Employee.


[LESSER ABILITY] During every Growth phase in this Quarter, you do not need to pay the cost for either upgrading 1 Building or training 1 Employee.


WITH DESIGN COMPANY

[BASE ABILITY] Before any player with a pawn present resolves location no. 5, you may draw 2 Design cards from the deck. Keep one and discard the other. Remember that if more than one player has a  ability, they are resolved in turn order.

[LESSER ABILITY] Before any player with a pawn present resolves location no. 5, you may draw 1 Design card from the deck. Remember that if more than one player has a  ability, they are resolved in turn order.

WITH DESIGN OFFICE

[BASE ABILITY] During every Upkeep phase in this Quarter, you may sell one Design card (with no Materials). Do not gain any  tokens. Discard the Design card and gain 10.


[LESSER ABILITY] During every Upkeep phase in this Quarter, you may sell one Design card (with no Materials). Do not gain any  tokens. Discard the Design card and gain 7.



WITH EMPLOYMENT AGENCY

[BASE ABILITY] After all players with pawns present have resolved location no. 4, you may take an Employee card (if available), then update your Upkeep track.


[LESSER ABILITY] After all players with pawns present have resolved location no. 4, you may take an Employee card (if available), pay 2, then update your Upkeep track.


WITH FREELANCE DESIGNER

[BASE ABILITY] Gain 1 available Clothing Type token of your choice. Remember that every Design of the matching Clothing Type will give you an additional  token if it is part of your Collection during the Show phase of an Exhibition round.


[LESSER ABILITY] Keep the previously gained Clothing Type token. While this contract is in play, you lose all ties for the  category award. If you also have an upgraded Designer School Building, or use the trained Spokesman ability, resolve ties following the standard rules. Remember that every Design of the matching Clothing Type will give you an additional  token if it is part of the Collection during the Show phase of an Exhibition round.


WITH MODELING AGENCY

[BASE ABILITY] During the next Exhibition round, at the start of the Award phase, gain 2  tokens.

[LESSER ABILITY] During the next exhibition round, at the start of the Award phase, gain 1  token.

WITH QUALITY CONSULTANT

[BASE ABILITY] During the next Exhibition round, at the start of the next Award phase, gain 3  tokens.

[LESSER ABILITY] At the start of the next Award phase, during the next Exhibition round, gain 2  tokens.

WITH REAL ESTATE AGENT

[BASE ABILITY] After all players with pawns present have resolved location no. 3, you may take a Building card (if available), without paying its cost. Then update your Upkeep track.

[LESSER ABILITY] After all players with pawns present have resolved location no. 3, you may take a Building card (if available), paying its purchase cost. Then update your Upkeep track.


WITH RENTAL OFFICE


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

[LESSER ABILITY] While this


Contract is in play, the Upkeep cost for up to 3 of your Buildings is 0. Update your Upkeep track accordingly.


WITH SALES REPRESENTATIVE

[BASE ABILITY] Before any player with a pawn present resolves location no. 6, you may buy any number of Material tokens of a single color for 2 less than the listed price (minimum of 1 each), without gaining any  tokens.

[LESSER ABILITY] Before any player with a pawn present resolves location no. 6, you may buy any number of Material tokens of a single color, each for the listed price, without gaining any  tokens.

WITH TREND ANALYST

[BASE ABILITY] During the next Exhibition round, at the start of the Award phase, gain 2  tokens.




[LESSER ABILITY] During the next Exhibition round, at the start of the Award phase, gain 1  token.

• LAST QUARTER •


WITH AUDIT COMPANY

[BASE ABILITY] During every Upkeep phase in this Quarter, you may discard any number of Employee cards (without paying the severance costs, and gaining 2 for each card you discard) and/or Building cards (gaining 4 for each card you discard). Remember that every Employee needs a working space, either on the player board or below a Building.


WITH INSTA INFLUENCER

[BASE ABILITY] At the start of the final Award phase, gain 1  1 , and 2  tokens.

WITH PARTNER AGENCY

[BASE ABILITY] Before any player with a pawn present resolves location no. 5, you may discard any number of Design cards and then draw the same number of Design cards from the deck. Remember that if more than one player has a  ability, they are resolved in turn order.

WITH PR AGENCY


[BASE ABILITY] During the final Award phase, gain 1  token each time you come in 2nd or 3rd

place when awarded a category (including ties).

WITH READY-TO-WEAR STORE CHAIN


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




WITH TELECOM OPERATOR

[BASE ABILITY] In each Working round, you may resolve one of the following locations: no. 6, 7, or 8. You may choose a different location in each Working round. Gain  following the standard rules for those locations.


BUILDINGS


BANQUET HALL

[BASE ABILITY] At the start of every Award phase, gain 1  token.


[UPGRADE ABILITY] At the start of every Award phase, gain 2  tokens. Additionally, you win all ties for the  category. If another player used the trained Spokesman ability to win the  category, resolve the tie following the standard rules instead.

DESIGN AGENCY

[BASE ABILITY] Before any player with a pawn present resolves location no. 5, you may draw 1 Design card from the deck. Remember that if more than one player has a  ability, they are resolved in turn order.


[UPGRADE ABILITY] Before any player with a pawn present resolves location no. 5, you may draw 1 Design card from the deck. Remember that if more than one player has a  ability, they are resolved in turn order. Additionally, during every Upkeep phase, you may discard 1 Design card to gain 7.

DESIGNER OFFICE


[BASE ABILITY] Before any player with a pawn present resolves location no. 5, you may draw 1 Design card from the deck for each of your pawns at location no. 5. Remember that if more than one player has a  ability, they are resolved in turn order.


[UPGRADE ABILITY] Before any player with a pawn present resolves location no. 5, you may draw 1 Design card for each of



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your pawns at location no. 5. Remember that if more than one player has a  ability, they are resolved in turn order. Additionally, at the start of the Show phase, you may adjust 1 Design card to fit one of the two Styles shown on the Design Office card (put the appropriate Style token on this Design card).


DESIGNER SCHOOL


[BASE ABILITY] At the start of every Award phase, gain 1  token.

[UPGRADE ABILITY] At the start of every Award phase, gain 2  tokens.


Additionally, you win all ties for the  category. If another player used the trained Spokesman ability to win the  category, resolve the tie following the standard rules instead.




FOREIGN BRANCH

[BASE ABILITY] For each pawn present at location no. 8, you may buy 1 additional Material token of any color, paying the listed price, without gaining any  tokens.

[UPGRADE ABILITY] For each pawn present at location no. 8, you may buy 1 additional Material token of any color, paying the listed price, gaining 1  token.

INVESTMENT HOUSE

[BASE ABILITY] During every Upkeep phase, you may spend /10/15 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 /10/15 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  token.




LOGISTICS OFFICE

[BASE ABILITY] At the end of the Planning phase, you may choose a location with one of your pawns and swap it with any adjacent pawn.




[UPGRADE ABILITY] Choose one of following: At the end of the Planning phase, you may choose a location with one of your pawns and swap it with any adjacent pawn OR during the Planning phase, you may ignore the Action pawn limit when placing one of your pawns.





MACHINE FACILITIES

[BASE ABILITY] At the start of every Award phase, gain 2  tokens.






[UPGRADE ABILITY] At the start of every Award phase, gain 3  tokens. Additionally, you win all ties for the  category. If another player used the trained Spokesman ability to win the  category, resolve the tie following the standard rules instead.






RETAIL OUTLET

[BASE ABILITY] During every Upkeep phase, gain  for each of your  tokens. You cannot gain more than  for each Retail Outlet in any Upkeep phase.

[UPGRADE ABILITY] During every Upkeep phase, gain  for each of your  tokens. You cannot gain more than  for each Major Retail Outlet in any Upkeep phase. Additionally, gain .


SMALL WORKSHOP

[BASE ABILITY] At the start of every Show phase, you may spend  to gain 1  token, or 1  token, or 2  tokens, or .


[UPGRADE ABILITY] At the start of every Show phase, you may gain 1  token, or 1  token, or 2  tokens, or . Additionally, gain 1  token.

• LAST QUARTER •


FASHION SHOW ORGANIZATION AGENCY

[BASE ABILITY] At the start of the final Award phase, gain 4  tokens if you have the most Designs in your play area (count the cards, disregarding the required Materials). Ties do not count.


NEWSPAPER OFFICE

[BASE ABILITY] At the end of the final Award phase, gain 3  tokens for each category in which you won 1st place. Ties do not count.


REAL ESTATE AGENCY

[BASE ABILITY] During Final Scoring, gain  for each Building in your play area.




SEWING FACTORY

[BASE ABILITY] At the end of the final Award phase, gain  for each category award in which you won 1st place. Ties do not count.

STOREHOUSE

[BASE ABILITY] Before any player with a pawn present resolves location no. 6, you may buy any number of Material tokens of a single color for the listed price, gaining 2  tokens instead of 1.

WAREHOUSE

[BASE ABILITY] Before any player with a pawn present resolves location no. 7, you may buy up to 6 Material tokens of different colors, each for  less than the listed price (minimum of , without gaining any  tokens.