

MODERN TIMES

SCENARIO

Bank

Each player is considered to have a mobile banking app card which allows him (once per Working round) to resolve location no. 1 (Bank) without using Action pawn.

Home office

Hiring new Employees is possible even if there is no available free workspace (Building). If the Employee has no workspace, they are considered to be working in their home office, **and consequently cannot be trained**. They can be moved to an empty Building any time later during the game.

Winning shows

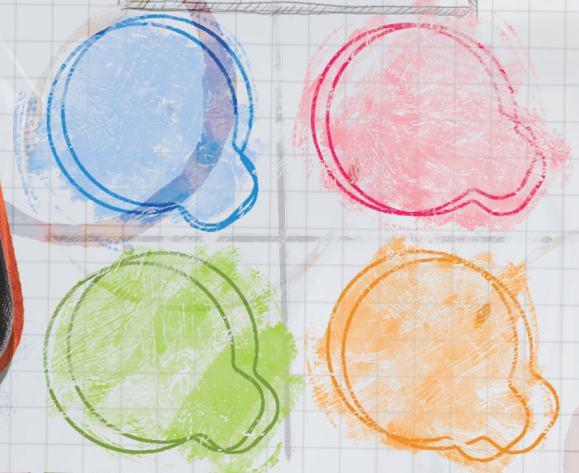
After the 1st, 2nd, and 3rd Exhibition rounds, the players compare the amount of Prestige 🏆 they won during that round. The player who won the most 🏆 places 2 📄 on the dedicated space of their color at the bottom of this scenario sheet. These tokens count in Public Relations category during the final Exhibition round.

New location

There is a new location called "Quality control". In this location, a player places 1 📄 on the dedicated space on this scenario sheet. These 📄 are permanent, and are never discarded, so once gained, count for every subsequent Award phase.



PERMANENT QUALITY



YOU MAY PLAY WITH THESE TWO MODULES
AT THE SAME TIME OR SEPARATELY.

HYPE TRAIN

Basking in the spotlight is delightful, but before you can enjoy this glorious moment, you must put months of work into promoting your innovative concepts and actually putting designs together. Give your social media team a glimpse of what you're working on and they'll fawn over you. Hype needs to be generated, and the easiest way to make it happen is to simply show people what they will want to look forward to!

COLLECTION STYLE (maximum 1 per player)



AWARD CATEGORY (any number per player)



At the end of Working rounds IV, VII, and X each player in turn order **may** tease the audience by announcing:

- the Style of their upcoming Collection (place 1 on the appropriate space of the Collection Style table),
- the Award category/categories in which they expect to get 1st place (place 1 on the appropriate space/spaces of the Award Category table).

At the end of each Exhibition round each player:

- chooses 2 / 1 (to be used in the next Exhibition round) for each fulfilled announcement (had on correct Style and/or won the chosen Award categories),

- loses VP for each unfulfilled announcement (had on incorrect Style and/or did not win the chosen Award categories):

- in 2-player game: 2 VP
- in 3-player game: 3 VP
- in 4-player game: 4 VP

Then remove all from the scenario sheet.

HIGH STAKES REWARDS

You've jumped into the deep end of the fashion world. To stay afloat, you must take risks and go big... or go home; otherwise you'll sink straight to the bottom. Later, your risks will be rewarded as new employees fight to be a part of your brand and enrich your products with their ideas. You're not there yet though — you still need to secure your place on the market!

NEW BRAND TO BE RECKONED WITH

When resolving Prestige Effect during the 1st Exhibition round (III) each player gains an additional for each gained.

CLAIMING INSPIRED YOUNG TALENTS

When resolving the Award phase during the 2nd Exhibition round (VI) each player may take 1 Employee card from the discard pile for each Category in which they won 1st place (take them in Turn Order, you must still provide a workspace for them).

SECURING THE FAME OF YOUR BRAND

When resolving the Award phase during the 3rd Exhibition round (IX) each player gains 1 additional for each Category in which they won 1st place.


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.