PRÊT-À-PORTER

Flashing cameras, beautiful models, and shows crowded with critics. Life for fashion industry professionals sounds exciting – and it is – but most people don't know how fierce the competition can get, and how hard it is to design creations that command public attention. As the owner of an up-and-coming company hoping to showcase its work in the most prestigious international shows, you need to prove that you have what it takes to succeed in this unforgiving environment.

„Fashion is not necessarily about labels. It's not about brands. It's about something else that comes from within you." - Ralph Lauren

Prêt-à-Porter is an economic strategy game in which players each manage a company trying to succeed in the world of fashion and style. The game plays out over a year consisting of 12 rounds (months), divided into 4 Quarters. Fashion shows are held in the last month of each Quarter.Players must do numerous things to prepare for a show: Signing short term contracts, expanding the company with additional buildings, hiring new workers to increase efficiency and most of all – creating exciting new designs. It's not as easy as it sounds. Each round, you must pay the Upkeep cost associated with your company: salaries for your workers and rent for your buildings. Banks and last resort companies can lend you some Cash if necessary, but you should avoid these desperate measures if you want to make it in this industry.

THE GOAL OF THE GAME

Your goal is to lead your company to prosperity by showcasing the best Collections during Fashion Shows and selling them afterward. Design cards that are a part of the Collection you present have a sale value in Cash ([Cash]), and each player needs to calculate the costs to assemble their Collections while making sure they can pay the company's Upkeep costs at the end of each round. Fashion Shows generate Prestige that provides Victory Points, which increase the value of the company, and the sale value, in Cash, for the Collection presented that round. After 12 rounds, the player with the highest combined total of Cash and Victory Points has the most prosperous company and wins the game.

Components

1 Main board

4 Player boards

50 Design cards

24 Contract cards

24 Building cards

24 Employee cards

Components

10 Fashion Show tiles

30 Quality tokens

19 Trend tokens

15 PR tokens
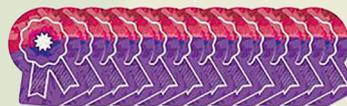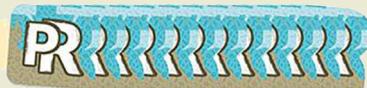
19 Prestige tokens

5 Collection tokens

4 Collection adjustment tokens

5 Clothing tokens

4 Victory Points markers

Cash tokens

26 $1.000

13 $5.000

33 $10.000

16 $20.000

19 $50.000

13 $100.000

72 Material wooden pieces (in 6 different colors)
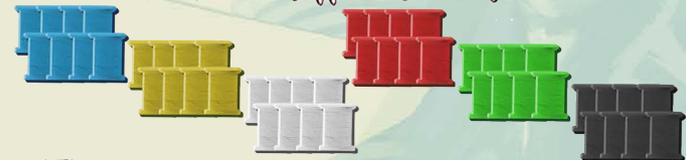
12 Wooden Action pawns (in 4 different colors)

8 Upkeep counters (in 4 different colors)

1 Rulebook

SETUP

1. Place the Game board in the middle of the play area.

2. Take all Contract cards:

♦ Find all the Final Contract cards (the ones with the Last Quarter on their back) and put them aside for now.

♦ Prepare the Contracts deck by shuffling the remaining Contract cards, making sure all of them are face up, with a side that has 🔖 on the top. Place them horizontally on the designated space: location no. 2.

♦ Fill the location with 3 Contract cards from the top of the Contracts deck with the front side up.

3. Take all Building cards and follow the same steps as with the Contract cards for location no. 3 remembering to put aside Final Building cards for now.

4. Take all Employee cards and follow the same steps as with the Contract cards for location no. 4 remembering to put aside Final Employees cards for now.

5. Each player takes a single player board, 40 in Cash, and the following pieces in a single chosen color:

♦ 3 Action pawns.

♦ 2 Upkeep markers, first placed with value "1" side up, on the space marked on the Upkeep track, "3" (this already includes the cost of Starting Employees), The second marker with value "10" is set aside for now - it is used when the Upkeep cost goes above 9. 1 Victory Point marker, placing it on the "0" space of the Victory Point track.

6. Players draw Clothing Type tokens randomly. On the back side of each token, there are two Design card numbers – each player searches for the starting cards that match those numbers and places them next to their Player board. After that, each player puts their Clothing Type token face up in the designated space on their Player board.

7. Shuffle the remaining Design cards and place them face down on the designated space: location no. 5. Fill the location with 4 face-up Design cards from the top of the Design deck.

8. Place the Calendar marker on the first space of the Calendar track, marked with "I".

9. Take all Fashion Show tiles and find the 4 tiles marked as the Last Quarter. Place them face-up in any order on the Last Quarter space next to the bottom of the Calendar track. After that, shuffle the remaining tiles and place them randomly on the remaining spaces of each Quarter (a single tile next to the III space, 2 tiles next to the VI space, and 3 tiles next to the IX space).

10. Place all tokens and markers next to the Game board within the reach of all players.

11. Choose the First Player randomly, that player takes the First Player token.

You are now ready to start the game!

Cards Overview

♦ Buildings, Contracts, and Employees provide abilities that will help players during the game.

♦ Each ability may be activated only once during the round unless stated otherwise.

♦ Instant abilities are activated only once – after acquiring, or when the card is flipped over.

♦ Designs don't provide any abilities, but are used to gain Cash and Prestige.

♦ All cards are acquired during the Action phase (see page 9).

CONTRACTS

Contracts are free and don't have an Upkeep cost, but they last for a limited number of turns and their abilities [1] become less powerful [2] after a certain amount of time.

Newly acquired Contract cards should be placed above the Player board. Each Contract gets worse at the end of each Quarter – which means that it's either flipped over [3] and has a less powerful ability during the next Quarter, OR if it is already flipped over, it expires and is discarded [4] (see more on page 13).

Note: A Quarter is a period consisting of specific rounds: I, II and III; IV, V and VI; VII, VIII and IX; X, XI and XII.

BUILDINGS

Buildings are expensive, but in addition to their abilities [1], they provide extra space for a new Employee.

They both have a Building cost [2] and increase your Upkeep cost [3].

Newly acquired Buildings should be placed to the right of the Player board Buildings may be upgraded [4] at the end of each round (see more on page 13). Players cannot remove their Buildings.

EMPLOYEES

Employees have no hiring cost but do increase your Upkeep cost [1].

Each Player board has three Starting Employees printed on it; they are unqualified but still have an Upkeep cost of 1. The first three Employees hired by a player are placed on the Player board, covering the Starting Employees.

If a player wants to hire more than three Employees, they need to provide a workspace for them – each Building card bought by the player has a space for one additional Employee.

Employees may be trained [2] at the end of each round (see more on page 13). Players can remove their Employees at any time if they pay a severance package of double their current Upkeep cost.

DESIGNS

Design cards are the main income source for each company, and players want to complete as many of them as possible in the limited time and with the scarce resources at their disposal. Players start with 2 Designs and attempt to get more, ideally either in the same style [1] as they already have in their possession (which allows them to sell more clothes during a Fashion Show) or with the clothing type [2] matching the one that their company is best at, to showcase them during the Fashion Shows, and sell them after for the indicated amount of Cash [3].

However, to do that, players have to get both Materials required [4] to finish the Design. Some cards may also have a small bonus included, which is presented under the required Materials [5] (more on Design bonuses at page 15).

Design styles

There are 5 different Design styles: Evening, Business, Casual, Rock, and Sport.

Design types

There are also 5 different clothing types: Jacket, Dress, Shoes, Pants, and Shirt.

The Player Board

The Player board and the space around it represents the company that you manage. There's an Upkeep track that helps you to monitor the costs of each Employee hired and each Building purchased. Additionally, there are three spaces for Employees, and separate spaces for Prestige tokens and different Feature tokens gained before the upcoming Fashion Show(s).

1. A space for a Clothing Type token, which will indicate the type of clothing that your company specializes in. You gain 1 additional Trend token for each Design of that type of clothing that you include in your Collection during a Fashion Show.

2. A space for Quality, Trend, and Public Relation tokens gained during the game from any source. Players compete for the total number of each type of Feature during Fashion Shows to gain Prestige.

3. An Upkeep track on which to adjust the Upkeep marker during the game whenever your Upkeep cost is reduced or increased.

4. Three Starting Employees, along with their Upkeep costs.

Game Overview

GAME OVERVIEW

A single game represents a year in the fashion industry where different companies compete with each other for different awards during Fashion Shows at which they each present a Collection of Designs. All players attempt to sell their Designs for the highest possible price, increasing the value of their Collection for each Prestige token gained during those shows.

There are 12 rounds (I to XII), each representing a month, played consecutively. Each quarter consists of two Working rounds followed by an Exhibition round. This cycle is repeated four times, ending with an Exhibition on the last round (XII).

Both types of rounds, Working and Exhibition, are played differently, and have different phases, but players should always keep in mind that they will have to cover the Upkeep cost of their company at the end of every round.

WORKING ROUND

At the beginning of each Working round, players should fill the following locations: Contracts (no. 2), Buildings (no. 3), Employees (no. 4) and Designs (no. 5), with new cards from the top of their respective decks.

After that, the order of the players is updated for the current round. First Player passes the First Player token to the player on their left. **Ignore this step during the very first round of the game and during the Exhibition rounds.**

The game starts with a Working round which is divided into 4 different phases, resolved in the following order:

1. Planning Phase
2. Action Phase
3. Growth Phase
4. Upkeep Phase

1. Planning Phase

Starting with the First Player, and continuing in turn order, each player will place one of their Action pawns on a single location of their choice.

Players don't resolve those locations right away; they are resolved in the next phase. Players always place Action pawns on the first (leftmost or topmost) empty space of each location.

Note: In a 2 or 3 player game, each location (except the Bank, which can hold any number of Action pawns) has a limit of 2 spaces for Action pawns; in a 4 player game, this limit is increased to 3.

Players continue placing Action pawns in turn order until every player has placed all of their pawns. As noted above, it is possible for one player to have more than one Action pawn in the same location to be able to resolve that location more than once during the next phase.

Note: Some game effects allow a player to ignore the Action pawn limit, and there are additional spaces at each location to account for that. In case more than one player uses that effect at a given location, each subsequent player places their Action pawns beside that space keeping a linear order.

2. Action Phase

Once all Action pawns are placed on the board, players resolve each location, starting with the Bank (no. 1) and continuing in ascending order. Going from left to right (or top to bottom) within a location, the owner of each Action pawn resolves the effects of the location then removes their pawn.

Note: Even if there are no Action pawns at a location, every player should carefully check the abilities of their cards, as some of them resolve the location's effect even without an actual Action pawn present in that location.

Actions without pawns ❌

It's crucial to resolve all locations, including the ones without Action pawns present, because there are some abilities that players may activate to resolve (fully or partially) a location without an Action pawn.

If a player can use a location without an Action pawn and there are Action pawns at that location, first resolve each Action pawn before any ability with [nopawn] is activated. In the case of 2 or more players activating the same ability, or activating different abilities but at the same time, they do it in turn order, starting from the First Player.

Resolving Locations

1. BANK

The player receives Credit at this location.

The limit of that Credit depends on the number of Design cards with the same style (that potentially can form their Collection during the next Exhibition round). The player determines which single style is most highly represented among their Design cards. They can receive credit UP TO that number, multiplied by 10.

EXAMPLE: If a player has 5 Design cards with the following styles: 1 Casual, 1 Evening, and 3 Sports; they may receive a Credit of 🔟, 2️⃣0️⃣, or 3️⃣0️⃣.

2. CONTRACTS

The player chooses a single Contract from the ones available at this location and places it above their Player board. The Contract's ability can be activated immediately, if applicable. Contract abilities become less powerful over time – at the end of each Exhibition round, they are either extended (flipped to the other side) to the other side or discarded (see page 13).

Note: The top cards of the decks at locations no. 2, 3, and 4 are always visible. These cards are not available during the current round, but they provide players with knowledge which allows them to plan ahead for the next round.
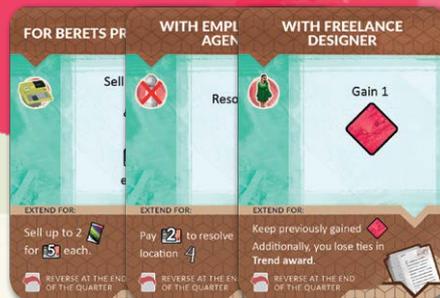
3. BUILDINGS

The player chooses a single Building from the ones available at this location, pays its cost, and places it to the right of their Player board. After that, the player adjusts the Upkeep track on their Player board.

The Building's ability can be activated immediately, if applicable, and an Employee hired during this round can be placed there.

Note: All Cash paid for cards or for any other game effect is returned to the common pool.

Credits

The player may decide to receive a Credit if they use location no. ❙ (Bank) or another game effect allows them to do so. When they do, they take a Credit card of the chosen value and the same amount of Cash tokens.

Credits help players to have a constant Cash flow, but each Credit has interest that increases the Upkeep cost of the company by 10% of the Credit's value (a 🔟 Credit increases the Upkeep cost by 1️⃣ and so on). This must be paid in the Upkeep phase of each Working and Exhibition round. Add the Credit interest rate to the Upkeep cost by adjusting the Upkeep track. Additionally, each Credit **MUST** be fully paid off during the Upkeep phase of the NEXT Exhibition round (see page 13).

4. EMPLOYEES

A player chooses a single Employee from the ones available at this location and places them on one of their Starting Employee slots on their Player board or, if each Starting Employee spot is full, under one of their Buildings. If there is no empty slot for the new Employee, the player has to remove one of the previously hired Employees, paying Cash equal to double their current Upkeep cost. If a player cannot afford that or does not want to do that, they cannot hire an Employee and must forfeit the action. After that, the player adjusts the Upkeep track on their Player board. The Employee's ability can be activated immediately, if applicable.

5. NEW DESIGNS

The player chooses a single Design card from the ones available at this location or face down card from the top of the deck and places it face-up near their Player board.

Note: If at any time the Design deck is empty and a player needs to draw from it, reshuffle the discard pile to create a new Design deck, and place it on the board.

6. LOCAL MANUFACTURER

The player chooses a single type of Material and buys any quantity of it, placing those tokens near their Player board. After paying for all tokens acquired, the player gains 1 Quality token (no matter how many Materials they bought) and places it in the designated space on their Player board.

Note: For easier overview of the Designs and the Materials that they need, players can keep the Materials needed to finish the Designs on the Design cards. But keep in mind that this is temporary and a player can move the Materials between their Designs and their supply freely. The final decision to use a Material is made during the Exhibition round (see page 14).

Note: All tokens gained during Working rounds (Quality, Trend, Public Relations) are placed on the Player board and will be used during the upcoming Exhibition round (see page 14).

Resolving Locations

7. WAREHOUSE

The player can choose any of the Material types and buy a single piece of each selected type of Material, placing those tokens near their Player board. After paying for all tokens purchased, the player gains 2 Quality tokens (no matter how many Materials they bought) and places them on the designed space on their Player board.
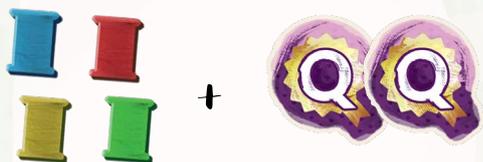
8. IMPORT

The player can choose a single type of Material and buy any quantity of it, placing those tokens near their Player board. After paying for all tokens purchased, the player gains 3 Quality tokens (no matter how many Materials they bought) and places them on the designed space on their Player board.

Note: Players may resolve locations no. 6, 7, and 8 simultaneously to speed up the game; the order of these locations and the order of the Action tokens usually doesn't matter. If you run out of any type of Material tokens, use any replacement – the supply of each Material is infinite. Additionally, some game effects lower the prices of Materials at specific locations, but the price of any given Material cannot be lower than 1.

9. LAST MINUTE PREPARATIONS

The player chooses and resolves one of the following effects:

- Gain 2 Quality tokens. Q Q
- Gain 1 Public Relations token. PR
- Gain 1 Trend token. T
- Gain 5 in Cash.

IMPORTANT: Preparations is the only location that is resolved in reverse order (from right to left). The first player to place their pawn in this location will be guaranteed to be the last player to resolve its effects, giving them a chance to see what other players have chosen before them.

Note 1: Sometimes, a player might make a mistake in their calculations and place their Action pawn on a location that they can't or don't want to resolve anymore. The owner of a pawn can always remove it without resolving the effects of the location (for example, a player won't gain any Quality tokens from locations no. 6, 7, and 8 if they won't buy at least one of the Materials there).

How to resolve a location

Starting from the player whose pawn is first in the line, each player with a pawn present first activates ALL abilities (both those requiring a pawn and the ones which work without a pawn present at this location) corresponding to the location being resolved. Next the player resolves the location. After that, the player whose Action pawn is next in line will repeat the above.

If a player has more than one pawn at this location, for each pawn after the first, only abilities requiring the pawn are activated again. Abilities that do not require a pawn are activated only once per location resolution.

After all the players with pawns present have resolved the location, players who do not have a pawn present, but who do have one or more abilities that do not require a a pawn to be activated, resolve their abilities in turn order.

3. Growth Phase

In turn order, each player may train one of their Employees and/or upgrade one of their Buildings. Each card has a train/upgrade cost shown in the middle, and the upgraded effect is described at the bottom. If a player decides to train/upgrade any of their cards, they perform the following steps:

♦ Pay the train/upgrade cost.
♦ Flip the card to its back side.
♦ Adjust their Upkeep track immediately.

Each card can only be trained/upgraded once. Upgrading a Building doesn't affect an Employee attached to it.

4. Upkeep Phase

Players resolve this phase simultaneously. At the end of this phase each player has to pay the Upkeep cost for their company, as shown on the Upkeep track on their Player board. Any card abilities and game effects that activate during the Upkeep phase may be activated before paying the Upkeep cost. For example, an Accountant gives 5 to a player, and that player may then use this Cash to pay the Upkeep cost.

Note: Players should always adjust their Upkeep track when they acquire or upgrade a Building, hire or train an Employee and upon receiving a Credit or a Loan. But it is always possible to recalculate the Upkeep cost by checking and adding the Upkeep costs of all the cards in front of the player.

If a player is unable to fully pay their Upkeep cost, they are forced to take out a Loan.

Loans

Players cannot decide to take out a Loan when they want to buy extra Materials or cards during the Action phase. A Loan is only granted when a player is unable to pay their Upkeep cost.

A Loan works in a similar way to a Credit. The player gets extra Cash with a Loan card and will have to increase their Upkeep cost immediately, adding interest equal to 10% of the Loan's value (The new Upkeep value is applied during the round in which the Loan is granted.). The difference is that the size of the Loan is not flexible – it is always 20 (or multiples of 20 in rare cases when one Loan would not be enough to pay the Upkeep cost). Loans must be paid off during the Upkeep phase of the next Exhibition round, by paying 28 for each Loan card (see page 18)

After everyone has paid their Upkeep cost, players should clear the main board, discarding all remaining cards. Place these cards on four separate discard piles (Contracts, Buildings, Employees, and Designs) somewhere close to the board, then move the Calendar marker one space down the track, and begin another round. Consult the board to determine whether it will be a Working round (rounds I, II, IV, V, VII, VIII, X, XI) or an Exhibition round (rounds III, VI, IX, XII).

EXHIBITION ROUND

There are four Exhibition rounds during the game – that's when players will (most of the time) earn back all the Cash invested during the two previous Working rounds. Keep in mind that during an Exhibition round, players shouldn't refill the board, and the First Player token stays where it lies until the beginning of the next Working round.

Each Exhibition round is divided into 5 different phases that are resolved in the following order:

1. Prestige Exchange Phase
2. Show Phase
3. Awards Phase
4. Sales Phase
5. Upkeep Phase

1. Prestige Exchange Phase

At the beginning of each Exhibition round, players will exchange all the Prestige tokens that they've gained during the previous Exhibition round (mostly from winning Awards at the Fashion Shows).

During the first Exhibition round of the game, players won't be exchanging any tokens and can skip this phase.

Prestige tokens are exchanged for Victory Points. The number of VP received for each Prestige token depends on the number of players in the game:

♦ 2–player game: Gain 1 VP for each 🎀
♦ 3–player game: Gain 2 VP for each 🎀
♦ 4–player game: Gain 3 VP for each 🎀

Adjust the position of your VP marker on the Victory Point track around the edge of the board accordingly

2. Show Phase

In turn order, each player decides which Collection they want to showcase during the Fashion Show(s). A Collection is any number of Design cards that share the same style (like Business or Casual) and can include **only** cards that the player can finish (having the required Materials listed on a card).

Example: A collection consisting of 3 cards

Each player should place their selected Collection in front of them so that all players can see what each player will showcase during this round. The specified Materials for all Design cards in the Collection should be placed on top of those cards to show that the Designs are finished.

Design card bonuses – Some Design cards have bonuses pictured under the required Materials, and a player gains those bonuses (and places them on their Player board) only when they include that card in the Collection. Those are: 1 Quality token, 1 Trend token. There's also 🪙 which indicates that a given Design card is more profitable, meaning that the sales margin is higher when compared to the cost of Materials used.

Additionally, each Design included in a Collection of the clothing type which matches the token on the owner's Player board generates 1 Trend token. A player gains that token when they include that card in their Collection and place it on their Player board. In some cases, it is possible to gain 2 Trend tokens from a single Design if it matches a player's Clothing Type token and also depicts a 🔵 bonus.

Note: Some abilities allow players to change the Fashion style of their Design cards. Players must make that decision when presenting their Collection, by placing a specific Style token or OK token on one of their finished Design cards covering the imprinted symbol and thus including that card in the Collection. An OK token automatically changes the style of a Design card to the one matching the Collection, meaning it can be included in any Collection.

3. Award Phase

During the Award phase, players win awards at the Fashion Shows in various cities in the form of Prestige tokens for one or more Feature categories.

Awards are given in four Feature categories at each Fashion Show:

♦ Quality – The number of Quality tokens. 🔍
♦ Trend – The number of Trend tokens. 🔵
♦ Public Relations – The number of Public Relation tokens. 🟫
♦ Quantity – The number of Design cards included in the Collection. 🔵

Fashion Show tiles list all 4 Features from top to bottom in a different order (except the last round tiles, which only show 2 Features), and depending on which round it is, a different number of Features will be evaluated.

Round III: There is only one Fashion Show tile, and awards will be given for all four Features.

Fashion features

In addition to including a large number of cards in the Collection presented, there are three types of tokens that players should collect in order to win Prestige during the Award phase: Quality, Trend, and Public Relations.

All tokens gained up to this phase are considered for all of the Fashion Shows in this Exhibition round. For example, a Quality token gained for buying a Material, even one which isn't used to finish a Design in the Collection presented, is considered for each Fashion Show. However, if a token is depicted on a Design card, or comes from a Design matching the clothes type in which a player's company specializes, it is only considered during the Exhibition phase if that Design is part of the Collection presented.

There are different ways to gain each of the Fashion Feature tokens, and we present all of them below.

QUALITY OF THE MATERIALS OF THE COLLECTION.

Quality can be gained from:

♦ Buying Materials at locations no. 6, no. 7, and no. 8.

♦ Design cards depicting a Quality bonus included in the Collection.

♦ Effects of different card abilities (Contracts, Buildings, and Employees).

♦ Gained from location no. 9.

Note: Quality tokens gained during Working rounds are considered at each Fashion Show, whether or not the Materials bought this Quarter were used for the Designs that are a part of the Collection.

POSITION OF THE COLLECTION IN THE CURRENT TRENDS.

Trend can be gained from:

♦ Design cards included in the Collection with a Trend bonus.

♦ Design cards included in the Collection that match the player's Clothing Type token.

♦ Effects of different card abilities (Contracts, Buildings, and Employees).

♦ Gained from location no. 9

SUCCESSFUL MEDIA PRESENTATION

Public Relations can be gained from:

♦ Effects of different card abilities (Contracts, Buildings, and Employees).

♦ Gained from location no. 9.

The number of Prestige tokens for each of the Features (from top to bottom), gained for 1st and 2nd place, depends on the number of players in the game. They are listed here and in the summary on the last page of the rulebook.

2 PLAYER GAME:

♦ First Feature: 1st place gains 4 Prestige tokens ( ), and 2nd place gains 1 token.

♦ Second Feature: Only 1st place gains 3 Prestige tokens.

♦ Third Feature: Only 1st place gains 2 Prestige tokens.

♦ Fourth Feature: Only 1st place gains 1 Prestige token.

3 PLAYER GAME:

♦ First Feature: 1st place gains 4 Prestige tokens, and 2nd place gains 2 tokens.

♦ Second Feature: 1st place gains 3 Prestige tokens, and 2nd place gains 1 token.

♦ Third Feature: 1st place gains 2 Prestige tokens, and 2nd place gains 1 token.

♦ Fourth Feature: Only 1st place gains 1 Prestige token.

4 PLAYER GAME:

♦ First Feature: 1st place gains 4 Prestige tokens, and 2nd place gains 2 tokens.

♦ Second Feature: 1st place gains 3 Prestige tokens, and 2nd place gains 2 tokens.

♦ Third Feature: 1st place gains 2 Prestige tokens, and 2nd place gains 1 token.

♦ Fourth Feature: Only 1st place gains 1 Prestige token.

To be considered for a Feature award, a player must showcase a Collection consisting of at least one Design and have at least one of the Feature tokens under consideration. Meaning that (for example) in a 2 player game, if the first Feature is Quality, and one of the players has 3 tokens, but the other doesn't have any, then 1st place (and 4 Prestige tokens) goes to the player with 3 tokens, but none of the Prestige to the player without tokens, because they have to have at least 1 token to be eligible for awards.

Players always compete for 1st and 2nd place for every Feature, with the essential Feature for that city being at the top of that tile and the least significant on the bottom. Players should check each Feature one by one, and check their positions. In case of a tie between two players for 1st place, both of them are considered to have 2nd place, with other players pushed further down the line. In case of more than two players tied for 1st place, all of them are considered 3rd place, which doesn't provide any Prestige tokens. The same thing happens when two players tie for 2nd place – they are both considered to be 3rd without any awards gained.

Round VI

There are two Fashion Show tiles, and both cities will hold Fashion Shows at the same time, but only 6 Feature awards will be judged – the top three from each of the tiles. The last Features listed are ignored. Players still showcase only one Collection –all its Feature tokens are evaluated simultaneously in both Fashion Shows. So when (for example) Quality is being judged in both of those cities, players will have the same rank in both of them, but depending on the order in which the Quality is listed in these cities, a different amount of Prestige may be gained.

Round IX

There are three Fashion Show tiles, and all three cities will hold Fashion Shows at the same time, but again, only 6 Features will be judged and awarded – the top two from each of the tiles. The bottom two on each of the tiles are ignored.

Round XII

There are four Fashion Shows in four different cities, and only the top Feature of each tile will be judged and awarded (the bottom Features may only be awarded when one of the players has the Journalist Employee).

Note 1: Players keep all the Prestige tokens they gain near their Player board.

Note 2: All Fashion Shows and their Features are visible from the first round, so it's beneficial to look and get to know which Features are essential for each of the different months. Players may use this knowledge strategically; for example, by collecting and keeping Design cards for the Fashion Shows which will reward a particular feature the most.

4. Sales Phase

Once players have awarded Prestige for all the Features being evaluated during the Fashion Show(s) in the current month, it is time to sell the Collection they presented. This is resolved in three steps:

1. PRESTIGE EFFECT

Each player gains extra Cash for the Prestige that they've gained. The number of cards in the player's current Collection is multiplied by the number of Prestige tokens they have accumulated; the players gains that much Cash.

For example, if a player presented a Collection of 2 Casual style cards, and gained a total of 4 Prestige tokens, that player gains 🎱.

2. COLLECTION SALE

In addition each player gains the amount of Cash presented on the Design cards included in their Collection, then discards those cards along with Materials used to finish them (return the Materials to the general supply).

3. DISCARD TOKENS

Each player discards all their Quality, Trend and Public Relations tokens from their Player board. These tokens are only valid during the first Exhibition round after you receive them.

5. Upkeep phase

As in the Working round Upkeep phase, players must now pay the Upkeep cost of their company and may activate their card abilities before they do so.

After the payment, players have to pay off their Credits and/or Loans, by spending the required amount of Cash. If a player is unable to pay them, they have to take out a new Loan(s) to pay off the existing debts. When taking such Loan, a player receives 🔢 instead of the usual 🔢, to reflect the interest paid after the previously paid Upkeep costs. Loans acquired during the Exhibition round will have to be paid off at the end of next Exhibition round. Once the old debts are paid off, each player adjusts their Upkeep track.

At the end of the Exhibition round's Upkeep phase, each player has to both weaken all of the Contracts they acquired in the previous Quarter by flipping them over, and discard any Contracts that were flipped over in the previous Exhibition round. Ignore this step at the end of the last round (XII).

Last Quarter (rounds X–XII)

Once the third Exhibition round (IX) is over, players enter the Last Quarter during which they will try to maximize their income and gain as much Cash as possible.

Retrieve all Final Cards and all Last Quarter cards (with the Last Quarter depicted on their back) that were placed aside during setup, and shuffle each deck separately to place them on the designated locations no. 2, no. 3, and no. 4.

Place each deck face up. Now players continue to the next Working round. Last Quarter Employee and Building cards cannot be trained or upgraded, and Contracts will not become less powerful, because the next Exhibition round is the last one and when it ends players resolve the **Final Scoring**.

Transparent gameplay and open information

During a game of Pret-A-Porter, there's no such thing as hidden information. A player can at any moment ask their opponents how much Cash they have, or how many Trend tokens they could gain, at most, on a Collection right now. Players should inform their opponents about the best possible outcome considering the current state of the game; this includes their Design card bonuses, card abilities and extra tokens for Designs matching their Clothing Type token. Obviously, there are exceptions – a player doesn't need to inform others if they are going for location no. 9 (Last Minute Preparations) or what they are going to choose if their Action pawn is already there, but apart from that, all current information regarding their Player board and the area around it should be open.

For the best experience, we recommend playing with clear and transparent information for everybody to see, using the tokens on cards that can qualify those Designs during a Fashion Show – for example, placing a Trend and Quality token on the card matching your Clothing Type token and a Quality bonus. Move those tokens from these cards to your Player board only if you decide to include these Designs in the Collection during the Show phase. With different tokens on all of the cards at a player's disposal, each player has open and transparent information about whether or not they can even compete for a specific Feature, or whether they should focus their strategy on something else.

FINAL SCORING

After the end of the last round (XII), before players count their Cash and Victory Points, one final Prestige Exchange Phase is carried out, meaning that the Prestige tokens gained during the last round should be exchanged for Victory Points using the usual ratio.

If any player has any unpaid Loans remaining which they cannot pay off at this point, their company has gone bankrupt, and they aren't included in the Final Scoring.

Finally, each player totals their final score by adding up all their Cash and Victory Points: the player with the highest total value wins the game!

In the case of a tie, a tied player with more Victory Points on the track wins the game: their company is the most prestigious!

Advanced Variant

In this variant, the turn order of players depends on their accomplishments.

In round I the turn order is set during the setup.

In round II the order of players is reversed, the first player becomes last, second becomes second to last and so on. Update the Turn Order track accordingly.

At the beginning of rounds IV, VII and X (the first Working rounds after the Fashion Show rounds) the Turn Order depends on the players' accomplishments. A player with the lowest score (total of Victory Points and Cash combined) becomes the First Player. The other players will take turns in the ascending order of their scores, thus the player with the highest score will be the last to take actions in this round. Update the player Turn Order markers on the Turn Order track accordingly.

At the beginning of rounds V, VIII and XI (the second Working rounds after the Fashion Show rounds) the Turn Order is again reversed, the First Player becomes last, second becomes second to last and so on. Update the Turn Order track accordingly. The First Player passes the First Player token to the player on their left.

Note: The turn order does not change during the Exhibition rounds, ignore this phase.