# Setup

## Board

* Select board side matching player count
* Shuffle employee cards by level (I to VI) then combine in sequence, with VI cards at the bottom, in a single deck.
* Resources in white bag, garments in grey bag.

## Player

* Starter deck face down on left of player board
* $15, one thread, and one lace token

# Turn Structure: 7 Rounds in 4 Phases

1. Reset employees, garments, and resources
   1. Player with Queen’s Favor returns it and is 1st player (thimble)
   2. Discard unhired employees and refill
   3. Refill resources
   4. Discard garments in 2 rightmost slots
   5. Shift unpurchased garments to the right then refill
2. Choose 3 employees (only shuffle discards to complete a draw)
3. In turns, play one employee for an action and card’s bonus action  
   Phase ends after all cards in all player hands have been played.
   1. Buy resource: immediately decide usage
      1. Retain for silk (lighter top rectangular area)
      2. Discard for thread and/or lace (dark semicircle)
   2. Tailor: Pay market cost, discard silk (no change) and resource tokens, and then either sell ($/discard) or rent (board for VP)
   3. Hire employee cards **to hand** per board cost.
      1. Level VI are endgame scoring
   4. Depute (only if 5+ cards owned): After playing, gain $ (card’s lower left), use bonus again, then remove from game
   5. Decorate: pay and cover cost with a player token
      1. Only once per player in each kitchen side
      2. Kitchen incomes are for tokens on entire board
4. Collect income: $5 plus Kitchen bonuses

# End Game

* End of 7th round (for-hire employee cards run out)
* Scoring steps are at the top right of the board
* Hall majority tiebreakers: master tailor slots, then musician
* Fireworks majority tiebreaker: rightmost occupied slot
* Total prestige tiebreaker: remaining $