

## 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
  - a. Player with Queen's Favor returns it and is 1<sup>st</sup> player (thimble)
  - b. Discard unhired employees and refill
  - c. Refill resources
  - d. Discard garments in 2 rightmost slots
  - e. 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.
  - a. Buy resource: immediately decide usage
    - i. Retain for silk (lighter top rectangular area)
    - ii. Discard for thread and/or lace (dark semicircle)
  - b. Tailor: Pay market cost, discard silk (no change) and resource tokens, and then either sell (\$/discard) or rent (board for VP)
  - c. Hire employee cards **to hand** per board cost.
    - i. Level VI are endgame scoring
  - d. Depute (only if 5+ cards owned): After playing, gain \$ (card's lower left), use bonus again, then remove from game
  - e. Decorate: pay and cover cost with a player token
    - i. Only once per player in each kitchen side
    - ii. Kitchen incomes are for tokens on entire board
4. Collect income: \$5 plus Kitchen bonuses

## END GAME

- End of 7<sup>th</sup> 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 \$