

COUTURE



3-6

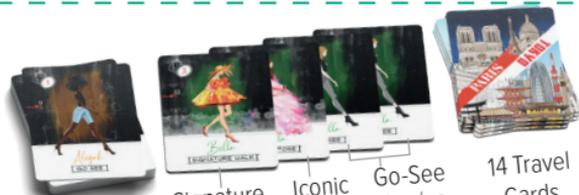


20'



11+

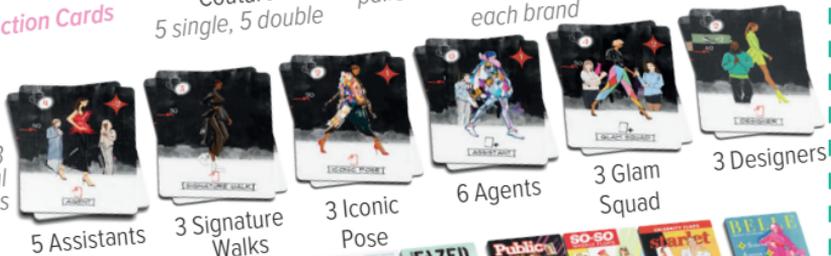
COMPONENTS

6 Sets of Starting
Bid Cards each w/:Signature
Walk
3 valueIconic
Pose
2 valueGo-See
1 value14 Travel
Cards10 Haute
Couture
5 single, 5 double10 Streetwear
5 matching
pairs10 Ready
to Wear
2 from
each brand

6 Flops

4 Editorial
Cards

63 Auction Cards

40 Scoring
Cards23
Additional
Bid Cards

5 Assistants

3 Signature
Walks3 Iconic
Pose

6 Agents

3 Glam
Squad

3 Designers

10
Magazine
Covers

Haute Couture

Streetwear

Flops

Ready to
WearTake on the role of a fashion model as you hit the
runways in New York, Paris, and Tokyo to build your career.

SETUP

- 1 Each player takes one model's bid cards, a *New York/Paris* card, and a *Paris/Tokyo* card.
- 2 Place 2 travel cards on the table as shown. These create three areas for fashion shows. New York on the left, Paris between the travel cards, and Tokyo on the right.
- 3 Shuffle the 63 auction cards to form a facedown deck.
- 4 Sort and place all the magazines near the auction card deck.

**GAMEPLAY****Fill**

Deal 3 faceup auction cards to each of the New York, Paris, and Tokyo fashion shows.

Bid

The *New York/Paris* and *Paris/Tokyo* travel cards divide your hand into three sections: New York on the left, Paris in the center, and Tokyo on the right. All players simultaneously and secretly arrange their cards in their hands, placing each of their bid cards in one of the three sections.

Win Cards

Players reveal their bid cards for New York. The player with the highest total bid takes a card from the New York area of the table, then the player with the second highest bid, then third. If players' bids are tied, the tied player with the lowest single tiebreaker number (shown on the left side of their bid cards) chooses first.

Repeat this process for Paris and then again for Tokyo.

Special Situations

Players who did not bid any cards, cannot take any cards. However, players whose bid cards add up to zero or less than zero do take cards in order based on their bid value.

If only one player bids, then that player takes all three cards. If only two players bid, the higher bidder takes the first and the third card.

Designer Cards

Bid cards with a  +2,  +2, or  +2 in the upper left add an additional 2 to your bid if that card is used in a city that has a card of the matching type ( ,  , or ). You are not required to take the matching card to get the bid bonus.

Portfolio

Return bid cards to your hand and add all new bid cards won. For each card with the  icon, discard a bid card from your hand out of the game (can be bid cards won this turn). Bid cards with  + do not require you to discard a card, increasing your hand size. All scoring cards you won with white backgrounds are placed faceup in front of you.

Next Turn / Game End

Repeat this process seven times, until all auction cards have been put out.

Scoring

Score points as detailed on the next page. Most points wins. In case of a tie, the player with the single lowest tiebreaker number remaining in their hand wins.



Bid Value: **3** Bid Value: **-1**
 Tiebreaker: **1** Tiebreaker: **51**
Player 1: 1st pick *Player 2: 3rd pick*



Bid Value: **-** Bid Value: **3**
 Tiebreaker: **-** Tiebreaker: **3**
Player 3: no pick *Player 4: 2nd pick*



CREDITS

Design: Yusuke Sato

Illustration: Hanna Mirgo

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Development: Brenna Noonan (Quillsilver Studios)

3D Artist: Filip Gavril



BID CARDS

Points shown in the upper right corner of cards in hand at the end of the game.



EDITORIALS

2 points each, as shown in the upper right corner.



READY TO WEAR

All players score the points shown on the Ready to Wear magazine cover based on how many **unique** brands they have collected.



HAUTE COUTURE

Most Haute Couture symbols takes the 1st place Haute Couture magazine cover. 2nd most: 2nd place. 3rd most: 3rd place. *Lowest single tiebreak number on Haute Couture cards wins ties.*



STREETWEAR

Each card is worth 1 point. During the game, when you collect a Streetwear card that matches one you already have, take the most valuable Streetwear magazine cover still available (if there is one).



FLOPS

Most flops takes the 1st place tabloid cover. 2nd most: 2nd place. 3rd most: 3rd place. *Tiebreaker: lowest single tiebreak number on flop cards avoids taking the more negative magazine cover.*