ROCOCO

DELUXE EDITION



RULEBOOK

EAGLE-GRYPHON
GAMES

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Welcome to the Rococo era.

Louis XV reigns in France and it's the height of fashion to attend his lavish balls where important luminaries dress up in extravagant gowns and fancy frock coats, all eager to surpass one another in elegance and grace. In just a few weeks, Louis XV is hosting the final Grand Ball of the season and everyone is clamoring for you to provide them with an elegant frock coat here, a sumptuous gown there, or even a small sum to fund the great fireworks display. You quickly realize, it's not just about your tailoring business anymore – it's about creating a presence at the most prestigious ball of the era and the chance to gain everlasting fame and prestige.

GOAL OF THE GAME

In *Rococo Deluxe Edition*, you are the owner of a distinguished tailoring business endeavoring to increase your prestige. Each turn, you will play an employee card that allows you to perform a task, such as hiring a new employee for your staff, tailoring exquisite gowns and frock coats to rent or sell, or funding some of the many decorations. However, not all employees can perform all tasks, so you must plan carefully how you direct them, especially as each employee grants a unique Bonus — including some that generate prestige.

The Grand Ball will end after 7 rounds with a brilliant fireworks display and final scoring. You will gain prestige points for the sumptuous gowns and frock coats you have rented out to guests at the ball, certain employee Bonuses, and the festive decorations you have funded. Whoever has collected the most prestige at the end of the game wins.

COMPONENTS BASE GAME

42 Garment Tiles

Each with a design pattern side and a rental side



The design pattern side shows:

1. Master requirement
2. The resources necessary to make the Garment
3. The color of the Garment
4. The value of the Garment *(6 to 28 Livre)*
5. The prestige point value of the Garment *(2 to 4 Points)*



The rental side shows:

5. The prestige point value of the finished Garment *(2 to 4 Points)*
6. Either a lady in a blue or green gown **OR** a gentleman in a pink or orange frock coat

Notes:

- *The term Garment refers to both the ladies' gowns and the gentlemen's frock coats.*
- *Even though some design patterns may include a second color, each Garment has only 1 main color (the color of the Garment's overskirt or coat).*
- *Blue gowns and pink frock coats are common (13 tiles each), while green gowns are uncommon (10 tiles) and orange frock coats are rare (6 tiles).*

28 Employee Cards

Making up the Employee Hire Deck



Master | Journeyman | Apprentice



1. Levels *(I to VI)*
2. Type of Employee *(Master, Journeyman, Apprentice)*
3. Employee Bonus
4. Livre gained by deputing the Employee

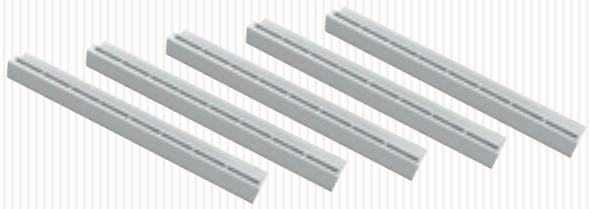
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5 Player Boards

1 in each player color and trademark



5 Plastic Resource Tile Racks



100 Trademark Tokens

20 in each player color and trademark



5 Prestige Point Counters

1 in each player color and trademark – purple, black, yellow, blue, white. *Note that the Trademark tokens (above) and Prestige Point counters are identical.*



25 Start Employees

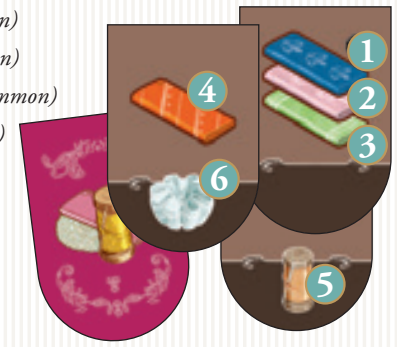
5 in each player color and trademark as indicated in the upper right corner



48 Resource Tiles

Each depicting a combination of the available resources:

1. Blue Silk *(common)*
2. Pink Silk *(common)*
3. Green Silk *(uncommon)*
4. Orange Silk *(rare)*
5. Thread
6. Lace



1 Queen's Favor Token



50 Livre Coins

20 Value-1, 10 Value-5, 10 Value-10, 10 Value-20



1 double-sided Game Board

1, 2, & 3 players / 4 & 5 players



This Rulebook and 2 Reference Sheets



2 Cloth Bags

1 for Garments and 1 for Resources



16 Lace Tokens



16 Thread Tokens



1 metal Gold Thimble Start Player Token



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SETUP BASE GAME (SETUP SHOWN FOR 4 PLAYERS)



Before the first game, carefully punch out the cardboard pieces from the punch boards.

1. Place the game board in the middle of the play area with the side that corresponds to the number of players faceup as indicated by the numbers on the upper left:

   1-3 1, 2, & 3 Players 4-5 4 & 5 Players

2. Place the Queen's Favor token in the indicated space.
3. Sort the 28 Employee cards into Levels I through VI.

   First, shuffle the 6 Level VI cards and place them facedown to create the draw deck.

   Then shuffle the 4 cards for Level V and place them facedown on top of the draw deck.

   Now, do the same for the 4 Level IV cards, then the 4 Level III cards and then the 4 Level II cards.

   Finally, shuffle the 6 cards for Level I and place them on top of the draw deck. This forms the New Employees draw deck.
4. Place all of the Resource tiles in the Resource bag, mix them and place the bag near the Resource display.
5. Place all of the Garment tiles in the Garment bag, mix them and place the bag near the Garment Design display.
6. Each player chooses a color and takes the items for that color:
   - 1 Player Board
   - 1 plastic Resource tile rack
   - 5 Start Employee cards, which are placed facedown in the Employee supply on the left side of the Player Board.
   - 20 Trademark Tokens
   - 1 Prestige Counter
     Place the Prestige Counter on the 0 space of the score track.
7. At the beginning of the game, each player's Employee cards begin in their Employee supply facedown to the left of the player board.

   At the beginning of each round, players take the Employee cards for the upcoming round into their hand from this supply.

   When an Employee card is played, it is placed faceup in their Employee discard to the right of the player board.

   Each players' total staff of employees is comprised of the cards in their Employee supply, their Employee discard, and their hand.
8. Place the Livre coins next to the board to form a bank.
9. Set up the General Supply of Thread and Lace tokens in a convenient space near the board.
10. As a Personal Supply, give each player:
    - 15 Livre
    - 1 Lace token
    - 1 Thread token
11. Finally, determine a Start Player *(the last player to use a needle and thread)* and give them the Start Player token.

General Notes:

- *Trademark tokens, Thread tokens, Lace tokens, and Livre are unlimited. Use a substitute if any of these resources run out during the game.*
- *Whenever you gain Prestige Points, advance your Prestige Point counter on the Prestige track the appropriate number of spaces.*
- *Livre is open information. You may not hide your coins.*
- *Resources tiles are kept secret on each player's rack so that other players can see how many Resource tiles they have but not what silk bales they have.*





TERMS ON THE GAME BOARD

1. Fireworks Display
2. All Halls Bonus Space
3. Area 1: Royal Hall
4. Area 2: Hall 2
5. Area 3: Hall 3
6. Area 4: Hall 4
7. Area 5: Hall 5
8. Hall Decoration *(musicians)*
9. Statues
10. Catering Kitchen: Left Area *(Decoration Income)*
11. Catering Kitchen: Right Area *(Garment Rental Income)*
12. Resource Display Drawers
13. Hire New Employees Display
14. Queen's Favor
15. Garment Design Display



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GAME PLAY

Rococo is played over 7 Rounds.

Each Round consists of **4 Phases**:

Phase 1: Prepare for new Round

Phase 2: Select 3 Employee Cards

Phase 3: Perform Actions

Phase 4: Receive Income

The game ends with a final scoring after the 7th Round
(when the New Employees draw deck is empty).

PHASE 1: PREPARE FOR A NEW ROUND

A) Queen's Favor > Start Player
(Ignore in the 1st Round)

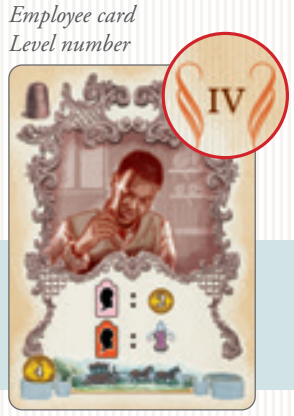
If a player acquired the Queen's Favor in the previous round, they return the Queen's Favor token to its space on the board in return for the Gold Thimble Start Player token. If no one acquired the Queen's Favor in the previous Round, the Start Player remains the same.

B) New Employee Cards

1. **Remove** any remaining Employee cards in the Hire New Employees display from the previous round from the game.
2. Draw 4 new Employee cards from the top of the New Employees draw deck and place them faceup in the Hire New Employees display.



Employee card
Level number



Note:
In Rounds 1 through 6, the highest revealed Level number indicates the number of the current round. In Round 7, the New Employees draw deck will be empty after the final four Level VI cards have been placed in the display.

C) New Resource Tiles

Leave any remaining Resource tiles in place in the drawers of the Resource display and fill in any empty spaces with new Resource tiles drawn randomly from the Resource bag and placed faceup in order from left to right of the display. If the Resource bag is empty, return all used Resource tiles in the Resource discards area back to the bag and mix them together. If the Resources run out, leave any remaining spaces empty in the Resource display.

D) New Garment Tiles

Fill the spaces in the Garment Design display with Garment tiles drawn randomly from the Garment bag:



1. If there are any Garment tiles remaining in the Garment Design display from the previous Round, first discard any Garment tiles in the 2 rightmost spaces to the Garment discard area.
2. Then, shift all other remaining Garment tiles in spaces to the right as far as possible to fill in empty spaces in the display.
3. Finally, fill each remaining empty spaces from right to left with a Garment tile drawn randomly from the bag with the Design Pattern side faceup in the display.

If the Garment bag is empty, return all Garment tiles in the Garment discard area to the bag and mix them well. Then continue filling the spaces. If the Garment tiles run out, leave the leftmost spaces in the Garment Design display empty.

PHASE 2: SELECT 3 EMPLOYEE CARDS

Each player simultaneously and secretly selects 3 Employee cards from among all of the cards currently in their Employee supply – the facedown stack on the left side of the player board.

Note:
You never have to shuffle your Employee supply.

Take your 3 chosen Employee cards into your hand and return the remaining cards to your Employee supply facedown on the left side on your Player board.

Beginning with the second round and for the rest of the game:

If you have exactly 3 cards in your Employee supply, you have no choice as you must take these 3 cards into your hand. Your Employee supply is now empty and remains so until you have to choose another card *(usually Phase 2 of the next Round)*.

If you have 0, 1, or 2 cards in your Employee supply, you must first take all of the remaining cards into your hand.

Then, move all of the faceup Employee cards in your Employee discard space *(the faceup stack on the right side of your Player board)* facedown to the Employee supply on the right side of your Player Board. Now, you can use this new Employee supply to select as many cards as you need to bring your hand up to exactly 3 cards.

Important:
You always make a new Employee supply from your Employee discards only when you need to select a card and your Employee supply is empty – never before that moment!

Example (2nd Round onwards):

At the start of the Round, Eve must select 3 cards from her Employee supply.

Because she only has 2 cards remaining there, she must take these 2 cards into her hand first.

Since her Employee supply is now empty and she still needs to select a card, she creates a new facedown Employee supply by taking all of her faceup Employee discards from the right side of her Player board. and placing them facedown on the left side of her Player board. Now, she may select any 1 card in this new Employee supply to complete her hand of 3 Employee cards.



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PHASE 3:
PERFORM ACTIONS

Beginning with the start player and following in clockwise order, each player in turn must play exactly 1 of their Employee cards in hand *(as long as they have any)*. The player may then perform 1 Main action. The played card is placed faceup into the Employee discard stack on the right side of the Player board. In addition, the played card may also grant a Bonus action *(depicted in the employee bonus area on the lower half of the card)* that is always done after the Main action.

This Phase continues until all players have played all of their cards in hand.

Note:
Hiring new Employees will extend the number of cards you have to play for the current Round.

There are 6 possible Main actions you may perform depending on the level of training of the Employee type depicted on the card you play.



Master
(Gold Thimble and Frame)
can perform any one of the 6 Main Actions.



Journeyman
(Silver Thimble and Frame)
can never perform Hire a new Employee action.



Apprentice
(Brass Thimble and Frame)
can never perform Hire a new Employee, Claim the Queen's Favor, or Tailor a Garment actions.

After, and only after, you have performed *(or forfeited)* your Main action, you may use the Employee Bonus action depicted in the employee bonus area in the lower half of the card. You may always choose to forfeit the Main action and/or the Bonus action.

After you have completed your main action, used a possible employee bonus, and have discarded the Employee faceup into your Employee Discard stack, it is the next player's turn.

Notes:
- *The Master Start Employee cards have no Bonus actions.*
- *The Apprentice Level VI Employee cards have a Crown icon and an employee bonus on blue velvet in the lower half of the card. This Bonus only takes effect during the final scoring at the end of the game. They do not provide a Bonus during play.*

For a detailed description of all Bonuses, see page 12 Employee Bonus Overview.

The 6 Main actions are:



1. Claim the Queen's Favor
May only be performed by a Master or Journeyman

If the Queen's Favor token is still available on the board, take it and place it on your Player board and immediately gain 5 Livre from the bank.

At the beginning of the next Round, take the Start Player token and return the Queen's Favor token to the board. You will be the start player for the new Round.

This action can only be performed by 1 player each Round regardless of whether that player is already the Start player or not.

If you have the Queen's Favor tile in your possession at the end of the final Round, you will also receive 3 Prestige Points during final scoring.



2. Acquire Resources
May be performed by any Employee

You may purchase any one Resource tile from a drawer of your choice in the Resource display. The cost is determined by the number of Resource tiles currently displayed in the selected drawer.

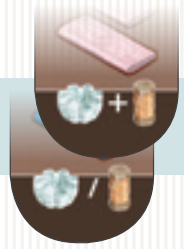
- If there are 3 or 4 tiles in the drawer, the tile costs 2 Livre.
- If there are 2 tiles in the drawer, the tile costs 1 Livre.
- If only 1 tile remains in the drawer, the tile is free.

Immediately after you acquire the tile, you must decide whether to either:

a) Place the tile in your Resource tile rack for use as silk bales later (as depicted on the top of the tile).

OR

b) Discard the tile to the Resource discard area and immediately receive the depicted Thread and/or Lace depicted on the bottom of the tile.



Note:
A plus between 2 Resources means that you get both.
A slash between 2 Resources means you may only choose one of them.

Resource tiles are kept hidden on your resource tile rack. Opponents may know how many Resource tiles you have, but not what is depicted on the tiles. *(The rack does not limit your number of tiles.)*

Thread and Lace tokens are open information and must be kept visible to all players.

If there are no more Resources in the Resource display drawers, you can't perform the action Acquire Resources.

Example:

Mike plays an apprentice and wants to buy the Resource tile in the Resource display drawer that depicts 2 bales of pink silk. Since there are 3 tiles in that drawer, he pays 2 Livre to the bank and takes the tile.



Now, he must immediately decide to either:

a) Place the Resource tile on his tile rack (that he can later use for 2 bales of pink silk)

OR

b) Discard the tile and obtain either 1 Thread or 1 Lace token.

He decides to keep the silk and places the tile hidden on the plastic rack.

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3. Tailor a Garment

May only be performed by a Master or Journeyman

You may tailor 1 Garment from the Design Patterns on display in the Garment Design display. To do so:

- You must pay the cost shown below the Garment Design Pattern *(0-8 Livre)*.
- You must also discard enough Resources to match all of those depicted on the Design Pattern tile: Bales of Silk, Thread, and Lace.
- You may discard multiple Resource tiles to complete the required amount of silk bales you need in each color; however, any excess bales of silk on these tiles are lost.
- Discard all tiles and tokens to their discard areas near the game board.



Some Design Patterns depict a Gold Thimble. These Garments can only be tailored if you played a Master for the Tailor a Garment action.

Important:
Your hidden Resource tiles can only be used for bales of silk. You must already have any necessary Thread or Lace tokens in front of you as you are not allowed to convert any of your Resources tiles for those items at this time.

Example:

In order to make the blue Garment, Mike plays a Master employee (because the Garment depicts a gold thimble only a Master can tailor it).

First, he pays 4 Livre to the bank. Then he discards 1 Lace token and 2 Resource tiles for 3 blue bales of silk (the excess green bale is wasted).



After you have paid the costs and have discarded all of the required Resources, you must immediately decide whether you will:

1. **Rent the Garment to a guest attending the ball**

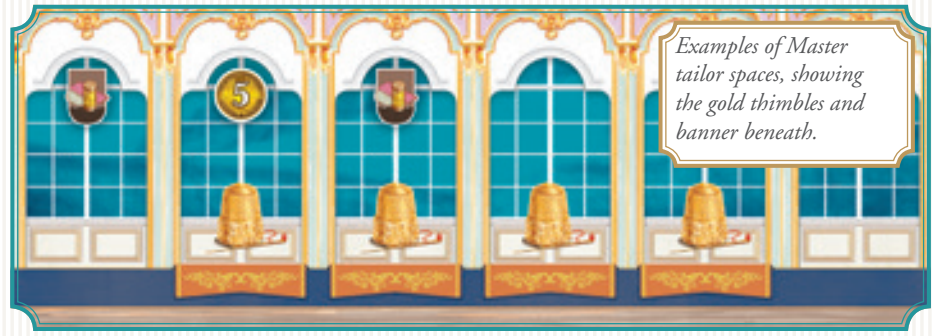
OR

2. **Sell the Garment for Livre.**

1. Rent the Garment to a guest attending the ball

a. Turn the Garment over to the rental side and place it into any empty guest space in 1 of the 5 Halls on the board *(but never onto a space in the Fireworks Display)*.

b. Garments can only be placed in the Master guest spaces in each Hall *(marked with a gold thimble)* if the Garment was made by a Master tailor regardless of whether or not the tile shows a gold thimble on its Design Pattern side.



Examples of Master tailor spaces, showing the gold thimbles and banner beneath.

c. After placing the Garment on a guest space, place 1 of your Trademark tokens on the tile. The Prestige Points shown on the tile will be awarded during End of Game Scoring.

d. If the guest space offers a reward, you gain it immediately when you place the Garment in the space:

-  Gain the amount of Livre depicted from the bank.
-  Gain 1 Thread token from the supply.
-  Gain 1 Lace token from the supply.
-  If available, gain 1 Resource tile from any row in the Resource tile display drawers free of charge. You must decide immediately whether to keep the tile in your hidden supply as silk or to gain the depicted Thread and/or Lace.

2. Sell Garment

a. Discard the Garment tile to the discard area and receive Livre from the bank in the amount indicated on the tile.

Notes:
- *If there are no Garment tiles left in the Garment Design display, you can't perform the Tailor a Garment action.*
- *If you use the Tailor a Garment action and there are no longer any suitable guest spaces available, you must sell the Garment instead.*

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4. Hire a New Employee

May only be performed by a Master

You can hire 1 of the Employee cards that are in the Hire New Employees display on the board. The cost to hire a new Employee depends on the number of cards currently in the display:

- If there are 4 cards in the display, pay 5 Livre to the bank.
- If there are 3 cards in the display, pay 3 Livre to the bank.
- If there are 2 cards in the display, pay 1 Livre to the bank.
- If there is only 1 card in the display, it is free.

After paying the cost, pick the Employee card of your choice and put it in your hand. This means you can use this card to perform 1 more action later in this same Round. *(Hiring a new employee allows players to perform more than 3 actions in the Round they are hired.)*

- If there are no Employee cards left in the Hire New Employees display, you can't perform the Hire a New Employee action.



5. Depute this Employee

May be performed by any Employee

Remove the Employee that you have just played this turn from the game. *(Your Employee has been called to serve in the King's court.)*

When you depute an Employee, you receive the amount of Livre indicated near the carriage at the bottom of the Employee card.



Master Journeyman Apprentice

Important:
After you receive the Livre for deputing the Employee, you can now use the Bonus action (on the parchment in the lower half of the card) one last time before the card is removed from the game (back into the box).

VERY IMPORTANT:
You can depute the start Employees of your color as well as new staff you have hired during the game. However, you must always retain a staff of at least 4 Employee cards. If you only have 4 Employees, you can't use the Depute action either as a Main action or via a Bonus action.

Masters are very important. We strongly recommend you do not depute the last Master in your staff.



6. Fund a Decoration

May be performed by any Employee

Investing Livre in the ball's Decorations may increase your income during each Collect Income phase and will earn Prestige Points when performing end of game scoring.

You can fund 1 Decoration by placing 1 of your Trademark tokens on an empty Decoration space on the board.

- Fireworks Display Decorations *(×2 Bonus & ×3 Bonus)*



- Catering Kitchen Decorations *(left and right)*



- Statue Decorations



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- Hall Decorations *(Musicians)*.



When you place a Trademark token on a Decoration, you must pay the indicated amount for that Decoration to the bank. You will receive the Prestige Points indicated on the Decoration during end of game scoring.

During the game, you may fund as many Decorations as you wish with the following exception:

You can only fund 1 Decoration in each of the two sides of the Catering Kitchen:

- 1 Decoration in the Catering Kitchen left side
  (catering for staff, income for Decorations)
- 1 Decoration in the Catering Kitchen right side
  (catering for guests, income for Rentals)

ALL HALLS BONUS

You are represented in a Hall as soon as you have at least 1 of your Trademark tokens on a Garment or on a musician Decoration in that Hall.

As soon as you are represented in each of the 5 Halls, immediately place 1 of your Trademark tokens in the most valuable empty space for the All Halls Bonus. You will receive Prestige Points for this Bonus during end of game scoring. The Trademark token placed here is not a Decoration and is never scored for Decorations.

No player can occupy more than 1 space on the All Halls Bonus.



PHASE 4: COLLECT INCOME



The Perform Actions Phase ends once all players have played all of their hand cards.
All players now collect income.

Each player always receives a basic income of 5 Livre.

Players with Trademark tokens on the Catering Kitchen Decorations receive additional income:

- A Trademark token in the left side of the Catering Kitchen gains its owner Livre equal to the number of their Trademark tokens on Decorations *(including any in the Catering Kitchen)*.
- A Trademark token in the right side of the Catering Kitchen gains its owner Livre equal to the number of their Trademark tokens on Garment rentals in the Halls.

Remember:
Each player can only have 1 Trademark token on each of the 2 sides of the Catering Kitchen.

Trademark tokens on the All Halls Bonus are not Decorations and do not count for additional income.

Important:
You will also receive your income at the end of the 7th Round (last Round) before End of Game Scoring.

If this was not the 7th final Round, begin the next Round with Phase 1 – Prepare for a New Round.

Otherwise, proceed to End of Game Scoring.

Example:

George (purple) only collects the basic income of 5 Livre. (He has no Trademark tokens in the Catering Kitchen.)

Eve (black) collects an income of 8 Livre (5+3). Her Trademark token in the right side of the Catering Kitchen gains her 3 extra Livre (for 3 Garment tiles on the board).

Mike (blue) collects an income of 9 Livre (5+3+1). His Trademark token in the left side of the Catering Kitchen gains him 3 extra Livre (as he has funded 3 Decorations including the 2 in the Catering Kitchen) and his Trademark token in the right side of the Catering Kitchen gains him another 1 Livre (for 1 Garment tile on the board).



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END OF GAME

The game ends after the Collect Income phase of the 7th Round *(when the New Employee draw deck runs out)*.
Now the Grand Ball comes to its glorious conclusion and End of Game Scoring can begin.

To make sure that all of the End of Game Scoring steps are completed in the correct order, use the End of Game Scoring placard.



The Crown signifies game elements that are assessed during end of game scoring.





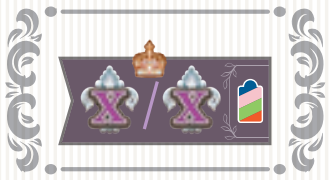
1. First, everyone converts any remaining Livre into Prestige Points. Gain **1 Prestige Point for every 10 Livre** you discard to the bank. *(Keep any remaining Livre as a tiebreaker.)*



2. Next, evaluate any Bonuses from **Employee cards** on your staff *(those with a crown and a blue velvet background)*. See Overview of Employee Bonuses Page 12.

Also, if you have the **Queen's Favor token**, gain 3 Prestige Points.

Now evaluate the Bonuses on the board in the following order:

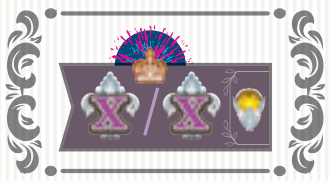


3. Majority in each of the 5 Halls

In each Hall, the players with the most and second most Garments rentals in that Hall gain Prestige Points. The number of points is displayed in the colored box in the Hall: the player with the most Garments receives the higher number of Prestige Points and the player with the second most Garments receives the lower number of Prestige Points.

A tie is decided in favor of the tied player with more Garments on Master Guest spaces in this Hall. If still tied, the tied player with the musician decoration in this area wins the tie. If there is no such player, all tied players receive full rewards. If there is a tie for 1st place, no one receives the prestige points for 2nd place in this area.

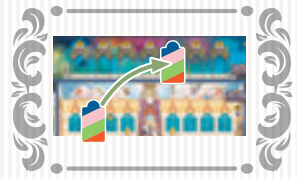
Special Rule for 2 Players: In the Halls, Only the player who wins the majority in each Hall gains Prestige Points there. No one receives Prestige Points for 2nd place.



4. Majority in Fireworks

Depending on the side of the board, the player with the most Fireworks Decorations gains 7 or 6 Prestige Points. The player with the second most Fireworks Decorations gains 3 or 2 Prestige Points. If there is a tie, the tied player whose Trademark token is on the most expensive Fireworks Decoration *(furthest to the right)* wins the tie.

Special Rule for 2 Players: Only the player with the most Fireworks Decorations gains Prestige Points. No one receives Prestige Points for 2nd place.



5. Admire the Fireworks on the Balcony

Each player may now assign 1 of their Garments from the Royal Hall to each Fireworks Decoration on the balcony they have funded. Simply move the Garment tile with your Trademark token from the Royal Hall to the funded Fireworks Decoration. If you have fewer Garments in the Royal Hall than funded Fireworks Decorations, any spaces left empty will be ignored. If you have more Garments in the Royal Hall than funded Fireworks Decorations, you may choose which of your Garments to move there. Extra Garments will remain in the Royal Hall.



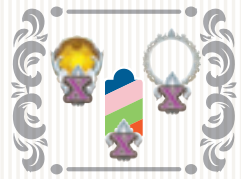
6. Statues

For each of your Trademark tokens on a Statue Decoration, you will earn 2 Prestige Points for each different color of your Garments on the board up to 4 *(blue, pink, green, orange)*. This means you can gain a maximum of 8 Prestige Points per Statue.

> ***Important:***
> *If you have funded more than 1 Statue, you must use different sets of Garments of up to 4 colors for each Statue. In other words, you can't use the same Garment on more than 1 Statue.*

Example:

Mike has a total of 2 Trademark tokens on Statues. He has a total of 7 Garments on the board: one set of 4 different colors, which earns him 8 Prestige Points, another set of 2 different colored Garments (blue and green), which earns him 4 Prestige Points, and a third green Garment, which can't be used in this scoring.



7. Trademark Tokens Scoring

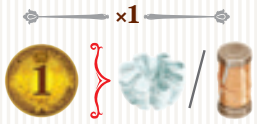
Finally, score Prestige Points for all Trademark tokens on Garments, Decorations and the All Halls Bonus. Begin with the start player. Most occupied spaces will directly show the Prestige Points they provide at the bottom. When counting Trademark tokens from the Garments on the Fireworks Display, multiply the Prestige Points on each Garment by that Fireworks Decoration factor *(×2 or ×3)*.

The player with the most Prestige Points after the final scoring wins. If there is a tie, the tied player with the most remaining Livre wins.

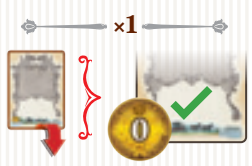
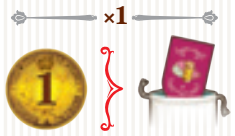
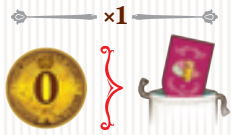
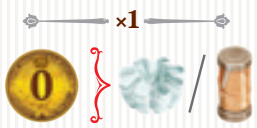
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OVERVIEW OF EMPLOYEE BONUSES

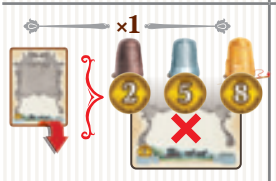
Start Employee Cards

	No Bonus
	Pay 1 Livre to gain either 1 Lace or 1 Thread token: 1 time only.
	Perform 1 additional Acquire Resources action *(regardless of your Main action)*.
	Gain 2 Livre from the bank.

Level I Employee Cards

	Gain 1 Livre from the bank.
	Depute any 1 Employee of your choice from your staff *(including this one)*. Use that Employee's Bonus before discarding the card from the game. *(You don't gain any Livre for deputing that employee.)*
	Pay 1 Livre to randomly take 1 Resource from the bag. As usual, either keep the tile for silk hidden on your rack or discard it immediately for Thread/Lace: 1 time only.
	Perform 1 additional Acquire Resources action *(regardless of your Main action)*.
	At no cost, randomly take 1 Resource from the bag. As usual, either keep the tile for silk hidden on your rack or discard it immediately for Thread/Lace: 1 time only.
	At no cost, take 1 Lace or 1 Thread token: 1 time only.

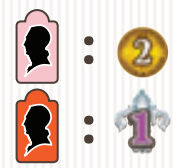
Level II Employee Cards

	From the bank, gain 1 Livre for each of your blue Garments and 2 Livre for each of your green Garments on the game board.
	Perform 1 additional Tailor a Garment action *(regardless of your Main action)*. If you tailor a Garment that requires blue or pink bales of silk, you can use 1 less bale of silk *(blue OR pink)* to complete the action. You can't tailor a Master Garment with this action.
	Depute any 1 Employee of your choice from your staff *(including this one)*. Before removing the card from the game, gain Livre from the bank based on the Employee type: Master: 8; Journeyman: 5; Apprentice: 2. *(You may not use that Employee's Bonus.)*
	Gain 1 Prestige Point for every 2 Decorations you have funded. *(Do not include the All Halls Bonus.)*

Level III Employee Cards

	Gain 1 Livre from the bank for each Decoration you have funded. *(Do not include the All Halls Bonus.)*
	Gain 1 Prestige Point for each set of 3 Garment tiles you have on the Game board.
	Perform 1 additional Fund Decoration action *(regardless of your Main action)* for a 5 Livre discount.
	Gain Livre from the bank based on the total number of cards in your staff. 5 or 6 cards: 2 Livre; 7 or 8 cards: 6 Livre; 9 or 10 cards: 10 Livre; 11 or more cards: 14 Livre

Level IV Employee Cards

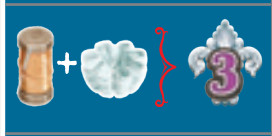
	Gain Livre from the bank based on the total number of cards in your staff. 5 or 6 cards: 1 Livre; 7 or 8 cards: 3 Livre; 9 or 10 cards: 5 Livre; 11 or more cards: 7 Livre
	Perform 1 additional Tailor a Garment action *(regardless of your Main action)*. If you tailor a Garment that requires green bales of silk, you can use up to 2 less green bales of silk to complete the action. You can't tailor a Master Garment with this action.
	From the bank, gain 2 Livre for each of your pink Garments and 1 Prestige Point for each of your orange Garments on the game board.
	Gain 1 Prestige Point for every 4 Livre you return to the bank *(no limit)*.

Level V Employee Cards

	Gain 1 Livre from the bank for each Garment you have on the Game board.
	Gain 1 Prestige Point for every 2 Decorations you have funded. *(Do not include the All Halls Bonus.)*
	Gain 1 Prestige Point for each set of 2 Garments you have on the Game board.
	Discard any number of Resource tiles and gain Prestige Points for the bales of silk on these tiles. 1 Prestige Point for each orange or green silk bale, and 1 Prestige Point for any combination of 2 bales of pink and/or blue silk.

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Level VI Employee Cards

	Gain 1 Prestige Point for every 3 Livre you return to the bank *(no limit)*.
	Perform 1 additional Fund Decoration action *(regardless of your Main action)* for a 10 Livre discount.
	One-time Bonus at the end of the game: Gain Prestige Points based on the total number of cards in your staff. 5 or 6 cards: 2 Prestige Points; 7 or 8 cards: 5 Prestige Points; 9 or 10 cards: 8 Prestige Points; 11 or more cards: 11 Prestige Points.
	One-time Bonus at the end of the game: Gain 3 Prestige Points for each set of 1 Thread and 1 Lace that you discard *(no limit)*.
	One-time Bonus at the end of the game: Gain 3 Prestige Points for each set of 2 Garments you have on Master Guest spaces.
	One-time Bonus at the end of the game: Gain 2 Prestige Points for each set of 1 lady's gown and 1 gentleman's frock coat that you have on the Game board *(regardless of their colors and where they are located on the Game board)*.

General Note:

A coin with a white number means: **Gain** this amount of Livre from the bank.



A coin with a black number means: **Pay** this amount of Livre to the bank.



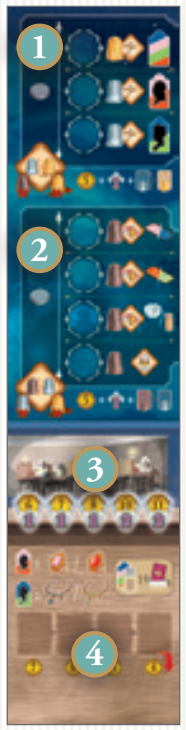
JEWELRY BOX EXPANSION

The *Jewelry Box Expansion* adds more variety to the game play:

- This expansion introduces necklaces and rings that you can rent out along with your Garments.
- New specialized Apprentices brazenly set conditions before they can be hired; however, they provide generous Prestige Points.
- Your Employees can now complete Examinations to acquire new abilities.

COMPONENTS

1 Jeweler Board



1. Master Exam start area and tasks
2. Journeyman start area and tasks
3. Jewelry decorations
4. Jewelry Display spaces

28 Employee Cards

(marked as shown in the upper right corner)



9 New Masters
(Level V)



9 New Journeymen
(Level II)



10 Specialized Apprentices
(Level 0)

24 Jewelry Tiles



1 Jewelry Bag



SETUP

Follow the Setup Base Game instructions with the following adjustments:

- After you have put the Game board in the middle of the play area *(Setup step 1)*, place the **Jeweler board** next to the right side of the Game board. Then place the **24 Jewelry tiles** in the **Jewelry bag** and mix them well. Then place the bag near the Jeweler board. Each player places 1 of their Trademark tokens in the Journeyman Examination Start area.
- When you prepare the general Employee stack *(Setup step 3)*, make the following changes with the Level V and Level II cards:
  - **Level V Employee Cards:**

    Before shuffling the Level V cards and placing them facedown on top of the Employee stack, remove the **2 Masters** from the base game Level V Employee cards and add them to the **9 new Masters** from *Jewelry Box*. Shuffle these 11 Master cards and place them as a facedown deck next to the *Master examination space* of the Jeweler board.

    Then, draw 2 cards from this stack and shuffle them facedown with the remaining base game Level V Apprentice and Journeymen. These 4 cards are now placed facedown on top of the general Employee deck as the Level V cards.

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- o **Level II Employee Cards:**

  Before shuffling the Level II cards and placing them facedown on top of the Employee stack: remove the **2 Journeymen** from the base game Level II Employee cards and add them to the **9 new Journeymen** from *Jewelry Box*. Shuffle these 11 Journeyman cards and place them as a facedown deck next to the *Journeyman examination space* of the Jeweler board.

  Then, draw 2 cards from this stack and shuffle them together with the remaining base game Level II Apprentice and Master. These 4 cards are now placed facedown on top of the general Employee stack as the Level II cards on top of the general Employee deck.

- Shuffle the **10 specialized Apprentices** and deal **1 Apprentice** facedown to each player. Return the excess specialized Apprentices to the box without looking at them.
  - o Each player can always look at his own specialized Apprentice but must keep this card facedown next to his Player board. The specialized Apprentice is not yet part of the player's Employee deck and can only be hired later if the player meets certain conditions.

GAME PLAY

The game is now played as usual. However, the expansion does extend some of the phases and the available options of some actions.

Hereafter, all rules additions and changes are presented in the order in which they occur in the base game.

PHASE 1: PREPARE FOR A NEW ROUND

This expansion adds a new step E to the usual preparation:

E) New Jewelry Tiles

Fill the Jewelry spaces on the Jeweler board with faceup Jewelry tiles drawn randomly from the Jewelry bag:

1) If there is a Jewelry tile from the previous round remaining on the rightmost Jewelry space, discard this tile from the game and return it to the box.

2) Then, shift all other remaining Jewelry tiles to the right as far as possible to fill in empty Jewelry spaces in the display.

3) Finally, fill each remaining empty Jewelry space to the left with a Jewelry tile drawn randomly from the Jewelry bag. If the tiles are not sufficient to fill all Jewelry spaces, leave the leftmost Jewelry spaces empty.





PHASE 3: PERFORM ACTIONS

This expansion can affect the following Main actions: *Tailor a Garment*, *Hire a new Employee*, and *Fund a Decoration*. Also, there are now two entirely new Main actions that can be chosen as an alternative to the usual Main actions: *Complete the Journeyman Examination* and *Complete the Master Examination*.

3. Tailor a Garment

May only be performed by a Master or Journeyman

Tailoring a Garment is carried out as usual. If you sell the Garment, everything remains as it was. However, if you rent the Garment out, the following additional rules take effect:

Before you place the Garment in a Hall as usual, you may acquire 1 Jewelry tile from a Jewelry space on the Jeweler board and rent it out along with that Garment. However, you must meet all of the following requirements in order to do this:

1) You must have a Trademark token on a Decoration space on the Jeweler board. See *Fund a Decoration* action.

2) With a ladies' gown, you can only rent out a Jewelry tile with a necklace. With a gentleman's frock coat, you can only rent out a Jewelry tile with a ring.

3) You must pay to the bank the amount of Livre shown beneath the Jewelry space for that Jewelry tile.

If you meet all of the requirements above, take the Jewelry tile and place it faceup in front of you. **If the color of the Jewelry tile and the main color of the tailored Garment match, also gain 1 Resource tile drawn randomly from the Resource bag.** *(As usual, you must decide immediately whether to keep the Resource tile as bales of silk and place it hidden on your rack or discard it to gain the indicated Thread and/or Lace.)*

4. Hire a new Employee

May only be performed by a Master

Instead of hiring a new Employee from the Game board, **you may use this action once in the game** to hire the specialized Apprentice that was dealt to you at the beginning of the game for free. However, you can only do so if you currently meet their hiring condition. This condition is depicted in the gray *(left side)* of his employee bonus area on the bottom half of the card. An overview of the specialized Apprentice conditions can be found on page 16.

If you meet the condition, take the Apprentice into your hand as usual. From now on, **when you play this Apprentice, gain 3 Prestige Points** as his Employee Bonus as shown on the right side of the employee bonus area on the bottom half of the card.

Note:
This hiring condition must be met at the moment of hiring only and can be ignored afterwards.

6. Fund a Decoration

May be performed by any Employee

There is a new type of Decoration space: The Jeweler Decoration spaces.



Important:
Each player can occupy a maximum of 1 Jeweler Decoration space.

Note:
You are not allowed to acquire Jewelry tiles until after you have funded a Jeweler Decoration.

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7. Complete the Journeyman Examination

May only be performed by an Apprentice

To complete the Journeyman examination, you must play an Apprentice, and you must meet the following requirements:

1) You must have a Trademark token in the Journeyman Examination start area.
2) You must have completed each of the 4 Journeyman Examination tasks on the Jeweler Board.

Note:
During play, immediately place a Trademark token on these tasks when you complete them.

3) You must pay 5 Livre to the bank to complete the Journeyman Examination.

When you have completed these requirements, immediately carry out the following steps:

1) Gain 1 Prestige Point.
2) If you desire, you may use the Employee Bonus of your played Apprentice as usual.
3) Then, remove the played Apprentice from the game and return it to the box.
4) Next, take the entire Journeyman Employee deck and choose any one of them. Add the chosen Journeyman to your hand and return the deck to its place facedown.
5) Remove the 4 Trademark tokens from the task spaces and return them to your supply.
6) Move your Trademark token from the Journeyman Examination Start area to the Master Examination start area.

8. Complete the Master Examination

May only be performed by a Journeyman

To complete the Master examination, you must play a Journeyman, and you must meet the following requirements:

1) You must have a Trademark token in the Master Examination start area.
2) You must have completed each of the 3 Master Examination tasks on the Jeweler Board.

Note:
During play, immediately place a Trademark token on these tasks when you complete them.

3) You must pay 5 Livre to the bank to complete the Master Examination.

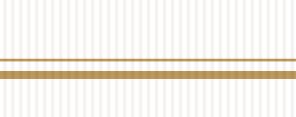
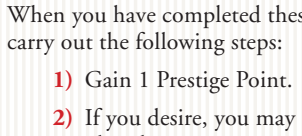
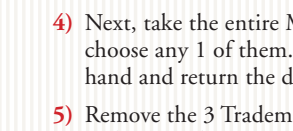
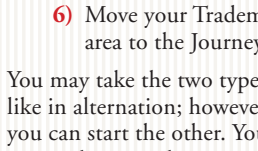
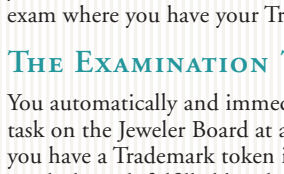
When you have completed these requirements, immediately carry out the following steps:

1) Gain 1 Prestige Point.
2) If you desire, you may use the Employee Bonus of your played Journeyman as usual.
3) Then, remove the played Journeyman from the game and return it to the box.
4) Next, take the entire Master Employee deck and choose any 1 of them. Add the chosen Master to your hand and return the deck to its place facedown.
5) Remove the 3 Trademark tokens from the task spaces and return them to your supply.
6) Move your Trademark token from the Master Start area to the Journeyman Examination start area.

You may take the two types of Examinations as often as you like in alternation; however, each must be completed before you can start the other. You may only complete tasks for the exam where you have your Trademark token in the start area.

The Examination Tasks

You automatically and immediately fulfill an Examination task on the Jeweler Board at any time during your turn if you have a Trademark token in the Start Area for that task. Mark the task fulfilled by placing 1 of your Trademark tokens on the adjacent space.

	This task is immediately fulfilled when you perform the Acquire Resources action using an Apprentice to gain a Resource tile that depicts at least 1 bale of blue and/or pink silk *(which you must keep as silk)*.
	This task is immediately fulfilled when you perform the Acquire Resources action using an Apprentice to gain a Resource tile that depicts at least 1 bale of green and/or orange silk *(which you must keep as silk)*.
	This task is immediately fulfilled when you perform the Acquire Resources action using an Apprentice to gain a Resource tile depicting Thread and/or Lace *(which you must then discard to gain the respective tokens)*.
	This task is immediately fulfilled when you perform the Fund a Decoration action using an Apprentice.
	This task is immediately fulfilled when you perform the Tailor a Garment action using a Journeyman to tailor a ladies' gown.
	This task is immediately fulfilled when you perform the Tailor a Garment action using a Journeyman to tailor a gentleman's frock coat.
	This task is immediately fulfilled when you perform the Tailor a Garment action using a Master.

- You cannot fulfill more than one Examination task per action. For example, if you perform the Acquire Resources action using an Apprentice and then take a Resource tile that depicts both blue and green bales of silk, you must choose which of the tasks you want to fulfill *(acquire blue silk or acquire green silk)*.
- However, if applicable, you are allowed to fulfill one task with an Employee's Main action and then a second task with their Employee Bonus action provided the Bonus action matches the required action *(Acquire Resource or Fund Decoration for an Apprentice or Tailor a Garment for a Journeyman)*.

PHASE 4: COLLECT INCOME

In addition to the usual sources of income:

- Each player gains **1 Livre** from the bank for **each Jewelry tile** they possess.

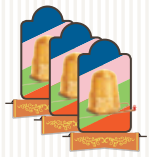
END OF GAME

Game end and End of Game Scoring are carried out as usual. However, during the End of Game scoring:

- After converting Livre to Prestige Points, each Player gains **1 Prestige Point** for **each Jewelry tile** they possess.

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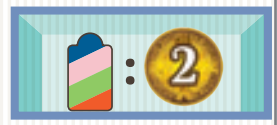
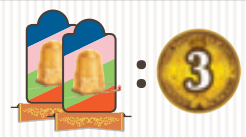
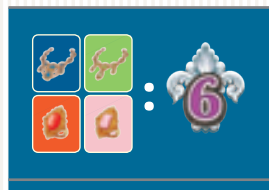
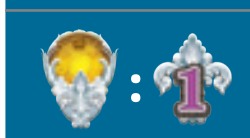
Hiring Conditions

	You must have at least 3 gentlemen's frock coats on the Game board.
	You must have at least 3 ladies' gowns on the Game board.
	You must have at least 3 garments on Master Guest spaces.
	You must have at least 30 Livre in your supply.
	You must have at least 3 Jewelry tiles.
	You must have placed Trademark tokens on at least 3 different types of Decoration spaces *(Musicians, Fireworks, Jeweler, Catering Kitchen, Statues).*
	You must have at least 4 Resource tiles, 2 Lace tokens and 2 Thread tokens in your supply.
	You must have a score of at least 5 Prestige Points. This does not include Prestige Points that will be awarded at the end of the game.
	You must have completed the Master Examination at least once.
	You must be represented in each of the 5 Halls *(i.e. have a Trademark token on at least 1 Garment or 1 Decoration in each Hall).*

New Journeyman Bonuses

	Choose 1 Employee from your facedown Employee supply and place them faceup into your discard pile next to your player board. Then immediately use that Employee's Bonus action.
	Copy the Bonus action of the Employee lying on top of one opponent's discard pile. *(Use that opponent's Employee Bonus just as if you had played that Employee yourself.)*
	Gain 1 Livre from the bank for each Hall in which you are represented *(i.e. have a Trademark token on at least 1 Garment or 1 Decoration).*
	Gain Livre from the bank based on the total number of cards in your staff: 4 cards: 6 Livre; 5 cards; 5 Livre; 6 cards: 4 Livre; 7 or more cards: 2 Livre
	Gain 3 Livre from the bank for each set of 2 Trademark tokens on Decorations. *(Do not include the All Halls Bonus.)*
	Perform 1 additional Tailor a Garment action *(regardless of your Main action)*. You must sell this Garment for the value shown on the Garment. You also gain 1 Prestige Point. You can't tailor a Master Garment *(showing a gold thimble icon)* with this action.
	Choose 1 Hall. Gain 1 Prestige Point for each set of 2 Garments you have in that Hall.
	Gain 3 Livre from the bank for each set of 2 rings you own.
	Gain 1 Prestige Point for every 3 Jewelry tiles you own.

New Master Bonuses

	Choose 1 Hall. Gain 2 Livre from the bank for each Garment you have in that Hall.
	Gain 1 Prestige Point for each pair of blue and green gowns you have on the Game board *(regardless of where they are located).*
	Gain 3 Livre from the bank for every set of 2 Garments you have on Master Guest spaces.
	Gain 3 Livre from the bank for every 2 Jewelry tiles you own.
	Gain 4 Livre from the bank if you have no green ladies' gowns on the Game board. Gain 5 Livre from the bank if you have no orange gentlemen's frock coats on the Game board. You can gain both of these Bonuses if both conditions are true.
	One-time Bonus at the end of the game: Gain 6 Prestige Points for each complete set of Jewelry tiles you own *(1 blue necklace, 1 green necklace, 1 pink ring, and 1 orange ring).*
	One-time Bonus at the end of the game: Gain 3 Prestige Points for every set of 2 necklaces you own *(any combination of colors).*
	One-time Bonus at the end of the game: Gain 1 Prestige Point for each of your Trademark tokens on a Decoration *(not including the All Halls Bonus).*
	One-time Bonus at the end of the game: Gain 3 Prestige Points for each set of 2 Apprentices in your staff.

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MADAME DU BARRY SOLO MODE

The *Madame du Barry Solo Mode* for *Rococo Deluxe Edition* and *The Jewelry Box expansion (if desired).* Play Time: 40 to 60 Minutes

COMPONENTS

25 Madame du Barry cards

SETUP

Note: All rules highlighted in a gold box like this apply only if you're playing with the Jewelry Box expansion.

Follow the Setup Base Game instructions and the Jewelry Box expansion setup with the following adjustments:



1. Card Supply
2. Hand cards
3. Employee deck
4. Discard

In step 6 of the setup, Madame du Barry gets the usual player setup materials, except for a Resource tile rack. However, the Starting Employee cards are placed facedown above her Player board. They will not be used actively during the game and will only count as her Employee deck for the final scoring.

In step 9, she is given only 1 Thread and 1 Lace, but no Livre.

In step 10, she is given the Start Player token.

When setting up the Jewelry Box expansion, she places a Trademark token in the Journeyman start area but does not gain a specialized apprentice.

PLAYING THE GAME

Madame du Barry never gains or spends Livre.

For the player's turns, all the rules of the base game and the Jewelry Box Expansion apply without any changes.

For Madame du Barry's turns, however, a different set of rules applies as follows:

PHASE 1: PREPARE FOR A NEW ROUND

Each Round shuffle all 25 Madame du Barry cards and place them facedown on the left space of her Player board *(her **Card supply**, not to be confused with her Employee deck above her player board).*

PHASE 2: SELECT 3 EMPLOYEE CARDS

Instead of selecting 3 hand cards, Madame du Barry draws **4 random cards** from the top of her Card supply. Place these facedown in a stack as ***hand* cards** on her Player board between her Card supply and Discard pile.

PHASE 3: PERFORM ACTIONS

In each of her turns, Madame du Barry reveals the **topmost** of her *hand* cards and performs the action depicted on that card. Then place the card faceup in her Discard pile.

General Note:
*Whenever the given action cannot be performed **at all** due to empty spaces or the like, Madame du Barry **gains 3 Prestige points instead**.*

Only the following Main actions are available to Madame du Barry:

1. Claim the Queen's favor

If the Queen's Favor token is available in the Favor space on the Game board, Madame du Barry takes it and places it in front of her. Regardless of whether she could claim the Queen's Favor or not, she always gains 3 Prestige Points for this action.

2. Acquire Resources

Madame du Barry acquires all available Resource tiles from the Drawer *(1, 2, or 3)* or the space in all 3 drawers *(left, center, right)* as depicted on the card and stores them facedown in her supply.

Whenever she acquires Resource tiles using this action *(and only this action)* and she is currently preparing for the Journeyman Examination, place 1 Trademark token on the topmost matching free space of the Journeyman Examination Tasks, if possible. Once all 4 spaces are occupied, Madame du Barry **immediately** completes the Journeyman Examination as described.

If the depicted drawers or drawer spaces are all empty, Madame du Barry gains 3 Prestige points instead.

3. Tailor a Garment

Madame du Barry tailors 1 Garment for free, i.e. she neither pays any costs nor does she surrender any Resources.

The card determines which Garment to make:



In this case, the **second** Garment from the right is made *(count only Garment tiles, not empty spaces).* If there are fewer Garment tiles than the card states, the Garment tile with the highest cost is tailored.

Whenever she tailors Garments using this action and she is currently preparing for the Master Examination, place 1 Trademark token on the topmost matching free space of the Master Examination Tasks, if possible. For the space on the top, she must Tailor a Garment with a gold thimble. Once all 3 spaces are occupied, Madame du Barry **immediately** completes the Master Examination.

If no Garment tiles are available in the Garment Design Display, Madame du Barry gains 3 Prestige points instead and the action is over.

The Garment tailored is **always rented out**, never sold. Reveal one additional card from her Card supply and place it faceup onto her Discard pile. The bottom section of this card now determines:

1. ...where to place the Garment



Place the Garment into the Hall highlighted on the card's left. In that Hall, choose the most valuable free Guest space. If available, choose a Master Guest space. If multiple spaces are available, choose a space that shows a Bonus reward *(1. Resource tile, 2. Thread or Lace, 3. Livre)*. In case of a Resource tile reward, Madame du Barry gets a random, unrevealed Resource tile from the Resource bag. She never gains any Livre.

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If the highlighted Hall is full, reveal another card until an area with at least one free space is highlighted.

2. ...if a Jewelry tile may be acquired

The symbol on the card's right determines whether Madame du Barry may acquire and rent out Jewelry along with the Garment or not. To do so, she must have already placed one of her Trademark tokens onto a **Jeweler Decoration space** in order to qualify for acquiring Jewelry.

The possible symbols are:



She may acquire the least expensive Jewelry that matches the color of the Garment, if such a Jewelry tile is available. Place the Jewelry tile into her supply. As a Bonus for matching colors, she also draws a random, unrevealed Resource tile from the Resource bag and places it in her supply.



She may acquire the least expensive Jewelry that is suitable for the Garment, i.e. a ring for a gentleman's frock coat or a necklace for a lady's gown, if such a Jewelry tile is available. Place the Jewelry tile into her supply. If that Jewelry happens to match the Garment color, she also draws a random, unrevealed Resource tile from the Resource bag and places it in her supply.



She may not acquire Jewelry for this Garment.

4. Hire a new Employee

Madame du Barry acquires a new Employee for free, i.e. she pays no costs.

The card determines which employee she hires:



In this case, the **second** Employee card from the left is acquired *(count only Employee cards, not empty spaces)*. If only one Employee card is available, that one is acquired.

Important:
*If **any Employee with an end-of-game bonus** is available for hire (in Rounds 5, 6 or 7), Madame du Barry will **always** hire the end-of-game bonus Employee that currently brings her the most Prestige Points, regardless of the direction and number stated on the card. If more than one Employee brings the same number of Prestige Points, she will choose the Employee that currently would gain you the most Prestige Points. If both are the same, she will take the first of those Employees indicated by the direction on the card.*

Add the acquired Employee card to her **Employee deck** above her Player board.

Every time she hires a new Employee, also **add 1 facedown card** from her Card supply *(**not** the newly acquired Employee in the Employee deck)* to her hand cards. This means Madame du Barry will have another turn this Round.

If no Employee cards are available for hire, Madame du Barry gets 3 Prestige points instead.

6. Fund a Decoration

Madame du Barry funds one Decoration for free. The card determines which Decoration to fund:


Fireworks


Kitchen


Musicians


Statues



If Madame du Barry has not yet placed a Trademark token onto a Jeweler Decoration space, she now places one onto **the least expensive** unoccupied Jeweler Decoration space for free, allowing her to acquire Jewelry in future actions for *Tailor a Garment*.

Otherwise, she places a Trademark token onto **the least expensive** unoccupied Decoration space of the stated type for free.

Whenever she funds a Decoration using this action and she is currently preparing for the Journeyman Examination, place 1 Trademark token on the matching free space of her Journeyman Examination tasks, if possible. Once all 4 spaces are occupied, Madame du Barry **immediately** completes the Journeyman Examination.

If no more valid Decoration spaces of the given type are available, Madame du Barry gains 3 Prestige points instead.

Note:
Please remember that a player may place at most 1 Trademark token in each side of the Catering Kitchen. This also applies to Madame du Barry.

7. Complete the Journeyman Examination

Once Madame du Barry's Apprentice meets all requirements for the Journeyman Examination *(she does not have to pay 5 Livre)*, she **immediately** completes the Journeyman Examination and follows these steps:

- Gain 1 Prestige point.
- Randomly remove any 1 Apprentice *(but not from Level VI)* from her **Employee deck** above the Player board and return it to the box.
- Secretly add 1 random card from the deck next to the Journeyman Examination space to her **Employee deck**.
- **Add 1 facedown card** from her Card supply to her hand cards. This means Madame du Barry will have another turn this Round.
- Remove all Trademark tokens on tasks for her Journeyman Examination tasks and return them to her supply.
- Move her Trademark token on the Journeyman Start area to the Master Start area.

8. Complete the Master Examination

Once Madame du Barry's Journeyman meets all requirements for the Master Examination *(she does not have to pay 5 Livre)*, she **immediately** completes the Master Examination and follows these steps:

- Gain 1 Prestige point.
- Randomly remove any 1 Journeyman from her **Employee deck** above the Player board and return it to the box.
- Secretly add 1 random card from the deck next to the Master Examination space to her **Employee deck**.
- **Add 1 facedown card** from her Card supply to her hand cards. This means Madame du Barry will have another turn this Round.
- Remove all tokens from her Master Examination tasks and return them to her supply.
- Move her Trademark token on the Master Start area to the Journeyman Start area.

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ALL HALLS BONUS

As soon as Madame du Barry manages to be represented in each of the 5 Halls with either a Garment or a Decoration *(musician)*, immediately place 1 of her Trademark tokens onto the most valuable free space of the ***All Halls Bonus***.

PHASE 4: COLLECT INCOME

Madame du Barry does not collect any income; she is totally fine with gaining lots of prestige...

END OF GAME

Madame du Barry participates in the final scoring as any normal player would. She can score majorities, move dresses from the Royal Hall to the Fireworks Display on the balcony *(which you'll do in her stead to give her the most Prestige Points possible)*, score statues, score jewelry, etc.

In addition, she scores 1 Prestige Point for every 2 Resource tiles she has collected during the game *(regardless of the actual Resources depicted on them)*.

The player with the most Prestige Points after the final scoring wins. In the case of a tie, Madame du Barry wins, of course! You clearly want to best Madame du Barry, so please try again!!

FANCY DRESSES

To play with the *Fancy Dresses* Expansion, simply add the Garment and Resource tiles to the appropriate draw bags.

The *Fancy Dresses* Expansion adds 4 new Garment tiles that are more expensive and more rewarding, as well as 5 new Resource tiles with new combinations of Resources.



These new Garment tiles set a new high in terms of big points, especially in connection with the Fireworks Display. However, since they require more Resources than the lower-value Garment tiles, they do not change the balance of the game significantly. This also applies to the new Resource tiles. Expect to see an average of 2 or 3 of the new Garment tiles to appear in a 3- or 4-player game.

Fancy Dresses seamlessly integrates into the basic game and spices it up a little.

FESTIVITY DRESSES

To play with *Festivity Dresses*, set aside the 4 Festivity Garments until after you have completed Phase 1 – Prepare for a new Round for the first Round. At the end of this phase, add the 4 Festivity Garment tiles to the Garment bag and mix them in well.

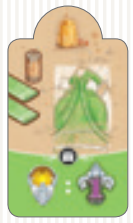
The Festivity Garments are tailored just like all other Garments. However, they can never be sold. After a player has paid the cost and spent the required Resources for the Festivity Garment, they gain an immediate one-time only Prestige Point Bonus *(see below)*. Then, the tile is flipped over and placed on the Game board with a Trademark token as usual.

Festivity Dresses adds 4 delightful new Garments to the game.

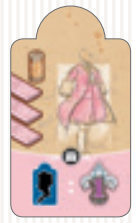
Prestige Point Bonuses



Immediately gain 2 Prestige Points for each set of 1 lady's gown and 1 gentleman's frock coat that you have on the Game board *(regardless of their colors and where they have been placed)*.



Immediately gain 1 Prestige Point for each of your Trademark tokens on Decorations *(not including the All Halls Bonus)*.



Immediately gain 1 Prestige Point for each of your blue gowns on the Game board.



Immediately gain 1 Prestige Point for each of your pink frock coats on the Game board.

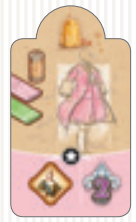
EXPERT TAILORING

[Available separately from Eagle-Gryphon Games]

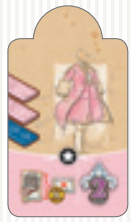
Expert Tailoring introduces 6 new Garments, 2 of which can only be used with the *Jewelry Box Expansion*. Each of these Garments gives you a special Bonus when you rent them out and place them on the Game board.

Add the *Expert Tailoring* Garments to the Garment bag during the Setup Phase. These Garments are tailored just like all other Garments. However, when they are placed on the Game board, they provide an immediate one-time only Bonus *(see below)*.

These Garments can only be rented (with the exception of the green lady's gown that provides 14 Livre if rented or sold). If there is no available space to place them, they cannot be tailored.



When you place this Garment, you get the Queen's Favor *(if available)* and 5 Livre *(always)*.



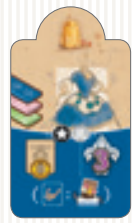
When you place this Garment, you may depute any one Employee from your staff. You gain the Livre, but not the Bonus on the lower half of that card.



When you place this Garment, you get any 1 Resource tile on display in the Resource tile drawers for free. You must either keep it for the silk bales or discard it for any Thread and/or Lace as usual.



When you place or sell this Garment, gain 14 Livre. If rented, this Garment counts as representation in a Hall and counts for area majority, but it does not provide any Prestige Points.



For use with Jewelry Box Expansion only

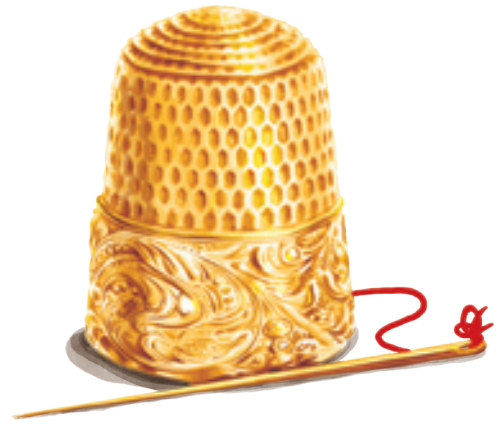
When you place this Garment and already have a Trademark token on a Decoration space on the Jewelers board, you gain 1 Jewelry of ANY color from the Jewelry display for free. If the Jewelry matches the Garment color, gain 1 Resource tile drawn randomly from the Resource bag. *(As usual, discard for Thread and/or Lace or keep hidden on your Resource tile rack for silk.)*



For use with Jewelry Box Expansion only

When you place this Garment, gain 2 Prestige Points if you also acquire Jewelry that matches the color of this Garment.

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Credits

Base Game

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Thanks to Tim Kirkman, Shay Rickman and Christophe Gaudin for artwork testing.

Jewelry Box Expansion

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We wish to thank all play testers, especially Anke Binnewies, Silke Hahn and Timo Weil. Very special thanks go to Oliver Westphal for his examination idea, to Anja Malz and to Matthias Cramer.

Madame du Barry Solo Mode Expansion

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Fancy Dresses Expansion

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Festivity Dresses Expansion

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Expert Tailoring Expansion

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